

Simulate a Markovian model of game where our player plays against three opponents.
User must be able to specify how many games to simulate.
As for enemies here is their description

First one is Alice, she is new and unexperienced so there is 80% probability of winning when fighting against her and only 10% of loosing.
However she avoids us so there is only 20% that we will meet her, if we manage to do so there is 70% chance that we start to fight otherwise we will run.

Second player is John who is just as experienced as we and we have 50% chances at draw when fighting him. Also there is same probability of winning as of loosing.
We will never run from John as that would bring to much shame on us. We have 50% chance of meeting John

Finally there is Florence that plays this game for living since 1996 and will destroy us easily. If we meet her there is 98% chance of loosing and 1.5% chance of draw.
That is why we try to avoid her so there is only 10% chance that she will find us. If we encounter her we will run in 8 of ten cases.

Finally if we will try to run we have 30% chances of loosing no matter who is chasing us.

Loosing means end of simulation iteration.

Example of script output:

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Simulation 1:
0: I'm searching for enemy
1: I found John
2: I fight against John
3: I fight against John
4: I'm running away
5: I'm searching for enemy
6: I'm searching for enemy
7: I found Alice
8: I fight against Alice
9: I won
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Simulation 2:
0: I'm searching for enemy
1: I found Florence
2: I fight against Florence
3: I lost
```