

## On the Subject of Game Changer



*Wait... How many stages?! I thought you said there were only two to four!*

This module consists of a 6 row, 3 column grid, a binary counter of 3 LEDs, a green submit button, and a red reset button.

To solve the module, solve the 6 row, 3 column Game of Life grid for each iteration. The rules for this game are different to the normal Game of Life.

Take the first 9 tiles in reading order. Ordered from 0 - 8 inclusive, tiles that are white will correspond to how many white tiles must surround a tile to turn a black tile into a white tile.

Then take the first 9 tiles in **reverse** reading order. Ordered from 0 - 8 inclusive, tiles that are white will correspond to how many white tiles must surround a tile to keep a tile white.

Using the current board and the determined conditions, iterate the displayed board

The module will solve when 8 iterations are submitted correctly or when the next iteration to submit is the same as the current board.