King’s Cup

A group of programmers are trapped in a hostel during lockdown. They have food and lots of drinks. They want to play the King's Cup drinking game to have some fun but they realize there are no playing cards. Pema comes up with an idea and thinks of making a program to play the king's cup.

Kings cup rules (Reading optional)

Put a large cup; the king's cup, in the center of a table and have everyone gather 'round.

Each player takes turns drawing shuffled cards and following the instructions corresponding to each card.

***** King - King's Cup.**

When each of the first 3 Kings is drawn, the person who drew it puts some of their drink or snacks into the King's Cup. When the 4th King is drawn, the person who drew it must drink the entire King's Cup.)

Ace - Waterfall. (Each player starts drinking at the same time as the person to their left. NO player can stop drinking until the person before them stops.)

Two - You. (Whoever draws this can choose anyone to take a drink.)

Three - Me. (The person who draws this takes a drink.)

Four - Floor. (The last person to touch the floor takes a drink.)

Five - Guys. (All the guys at the table drink.)

Six - Chicks. (All the girls at the table drink.)

Seven - Heaven. (If you draw this card, raise your hand above you head. Every other player must do so as well. The last person takes a drink.)

Eight - Mate. (Choose someone to be your mate. For the rest of the game, they drink when you drink.)

Nine - Rhyme. (You say a word, then the person to your right has to say a word that rhymes. This continues until someone can't think of a word. That person takes a drink. You can't reuse words.)

Ten - Categories. (Come up with a category of things. The person to your right must name something that falls within the category. This continues until someone can't think of something. That person takes a drink.)

Jack - Never Have I Ever. (Everyone plays Never Have I Ever.)

Queen - Questions. (Ask someone a question. That person then asks someone else a question. This continues until someone messes up or fails to ask a question. That person drinks. No question can be repeated.)

Task I

The user will input a number of players, p. The player drawing the card will input 0 and enter. The program will display a **random undrawn card**. The game will end when all cards are drawn.

Input

The first line of input contains p, the number of players in the game.

The second line of input will be the trigger(0) to draw the card. The player will enter 0 and a random undrawn card should be drawn. The suit of the card is not important in this game.

The game ends when all 52 cards are drawn.

Output

When user enter 0, the program outputs "Player p: <card drawn value>"

Samples

Sample Inputs	Sample Outputs
3 0 0 0	- Player 1: Ace Player 2: 2 Player 3: 9
2 0 0 0 0... During 53rd 0 0	- Player 1: Ace Player 2: 2 Player 1: 9 Player 2: Jack - All card drawn, Game over

Task II

While writing the program, Pema realizes that the one drawing the fourth king has to drink a messy soup of drinks and snacks. She decides to write the program in her favor. Pema will always play last among her friends. And the program will work in such a way that she will never draw the last king.

Input

The first line of input contains p, the number of players in the game.

The second line of input will be the trigger(0) to draw the card. The player will enter 0 and a random undrawn card should be drawn. The suite of the cards are not important in this game.

The game ends when all 52 cards are drawn.

Output

When user enter 0, the program outputs a random card drawn “Player p: <card drawn value>”

Samples

Sample Inputs	Sample Outputs
3 0 0 0	- Player 1: Ace Player 2: 2 Player 3: 9

2 0 0 0 0... During 53rd 0 0	- Player 1: Ace Player 2: 2 Player 1: 9 Player 2: Jack - All card drawn, Game over