# Problem 1 – Tiny Sporebat

Exploring Outland, you find yourself in the murky waters of Zangarmarsh. It’s a fascinating land inhabited by mystical creatures. Perhaps the strangest of all are the sporelings – a nation of friendly mushroom-like people. They keep sporebats as pets – little cute flying thingies. You’d like to own one, but this will be a bit tricky – sporelings do not accept regular money, their currency is a special kind of mushroom called a **Glowcap**. Your task is to collect as many **Glowcaps** as possible and buy the desired pet. So you go out of their capital – **Sporeggar** – collecting **Glowcaps**.

The **Glowcaps** are represented as a **digit** at the **end** of a string. For instance, **abcdef9** means that there are **9** Glowcaps ready to be collected behind some enemies. The enemies are **abcdef.** To reach the Glowcaps, you must pass through those enemies. Each one of them does **damage** to you – equal to the ASCII value of the character. For example, ‘**a’** does **97 damage** to you. The only special character is **uppercase ‘L’ –** this is **Lifebloom**, healing you for **200** **points**. Your starting health is **5800** points. If you pass through **all** the enemies, you collect the Glowcaps, and continue.

The game **ends** in two cases – you reach **Sporeggar**, or your health **drops** to **zero** or **below.** Reaching Sporeggar is described by the string **Sporeggar,** which also signifies the end of input. If your health drops to zero, you are **dead.**

If you reach **Sporeggar,** check if you **can buy the sporebat.** Its cost is **30 glowcaps**. There are three kinds of output:

* If you are well and alive in Sporeggar:
  + Print the remaining health: **“Health left: {h}”,** where **h** is the remaining health
  + If you can buy the sporebat: “**Bought the sporebat. Glowcaps left: {n}**”, where **n** is the number of remaining glowcaps
  + If you cannot buy it: “**Safe in Sporeggar, but another {n} Glowcaps needed.**”, **n** is the number of additional glowcaps required
* If you die: “**Died. Glowcaps: {n}”,** **n** is the number of glowcaps collected.

### Input

* Until the string **Sporeggar** is reached, you are given a series of strings – each with a number at the end

### Output

* The output is according to the description above. Check the examples for further understanding.

### Constraints

* The number of strings is in range [2 .. 50]
* The length of each string is [1 … 20]. It can contain **ANY ASCII** character.
* The number of glowcaps is an integer in range [0 … 9]
* Allowed memory: 16 MB
* Allowed time: 0.25s

### Examples

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| **Input** | **Output** |
| Abcdef5  ^&^\*(8  J3  Sporeggar | Health left: 4853  Safe in Sporeggar, but another 14 Glowcaps needed. |

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| **Input** | **Output** |
| Asdkha6  Ashdasjh9  A;sljajk9  A;slkdjad2  Lkdjgjkkj2  A;lksjdakjsd3  A;lksjd6  Sporeggar | Health left: 299  Bought the sporebat. Glowcaps left: 7 |

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| **Input** | **Output** |
| zyzyxyzxyzyxzzzxxxz5  zyzh;lakja;kldjaksjdak1  Klasdhasdajksdjasjdjasd2  Sporeggar | Died. Glowcaps: 6 |