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LIFER.IO

INTRODUCTION

Welcome to Lifer.io! In this game, or rather, some students paper, you are a blob who must survive against the enemy blobs trying to eat you! With each round you survive, more and bigger blobs come to eat you! The question is, will you eat the other blobs or get eaten?

THE GOAL

The goal of Lifer.io is to survive as long as possible without being eaten. How long you survive is monitored by the score box.

HOW IT’S PLAYED

Lifer.io is played by eating smaller blobs and growing bigger to prevent yourself from being eaten. Every once in awhile, enemy blobs and neutral blobs will spawn. Playing Lifer.io is simple. You place your initial blobs using the left mouse button. Once you click “Play”, the game of life will proceed! You can grow accelerate the growing process if you eat neutral blobs. Eating another blob simply means you grow into another blob. More specifically, if more of your blobs are adjacent to an enemy blob, the adjacent enemy blob will become yours. However, if you move into a bigger blob or the bigger blob moves into you, you will be eaten! Of course, these rules do not apply to neutral blobs. Neutral blobs can only be eaten, they cannot eat other blobs. In other words, the only use for neutral blobs is to eat them to grow your blobs.

<table>
<thead>
<tr>
<th>PLAYER BLOB</th>
<th>NEUTRAL BLOB</th>
<th>ENEMY BLOB</th>
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<tbody>
<tr>
<td><img src="blob1.png" alt="Blob" /></td>
<td><img src="blob2.png" alt="Blob" /></td>
<td><img src="blob3.png" alt="Blob" /></td>
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SCORING

Scoring is not dictated by how big your blob is, but how long you survive. You can check this by looking at the scoring counter.

SUMMARY

Place your blob to grow in size and eat the enemy blobs. The game will end when you are eaten or your blobs die out.