Program a simulator of a simple game of the type "Mensch ärgere Dich nicht":

`https://en.wikipedia.org/wiki/Mensch_%C3%A4rgere_Dich_nicht`

- Play with one piece on a game board with size $n \in \{1, 2, 3, \dots\}$ squares.
- The starting position is the 0th square (outside the board), the ending position is the nth square.
- You roll a single dice with values from 1 to 6.
  - The piece moves by the rolled number of squares (not outside the board).
  - If 6 is rolled, the roll repeats (within the same round).
  - If 6 is rolled, but the movement of the piece would end outside the board, the round ends.
  - If 6 and then X is rolled, but the movement of 6 + X would end outside the board, the round ends (even if movement by 6 would be possible).
  - If three 6s are rolled in a row, the round ends and the piece moves to the starting position.
- The game ends when the piece exactly reaches the ending position.

The main function is `game(board_size, print_state=True, probability_of_six=1/6)`.

- `board_size` corresponds to the n mentioned above.
- `print_state` controls verbosity. If it is `True`, the function prints the text on the screen and does not return anything. If it is `False`, the function does not print anything and returns the length of the game (the number of rounds until the finish).
- `probability_of_six` sets the chance of rolling 6 (other probabilities are uniform).

Example game run and output:

```
>>> game(20)
Round 1 -- Roll: 6 5
I am on position 11
Round 2 -- Roll: 6 5
I am on position 11
Round 3 -- Roll: 5
I am on position 16
Round 4 -- Roll: 5
I am on position 16
Round 5 -- Roll: 2
I am on position 18
Round 6 -- Roll: 4
I am on position 18
Round 7 -- Roll: 2
I am on position 20
Game finished in Round 7.
>>> game(20, False)
11
```