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