



PerlWar

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4bstr4ct

Loosely inspired by the classic programming game Corewar, PerlWar is a game where players pit snippets of Perl code, called 'agents', against each other in order to gain supremacy over the vicious virtual battlefield known as the Array.

Wh4t 1s P3rIW4r?

It has the same basic rules, rules like gravity. What you must learn is that these rules are no different than the rules of a computer system. Some of them can be bent, others can be broken. - Morpheus

PerlWar, simply put, is the illegitimate lovechild of Corewar and Perl Golf. It borrows from the former the concept of pitting programs against each other in a virtual arena, and from the latter the fun of devising terse yet exquisitely byzantine Perl programs. With a *Matrix* theme thrown in, the result is a hip game which marries chess-like cunning strategies with the flexing of some serious Perl mad h4x0r muscles, or so I hope.

Rul3z

You have a problem with authority, Mr. Anderson. You believe you are special, that somehow the rules do not apply to you. Obviously, you are mistaken. - Rhineheart

The game is played in a virtual arena called the Array. The Array is exactly that: an unidimensional array. Each of its cells can be empty, or can harbor an agent owned by a player. During a round, each agent in the Array gets to be executed and is given the opportunity to modify itself and affect other cells of the Array.

Yanick is now part of Acme::EyeDrops

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./sightly.pl -s yanick -f script.pl
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These rules apply to PerlWar version 0.2, and the rules might change in future versions.

G4m3 P4r4m3t3rs

A PerlWar game has the following parameters:

- Size of the Array

The number of cells that the Array possesses. Each cell can hold at most one agent.

- Agent Maximal Size

The maximal length, in characters, of an agent. If an agent is, or becomes, larger than this limit, it automatically dies upon execution.

- Game Maximal Number of Iterations

The maximal number of rounds that can be played before the game is declared over.

D3scr1pt10n Of 4 Turn

A turn, or iteration, of the game is made up of the following steps:

1ntr0duct10n Of N3w 4g3nts

You see an agent, you do what we do. Run. You run your ass off. - Cypher

At the beginning of a turn, each player has the opportunity to submit a single new agent to be introduced into the Array. Insertions are done in order of submission time. The cell into which an entrant agent lands is picked randomly amongst the empty positions of the Array.

If there are no empty positions left, an entrant agent replaces one of the already present agents owned by the player, chosen randomly. If the player doesn't have any agents already present in the Array, the new agent is discarded.