

```
+ Fractal + level: + level + size: + size +  
if level = 1  
  move size steps  
else  
  turn ↺ 60 degrees  
  move size / 3 steps  
  turn ↻ 60 degrees  
  move size / 3 steps  
  turn ↻ 60 degrees  
  Fractal level: level - 1 size: size / 3  
  turn ↺ 60 degrees  
  Fractal level: level - 1 size: size / 3
```