# DiCIER

Dicier

the user guide

by Speak the Sky

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# The License

## ⊣ Cliff notes version

- Dicier's available under the **CC BY 4.0** license, so:

- You can **freely** use it, even in **commercial** products…

- …as long as you **credit** Speak the Sky as its designer.

Within reason, I mean. If you're making e.g. a business card game then don't worry about the credit. Here's how credit could look:

**Dicier**, by **Speak the Sky**, licensed under **CC BY 4.0**

If you're doing anything complicated (like editing the font files) then check out the next few pages.

This license only applies to fonts within the family 'Dicier'. Other versions, such as commissions in the family **DicierX,** have their own, individual licenses (and are generally not available to the public).

## ⊣ Creative Commons Attribution 4.0

Dicier is available under the Creative Commons Attribution 4.0 International license, or **CC BY 4.0**. The rest of this section explains the license terms, though you can find the simple and full license terms at the following url:

**creativecommons.org/licenses/by/4.0/**

## ⊣ What you can do with Dicier

As long as you follow the license conditions in the next section:

1.  You can **freely copy and redistribute Dicier** in any medium for personal and commercial projects, and

2.  you can **freely remix, transform, and build on Dicier** for personal and commercial projects.

Personal and commercial projects include, but are not limited to:

- Embedding part or all of Dicier into a .pdf (most apps that can export .pdfs will embed fonts automatically).

- Including Dicier in a .epub or .mobi e-book, or website.

- Modifying Dicier's font files directly using a typeface design app.

- Bundling Dicier's license ("Dicier license.txt") and any of its font files with a template (e.g. the Mini-zine (**speakthesky.itch.io/mini-zine-template-pack**) or Trifold (**speakthesky.itch.io/trifold-template-pack**) Template Packs by Speak the Sky). You could also give a url to download Dicier rather than bundling the files with your templates (so you won't have to update your templates with Dicier updates).

# ⊣ What you have to do to use Dicier

1. **You must give appropriate credit,** by providing:

   - the designer's name (**Speak the Sky**),

   - the license type (**CC BY 4.0**) and a link to its text (**creativecommons.org/licenses/by/4.0/**), and

   - optionally (but preferably), a link to the typeface (**speakthesky.itch.io/typeface-dicier**).

2. **You must indicate what changes were made,** if any, and keep a record of previous changes.

3. **You may not apply any legal terms or technological measures** to restrict others from doing anything the license permits.

4. **You may not suggest that the licensor endorses you** or your use of the licensed work.

**Example 1:** You modify the font files, then pass them on to a third party who also modifies them. You must keep a record of the modifications you make, then pass on the record to the third party. The third party must add their own modifications to the record as well, then pass the expanded record on with the files if they transfer them to another party.

**Example 2:** You use Dicier when laying out a game. You must include appropriate credit in the credits section (within reason for the game's size, e.g. I'm not bothered if you don't add a credit on a business card game). For example (with hyperlinks to the typeface and license in "Dicier" and "CC BY 4.0"):

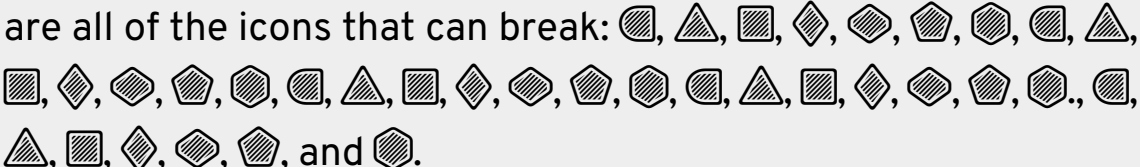**Dicier**, by **Speak the Sky**, licensed under **CC BY 4.0**

# Troubleshooting Dicier

## ⊣ Codes not working in MS Office

If you're using Microsoft Office apps like MS Word or Powerpoint and the only codes that work for you are pipped dice, try going to the 'Advanced' font features tab mentioned in ACTIVATING OPENTYPE FEATURES IN MS OFFICE and activating 'standard ligatures' and 'contextual alternates'. These settings should be on by default, but are off in MS Office.

## ⊣ Translated wildcard die or joker fails

For currently-unknown reasons, some translated wildcard dice results (e.g. D6_TOUT, D8_ALGUNO) don't combine correctly in exported .pdf files in some cases. This affects French, Spanish, Galician, and Portuguese (which have die first, wildcard second). It may only occur in Affinity Publisher (the software used to lay out this file) or even in the specific .afpub file for the guide.

The temporary fix is to include any affected codes earlier in the file, which causes the icons to display correctly throughout the file. For example, the hatched d6 in the second-to-last row of the big demo in Chapter 1 uses the code D6_TOUT, which prevents the icon from breaking later in Chapter 5. For this reason, here are all of the icons that can break: ◧, △, ▨, ◇, ⬡, ⬠, ⬡, ◧, △, ▨, ◇, ⬡, ⬠, ⬡, ◧, △, ▨, ◇, ⬡, ⬠, ⬡, ◧, △, ▨, ◇, ⬡, ⬠, ⬡., ◧, △, ▨, ◇, ⬡, ⬠, and ⬡.

This problem can affect the Portuguese coloured joker icons JOKER_VERMELHO and JOKER_NEGRO: 🃏VERMELHO and 🃏NEGRO.

# Credits

## ⊣ Typeface design

Dicier is designed by **Speak the Sky** and was made using the **Glyphs** app.

## ⊣ User Guide fonts

Body: **Overpass** by **Delve Fonts** (license: **OFL-1.1**).

Titles and headings: **Comfortaa** by **Johan Aakerlund** (license: **OFL-1.1**).

## ⊣ Translation credits

French by *themoonisacheese*, *Acccent*, and *angela quidam*.

Spanish by *gabichete*.

Galician by *gabichete*.

Croatian (standard) by *Ordoalea Publishing*.

Portuguese (Brazilian) by *Leonardo Andrade* (additional notes for Portuguese (European) by *hobbito do Shire*).

# Version History

**2021-11-15: v1.5.3.**
- added webfont files (.woff and .woff2).
- edited the User Guide to account for these changes.
- fixed faulty vertical metric bug in .otf files.

**2021-07-27: v1.5.2.**
- added d100 double-digit d10/barrel dice (ss14, 17, 18).
- added d10 and horizontal barrel 100-on-d100 (cv28).
- added d100 via d10/barrel dice (cv40).
- edited the User Guide to account for these changes.
- made other adjustments to the User Guide.

**2021-07-05: v1.5.1.**
- added crossed swords (cv39).
- edited the User Guide to account for this change.

**2021-06-28: v1.5.**
- added rock-paper-scissors icons.
- added Eagles suit.
- added Spring, Summer, Autumn, and Winter suits.
- added pipped d12 (cv31).
- added dreidel handles (cv32).
- added d2 (cv33-36).
- added rock-paper-scissors.
- added rock-paper-scissors gestures (cv37).
- added reversed rock-paper-scissors (cv38).
- added esoteric coinflip outcomes.
- adjusted triangular 3-pip patterns (cv13).
- edited the User Guide to account for these changes.

**2021-06-07: v1.4.**
- added generic barrel and horizontal barrel.
- added even- and odd-result dice.
- added crown, anchor, ancre, and soleil.
- added 'crown jewels'-style crown (cv29).
- changed default joker icon to jester face.
- rewrote joker code structure.
- changed _VERMELL joker colour code to VERMELLO.

- added circled star joker icon variant (cv30).
- redesigned joker colour icons.
- adjusted coloured arrow and talisman icons.
- changed coloured talisman codes.
- repositioned wands/rods icons on dice.
- shrank Arabic numerals on dice (ss06-ss08).
- redesigned d4, d8, d10, d12, d20, and vertical barrel.
- simplified backgammon doubling cube.
- redesigned O and Q in Pixel Mode.
- fixed 20_ON_D20 translations.
- fixed ALGÚN slashed zero domino OT code.
- added metadata (license and text samples).
- added new Translation: Portuguese.
- edited the User Guide to account for these changes.
- made other adjustments to the User Guide.

**2021-05-25: v1.3.1.**
- fixed 20_ON_D20.
- corrected v1.3 release date in Version History.

**2021-05-10: v1.3.**
- added d4, d8, d10, d12, and 20 dice (ss12-16).
- added vertical and horizontal barrel dice (ss17-18).
- added Taoist trigram dice.
- added dice size indicators (cv24).
- added diceless Taoist trigrams (cv25).
- removed diceless pip codes.
- added diceless pips (cv26).
- removed backgammon doubling cube codes.
- added backgammon doubling cube (cv27).
- added 100-on-d100 vertical barrel dice (cv28).
- Arabic numerals 6 and 9 are now dotless by default.
- cv21 now adds dots to Arabic numerals 6 and 9.
- shrank numbers in Arabic numeral style (ss06-08).
- reduced width of d6 and dreidel icons to be square.
- adjusted European dominoes to be square per half.
- redesigned Arabic numeral 1 in Flat and Round Modes.
- redesigned 5-, 7-, 8-pip Asian dice in Block Mode.
- redesigned triangular 3-pip Asian die in Block Mode.
- added notes about limited OT support in MS Office.

- added new Translation: Croatian (standard).
- added Troubleshooting section to Chapter 0.
- edited the User Guide to account for these changes.
- made other adjustments to the User Guide.

**2021-04-19: v1.2.**
- added tarot minor arcana suits and card values.
- added Heckadeck icons.
- added Zener card symbols.
- added dreidel.
- added Crowns, Anchors, Castles, and Leaves suits.
- added rotated 6, 7, 8, 2, and 3-pip dice (cv16-20).
- added dotless Arabic numerals 6 and 9 (cv21).
- added pentacle-shaped coins (cv22).
- added stave-shaped batons and vice versa (cv23).
- added slashed and unslashed zeroes (zero).
- added new Translations: Spanish and Galician.
- fixed French Translation of stylistic set 07.
- edited the User Guide to account for these changes.
- made other adjustments to the User Guide.

**2021-03-22: v1.1.**
- switched to using standard (automatic) ligatures.
- added generic die, domino, and coin codes.
- added d6 results codes.
- added alternate double-wildcard domino code.
- added diceless pips/dots.
- added Stars, Bullets, and Crosses historical suits.
- added backgammon doubling cube.
- added poker dice (cv10-12).
- added triangular 3-pip dice (cv13).
- added blank-zero dice and dominoes (cv14).
- added larger 1-pip on Asian dice (cv15).
- added new Mode: Dicier Block.
- added new Translation: French.
- adjusted Chinese domino design.
- adjusted kerning for all guide-letter pairs.
- adjusted Heavy stroke positions.
- adjusted Heavy and Dark joker stroke widths.
- edited the User Guide to account for these changes.

- added instructions for Scribus, Pages, and TextEdit.
- made other adjustments to the User Guide.

