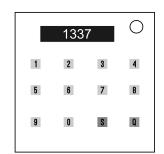
On the Subject of The Cruel Code

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

- 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, nl. 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 $|\sqrt{n1}| = 35$, 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 $|\sqrt{n3}|$.
- Otherwise, if $|\sqrt{n2}| = |\sqrt{n3}|$, the code is the result of $|\sqrt{(n1+n2)}|$.
- 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 $\lfloor (\lfloor \sqrt{n2} \rfloor / \lfloor \sqrt{n1} \rfloor) \rfloor$. The digital root of (x) takes the digital root of a non-negative integer x,
- √y takes the principal square root of a non-negative real number y.
- [z] takes the greatest integer less than or equal to a real number z.
- · Remove all of the decimals and submit the answer.