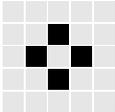
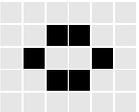
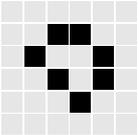
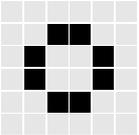
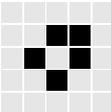
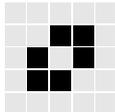
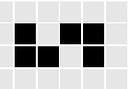
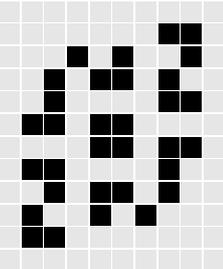
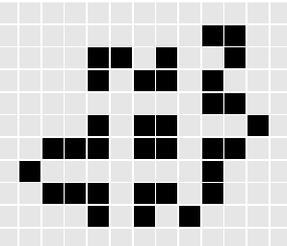
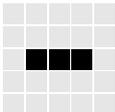
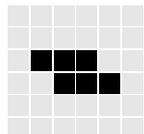
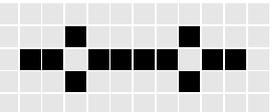
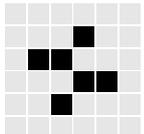
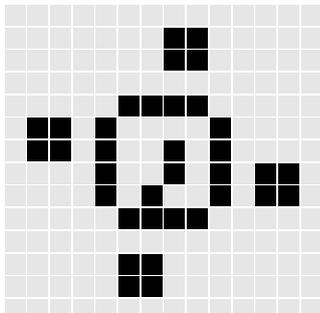
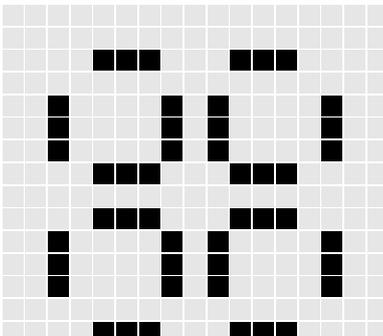
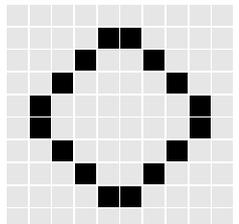


Game of Life – Beispiele

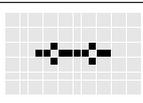
1 Still lifes – Stilleben

block 	tub 	beehive 	loaf 	pond 	boat 
ship 	snake 	lässt sich nur in 3 oder mehr stabile Inseln zerlegen 		lässt sich nur in 4 oder mehr stabile Inseln zerlegen 	

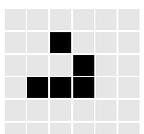
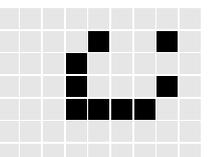
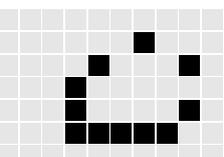
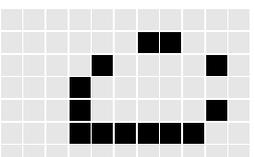
2 Oscillators – Oszillatoren

blinker 	toad 	pentadecathlon* 	clock 
clock II 		pulsar 	octagon 

* Bis auf das *pentadecathlon* verlässt keine der Figuren die vorgegebene Fläche.

Ein *pentadecathlon* mit ausreichend vorgegebener Fläche sieht so aus: 

3 Gliders & spaceships – Gleiter

glider 	LWSS 	MWSS 	HWSS 
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Die vorgegebene Fläche ist für alle Gleiter ausreichend für eine Periode.