

# Kingly Adjacent

[oj.dcs.upd.edu.ph/problem/kinglyadjacent](https://oj.dcs.upd.edu.ph/problem/kinglyadjacent)

## Problem Statement

In chess, the king can move in one of the eight squares adjacent to it in one turn. For example, consider the following grid:

```
.....  
.000.  
.OKO.  
.000.  
.....
```

Here, **K** denotes the king, while **O** denotes a tile it can move to.

In an infinite grid, the king is currently on tile  $(x_1, y_1)$  ( $x_1, y_1$ ). Can it move to the tile  $(x_2, y_2)$  ( $x_2, y_2$ ) in one turn?

## Task Details

Your task is to implement a function named `are_kingly_adjacent`, which should look like this:

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```
def are_kingly_adjacent(x1, y1, x2, y2):  
    return ...
```

Here, you only need to replace the `...` part with a **Python expression**.

The function must return a `bool` denoting the answer.

Your source code must have at most 200200 bytes.

## Examples

### Example 1 Function Call

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```
are_kingly_adjacent(11, 11, 12, 12)
```

**Example 1 Return Value**

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```
True
```

**Example 2 Function Call**

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```
are_kingly_adjacent(11, 11, 33, 33)
```

**Example 2 Return Value**

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```
False
```

**Constraints**

- The function `are_kingly_adjacent` will be called at most  $104 \cdot 10^4$  times.
- $-1050 \leq x_1, y_1, x_2, y_2 \leq 1050$   $- 10^{50} \leq x_1, y_1, x_2, y_2 \leq 10^{50}$

**Scoring**

**Note:** New tests may be added and all submissions may be rejudged at a later time. (All future tests will satisfy the constraints.)

- You get 5050 ❤️ points if you solve all test cases where:
  - $0 \leq x_1, y_1, x_2, y_2 \leq 10 \leq x_1, y_1, x_2, y_2 \leq 1$
- You get 5050 ❤️ points if you solve all test cases where:
  - $x_1 = x_2, x_1 = x_2$
- You get 5050 ❤️ points if you solve all test cases where:
  - $y_1 = y_2, y_1 = y_2$
- You get 5050 ❤️ points if you solve all test cases.

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## Clarifications

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No clarifications have been made at this time.