



## The Song of Ducks and Dragons [ 2025 ]

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## Quest 12: One Spark to Burn Them All

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## Part I

## Story section

After a long flight, the scout columns level out, signalling the end of the journey. You exchange friendly gestures, and the scouts fly off in all directions in search of the dragonducks. You are still high above, seeing many castles, cities, and villages. Suddenly, you spot something very strange.

A small castle at the base of the mountains, on the kingdom's far edge, glows in a similar way to the symbols and clues that only you could see. The pulsing repeats a sequence of long and short signals: `... --- ...`. You decide to check what it is.

As you fly closer, you spot clearings hidden in the forest, filled with barrels containing a greenish substance. In one of the clearings, a figure dressed like a nerdmaster is experimenting with the same substance in small cups. A knight, clad in armour as black as tar, is observing the procedure. Upon lighting the substance, an explosion ensues, propelling both the nerdmaster and the knight to the ground. They get back up, and you hear the knight congratulating the scholar, saying something about bringing the whole world to its knees very soon.

You remember seeing a similar substance after a sudden sneeze, but you believed it was just a cold and never considered that it could be explosive.

Suddenly, your eyes widen and everything becomes clear! As dragonducks are being held captive to collect this explosive material from them, the pulsing signal is their desperate call for rescue! You must save your family, but first you decide to burn as many barrels as you can to prevent them from being used by the knight.

You clench your beak and focus with all your might. Maybe you have more than just a brain for solving problems? You take a deep breath and... spit out a fireball! It might not be impressive, but it's definitely enough to ignite a single barrel. The fireball lands in a clearing near the knight, who immediately spots you in the sky and rushes to the castle. It's highly doubtful he has good intentions, so you need to hurry!

There are three clearings with the barrels arranged in rows and columns at fixed distances, forming grids. You note down the layout of the barrels in the clearing closest to you ( *your notes* ). You mark each barrel with a number corresponding to its size. The smallest barrels are marked as `1`, and the largest as `9`.

Your plan is very simple. You want to trigger a chain reaction by destroying just one barrel located in the top-left corner of the grid. You assume that each barrel, if ignited, can set fire to adjacent barrels on the left, right, top, and bottom that are smaller or the same size as the ignited one. The clearing is fairly small, so you can quickly verify your theory. You clench your beak again and aim your fireball at the chosen barrel.

Example based on the following notes:

```
989611
857782
746543
766789
```

The ignited barrel in the top-left corner destroys two neighbouring barrels, as it is larger.

```
989611
857782
746543
766789
```

Barrels ignited in this way destroy adjacent barrels of the same or smaller size.

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989611	989611	989611	989611	989611	989611	989611	989611
857782	857782	857782	857782	857782	857782	857782	857782
746543	746543	746543	746543	746543	746543	746543	...
766789	766789	766789	766789	766789	766789	766789	766789

When the entire chain reaction comes to an end,  barrels have been destroyed.

How many barrels can the entire chain reaction destroy?

Your notes for this part:

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Part 1 solved with answer: 223

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## Part II

Everything worked just as you had predicted. What's more, the remaining barrels were so heated by the explosions that after a few moments they ignited on their own, allowing you to destroy the entire first stockpile! Your strategy works!

The next clearing is slightly larger ( *your notes* ), but the rules remain the same as before. To reach the last stockpile of barrels, you must fly directly over the second one, along the diagonal, so you decide to try firing two fireballs.

The first target is the barrel in the top-left corner, just like before. The second target is the opposite barrel, in the bottom-right corner. For a better burning effect on the other barrels, you decide to fire both fireballs in such a way that both barrels are ignited at exactly the same moment.

Example based on the following notes:

```
9589233445
9679121695
8469121876
8352919876
7342914327
7234193437
6789193538
6781219648
5691219769
5443329859
```

The barrels ignited simultaneously in the corners trigger the following chain of destruction:

9589233445	9589233445	9589233445	9589233445	9589233445
9679121695	9679121695	9679121695	9679121695	9679121695
8469121876	8469121876	8469121876	8469121876	8469121876
8352919876	8352919876	8352919876	8352919876	8352919876
7342914327	7342914327	7342914327	7342914327	7342914327
7234193437	7234193437	7234193437	7234193437	...
6789193538	6789193538	6789193538	6789193538	6789193538
6781219648	6781219648	6781219648	6781219648	6781219648
5691219769	5691219769	5691219769	5691219769	5691219769
5443329859	5443329859	5443329859	5443329859	5443329859

When the entire chain reaction comes to an end,  barrels have been destroyed.

How many barrels can the entire chain reaction destroy?

Your notes for this part:

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Part 2 solved with answer: 5697

 Check your progress 

## Part III

The final barrel stockpile is the largest of them all, so it would be wise to repeat the manoeuvre with several simultaneous fireballs, however, the grid is very large ( *your notes* ), and you see a dark figure leaving the castle at the head of a group of knights on horseback. Each one carries a powerful crossbow on their back, so you can't afford to spend too much time on the entire operation.

You decide to try to ignite the barrels with three simultaneous fireballs this time. But finding the optimal triple feels impossible even for you in such a timely situation. You decide to go with a greedy approach instead:

- Find the barrel that allows you to destroy the most barrels with a single fireball.
- Find the second barrel that allows you to destroy the most barrels, after the first chain reaction is over.
- Find the third barrel that allows you to destroy the most barrels, after the second chain reaction is over.
- Set the three selected barrels on fire simultaneously, and get your feathers out of here!

Example based on the following notes:

```
5411
3362
5235
3112
```

The best single strike is setting the barrel with the number  on fire. It destroys other barrels as follows:

```
5411
3362
5235
3112
```

For the second and the third barrel, you can choose any pair of barrels of size . Overall, the whole chain reaction when three barrels are set on fire simultaneously destroys  barrels at most with your greedy approach.

The optimal solution would be setting three  barrels on fire simultaneously. With this strategy, only the barrel of size  would survive the chain reaction, but this would require much more time and effort to calculate.

```
41951111131882511179
32112222211508122215
31223333322105122219
31234444432147511128
91223333322176021892
60112222211166431583
0466111116611111746
0111111904212222177
4122210888123333219
7122212783912222196
56111026279711111507
```

For the second example, the chain of destruction may look as follows:

41951111131882511179	41951111131882511179	41951111131882511179
32112222211518122215	32112222211518122215	32112222211518122215
31223333322115122219	31223333322115122219	31223333322115122219
31234444432147511128	31234444432147511128	31234444432147511128
91223333322176121892	91223333322176121892	91223333322176121892
61112222211166431583	61112222211166431583	61112222211166431583
1466111116611111746	1466111116611111746	1466111116611111746
1111111914212222177	1111111914212222177	1111111914212222177
4122211888123333219	4122211888123333219	4122211888123333219
7122212783912222196	7122212783912222196	7122212783912222196
56111126279711111517	56111126279711111517	56111126279711111517

When the entire chain reaction comes to an end,  barrels are destroyed, and this is the maximum number of barrels with three parallel fireballs in this case, when using the greedy approach.

How many barrels at most can be ultimately destroyed by setting the three barrels chosen with the greedy approach on fire simultaneously?


Your notes for this part:

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Part 3 solved with answer: 3996

 Check your progress 

Puzzle solved! Don't stop now!

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