Battery and Assault Instructions:

The game is a simple 2 player turn based game based off of Conway’s game of life. Place batteries in order to generate power, or place your batteries in order to mess with the other player. Player 1 starts the game by placing down 10 batteries, then player 2 gets to respond with 15 batteries, and then player 1 gets to retaliate with 5 more batteries. The game will run for 20 iterations using the next button to advance. Who has the best strategy? Who has what it takes to generate the most power? Find out in Battery and Assault!

Reference for Conway’s game of Life Generation:

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.