**2021-02-22: v1.0.**
- Dicier v1.0 is released in English.

# Introduction
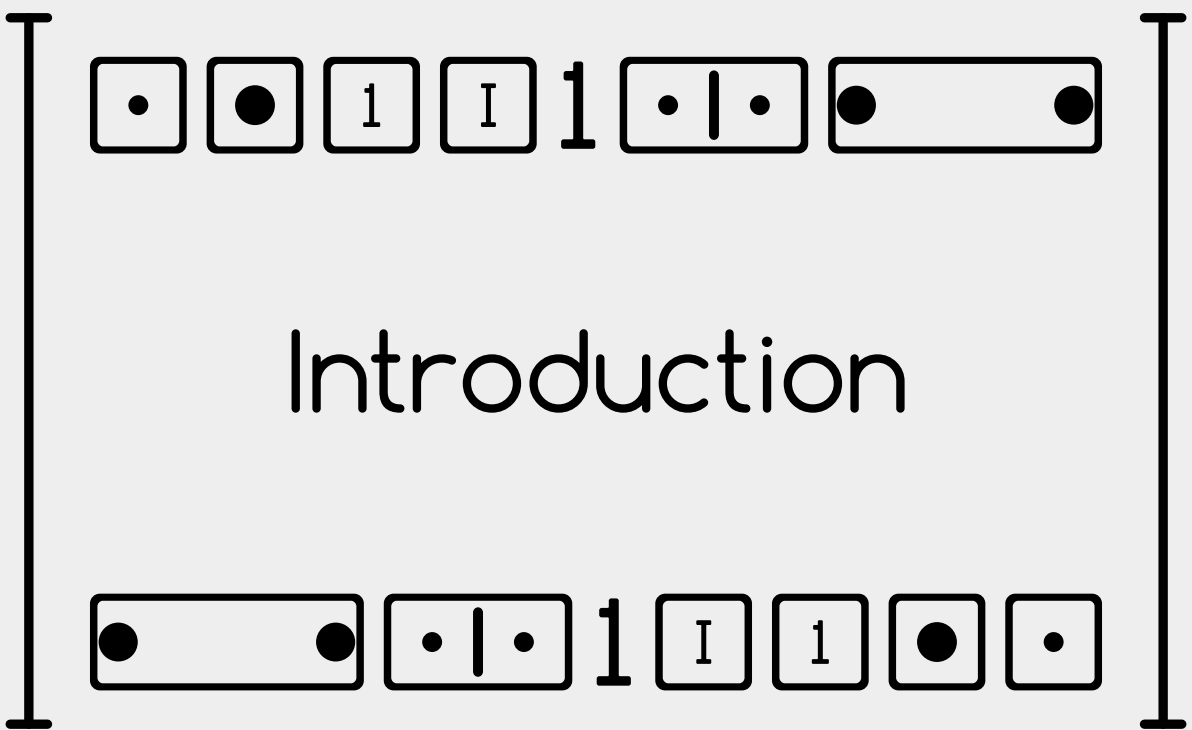
# What is Dicier?

⊣ Dicier is an analog game typeface!

It's designed for putting icons for analog game tools (like dice and playing cards) in-line with text, like this: ⚀⚃ ⚄⚁ ⚁⚃,

| | |
|---|---|
| 9 | in |
| 10 | tables, |
| J | like |
| Q | this, |

⚀ and in

⚁ lists,

⚂ like

⚃ this!

And, really, in any other way you want.

⊣ Dicier is open to your feedback!

Check out Dicier's itch forum (**speakthesky.itch.io/typeface-dicier/community**), particularly:

- the **Issues & Fixes** thread (for reporting bugs),
- the **Translating Dicier** thread (for translating codes out of English), and
- the **Request a Feature** thread.

# ⊣ Check it out!

Here's some of Dicier in action. Try copying some of these icons and paste it into a notes app, plaintext file, web browser address bar, or anywhere else like that:
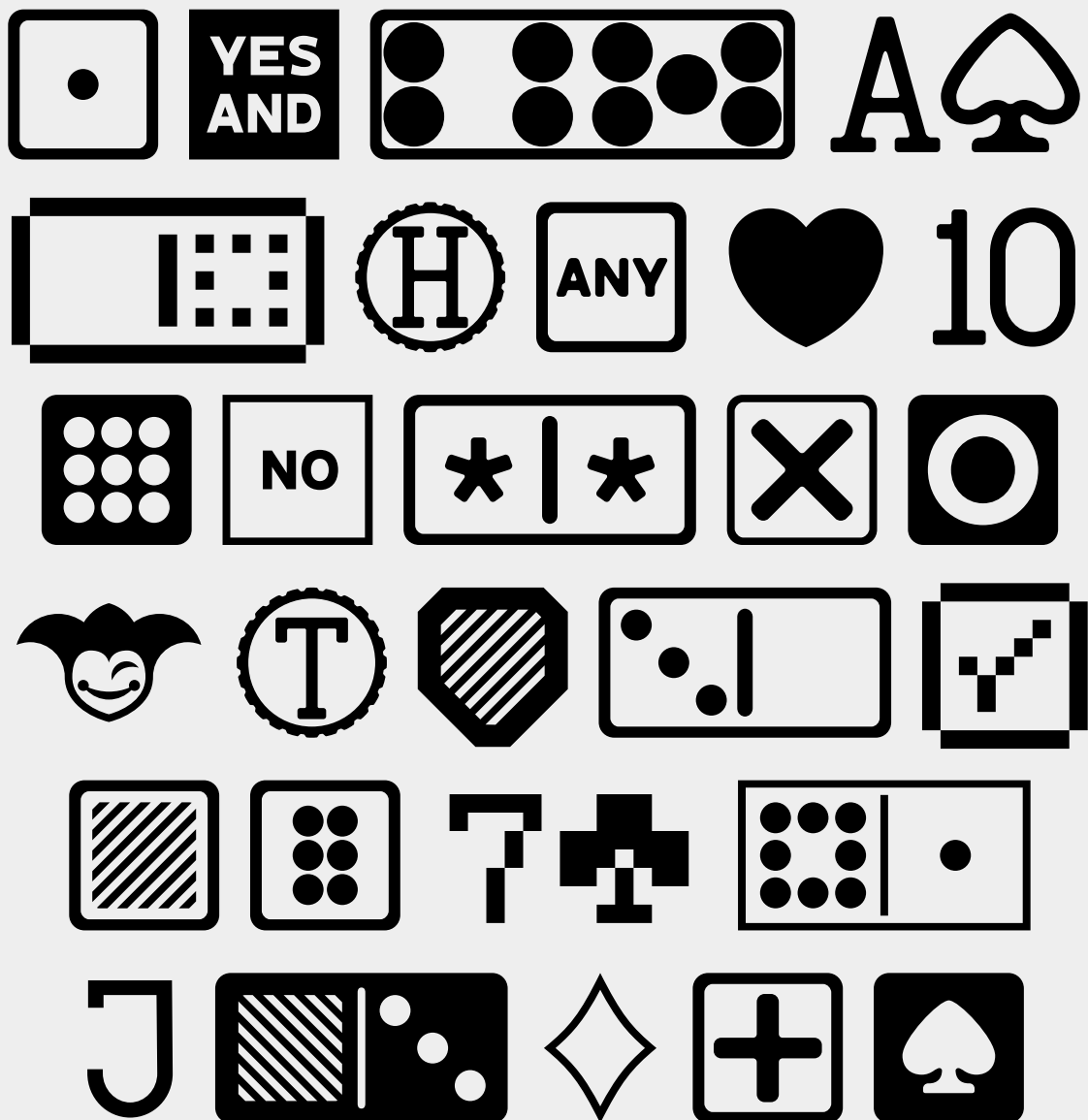
This is what Dicier does: it turns regular text into analog game icons. All you need to do is type out any of Dicier's codes and the font handles the rest.

# About this Guide

## ⊣ Terms: glyphs, icons, and codes

You'll see the word **'glyph'** sometimes in this guide. In typefaces, a glyph is more-or-less any character aside from empty spaces. The letter 'A', the number '1', and the period after this sentence are glyphs. So's almost everything on this page. **Everything you can type with Dicier is a glyph, except the spaces.**

| Some of Dicier's **glyphs:** | x ▫ 🁢 . ▢ _ 2◇ A R ◉ |
| --- | --- |

You'll also see the word **'icon'** as well. In this guide, icons are Dicier's output. Not all of Dicier's glyphs are icons—only the ones meant to be used in analog game texts.

| The **icons** among those glyphs: | ▫ 🁢 ▢ 2◇ ◉ |
| --- | --- |

You'll see the word **'code'**, too. These are numbers, words, and phrases you can use to turn Dicier's non-icon glyphs into icons.

| The **codes** for those icons: | 1 8_3 BLANK TWO_DIAMONDS ANY_FLIP |
| --- | --- |

This guide has a lot of 'glyph tables' that show glyphs with their numbers, letters, or codes beneath. They look this this:

| ▢ | ⚀ | ⚁ | ⚂ | ⚃ |
| --- | --- | --- | --- | --- |
| 0 | 1 | 2 | 3 | 4 |

# ⌐ Navigation: bookmarks and hyperlinks

You can navigate around this guide by scrolling through the file, searching for text, or using the pdf bookmarks provided, and you can also use links in the text:

A.  **Internal links** are bold, all-caps, and use the title and heading font, LIKE THIS. They'll take you elsewhere in this guide.

B.  **External links** are bold urls, e.g.: **speakthesky.itch.io/ typeface-dicier** . They'll take you outside this guide. **Exception:** The font credits in Chapter 0 are external links.

# How to Use Dicier

# <u>Setup</u>

## ⊣ Installing Dicier

To install Dicier for desktop computer use, double-click the .otf files for the fonts you want to install and follow the instructions given by your operating system to complete the installation.

## ⊣ Upgrading Dicier

For best results when upgrading from one version of Dicier to another (e.g. v1.0 to v1.1), follow these steps:

1. Save any open work that includes Dicier.

2. Close those files and apps.

3. Uninstall the previous version of Dicier:

   - If using **Windows,** you can find these in the Settings menu under **Personalization > Fonts.** Find Dicier and click the 'Uninstall' button in the font's details.

   - If using **MacOS**, you can find these in the **Font Book** app. Find Dicier in the 'All Fonts' or 'User' list, then right-click and choose 'Remove "Dicier" Family'.

4. Install the new version of Dicier as above.

Uninstalling the old version stops it blocking the new installation and saving and closing any apps using Dicier stops the uninstall process from affecting any formatting in those files.

