

# Fractal Force™

## ⬡ Play Formats ⬡

Play Formats help set up the playing field for a great game.

Play with [General Rules](#), and add [Modifiers](#) as desired!

Printed instructions are traditionally included in most tabletop games, but in an age where resources are ever-increasingly valuable, we have provided access to instructions online, via this shared document.

Basic instructions are printed on the inside lid of the box.

Before printing, use CTRL+F to type in what you are looking for to jump to that section (example: “for young players” or just “young” to find formats for your children).

Each “slide” can then be selectively printed as a single page via your print menu.

Enjoy!

[Click here to visit the website.](#)

# ◇ Standard Play ◇

- ◇ Place the six theme cards color-side up on a large, clean table or surface. You can space them out evenly, or far apart, leading to different plays. For this play keep them about 1 card distant from each other so they can be connected via a topic card.
- ◇ From the deck, each player draws cards until the deck is evenly distributed between players. Shuffle the deck, or insist on it. If some players have 1 more card than others, simply place the surplus aside and don't use for this round.
- ◇ Each player's turn consists of placing a card on the table. It *probably* doesn't matter who starts. It *probably* doesn't matter which direction around the table the players decide to take their turns. But placing a card should pertain to rules stated above. For the standard play, all is in the mind. To get started, use the decklist as a cheatsheet. It's full of suggested connections.
- ◇ Choose a card from your hand, then position it so at least one of its sides touches and locks-in to the side of a previously placed card with the same color. As the game progresses, try to connect as many sides as possible with each new card.
- ◇ Generally, each connection is worth 1 point. Different plays assign more value to certain connections.
- ◇ You can try to set up curling branches or rings over several turns which eventually allow you to connect a card on all six sides, but beware: other players might steal your careful cultivation with a card that has similar colors! Thrilling! As such, the standard play has each player's hand concealed.
- ◇ The player who makes the most connections with the hand they've been dealt could be said to be the winner. They have adapted the most to their lot in life, as well as the ever-changing conditions of the playing field. But remember, where would they be without the connections made by other players? While it is fun to compete, remember, this game is meant to cultivate empathy. Cleverness is to be rewarded, teamwork unpunished.

# ⬡ Deck Burn ⬡

*When time is of the essence...*

- ⬡ For experienced players.
- ⬡ Same setup as Standard Play.
- ⬡ A reliable stopwatch, able to be repeatedly paused, should be available. Most smartphones come equipped with such a tool.
- ⬡ Each player "burns" through an entire deck as quickly as possible. There are no turns between players, one player connects all the cards in the deck and then resets the deck for the next player.
- ⬡ The player who takes the least time to place every single card wins. The number of connections does not matter in this format...
- ⬡ Note: pause the timer during the explanation and confirmation phase of each "turn."
- ⬡ Can be played solo.

# ⬡ Educator ⬡

## *Teach each other...*

- ⬡ For a group of young players, a classroom setting.
- ⬡ The Host (the teacher, chaperone, adult, or even a student, etc.) arranges a group of connected cards on a large, preferably circular table.
- ⬡ Have students discuss what they think each of the connections could be. You could have them do this silently and write their ideas down for a sort of assignment to be handed in, or let them take turns talking, etc.
- ⬡ See if the observers catch what you wanted them to see - and see if they see something The Host did not. A great tool for studying ecosystems.
- ⬡ It might be helpful to break larger classrooms into groups with several clusters of connected cards on separated tables.
- ⬡ Start with about a dozen cards. Work up to more than that as time allows.

# ⬡ **Fractal Force** ⬡

*Gotta start somewhere...*

⬡ For most players.

⬡ Simply start with the Fractal Force topic card face-up in the center of a large, flat surface.

⬡ Play with General Rules, add Modifiers as desired.

# ⬡ **Group Talk** ⬡

*Learn together...*

⬡ Same setup as Standard Play.

⬡ For a group of young players, a classroom setting.

⬡ Each classmate gets at least one card (prefer that everyone has the same quantity of cards). You can distribute randomly or have mini-teams of categories, such as "the birds" and "the mammals."

⬡ Each "turn" consists of a classmate placing a card. Each turn invites a class-wide (or small group) discussion of not just the player's connection, but what all classmates think the relationship could involve. Suggestion: be interactive with lots of supplemental materials, such as educational videos. The Decklist links to several of these.

⬡ Play until all cards are placed, take a photo of the fractal all the hexagons form. Every time you play, compare this photo to previous photos to emphasize how diverse our world can be.

# ⬡ **Make a Shape** ⬡

## *Grow what you draw...*

⬡ For young players.

⬡ On a large flat surface, such as a safe driveway on a not-windy day, draw a large outline of a shape, perhaps with chalk. Then try to fill the shape with connected cards! What will you make? A giant hexagon? Animal? A word? Something else?

⬡ Similar set-up as Standard Play, but only place one theme card to start. Where in the shape would you start? Probably in the middle. Try different start points to see how things go.

⬡ Play turns as usual, but each connection must contribute to forming the goal shape. This starts off easier than it ends - and you'll need to decide when it ends. When is the shape complete? If it's not recognizable and you're out of cards, is that a loss?

⬡ This one is great for solo play, but you may compete by timing who can make legitimate connections into a shape with the most speed... or work together to build shapes.

⬡ Take a picture of what you make and post it with our social media hashtag!

⬡ Can be played solo.

# ⬡ **Parallel Universe** ⬡

## *When mirrors reflect mirrors...*

⬡ For experienced players.

⬡ Ideally, this format is played on a large glass table, with room for players to get underneath and look at cards from below. Otherwise there's a lot of card-bending involved and most people don't want that.

⬡ Find the Night and Day theme cards. Place one silhouette-side up. Place the other silhouette-side down several card lengths away. It does not particularly matter which one, Day or Night, goes up or down.

⬡ Play as usual, but with a twist: colors can "connect" through flipped cards. This allows a vast array of connective opportunities which would normally be impossible.

⬡ Attempting to use the "Blackout" modifier in this format might break the Universe. Give it a shot?



# ⬡ Recursion Puzzle ⬡

*A Pack is a Puzzle, too.*

- ⬡ For experienced players.
- ⬡ Similar to Make a Shape, but designed for something very specific:
- ⬡ Each pack can form a giant hexagon when connected properly, using all cards in the pack, with all silhouettes facing the same way. Can you manage to manifest a hexagon made of hexagons?
- ⬡ Visit [this document](#) to access the hint map for the pack you're puzzling out. That is, if you're willing to grant yourself such luxuries...
- ⬡ Contact [dracovisions@gmail.com](mailto:dracovisions@gmail.com) if you give up and want the solution map.

# ⬡ Solo Formation ⬡

*When time is limiting...*

⬡ For experienced players.

⬡ Same setup as Standard Play.

⬡ A reliable countdown timer, able to be repeatedly paused, should be available. Most smartphones come equipped with such a tool.

⬡ Agree on a time limit. In that time, see how many connections each player can make with the deck.

⬡ The player who can make *the most connections* wins, differing it from “Deck Burn” fundamentally.

⬡ This format relies not only on speed of placement, but also strategic growth of the fractal, allowing the most sides to be connected per card as time goes on. Would a larger deck be easier, or harder? What do you think?

⬡ Just be sure each player uses the same deck - perhaps the same stack, as well. Up to all of you to shuffle it or not per player.

⬡ Can be played solo.