

blinks

# Fracture

a competitive game towards  
diversity

Fracture is a simple turn-based  
strategy game for 3-6 players  
where a player tries to diversify  
their pieces

## You'll need...

for 2 plays

...➡ 8-9 Blinks

for 3 players

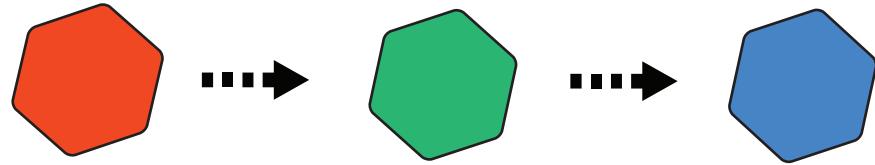
...➡ 9-12 Blinks

for 4 players

...➡ 12-16 Blinks

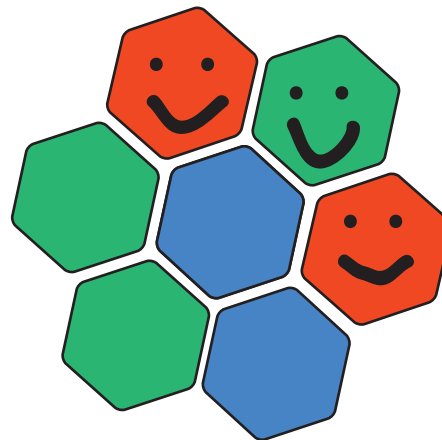
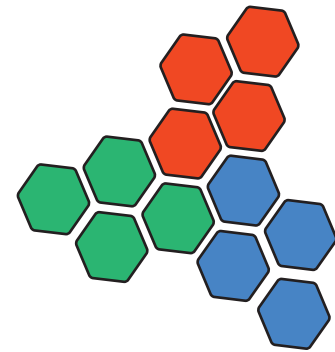
Of course, you can  
always come up  
with your own  
ways to play!

## Tap to change the color of a Blink



## Setup

Each player gets 4 pieces  
of the same color. Set up  
the space so pieces are  
segregated by color



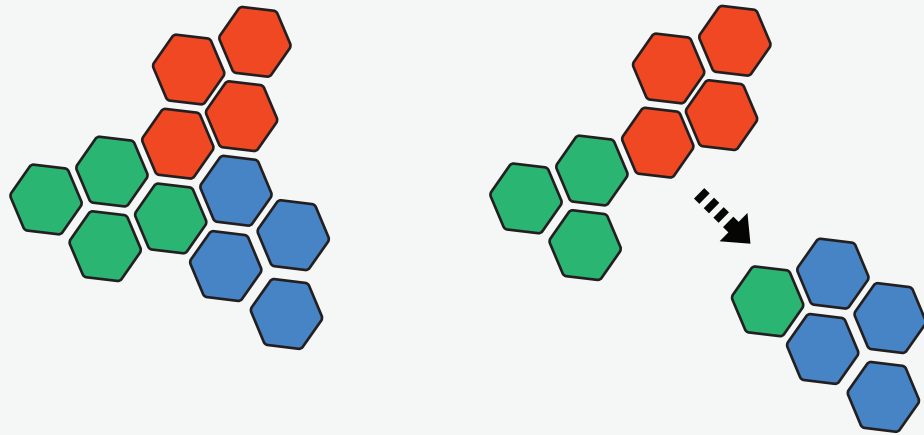
## Be Happy!

When your Blink is  
touching only other  
players' colors, and  
touching at least two-  
pieces, it'll blink  
in happiness!

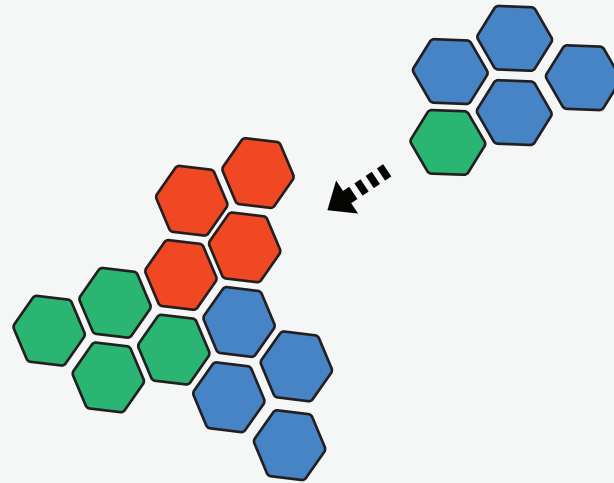
# Gameplay

On your turn, you can split the gameboard into two distinct populations. This is a fracture!

1

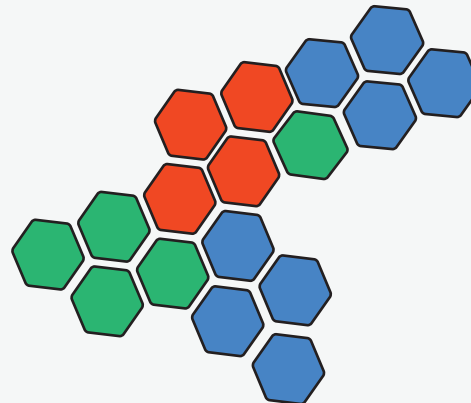


2

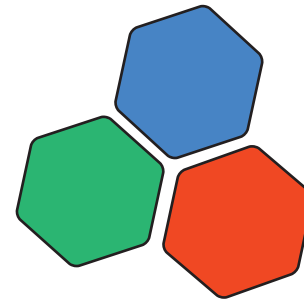


When you see a move you like, snap the two pieces back together.

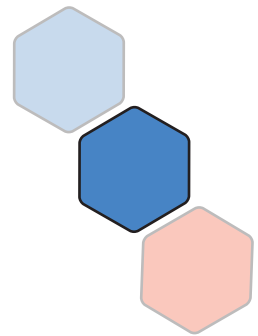
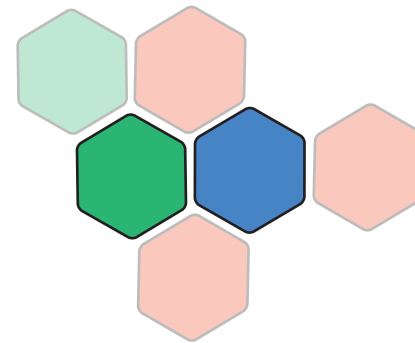
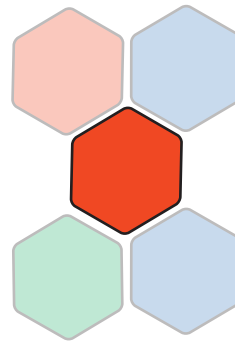
3



You can move other players' colors, not just your own.



You can choose to move just a single piece as well. Just make sure it's not 'locked in', or surrounded by Blinks on opposite sides.



examples of locked in pieces

A player wins when all their Blinks are happy!

