

Our **sponsors** help  
make Advent of  
Code possible:

Scaleway - The Cloud that makes sense. Create, deploy and scale your infrastructure in the cloud designed for Developers.

Due to the local geology, trees in this area only grow on exact integer coordinates in a grid. You make a map (your puzzle input) of the open squares (□) and trees (♂) you can see. For example:

.	.	#	#	.	.	.	.	.	.
#	.	.	.	#	.	.	.	#	.
.	#	.	.	.	#	.	#	.	.
.	.	#	.	#	.	.	#	#	.
.	#	.	.	#	#	.	#	.	.
.	.	#	.	#	#	.	.	.	.
.	#	.	#	.	#	.	.	.	#
.	#	.	.	.	.	.	.	.	#
#	.	#	#	.	.	#	.	.	.
#	.	.	.	#	#	.	.	.	#
.	#	.	.	#	.	.	#	.	#

[illegible]

The toboggan can only follow a few specific slopes (you opted for a cheaper model that prefers rational numbers); start by counting all the trees you would encounter for the slope right 3, down 1:

The locations you'd check in the above example are marked here with `0` where there was an open square and `X` where there was a tree:

