

SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE

GAME OF LIFE



INSTRUCTIONS FOR THE GAME OF LIFE

The Game of Life was developed over a decade ago by Mr John Conway. It is played on a square matrix of cells with a specific set of rules to determine if a cell is occupied or vacant. These rules are applied over and over again to determine successive "generations".

At the start of each generation, a cell may be a birth cell, a death cell, or a stable cell. Each cell has eight neighbors: one to each side, one above, one below, and four diagonally. The following rules determine what will happen to each cell in the next generation:

1. If a cell is occupied and has two or three neighbors it will remain stable.
2. If a cell is occupied and has zero, one or more than three neighbors, it will die (DEATH CELL).
3. If a cell is empty and has three neighbors, it will be occupied in the next generation (BIRTH CELL).

The following is a list of commands available to control the Game of Life:

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UP ARROW   : Move cursor up
DOWN ARROW : Move cursor down
RIGHT ARROW: Move cursor right
LEFT ARROW : Move cursor left
I          : Insert a cell
D          : Delete cell
G          : Single step through one generation
K          : Display continuous generations
E          : Erase
C          : Cursor on
X          : Cursor off
```

The arrow keys are used to move the cursor around the screen. The I and D keys are then used to insert or delete cells. Once the K key is hit, the flow of continuous generations may be stopped by hitting any key. Cells may then be inserted or deleted, if desired.

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. There are two copies of the game on the tape.

TROUBLE: If you encounter an FM ERROR, you are trying to load the tape using CLOAD or trying to RUN the tape once it is loaded in. You must use CLOADM and EXEC with machine language tapes.

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We will gladly assist the customer with any problems he encounters in understanding or using our computer programs. If the tape should ever be accidentally erased or become unusable for any reason, Spectral Associates will replace the tape for \$1.50 if the original tape is returned postpaid.

GAME OF LIFE

An excellent version of John Conway's game of LIFE. Build up an initial colony and watch it grow as new generations flash by faster than twice per second! Or take a mature, stable colony and infect it with an invading virus or shoot a glider into it. Will it absorb the invader or be destroyed by it? The game allows an unlimited variety of scenarios. Stop action is built in so that you may inspect a new generation whenever you wish or, you can manually single step through new generations in order to observe each generation fully. Written in machine language.

Requires: 16K

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