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--- Day 13: Care Package ---

As you ponder the solitude of space and the ever-increasing three-hour roundtrip for messages between you and Earth, you notice that the Space Mail Indicator Light is blinking. To help keep you sane, the Elves have sent you a care package.

It's a new game for the ship's **arcade cabinet**! Unfortunately, the arcade is **all the way** on the other end of the ship. Surely, it won't be hard to build your own - the care package even comes with schematics.

The arcade cabinet runs **Intcode** software like the game the Elves sent (your puzzle input). It has a primitive screen capable of drawing square **tiles** on a grid. The software draws tiles to the screen with output instructions: every three output instructions specify the **x** position (distance from the left), **y** position (distance from the top), and **tile id**. The **tile id** is interpreted as follows:

- **0** is an **empty** tile. No game object appears in this tile.
- **1** is a **wall** tile. Walls are indestructible barriers.
- **2** is a **block** tile. Blocks can be broken by the ball.
- **3** is a **horizontal paddle** tile. The paddle is indestructible.
- **4** is a **ball** tile. The ball moves diagonally and bounces off objects.

For example, a sequence of output values like **1,2,3,6,5,4** would draw a **horizontal paddle** tile (**1** tile from the left and **2** tiles from the top) and a **ball** tile (**6** tiles from the left and **5** tiles from the top).

Start the game. How many **block** tiles are on the screen when the game exits?

Your puzzle answer was **320**.

--- Part Two ---

The game didn't run because you didn't put in any quarters. Unfortunately, you did not bring any quarters. Memory address **0** represents the number of quarters that have been inserted; set it to **2** to play for free.

The arcade cabinet has a **joystick** that can move left and right. The software reads the position of the joystick with input instructions:

- If the joystick is in the **neutral** position, provide **0**.
- If the joystick is **tilted to the left**, provide **-1**.
- If the joystick is **tilted to the right**, provide **1**.

The arcade cabinet also has a **segment display** capable of showing a single number that represents the player's current score. When three output instructions specify **X=-1, Y=0**, the third output instruction is not a tile; the value instead specifies the new score to show in the segment display. For example, a sequence of output values like **-1,0,12345** would show **12345** as the player's current score.

Beat the game by breaking all the blocks. **What is your score after the last block is broken?**

Your puzzle answer was **15156**.

**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.

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