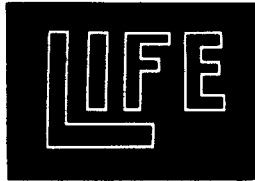


Start your own Universe with



© Jay Fenton, 1982

LIFE is a machine language program written by Jay Fenton to generate a universe of cellular objects on the TV Screen. The population of cells is changed in intervals called generations by a set of rules:

- If a live cell is surrounded by two or three live cells in the present generation it will remain on (or live) in the next generation.
- If a cell has no neighboring live cells, or only one neighbor it dies of loneliness and will be turned off in the next generation.
- If an empty cell is surrounded in the present generation by exactly three neighbors, the cell will be on (ie: born) in the next generation.
- If a cell has four or more live cells neighboring it, it will die in the next generation from overcrowding.

These rules are to be applied simultaneously to every cell in the pattern. The application of the rules to every bit in the field constitutes a generation. Jay has written several machine language LIFE programs for different computers, but this version, using Z80 machine code is the fastest achievable, giving you a full-screen generation faster than once per second! (Some BASIC versions of LIFE need up to 10 minutes per generation.)

Price \$16.00

includes 12 page manual and free NUKE THE @&†%\$★! game.



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