



# PROGRAM: PIG\_DICE.EXE

STATUS: ACTIVE | VERSION: 1.0.0 | SYSTEM: ANALOG\_DICE\_INTERFACE

## [ INPUT PARAMETERS ]

- **PLAYERS:** 2 -10
- **HARDWARE:** 1x Six-Sided Die (D6), Score Log
- **OBJECTIVE:** Be the first player to reach or exceed a cumulative score of **100 points**.

## [ CORE PROTOCOLS ]

Players take turns rolling a single die to accumulate points. However, high-frequency rolling increases the risk of a system-wide **GLITCH**.

**1. DATA ACCUMULATION:** Roll the die. Any number from **2 through 6** is added to your current turn's **BUFFER**. You may choose to stop and save these points to your permanent score at any time.

**2. THE GLITCH (ROLL == 1):** Rolling a **1** triggers a mandatory system flush.

- Your turn ends immediately.
- All points in your current turn's **BUFFER** are wiped.
- **NOTE:** Your permanent (saved) score remains unaffected.

## [ EXECUTION LOOP ]

1. **INITIALIZE:** The first player (Node A) rolls the die.
2. **DATA PROCESSING:** If you roll a **2, 3, 4, 5, or 6**, you have a choice:
  - **HOLD:** Stop rolling and add the turn total to your total score.
  - **ROLL:** Attempt to increase the buffer by rolling again. If you roll a **1**, the buffer is cleared and the turn passes.
3. **VALIDATION:** There is no limit to how many times you can roll in a single turn, provided you do not roll a **1**.
4. **REITERATE:** Pass the hardware to the next player in the sequence.

## [ TERMINATION CRITERIA ]

The first player to reach or exceed **100 points** in their permanent score log successfully compiles the **WIN** and **TERMINATES** the game.

// END OF FILE

// ENJOY THE CON <3