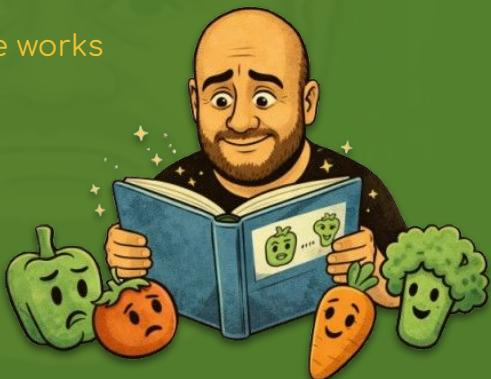


🎓 WHAT DID YOU LEARN? 🎓

By playing, you learned about:

- 💡 Simple rules → complex behavior
- ⌚ Why persistence is rare
- ⌚ Why starting conditions matter
- 🤖 How Artificial Life works



This game is about:

- 💡 Curiosity
- 🌐 Exploration
- 🎮 Learning by playing



🎲 WHY ARE VEGGIES PLACED RANDOMLY? 🎲

You might ask:

"Why can't I choose where veggies go?"

Because the game uses guided randomness



That means:

The game helps choose

You still influence it by collecting veggies

Discover ways to cook a persistent dishes!

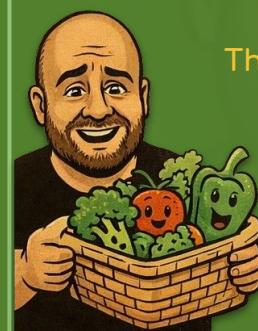
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🌱 WELCOME TO BALD B'S VEGGIE ADVENTURE! 🌱

Bald B is hungry !

But before cooking dinner, he needs to collect vegetables from the yard!

What you do in the fields will decide what happens later in the kitchen

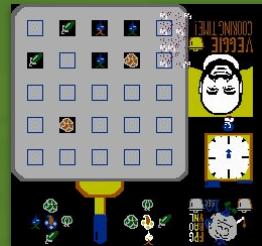


This game is:

- An adventure
- A challenge
- And a little experiment



Let's play and discover what happens! ↗



Patterns appear



- 1 Time to cook!
- 2 Your veggies are placed on a 5x5 grid
- 3 The oil cursor moves
- 2 The grid updates
- 3 Veggies follow Game of Life rules

PHASE 2: VEGGIE COOKING TIME!

01



Get to know each time a:

New patterns

New patterns

New patterns

New discoveries

 TRY AGAIN AND DISCOVER MORE! 



WHERE ARE MY VEGGIES?

CONTENTS

WELCOME TO BOARD B'S ADVENTURE ZONE!

HOW DOES IT WORK? (SIMPLY EASY)

IMPORTANT IDEAS (BIG DISCOVERIES)

PHASE 1: COLLECTING VEGGIES

PHASE 2: VEGGIE COOKING TIME!

WHY ARE VEGGIES PLACED RANDOMLY?

WHAT DID YOU LEARN?

The cells change by themselves! You don't control them once the game starts.

Empty Alive

INFO BOXES: LEARN WHILE PLAYING

Look for boxes with an "i"

They explain:

-  Why cells live
-  Why they disappear

-  What happens in the kitchen

-  You don't have to read them



But they help you understand the game!

7

HOW DOES IT WORK? (SIMPLE RULES)

Each cell looks at its neighbors

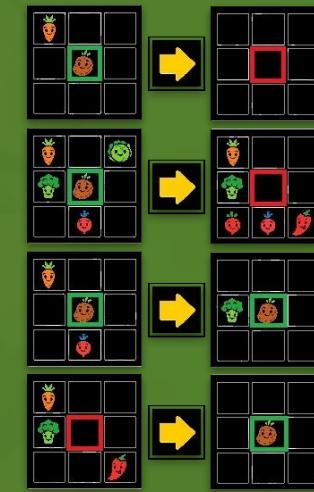
Simple rules:

 Lonely → disappears

 Too crowded → disappears

 Just right → stays alive

 Empty + friends → becomes alive



 Simple rules can create surprising patterns!  ↗

 **PHASE 1: COLLECTING VEGGIES**

Run through the yard and collect veggies!

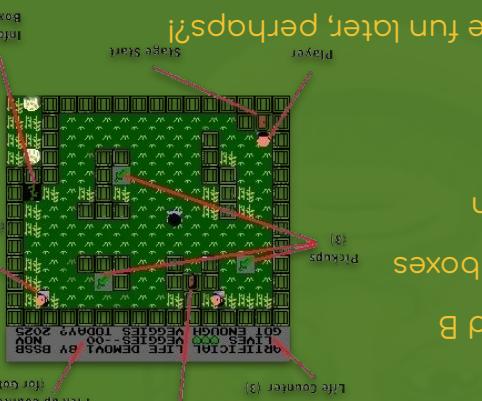
But watch out! 

Enemies can steal your harvest

Touching them removes your veggies

Controls:

- ↑ ↓ → ← Move Bald B
- Spacebar Select - Restart
- B Go to next screen
- A Ask for info at "i" boxes
- More veggies = more fun later, perhaps?



 **ARTIFICIAL LIFE**

Small rules → big surprises!

Some patrollers last a long time, others disappear quickly.

Can't always know a result Behaving like a living system



 **PERSISTENCE**



 **IMPORTANT IDEAS**

EMERGENCE

UNPREDICTABILITY