setup-blank

setup-random initial-density   35.0 %

draw-cells ⟳ When this button is down, you can add or remove cells by holding down the mouse button and "drawing".

go-once   **go-forever** ⟳

current density
0.1

recolor

fgcolor
25 (orange)

bgcolor
79 (turquoise + 4)

◩ ◀▶ ⬍   ticks: 4   3D

◩ ◀▶ ⬍   ticks: 66   3D
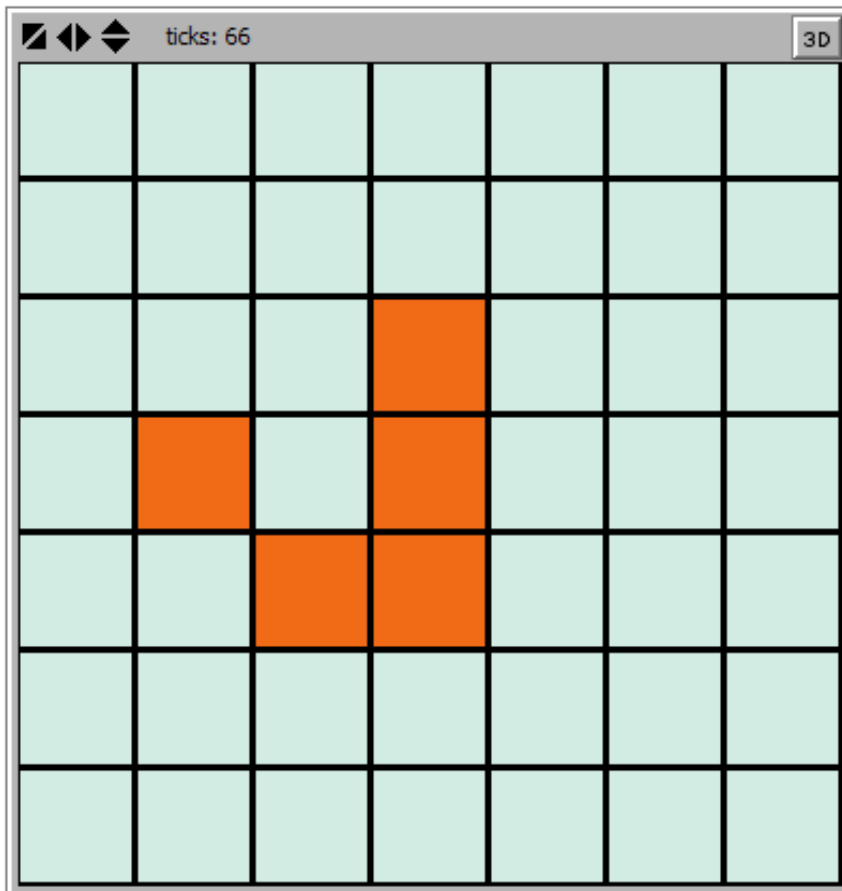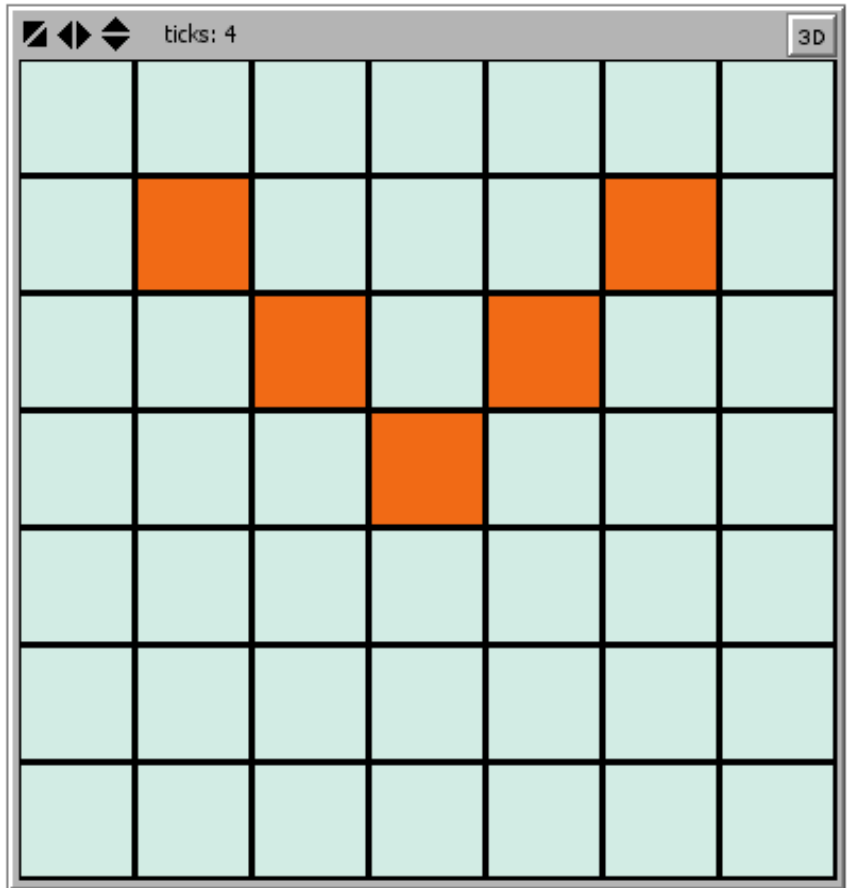
The TWO LIFE game questions:

Mark an ALIVE cell with an **E** if it is **E**MPTY or dead on the next generation (GO-ONCE) of LIFE. Make sure your **E** is written to be very VISIBLE!!!

Mark an empty cell with an **A**, a large **A**, if it became **A**LIVE on the next generation, i.e. on the GO-ONCE.

For all cells that stay the same, there is nothing you have to do.

Just show cells that were Alive that become Empty with an **E**. *Shaded cells are Alive.*

And show cells that were Empty, you write in an **A**, a large **A** if that cell becomes Alive after being empty. *Non-shaded cells are Empty.*