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About This Game

From the award-winning team that brought you Auditorium and Pulse: Volume One comes **Fractal**, an enthralling music puzzler experience. Push, Combo, and Chain your way through a pulsing technicolor dreamscape all the while expanding your consciousness at 130 BPM.

With 3 unique and challenging game modes, amazing HD-Quality graphics, and an ever-evolving soundtrack, Fractal is sure to destroy what little productivity you have left.

Key Features:

- 3 Distinct modes of play: Campaign, Puzzle, and Arcade
- All-new Musicbox Audio Engine composes music based on how you play
- Colors! Hexagons! Particle Effects! Ridiculous Callouts!

Title: Fractal: Make Blooms Not War

Genre: Indie, Casual

Developer:

Cipher Prime Studios

Publisher:

Cipher Prime Studios

Release Date: 29 Nov, 2011

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English,French,German,Italian,Japanese,Korean,Portuguese,Russian,Simplified Chinese

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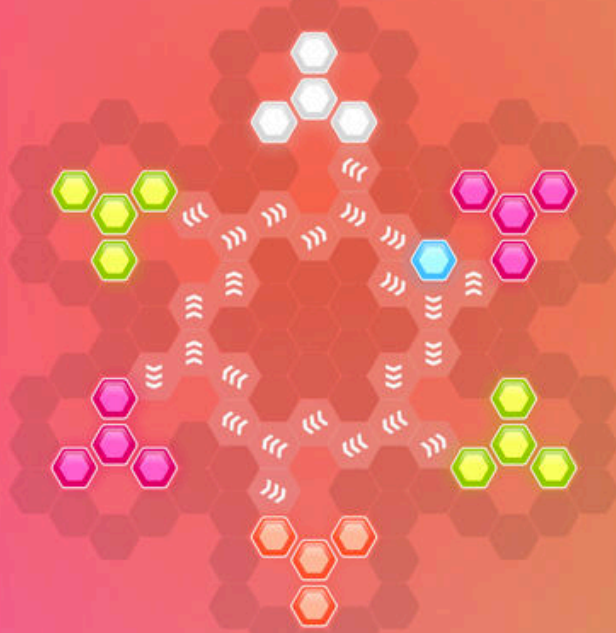
EXPLODE

