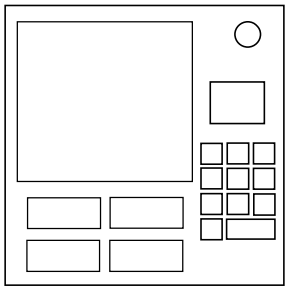
On the Subject of ASCII Art



(>'–')> <('–'<) (>'–')> <('–'<)

Find the correct symbol to push using the informations given by the ASCII art.

- Navigate the tables below using the information on the ASCII art.
- Those tables are two adjacent faces of a 3D 6x6x3 rectangular prism.
- The paralleloid is made of 108 little 1x1 cubes. Visualize the volume and find which cube corresponds to your coordinates.
- Then take that cube, and visualize all the directly adjacent cubes.

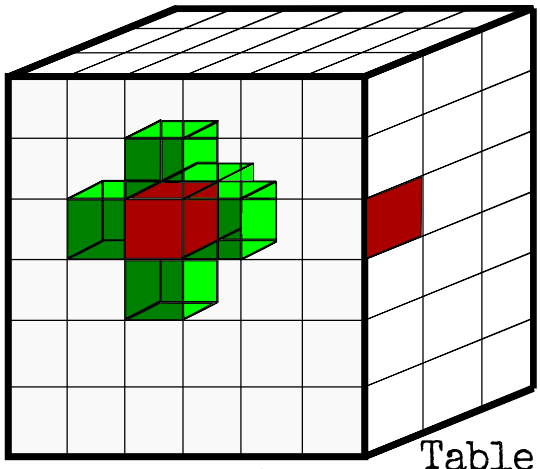


Table 1 Table 2

- Each cube has a number associated to it. You can find a cube's number by using the instructions below.
  NOTE : Do not take into account the cube used to find the others. Only the adjacent cubes are relevant.
- Use the number pad to query the numbers of your cubes.
  You can query any number at any time, but querying an impossible cube number will return a 0.
- The query response gives you an ASCII number. Look at the ASCII table to associate that number to a character.
- Among the characters you found, only one of them will be present on the module : this is the correct answer. Press it to solve the module.

Finding the first cube

Table 1

		Colors					
		White	Red	Yellow	Green	Cyan	Magenta
Image	Text	6	27	18	4	14	2
	Bomb	32	17	11	36	7	30
	Food	34	22	5	25	15	29
	Object	33	20	12	19	13	3
	Emote	35	16	10	31	23	21
	Animal	26	1	9	24	8	28

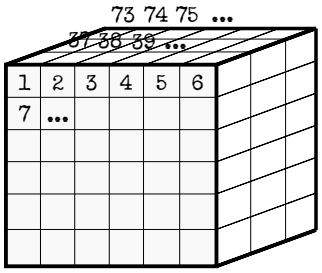
Table 2

<table>
<tr><th colspan="2" rowspan="2"></th><th colspan="3">Characters</th></tr>
<tr><th>#!°`'+.-_</th><th>/\|-_</th><th>░▒▓█</th></tr>
<tr><td rowspan="6">Image</td><td>Text</td><td>+0</td><td>+36</td><td>+72</td></tr>
<tr><td>Bomb</td><td>+36</td><td>+0</td><td>+72</td></tr>
<tr><td>Food</td><td>+72</td><td>+36</td><td>+0</td></tr>
<tr><td>Object</td><td>+0</td><td>+72</td><td>+36</td></tr>
<tr><td>Emote</td><td>+72</td><td>+0</td><td>+36</td></tr>
<tr><td>Animal</td><td>+36</td><td>+72</td><td>+0</td></tr>
</table>

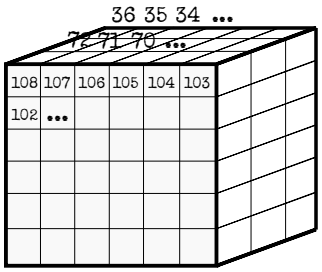
Finding a cube's number

Find the first rule that applies.

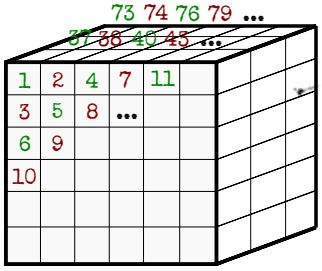
- There are no batteries on the bomb
  - Count the cubes in reading order, starting from the top left of table 1, and going to the bottom right of the back of the paralleloid.



- There are more port plates than battery holders
  - Same rule as above, but the starting cube is n°108, and you count the cubes in descending order.



- There are more lit than unlit indicators
  - Count the cubes diagonally, as shown in the diagram.



- None of the above rules apply
  - Use the number shown on table 1, then add the number on table 2.

Appendix A: ASCII Table

32	Space	44	,	92	\	156	£
33	!	45	-	93	]	167	°
34	"	46	.	94	^	176	▒
35	#	47	/	95	_	177	▒
36	$	58	:	96	`	178	▓
37	%	59	;	123	{	219	▉
38	&	60	<	124	|	224	α
39	'	61	=	125	}	225	β
40	(	62	>	126	~	230	µ
41	)	63	?	130	é	253	²
42	*	64	@	133	à		
43	+	91	[	138	è		
48-57		0-9		65-90		A-Z	
97-122		a-z					