

# 789. Escape The Ghosts

## Description

You are playing a simplified PAC-MAN game on an infinite 2-D grid. You start at the point `[0, 0]`, and you are given a destination point `target = [xtarget, ytarget]` that you are trying to get to. There are several ghosts on the map with their starting positions given as a 2D array `ghosts`, where `ghosts[i] = [xi, yi]` represents the starting position of the `ith` ghost. All inputs are **integral coordinates**.

Each turn, you and all the ghosts may independently choose to either **move 1 unit** in any of the four cardinal directions: north, east, south, or west, or **stay still**. All actions happen **simultaneously**.

You escape if and only if you can reach the target **before** any ghost reaches you. If you reach any square (including the target) at the **same time** as a ghost, it **does not** count as an escape.

Return `true` *if it is possible to escape regardless of how the ghosts move, otherwise return* `false`.

### Example 1:

**Input:** `ghosts = [[1,0],[0,3]]`, `target = [0,1]`  
**Output:** `true`  
**Explanation:** You can reach the destination (0, 1) after 1 turn, while the ghosts located at (1, 0) and (0, 3) cannot catch up with you.

### Example 2:

**Input:** `ghosts = [[1,0]]`, `target = [2,0]`  
**Output:** `false`  
**Explanation:** You need to reach the destination (2, 0), but the ghost at (1, 0) lies between you and the destination.

### Example 3:

**Input:** `ghosts = [[2,0]]`, `target = [1,0]`  
**Output:** `false`  
**Explanation:** The ghost can reach the target at the same time as you.

### Constraints:

- `1 <= ghosts.length <= 100`
- `ghosts[i].length == 2`
- `-104 <= xi, yi <= 104`
- There can be **multiple ghosts** in the same location.
- `target.length == 2`
- `-104 <= xtarget, ytarget <= 104`

