

Conway's Conquerors

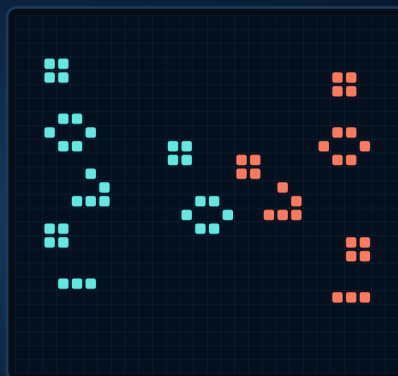
Seed. Evolve. Conquer.

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CONWAY CONQUERORS

1v1 STRATEGY · GAME OF LIFE

terriblecrow.com/conquerors



FACTSHEET

DEVELOPER	Terrible Crow — A. Mattioli (solo)
BASED IN	La Plata, Argentina
RELEASE	Available now — free, in browser
VERSION	6.0.0
PLATFORMS	Web · PWA · Android (TWA)
PRICE	Free · open source (MIT)
MODES	Practice · vs CPU (3) · online
LANGUAGES	English · Español
TECH	Zero deps · 1 Node.js file · WS by hand
WEBSITE	terriblecrow.com/conquerors

WHAT IT IS

Conway's Conquerors turns Conway's Game of Life into a competitive 1v1 game. Two colonies share a 26x28 board; each turn you seed four cells, then the board advances one B3/S23 generation - indifferent to either player. A move that builds your colony can overcrowd and kill it a generation later. Win by extinction, or by holding more cells after twelve rounds. Invasion can't be bought: the first cell in enemy territory must be BORN there by the evolution, never placed.

HIGHLIGHTS

- Faithful two-colour Life (B3/S23, majority births)
- Three zones; invasion is emergent, not bought
- vs CPU: depth-1 AI, tuned via a self-play study
- Online: private + public rooms, in-game chat
- Persistent leaderboard, anti-impersonation codes
- Zero dependencies; WebSocket written by hand