# Building Blocks

## ⊣ The alphabet and the underscore

Dicier includes uppercase Latin letters (A to Z and others) and the underscore. These appear as a guide when you type out Dicier's codes:

| A | Á | Ã | B | C | Ç | Ć | Č | D |
|---|---|---|---|---|---|---|---|---|
| A | Á | Ã | B | C | ç | ć | Č | D |

| E | È | É | Ê | F | G | H | I | Í |
|---|---|---|---|---|---|---|---|---|
| E | È | É | Ê | F | G | H | I | Í |

| J | K | L | M | N | Ñ | O | Ó | Œ |
|---|---|---|---|---|---|---|---|---|
| J | K | L | M | N | Ñ | O | Ó | OE |

| P | Q | R | S | Š | T | U | Ú | V |
|---|---|---|---|---|---|---|---|---|
| P | Q | R | S | Š | T | U | Ú | V |

| W | X | Y | Z | Ž | _ |
|---|---|---|---|---|---|
| W | X | Y | Z | Ž | _ |

**Note 1:** New letters (and even entire scripts) will be added to support new translations.

**Note 2:** Dicier currently includes Hebrew letters as alternative codes for some dreidel icons.

# Building Dicier's Codes

## ⊣ Simple codes

The simplest codes in Dicier are just a number: 1 to 9 or 0 (excluding dreidel letter codes). These create a die face with that number of pips:

| ☐ | ⚀ | ⚁ | ⚂ | etc. |
|:---:|:---:|:---:|:---:|:---:|
| 0 | 1 | 2 | 3 | |

Because the underlying text is just ordinary numerals, these can easily be used in custom lists. For example:

## You begin your journey...

⚀ clutching at bones...

⚀ in a vast and decrepit paradise.

⚁ as a roast hog springs to life and leaps from the spit.

⚂ in the shadow of the mountain of God.

⚃ etc.

Alternatively:

## Encounters:

⚀⚀ 1d6 skeletons enjoying some breakbeat.

⚀⚁ 2d10 sleeping giant fruitbats.

⚀⚂ 1d2 ogres playing go.

⚀⚃ etc.

# ⊣ Complex codes

All the other codes in Dicier use more than one character—but they all describe their icons fairly well:

| NO | 1_7 | HEADS | QUEEN_DIAMONDS |
|----|-----|-------|----------------|

As you type a code, you'll see the guide letters appear one by one until the code is complete and the font swaps them out for the icon. For example:

| **M** | **MI** | **MIN** | **MINU** | |
|-------|--------|---------|----------|---|
| M | MI | MIN | MINU | MINUS |

**Note:** If you're using **MS Office,** see ACTIVATING OPENTYPE FEATURES IN MS OFFICE and activate 'standard ligatures' and 'contextual alternates' to enable Dicier's basic functions.

Some codes use characters found in other, shorter codes, e.g. dominoes (e.g. 3_4) use the same characters as numbered dice (e.g. 3, 4). As you type out a code, you may see icons of shorter code(s) appear and be over-written. For example:

| **Y** | **YE** | YES | YES_ | YES_A | YES_AN | YES_AND |
|-------|--------|-----|------|-------|--------|---------|
| Y | YE | YES | YES_ | YES_A | YES_AN | YES_AND |

You could also type out the codes in another font, then change to Dicier to transform them into their icons. How you get from codes to icons is up to you!

# ⊣ Idiosyncrasies of Dicier's codes

Underscores are mostly used as spaces, but very occasionally they distinguish codes that are otherwise identical, or one letter long (excluding dreidel letter codes). For example:

| MAIS | MAIS_ | Y_ | E_ |
|------|-------|-----|-----|
| (FR: but) | (GL: plus) | (ES: and) | (GL: yes) |

Dicier includes diacritics, and any code with diacritics has a version without them. For example:

| MÁIS | MAIS_ | COMODÍN | COMODIN |
|------|-------|---------|---------|
| (GL: plus) | | (ES+GL: joker) | |

| TRÈFLE | TREFLE | SÍ | SI_ |
|--------|--------|-----|-----|
| (FR: clover, clubs suit) | | (ES: yes) | |

For technical reasons relating to .pdf export from at least one popular layout app, all codes are 8 or fewer characters. Codes longer than 8 characters are combinations of shorter codes, and a few codes are cut short. For example:

| ACE_SPADES | ANY_ON_D6 | PENTACLE |
|------------|-----------|----------|
| (ACE_ and SPADES) | (ANY_ON_ and D6) | (for pentacles) |

# Accessibility

## ⊣ Dicier and text-to-speech software

Dicier is designed to be accessible to both creators of analog games and users of text-to-speech software. However, as a creator, *you* have to use it accessibly as well.

**Always put a space between Dicier codes.** This helps text-to-speech (TTS) software read the icons. For example, 6A▨10▦⚄ is sight-readable, but the text is "SIXACEANYTEN63". TTS software may read that as something like "six ass anyton sixty-three".

**Putting punctuation between icons may not help.** For example, putting a period between two numbered dice can make TTS software read it as a decimal. Slashes, dashes, and colons may be ignored, treated as pauses, or read aloud.

**.pdf isn't a very TTS-friendly format.** It hasn't fully outgrown its origin as a way to share visual info, so .pdf readers may not recognise spaces (because visually, there's no difference between a space character and a gap), or underscores (for some reason). **This is a problem with .pdf and .pdf readers, not Dicier, but you should be aware of this issue in general.**

# Customising Dicier

## ⊣ Modes

Dicier has 4 visual **Modes** that can be selected as font traits in a similar way to **bold** or *italic:*

---

| | | |
|---|---|---|
| ⊡ ⸬ ⊞ | 3 K 7 | ♡ ◇ ♧ |
| | Round | |

---
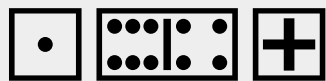
| ⊡ ⸬ ⊞ | 3 K 7 | ♡ ◇ ♧ |
|---|---|---|
| | Flat | |

---

| ⊡ ⸬ ⊞ | 3 K 7 | ♥ ♦ ♣ |
|---|---|---|
| | Pixel | |

---

| ⊡ ⸬ ⊞ | 3 K 7 | ♡ ◇ ♧ |
|---|---|---|
| | Block | |

---

The main differences between **Round** and **Flat** are the rounded corners (e.g. on dice) and stroke caps (e.g. on card values). **Pixel** has fewer features than the others due to its low resolution. For a full list, see LIMITED FEATURES IN DICIER PIXEL.

The examples used for most of this guide are **Round.**

# ⊐ Weights

Dicier has 3 visual **Weights** that can be selected as font traits in a similar way to **bold** or *italic*:
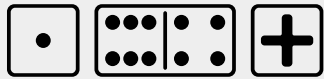
Light

Heavy

Dark

The specific strokes affected are:

- outlines for dice, dominoes, suits, dreidels, and coins.
- hatching in wildcard dice, dominoes, and coins.
- Heckadeck arrows and talismans.
- Chinese domino pips and pip patterns.
- rock-paper-scissors symbols and gestures.

You can use different Weights to, for example:

- distinguish between different types of dice (e.g. first and second dice in a d66 roll);
- match the weight to your body text font's weight; or
- represent red vs black playing card suits.

The examples used for most of this guide are **Heavy**.

# Dicier Webfonts

## ⊣ Files

Dicier includes webfont (.woff and .woff2) files for reduced file-sizes when using Dicier online or in .epub files. These files are approximately 60% smaller than the full .otf files.

## ⊣ CSS for Dicier

First, target your chosen files with @font-face, then activate the following features in your text style: **kern**, **liga**, **calt**. These may be active by default in your browser. For any text using double-digit dice codes (e.g. 13 on a d20), activate **dlig**. Finally, check CHAPTER 4: ADVANCED FEATURES for the 4-character names of extra features (e.g. ss01, cv26, zero). Your style code should look something like this:

```
@font-face {
    font-family: Dicier;
    src: url('/Fonts/Dicier-Round-Heavy.woff2');
    }

.dicier {
    font-family: Dicier, sans-serif;
    font-feature-settings: "liga" 1, "kern" 1, "calt" 1;
    }
```

This lets your styles use the selected Dicier font (here, Round-Heavy), then defines a class, 'dicier', that uses Round-Heavy with the basic features activated. If Dicier fails to load, the browser will display the underlying Dicier code in a sans-serif font.

For further information, search online for tutorials on CSS in general and @font-face and font settings in particular.
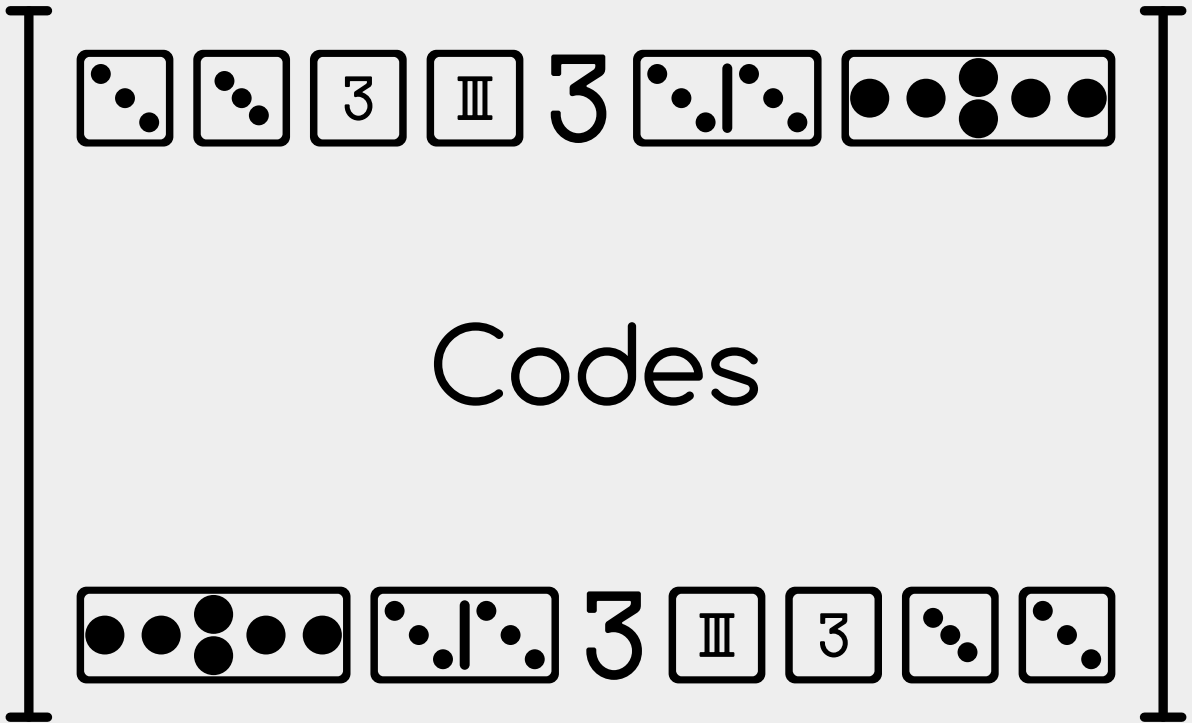
# Codes

# Dice

## ⊣ Dice overview

Dicier includes codes for numbered dice, Yes/And/No/But dice, Fudge dice, and various other die types and symbols, including a wildcard die face. The numbered dice are the only icons that use exactly one character in their codes.

