```
INITIALIZE system
INITIALIZE Game State Manager

WHILE current != quit
    IF Current != Restart
        Update Game State Manager
        Load state
    ELSE
        Current = Previous
        Next    = Previous
    END IF
    INITIALIZE   state
    WHILE   current == NEXT
        FrameRateStart();
        State Body:
        Input
        Update
        Render
        FrameRate End();
    END WHILE

        Free State
        IF next == restart
            Unload state
        END IF
        Previous = current
        current = next
    END WHILE
Terminate System
```