Graphical user interface, text

Description automatically generated

This is the first thing you see when you open the game.

**Instructions on How to Play**

1. To start the game, click on the Start button. The form below would show.

Graphical user interface, application

Description automatically generated

1. Enter a username and the number of generations[[1]](#footnote-1)
2. Click on Begin or cmd+B to run the simulation
3. Click on Cancel or cmd+C to exit the game
4. To generate a report, click on Create Report at the bottom of the board.
   1. The chart that is created would be available in the new worksheet, Report or in a “Overview.docx” file in the same folder as the game.
5. Click on the Reset button to reset the board to its original position

**Rules Of The Simulation**

1. For a space that is populated:
   1. Each cell with one or no neighbors dies, as if by solitude.

Chart

Description automatically generatedA picture containing toilet, vessel, bathroom, empty

Description automatically generated

* 1. Each cell with four or more neighbors dies, as if by overpopulation.

A picture containing chart

Description automatically generatedA picture containing chart

Description automatically generated

* 1. Each cell with two or three neighbors survives.

Chart

Description automatically generatedA picture containing yellow, toilet, empty, bathroom

Description automatically generated

1. For a space that is empty or unpopulated
   1. Each cell with three neighbors becomes populated.

A picture containing chart

Description automatically generated

**Extra Notes**

* The maximum number of generations is 54
* The minimum number of generations is 1
* If no username is entered, “Unknown” is written in place of a username

1. Generations is the number of times you want the simulation to run. [↑](#footnote-ref-1)