GAME RULES

"300k - The Game" is a game in wich the players make their moves alternately like in board games like chess or similar. so you set 100 of your own pixel packets with each move to the 600x600 matchfield. these pixels, like those of the opponent, then develop automatically. whoever has the largest share of a total of 300k pixels on the field wins!

+ this symbol is a pixel packet. on the top left you can see how much you can still use for your move.

= this symbol is a special thing u can use once per move. click the symbol on the left top to select it and use it by finding and click into a region of your own choice in the matchfield. all pixels within this region will be killed on the end of your move.



this is another kill thing. u can use it once game only! if u click it, all pixel of the opponent older then 30 will killed on the end of your move.



this thing is a good tactical extension. u can use it once game only! it freezes all of the opposing pixels for the next round. they will not age and will not die, but will not multiply either.

how the pixels live, get to be born and die? the pixels use the following simple rules.
- each pixel has a lifespan of 100 rounds. the first game progres starts with 1000 rounds and each other game progress will be 200 rounds more.
- a pixel die instant if there are 0 pixels in its environment.
-a pixel will be reborn as a opponent pixel if more opponents then own are in there environment and vice versa.
- a pixel will be born if more then 2 and less then 8 pixels of the own side are in there environment.

HELP

i always wanted to make a game that we could use an analog game, but its effects are too complicated for the real world. that's why i didn't MAKE such a game, i PROGRAMMED it. it is not always easy, especially not for a single person, to do the best to everyone's wishes of menue design or similirs. so here are a few tips for using the game.

- network gaming: u can play the game in singleplayer or network mode. if u want to play with others using the internet or local lan u need to be a host or a client. the host is the one who have to open a port to listen connections. the client is the one who connect to the host. therefore the host need to open port 1079 to make it possible that the client can connect to him. the most peoples use routers to forward internet traffic into a local network. if u want to be the host it is often right to use your local network ip.
this usually begins with 192.* (yes, ipv6 is supported too). easy use the ipconfig command in your windows command line to find your own ip's. please make sure that your internet connection does not break during the game.

- reposition the window: u can reposition the window when u click on the logo in the. middle top. only one click to bind it on your mouse. another click to drop it.

- disable music but not the game sounds: click the music note symbol in the right bottom to disable only the music. then click on the current or a new volume to enable music again.