

# RUN, FORREST!

drag canvas to  
reveal text

double-click to center

*that boy sure is a runnin' fool!*

before giving life, zarathustra, you will put your dirty hands to the primordial dirt, you will learn to give your creatures movement, perception, desires and lust for thy neighbour's guts on the sidewalk for no fun at all.

your people will need to move.

a cell is a program executed as an infinite loop, one instruction at a time. every cell has, at any given time, an age, a position in the world and an orientation. the program of a cell is called its genes.

a system cycle consists in every cell executing exactly one instruction of their program.

**code a strain with nothing but instruction step. you will see your cells appear near the centre and immediately disperse toward the edges of the world, from where it will go to the great bit bucket in the sky.**

your cells will appear as x's. diamonds will also appear, one after the other, as so many pimples on a teenager's face. but pimples, sloth and absurd amounts of hard liquor... isn't adolescence just a riot?

here are some verses and definitions from idaztia to guide you...

*this life may be primitive but can humankind, the species that gave the world chuck norris, farmville and chia pets, can man really look down on other life forms? (I:2)*

*cells live by executing their internal program; write this program and insert cells into a world. (I:3)*

*each cell is a finite-state, deterministic pushdown automaton. it has genes, a program counter, a position, an orientation and a memory stack. (II:1)*

*each cycle consists in executing a single instruction for each cell in the world, from the oldest cell to the youngest. (IV:1)*

*a cell's program is an infinite loop; when the program counter reaches the end, it goes back to the first gene. (IV:2)*

*cells that reach the end of the world fall into the great electronic void. (I:4)*

*cell: an animate creature living in a genèse world\*; cells have genes\*, a program counter\*, memory\*, a position\*, an orientation\* and belong to a strain\*.*

*cycle (c): the fundamental execution unit of the system. every cycle consists in executing, for all cells in the system, from the oldest to the youngest, the gene pointed to by the cell's program counter.*

*gene: an instruction\* or a constant\*.*

*genes: a cell's\* program; genes are not stored on the cell's memory\* stack.*

*instruction: a gene\* that, when executed, triggers an action from the cell\*.*

*position: the (x, y) location in the world\* of a given cell\*.*

*strain: a program and, by extension, collectively, all cells\* inserted inserted with this program as genes\*, as well a all their descendants.*

*world: a two-dimensional grid where the cells\* live\*.*