START

//importing random library for generating random numbers

//creating variables for each player

Player 01x is [ ]

Player 02x is [ ]

Player 03x is [ ]

Player 04x is [ ]

//printing a welcome message to the user

//asking the user for total number of players

//storing this input in a variable “player”

//creating a display function to print out the parts of spider forming

//printing the rules of the game to the user

//creating empty variables (initially empty) to increment later on

i is 0

j is 0

k is 0

l is 0

//creating a while loop to proceed in the game

//creating variables for each player’s turns (generates random numbers)

x is random from 1 to 6(randint)

y is random from 1 to 6(randint)

a is random from 1 to 6(randint)

b is random from 1 to 6(randint)

//defining parameters to form the spider

//for each player, if a 6 appears, body of the spider will be drawn, then a 3 or 4 will draw the legs and a 1 will form the eyes of the spider

If x is same as 6

    player1/2/3/4 forms “(“

else:

    player1/2/3/4 forms “)”

if x is same as 1

    player1/2/3/4 forms “0”

if x is same as 3 or 4

    player1/2/3/4 forms “/” or “//” or “\\” or “\”

//printing out the status of first player

//if first player has drawn the spider, print status of player1 and the number of tries

//if second player has drawn the spider, print the status of player2 and the number of tries

//if third player has drawn the spider, print the status of player3 and the number of tries

//if forth player has drawn the spider, print the status of player4 and the number of tries

//calling the spider function

spider(player1, player2, player3, player4)

//a while loop for asking the user to restart the game

//asking the user “Do you want to play again”?

//if the player wants to play again, recall the whole function (spider)

//else print “Bye” and break the loop

END