

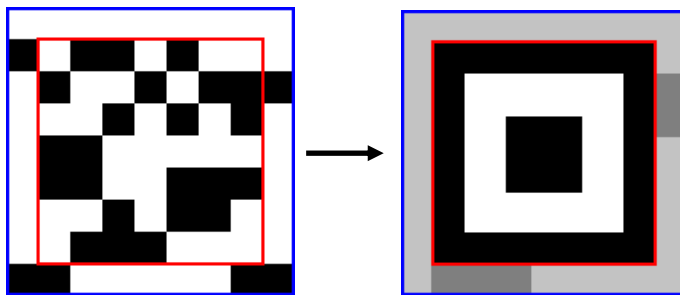
Solution to Lives of a Cell

By Greg Peszek

To start, as the title suggests this is a simple “John Conway’s Game of Life” puzzle. Only one iteration is required however this is made a bit easier by noticing the fact that the upper left, upper right and lower left sections all have the same starting state.

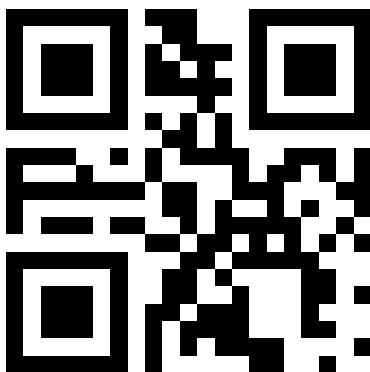
Rules for the game of life are:

- 1) Any live cell with fewer than two live neighbors dies (as if by under population)
- 2) Any live cell with two or three live neighbors lives on
- 3) Any live cell with more than three live neighbors dies (as if by overcrowding)
- 4) Any dead cell with exactly three live neighbors becomes a live cell (as if by reproduction)



The final state of these 3 are really interesting as they are just a black box with a smaller black box inside of it (ignoring the grey outer areas and only looking at the area inside the red squares).

Stitching all 9 red squares together as the worksheet indicates reveals a QR code:



Gamemaker1stbook

“Game of Life” creator John Horton Conway’s first book was **Regular Algebra and Finite Machines**, published in 1971

““I must be dead, by the way,” Conway noted, “because my first book, ‘Regular Algebra and Finite Machines,’ is about to be reprinted by Dover.” Dover Publications is well known for reprinting classic works.” - John Conway, Interview with John Conway, March 1st, 2012, <http://www.dailyprincetonian.com/2012/03/01/30161/>