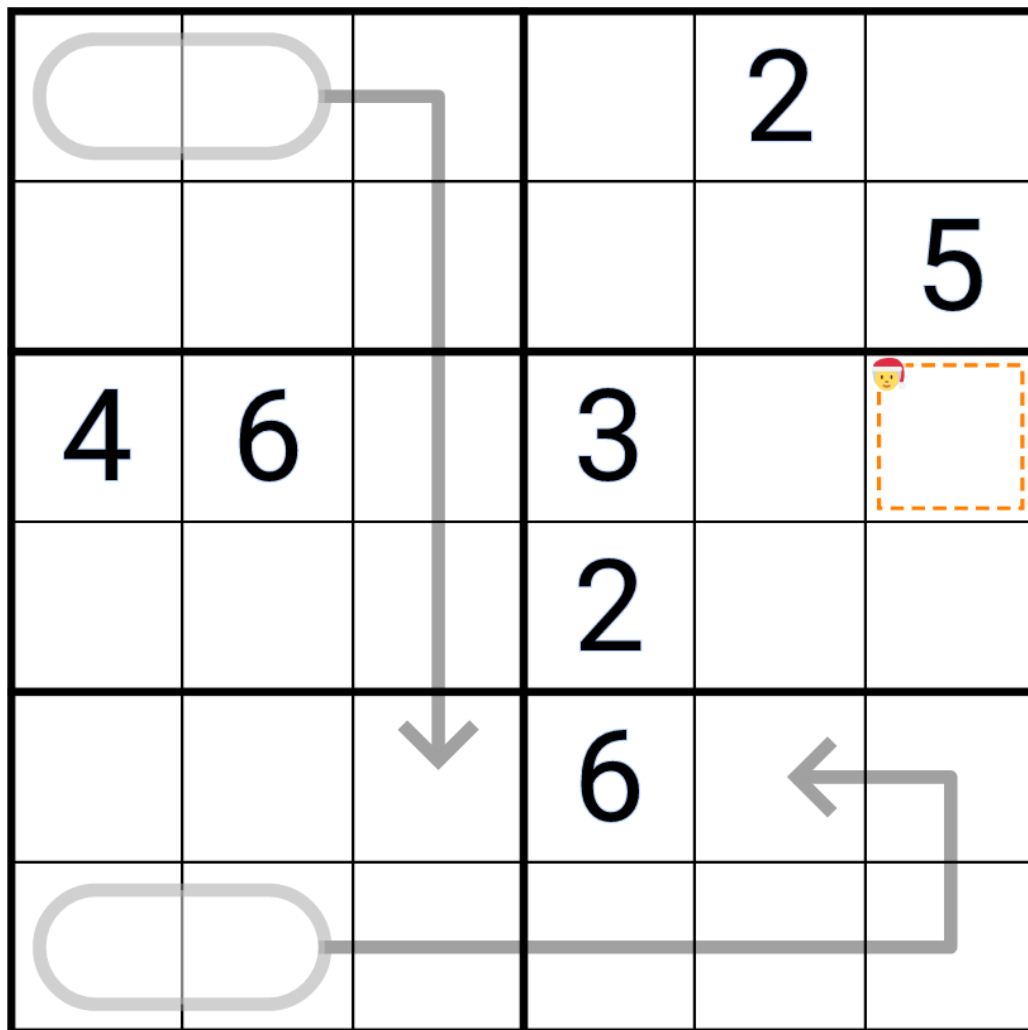


Day 16

You feel a lot better for having played last night. You feel that your decision to not eat the candy canes was very much the right one; they were perfect jousting poles for your tournament and you are certain you will come up with more uses for them. However, as you sit and have a discussion with the elephant (who won the jousting decisively and thus is now ruler of the castle) you decide that the next challenge for your stuffed army is to be one of archery.

You set up some targets in the form of the most despicable losers of yesterday's tournament, and then using some rubber bands you intend for your archers to try and hit them. To get an idea for how this will go, you practise using just your fingers, but eventually you decide to try and use a broken piece of plastic as an arrow. You try over and over to get it to launch cleanly from the "bow" you made with your fingers, but no matter what you do to the plastic arrow, you just... [Can't Knock It](#).



Digits along arrow lines sum to the two-digit total in the pills at the start of the arrows read left-to-right.