The Spellcaster program is used to calculate the power of a spell cast from the syllables given in the program.

Rules for entering a spell:  
  
- The spell must begin on fe- and end on -ai  
- spell will be detected in any string  
- In case of syllables overlapping will be given the highest damage   
- for each additional letter not be part of the spell syllable damage -1  
- If damage is negative then damage = 0