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).

One example run

Many routes to one place

TMV