```cpp
#include <iostream>
#include <vector>
#include <numeric>
using namespace std;

//面子のチェック
bool check_mentsu(int NUM, vector<int> &TEHAI, int MAISU){
    if(MAISU == 0) return true;

    for(int i=0;i<NUM;i++){
        if(TEHAI[i] > 2){
            vector<int> newTEHAI(TEHAI);
            newTEHAI[i] = newTEHAI[i] - 3;
            if(check_mentsu(NUM, newTEHAI, MAISU - 3)) return true;
        }
        if(i+2 < NUM && TEHAI[i] > 0 && TEHAI[i+1] > 0 && TEHAI[i+2] > 0){
            vector<int> newTEHAI(TEHAI);
            for (int j = 0; j < 3; j++) newTEHAI[i + j]--;
            if(check_mentsu(NUM, newTEHAI, MAISU - 3)) return true;
        }
    }

    return false;
}
//手直し版
bool check_mentsu2(int NUM, vector<int> &TEHAI, int MAISU){
    vector<int> newTEHAI(TEHAI);
    for(int i = 0; i < NUM; i++){
        int amari = newTEHAI[i] % 3;
        MAISU = MAISU - newTEHAI[i] + amari;
        newTEHAI[i] = amari;
        if(amari != 0 && TEHAI[i+1] >= amari && TEHAI[i+2] >= amari){
            for(int j = 0; j < 3; j++)
                newTEHAI[i+j] = newTEHAI[i+j] - amari;
            MAISU = MAISU - (amari * 3);
        }
        else if(TEHAI[i+1] < amari || TEHAI[i+2] < amari)
            return false;
    }
    if(MAISU == 0) return true;
    else return false;
}

//雀頭のチェック
bool check_atama(int NUM, vector<int>& TEHAI, int MAISU){
    for(int i=0;i<NUM;i++){
        if(TEHAI[i] > 1){
            vector<int> newTEHAI(TEHAI);
            newTEHAI[i] = newTEHAI[i] - 2;
            if (check_mentsu2(NUM, newTEHAI, MAISU - 2)) return true;
        }
    }
    return false;
}
```

```cpp
//上がれるかどうかのチェック
bool check_agari(){
    int num; //持っている牌の種類数
    //牌の種類数の入力
    //0が入力されたらプログラムを終える
    if (cin >> num && num < 1){
        return false;
    }
    vector<int> tehai(num); //持っている牌を格納するためのvector
    int maisu = 0;
    for (int i = 0; i < num; i++) {
        cin >> tehai[i];
        maisu += tehai[i];
    }
    std::cout << (check_atama(num, tehai, maisu) ? "Yes" : "No") << std::endl;
    return true;
}

int main(){
    while (check_agari());
    return 0;
}
```