

```
class Player:
    def __init__(self, color):
        self.color = color

class Board:
    def __init__(self):
        self.tiles = [None] * 72

    def place_piece(self, player, position):
        self.tiles[position] = player.color
    def print_board(self):
        for i, tile in enumerate(self.tiles):
            print(f"Tile {i}: {tile}")

class Game:
    def __init__(self):
        self.board = Board()
        self.players = [Player("red"), Player("blue"), Player("green"),
Player("yellow")]

    def move_piece(self, player, position, steps):
        # Implement the logic for moving a piece on the board
        pass

    def check_win_condition(self):
        # Implement the logic to check if a player has won
        pass

    def play(self):
        # Implement the game loop
        pass

if __name__ == "__main__":
    game = Game()
    print(game.board.print_board())
    game.play()
```

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