

--- Day 23: A Long Walk ---

The Elves resume water filtering operations! Clean water starts flowing over the edge of Island Island.

They offer to help **you** go over the edge of Island Island, too! Just hold on tight to one end of this impossibly long rope and they'll lower you down a safe distance from the massive waterfall you just created.

As you finally reach Snow Island, you see that the water isn't really reaching the ground: it's being **absorbed by the air** itself. It looks like you'll finally have a little downtime while the moisture builds up to snow-producing levels. Snow Island is pretty scenic, even without any snow; why not take a walk?

There's a map of nearby hiking trails (your puzzle input) that indicates **paths** (.), **forest** (#), and steep **slopes** (^, >, v, and <).

For example:

```
#####
#.....#####...###
#####.#####.#.###
###.....#.>.>.###.###
###v####.#v#.#.#.###
###.>...#.#.#####...#
###v###.#.#.#####.#
###...#.#.#####...#
#####.#.#.#####.#.###
#.....#.#.#####...#
#.#####.#.#.#####v#
#.#...#...#...###...>.#
#.#.#v#####v###.##v#
#...#.>.#...>.>.#.###.#
#####v#.#.##v#.#.###.#
#.....#...#...#.#...#
#.#####.###.#.#.###
#...#####...#...#
###.###.#.##v####v###
#...#...#.#.>.>.#.>.###
#.###.###.#.###.#v###
#.....###...###...#
#####.#
```

You're currently on the single path tile in the top row; your goal is to reach the single path tile in the bottom row. Because of all the mist from the waterfall, the slopes are probably quite **icy**; if you step onto a slope tile, your next step must be **downhill** (in the direction the arrow is pointing). To make sure you have the most scenic hike possible, **never step onto the same tile twice**. What is the longest hike you can take?

In the example above, the longest hike you can take is marked with **0**, and your starting position is marked **S**:

```
#S#####
#000000#####...###
#####0#####.#.###
###00000#000>.#.#.#.###
###0####0#0#.#.#.#.###
##00000#0#0#.....#...#
###v###0#0#####.#
##...#0#0000000#...#
#####.#0#0#####0#.#
#.....#0#0000000#...#
#.####0#0#####v#
#.#...#000#000##00000#
#.#.#v#####0##0##0#
#...#.>.#...>000#0##0#
####v#.#.##v#0#0##0#
#.....#...#...#0#000#
#####.#0#0#0###
#...###...#...#000#0###
###.###.#.##v####0###
#...#...#.#.>.#.>0###
#.###.###.#.###.#0###
#.....###...###...000#
#####0#
```

This hike contains **94** steps. (The other possible hikes you could have taken were **90**, **86**, **82**, **82**, and **74** steps long.)

Find the longest hike you can take through the hiking trails listed on your map. **How many steps long is the longest hike?**

Your puzzle answer was **2250**.

The first half of this puzzle is complete! It provides one gold star: ★

--- Part Two ---

As you reach the trailhead, you realize that the ground isn't as slippery as you expected; you'll have **no problem** climbing up the steep slopes.

Now, treat all **slopes** as if they were normal **paths** (.). You still want to make sure you have the most scenic hike possible, so continue to ensure that you **never step onto the same tile twice**. What is the longest hike you can take?

In the example above, this increases the longest hike to **154** steps:

```
#S#####
#0000000#####000###
#####0#####0#0###
##00000#.>000##0#0###
##0#####.#0##0##0#0###
##0>...#.#00000#000#
###0###.#.#0#####0#
##000#.#.#000000#000#
#####0#.#.#####0#0###
#0000#.#.#000000#000#
#0####.#.#0#####0#
#0#000...#000##...>0#
#0#0#####0##.##0#
#00#0>.#...>0>.#.##0#
####0#.#.##0#.#.##0#
#0000#...#000#.#.#00#
#0#####0###.#.#0###
#00##000#000#...#0###
##0###0#0##0####0###
#00#000#0#000>.#.>0###
#0##0##0#0###.#.#0###
#0000##000###...#00#
#####0#
```

Find the longest hike you can take through the surprisingly dry hiking trails listed on your map. **How many steps long is the longest hike?**

Answer: [\[Submit\]](#)

Although it hasn't changed, you can still [get your puzzle input](#).

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