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## Emit Magic

X14393\_en

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There are a number of locations that are part of an adventure game. At each location there is a given set of characters and a given set of items. Your task is to simulate several actions in the adventure game.

### Input

The input starts with an integer  $N$  denoting the number of locations. The next  $N$  lines contain the name of the locations.

The next line contains an integer  $M$  denoting the number of characters. The next  $M$  lines contain the description of each character on the format "<character type>-<character name>-<character level> <location name>". Valid character types are "Cure", "Damage" and "Character".

The next line contains an integer  $K$  denoting the number of items. The next  $K$  lines contain the description of each item on the format "<item type>-<item name>-<item level> <location name>". Valid item types are "Bomb", "Potion", "Trap" and "Item".

The next line contains an integer  $A$  denoting the number of actions. The next  $A$  lines contain the description of each action, which can be either "Use" or "Distribute". The format for each type of action is

"Use-<character name>-<item name>-<location name>"  
"Distribute-<location name>-<magic amount>"

### Output

For each location in the order they appear in the input, print the result of applying each action in the adventure game, on the format specified in the example.

#### Sample input 1

```
1
Paradise
2
Cure-Eve-0 Paradise
Damage-Adam-1 Paradise
3
Bomb-Bomb-0 Paradise
Trap-Trap-0 Paradise
Item-Apple-0 Paradise
3
Use-Eve-Trap-Paradise
Distribute-Paradise-0
Use-Eve-Bomb-Paradise
```

#### Sample output 1

```
Eve uses Trap at Paradise
Eve takes 5 damage
Eve receives 0 magic points
Eve gains 0 life
Adam receives 0 magic points
Adam takes 0 damage
Bomb receives 0 magic points
Apple receives 0 magic points
Eve uses Bomb at Paradise
Bomb explodes
Eve receives 5 magic points
Eve gains 5 life
Adam receives 5 magic points
Adam takes 5 damage
Apple receives 5 magic points
```

### Problem information

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