





Cell Zombie Survival by Juan Martinez

The zombie cells are spreading faster than you think! You and other cells must work together to survive this apocalypse and bring peace back to the world. You can take out zombie cells by fighting them or spawn new non-zombie cells to aide you. Once in awhile, a special weapon called the Ray Gun can help you in the process. Play smart and use it to your advantage!

### INSTRUCTIONS:

User clicks New to start a random game. Zombie spawns are random. The user gets to select 5 human cells for which they believe will survive. A non-zombie cell is a YELLOW FILLED  circle and a zombie cell is a RED FILLED  circle. Zombie cells spawn when 3 zombie neighbors are around them. They die if they have 1 or less zombie neighbors, or if the number of zombie neighbors is less than non zombie neighbors. A death of Zombie is a SKULL. A birth of a zombie is a RED OPEN CIRCLE or . Non-zombies die if 5 or more non-zombie neighbors are present. They also die if they have no non-zombie neighbors, they only need one to survive. A dead non-zombie is SKULL. A non-zombie cell is born if 3 neighbors are non-zombies. A birth is a YELLOW OPEN CIRCLE or .

Once every 5 or 10 generations, a Ray Gun appears. It is a GREEN FILLED CIRCLE ●. It is acquired by having at least one non-zombie neighbor around. After it is picked up, the game pauses and notifies the user they have 5 bullets to use. The only two options available is to shoot a zombie anywhere on the game area and kill them, or select an empty square and have a new non-zombie spawn. They must use all of the bullets.

### SCORE

After each generation, total population of non-zombie cells is multiplied by 10 and then added to score each generation. If you kill a zombie with ray gun, 50 points are added to score.

Game is over when there are no more non-zombie cells, or stable state and at least 3 of your human cells survived.

