

Conway's Game of Life Handout

Rules

1. Any live cell with fewer than two live neighbours dies, as if caused by under-population.
2. Any live cell with two or three live neighbours lives on to the next generation.
3. Any live cell with more than three live neighbours dies, as if by over-population.
4. Any dead cell with exactly three live neighbours becomes a live cell, as if by reproduction.

These rules are applied to every cell simultaneously, so all births and deaths occur at the exact same time.

Examples