You can adjust some types of dice icon using these OpenType features (see **CHAPTER 4: ADVANCED FEATURES** for further information):

- number and wildcard styles (ss01-11);
- d4, d8, d10, d12, and d20 dice (ss12-16);
- vertical and horizontal barrel dice (ss17-18);
- mixing pip patterns (cv01-09);
- triangular 3-pip patterns (cv13);
- blank-zero numerals (cv14);
- larger 1-pip on Asian dice (cv15);
- rotated 6-, 7-, 8-, 2-, and 3-pip (cv16-20);
- dotted Arabic numerals 6 and 9 (cv21);
- dice size indicators (cv24);
- diceless Taoist trigrams (cv25);
- diceless pips (cv26);
- 100-on-d100 vertical barrel dice (cv28);
- pipped d12 (cv31);
- d2 (cv33-36);
- d100 via d10/barrel dice (cv40);
- toggle open and slashed 0 (zero).

# Numbered dice

|  |  |  |  |  |
|:-:|:-:|:-:|:-:|:-:|
| 0 | 1 | 2 | 3 | 4 |

|  |  |  |  |  |
|:-:|:-:|:-:|:-:|:-:|
| 5 | 6 | 7 | 8 | 9 |

# Fudge dice

| PLUS | MINUS | BLANK |
|:-:|:-:|:-:|

# Yes, No, And, But... dice

| YES | NO | AND | BUT |
|:-:|:-:|:-:|:-:|

| YES_AND | NO_AND | YES_BUT | NO_BUT |
|:-:|:-:|:-:|:-:|

# Dice shapes

| D2 | D4 | D6 | D8 | D10 | D12 | D20 | BARREL | H_BARREL |
|:-:|:-:|:-:|:-:|:-:|:-:|:-:|:-:|:-:|

## ⊣ Dice results

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D2 | 1_ON_D2 | 2_ON_D2 | 3_ON_D2 | | ANY_ON_D2 |
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D4 | 1_ON_D4 | 2_ON_D4 | 3_ON_D4 | | ANY_ON_D4 |
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D6 | 1_ON_D6 | 2_ON_D6 | 3_ON_D6 | | ANY_ON_D6 |
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D8 | 1_ON_D8 | 2_ON_D8 | 3_ON_D8 | | ANY_ON_D8 |
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D10 | 1_ON_D10 | 2_ON_D10 | 3_ON_D10 | | ANY_ON_D10 |
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D12 | 1_ON_D12 | 2_ON_D12 | 3_ON_D12 | | ANY_ON_D12 |
| 0 | 1 | 2 | 3 | etc. | (hatched) |
| 0_ON_D20 | 1_ON_D20 | 2_ON_D20 | 3_ON_D20 | | ANY_ON_D20 |

**Note 1:** These combine 2 codes: result (e.g. 2_ON_) and die (e.g. D6). Unfortunately, they won't display correctly in Dark weight.

**Note 2:** To create non-d6 icons using standard codes (e.g. 0, 1, 3, 5, ANY), see D4, D8, D10, D12, AND D20, BARREL DICE, and D2.

# ⊣ Taoist trigram dice

| | | | | |
|---|---|---|---|---|
| HEAVEN | LAKE | MARSH | FIRE | THUNDER |

| | | | | |
|---|---|---|---|---|
| WIND | WATER | MOUNTAIN | EARTH | GROUND |

# ⊣ Other symbol dice

| | | |
|---|---|---|
| EXCLAIM | QUESTION | SLASH |

| | | |
|---|---|---|
| NOUGHT | CIRCLE | RING |

| | | |
|---|---|---|
| CROSS | CHECK | TICK |

| |
|---|
| ANY |

**Note 1:** The ANY die face is a wildcard that represents a face that could be any number (or other face, depending on the context).

**Note 2:** The EXCLAIM (!) and QUESTION (?) die faces are currently sidelined. They will not be included in translations or developed further. This may change in the future.

## ⊣ Even and odd dice



EVEN



ODD

**Note:** To create even and odd versions of d4, d8, d10, d12, d20, and barrel dice, see D4, D8, D10, D12, AND D20 and BARREL DICE. For even and odd versions of d2 dice, see D2.

# Dominoes

## ⊣ Dominoes overview

Dicier includes codes for dominoes with up to 9 pips on each side and wildcards—sides with any number of pips. The two sides of each domino are separated by an underscore. Blank sides are represented using 0. You can create a generic domino with the code DOMINO (▭).

You can adjust some types of domino icon using these OpenType features (see CHAPTER 4: ADVANCED FEATURES for further information):
- number and wildcard styles (ss01-11);
- Chinese dominoes (ss03-05);
- blank-zero numerals (cv14);
- dotted Arabic numerals 6 and 9 (cv21);
- toggle open and slashed 0 (zero).

# ⊣ Numbered dominoes

| | | | | |
|---|---|---|---|---|
| 0_0 | 0_1 | 0_2 | 0_3 | 0_4 |
| 0_5 | 0_6 | 0_7 | 0_8 | 0_9 |
| 1_0 | 1_1 | 1_2 | 1_3 | 1_4 |
| 1_5 | 1_6 | 1_7 | 1_8 | 1_9 |
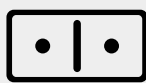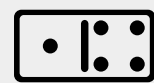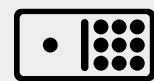
## etc.

**Note:** The pattern "[number][underscore][number]" can be repeated with any numbers from 1 to 9 and 0 on either side of the domino, e.g. 4_1 (⬚), 9_7 (⬚), or 3_6 (⬚).

# → Wildcard dominos

| ANY_0 | ANY_1 | ANY_2 | ANY_3 | ANY_4 |
|---|---|---|---|---|

| ANY_5 | ANY_6 | ANY_7 | ANY_8 | ANY_9 |
|---|---|---|---|---|

| 0_ANY | 1_ANY | 2_ANY | 3_ANY | 4_ANY |
|---|---|---|---|---|

| 5_ANY | 6_ANY | 7_ANY | 8_ANY | 9_ANY |
|---|---|---|---|---|

| ANY_ANY | ANY_DOM |
|---|---|
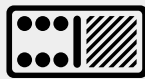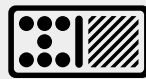
**Note:** The ANY domino sides are wildcards that represent sides that could be any number. For example, 6_ANY means one side (which may specifically be the left) has 6 pips and the other can have any number from 1 to 9 or 0.

# Playing Cards

## ⊣ Playing cards overview

Dicier includes codes for various card suits and values (numbers, aces and faces, and jokers) and combinations of values and suits such as the ace of spades.

The codes for numbered playing card values (e.g. THREE, NINE, FIVE) are the words for those numbers, spelled out in uppercase letters. The numeral keys (e.g. 3, 9, 5) are dice codes.

You can adjust some types of playing card icon using these OpenType features (see CHAPTER 4: ADVANCED FEATURES for further information):
- poker dice (cv10-12);
- dotted Arabic numerals 6 and 9 (cv21);
- pentacle-shaped coins (cv22);
- swap staves/staffs and batons (cv23);
- crown jewels (cv29);
- circled star joker (cv30);
- crossed swords (cv39);
- toggle open and slashed 0 (zero).

## ⊣ Card values

| A | 2 | 3 | 4 | 5 |
|---|---|---|---|---|
| ACE | TWO | THREE | FOUR | FIVE |
| 6 | 7 | 8 | 9 | 10 |
| SIX | SEVEN | EIGHT | NINE | TEN |
| J | Q | K | | |
| JACK | QUEEN | KING | | |

## ⊣ Card suits

| ♡ | ♢ | ♣ | ♠ |
|---|---|---|---|
| HEARTS | DIAMONDS | CLUBS | SPADES |

## ⊣ Jokers

| JOKER | RED_JOKER | BLACK_JOKER |
|---|---|---|

**Note:** The coloured jokers are actually combinations of two codes: the colour (e.g. RED) and the joker with an underscore (_JOKER). Both parts *must* use the same Weight and Mode.

# ⊣ Card value and suit combinations

| A♡ | 2♡ | 3♡ | 4♡ |
|---|---|---|---|
| ACE_HEARTS | TWO_HEARTS | THREE_HEARTS | FOUR_HEARTS |

| 5♡ | 6♡ | 7♡ | 8♡ |
|---|---|---|---|
| FIVE_HEARTS | SIX_HEARTS | SEVEN_HEARTS | EIGHT_HEARTS |

etc.

**Note 1:** The pattern "[value][underscore][suit]" can be repeated with any other pair of value and suit, e.g. EIGHT_SPADES (8♤) or SIX_CLUBS (6♧).

**Note 2:** These are actually combinations of two codes: the value followed by underscore (e.g. SIX_) and the suit (e.g. CLUBS). This means that you can edit each half (e.g. change Modes, Weights, and colours) separately.

# ⊣ Season suits

| SPRINGS | SUMMERS | AUTUMNS | FALLS | WINTERS |
|---|---|---|---|---|

| SPRING | SUMMER | AUTUMN | FALL | WINTER |
|---|---|---|---|---|

# ⇥ Uncommon historical suits

| | | |
|:---:|:---:|:---:|
| ○ | ✙ | ☆ |
| BULLETS | CROSSES | STARS |
| ♕ | ♕ | ⚓ |
| CROWN | CROWNS | ANCHOR |
| ⚓ | 🏰 | ♤ |
| ANCHORS | CASTLES | LEAVES |
| 🦅 | | |
| EAGLES | | |

**Note 1:** Bullets (as in 'shot'; think 'bullet points') and crosses were introduced in Hiram Jones' 1895 *International* deck. Bullets were black and crosses were red. They didn't catch on.

**Note 2:** Several deck manufacturers in the $20^{th}$-$21^{st}$ centuries included stars as a fifth suit in various colours, including yellow, gold, and a red-black combination.

**Note 3:** Crowns (red) and anchors (black) are found in some 6-suit decks and the dice game Crown and Anchor.

**Note 4:** Crowns, castles, leaves, and eagles were added to decks in the 5-suit bridge fad of 1938-1939. They were typically green or blue. The icons here are the historic pip designs. For a crown in the style of the British crown jewels, see CROWN JEWELS.

## ⊣ Tarot minor arcana

This subsection covers the minor arcana. These icons are inter-operable with other features of Dicier (e.g. poker dice versions).

**Additional card values:**

| D | M | P | Kv | Kt |
|---|---|---|----|----|
| DAMSEL | MAID | PAGE | KNAVE | KNIGHT |

**Additional card suits:**

| WANDS | RODS | STAVES | STAFFS | BATONS |
|-------|------|--------|--------|--------|

| PENTACLE (pentacles) | COINS | DISKS | RINGS |
|----------------------|-------|-------|-------|

| CUPS | GOBLETS | CHALICES | VESSELS |
|------|---------|----------|---------|

| SWORDS | BLADES |
|--------|--------|

**Note:** The icon for rods and wands is based on the alchemical and astronomical symbol for mercury, itself based on the caduceus, the god Mercury/Hermes' staff wrapped in twin snakes.

