--- 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 `376`.

--- 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 `18509`.

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.