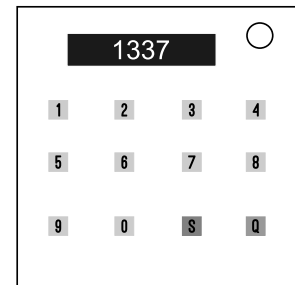


On the Subject of The Cruel Code

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

AAAAAAAAAAAAAAAAAAAAAAAAAAAA

- To defuse this module, you need to input the correct code.
The code can have at most four digits.
- To do that, take the displayed number at the top and follow the rules below.



1. Obtaining the numbers.

- Check the display. You will see the 1st number, n_1 . Press “Q” once.
- You will see the 2nd number, n_2 . Press “Q” again.
- You will see the 3rd number, n_3 .
- 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 $\lfloor \sqrt{n_1} \rfloor = 35$, the code is the result of the digital root of $(n_1 + n_2 + n_3)$.
- Otherwise, if the digital root of $(n_1) =$ the digital root of (n_3) , the code is the result of $\lfloor \sqrt{n_3} \rfloor$.
- Otherwise, if $\lfloor \sqrt{n_2} \rfloor = \lfloor \sqrt{n_3} \rfloor$, the code is the result of $\lfloor \sqrt{(n_1 + n_2)} \rfloor$.
- 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 $\lfloor (\lfloor \sqrt{n_2} \rfloor / \lfloor \sqrt{n_1} \rfloor) \rfloor$. The digital root of (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 .

- Remove all of the decimals and submit the answer.