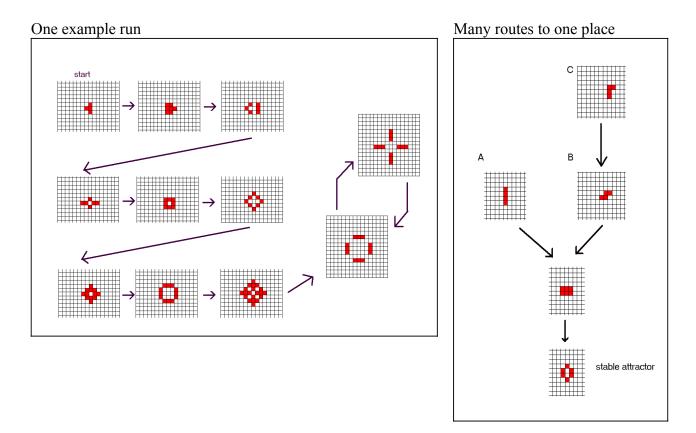
http://golgi.ana.ed.ac.uk/Coursenotes/honours.htm

Game of Life:

- 1. A cell that has fewer than two neighbours dies from lack of trophic support.
- 2. A cell that has four or more neighbours dies from overcrowding (*eg* through build up of toxins).
- 3. If exactly three cells are neighbours of an empty location, one of them divides so that one daughter stays where the mother was and the other occupies the previously-empty location (Since mothers are daughters are instantly equivalent, it makes no difference which of the cells is considered to have divided).



<u>TMV</u>

