



PROGRAM: BEETLE.EXE

STATUS: ACTIVE | VERSION: 1.0.0 | SYSTEM: ANALOG-DICE-INTERFACE

[INPUT PARAMETERS]

- **PLAYERS:** 2 or more (Scalable)
- **HARDWARE:** 1x Six-Sided Die (D6), Paper, Stylus
- **OBJECTIVE:** Be the first player to complete the assembly of your biological unit (The Beetle).

[CORE PROTOCOLS]

Players take turns rolling the die to "download" specific parts of the Beetle. However, parts must be installed in a logical sequence. You cannot install a component until its prerequisite hardware is present.

1. THE CHASSIS (BODY): You must roll a **1** to begin. No other parts can be added until the Body is established.

2. THE PROCESSOR (HEAD): You must roll a **2** to attach the Head. The Head must be attached before you can add Eyes or Antennae.

[COMPONENT DATA TABLE]

ROLL	COMPONENT	QTY REQ.	PREREQUISITE
1	BODY	1	None
2	HEAD	1	Body
3	LEG	6	Body
4	EYE	2	Head
5	ANTENNA	2	Head
6	TAIL	1	Body

[EXECUTION LOOP]

- BOOT UP:** The youngest player goes first.
- DATA PACKET:** On your turn, roll the die once.
- VALIDATION:**
 - If you roll a **1** and don't have a Body, draw it.
 - If you have a Body and roll a **2**, draw the Head.
 - If you have the necessary prerequisites, draw the part.
 - If invalid, turn ends. **(ERROR: NULL_ACTION)**
- REITERATE:** Pass the die to the left.

[TERMINATION CRITERIA]

The first to render a complete Beetle shouts "**COMPILE!**" for victory.

// END OF FILE

// ENJOY THE CON. <3