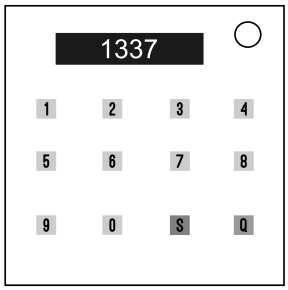
On the Subject of The Cruel Code



Why do we now have three codes? Which should I type in? WHAT IS GOING ON? AAAAAAAAAAaaaaaaaaaaaaaaaaaaaaa

- To defuse this module, you need to input the correct code. The code can have at most four digits.
- To do that, obtain three input numbers first (part 1 below), then determine the code (part 2).
- Type the answer using the number keys and press "S" to submit it.

1. Obtaining the numbers.

- Check the display. You will see the 1st number, n1. Press "Q" once.
- You will see the 2nd number, n2. Press "Q" again.
- You will see the 3rd number, n3.
- Don't press "Q" for a third time before you submit. Otherwise, the module and numbers will reset with a strike.

2. Determining the code.

- If $\lfloor\sqrt{n1}\rfloor = 35$, the code is the result of the digital root of (n1+n2+n3).
- Otherwise, if the digital root of (n1) = the digital root of (n3), the code is the result of $\lfloor\sqrt{n3}\rfloor$.
- Otherwise, if $\lfloor\sqrt{n2}\rfloor = \lfloor\sqrt{n3}\rfloor$, the code is the result of $\lfloor\sqrt{(n1+n2)}\rfloor$.
- Otherwise, if Cruel Piano Keys or Mastermind Cruel is on the bomb, the code is the total whole seconds left on the bomb timer when you submit.
- Otherwise, if the bomb was started on a Monday, and a lit BOB indicator is on the bomb, the code is 4321.
- Otherwise, if exactly 12 solvable modules are on the bomb, the code is 19.
- Otherwise, the code is the greater value between 1 and $\lfloor(\lfloor\sqrt{n2}\rfloor/\lfloor\sqrt{n1}\rfloor)\rfloor$.

Formulae

- (x) takes the digital root of a non-negative integer x.
- $\sqrt{y}$ takes the principal square root of a non-negative real number y.
- $\lfloor z\rfloor$ takes the greatest integer less than or equal to a real number z.