Colony On Mars

Instructions

Background

A large group of individuals have been sent to Mars to colonize it, and make it suitable for the rest of human kind. They have brought along a barrier that will protect them against the sandstorms of Mars. They need to use their resources and barrier to keep everyone alive until they terraform Mars.

Rules

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.
5) After four generations an event will occur [Sandstorm]: First you must place a barrier of 5 by 5 or 7 by 7 onto the play area. This will protect the individuals in the square. All others outside the barrier has a 50 percent chance of death.
Note: During this Generation: No addition death/births will occur
How to Play

New (Button): Sets up a random population
Play/Pause (Button): This will start the game, press it again at any time to pause the game.
Clicking in the play area (Every 4th Generation): This will create a box of 5 by 5 or 7 by 7 centered at the box clicked. This will protect those inside the box.

Example of Barrier:

Goal

Keep the group alive until they reach a population size of 10 or more and make it to the 24th generation.