

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

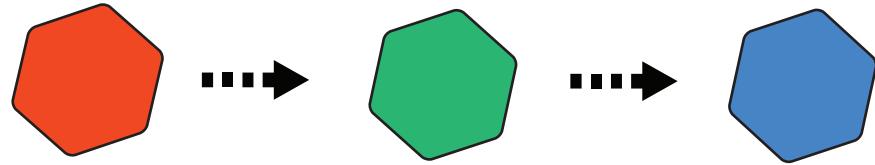
...➡ 9-12 Blinks

for 4 players

...➡ 12-16 Blinks

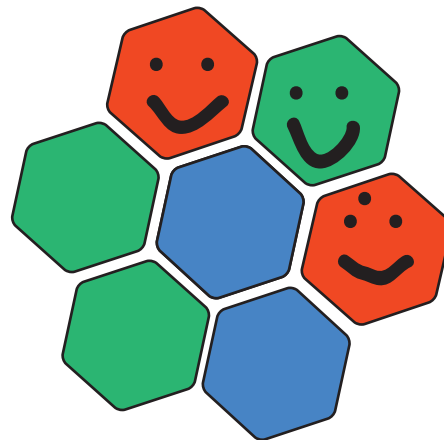
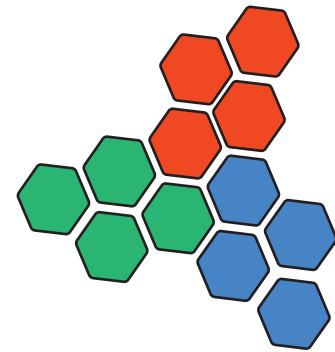
Of course, you can
always come up
with your own
ways to play!

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



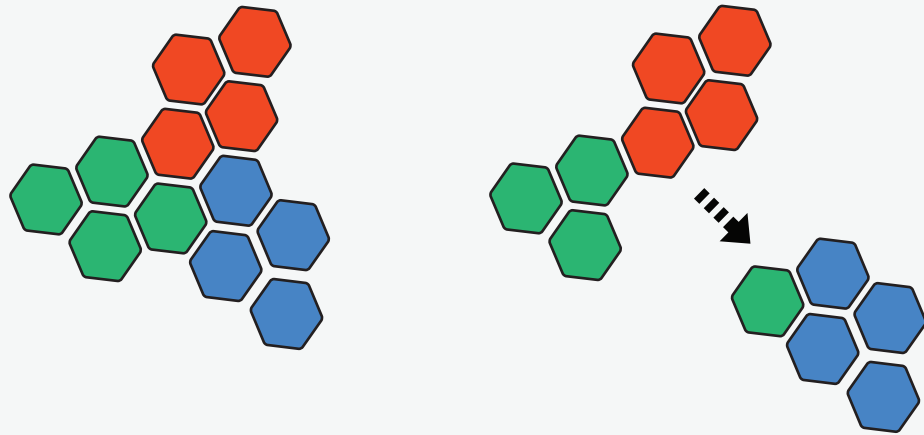
Be Happy!

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

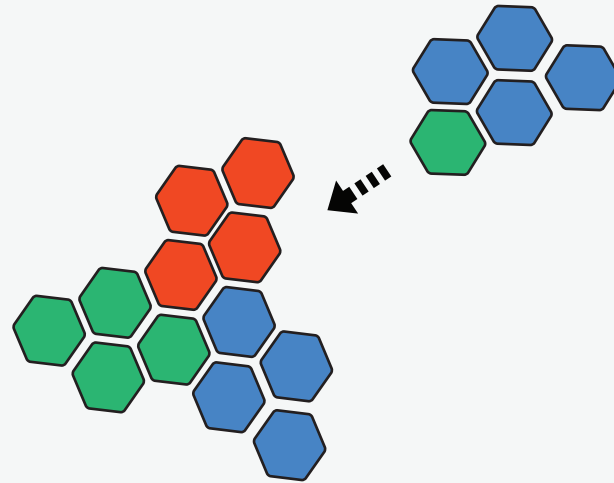
Gameplay

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

1



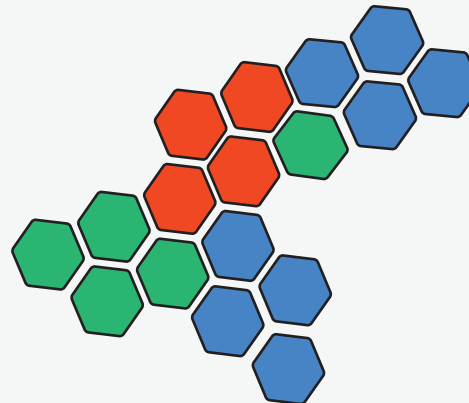
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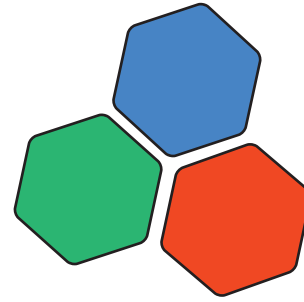
You can manipulate the pieces in any you wish...

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

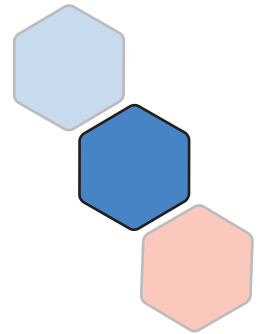
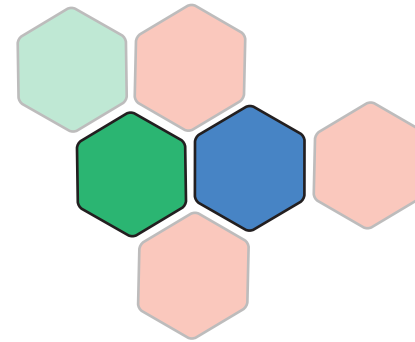
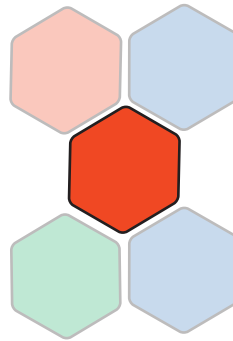
3



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!

