# 02. Help-A-Mole

*Everybody knows the famous Whac-A-Mole game, where you have to hit the mole and earn points. This time you are going to play Help-A-Mole, because the Mole is tired of being chased and hit and he asked you to help him survive yet another game.*

You will be given a number **n,** which will represent the size of the playing field **(square shape)**. On the next **n** lines, you will receive the rows of the field. The Mole will be placed on a random position, marked with the letter '**M**'. At **random positions**, there will be **single digits**, representing **points that the Mole earns, in order to win the game**.

There will be **two (2) special locations**, which help the Mole **move faster** around the field. They will be marked with '**S**'. If the Mole lands on a special location, he will be **teleported** to the other one. **After the Mole is teleported** to the **other** special location**, he loses three (3) points and both of the special locations dissapear.** This means that the **first one** must be marked with a **dash '-'.**

**All of the other locations** will be marked with **a dash '-'.**

On **each turn**, you will be given **commands that guide the Mole through the playing field** in order to escape the hits. The commands will be '**up**', '**down**', '**left**' and '**right**'. If you receive a **command** that **guides the Mole out of the playing field**, you **must print "Don't try to escape the playing field!"** and **continue with the next command**. **After** the Mole moves to the **new position**, **in all cases** you should **mark the previous** one with a dash '**-**'.

The program **ends** when the "**End**" command is given or when the Mole **collects at least 25 points**.

### Input

* On the first line, you are given the integer **n** – the size of the matrix (playing field).
* The **next n lines** hold the values for every **row**.
* On each of the next lines, until you receive the "**End**" command, you will get a move command.

### Output

* On the first line print:
  + If the Mole collected 25 points or more: "**Yay! The Mole survived another game!**"
  + If the Mole didn't collect 25 points or more: "**Too bad! The Mole lost this battle!**"
* On the second line, depending on whether the Mole won the game or not, print:
  + If the Mole won the game: "**The Mole managed to survive with a total of** **{totalAmountOfCollectedPoints} points.**"
  + If the Mole lost the game: "**The Mole lost the game with a total of {totalAmountOfCollectedPoints} points.**"
* If the direction commands guide the Mole out of the playing field, print **"Don't try to escape the playing field!".**
* At the end, print the final state of the matrix (playing field) with the Mole's position on it.

### Constraints

* The size of the **square** matrix (playing field) will be between **[2…10].**
* There will **always** be **2** special places on the wall, marked with '**S**'.
* The Mole's starting position will always be marked with an '**M**'.
* There may be cases where the given directions will be **outside** of the wall.
* There will be **no cases**, in which the Mole's points will be **below zero (0)**.
* There will be always **two** output scenarios:
  + The Mole collects at least 25 points and the program ends;
  + The program receives the "**End**" command before the Mole manages to collect 25 points.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 5  ----S  --M9-  -S-73  --4-4  -----  right  down  left  left  right  down  down  down  End | Don't try to escape the playing field!  Too bad! The Mole lost this battle!  The Mole lost the game with a total of 20 points.  -----  -----  -----  --4-M  ----- | The first command is "**right**", so we move the Mole to the right. On the new position, there is a number, which respresents points, so we collect those points and increase them with **9**. We mark the starting position of the Mole with a dash '**-**'.  ----S  ---M-  -S-73  --4-4  -----  Second position is down, which holds 7 points. We collect them and mark the previous position with a dash '**-**'.  ----S  -----  -S-M3  --4-4  -----  Third command is "**left**", but there is nothing on that location, so we continue with next command.  Next command is "**left**" again, but this time the new location holds '**S**', which means that this is a special location and the Mole must be teleported to the other special location. First special location is marked with a dash '**-**' again and we decrease the collected points by 3.  ----M  -----  ----3  --4-4  -----  Next command is '**right**', but it leads to a place outside of the playing field, so we only print "**Don't try to escape the playing field!**" and continue receiving commands.  Next command is "**down** ", so we move the Mole down. There is nothing on that location, so we continue with receiving commands.  Next command is **"down"** and we collect the points.  Next command is **"down"** and again, we collect the points.  Next command is **"End"**, so we print whether the Mole won the game or lost it and the state of the matrix. |
| 5  ----S  --M97  -S-77  --4-4  -----  right  down  left  left  down  down  down  End | Yay! The Mole survived another game!  The Mole managed to survive with a total of 27 points.  -----  -----  ----M  --4-4  ----- | The first command is "**right**", so we move the Mole to the right. On the new position, there is a number, which respresents points, so we collect those points and increase them with **9**. We mark the starting position of the Mole with a dash '**-**'.  Second position is down, which holds 7 points. We collect them and mark the previous position with a dash '**-**'.  Third command is "**left**", but there is nothing on that location, so we continue with next command.  Next command is "**left**" again, but this time the new location holds '**S**', which means that this is a special location and the Mole must be teleported to the other special location. First special location is marked with a dash '**-**'again and we decrease the collected points by 3.  Next command is "**down** ", so we move the Mole down. We collect the points on that location and continue with receiving commands.  Next command is **"down"** and we collect the points. The sum of the points reaches 27, so we end the program, because the Mole collected more than 25 points.  Finally, we print whether the Mole won the game and the state of the matrix. |
| 5  ----M  --5-S  --5-S  -5---  5----  left  left  left  down  right  End | Too bad! The Mole lost this battle!  The Mole lost the game with a total of 5 points.  -----  --M-S  --5-S  -5---  5---- |  |