

# GRAZERS

(hunters manual)

## HUNTER

This is you. A HUNTER that hunts GRAZERS. Use direction keys to move. SPACE key will skip one EPOCH remaining on the same spot. Holding ENTER key will fast forward simulation into the future.

## EMPTY


EMPTY space does not contain anything, but it has all the potential to contain something. GRASS can grow there. HUNTER can move in there. ROCK can be rolled there. Disasters may happen in there.

## GRASS

If there is GRASS next to EMPTY space it will disseminate into that EMPTY space in next EPOCH. GRASS always attracts GRAZERS. Walking into GRASS or rolling ROCK there will destroy it.

## GRAZER

GRAZERS eat GRASS and become fatter. Once they are fat enough they reproduce. If there is no GRASS, then grazers become thinner, seek to migrate or die out of hunger if they can not find any GRASS. Without intervention from HUNTER, populations usually collapse.

HEALTH  >  > 

HEALTH of a GRAZER can be gauged by fatness of it's belly. It is either one, two or three pixels wide. Once it's three pixels fat, GRAZER will reproduce and put it's offspring in adjacent square, but only if there is GRASS in it.

FOOD  >  >  > 

Amount of GRASS left under GRAZER can be gauged by how high it holds it's head looking for new pastures. Highest head position means all GRASS is gone and GRAZER would either migrate or starve.

ROCK 

ROCK can be rolled into GRASS, SAND or EMPTY space by pushing it from opposite direction. ROCKs are not only obstacles, but also useful tools for altering environmental dynamics.

SAND 

SAND is not fertile. Nothing grows in sand. Although HUNTER can move in there and ROCK can be rolled there. GRAZERS have no interest in checking out square that has no GRASS in it.

WATER 

WATER is a treacherous element. Nothing can move into WATER space, but WATER can move into GRAZER or HUNTER space and drown it. ROCKs sometimes can block WATER currents if they are not too strong.