**The Rules**

1. Your actor may only affect the spaces returned by getGrid().getValidAdjacentLocations(getLocation);
2. Your actor may only affect the spaces returned by getGrid().getValidAdjacentLocations(getLocation); if that actor is acting.
   1. Actor cannot reproduce without acting.
3. Actor cannot affect the world declared at startup.
4. Your actor may not create a new grid.
5. You may not override any of the following methods:
   1. getGrid()
   2. getLocation()
   3. getClass()
   4. getDirection()
      1. You can try to override RemoveSelfFromGrid(), but you will fail. And throw an error. See rule 7.
6. No execution of the act() function directly or indirectly.
7. Constructor may ONLY set private data and call super() or super(arguments).
8. Your actor MUST extend actor, directly or indirectly.
   1. Your actor must extend something created by Gridworld, at least indirectly.
   2. You may NOT extend anyone else’s code.
9. It is legal for your Actor to spawn any Actor, given that it does so in a valid adjacent location(s).
10. If your Actor throws an error, you lose.
    1. Throwing an error is defined as your bug being the lowest on the stack trace.
    2. Try-Catch statements must include the line “e.printStackTrace();” as the first part of the Catch statement.
    3. And no, you may not have a Throws statement.
11. If your Actor is entirely absent from the grid, you lose.
12. If you do not lose, you win.
13. It’s not required, but highly suggested that you make an effort to take over the entire grid after winning. This makes it easy to see who wins.
14. If neither bug is totally destroyed, there is a tie; no one wins, and no one loses.
15. The bugs will be placed in opposing corners, your corner will be randomly chosen.
16. No class modification between matches.
17. Judges retain the right to check the code of the competitor.
    1. Competitors may request code checks at the end of the match.
18. Best 2 out of 3 games moves to the next round
    1. First game is randomized.
    2. Second game is loser’s choice.
    3. Third game is randomized.
19. No threads