list_of_answers = []

for k in range(5):
    primes = [2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47]
squares = [9, 16, 25, 36, 49]
turn_points = [7, 12, 17, 22, 27, 35, 40, 45, 50]
tiles = []
for i in range(1, 53):
    tiles.append(i)
inputs = input(""")
inputs.strip(' ')
print(inputs)
list_inputs = inputs.split(' ')
for i in range(len(list_inputs)):
    list_inputs[i] = int(list_inputs[i])
opponent_pieces = list_inputs[0:3]
player_piece = list_inputs[3]
dice_rolls = list_inputs[5:len(list_inputs)]
GO = False
for i in range(len(dice_rolls)):
    possible_square = player_piece+dice_rolls[i]
squares_inbetween = tiles[tiles.index(player_piece)+1:tiles.index(possible_square)+1]
squares_inbetween.reverse()
    turn_rule = False
for j in range(len(turn_points)):
    if turn_points[j] in squares_inbetween[1:len(squares_inbetween)] and possible_square not in primes and possible_square not in squares:
        turn_rule = True
        if turn_rule:
            for j in range(len(squares_inbetween)):
                if squares_inbetween[j] % dice_rolls[i] == 0 and squares_inbetween[j] not in opponent_pieces:
                    player_piece = squares_inbetween[j]
        elif possible_square not in opponent_pieces and possible_square <= 52:
            player_piece = possible_square
            curr_ans = "GAME OVER"
            GO = True
        counter = 0
        if player_piece in primes and not turn_rule:
            while player_piece+1 not in opponent_pieces and counter < 6 and player_piece < 52:
                player_piece += 1
            counter+=1
        elif player_piece in squares and not turn_rule:
            while player_piece-1 not in opponent_pieces and counter < 6 and player_piece < 52:
                player_piece -= 1
            counter+=1
        if not GO:
curr_ans = player_piece
list_of_answers.append(curr_ans)

for i in range(len(list_of_answers)):
    print('{} - {}'.format(i+1, list_of_answers[i]))