

## Task Overview Sheet

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