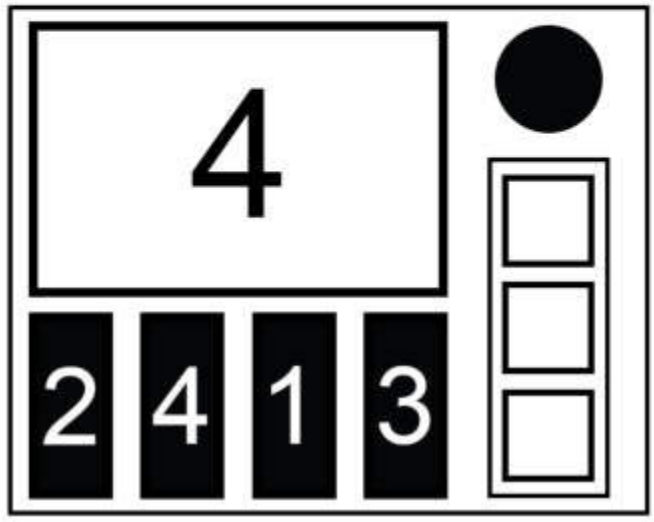
BACK UP INSTRUCTIONS

HIGH VOLTAGE

HOW TO REPAIR AN ELECTRICITY BOX IN CASE OF A BLACKOUT?

NUMBERED BUTTONS



- Press the correct button to progress the module to the next stage. Complete all stages to open the electricity box.
- Pressing an incorrect button will reset the module back to stage 1.
- Button positions are ordered from left to right.

Stage 1

- If the display is 1, press the button in the second position.
- If the display is 2, press the button in the first position.
- If the display is 3, press the button in the fourth position.
- If the display is 4, press the button in the third position.

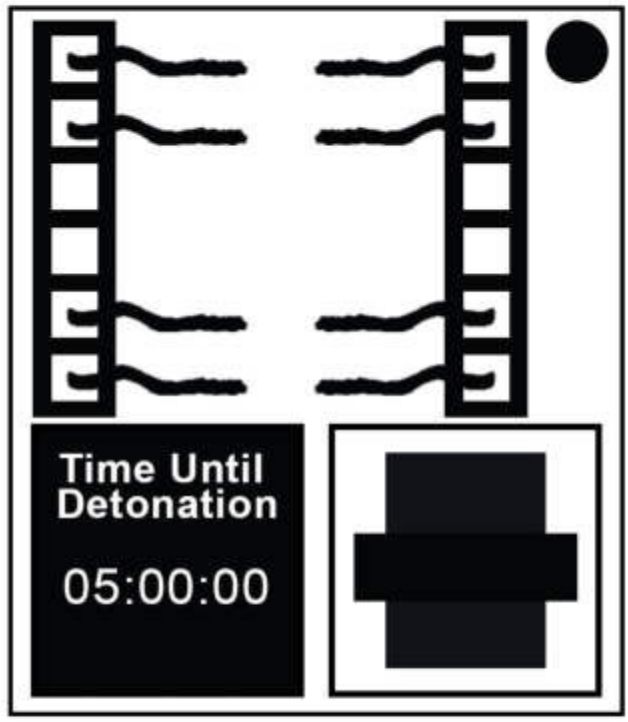
Stage 2

- If the display is 1, press the button labeled "4".
- If the display is 2, press the button in the same position as you pressed in stage 1.
- If the display is 3, press the button in the first position.
- If the display is 4, press the button in the same position as you pressed in stage 1.

Stage 3

- If the display is 1, press the button with the same label you pressed in stage 2.
- If the display is 2, press the button with the same label you pressed in stage 1.
- If the display is 3, press the button in the third position.
- If the display is 4, press the button labeled "4".

FIXING CABLES



- A wire module can have 3-6 wires on it.
- Only the one correct wire needs to be fixed to disarm the module.
- Wire ordering begins with the first on the top.

Conditions

- If there is more than one red wire, fix the last red wire.
- Otherwise, if the last wire is yellow and there are no red wires, fix the first wire.
- Otherwise, if there is exactly one blue wire, fix the first wire.
- Otherwise, if there is more than one yellow wire, fix the last wire.
- Otherwise, fix the second wire.