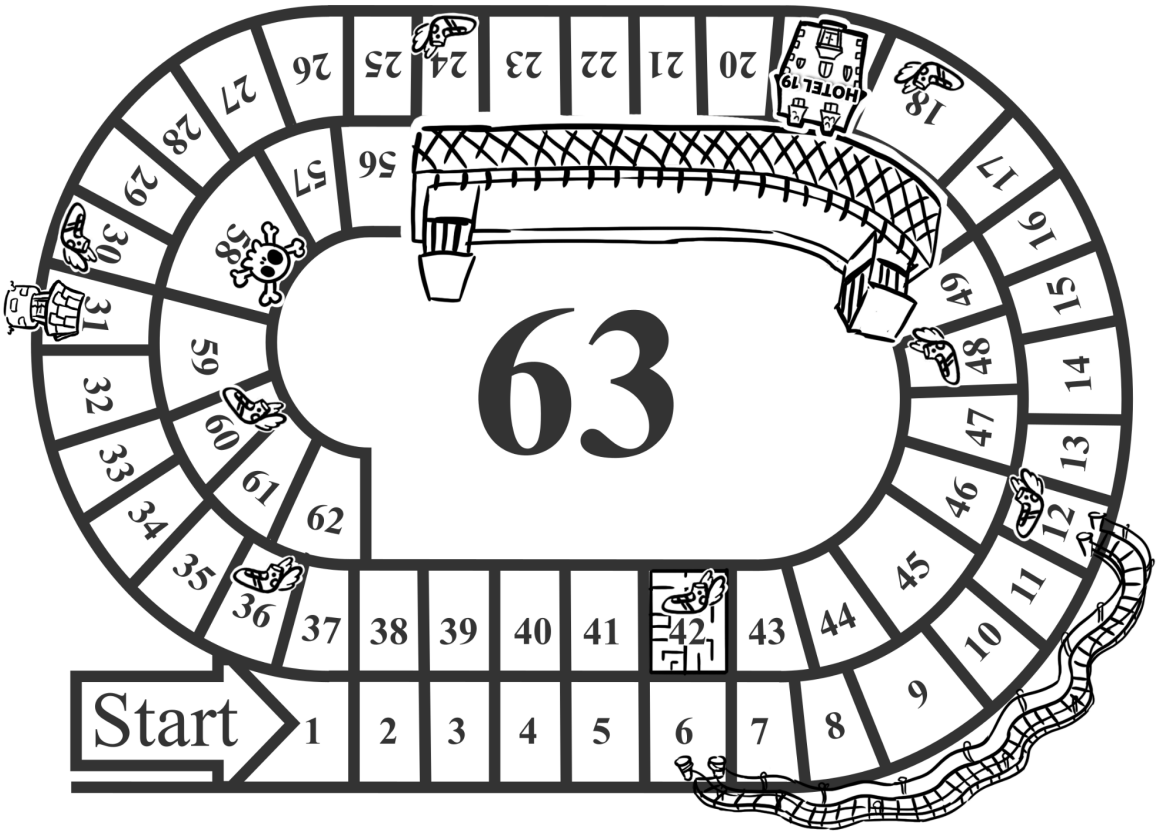
The goose game rules kata (part 1)

The Game of Goose, sometimes known as the Royal Game of Goose, is the earliest commercially produced board game - recorded in Italy as early as the end of the 15th Century. Over hundreds of years, it has appeared in myriad variations of rules and illustrative designs. Many of the boards reflect politics or social situations of the time and some are incredibly beautiful and creative.

The game is played on a spiral-shaped board consisting of 63 spaces. Players take turns to roll the dice and move their piece into space forward by the sum of the two dice.



Write a program that runs through the board spaces and prints the rules of the game according to the board space.

For all the spaces you must print `Stay in space {{space you fell in}}`, but for multiples of six print `Move two spaces forward`, and for space 6 add the rule `The Bridge: Go to space 12`.

Sample output:

```
Stay in space 1
Stay in space 2
Stay in space 3
Stay in space 4
Stay in space 5
The Bridge: Go to space 12
Stay in space 7
Stay in space 8
Stay in space 9
Stay in space 10
Stay in space 11
Move two spaces forward.
Stay in space 13
Stay in space 14
Stay in space 15
Stay in space 16
Stay in space 17
Move two spaces forward.
...etc
```

The goose game rules kata (part 2)

Add this rule for the space 19: `The Hotel: Stay for (miss) one turn`, `The Well: Wait until someone comes to pull you out - they then take your place` for the space 31, and `The Maze: Go back to space 39` for the space 42.

Add the prison rule for the spaces 50 to 55 and print `The Prison: Wait until someone comes to release you - they then take your place`

The goose game rules kata (part 3)

Add these new rules without modifying the existing code:

- If the player fell in the space 58 you should print the following rule `Death: Return your piece to the beginning - start the game again`
- The players that fall exactly in the space 63 have finished the game and the rule `Finish: you ended the game` should be printed, but if the player falls beyond the space 63 will be penalized and the following rule applies `Move to space 53 and stay in prison for two turns`