

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:

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[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:

From your starting position at the top-left, check the position that is right 3 and down 1. Then, check the position that is right 3 and down 1 from there, and so on until you go past the bottom of the map.

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:

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