1. Register Players: while true
   1. **Enter input string Name**
   2. If name is not valid: continue
   3. If indicate stop adding:
      1. If insufficient players: continue
      2. Else: break
   4. Add player to playersArray
   5. If player count >= 8: break
2. Distribute chips to all players
3. Tournament (loops until end)
   1. Select starting player (randomized)
   2. Reset kitty and all players dice
   3. Game Play (While True Loop):
      1. Player turn: While no one has total dice score past threshold
         1. Reset round dice
         2. Loop:
            1. **Choose option**
            2. Choice Actions:

Display score sheet

Roll dice:

Two die are rolled.

Add roll result to running array of rolled dice for the round

Resulting Consequence?

Skunk, break

SkunkDeuce, break

SkunkDouble, break

Add to round dice running total

End Turn:

Add round dice running total to player,

break

* + - 1. Display Round's performance
      2. Check if overflow.
         1. True: break Game Play Loop
         2. False: select next player.

* 1. Last stretch: all players except (original) top scorer
     1. Player turn (roll die etc)
     2. Evaluates if current player has the highest dice score.
        1. True: set as new highest scorer (separate variable from original highest score)
     3. Select next player.
  2. Winner is determined.
  3. Tabulate tributes: all players except winner
     1. If no dice: give 10 chips to kitty
     2. If dice : give 5 chips to kitty
  4. Winner takes winnings from kitty
  5. Remove dead players
  6. **Choice: continue?**
     1. if no or only 1 player: end tournament (EXIT tournament loop)
     2. if yes: next game (tournament loop continues)

4. Displays final report.

5. End