Now having [introduced the chaos game](http://aristotle2digital.blogwyrm.com/?p=800) and analyzed [how a single iteration works](http://aristotle2digital.blogwyrm.com/?p=829), it is worth taking stock of what we actually know. Clearly the repeated application of the affine map causes points to collect only in certain places in the plane creating the self-similar fractals that are often called the [attractors](https://en.wikipedia.org/wiki/Attractor) of the map or [strange attractors](https://en.wikipedia.org/wiki/Attractor#Strange_attractor). But the exact mechanism for why only certain points are hit is based on some specialized mathematics and little intuition is obtained from pursuing the study without a lot of initial effort being devoted to understanding the ‘nuts and bolts’.

So, this post is devoted to an experimental approach to the chaos game that produces the Sierpinski Triangle. the i