Problem Statement:

We will simulate a game where the goal is to kill the enemies by using a tower.
You need to kill enemies faster as possible.
At each turn, each enemy moves to the tower

Input:
The first line is firing range.
Each next line represents an enemy.
First column, it's the enemy name. The second column is the initial distance. And the last column is the speed.

Output:
A each turn, you will info the killed enemy.
At the end, you will inform if you win or lose and the count of played turn.

Sample:

Sample Input
50m
BotA   100m   10m
BotB   50m   20m
BotC   30m   20m

Sample Output

Firing range is 50m
Turn 1: Kill BotC at 30m
Turn 2: Kill BotB at 30m
Turn 6: Kill BotA at 50m
You win in 6 turns