

# PROJECT FRACTILE

A MINIMALIST GRID BASED STRATEGY GAME

**SETUP:**  
 SHUFFLE TILE AND RULES DECKS  
 PLACE TOP TILE IN CENTER OF BOARD  
 PUT 3 RULES INTO PLAY  
 DEAL TILES + 3 RULES:  
 PLAYERS: 1 2 3 4 5+  
 TILES: 9 8 7 6 5  
 DEALER GOES FIRST  
**LAST TILE PLACED = LAST ROUND**  
**MOST POINTS WINS**

**PLAY:**  
**2 ACTIONS PER TURN**  
**PLACING TILE**    **PLACING RULE**  
 • MUST FOLLOW ALL RULES IN PLAY    • MUST PLAY ONE RULE PER TURN  
 • MUST CONNECT TILES    • PLAY BEFORE OR AFTER TILE  
 • MUST ALIGN TO GRID • COVER ANY RULE IN PLAY    • DRAW A RULES CARD  
 • NO LEGAL PLAY \*    • SKIP

**GAINING POINTS**    ○ × □ ◇

• POINTS ARE GAINED ACCORDING TO THE SYMBOLS CONTAINED WITHIN PLACED TILE  
 • SYMBOLS EARN 1 POINT FOR MATCHING THE INDICATED SUIT AT THE BOTTOM OF EACH RULE CARD IN PLAY  
 • GAME END: PLAYER LOSES 1 POINT FOR EVERY SYMBOL CONTAINED IN EACH UNPLAYED TILE

**EXAMPLE**

**SUITS**  
 ○ □ ◇ ×

**TILE VARIATIONS**

**RULESET**



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Fall 24

Capstone – Electronic Art

Department of Art and Art History

**Artist Statement:**

As a new media artist, I explore the intersection of and interaction between the digital and physical world through video projection and computer processing. The bulk of my work results from the process of investigation and iteration, whether of a material or concept. The variety of practices introduced to me at CSU and the amount of experimentation afforded to me by my instructors has led me to embrace my aptitude for digital tools and integrate those skills into “traditional” mediums like sculpture, photography, and printmaking. This experience has led to a keen interest in collaboration as a medium for dialogue, resulting in collaborative projects that not only deepen my understanding of materials and methods but also foster a creative exchange that challenge my own assumptions and pushes the evolution of my practice.

Project Fractile is a minimalist grid-based strategy card game designed around a revolving ruleset. The initial idea was inspired by generative art where form and structure is determined by a set of instructions and constraints enacted by the artist. In this game, players take turns constructing a maze-like structure, one tile at a time. Placement of tiles is dictated by a set of rules that restrict and mandate certain attributes of the tiles played. Each turn, one rule in play is replaced by another, creating a constantly shifting state of play that informs and challenges player agency.

**Title****Original Format**

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Figure 1: Project Fractile

Various Sizes

Figure 2: Detail #1

Various Sizes

Figure 3: Instructional Manual

Illustrator, 7 in x 10.5 in





Figure 1: Project Fractile



Figure 2: Detail #1

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DEAL TILES + 3 RULES:

PLAYERS: 1 2 3 4 5+  
TILES: 9 8 7 6 5

DEALER GOES FIRST

**LAST TILE PLACED = LAST ROUND**

**MOST POINTS WINS**

**PLAY:**

**2 ACTIONS PER TURN**

**PLACING TILE PLACING RULE**

- **MUST FOLLOW ALL** RULES IN PLAY
- **MUST CONNECT** TILES
- **MUST ALIGN TO GRID**
- **NO LEGAL PLAY** = SKIP
- **GAIN POINTS**
- **MUST PLAY ONE RULE PER TURN**
- **PLAY BEFORE OR AFTER TILE**
- **COVER ANY RULE IN PLAY**
- **DRAW A RULES CARD**



**GAINING POINTS**



- POINTS ARE GAINED ACCORDING TO THE SYMBOLS CONTAINED WITHIN PLACED TILE
- **SYMBOLS** EARN 1 POINT FOR MATCHING THE INDICATED SUIT AT THE BOTTOM OF **EACH RULE CARD IN PLAY**
- **GAME END:** PLAYER LOSES 1 POINT FOR **EVERY SYMBOL** CONTAINED IN EACH UNPLAYED TILE

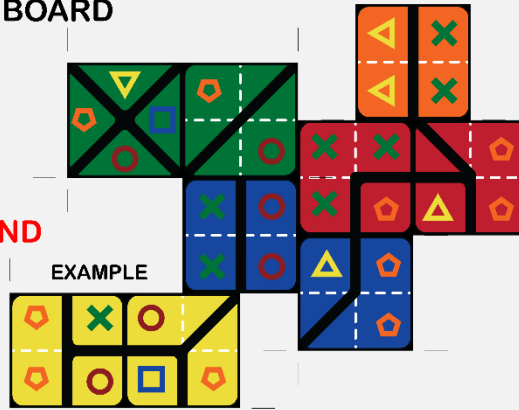
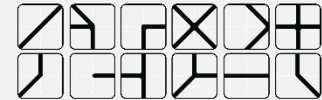
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SUITS



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Figure 3: Instructional Manual