# ⊣ Heckadeck

This subsection covers the Heckadeck by *Travis Nichols* (find it at **iamtravisnichols.com** for more information). These icons are not always inter-operable with other features of Dicier (e.g. the Heckadeck suits do not have poker dice versions), but otherwise function like ordinary playing cards icons.

**Additional card values:**

| 0 | 11 | B | H | T |
|---|---|---|---|---|
| ZERO | ELEVEN | BEAST | HUNTER | TRAVEL (traveller) |

**Additional card suits:**

| ACORNS | PLANETS | CLOUDS | KNIVES |
|---|---|---|---|

**Additional combinations:**

| HUNTER_ACORNS_CLUBS | HUNTER_PLANETS_SPADES | HUNTER_CLOUDS_HEARTS |
|---|---|---|

| HUNTER_KNIVES_DIAMONDS | and travellers (e.g. TRAVEL_ACORNS_CLUBS) |
|---|---|

**Note:** The suits must be written in these orders (Heckadeck first, Poker second).

**Extra icons:**

| | | | |
|---|---|---|---|
| **C** | **W** | ⬡ | ▪ |
| CRONE | WATCHER | OMNIHEDRON | DARKNESS |
| ╱ | ◆ | 🃏 GREEN | 🃏 BLUE |
| ARROW | TALISMAN | GREEN_JOKER | BLUE_JOKER |
| ╱ RED | ╱ BLACK | ╱ GREEN | ╱ BLUE |
| RED_ARROW | BLACK_ARROW | GREEN_ARROW | BLUE_ARROW |
| ◆ RED | ◆ BLACK | ◆ GREEN | ◆ BLUE |
| RED_TALIS | BLACK_TALIS | GREEN_TALIS | BLUE_TALIS |

**Note 1:** Codes for green and blue jokers and coloured arrows and talismans are split in the same way as RED_JOKER ( RED and 🃏) and BLACK_JOKER ( BLACK and 🃏).

**Note 2:** OMNIHEDRON is actually a combination of two smaller codes, OMNIH (◇) and EDRON (⚛). While it's possible that the separate codes may change in the future (e.g. if either word is needed in a translation), the full combination of OMNIHEDRON will always produce the omnihedron icon.

# Other Randomisers

## ⊣ Coins

| | | | |
|---|---|---|---|
| COIN | HEADS | TAILS | ANY_FLIP |
| ON_EDGE | IN_SOFA | IN_COUCH | |

**Note:** ANY_FLIP is for flips that could be any result. Stylistic sets affect this icon (see CHAPTER 4: ADVANCED FEATURES).

## ⊣ Zener cards

| | | | | |
|---|---|---|---|---|
| Z_CIRCLE | Z_PLUS | Z_WAVES | Z_SQUARE | Z_STAR |

## ⊣ Rock-paper-scissors

| | | |
|---|---|---|
| ROCK | PAPER | SCISSORS |

**Note 1:** For rock-paper-scissors hand gesture icons, see ROCK-PAPER-SCISSORS GESTURES.

**Note 2:** To reverse rock-paper-scissors icons, see REVERSED ROCK-PAPER-SCISSORS.

# ⊐ Dreidel

| DREIDEL | NUN | GIMEL | HE | SHIN |
|---------|-----|-------|----|----|

| ANY_SIDE | נ | ג | ה | ש |
|----------|---|---|---|---|

**Note 1:** ANY_SIDE is for sides that could be any letter. Stylistic sets affect this icon (see CHAPTER 4: ADVANCED FEATURES).

**Note 2:** For dreidel icons with handles, see DREIDEL HANDLES.

# Advanced Features

# OpenType Features

## ⊣ What is OpenType?

OpenType is a font format with special features—OpenType/OT features—that let you change how a font looks and behaves, *if* the font has those features.

## ⊣ Which OT features does Dicier have?

Dicier uses 6 OT features besides kerning:

- **standard ligatures** let you swap out several glyphs for one other glyph (how Dicier's codes work);

- **discretionary ligatures** work like standard ligatures, but they're used for double-digit number codes;

- **stylistic sets** let you swap out a large group of glyphs for a set with a different style;

- **character variants** let you swap out a small group of glyphs to fine-tune a font's appearance;

- **contextual alternates** let you swap out glyphs based on the letters either side (their context); and

- **slashed 0** adds a slash across open, O-shaped zeroes.

You can find stylistic sets, character variants, and other settings in this chapter. Standard ligatures and contextual alternates are normally on by default in most apps, but if not, you can usually activate them in the same places as other OT features. **For best results, only switch on one of Dicier's stylistic sets for a given piece of text or text style.**

# How to Activate OT Features

## ⊣ ...in the Affinity Suite

There are at least 3 ways to switch on OT features in **Affinity Suite** apps like Affinity Publisher:

A. **The Typography pop-up,** found through the top menu through **Text > Show Typography**, with its keyboard shortcut. This lets you control features for text you're selecting.

B. **The Character studio panel,** switched on through the top menu through **View > Studio > Character.** This panel's Typography section lets you control features for text you're selecting.

C. **The Text Styles studio panel,** switched on similarly to the Character panel. This lets you edit text styles by right-clicking a style's name or left-clicking the icon to its right, then choosing 'Edit'. You can find stylistic set, character variant, and other settings in the style editing pop-up under **Typography > Alternates** and **Variants**.

# ⊣ ...in LibreOffice

You can switch on OT features in LibreOffice apps that allow you to use and edit text styles, like LibreOffice Writer.

There are two ways to switch on OT features in LibreOffie Writer:

A. **The Character pop-up,** found through the top menu through **Format > Character.** In the 'Font' tab, click the 'Features' button to open a menu for activating features for text you're selecting.

B. **The Text Styles panel,** switched on in a number of ways, including in the top menu through **Styles > Manage Styles.** This lets you edit text styles by right-clicking a style and choosing 'Modify'. In the style editing pop-up's 'Font' tab, click the 'Features' button to open a menu for activating features for that style.

**IMPORTANT:** LibreOffice has trouble recognising Dicier's Modes and Weights. You may have an easier time if you uninstall any Dicier fonts aside from the one you're using in your current file, then reinstall them after exporting it. Alternatively, try entering a Mode and Weight in the Font tab's Typeface field in the format "Mode-Weight" (without quotes). It's also possible to switch on OT features by typing tags into the font field (see LibreOffice documentation for details).

**NOTE FOR OPENOFFICE:** Apache OpenOffice does not support OpenType substitutions and therefore the only codes that will work are single-character codes: 1 to 9 and 0, and the Hebrew letters נ, ג, ה, and ש. As OpenOffice has been discontinued, it's unlikely Dicier will ever work in this software.

# ⊣ ...in MS Office

These instructions are for Word from Microsoft Office 365.

There are two ways to switch on OT features in MS Office:

A. **The Font Format pop-up,** found in the top menu under **Format > Font** with its keyboard shortcut. The 'Advanced' tab lets you control features for text you're selecting.

B. **The Text Styles menu,** found in the 'Home' section of the ribbon menu. This lets you edit text styles by right-clicking a style and choosing 'Modify'. In the style editing pop-up, choose 'Font' from the drop-down menu in the lower left, then click the 'Advanced' tab for feature settings.

**IMPORTANT:** MS Office has incomplete support for OT features:

• You can't switch on character variants;

• **You may need to switch on standard ligatures and contextual alternates manually,** as they may not be on by default. You can do this in the 'Advanced' tab mentioned above.

• Other MS Office apps (e.g. Powerpoint, Publisher) do not support OT features.

# ⊣ ...in Scribus

You can switch on OT features in Scribus in the **Style Manager pop-up** found in the top menu under **Edit > Styles** with its keyboard shortcut. Choose or create a new text style and find the 'Font Features' tab (for Paragraph Styles, find it under the Character Style tab).

The menu here lets you switch on some, but not all OT features, including stylistic sets (the drop-down menu for stylistic sets lets you switch on more than one, though this isn't advised when using Dicier).

**IMPORTANT:** Scribus doesn't currently allow you to switch on character variants (as of v1.5.6.1, on Mac).

## ⊣ …in Apple Pages and TextEdit

You can switch on OT features in both Apple Pages and TextEdit by opening the **Fonts pop-up**, found through the top menu through **Format > Font > Show Fonts** along with its keyboard shortcut. Click the gear menu icon, then 'Typography' to open a pop-up that lets you control features for the text you're selecting (which you can bake into that text's style using the 'Update' button in the **Text Style panel** on the right).
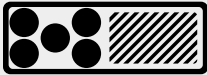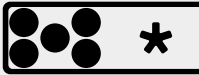
**IMPORTANT:** These apps have limited support for OT features and user fonts:

- User-installed fonts may not be available in the drop-down font menu, in which case they must be selected through the Fonts pop-up.

- Neither app supports character variants.

# Deeper Customisation

## ⊣ Numbers and Wildcards (ss01-11)

Choose your preferred **Number Style** (European or Asian pips, Arabic or Roman numerals) and **Wildcard Style** (hatch, text, and asterisk) to find out which stylistic set to switch on. For more information and examples, see the following pages.

| | Hatch | Text | Asterisk |
|---|---|---|---|
| **European pips** | baseline | ss01 | ss02 |
| **Asian pips** | ss03 | ss04 | ss05 |
| **Arabic numerals** | ss06 | ss07 | ss08 |
| **Roman numerals** | ss09 | ss10 | ss11 |

**Note:** Dominoes become Chinese dominoes in stylistic sets 03 to 05. See later in this chapter for more information.

# ⊣ Number Styles

Dicier has 4 **Number Styles** for dice (including diceless pips) and dominoes:

European pip patterns

Asian pip patterns

Arabic numerals

Roman numerals

**Note 1:** The roman numeral 'N' stands for 'nulla' (nothing), an early medieval abbreviation not from the ancient Roman period.

**Note 2:** The die result codes (e.g. 4_ON_D6), non-d6 numbered dice (ss12-18), and double-digit backgammon doubling cube faces are not affected by Number Styles and always use Arabic numerals.

