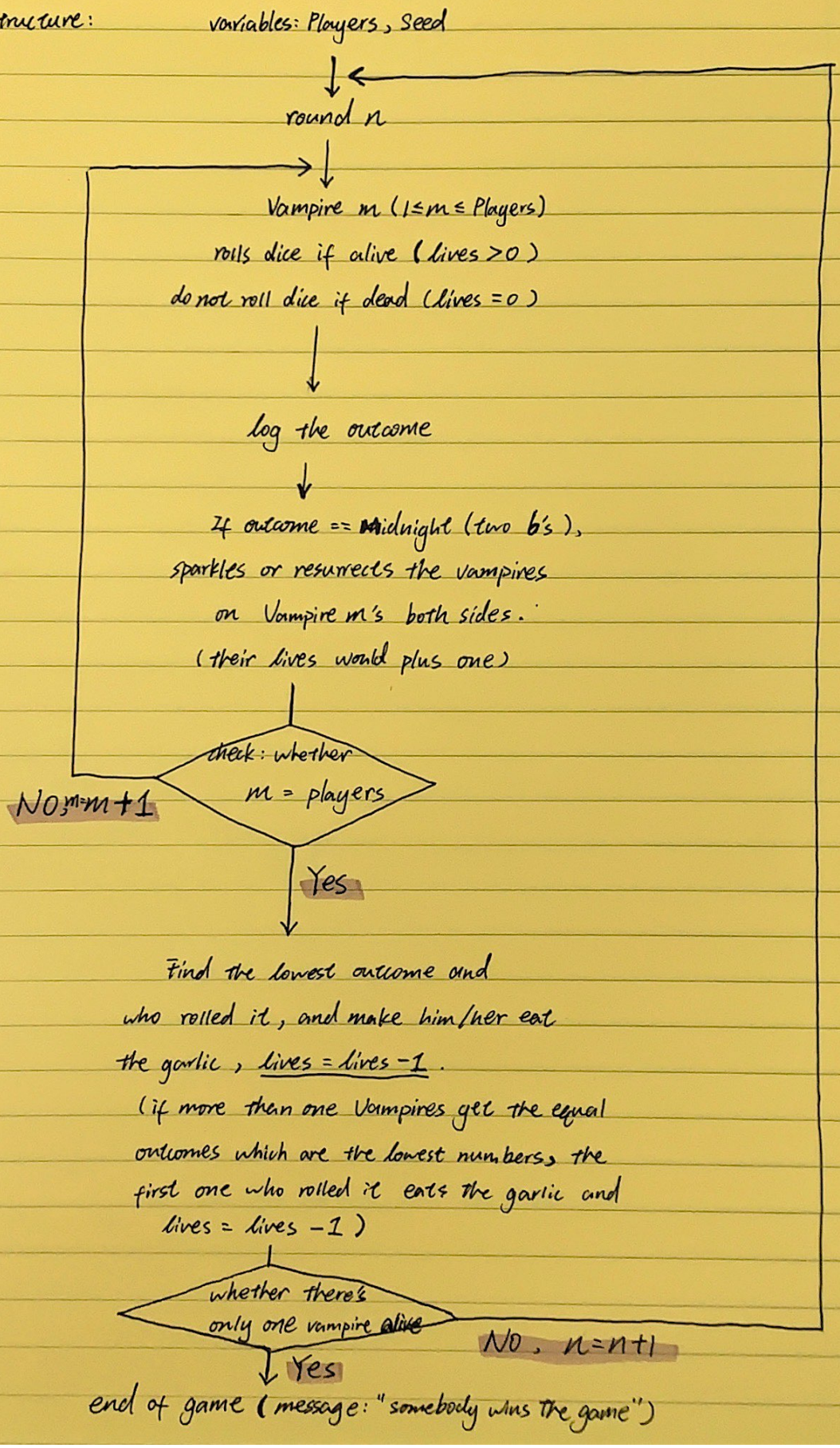
Structure:


variables: Players, Seed
round n
Vampire m (1≤m≤Players)
rolls dice if alive (lives >0)
do not roll dice if dead (lives =0)
log the outcome
If outcome == Midnight (two b's),
sparkles or resurrects the vampires
on Vampire m's both sides.
(their lives would plus one)
check: whether
m = players
No, m=m+1
Yes
Find the lowest outcome and
who rolled it, and make him/her eat
the garlic, lives = lives -1.
(if more than one Vampires get the equal
outcomes which are the lowest numbers, the
first one who rolled it eats the garlic and
lives = lives -1)
whether there's
only one vampire alive
No, n=n+1
Yes
end of game (message: "somebody wins the game")

Pseudocode:

```
main(){

    User Input: the number of players ( print error message if the number is invalid ).
    User Input: random seed ( print error message if the number is invalid ).

    game(){

        int die_first, die_second, sum_of_dice, left_player, right_player, round
        lives[10] = {3, 3, 3, 3, 3, 3, 3, 3, 3, 3}        # initial array of vampires' lives
        outcomes = {0, 0, 0, 0, 0, 0, 0, 0, 0, 0}         # array that counts the sum of two dice's
                                                            outcome
        round = 1

        loop_runs_each_round( end if there are (player_number - 1) 0s in lives array between lives[0]
                              to lives[player_number - 1] ){

            print(round)
            int index = 0

            loop_for_each_player_rolling_dice( end in (player_number - 1) cycle, that is, end if
                                               index<(player_number - 1 ) ){

                if( lives[index] != 0 ){                    # only undead vampires can roll the dice
                    Rolling dice in random numbers,
                    sum = die_first + die_second
                    Record sum in outcomes[ ]
                    Print message "who rolls what…"

                    if(sum = 10 ){                          # player rolls two 5s, midnight
                        Sparkles vampire (if the sparkled one is still 'alive' ) on either/both side(s) or
                        Resurrects vampire (if the resurrected one is 'dead' )on either/both side(s)
                        }
                    }
                 else{
                     outcomes[index] = 100                  # this abnormal number, 100, I set is to make
                                                              sure it won't appear and interfere the rest of
                                                              the program, like compare dice outcomes and
                                                              find the lowest value. (since whoever comes
                                                              into 'else' has no right to roll the dice).
                    }
                index ++

                }  # loop_for_each_player_rolling_dice ends

            Find the player with lowest outcome comparing values inside outcomes[10].
            Print messages (who eats garlic and his/her remaining lives).
            Check whether to end the game (there's only one vampire 'alive').

            round ++
            }   # loop_runs_each_round ends

        } # game ends

    } # main ends
```