Advent of Code [About] [Events] [Shop] [Settings] [Log Out] Franco Fernando 32\* int y=2024; --- Day 16: Reindeer Maze --make Advent of It's time again for the Reindeer Olympics! This year, the big event is the Code possible: Reindeer Maze, where the Reindeer compete for the lowest score. Cloudsmith - Code You and The Historians arrive to search for the Chief right as the event is shapes reality; about to start. It wouldn't hurt to watch a little, right? now solve your next puzzle: The Reindeer start on the Start Tile (marked S) facing East and need to global artifact reach the End Tile (marked  $\overline{\mathsf{E}}$ ). They can move forward one tile at a time management. Join (increasing their score by 1 point), but never into a wall (#). They can our journey to also rotate clockwise or counterclockwise 90 degrees at a time (increasing shape, secure, their score by 1000 points). and be the world's software To figure out the best place to sit, you start by grabbing a map (your supply chain. We puzzle input) from a nearby kiosk. For example: overcame the impossible and ############### became the #....E# improbable - now, #.#.##.#.### it's inevitable. # . . . . # . # . . . # . # #.###.####.#.# |#.#.#.....#.# # . # . # # # # . # # # . # |# . . . . . . . . . . # . #| ###.#.####.#.# |# . . . # . . . . . # . # . #| #.#.#.##.#.#.# |# . . . . . # . . . # . # . # #.###.#.#.#.#.# #S..#...#...# **|###############** There are many paths through this maze, but taking any of the best paths would incur a score of only 7036. This can be achieved by taking a total of 36 steps forward and turning 90 degrees a total of 7 times: **|**#################### #...E# #.#.###.#.## # . . . . . # . # . . . # ^ # #.###.####.#^# #.#.#.....#^# # . # . # # # # # . # # # ^ # #..>>>>> ###^#.####\\#^# #>>^#...#\#^# #^#.#.###.#\# #^....#...#\#\# #^###.#.#.#V#^# #S..#...#>>^# Here's a second example: \########### |# . . . # . . . # . . . # . . E#| #.#.#.#.#.#.#.#.# |#.#.#.#...#..# |#.#.#.#.###.#.#.# |# . . . # . # . # . . . . . # . # #.#.#.#.#.#####.# #.#...#.#.#....# #.#.####.#.### |#.#.#....# # . # . # # # . # # # # . # # # #.#.#...#...#. #.#.#.####.##. #.#.#......#.# #.#.#.######## #S#....# In this maze, the best paths cost 11048 points; following one such path would look like this: #################### #...#...#...#..E# #.#.#.#.#.#.#.# #.#.#.#...# # . # . # . # . # # . # . # ^ # #>>\#.#.#....#^# #^#\#.#.#.##### #^#V..#.#.#>>>>^# #^#\####.#^###.# #^#\#..>>>>\#...# #^#\###^###.### #^#\#>>^#....#.# #^#\####.###.# #^#\#^....#.# #^#\######### #S#>>^....# ################## Note that the path shown above includes one 90 degree turn as the very Analyze your map carefully. What is the lowest score a Reindeer could possibly get? Your puzzle answer was 105496.

first move, rotating the Reindeer from facing East to facing North.

--- Part Two\_---

best spot to sit. Every non-wall tile (S, ., or E) is equipped with places to sit along the

*|####################* 

#.###.####.#O#

#.#.#.....#0#

#.#.####.##0#

#..00000000#0#

###0#0#####0#0#

#000#0...#0#0#

#O#O#O###.#O#O#

#OOOOO#...#O#O#

#.#.#.#...#O#

#.#.#.#.##.#.#O#

#000#.#.#.....#0#

#O#O#.#.#.####O#

#0#0..#.#.#00000#

#0#0#####.#0###0#

#0#0#..00000#000#

#0#0###0#####0###

#0#0#000#..000#.#

#O#O#O#####O###.#

#0#0#000000..#.#

#O#O#O########.#

#0#000......#

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Your puzzle answer was 524.

edges of the tile. While determining which of these tiles would be the best spot to sit depends on a whole bunch of factors (how comfortable the seats are, how far away the bathrooms are, whether there's a pillar blocking your

Now that you know what the best paths look like, you can figure out the

view, etc.), the most important factor is whether the tile is on one of the best paths through the maze. If you sit somewhere else, you'd miss all the action! So, you'll need to determine which tiles are part of any best path through the maze, including the S and E tiles. In the first example, there are 45 tiles (marked 0) that are part of at

least one of the various best paths through the maze:

|# . . . . . . . # . . . . O# #.#.###.#.## #...#.#...#0#

#O###.#.#.#O#O# #0..#....#000# ################## In the second example, there are 64 tiles that are part of at least one of the best paths: ################### #...#...#...#..0# #.#.#.#.#.#.#O#

Analyze your map further. How many tiles are part of at least one of the best paths through the maze?

Both parts of this puzzle are complete! They provide two gold stars: \*\*

At this point, you should return to your Advent calendar and try another puzzle. If you still want to see it, you can get your puzzle input.

You can also [Share] this puzzle.