The game is described as follows:

There are 9 black coins, a red coin and a striker on the carrom-board

* Strike - When a player pockets a coin he/she wins a point
* Multi-strike - When a player pockets more than one coin he/she wins 2 points. All, but 2
* coins, that were pocketed, get back on to the carrom-board
* Red strike - When a player pockets red coin he/she wins 3 points. If other coins are
* pocketed along with red coin in the same turn, other coins get back on to the
* carrom-board
* Striker strike - When a player pockets the striker he/she loses a point
* Defunct coin - When a coin is thrown out of the carrom-board, due to a strike, the player
* loses 2 points, and the coin goes out of play
* When a player does not pocket a coin for 3 successive turns he/she loses a point
* When a player **fouls** 3 times (a *foul* is a turn where a player loses, at least, 1 point),
* he/she loses an additional point
* A **game is won** by the first player to have won at least 5 points, in total, and, at least, 3
* points more than the opponent
* When the coins are exhausted on the board, if the highest scorer is not leading by, at
* least, 3 points or does not have a minimum of 5 points, the game is considered a draw

**Sample Input:**

Player 1: Choose an outcome from the list below

1. Strike

2. Multistrike

3. Red strike

4. Striker strike

5. Defunct coin

6. None

> 1

Player 2: Choose an outcome from the list below

1. Strike

2. Multistrike

3. Red strike

4. Striker strike

5. Defunct coin

6. None

> 6

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Player 1 won the game. Final Score: 15-11