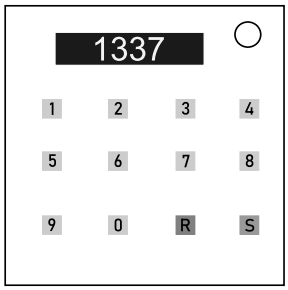
On the Subject of The Cruel Code



If you think divisions are already hard enough, this is probably not for you.

- This module is different from an instance of The Code. The backing is red instead of blue, and the bottom-right button is labeled "Q" instead of "R".
- To defuse this module, you need to input the correct code. The code can have at most four digits.
- Only press the numbered buttons after you obtained all three numbers.

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 result of $dr(n1+n2+n3)$.
Otherwise, if $dr(n1) = dr(n3)$, the code is result of $\lfloor\sqrt{n3}\rfloor$.
Otherwise, if $\lfloor\sqrt{n2}\rfloor = \lfloor\sqrt{n3}\rfloor$, the code is result of $\lfloor\sqrt{(n1+n2)}\rfloor$.
Otherwise, if Cruel Piano Keys or Mastermind Cruel is on the bomb, the code is total whole seconds left on the bomb timer when you submit.
Otherwise, if the bomb starts 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 $\lfloor(\lfloor\sqrt{n2}\rfloor/\lfloor\sqrt{n1}\rfloor)\rfloor$.

$dr(x)$ 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.

- Input the code with the numbered buttons, then press "S" to submit.
- If the code is incorrect, the module and numbers will reset with a strike.