Problem A Poker Card Game

Input File: pa.dat

Suppose you are given many poker cards. As you have already known, each card has points ranging from 1 to 13. Using these poker cards, you need to play a game on the cardboard in Figure 1. The game begins with a place called START. From START, you can walk to left or right to a rectangular box. Each box is labeled with an integer, which is the distance to START.

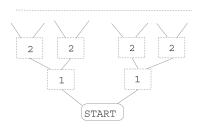


Figure 1: The poker card game cardboard.

To place poker cards on these boxes, you must follow the rules below:

- (1) If you put a card with n points on a box labeled i, you got (n * i) points.
- (2) Once you place a card on a box b, you block the paths to the boxes behind b.

For example, in Figure 2, a player places a queen on the right box of distance 1, he gets 1*12 points but the queen also blocks the paths to boxes behind it; i.e., it is not allowed to put cards on boxes behind it anymore.

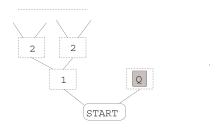


Figure 2: Placing a queen.

Your goal: Given a number of poker cards, find a way to place them so that you will get the *minimum points*. For example, suppose you have 3 cards 5, 10, and K. To get the minimum points, you can place cards like Figure 3, where the total points are 1*13+2*5+2*10=43.

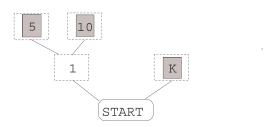


Figure 3: An example to place cards.

Input: The first line of the input file contains an integer $n, n \leq 10$, which represents the number of test cases. In each test case, it begins with an integer $m, m \leq 100000$, which represents the number of poker cards. Next, each card represented by its number are listed consecutively. Note that, the numbers of ace, $2, 3, \dots$, K are given by integers $1, 2, 3, \dots, 13$, respectively. The final minimum point in each test case is less than 5000000.

Output: List the minimum points of each test case line by line.

Sample Input

```
3
3
5
10
13
4
3
4
5
5
7
7
10
11
13
```

Output for the Sample Input

43

34

110