Cell War Game Information

The objective of Cell War is to dominate the board with your strain of organisms. Whichever player has the most cells on the board when the game ends is the winner. You may compete against another human player or play against the computer.

For help on playing, select from the topics below:

Basic Rules for Play

Game Play Options

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Cell War v1.0, Copyr. 1992 Al Funk. This is a shareware program; unregistered usage of this game is permitted for evaluation purposes only. See Notes for more information.

This program may be freely copied and distributed providing it is not altered in any way and that all the components of its ZIP package, CELLWAR.EXE, CELLWAR.HLP, CELLWAR.TXT, and BWCC.DLL are included. BWCC.DLL (c) Borland. BWCC.DLL is required for proper functioning of this program. No more than $5 may be accepted for distribution of this program. Please see Notes on Cell War for more information.

Registration Blank

To register Cell War, print this help page and send the following form to the address listed at the end:

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     Cell War Registration Version 1.0

Name : ____________________________________
Cmpy.: ____________________________________
Addr1: ____________________________________
Addr2: ____________________________________
City : _________________ State: ___ Zip:______
Phone No. (optional) (    ) - _____ - ________

Computer Make: _________________ Model :_______
Processor    : _________________ Memory:_______
DOS version  : _________________

Name, as will appear in registration box:
Name: ______________________________________
Organization, as will appear in reg. box:
Org.: ______________________________________

Other Comments : ___________________________
_____________________________________________
_____________________________________________
CIS ID, if any : ____________________________


# copies     : _______  @ $5-- ea. = $ ___.__

total =                                $ ___.__


To be paid by check, certified check to:

      Al Funk
      42 Parkwyn Dr.
      Delmar, NY 12054
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Rules for Play

Cell War is loosely based on a common computer simulation: that of one-celled organisms in a closed environment. However, Cell War is distinctly different in that it is not a simulation but a game, and it involves two players rather than one (a friend or the computer).

Playing Cell War is very straight-forward. Simply click the mouse on the square into which you would like to place a cell. A new cell will be introduced to the environment there. Once placed, that cell will then act like any other cell on the board.

Every round, after each player has had a chance to place, the board will be 'updated.' In other words, the game's rules for cell creation will be followed in determining which individual cells live or die. When the 'update' is complete, another round begins and the players will have a chance to place another cell each.

What order the players play in every round is determined by the options chosen. The most balanced game is when players play twice in a row (double moves). This ensures that no player has the advantage of placing consistently right before the board update. The drawback to this is that it demands aggressiveness from the players because territory can be cordoned off very quickly.

When both players believe the game is over, passing in succession will end the game and allow the computer to calculate the final scores. The scores are determined by an average of the number of cells which exist over a number of generations. Therefore, the final victory score may not equal the number on the status bar due to generational fluctuations.

The following rules are followed by the Cell War update algorithm:

1. Any cell not touching another cell HORIZONTALLY, VERTICALLY, or DIAGONALLY will die of loneliness.

2. Any cell touching four friendly cells HORIZONTALLY or VERTICALLY will be suffocated.

3. Any cell touching three unfriendly cells HORIZONTALLY or VERTICALLY will die from poisoning.

4. A new cell will be created when the square is surrounded by two or three friendly cells HORIZONTALLY or VERTICALLY.

5. In an instance where a new cell may be created by both players in the same square (see rule #4) the player who moved first in the round (i.e., right after the last update) will take the square.

Game Play Options

Game Play Options

The following options may be changed in the Options dialog:

Columns/Rows: You can change the horizontal and vertical size of the playing grid by modifying this selection. The maximum number of columns is 25, the maximum number of rows is 20. The minimum for each is 4. Different grid sizes may be more or less clear depending on the graphics of your computer.

Play Against: Select human, dumb computer or smart computer.

Cells To Start: This number specifies how many cells will be placed randomly in the environment before the players begin.

Free Cells: This number specifies how many cells may be placed by the players before updates occur. Increasing this number reduces the amount the game is influenced by the random setup.

Double Moves: (recommended option) Determines whether players move twice in a row, separated by the environment update. This serves to even out the benefit of moving right before an update.

Main Window Help

The button bar allows easy access to Cell War's configuration and game play. Click on the button desired with the mouse, or hit the underlined "hot key."

About: Select to view version and registration information. Before registration, this button will be replaced by the "Register" button.

Take Back: Click on to back the game up one move (works once in a row)

Pass: To avoid placing a cell. Also, press if you think the game is over.

Restart: To begin a new game.

Options: To start a new game with different options.

Exit: To leave the game.

Help: To bring up this file.

The display bar, at the bottom of the main window, shows the current game status. The icon on the far left shows which player is currently moving. The display also shows how many of each player's cells are on the board, after whose move the board will be updated, and whether the game is over.

Notes On Cell War

Cell War was written for Windows 3.1. It is a shareware product. A registration ID may be obtained by sending $5 to the following address:

Al Funk
42 Parkwyn Dr.
Delmar, NY 12054

This is version 1.0 of Cell War. Updates to this product will be determined by the volume of registration support. Please send any suggestions for improvements with registration fee. Registered users will be informed of updates to this program and will be entitled to an updated copy as soon as it is available. On-disk copies are available from the author for $2.50 (disk+mailing fee).

Please note the following:

> "This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536."

DISCLAIMER: No warranties are expressed or implied as to performance or merchantability. The user of this program must assume the entire risk of using the program. Any liability of the author is limited exclusively to replacement or refund of the purchase price.

Requirements: Windows 3.1, 100k free memory.

Written in Borland Pascal (c) Borland under Windows 3.1 (c) Microsoft Corp.

Registration Blank

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