

In most puzzles we are given some pieces and we have to make a target pattern which can be built in only one possible way. But some puzzles are a bit different, we are given a target pattern and from that target pattern we have to find in how many ways the pieces can be placed. Such a puzzle is the puzzle of overlapping squares. To understand this puzzle, look at the pictures below:

In first figure we have placed a  $(2 \times 2)$  filled square in a  $(4 \times 4)$  grid. In the second figure we have placed another  $(2 \times 2)$  filled square in the grid, which have of course deleted some part of the black lines of the previous square, in third picture we have placed a third square and in the fourth picture we have placed a fourth square. The picture can become even more complex if we place more  $(2 \times 2)$  squares.

Write a program to determine if it's possible to form a target image using between 1 and 6 pieces (inclusive) of  $2 \times 2$  squares.

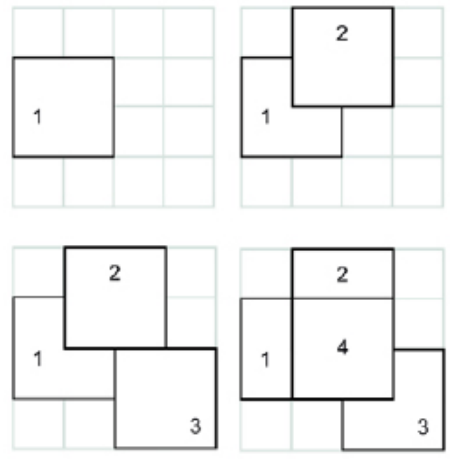


Fig 1. Placing four filled squares in an empty  $4 \times 4$  grid.

## Input

The input consists of several test cases. Each test case is contained in five lines and each line contains nine characters. If the horizontal border of a filled square is visible it is denoted with ‘\_’ (ASCII value 95) sign and if vertical border of a filled square is visible then it is denoted with ‘|’ (ASCII value 124) character. The board contains no other character than ‘\_’, ‘|’ and of course ‘ ’ (ASCII Value 32). The border lines of the squares can only be along the grid lines. Each board lines end with a ‘#’ (Hash character) which denotes the end of line. This character is not a part of the grid or square. The last test case is followed by a single zero, which should not be processed.

## Output

For each test case, print the case number and ‘Yes’ or ‘No’, depending on whether it's possible to form the target.

## Sample Input

```

#
_ _ _ #
| | _ | #
|_ | | #
 | _ | #
#
_ _ #
 | | #
 | _ | #
#
_ _ _ _ #
|_|_|_|_|#
|_|_|_|_|#
|_|_|_|_|#
|_|_|_|_|#
#
_ _ #
_|_|_|#
|_|_|_|#
|_|_|_|#
0

```

## Sample Output

```

Case 1: Yes
Case 2: Yes
Case 3: No
Case 4: Yes

```