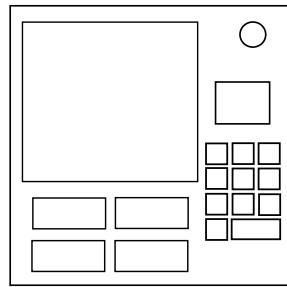


On the Subject of ASCII Art

(>'-'> <'-'<) (>'-'> <'-'<)

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.

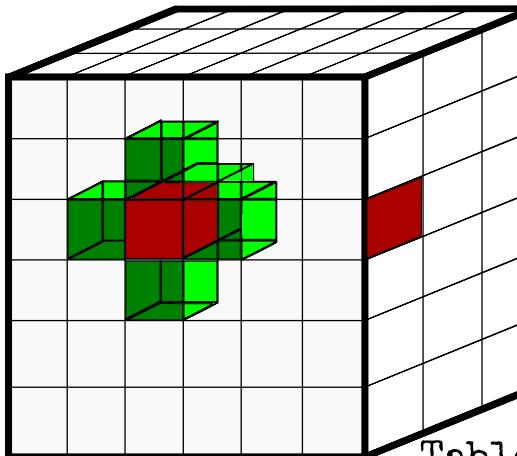


Table 1

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

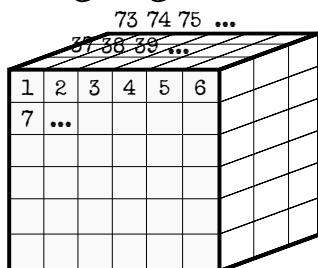
Table 2

		Characters		
		#!^~+.-_	/\ -_	[REDACTED]
Image	Text	+0	+36	+72
	Bomb	+36	+0	+72
	Food	+72	+36	+0
	Object	+0	+72	+36
	Emote	+72	+0	+36
	Animal	+36	+72	+0

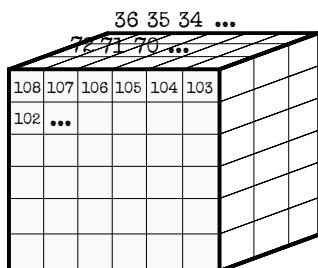
Finding a cube's number

Find the first rule that applies.

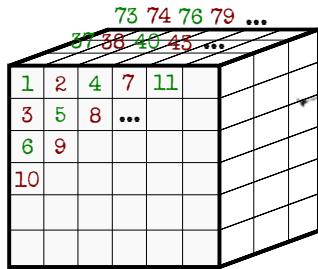
- There are no batteries on the bomb
 - Count the cubes in reading order, starting from the top left of table 1, and going to the bottom right of the back of the paralleloid.



- 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