Sub main**()**

 ' get data from sheet

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

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

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

 global\_counter **=** **0**

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

 'set starting state of camels

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

 Camel\_1 **=** Array**(0,** **3,** True**)**

 Camel\_2 **=** Array**(0,** **2,** True**)**

 Camel\_3 **=** Array**(0,** **1,** True**)**

 global\_counter **=** **0**

 Range**(**"C7:ZZ9"**).**Value **=** Null

 Range**(**"C18:ZZ18"**).**Value **=** Null

 For i **=** **1** To **3** **\*** numberOfRolls

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

 global\_counter **=** global\_counter **+** **1**

 Cells**(18,** **2** **+** global\_counter**).**Value **=** diceroll

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

 Call camel\_moving**(**Camel\_1**,** Camel\_2**,** Camel\_3**,** diceroll**)**

 Call updateVisual**(**Camel\_1**,** Camel\_2**,** Camel\_3**)**

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

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

 Call camel\_moving**(**Camel\_2**,** Camel\_1**,** Camel\_3**,** diceroll**)**

 Call updateVisual**(**Camel\_1**,** Camel\_2**,** Camel\_3**)**

 turn\_counter **=** **3**

 ElseIf turn\_counter **=** **3** Then

 Call camel\_moving**(**Camel\_3**,** Camel\_1**,** Camel\_2**,** diceroll**)**

 Call updateVisual**(**Camel\_1**,** Camel\_2**,** Camel\_3**)**

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

 End If

 Next i

 If Camel\_1**(0)** **=** Camel\_2**(0)** And Camel\_1**(0)** **=** Camel\_3**(0)** Then

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

 Else

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

 End If

 Next j

End Sub

Sub Camel\_Moved**(**movingCamel**,** staticCamel1**,** staticCamel2**)**

 'case 1.1 space is empty

 If movingCamel**(0)** **<>** staticCamel1**(0)** And movingCamel**(0)** **<>** staticCamel2**(0)** Then

 movingCamel**(2)** **=** False

 movingCamel**(1)** **=** **1**

 'case 1.2 staticCamel1 and camel\_3 on space

 ElseIf movingCamel**(0)** **=** staticCamel1**(0)** And movingCamel**(0)** **=** staticCamel2**(0)** Then

 movingCamel**(2)** **=** True

 movingCamel**(1)** **=** **3**

 'case 1.3 camel\_2 is on space only

 ElseIf movingCamel**(0)** **=** staticCamel1**(0)** And movingCamel**(0)** **<>** staticCamel2**(0)** Then

 movingCamel**(2)** **=** True

 staticCamel1**(2)** **=** True

 movingCamel**(1)** **=** **2**

 staticCamel2**(2)** **=** False

 'case 1.4 camel\_3 is on space only

 ElseIf movingCamel**(0)** **=** staticCamel2**(0)** And movingCamel**(0)** **<>** staticCamel1**(0)** Then

 movingCamel**(2)** **=** True

 staticCamel2**(2)** **=** True

 movingCamel**(1)** **=** **2**

 staticCamel1**(2)** **=** False

 End If

End Sub

Sub camel\_moving**(**player**,** passenger1**,** passenger2**,** moveCount**)**

 'check if there is a stack present

 If player**(2)** **=** True Then

 If passenger1**(0)** **<>** player**(0)** And passenger2**(0)** **<>** player**(0)** Then

 player**(2)** **=** False

 End If

 End If

 'case 1 - not in a stack

 If player**(2)** **=** False Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 'case 2 - in stack

 ElseIf player**(2)** **=** True Then

 'case 2.1 - top of stack of 3

 If player**(1)** **=** **3** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 'case 2.2 - top of stack of 2

 ElseIf player**(1)** **=** **2** And **(**passenger1**(1)** **=** **1** Or passenger1**(0)** **<>** player**(0))** And **(**passenger2**(1)** **=** **1** Or passenger2**(0)** **<>** player**(0))** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 'case 2.3 - middle of stack

 ElseIf player**(1)** **=** **2** And passenger1**(1)** **=** **3** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 passenger1**(0)** **=** player**(0)**

 passenger1**(1)** **=** player**(1)** **+** **1**

 passenger1**(2)** **=** True

 player**(2)** **=** True

 ElseIf player**(1)** **=** **2** And passenger2**(1)** **=** **3** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 passenger2**(0)** **=** player**(0)**

 passenger2**(1)** **=** player**(1)** **+** **1**

 passenger2**(2)** **=** True

 player**(2)** **=** True

 'case 2.4 - bottom of stack of 3

 ElseIf player**(1)** **=** **1** And player**(0)** **=** passenger1**(0)** And player**(0)** **=** passenger2**(0)** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 passenger1**(0)** **=** player**(0)**

 passenger2**(0)** **=** player**(0)**

 player**(2)** **=** True

'case 2.5 - bottom of stack of 2

 ElseIf player**(1)** **=** **1** And **(**passenger1**(0)** **=** player**(0)** Or passenger2**(0)** **=** player**(0))** Then

 If passenger1**(0)** **=** player**(0)** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 passenger1**(0)** **=** player**(0)**

 passenger1**(1)** **=** player**(1)** **+** **1**

 player**(2)** **=** True

 ElseIf passenger2**(0)** **=** player**(0)** Then

 player**(0)** **=** player**(0)** **+** moveCount

 Call Camel\_Moved**(**player**,** passenger1**,** passenger2**)**

 passenger2**(0)** **=** player**(0)**

 passenger2**(1)** **=** player**(1)** **+** **1**

 player**(2)** **=** True

 End If

 End If

 End If

End Sub

Sub updateVisual**(**cam1**,** cam2**,** cam3**)**

 Cells**(10** **-** cam1**(1),** **2** **+** cam1**(0)).**Value **=** **1**

 Cells**(10** **-** cam2**(1),** **2** **+** cam2**(0)).**Value **=** **2**

 Cells**(10** **-** cam3**(1),** **2** **+** cam3**(0)).**Value **=** **3**

End Sub