Maze search has been developed for a long time, and the related competition is held often. In this problem you have to design a program that simulates a computer mouse to find a path in a maze from a starting point to an ending point. To find such a path, the computer mouse must follow the 'knight' steps as shown in Fig. 1 ( $\bullet$  represents the location of computer mouse at present,  $\longrightarrow$  represents the step that computer mouse can walk, and the numbers 1, 2, 3 and 4 indicate the sequence of four directions the computer mouse has to try while searching for a path). Specifically, the computer mouse has the path to the ending point in the maze. When that happens, the computer mouse can backtrack and try direction 2. Similarly, if direction 2 can not work, direction 3 is tried and then direction 4.



Fig. 1: The rule of the horse step

Actually, our computer mouse is quite intelligent. Before it tries direction 1 it drops a stone. The mouse won't go into a field with a stone on it (unless it is backtracking). But it's not very clever, so after trying direction 4 (before it backtracks) it removes the stone.

The size of given maze is 9 by 9, and its coordinates are shown in Fig. 2. Initially, you are given the starting and ending points of a maze. Your program must print the walking path of the mouse if the ending point of the maze can be reached and the number of steps is less than or equal to 50000. If the number of steps is over 50000 print 'more than 50000 steps'. Otherwise, 'fail' should be printed.

(1,1)				(1,9)
(9,1)				(9,9)

Fig. 2: The coordinates of the maze

## Input

The first line of the input is an integer N, then a blank line followed by N datasets. There is a blank line between datasets.

Each dataset consists of the coordinate of the starting point followed by the coordinate of the ending point in a maze.

## Output

For each dataset, output the coordinates of the walking path from the starting point to the ending point or 'fail'.

Print a blank line between datasets.

## Sample Input

1

(1,1) (9,9)

## Sample Output

(1,1), (2,2), (1,3), (2,4), (1,5), (2,6), (1,7), (2,8), (1,9), (2,8), (3,9), (4,8), (5,9), (6,8), (7,9), (8,8), (9,9)