Problem Statement

A new game in carrom-board called **Clean Strike** is played by 2 players with multiple *turn*s. A *turn* has a player attempting to strike a coin with the striker. Players alternate in taking turns. 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

Write a program that takes in the outcome of each turn as input and outputs the result of the game as and when applicable along with necessary statistics that supports the result. Please find sample input and output below:

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