1. // Initialize statistics

a. totalPlayer1Wins ← 0

b. totalPlayer2Wins ← 0

c. totalTies ← 0

d. totalRounds ← 0

e. baseDeck ← [1, 2, ..., 13, 1, 2, ..., 13] // total of 26 values × 2 = 52 cards

2. // Repeat for 10 decks

For i in range(10):

a. Shuffle baseDeck

b. player1\_deck ← first 26 cards of shuffled baseDeck

c. player2\_deck ← last 26 cards of shuffled baseDeck

// Play 26 rounds (one card from each player)

For j in range(26):

i. card1 ← player1\_deck[j]

ii. card2 ← player2\_deck[j]

iii. result ← Compare(card1, card2)

iv. Switch/Match result:

Case 1: // card1 > card2

totalPlayer1Wins += 1

Case -1: // card1 < card2

totalPlayer2Wins += 1

Case 0: // tie

totalTies += 1

v. totalRounds += 1

3. // After all 10 decks are played:

a. player1\_win\_percent ← (totalPlayer1Wins / totalRounds) \* 100

b. player2\_win\_percent ← (totalPlayer2Wins / totalRounds) \* 100

4. // Output results:

PRINT "Player 1 Wins:", totalPlayer1Wins

PRINT "Player 2 Wins:", totalPlayer2Wins

PRINT "Ties:", totalTies

PRINT "Player 1 Win %:", player1\_win\_percent

PRINT "Player 2 Win %:", player2\_win\_percent