# ⊣ Chinese dominoes

Dicier includes Chinese dominoes in stylistic sets 03 to 05. These elongated dominoes have larger pips in different, denser patterns and reach a maximum of 6 pips instead of 9:

| 0_0 | 0_1 | 0_2 | 0_3 |
| 0_4 | 0_5 | 0_6 | |
| 1_0 | 1_1 | 1_2 | 1_3 |
| 1_4 | 1_5 | 1_6 | |

etc.
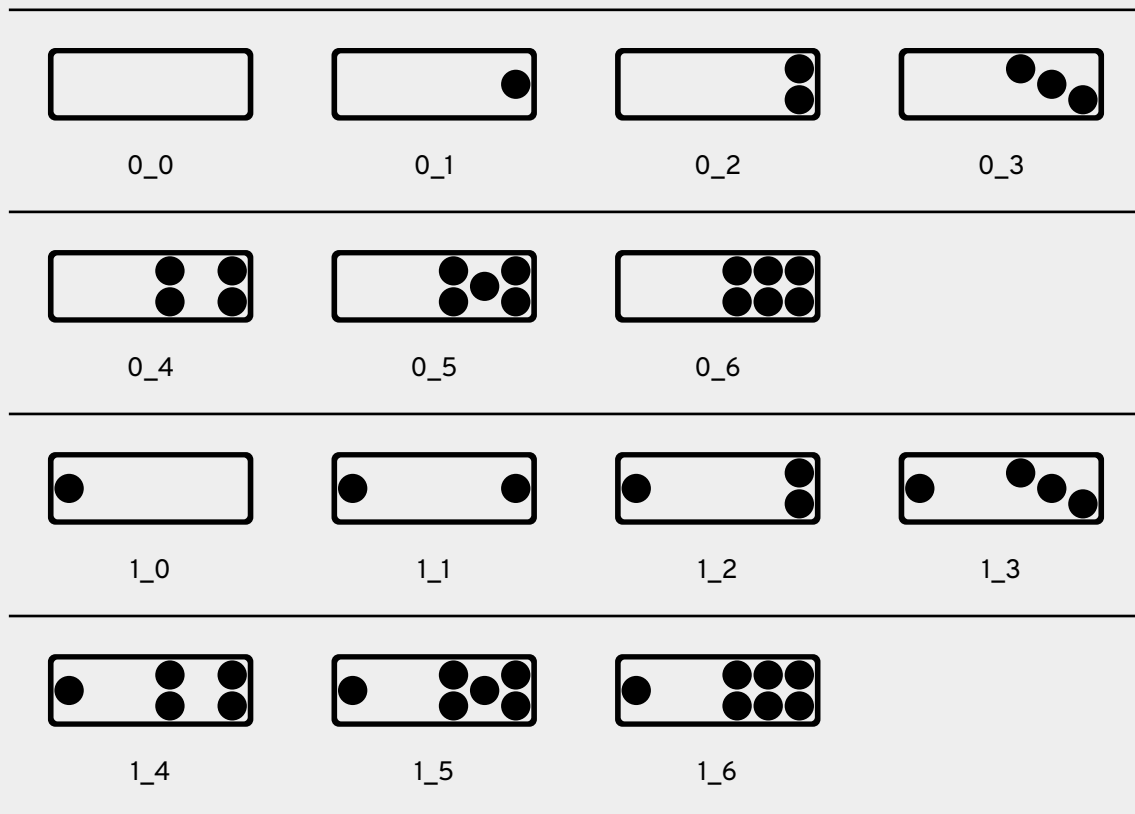
**Note 1:** The pattern "[number][underscore][number]" can be repeated with any numbers from 1 to 6 and 0 on either side of the domino, e.g. 1_2 ( ) or 5_4 ( ).

**Note 2:** The double-3 ( ) has an unusual pattern (called 'long threes'). This is the real pattern, not a mistake in Dicier.

**Note 3:** The Chinese dominoes include the same wildcards as the other domino sets, e.g. 4_ANY ( ) or ANY_2 ( ).

# ⊣ Backgammon doubling cube

Dicier includes double-digit Arabic numeral die faces that can be used to represent the backgammon doubling cube. The doubling cube's faces are multiples of 2, from 2 to 64. The single-digit faces (2, 4, and 8) can be made using the Arabic numeral number style. **In order to use the double-digit number codes (16, 32, and 64), you must activate discretionary ligatures.** The 6 codes for the backgammon doubling cube are as follows:

| 2 | 4 | 8 | 16 | 32 | 64 |
|---|---|---|----|----|----|
| 2 | 4 | 8 | 16 | 32 | 64 |

**Note:** The backgammon doubling cube isn't normally used as a die, though it could be (and sometimes it *is* called the 'doubling die'). In backgammon, it's passed between players and used to keep track of a game's wager using its upper face.

# ⊣ Wildcard Styles

Dicier has 3 **Wildcard Styles** for dice, dominoes, and coin-flips:

## Hatch

## Text

## Asterisk

**Note 1:** At smaller font sizes, the asterisks can look like lone pips.

**Note 2:** The wildcard die result codes, e.g. ANY_ON_D6, and non-d6 numbered dice (ss12-18) are not affected by Wildcard Styles and always use hatching.

# ⊣ d4, d8, d10, d12, and d20 (ss12-16)

You can switch from d6 to other standard polyhedral dice using stylistic sets 12 to 16. This allows you to use number, wildcard, and even/odd codes (e.g. 1, 2, 3, ANY, EVEN, ODD) on top of results codes (e.g. 5_ON_D8, ANY_ON_D4). **You must activate discretionary ligatures when using double-digit codes for d10, d12, and d20.**

ss12 on

ss13 on

ss14 and discretionary ligatures on

ss15 and discretionary ligatures on

ss16 and discretionary ligatures on

# ⊐ Barrel dice (ss17-18)

You can switch from d6 to vertical or horizontal barrel dice using stylistic sets ss17 and 18.

1 2 3 4 5
6 7 8 9 0 ▨

EVEN  ODD

ss17 on

1 2 3 4 5
6 7 8 9 0 ▨

EVEN  ODD
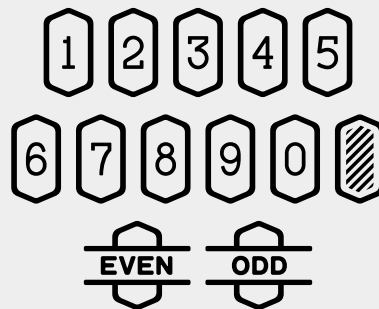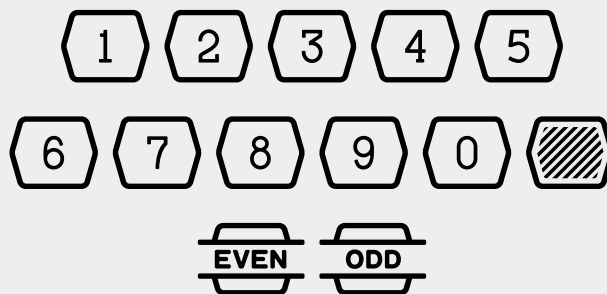
ss18 on

# ⊐ d100 double-digit d10/barrel dice

Activating discretionary ligatures and the d10 or barrel dice sets allows double-digit round number codes (00, 10, 20, etc. to 90) to produce single dice with those double-digits, for the purposes of displaying d100-on-2d10 results. For example:

| 20 | 50 | 90 | 00 |
|---|---|---|---|
| 20 (ss14 on) | 50 (ss17 on) | 90 (ss18 on) | 00 (ss14 and zero on) |

## ⊣ Mixing pip patterns (cv01-09)

Each character variant from 01 to 09 swaps the European and Asian pip patterns for that numbered die (and diceless pips):

A.  **If you're using European pips,** that number will show up with the Asian pattern.

B.  **If you're using Asian pips,** that number will show up with the European pattern.

C.  **If you're using Arabic or Roman numerals,** these character variants will have no effect.

Here's a step by step example showing how you can mix pip patterns and change Number Styles at the same time, with icons affected by active character variants shown in **Round Heavy** (⊡) and unaffected icons shown in **Round Dark** (▣):

| | | |
|---|---|---|
| **baseline** | ▪ ▪ ▪ | All dice have European pip patterns. |
| switch on **cv02** | ▪ ▪ ▪ | The 2-pip face now has the Asian pattern. |
| switch on **ss03** | ◙ ▫ ▪ | The dice switch to Asian pip patterns as the default, so cv02's effect reverses— now the 2-pip face has the European pattern. |
| switch on **cv01** | ▫ ▫ ▪ | The 1-pip face now has the European 1 pattern. |

## ⇥ Poker/Crown and Anchor dice (cv10-12)

Character variants 10, 11, and 12 transform card suits, values, and jokers into filled/dark symbols on 6-sided dice. For example:

| SPADES (cv10 on) | ACE (cv11 on) | JOKER (cv12 on) | CROWN (cv10 on) | ANCHOR (cv10 on) |
|---|---|---|---|---|

**Note:** This doesn't affect suit-value combinations, joker colours, or Heckadeck icons.

## ⇥ Triangular 3-pip patterns (cv13)

Character variant 13 replaces standard 3-pip patterns on dice with triangular 3-pip patterns. This affects European and Asian pipped dice and diceless pips. For example:

| 3 (cv13 off) | 3 (cv13 on) | 3 (cv03 and 13 on) |
|---|---|---|

## ⇥ Blank-zero numerals (cv14)

Character variant 14 replaces 'zero' numerals (0 in Arabic and N in Roman) with blank die faces or domino sides. For example:
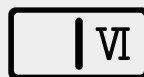
| 0 (ss06 and cv14 on) | 0_6 (ss09 and cv14 on) | ANY_0 (ss07 and cv14 on) |
|---|---|---|

**Note:** This doesn't affect dice results codes (e.g. 0_ON_D6).

## ⊣ Larger 1-pip on Asian dice (cv15)

Character variant 15 increases the size of the pip on the 1 face on Asian pipped dice:

| | | |
|:---:|:---:|:---:|
| ▫ | ⬤ | ⬤ |
| 1 | 1 (ss03 on) | 1 (ss03 and cv15 on) |

## ⊣ Rotated 6-, 7-, 8-, 2-, and 3-pip (cv16-20)

Character variants 16 to 20 rotate 6, 7, 8, 2, and 3-pip patterns on dice by 90 degrees. This affects European and Asian patterns and diceless pips (but not triangular 3-pips (cv13)). For example:

| | | |
|:---:|:---:|:---:|
| 6 (cv16 on) | 7 (cv17 on) | 8 (ss03 and cv18 on) |
| 2 (cv19 on) | 3 (cv20 on) | 3 (cv13 and 20 on) |

## ⊣ Dotted Arabic numerals 6 and 9 (cv21)

Character variant 21 adds a dot beside Arabic numerals 6 and 9 on dice (d6, barrel, and poker) and dominoes. For example:

| | | |
|:---:|:---:|:---:|
| 6. | 9. | I 6. |
| 6 (cv21 on) | NINE (cv11 and 21 on) | 0_6 (cv14 and 21 on) |
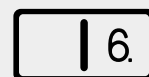
## ⊣ Pentacle-shaped coins suits (cv22)

Character variant 22 uses pentacles icons for coins in tarot:

| | | |
|---|---|---|
| COINS (cv22 off) | COINS (cv22 on) | COINS (cv10 and 22 on) |

## ⊣ Swap staves/staffs and batons (cv23)

Character variant 23 uses staves/staffs icons for batons in tarot, and vice versa. For example:

| | | |
|---|---|---|
| BATONS (cv23 off) | BATONS (cv23 on) | BATONS (cv10 and 23 on) |
| STAFFS (cv23 off) | STAFFS (cv23 on) | STAVES (cv10 and 23 on) |

## ⊣ Dice size indicators (cv24)

Character variant 24 shows the number of sides of generic dice icons as a number on those icons:

| | | | | | |
|---|---|---|---|---|---|
| D4 (cv24 on) | D6 (cv24 on) | D8 (cv24 on) | D10 (cv24 on) | D12 (cv24 on) | D20 (cv24 on) |

**Note:** You can't use this and result codes (e.g. 1_ON_D8) at the same time, as the results codes only overlap with empty dice.

