

```
+ fractal-solution + level + size +  
If level = 1  
  move size steps  
else  
  move size / 3 steps  
  turn ← 90 degrees  
  fractal-solution level - 1 size / 3  
  turn → 90 degrees  
  move 2 × size / 3 steps  
  turn → 90 degrees  
  fractal-solution level - 1 size / 3  
  turn ← 90 degrees
```