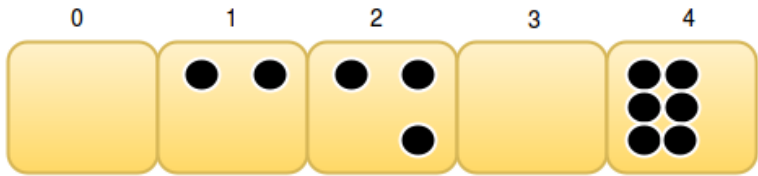# Nimble Game

Two people are playing Nimble! The rules of the game are:

- The game is played on a line of n squares, indexed from 0 to $n-1$. Each square i (where $0 \leq i < n$) contains c_i coins. For example:

- The players move in alternating turns. During each move, the current player must remove exactly 1 coin from square i and move it to square j if and only if $0 \leq j < i$.

- The game ends when all coins are in square 0 and nobody can make a move. The first player to have no available move loses the game.

Given the value of n and the number of coins in each square, determine whether the person who wins the game is the *first* or *second* person to move. 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 squares.

2. n space-separated integers, $c_0, c_1, \ldots, c_{n-1}$, where each c_i describes the number of coins at square i.

Constraints

- $1 \leq T \leq 10^4$

- $1 \leq n \leq 100$

- $0 \leq c_i \leq 10^9$

Output Format

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

Sample Input

```
2
5
0 2 3 0 6
4
0 0 0 0
```

Sample Output

```
First
Second
```