∞ PUSHES

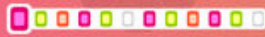
094 / 98
POWERUP IN 25

PUZZLE OBJECTIVES

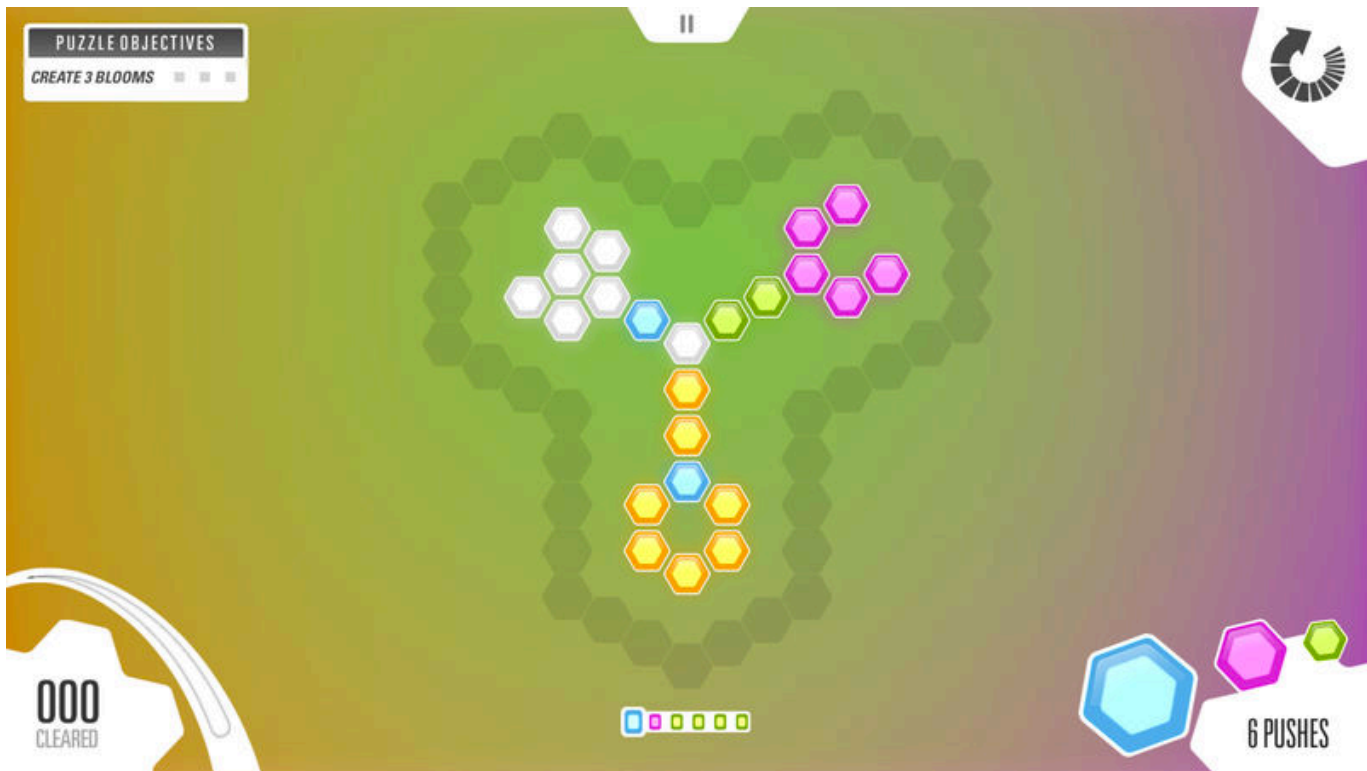
CAUSE 5 CHAIN REACTIONS ■ ■ ■ ■ ■



000
CLEARED



12 PUSHES



fractal make blooms not war

This game didn't hold my attention for very long. For my personal taste, it was too simplistic. The game itself is not difficult to grasp, but becomes complex quickly. Basically, you have to "push" a row of tiles over a grid in order to create "fractals" which are worth points. Once you earn a certain number of points you can progress to a new grid where you will have to make more fractal combos/larger fractals in order to get enough points. It's a neat idea for a puzzle game, but if you're looking for something bright and engaging, this may not be the puzzler for you. It's a minimalist brain-teaser for sure.. This game is like an Apple product: sleek. modern, and not nearly as good as it fancies itself.. It may take some time to master Fractal, but once you do you begin to appreciate the simplistic nature of this indie puzzler, even if it may feel too minimalistic for its own good. A soothing soundtrack and pleasant presentation make Fractal a good game to play any day, despite its difficulty. 7.6/10.. The puzzle section is pretty fun. Play it on a hot day and the music cools you down.. Reminds me of those mobile games I do not like. Also I'm really terrible at this, which hardly makes anything any better. It's like bejeweled with a twist, kind of. Not my cup of tea.. A fun little puzzler with adaptive music that matches the gameplay beautifully.

- Skinny from the Fat B*stard ([curator link](#)). Super fun game guys, awesome puzzles.. At first Fractal: Make Blooms Not War feels like an easy puzzle game - just click there, and there, twice over here and boom, level complete. After few levels it gets to the point where you start to doubt your skills. Be it campaign or puzzle mode, there are sure to be levels which will make your head hurt. But if you ask me, that's actually a good thing in this genre. The harder it gets, the more fun you get upon finishing it. And it will take longer than a few hours to complete everything this game can offer.

Great mechanics, great graphics and design.

10/10 hexagons. Actually I don't play casual games like board puzzles and such...but Fractal has something more to offer.

The objective are simple, you have to make "blooms" from pulling hexagons, but I like this game because of the beautiful graphics and music. Yes, especially the music. The music are composed based on how you play the game. When the gameplay become intense, the music follows.

But I'm disappointed with Steam version though. The animations and the MusicBox engine are not that good than its original version which is built with Flash. I prefer the Flash build of Fractal instead the new one, unless they are going to update the engine to be more like its predecessor.. Got this one as part of a bundle - A fun little game with a nice mechanic to it. I will say that I wouldn't pay full price for it but if it's on offer or part of a bundle - Grab it!. Benig honest, I bought this because the title had "Fractal" and I thought the game might have some personality with the subtitle "Make Blooms Not War". No, it turns out it's just a very basic puzzle-ish game. Not very satisfying, no fractals, nothing really exciting or challenging to be found here.. Relaxing and addictive. Dangerous combination.. Very enjoyable. This game didn't last me long; I quickly reached a stage where it was just too hard to complete the levels. However, I really enjoyed it. The music is enjoyable, the graphics are very aesthetically pleasing, and the gameplay itself is simple to understand but fun to play.

I would be interested in seeing more from this developer.. An addictive puzzle game. I enjoyed it.

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