```
#include <bits/stdc++.h>
      #define S second
#define F first
 2
 3
 4
      using namespace std;
 5
      typedef pair<int,int> ii;
 6
      typedef pair<int,ii> iii;
 7
      typedef vector<int> vi;
      typedef vector<iii> viii;
 8
     int dy[] = {1,-1,0,0};
int dx[] = {0,0,1,-1};
bool Grafo[1001][1001];
 9
10
11
12
      int n,m;
13
14
      bool valid(int i,int j){
15
          if(Grafo[i][j]) return false;
16
          if(i<0 or i>=n) return false;
17
          if(j<0 or j>=m) return false;
18
          return true;
19
      }
20
      int bfs(ii ini,ii dest){
21
22
          queue<iii> q;
23
          q.push(make pair(0,make pair(ini.F,ini.S)));
24
          Grafo[ini.F][ini.S]=true;
25
26
27
28
29
31
32
33
34
35
36
          while(!q.empty()){
               iii x = q.front();
               ii p = x.second;
               q.pop();
               if(x.second == dest)
                    return x.first;
               for(int i=0;i<4;i++){
                    if(valid(p.first+dy[i],p.second+dx[i])){
                        Grafo[p.first+dy[i]][p.second+dx[i]] = true;
                         q.push(make pair(x.first+1,make pair(p.first+dy[i],p.second+dx[i])));
                    }
               }
37
38
          }
39
40
      }
41
42
      main(){
43
          ios base::sync with stdio(0);
44
          cin.tie(0);
45
          int l,c,i,j,k,z,xi,yi,xd,yd,b;
46
          while(cin >> n >> m and n and m){
47
               cin >> z;
48
               for(i=0;i<n;i++){</pre>
                    for(j=0;j<m;j++){</pre>
49
50
                        Grafo[i][j] = false;
51
52
53
54
                    }
               for(i=0;i<z;i++){
                    cin >> l >> b;
55
                    for(j=0;j<b;j++){
56
57
58
                         cin >> c;
                         Grafo[l][c] = true;
                    }
59
60
               cin >> xi >> yi;
61
               cin >> xd >> vd;
62
               cout << bfs(make pair(xi,yi),make pair(xd,yd)) <<"\n";</pre>
63
          }
      }
64
65
66
```