



PROGRAM: DROP_ZONE.EXE

STATUS: ACTIVE | **VERSION:** 1.0.0 | **SYSTEM:** ANALOG_DICE_INTERFACE

[INPUT PARAMETERS]

- **PLAYERS:** any (Best with 4-6)
- **HARDWARE:** 1x Six-Sided Die (D6)
- **OBJECTIVE:** Don't reach a descent level of **zero or below**.

[CORE PROTOCOLS]

Players roll dice to accumulate points, but must manage risk to avoid a system-wide crash. The first player states the initial **DESCENT LEVEL** (5x number of players) then begins play clockwise from the next player. If the **DESCENT LEVEL** reaches **zero or below** during your turn, the input is **INVALID** and you must exit the **EXECUTION LOOP**. This node declares a new **DESCENT LEVEL** for the next round, and the remaining nodes continue the sequence.

[EXECUTION LOOP]

1. **INITIALIZE:** Roll die
2. **DATA EXTRACTION:** Take action based on result.
 - **6: SUBTRACT** 6 from the **DESCENT LEVEL** and roll again.
 - **5: ADD** 5 to the **DESCENT LEVEL**, end your turn and pass the die.
 - **1-4: SUBTRACT** that number from the **DESCENT LEVEL**, end your turn and pass the die.
3. **REITERATE:** Pass the dice to the left. The next node begins their cycle.

[TERMINATION CRITERIA]

The last remaining node with an active connection (the last one not eliminated) is the **WINNER**.

// END OF FILE

// ENJOY THE CON <3