# Problem description

Bowling is a sport in which players attempt to score points by rolling a bowling ball along a flat surface into **10 pins**. Each turn of a bowling game is called a **frame**. Ten pins are arranged in each frame. The goal of the player is to knock down as many pins as possible in each frame. The player has **two chances**, or throws, to do so. The value of a throw is given by the number of pins knocked down in that throw. Effectively, there are three kinds of marks given in a score: **a strike** (all ten down in the first ball throw), **a spare** (all ten down by the second ball throw), and **an open** (missed pins still standing when the turn ends).
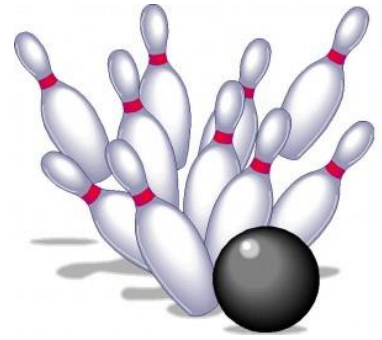
- **Open** frames are added normally.
  If a player knocks down 1 pin on their first ball and 5 on their second, the open frame would be worth 1+5, or 6 points. Example of open game would look something like this:
  [1,5][3,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,6] and the score in this case is 81.
- **A strike** earns you ten points plus the points for the next two balls thrown.
  For example, if a player got a strike then followed with a 3 then 6, their value for the strike would be 10+3+6, or 19. A complete game with strike would look something like this:
  [10,0][3,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,6] and the score in this case is 94.
- Multiple **strikes** are possible. This does not affect score of the strike which is still calculated as addition of next two balls thrown. For example in next sequence [10,0][10,0][7,2] first strike has a score 10+10+7=27, second strike has a score of 10+7+2=19. The game
  [10,0][10,0][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,6] has a score of 112.
- **A spare** earns you ten points plus the points for the next ball thrown.
  If a player gets a spare then follow it with 3 pins down, their value for the spare would be 10+3, or 13). Next game contains spare at the beginning:
  [1,9][3,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,6] and the score in this case is 88.
- Multiple **spares** are possible. The game
  [8,2][5,5][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,6] has a score of 98.
- A **strike** can be followed by a **spare** and this does not affect the score of the strike.
  If a player starts game like this [10,0][4,6][7,2] a first strike is calculated as 10+4+6=20 and second spare is calculated as 4+6+7=17. For example next game:
  [10,0][4,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,6] has a score of 103.
- **Spare** can be in **the last frame** of the game and in that case the player will be given a bonus throw. The game
  [1,5][3,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,8][7] has a score of 90.
- **Strike** can be in **the last frame** and in that case the player will be given two bonus throws. The game
  [1,5][3,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][10,0][7,2] has a score of 92.
- If **the last frame** of the game is **spare** and bonus throw is a **strike**, there are no additional throws. The game
  [1,5][3,6][7,2][3,6][4,4][5,3][3,3][4,5][8,1][2,8][10] has a score of 93.
- The **maximum** score in ten-pin bowling is 300. This consists of getting 12 strikes in a row in one game (one strike each in frames 1-10, and both bonus throws as strikes), and is also known as a **perfect game**. The game
  [10,0][10,0][10,0][10,0][10,0][10,0][10,0][10,0][10,0][10,10] has a score of 300.
- If **any error** exist in the calculation of the game, a returning score should be **-1**