## ⊣ Diceless Taoist trigrams (cv25)

Character variant 25 removes dice outlines from trigram icons to display only the trigrams themselves. For example:

| | | |
|:---:|:---:|:---:|
| ☵ | ☷ | ☲ |
| THUNDER (cv25 on) | EARTH (cv25 on) | FIRE (cv25 on) |

## ⊣ Diceless pips (cv26)

Character variant 26 removes dice outlines from pipped dice to display only the pips. You can combine this with other features that affect pips (ss03-05; cv01-09, 13, and 15-20). For example:

| | | |
|:---:|:---:|:---:|
| • | ● | ⁙ |
| 1 (cv26 on) | 1 (cv26, ss03, and cv15 on) | 5 (cv26 on) |
| ⋰ | ⋰ | ⋮ |
| 3 (cv26 on) | 3 (cv26 and 20 on) | 3 (cv26 and 13 on) |
| ⁘ | ⣿ | ⠛ |
| 7 (cv26 on) | 7 (cv26 and 17 on) | 4 (cv26 and 04 on) |
| | | |
| 0 (cv26 on) | | |

**Note:** With cv26 on, 0 becomes an empty glyph. The underlying text (0) may not be exported to .pdf files.

## ⊐ 100-on-d100 d10 and barrel dice (cv28)

Character variant 28 removes the die outline of a '1' in front of two or more '0's in d10 or barrel dice (ss14, 17, 18). For example:

100 (ss17 on and cv24 off)   100 (ss17 and cv28 on)   1000 (ss17 and cv28 on)

100 (ss14 and cv28 on)   100 (ss18 and cv28 on)   1000000 (ss17 and cv28 on)

## ⊣ Crown jewels (cv29)

Character variant 29 replaces the simplified crown used in some 5-suit bridge decks with icons in the style of the British crown jewels. For example:

CROWN (cv29 off)   CROWNS (cv29 on)   CROWN (cv10 and 29 on)

## ⊣ Circled star joker (cv30)

Character variant 30 replaces the jester icon with another historical joker symbol, the circled star. For example:

JOKER (cv30 off)   JOKER (cv30 on)   JOKER (cv12 and 30 on)   RED_JOKER (cv30 on)

# ⊐ Pipped d12 (cv31)

Character variant 31 replaces Arabic numerals 1 to 6 and 0 on d12 with pip patterns. Here's a step-by-step example showing how to switch them on:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **baseline** | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| switch on **ss15** | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| switch on **cv31** | 0 | 1 | 2 | 3 | 4 | 5 | 6 |

**Note:** These icons are not affected by Number/Wildcard Styles, cv13 (triangular 3-pip), cv15 (enlarged Asian 1-pip), cv19/20/16 (rotated 2-/3-/6-pip), or cv24 (dice size indicators). However, they are affected by cv26 (diceless pips).

# ⊐ Dreidel handles (cv32)

Character variant 32 adds handles to dreidel icons:

SHIN (cv32 on)   λ (cv32 on)   ANY_SIDE (cv32 on)

**Note:** This doesn't affect the icons' size or position, so, if used in body text or tables with narrow rows, the handles may protrude into the line or row above.

# ⊣ d2 (cv33-36)

Character variants 33 to 36 replace 0-, 1- and 2-pipped 6-sided dice with three-dimensional d2 faces (i.e., a d2 shape that's not just a disc, like a coin). Variants 34 to 36 rotate it by 90 degrees per variant. This also affects the standard hatched wildcard.

| | | |
|:---:|:---:|:---:|
| 0 (cv33 on) | 1 (cv33 on) | 2 (cv34 on) |
| 3 (cv 35 on) | 4 (cv36 on) | D2 (cv24 and 33 on) |
| ANY (ss07 and cv36 on) | 2 (cv26 and 35 on) | 3 (cv13 and 34 on) |

**Note 1:** These icons are not affected by Number/Wildcard Styles, cv15, or cv19-20. Only cv33 can be combined with cv24.

**Note 2:** Results codes (e.g. 1_ON_D2) only use the left-pointing form (seen in cv33).

# ⊣ Rock-paper-scissors gestures (cv37)

Character variant 37 replaces rock-paper-scissors symbols with hand gestures:

| | | |
|:---:|:---:|:---:|
| ROCK (cv37 on) | PAPER (cv37 on) | SCISSORS (cv37 on) |

# ⊣ Reversed rock-paper-scissors (cv38)

Character variant 38 flips rock-paper-scissors icons to right-to-left forms:

| ROCK (cv38 off) | ROCK (cv38 on) | PAPER (cv38 off) | PAPER (cv38 on) |
|---|---|---|---|

| SCISSORS (cv38 off) | SCISSORS (cv38 on) | ROCK (cv37 on) | ROCK (cv37 and 38 on) |
|---|---|---|---|

ROCK PAPER (cv37 on both, cv38 on PAPER)
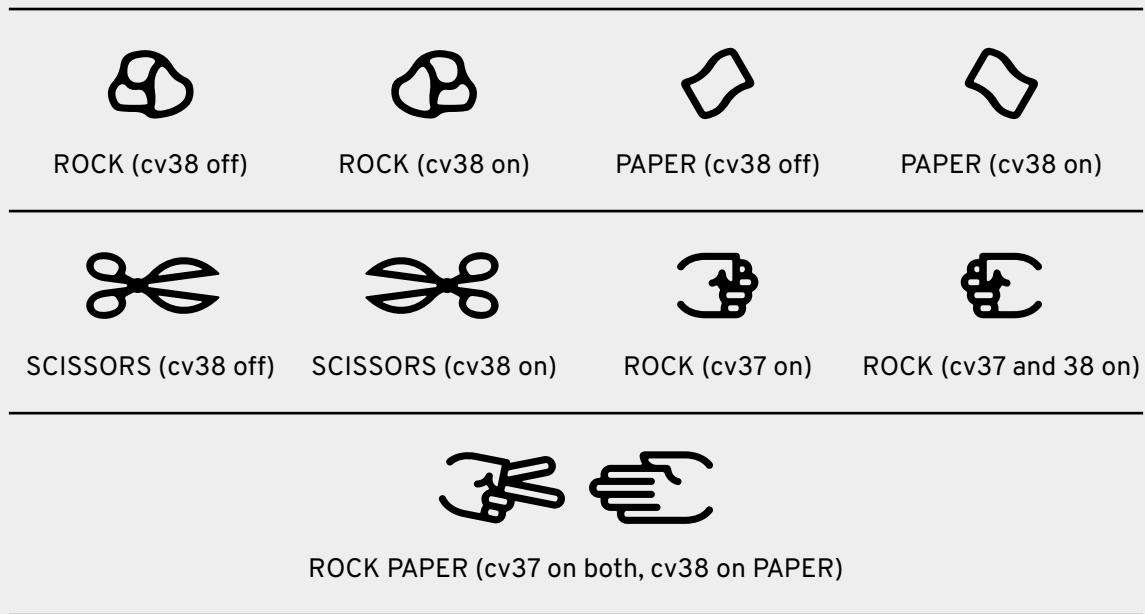
# ⊣ Crossed swords (cv39)

Character variant 39 replaces swords icons with crossed swords icons. This can help distinguish them from similar icons at small font sizes:

| SWORDS (cv39 off) | SWORDS (cv39 on) | BLADES (cv10 and 39 on) |
|---|---|---|
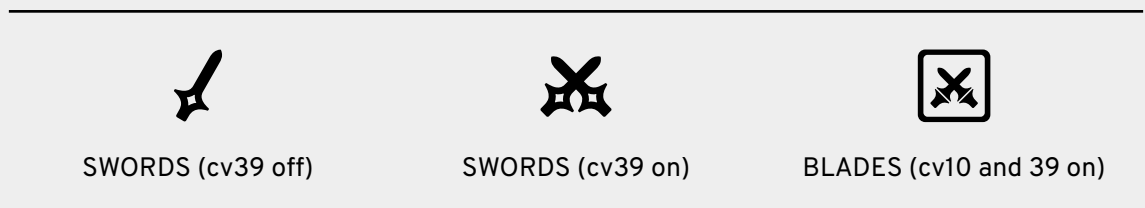
# ⊣ d100 via d10/barrel dice (cv40)

Character variant 40 converts double-digit numbers in the d10 or barrel stylistic sets (ss14, 17, or 18) into a 'tens' die and 'ones' die, as would be used in a d100 roll. That includes turning the leading 0 of 01, 02, 03, etc. into a double-zero. For example:

47 (ss14 on)

93 (ss17 on)

05 (ss18 on)

47 (ss14 and cv40 on)

93 (ss17 and cv40 on)

05 (ss18 and cv40 on)

**Note:** For this to work optimally, **discretionary ligatures should be off.** Switching off discretionary ligatures and switching on cv40 allows round numbers (00, 10, 20, etc.) to display as two dice (00 and 0, 10 and 0, 20 and 0, etc.) instead of a single die.

# ⊣ Toggle open and slashed 0 (zero)

The 'slashed zero' OT feature toggles between open 0 (zero with no slash) and the more distinctive slashed zero:

| | | |
|:---:|:---:|:---:|
| 0 | 10 | ⊠0 |
| 0 (zero on) | TEN (zero on) | ANY_0 (zero on) |
| 10 | 1 00 | 10 |
| 10_ON_D12 (zero on) | 100 (zero, ss17, and cv28 on) | TEN (zero and cv11 on) |

**Note 1:** This can be useful for distinguishing between round card suits or values (e.g. BULLETS or QUEEN) and the zero of TEN.

**Note 2:** Some of Dicier's Modes (e.g. Block) have slashed 0 as the default. Activating the 'slashed zero' feature will un-slash 0 in these Modes.

**Note 3:** To avoid confusion: the OT feature code for slashed 0 is 'zero', in case you're e.g. writing CSS.

# ⊣ Limited features in Dicier Pixel

**Dicier Pixel** is simplified due to its low resolution, so it's missing some characters and features found in the other fonts:

- Yes/No/And/But… dice,

- three-per-em, four-per-em, or six-per-em space (also called third, quarter, and sixth space),

- alternative Weights,

- the backgammon doubling cube,

- Roman numerals, or text or asterisk wildcard styles (ss01-02, 04-05, 07-11),

- d4, d8, d10, d12, and d20 (ss12-16),

- poker dice (cv10 to 12),

- the circled star joker (cv30),

- pipped d12 (cv31),

- d2 (cv33-36),

- d100 via d10/barrel dice (cv40), and

- the 'in sofa/couch' esoteric coin outcome icon.

