Sub main**()**

' get data from sheet

numberoftrials **=** Range**(**"C2"**).**Value

numberOfRolls **=** Range**(**"C3"**).**Value

Dim Camel\_1 As Variant

Dim Camel\_2 As Variant

Camel\_1 **=** Array**(0,** **2,** True**)**

Camel\_2 **=** Array**(0,** **1,** True**)**

turn\_counter **=** **1**

For j **=** **1** To numberoftrials

'set starting state of camels

'location, height,in stack (T,F)

Camel\_1 **=** Array**(0,** **2,** True**)**

Camel\_2 **=** Array**(0,** **1,** True**)**

Range**(**"C7:ZZ8"**).**Value **=** Null

For i **=** **1** To **2** **\*** numberOfRolls

diceroll **=** WorksheetFunction.RandBetween**(1,** **3)**

If turn\_counter **=** **1** Then

If Camel\_1**(2)** **=** True And Camel\_1**(1)** **>** Camel\_2**(1)** Then

Camel\_1**(0)** **=** Camel\_1**(0)** **+** diceroll

Camel\_1**(1)** **=** **1**

Camel\_1**(2)** **=** False

Camel\_2**(2)** **=** False

'update positions on visualiser

Cells**(9** **-** Camel\_1**(1),** **2** **+** Camel\_1**(0)).**Value **=** **1**

ElseIf Camel\_1**(2)** **=** True And Camel\_1**(1)** **<** Camel\_2**(1)** Then

Camel\_1**(0)** **=** Camel\_1**(0)** **+** diceroll

Camel\_2**(0)** **=** Camel\_2**(0)** **+** diceroll

Camel\_1**(2)** **=** True

Camel\_2**(2)** **=** True

'update positions on visualiser

Cells**(9** **-** Camel\_1**(1),** **2** **+** Camel\_1**(0)).**Value **=** **1**

Cells**(9** **-** Camel\_2**(1),** **2** **+** Camel\_2**(0)).**Value **=** **2**

ElseIf Camel\_1**(2)** **=** False Then

Camel\_1**(0)** **=** Camel\_1**(0)** **+** diceroll

If Camel\_1**(0)** **=** Camel\_2**(0)** Then

Camel\_1**(1)** **=** **2**

Camel\_1**(2)** **=** True

Camel\_2**(2)** **=** True

'update positions on visualiser

Cells**(9** **-** Camel\_1**(1),** **2** **+** Camel\_1**(0)).**Value **=** **1**

Cells**(9** **-** Camel\_2**(1),** **2** **+** Camel\_2**(0)).**Value **=** **2**

Else

Cells**(9** **-** Camel\_1**(1),** **2** **+** Camel\_1**(0)).**Value **=** **1**

End If

End If

turn\_counter **=** **2**

ElseIf turn\_counter **=** **2** Then

If Camel\_2**(2)** **=** True And Camel\_2**(1)** **>** Camel\_1**(1)** Then

Camel\_2**(0)** **=** Camel\_2**(0)** **+** diceroll

Camel\_2**(1)** **=** **1**

Camel\_2**(2)** **=** False

Camel\_1**(2)** **=** False

Cells**(9** **-** Camel\_2**(1),** **2** **+** Camel\_2**(0)).**Value **=** **2**

ElseIf Camel\_2**(2)** **=** True And Camel\_2**(1)** **<** Camel\_1**(1)** Then

Camel\_2**(0)** **=** Camel\_2**(0)** **+** diceroll

Camel\_1**(0)** **=** Camel\_1**(0)** **+** diceroll

Camel\_2**(2)** **=** True

Camel\_1**(2)** **=** True

'update positions on visualiser

Cells**(9** **-** Camel\_1**(1),** **2** **+** Camel\_1**(0)).**Value **=** **1**

Cells**(9** **-** Camel\_2**(1),** **2** **+** Camel\_2**(0)).**Value **=** **2**

ElseIf Camel\_2**(2)** **=** False Then

Camel\_2**(0)** **=** Camel\_2**(0)** **+** diceroll

If Camel\_2**(0)** **=** Camel\_1**(0)** Then

Camel\_2**(1)** **=** **2**

Camel\_2**(2)** **=** True

Camel\_1**(2)** **=** True

'update positions on visualiser

Cells**(9** **-** Camel\_1**(1),** **2** **+** Camel\_1**(0)).**Value **=** **1**

Cells**(9** **-** Camel\_2**(1),** **2** **+** Camel\_2**(0)).**Value **=** **2**

Else

Cells**(9** **-** Camel\_2**(1),** **2** **+** Camel\_2**(0)).**Value **=** **2**

End If

End If

turn\_counter **=** **1**

End If

Next i

If Camel\_1**(0)** **=** Camel\_2**(0)** Then

Range**(**"C15"**).**Value **=** Range**(**"C15"**).**Value **+** **1**

Else

Range**(**"C14"**).**Value **=** Range**(**"C14"**).**Value **+** **1**

End If

Next j

End Sub