

## C. Furlo and Rublo and Game

time limit per test: 2 seconds

memory limit per test: 256 megabytes

input: standard input

output: standard output

Furlo and Rublo play a game. The table has  $n$  piles of coins lying on it, the  $i$ -th pile has  $a_i$  coins. Furlo and Rublo move in turns, Furlo moves first. In one move you are allowed to:

- choose some pile, let's denote the current number of coins in it as  $x$ ;
- choose some integer  $y$  ( $0 \leq y < x$ ;  $x^{1/4} \leq y \leq x^{1/2}$ ) and decrease the number of coins in this pile to  $y$ . In other words, after the described move the pile will have  $y$  coins left.

The player who can't make a move, loses.

Your task is to find out, who wins in the given game if both Furlo and Rublo play optimally well.

### Input

The first line contains integer  $n$  ( $1 \leq n \leq 77777$ ) — the number of piles. The next line contains  $n$  integers  $a_1, a_2, \dots, a_n$  ( $1 \leq a_i \leq 777777777777$ ) — the sizes of piles. The numbers are separated by single spaces.

Please, do not use the `%lld` specifier to read or write 64-bit integers in C++. It is preferred to use the `cin`, `cout` streams or the `%I64d` specifier.

### Output

If both players play optimally well and Furlo wins, print "Furlo", otherwise print "Rublo". Print the answers without the quotes.

### Examples

input
1 1
output
Rublo

input
2 1 2
output
Rublo

input
10 1 2 3 4 5 6 7 8 9 10
output
Furlo