

## Problem J. The Good, the Bad and the Ugly

Input file: *standard input*  
Output file: *standard output*  
Time limit: 2 seconds  
Memory limit: 512 mebibytes

*This problem was supposed to have a nice long legend about the Wild Wild West, but the author did not manage to write it in time, so use the power of your imagination!*

Consider a number line. A player initially stands at the position  $x = p$ . At the beginning of each round, you can say either “+” or “-”. After that, the player changes position according to what you said. More precisely, if you say  $t$  and the player stood at position  $x$ , then he moves to position  $x' = x + d_t$ , where  $d_+$  and  $d_-$  are two integer constants.

You do not know the exact values  $p$ ,  $d_0$  and  $d_1$ , but you know that the player is either the Good, the Bad or the Ugly (yeah, imagination!):

- The Good player has  $p = m$ ,  $d_+ = 2$ ,  $d_- = -1$ ;
- The Bad player has  $p = -m$ ,  $d_+ = 1$ ,  $d_- = -2$ ;
- The Ugly player has either  $p = m$  or  $p = -m$  and either  $d_+ = 1$  and  $d_- = -1$  or  $d_+ = -1$  and  $d_- = 1$ .

As you can see, the starting position of the player depends on some integer constant  $m$  ( $1 \leq m \leq 1000$ )... unfortunately, you do not know it too.

After each round, the player tells you if he now stands at  $x = 0$  or not.

It appears that, by playing several rounds, you can uniquely determine if the player is Good, Bad or Ugly. Do it in no more than  $30m$  rounds.

In each test, the values  $m$ ,  $p$ ,  $d_+$  and  $d_-$  are chosen according to the above rules. They are fixed in advance and don't change during the checking process.

### Interaction Protocol

This is an interactive problem.

If you want to play a round, print either “+” or “-” on a separate line. In response, you will get a line containing either 1 if the player arrived at position  $x = 0$ , or 0 if the player stands somewhere else.

If you are ready to guess the type of the player, print a line containing the character “!”, a space and one of the words “good”, “bad” or “ugly”. After that, your program must terminate.

If after playing  $30m$  rounds you do not provide the answer, your solution will get a “Wrong Answer” outcome.

To prevent output buffering, flush the output buffer after each printed line: this can be done by using, for example, `fflush (stdout)` in C or C++, `System.out.flush ()` in Java, `flush (output)` in Pascal, or `sys.stdout.flush ()` in Python.

### Example

standard input	standard output
0	-
1	-
	! good