Var playerOne = 1

Var playerTwo = 2

Var selection = r, p, or s

Var winnerRoundOne = x

Var winnerRoundTwo = y

Var winnerRoundThree = z

Var total = (x+y+z)

**Step1:** How many values for winner have been stored?

* If 0, Begin Step2
* Else if 1, Begin Step6
* Else if 2, Begin Step10
* Else if 3, Begin Step14

**Step2:** playerOne makes selection and playerTwo makes selection. Begin Step3.

**Step3:** Count to 3. Begin Step4.

**Step4:** playerOne shows selection and playerTwo shows selection. Begin Step 5.

**Step5:** Get value playerOne selection and get value playerTwo selection

If playerOne selection = r

* Does playerTwo selection = p?
  + If True: x = 2. Store value winnerRoundOne. Loop to Step 1.
  + If False: Does playerTwo selection = s?
    - If True: x = 1. Store value winnerRoundOne. Loop to Step1
    - If False: Loop to Step2

Else if playerOne selection = p

* Does playerTwo selection = s?
  + If True: x = 2. Store value winnerRoundOne. Loop to Step 1.
  + If False: Does playerTwo selection = r?
    - If True: x = 1. Store value winnerRoundOne. Loop to Step1
    - If False: Loop to Step2

Else if playerOne selection = s

* Does playerTwo selection = r?
  + If True: x = 2. Store value winnerRoundOne. Loop to Step 1.
  + If False: Does playerTwo selection = p?
    - If True: x = 1. Store value winnerRoundOne. Loop to Step1
    - If False: Loop to Step2

**Step6:** playerOne makes selection and playerTwo makes selection. Begin Step7.

**Step7:** Count to 3. Begin Step8.

**Step8:** playerOne shows selection and playerTwo shows selection. Begin Step9.

**Step9:** Get value playerOne selection and get value playerTwo selection

If playerOne selection = r

* Does playerTwo selection = p?
  + If True: x = 2. Store value winnerRoundTwo. Loop to Step 1.
  + If False: Does playerTwo selection = s?
    - If True: x = 1. Store value winnerRoundTwo. Loop to Step1
    - If False: Loop to Step6

Else if playerOne selection = p

* Does playerTwo selection = s?
  + If True: x = 2. Store value winnerRoundTwo. Loop to Step 1.
  + If False: Does playerTwo selection = r?
    - If True: x = 1. Store value winnerRoundTwo. Loop to Step1
    - If False: Loop to Step6

Else if playerOne selection = s

* Does playerTwo selection = r?
  + If True: x = 2. Store value winnerRoundTwo. Loop to Step 1.
  + If False: Does playerTwo selection = p?
    - If True: x = 1. Store value winnerRoundTwo. Loop to Step1
    - If False: Loop to Step6

**Step10:** playerOne makes selection and playerTwo makes selection. Begin Step11.

**Step11:** Count to 3. Begin Step12.

**Step12:** playerOne shows selection and playerTwo shows selection. Begin Step13.

**Step13:** Get value playerOne selection and get value playerTwo selection

If playerOne selection = r

* Does playerTwo selection = p?
  + If True: x = 2. Store value winnerRoundThree. Loop to Step 1.
  + If False: Does playerTwo selection = s?
    - If True: x = 1. Store value winnerRoundThree. Loop to Step1
    - If False: Loop to Step10

Else if playerOne selection = p

* Does playerTwo selection = s?
  + If True: x = 2. Store value winnerRoundThree. Loop to Step 1.
  + If False: Does playerTwo selection = r?
    - If True: x = 1. Store value winnerRoundThree. Loop to Step1
    - If False: Loop to Step10

Else if playerOne selection = s

* Does playerTwo selection = r?
  + If True: x = 2. Store value winnerRoundThree. Loop to Step 1.
  + If False: Does playerTwo selection = p?
    - If True: x = 1. Store value winnerRoundThree. Loop to Step1
    - If False: Loop to Step10

**Step14:** Get total.

If total > 4, then game winner = playerTwo

If total < = 4, then game winner = playerOne