

FRACTAL

by Mark Steere

INTRODUCTION Fractal is a two player game. The unique board, shown in the figures, starts out empty. The two players, Red and Blue, take turns coloring cells with their own color, one cell per turn, starting with Red. Passing is not allowed.

Draws cannot occur in Fractal. Mark Steere designed Fractal in June, 2010.

OBJECT OF THE GAME To win you must form a path of cells of your own color connecting the two border regions of your color.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Fractal for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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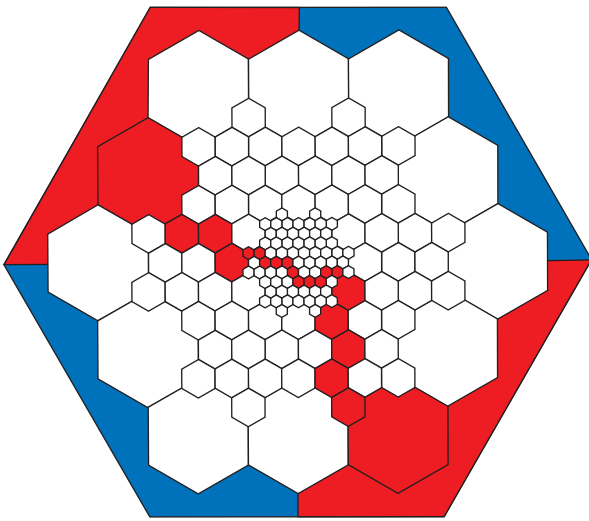


Figure 1 - Red wins.

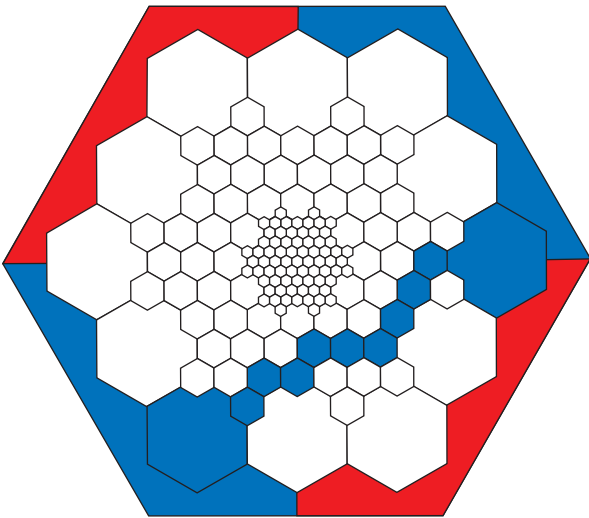


Figure 2 - Blue wins.