# Misère Nim



Two people are playing game of Misère Nim. The basic rules for this game are as follows:

- The game starts with n piles of stones indexed from 0 to n-1. Each pile i (where  $0 \leq i < n$ ) has  $s_i$  stones.
- The players move in alternating turns. During each move, the current player must remove one or more stones from a single pile.
- The player who removes the last stone *loses* the game.

Given the value of n and the number of stones in each pile, determine whether the person who wins the game is the *first* or *second* person to move. If the first player to move wins, print First on a new line; otherwise, print Second. Assume both players move optimally.

# **Input Format**

The first line contains an integer, T, denoting the number of test cases.

Each of the 2T subsequent lines defines a test case. Each test case is described over the following two lines:

- 1. An integer, n, denoting the number of piles.
- 2. n space-separated integers,  $s_0, s_1, \ldots, s_{n-1}$ , where each  $s_i$  describes the number of stones at pile i.

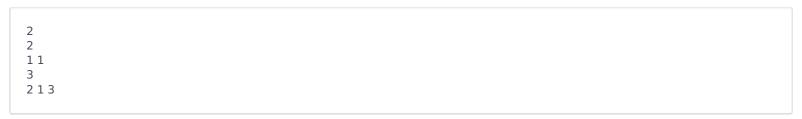
#### **Constraints**

- $1 \le T \le 100$
- $1 \le n \le 100$
- $1 \le s_i \le 10^9$

### **Output Format**

For each test case, print the name of the winner on a new line (i.e., either First or Second).

## **Sample Input**



# Sample Output

First Second					
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