It is Super Effective

As you may know, this world is inhabited by creatures called *Dokémon*! For some people, *Dokémon* are pets. Other use them for fights.

During a *Dokémon* battle, two *Dokémon* attack each other, alternately, until one of them faints. The survivor is declared the winner.

In this problem, every *Dokémon* has one (and only one) *type*, which indicates the creature's strength. Also, all attacks made by a *Dokémon* are physical and cause damage to its opponent.

An attack can be *regular*, *super effective* (it causes twice as much damage of a regular attack) or *not very effective* (it causes half the damage of a regular attack). This classification depends on the types of the *Dokémon* that are fighting.
The table below indicates how the attacks are classified. The character **+** in the *i*-th row and *j*-th column indicates that an attack made by an *i*-typed *Dokémon* against a *j*-typed *Dokémon* is super effective. The characters **-** and **.** indicate not very effective and regular attacks, respectively.

The names above the columns are abbreviated, but represent the same names in the rows, in the same order.

	Nl	Fr	Wt	El	Gs	Ic	Fg	Ps	Gr	Fl	Py	Bg	Rk	Gh	Dr
Normal	.	.	.	.	.	.	.	.	.	.	.	.	-	.	.
Fire	.	-	-	.	+	+	.	.	.	.	.	+	-	.	-
Water	.	+	-	.	-	.	.	.	+	.	.	.	+	.	-
Electric	.	.	+	-	-	.	.	.	.	+	.	.	.	.	-
Grass	.	-	+	.	-	.	.	-	+	-	.	-	+	.	-
Ice	.	.	-	.	+	-	.	.	.	+	.	.	.	.	+
Fighting	+	.	.	.	.	+	.	-	.	-	-	-	+	.	.
Poison	.	.	.	.	+	.	.	-	-	.	.	+	-	-	.
Ground	.	+	.	+	-	.	.	+	.	.	.	-	+	.	.
Flying	.	.	.	-	+	.	+	.	.	.	.	+	-	.	.
Psychic	.	.	.	.	.	.	+	+	.	.	-	.	.	.	.
Bug	.	-	.	.	+	.	-	+	.	-	+	.	.	-	.
Rock	.	+	.	.	.	+	-	.	-	+	.	+	.	.	.
Ghost	.	.	.	.	.	.	.	.	.	.	.	.	.	+	.
Dragon	.	.	.	.	.	.	.	.	.	.	.	.	.	.	+

Bash Catchem is a young boy from Lappet Town who wishes to be a *Dokémon* Master one day. However, he is still studying tactics for his *Dokémon* battles. Your task is to help Bash to determine, given descriptions of *Dokémon* Battles, the effectiveness of the attacks during the battles.

Input

Each test case starts with a line containing an integer P, $1 \leq P \leq 151$, the number of different *Dokémon* that exists in our world. Each of the next P lines contains the description of a *Dokémon* given as two strings N T, where N is the name of the creature and T is its type. Its name contains up to 15 lowercase or uppercase letters, and its type is one of the types given in the table above, not abbreviated.

The next line contain an integer Q, $1 \leq Q \leq P^2$, the number of queries. Each of the next Q lines contains names of two *Dokémon, N1 N2*, describing a battle. It's guaranteed that both names were described in the same test case.

The last test case is followed by a line containing the number 0.

Output

For each query, print *"It's super effective!"* if an attack of *N1* is super effective against *N2*. Print *"It's not very effective..."* if the attacks are not very effective, or *"Regular Attack."* otherwise. The character ' has the decimal code 39 in the ASCII table.

Print a blank line after each test case.

Example

Input:
4
Pikaxu Electric
Squartle Water
Dullbasaur Grass
Charminder Fire
2
Pikaxu Squartle
Dullbasaur Charminder
3
Miauth Normal
Wizang Poison
Kabrada Psychic
2
Kabrada Wizang
Wizang Miauth
0

Output:
It's super effective!
It's not very effective...

It's super effective!
Regular Attack.