Thwomp Those Gremlins!

**Back Story**
Congratulations! You bought a nice plot of land for a great price! There is only one small problem: it is completely infested with gremlins. Oh boy. Luckily, you came prepared with your meteor hammer for thwomping any that get too close!

**Goal**
In order to clear out your new land, you need to get rid of all the gremlins. Thwomping them shouldn’t be too difficult, but keep in mind they multiply in population during hours of darkness! Also, be careful not to get surrounded by them or you will be the one getting thwomped. If three or more are around you, it’s game over. 
s to thwomp them with your meteor hammer, which can take out up to two neighboring gremlins. Move around the field to clear them out. When the gremlins reproduce (increasing according to Conway’s game of life rules), your defense not let them get too close. You can also skip a turn by pressing next.

Each turn represents 3 hours of time passing. You start at 6am.

**Scoring**
10 Points for every gremlin thwomped
10,000 bonus points that get reduced by 100 for every hour passed.
10,000 points for eradicating all the gremlins.

**Summary**
Use your weapons wisely, be wary of large crowds of gremlins, and clear out this infestation!