Background
The Game of Life, also known simply as Life, is a cellular automaton devised by the British mathematician John Horton Conway in 1970.

The universe of the Game of Life is an infinite two-dimensional orthogonal grid of square cells, each of which is in one of two possible states, alive or dead, or "populated" or "unpopulated". Every cell interacts with its eight neighbors, which are the cells that are horizontally, vertically, or diagonally adjacent. At each step in time, the following transitions occur:

1. Any live cell with fewer than two live neighbors dies, as if caused by underpopulation.
2. Any live cell with two or three live neighbors lives on to the next generation.
3. Any live cell with more than three live neighbors dies, as if by overpopulation.
4. Any dead cell with exactly three live neighbors becomes a live cell, as if by reproduction.

The initial pattern constitutes the seed (first generation) of the system; the second generation is created by applying the above rules simultaneously to every cell in the seed. Births and deaths occur simultaneously, and the discrete moment at which this happens is sometimes called a tick (in other words, each generation is a pure function of the preceding one). The rules continue to be applied repeatedly to create further generations.

*Note: This information on the Game of Life background was taken from: http://watts.cs.sonoma.edu/cs215s17/Project3/S17-102/instructions.pdf
**Goal**  
Your goal is to destroy all the rope on the screen by either burning them, or letting nature take its course and getting the highest score you can. Your final score is calculated by:

- Rope Burns = +2 Point
- Rope Turns = -1 Point
- Burns Left = +5 Points
- Rope Left = -3 Points

*note: If the score reaches a negative number you lose.*

**How to Play**  
Modified Ruleset:
1. Any rope with fewer than two neighbors will disappear, as if it wasn’t strong enough.
2. Any rope with two or three neighbors stays stable.
3. Any rope with more than three neighbors disappears, as if by too much tension.
4. Any dead rope with exactly three rope neighbors becomes another rope, as if the rope was given an extension

Use “Start” to begin a random generation of rope.  
Use “Next” to move to the next turn of rope, to see an evaluation, then next, set.  
Use the FIRE icon and click on a rope to use one of 5 flames to set fire to the rope.  
Click the green/red box to turn firespread on/off, respectively  
If firespread is on, the fire you set will spread to any rope its touching vertically or horizontally  
Use “Auto-Play” cycle button to automatically move onto the next stage of rope at 1 second each

All data is given on each side of the game, with the score being presented at the end.

Happy Burning.