```python
def move6(x):
    global myLocation
    global enemyLocations
    for i in range(6):
        if myLocation + x in enemyLocations:
            break
        else:
            myLocation += x

def checkHorizThenVert(start, end):
    for x in range(start+1, end):
        if x in (7, 12, 17, 22, 27, 35, 40, 45, 50):
            return True
    return False

f = open("test-jr.txt", 'r')
for line in f.readlines():
    try:
        data = [int(x) for x in line.split()]
        enemyLocations = data[:3]
        myLocation = data[3]
        diceRolls = data[-data[4]:]

        for diceRoll in diceRolls:
            futureLoc = myLocation + diceRoll
            if futureLoc not in enemyLocations and futureLoc <= 52:
                if futureLoc == 52:
                    myLocation = "GAME OVER"
                break
            elif futureLoc in (2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47):
                move6(1)
            elif futureLoc in (9, 16, 25, 36, 49):
                move6(-1)
            elif checkHorizThenVert(myLocation, futureLoc):
                for d in range(1, diceRoll+1):
                    if (myLocation + d) % diceRoll == 0:
                        myLocation += d
                break
            else:
                myLocation += diceRoll

        print(myLocation)
    except:
        print("error")

f.close()
```