

# Day 2: 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. 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,  $s_0, s_1, \dots, s_{n-1}$ , where each  $s_i$  describes the number of stones at pile  $i$ .

## Constraints

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

## 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
2
1 1
3
2 1 3
```

## Sample Output

```
First
Second
```