

Core War³²

The Ultimate Programming Game

Thirty-two years ago, inspired by a story about one of the first computer worms (Creeper) its eventual bane (Reaper), A.K. Dewdney invented Core Wars, the ultimate programming game. In a Core War, two Core Warriors face off in a virtual memory space, each trying to force the other to execute an illegal instruction. Over the years the game has become more complicated, with multiprocessing and private storage, but the essence has remained the same. This 32nd anniversary competition is a celebration of that essence. Take a Cheat Sheet and don't be afraid to ask for help getting started!