Snakes and Ladders

A student your age loved to play snakes and ladders when he was much younger.

He loved to play the game so much, he wanted to play it all the time, even while travelling.

Unfortunately, while in a car or on an airplane, managing the physical game board, the dice, and the player pieces proved a challenge.

Fortunately, his mother was a software developer, and came up with a solution. She wrote a simulation of Snakes and Ladders that ran on her cell phone. Now, this was in the early 2000's, a primitive age for cell phones, so, the game was text based.

Here is how the boy's mother programmed the game:

- When the program starts it should assume the piece is on square 1.
- It should repeatedly read input from the user (a number between 2 and 12).
    - It should then report the number of the square where the piece lands.
    - If the piece moves to the last square, the program should print "You Win!" and terminate.
    - If the user enters 0 instead of a number between 2 and 12, the program should print "You Quit!" and terminate.
    - If the user enters any other input, this should be ignored, and the prompt for input should be repeated.

For clarity, the boy's mother programmed a simulation for the board below.

Note that the board has 3 snakes (from 54 to 19, from 90 to 48 and from 99 to 77) and 3 ladders (from 9 to 34, from 40 to 64 and from 67 to 86).

You task is to write the same game.

Sample Session (user input shown in bold)

```
You are now on square 1. Enter sum of dice:
9
You are now on square 10. Enter sum of dice:
I love Captain Janeway.
You are now on square 10. Enter sum of dice:
11
You are now on square 21. Enter sum of dice:
12
You are now on square 33. Enter sum of dice:
7
You are now on square 64. Enter sum of dice:
3
You are now on square 86. Enter sum of dice:
5
You are now on square 91. Enter sum of dice:
10
You are now on square 91. Enter sum of dice:
9
You are now on square 100. You Win!
```