while True:  
 score0 += take\_turn(strategy0(score0,score1),score1,dice)  
 if score0 >= goal:  
 break  
 if is\_swap(score0,score1) == True:  
 score0, score1 = score1, score0  
 score1 += take\_turn(strategy1(score1, score0), score0, dice)  
  
 if score1 >= goal or score0 >= goal:  
 break  
 if is\_swap(score0, score1) == True:  
 score0, score1 = score1, score0  
if is\_swap(score0, score1) == True:  
 score0, score1 = score1, score0