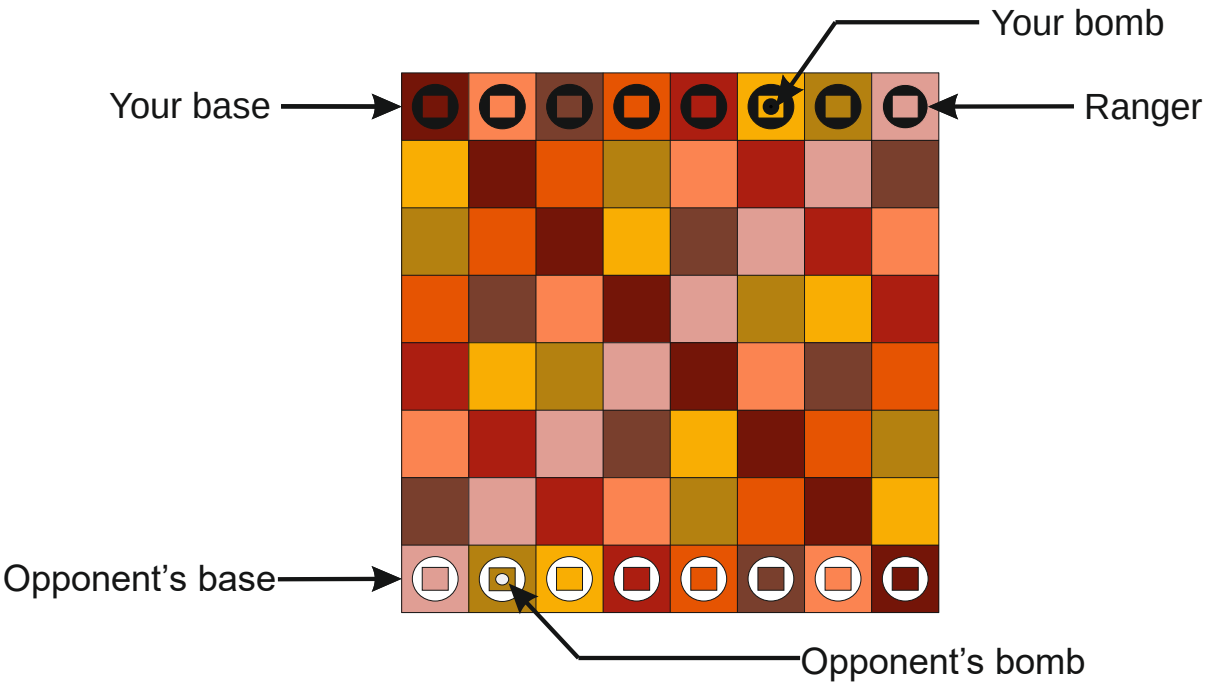
# Problem Statement

The game is played in a grid of size 8*8, in which each grid location has a specific colour associated with it. You and your opponent, each have 8 uniquely coloured rangers, placed in row 0 (your base) and row 7 (opponent's base) respectively. You are provided with one bomb which you can give to any one of your rangers in the first move. Your opponent does the same.




For the subsequent moves, you can either move your ranger or pass your bomb. The ranger can move forward or diagonally forward by any number of squares, as long as it does not move over another ranger. The bomb can be passed between two of your rangers vertically, diagonally, horizontally by any number of squares provided there is no ranger in between. The colour of the ranger to be moved should be the same as the colour of the square on which the opponent's ranger/bomb landed in the previous move. If ranger to be moved is blocked, the bomb must be passed. If the bomb can't be passed, player must forfeit his turn ((i1,j1)=(i2,j2)).

The aim is to place your ranger along with your bomb in your opponent's base.

**Note:** The grid pattern is fixed and sample initialisation is provided in the template. You must use an appropriate data structure to maintain the grid, to keep track of the moves.

**INPUT:**

**1st move:**

for player_1: "1"

for player_2: "2" followed by "<col_no>"
where col_no is the column in which player_1 placed his/her bomb.

**2nd move:**

for player_1: "<col_no>"
where col_no is the column in which player_2 placed his/her bomb.

for player_2: "x,i1,j1,i2,j2" (player_1's move)
where x = 0 || x=1 | 0=bomb movement and 1=ranger movement.
(i1,j1), (i2,j2) are initial and final coordinates.

**Subsequent moves:**

"x,i1,j1,i2,j2" (opponent's move)
where x = 0 || x=1 | 0=bomb movement and 1=ranger movement.
(i1,j1), (i2,j2) are initial and final coordinates.

## OUTPUT:

**1st move:**

"<col_no>" where col_no is the column in which you want to place your bomb.

**Subsequent moves:**

"x,i1,j1,i2,j2"
where x = 0 || x=1 | 0=bomb movement and 1=ranger movement.
(i1,j1), (i2,j2) are initial and final coordinates.

## CONSTRAINTS:

Maximum number of consecutive bomb passes allowed per player:15
Maximum number of moves allowed per player: 50

**Note:** The templates for C, C++, java, python will be put up soon.