# Sweet!

*Filename:* `sweet`

Brandon loves to play on his Nintendo GameCube. He's always trying to find ways to get the latest game, adding up his allowance as quickly as possible and often lobbying for more. Birthday money also comes in handy. Whenever he gains enough for the latest game he wants, he yells "Sweet!" and heads off to the store with his parents to buy it.

**The Problem:**

Given the various amounts of money Brandon receives in allowances and gifts, determine at which points Brandon has enough to buy a new game. Assume all games cost $50 and that Brandon keeps the change left over after a purchase (which he will put towards the next game).

**The Input:**

The first line will contain a positive integer, *n,* indicating the number of scenarios. For each scenario, there will be a line containing a single integer, *m*, which represents the number of money transactions given to Brandon. On each of the next *m* lines there will be a single positive integer representing an allowance or gift. Each amount will be less than or equal to $50.

**The Output:**

For each scenario, determine whether Brandon can purchase a game after receiving the money from each transaction. Begin the output for each scenario with a header "`Scenario i:`" where *i* begins with 1 and increases for each scenario. For each transaction, if Brandon cannot purchase a game yet, output "`Bummer, I need to wait.`" or output "`Sweet!`" if he can. Leave a blank line between the output for each scenario.

**Sample Input:**

```
2
1
25
3
30
30
40
```

**Sample Output:**

```
Scenario 1:
Bummer, I need to wait.

Scenario 2:
Bummer, I need to wait.
Sweet!
Sweet!
```