Problem Statement :

We will simulate a game where the goals 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 lines represent 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 Oautput

Firing range is 50m
Kill BotC
Kill BotB
Kill BotA
Win in 3 turns