

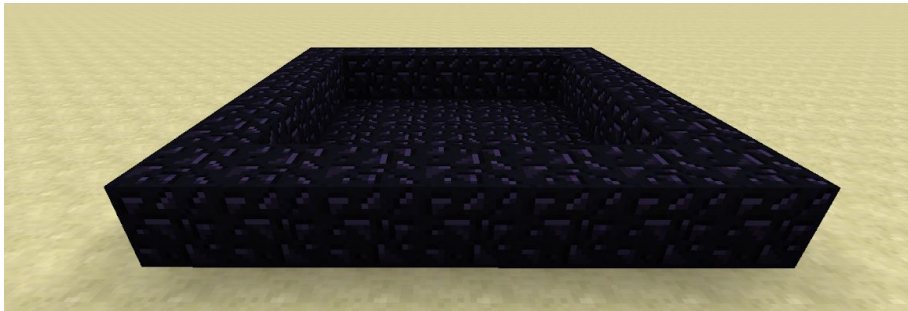
The 5x5 TNT Cannon Challenge

By SethBling

The 5x5 TNT Cannon Challenge is an optimization challenge to build the longest-distance resettable TNT cannon that you can in a 5x5 horizontal building area.

The Rules:

- Minecraft Version 1.13.2
- Start on a Redstone-Ready superflat preset with no structures, mob spawning turned off.
- Build a 7x7 obsidian platform into the ground, and put 7x7 walls above that, leaving a 5x5 clear area inside of those walls. This is the 5x5 building area.



- You may place any blocks you like inside that building area, but no entities anywhere, and no blocks outside the building area.
 - It's okay for block hitboxes to leave the building area, like fences for example.
 - Must be buildable in survival mode with no commands.
- Place a single button on the obsidian walls of the building area. This is the only way you're allowed to trigger the TNT cannon.
- The build must be automatically reset to its original state with the exception of the following manual actions:
 - Right clicking to replace used TNT blocks
 - Putting new TNT blocks or TNT minecarts into the inventories of dispensers etc.
- The cannon's distance score is measured as follows:
 - Make sure the firing range is filled completely with sandstone blocks.
 - Fire the TNT cannon by pressing the button.
 - When the TNT blows up some sandstone on the ground, note which exploded/missing sandstone block at ground level is farthest from the TNT cannon.
 - Starting with the wall/corner closest to the explosion, place a pumpkin against the obsidian wall and start building a chain of pumpkins toward the farthest exploded sandstone block.
 - You can use any blocks, but pumpkins are especially easy to count.

- Keep going until the line of pumpkins is over the top of the farthest ground-level exploded sandstone block. This will measure the [city-block distance](#) to the farthest exploded block.