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START

//Importing random library to generate random numbers

//Assigning variables to generate random numbers
x is random.randint(1,6)
y is random.randint(1,6)
z is random.randint(1,6)

//Creating a list for the sequences of the dice
sequence is [x, y, z]

//Creating an empty list to store matches later on

//Creating a variable to increment for points later on
point is 0 (initially)

//Defining function to check dice matches
DEF check_dice_matches()
    count is 0 (initially)
    FOR i in sequence
        IF index of sequence matches index of match
            COUNT increment by 1
    PRINT number of matches found

//Function to check the winner, if the match found
DEF checkWin()
    IF index of match list is same as sequence
        PRINT Match list
        RETURN TRUE
    ELSE
        RETURN FALSE

//Function to roll the dice which will work on each roll
DEF roll()
    Dice 1 is random
    Dice 2 is random

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Dice 3 is random
PRINT roll of Dice 1
PRINT roll of Dice 2
PRINT roll of Dice 3
index of first match is Dice 1
index of second match is Dice 2
index of third match is Dice 3
PRINT sequence
//Defining main function for the game
DEF ceelo_game()
    //for matching sequence
    POINT is 0
    TOTAL is 0
    PRINT sequence
    TOTAL += 3 (Increment)
    WHILE TRUE
        IF checkWin is TRUE
            PRINT sequence
            PRINT number of dice rolls
        BREAK
    IF list of matches is first sequence
        POINTS += 20 (Increment)
        //Asking the user which dice to roll again
        IF user wants to reroll Dice 1
            Call random for Dice 1 (1,6)
        ELIF user wants to reroll Dice 2
            Call random for Dice 2 (1,6)
        ELIF user wants to reroll Dice 3
            Call random for Dice 3 (1,6)

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ELIF first index of match list is first index of sequence

POINT += 20 (Increment)

//Asking the user which dice to reroll again

IF user wants to reroll Dice 1

Call random for Dice 1

Increment in Total by 1

PRINT sequence

Call check_dice_matches()

IF user wants to reroll Dice 2

Call random for Dice 2

Increment in TOTAL by 2

PRINT sequence

Call check_dice_matches()

IF user wants to reroll Dice 3

Call random for Dice 3

Increment in TOTAL by 3

PRINT sequence

Call check_dice_matches()

ELSE

//Ask the user to play again

IF yes (y)

Call roll() //again

Increment TOTAL by 3

ELSE

BREAK

//Defining function to reroll the dice

DEF reroll()

IF index of matches NOT matches with the index of sequence

PRINT sequence not matched

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//Ask the user to try again
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IF yes (y)
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    Call roll()    //again
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ELSE
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    PRINT "bye"
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```
Call ceelo_game()
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END
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