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/*
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Division: Junior
Contest 4
*/

#include <bits/stdc++.h>
using namespace std;

int main()
{
    int p1,p2,p3,meh,times,roll,n[53]={0},flag1=0,flag2=0,rollstart=0,rollend=0,rollmove;
    bool found=false;
    int prime[15]={2,3,5,7,11,13,17,19,23,29,31,37,41,43,47};
    int square[5]={9,16,25,36,49};
    int x[4][5]={{7,6,5,4,3},{8,9,10,11,12},{17,16,15,14,13},{18,19,20,21,22}};
    int y[4][5]={{50,49,48,47,46},{41,42,43,44,45},{40,39,38,37,36},{31,32,33,34,35}};
    cin>>p1>>p2>>p3>>meh>>times;
    n[p1]=1;
    n[p2]=1;
    n[p3]=1;
    n[meh]=5;
    for (int i=0;i<times;i++)
    {
        found=false;
        flag1=false;
        flag2=false;
        cin>>roll;
        meh=roll+meh;
        if (meh==52)
        {
            cout<<"GAME OVER";
            return 0;
        }
        else if (meh>52)
        {
            meh=meh-roll;
        }

        for (int j=0;j<15;j++)
        {
            if (meh==prime[j])
            {
                flag1=1;
            }
        }
    }
    if (flag1==1) //if prime move 6 until counter or moved 6
    {

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for (int i=0;i<6;i++)
{
    meh++;
    if (n[meh]==1)
    {
        meh--;
        i=6;
        break;
    }
}
}
for (int i=0;i<5;i++)
{
    if (meh==square[i])
    {
        flag2=1;
    }
}
if (flag2==1)
{
    for (int i=0;i<6;i++)
    {
        meh--;
        if (n[meh]==1)
        {
            meh++;
            i=6;
            break;
        }
    }
}
}
if(!flag1 && !flag2)
{
    for (int i=0;i<4;i++) //int x
    {
        for (int j=0;j<5;j++)
        {
            if (meh-roll==x[i][j])
            {
                rollstart=i;
            }
            if (meh-roll==y[i][j])
            {
                rollstart=i;
            }
            if (meh==x[i][j])
            {
                rollend=i;
            }
        }
    }
}
}

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        if (meh==y[i][j])
        {
            rollend=i;
        }
    }

    }//if at corner
    if (meh-roll==2||meh-roll==7 || meh-roll==12|| meh-roll==17|| meh-roll==22|| meh-roll==35||
meh-roll==40|| meh-roll==45)
    {
        if(roll==6){

            for (int i=meh-roll+1;i<=meh;i++)
            {
                if (i%roll==0 && n[i]!=1)
                {
                    meh=i;
                    found=true;
                    break;

                }

            }
            if(!found) meh-=roll;
        }
    }
else
{
    if ((abs(rollstart-rollend)>0 && roll>1)|| (meh-roll<=26 && meh>=28))
    {

        for (int i=meh-roll+1;i<=meh;i++)
        {
            if (i%roll==0 && n[i]!=1)
            {
                meh=i;
                found=true;
                break;

            }

        }
        if(!found) meh-=roll;
    }
}
}
}

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}  
cout<<"meh"<<endl;return 0;  
}
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