Backstory:

On a planet named Alandal there exists two races who inhabit the world together: the Elf Race and the Orc Race. For reasons not transcribed in either of their histories the two races have had hostile relations with one another since the dawn of their existences. Unable to coexist with one another, conflicts would arise whenever the two races encountered or interacted each other, each one straining and putting pressure on their already poor relationship. And so it was only a matter of time before a war erupted between the two; a war to end all wars, a total war, a war to decide which race would have the right to exist in the future: The Existence War.

In the present time, the Existence War has already persisted for centuries upon centuries with millions of lives lost and with no end in sight. Of the countless theaters of war all across the planet, you have been stationed at a region called the Desolate Lands as a Commander. As its name suggests, it is a barren place that is barely capable of supporting the life that already exists there. However, due to its location it is a strategic area of great importance to both races and has therefore been fought over countless of times, resulting in countless of lives lost. Your mission is to take command of the forces we have in the area and deploy them in order to gain a foothold in the Desolate Lands. That is all. May fortune be with you, Commander.
Goal:

The goal of the game is to have the largest force remaining by the end of the game.

Instructions:

The game is played with two players, one player playing as the commander of the Elven forces and the other player playing as the commander of the Orcish forces.

At the start of the game, each player is allotted a certain number of units that they can place on the board. Each player has the same number of units and each player can only place a unit down on their half of the board. Player one is restricted to placing units down on the left-half of the board and player two is restricted to placing units down on the right-half of the board. Players take turns placing their units down and each player is able to see where the other player is placing his/her units. Once all units are placed onto the board the game begins.

The board is comprised of cells and units of both races that occupy those cells. A cell can be either empty or populated by a unit from either race. A cell that is populated by a unit interacts with its eight neighbors which consists of the cells that are horizontally, vertically, or diagonally adjacent. Every time the game progresses one turn, one of four transitions will occur for each unit.

1. If a unit is adjacent to 0 or 1 other units of its own race, then it will die.
2. If a unit is adjacent to 2 or 3 other units of its own race, then it will live.
3. If a unit is adjacent to 4 or greater other units of its own race, then it will die.
4. If an empty cell is adjacent to exactly 3 other units, then it will be populated by a unit belonging to the same race as those 3 units.
If a cell can be populated by either race (i.e. it is bordered by three units from both races at the same time) then a random race will populate that cell.

The game will progress until all of the units of one of the races dies or the units on the board stagnate (the units on the board exhibit no change after multiple turns or patterns are repeated). Once the game ends, the player who has the most units remaining on the board wins.

Summary:

Life in the Desolate Lands is a game based on the Game of Life developed by John Horton Conway. It is played with two players, with each player placing their own units onto the board upon which the game begins. The units on the board behave according to a set of rules and the game ends upon certain conditions. At the end of the game, the player with the greatest remaining units on the board wins.