Pseudocode for Reverse Number Guessing Game:

1. Player chooses random number within range of 1-100
2. Program starts
3. Program requests input of number within range
4. Player inputs value
5. Program validates that the input is within range
   1. If input is incorrect, it will loop back and request another value.
   2. If correct, it will continue
6. Program requests a set number of attempts chosen by the player
7. Player enters the set value of attempts for the program
   1. Validation carried out to check that the value is not 0 or less
      1. If it is 0 or below, the program will throw an error and request a valid input
      2. If it is valid, it will continue
8. Program starts loop where it generates a value if it has an attempt
9. Program compares generated value to the inputted value
   1. If the value is the same the program will execute code for a victory and exit
   2. If the value is not the same, an attempt is removed and the loop continues
      1. If on an additional attempt the value is the same as the input, the victory code will execute and the program will exit.
      2. If on no attempts the computer wins, the loss code is executed to congratulate the player on winning. The program then exits.