Core War

A Core War bestiary of viruses, worms and other threats to computer memories
by A. K. Dewdney - Scientific American May 1984

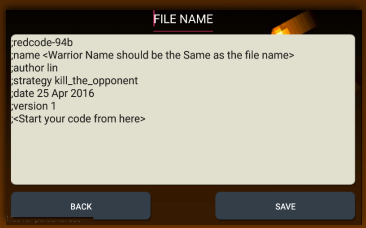
Two players write one program each in a low-level language called REDCODE. The programs are placed in a vast, circular arena called Core. In reality Core is simply an array of several thousand locations whose last address is contiguous to the first. Each battle-program instruction occupies one location in Core. A Memory Array Redcode Simulator executive program (MARS for short) runs the battle programs by alternately executing one instruction of each, in the manner of a simple time-sharing system: the two programs attack each other and seek in turn to avoid damage or to repair it. A simple mode of attack can be executed by means of MOV instructions. For example,

MOV #0 1000

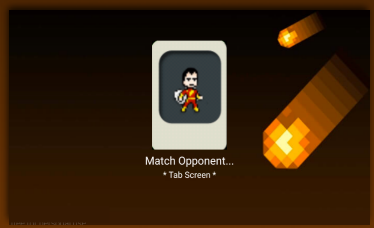
causes the number 0 to be placed in the location whose address lies 1,000 locations beyond this instruction. The previous contents of that location are thereby erased. If the 0 were placed on top of an enemy instruction, it too would be wiped out and the program would no longer be executable. The enemy would lose the game.

Flexible Management

Templates & Demos



Friendly Editor



Play with Others