



**studios**  
about this game

This is a file designed to demonstrate the cutting and folding required to produce Oca's bronze games. All artwork and folding instructions are released under Public Domain. For more information visit: [www.ocastudios.com/rights](http://www.ocastudios.com/rights).

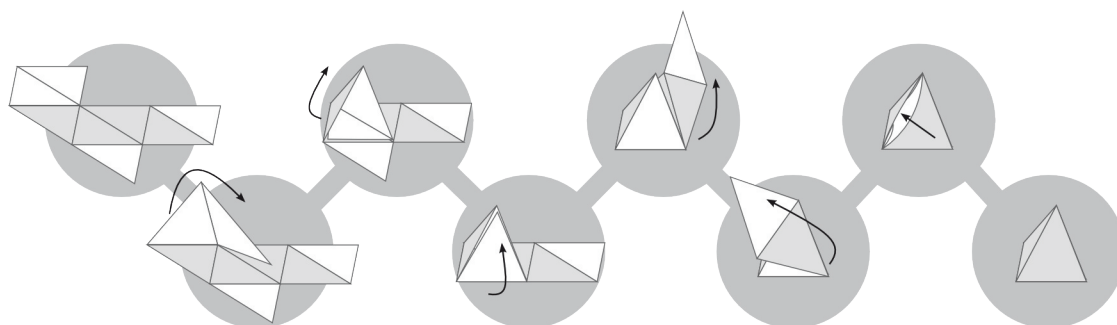
Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

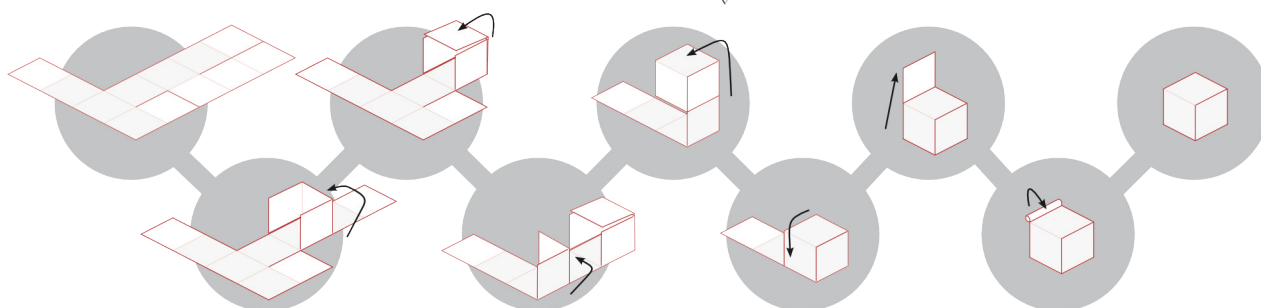
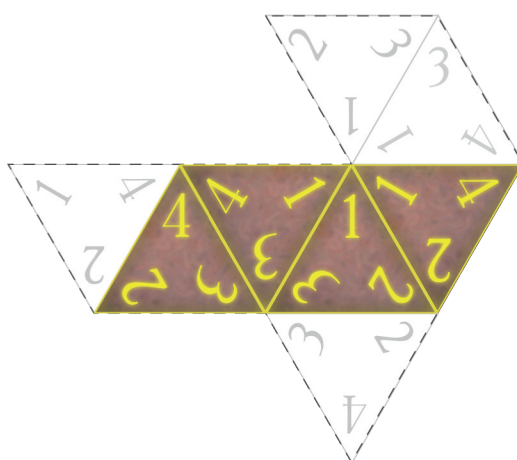


# basic dice

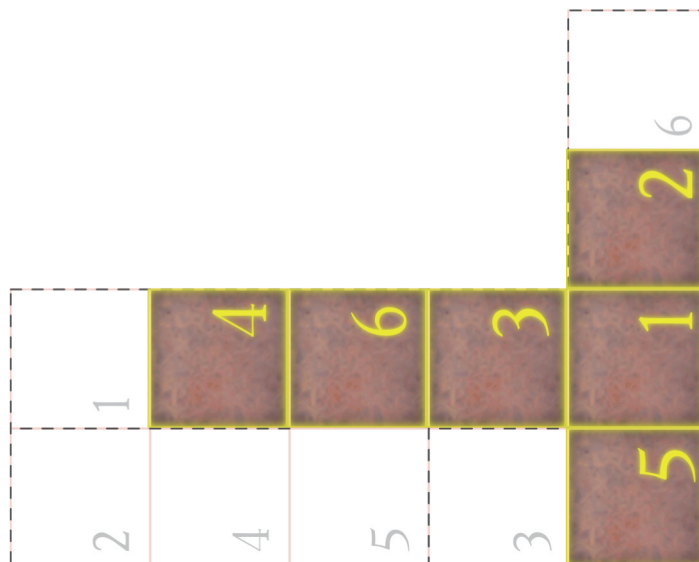
Six sided dice are very common in board games, and this version we present is very balanced. Some games might use dice with varying number of sides.



