



Task Overview Sheet

	Buses	Game	Pyramid
Type	Batch (stdin/stdout)*	Interactive	Output Only
Time Limit (per test case)	1.5 seconds	1 second **	-
Memory Limit (per test case)	64 MB	64 MB	-
Points	100	100	100

* C++ programmers should be aware that usage of C++ streams (cin/cout) may lead to I/O bottlenecks. We highly recommend usage of scanf/printf instead.

** You may assume that the library overhead never exceeds 0.2 seconds.