The problem requests you to write a program that reads data of two players' playing and simulates the course of the game Weiqi.

There are several rules of Weiqi:

- Two players put black or white cobble onto one of 361 intersect points on the board one by each other. Two players put black or white cobble onto one of 361 intersect points on the board one by one, and so on. Cobble put on intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersec point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block. All black cobbles are dead ones in figure below: It calls "same loop" if the status of board after one's valid put is same to before and there are no black or white cobbles on the board before the game begins. Black select one intersect point on the board to put on his cobble first, then white, one by one, and so on. Cobble put on point that already put cobble before is invalid, the player which put that cobble on will make one block of cobbles in same color become dead block and can't beat any cobbles in the dead block.

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