

# Conway's Game of Life

The Game of Life is a cellular automaton, or self-operating machine, devised by the British mathematician John Conway.

Like checkers, the board is divided into squares. Some squares start with live *cells* inside. That is how the game begins.

Each turn, there are three rules to follow. The rules depend on how many neighbors are alive.

- Too lonely**      — Any live cell with just ① neighbor dies.
- Too crowded**      — Any live cell with ④ or more neighbors dies.
- Just right**      — Any dead cell with ③ neighbors comes to life.

## Here's an example

Turn 1


Turn 2

	alive!		alive!	
		died!		
	alive!		alive!	

Invent your own Game of Life patterns and try to figure out how they will behave.  
When you're ready, come up and try them on the computer.





