**Problem :** [**https://cses.fi/problemset/task/1194/**](https://cses.fi/problemset/task/1194/)

**Approach :**

-> Do multi src BFS on Monsters and store the min no of steps(TIMER) in which any monster can reach a location.

-> Then do normal BFS and visit a location only if we can reach there in STRICTLY LESSER steps than Monsters.

-> If we reach a boundary square before monsters return true

(Here no need of visited array,everything works on timer.)

**Implementation is important here.**

**Code(with explanation) :** <https://ideone.com/OR8Bqn>