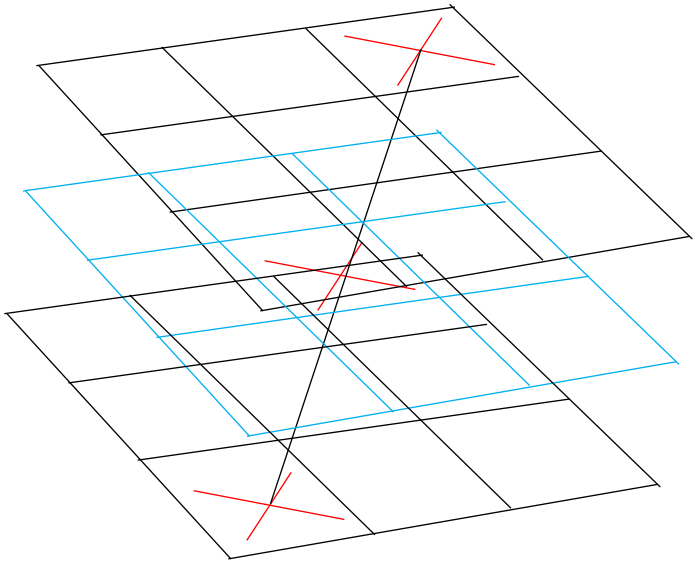
Cross Dimensional Tic-Tac-Toe

Cross Dimensional Tic-Tac-Toe is a modified version of Tic-Tac-Toe. The format of Cross Dimensional Tic-Tac-Toe can be thought of as a stack of individual Tic-Tac-Toe games on top of each other. Here's the catch, you can't win the game by getting 3 in a row in one plane, you have to get 3 in a row across all the planes.



An example of a valid winning move

A game can be won by doing 1 of 4 moves:
Marking 3 spots, 1 in each plane, in a horizontal row
Marking 3 spots, 1 in each plane, in a vertical column
Marking 3 spots, 1 in each plane, in a stack
Marking 3 spots, 1 in each plane, in a diagonal line

Games will result in a tie if none of the criteria are met.

Input:

The input will consist of an integer $n \leq 10$, which will be the number of games played. Following that will be $n * 3$ number of boards representing the cross dimensional boards. Single boards will be separated by a new line. Boards will always be 3x3. There will only be 3 boards in a single cross dimensional board. Inside each board will contain 3 characters: X's for one player, O's for the other player, and * for empty spaces, if there are any. Player 1 claims X's, and Player 2 claims O's. A 0 will denote the end of input.

Output:

Output should be put in the format
Game #: Winner is __! ----> If there is a winner
Game #: Tie! ----> If there is a tie

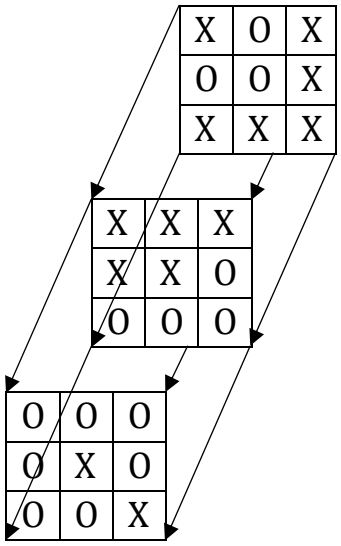
To help you visualize what is going on-

Input:

```
1
XOX
OOX
XXX

XXX
XXO
OOO

OOO
OXO
OOX
```



Output:

Game 1: Winner is Player 1!