```lisp
(defun sum (throw)
    (+ (car throw) (cdr throw)))

(defun 1_roll ()
    (+ (random 6) 1))

(defun roll ()
    (cons (1_roll) (1_roll))
)

(defun reroll_d (sum_count)
    ((or (= sum_count 2) (= sum_count 12))
))

(defun win_d (sum_count)
    (if (or (= sum_count 7) (= sum_count 11))))

(defun turn (&aux (dices (roll)))
    (terpri)
    (princ "Rolled:")
    (princ dices)

    (cond
        ((win_d (sum dices)) Nil)
        ((not (reroll_d (sum dices))) (sum dices))
        (T (turn))
    )
)

(defun second_turn (roll1 &aux (roll2 (turn)))
    (terpri)
    (princ "Second player's turn ended")
    (terpri)
    (terpri)
    (if (eval roll2)
        (cond
            ((> roll1 roll2) "First player wins!")
            ((= roll1 roll2) "Draw!")
            (T "Second player wins!"))
        "Second player wins!"
    )
)
```

```lisp
43
44 (defun game (&aux (roll1 (turn)))
45     (terpri)
46     (princ "First player's turn ended")
47     (terpri)
48     (if (eval roll1)
49         (second_turn roll1)
50         "First player wins!"
51     )
52 )
```