d4



d6







# advanced dice

Dice with over 6 faces are commonly used in RPGs. They are more difficult to fold than 4 and 6-sided dice, and the instructions available here are scarce at best. Think of it as a challenge (and remember to fold your dice prior to your gaming sessions).

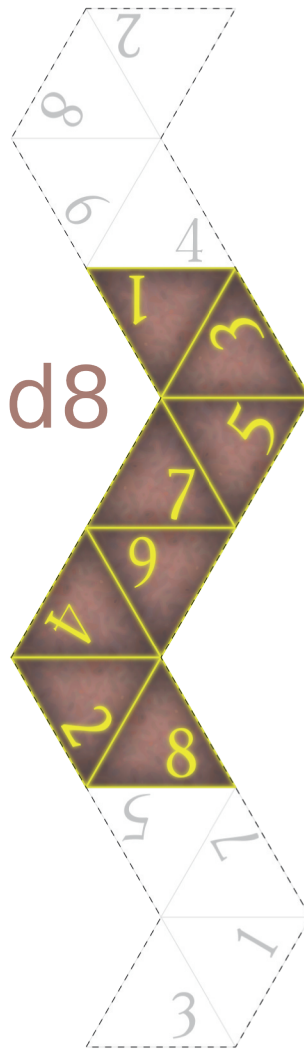
Each face of these dice has two layers, both showing the same number. Which is to say that under the colored faces of each die is a matching white die.

(to manage this folds, you might need a pencil or some other object to manipulate the inner faces).

These dice are only rigid enough to be rolled, and you should avoid crushing them.

These dice are still a work in progress. We are certain there are patterns to be discovered that make more stable and easier to fold dice, and we will find them. If you can manage to develop a more efficient foldig pattern (that requires no glue) and wish to release under public domain, we'd love to put it here and give you credit.

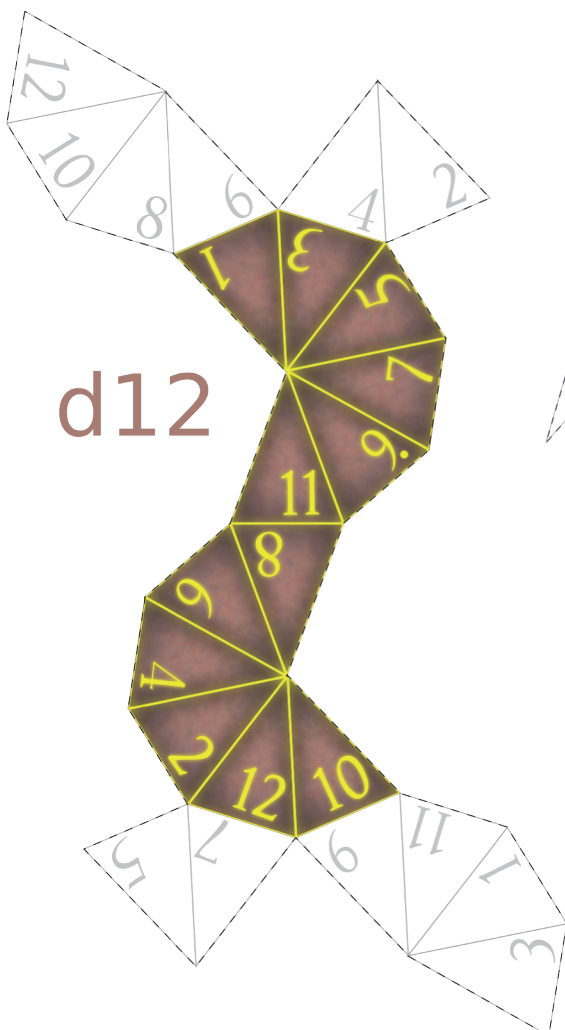
d8



d10



d12



d20

