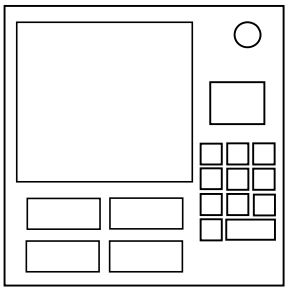
# On the Subject of ASCII Art



*(>'–')> <('–'<) (>'–')> <('–'<)*

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.

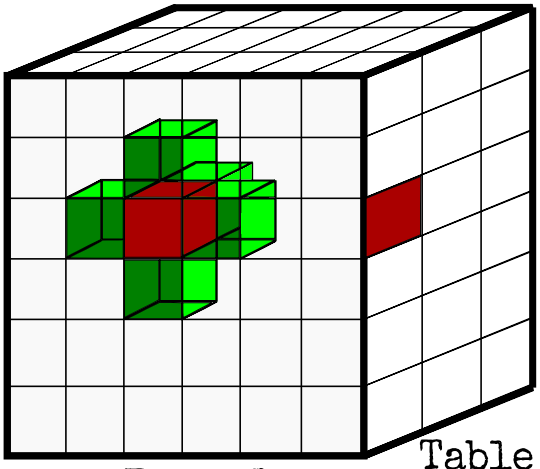


Table 1 Table 2

- 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, then use the ASCII table to associate the query responses to the symbols, and find the only symbol that is present on the module : it is the one you have to submit.

## 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 |

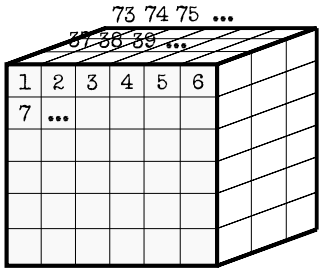
### Table 2

| | | Characters | | |
|---|---|---|---|---|
| | | #!°˜+•-_ | /\|-_ |  |
| 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 |

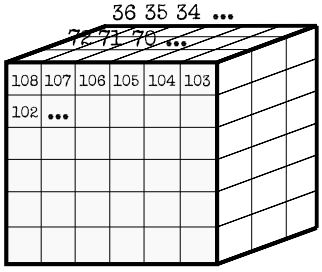
## Finding a cube's number

Find the first rule that applies.

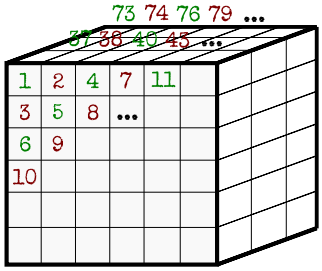
- There are no batteries on the bomb
  - Count the cubes in reading order, starting from the top left of table 1, and going to the bottom right of the back of the paralleloid.




- 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

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 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 | | | | | |