# Translations

# Français

⊣ Dé

Résultats:

| 0_SUR_D2 | 1_SUR_D2 | 2_SUR_D2 | 3_SUR_D2 | etc. | D2_TOUT |
|---|---|---|---|---|---|

| 0_SUR_D4 | 1_SUR_D4 | 2_SUR_D4 | 3_SUR_D4 | etc. | D4_TOUT |
|---|---|---|---|---|---|

| 0_SUR_D6 | 1_SUR_D6 | 2_SUR_D6 | 3_SUR_D6 | etc. | D6_TOUT |
|---|---|---|---|---|---|

| 0_SUR_D8 | 1_SUR_D8 | 2_SUR_D8 | 3_SUR_D8 | etc. | D8_TOUT |
|---|---|---|---|---|---|

| 0_SUR_D10 | 1_SUR_D10 | 2_SUR_D10 | 3_SUR_D10 | etc. | D10_TOUT |
|---|---|---|---|---|---|

| 0_SUR_D12 | 1_SUR_D12 | 2_SUR_D12 | 3_SUR_D12 | etc. | D12_TOUT |
|---|---|---|---|---|---|

| 0_SUR_D20 | 1_SUR_D20 | 2_SUR_D20 | 3_SUR_D20 | etc. | D20_TOUT |
|---|---|---|---|---|---|

## Fudge dé:

| PLUS | MOINS | BLANC |
|------|-------|-------|

## Oui, Non, Et, Mais... dé:

| OUI | NON | ET | MAIS |
|-----|-----|-----|------|

| OUI_ET | NON_ET | OUI_MAIS | NON_MAIS |
|--------|--------|----------|----------|

## Symbole dé:

| SLASH | CERCLE | CROIX |
|-------|--------|-------|

| COCHE | TOUT |
|-------|------|

## Dés pairs/impairs:

| PAIR | IMPAIR | et autres (p.ex. IMPAIR (ss13 activé)) |
|------|--------|----------------------------------------|

# ⊣ Dominos

N'importe quel domino:

| | | | | |
|---|---|---|---|---|
| TOUT_0 | TOUT_1 | TOUT_2 | TOUT_3 | TOUT_4 |
| TOUT_5 | TOUT_6 | TOUT_7 | TOUT_8 | TOUT_9 |
| 0_TOUT | 1_TOUT | 2_TOUT | 3_TOUT | 4_TOUT |
| 5_TOUT | 6_TOUT | 7_TOUT | 8_TOUT | 9_TOUT |
| DOM_TOUT | | | | |

**Remarque:** DOMINO crée un domino générique (⬚).

# ⊣ Cartes à jouer

## Numéros de carte:

| A | 2 | 3 | 4 | 5 |
|---|---|---|---|---|
| AS | DEUX | TROIS | QUATRE | CINQ |

| 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|
| SIX | SEPT | HUIT | NEUF | DIX |

| V | D | D | R |
|---|---|---|---|
| VALET | DAME | REINE | ROI |

## Enseignes:

| ♡ | ♡ | ◇ | ♣ |
|---|---|---|---|
| CŒUR | COEUR | CARREAU | TRÈFLE |

| ♣ | ♠ | A♠ |
|---|---|---|
| TREFLE | PIQUE | et combinaisons (p.ex. AS_PIQUE) |

## Joker:

| JOKER | JOKER_ROUGE | JOKER_NOIR |
|---|---|---|

Ancre, Pique, et Soleil:

| | | | |
|---|---|---|---|
| ⚓ | ✹ | ⚓ | ☀ |
| ANCRE | SOLEIL | ANCRE (cv10 activé) | SOLEIL (cv10 activé) |

# ⊣ Autres

Pièces:

| | | | |
|---|---|---|---|
| ◯ | ◯ | Ⓕ | Ⓟ |
| PIÈCE | PIECE | FACE | PILE |
| ◉ | ◉ | | |
| PIÈCE_TOUT | PIECE_TOUT | | |

# Español

⊣ Dado

Resultados:

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D2 | 1_EN_D2 | 2_EN_D2 | 3_EN_D2 | | D2_ALGUNO |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D4 | 1_EN_D4 | 2_EN_D4 | 3_EN_D4 | | D4_ALGUNO |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D6 | 1_EN_D6 | 2_EN_D6 | 3_EN_D6 | | D6_ALGUNO |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D8 | 1_EN_D8 | 2_EN_D8 | 3_EN_D8 | | D8_ALGUNO |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D10 | 1_EN_D10 | 2_EN_D10 | 3_EN_D10 | | D10_ALGUNO |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D12 | 1_EN_D12 | 2_EN_D12 | 3_EN_D12 | | D12_ALGUNO |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EN_D20 | 1_EN_D20 | 2_EN_D20 | 3_EN_D20 | | D20_ALGUNO |

## Fudge dado:

| MAS | MÁS | MENOS | BLANCO | NADA |
| --- | --- | --- | --- | --- |

## Sí, No, Y, Pero… dado:

| SI_ | SÍ | NO | Y_ | PERO |
| --- | --- | --- | --- | --- |

| SI_Y | SÍ_Y | SI_PERO_ | SÍ_PERO | NO_Y | NO_PERO |
| --- | --- | --- | --- | --- | --- |

## Símbolo de dado:

| BARRA | CIRCULO | CÍRCULO | CRUZ_ |
| --- | --- | --- | --- |

| VISTO | TIC | ALGUNO |
| --- | --- | --- |

## Dados pares/impares:

| PAR | IMPAR | e otros (p.ej. IMPAR (ss13 activado)) |
| --- | --- | --- |

# ⊣ Dominó

Dominó con 'cualquier número':

| | | | | |
|---|---|---|---|---|
| ALGUNO_0 | ALGUNO_1 | ALGUNO_2 | ALGUNO_3 | ALGUNO_4 |
| ALGUNO_5 | ALGUNO_6 | ALGUNO_7 | ALGUNO_8 | ALGUNO_9 |
| 0_ALGUNO | 1_ALGUNO | 2_ALGUNO | 3_ALGUNO | 4_ALGUNO |
| 5_ALGUNO | 6_ALGUNO | 7_ALGUNO | 8_ALGUNO | 9_ALGUNO |
| ALGUNO_D | | | | |

**Nota:** DOMINO o DOMINÓ crean un dominó genérico (p. ej. ▭).

# ⊣ Jugando a las cartas

## Números de cartas:

| | | | | |
|---|---|---|---|---|
| A<br>AS | 2<br>DOS | 3<br>TRES | 4<br>CUATRO | 5<br>CINCO |
| 6<br>SEIS | 7<br>SIETE | 8<br>OCHO | 9<br>NUEVE | 10<br>DIEZ |
| J<br>JOTA | J<br>SOTA | Q<br>REINA | K<br>REY | |

## Trajes de cartas:

| | | | |
|---|---|---|---|
| COPAS | OROS | BASTOS | ESPADAS |
| CORAZON | CORAZÓN | ROMBOS | DIAMANTE |
| TREBOLES | TRÉBOLES | PICAS | y combinaciones (p. ej. AS_PICAS) |

Comodín:

| | | |
|---|---|---|
| JOKER | JOKER_ROJO | JOKER_NEGRO |
| COMODIN | COMODIN_ROJO | COMODIN_NEGRO |
| COMODÍN | COMODÍN_ROJO | COMODÍN_NEGRO |

## ⊣ Otros

Monedas:

| | | | |
|---|---|---|---|
| MONEDA | CARA | CRUZ | ALGUNA |

# Galego

**Nota:** ALGUN e ALGÚN son intercambiables para esta tradución.

## ⊣ Dado e dominó

Resultados, símbolos, e dados pares/impares: ver tradución ao castelán y uso ALGÚN no canto de ALGUNO.

Fudge dado:

| ⊞ | ⊞ | ⊟ | ☐ |
|:---:|:---:|:---:|:---:|
| MAIS_ | MÁIS | MENOS | BRANCO |

Si, Non, E, Pero… dado:

| SI | NON | E | PERO |
|:---:|:---:|:---:|:---:|
| SI | NON | E_ | PERO |

| SI E | SI PERO | NON E | NON PERO |
|:---:|:---:|:---:|:---:|
| SI_E | SI_PERO | NON_E | NON_PERO |

## ⊣ Xogando ás cartas

Números de cartas:

| | | | | |
|---|---|---|---|---|
| A<br>AS | 2<br>DOUS | 3<br>TRES | 4<br>CATRO | 5<br>CINCO |
| 6<br>SEIS | 7<br>SETE | 8<br>OITO | 9<br>NOVE | 10<br>DEZ |
| J<br>PAXE | J<br>SOTA | Q<br>RAINA | Q<br>RAIÑA | K<br>REI |

Traxes de cartas y comodín: ver tradución ao castelán y uso:

- MOEDAS no canto de OROS,

- TREVOS no canto de TREBOLES o TRÉBOLES, e

- VERMELL (vermello) no canto de ROJO.

## ⊣ Outros

Moedas: ver tradución ao castelán y uso:

- MOEDA no canto de MONEDA, e

- ALGUN_M o ALGÚN_M no canto de ALGUNA.

# Književni Hrvatski

## ⊣ Kocke

Rezultatima:

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ▨ |
| 0_OD_D2 | 1_OD_D2 | 2_OD_D2 | 3_OD_D2 | | SVE_OD_D2 |

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ◢ |
| 0_OD_D4 | 1_OD_D4 | 2_OD_D4 | 3_OD_D4 | | SVE_OD_D4 |

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ▨ |
| 0_OD_D6 | 1_OD_D6 | 2_OD_D6 | 3_OD_D6 | | SVE_OD_D6 |

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ◈ |
| 0_OD_D8 | 1_OD_D8 | 2_OD_D8 | 3_OD_D8 | | SVE_OD_D8 |

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ⬣ |
| 0_OD_D10 | 1_OD_D10 | 2_OD_D10 | 3_OD_D10 | | SVE_OD_D10 |

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ⬠ |
| 0_OD_D12 | 1_OD_D12 | 2_OD_D12 | 3_OD_D12 | | SVE_OD_D12 |

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | itd. | ⬡ |
| 0_OD_D20 | 1_OD_D20 | 2_OD_D20 | 3_OD_D20 | | SVE_OD_D20 |

## Fudge kocke:

| | | |
|---|---|---|
| [+] | [−] | [ ] |
| PLUS | MINUS | PRAZNO |

## Da, Ne, I, Ali... kocke:

| | | | |
|---|---|---|---|
| DA | NE | I | ALI |
| DA | NE | I_ | ALI |

| | | | |
|---|---|---|---|
| DA I | DA ALI | NE I | NE ALI |
| DA_I | DA_ALI | NE_I | NE_ALI |

## Kocke simbola:

| | | | |
|---|---|---|---|
| ⟋ | O | X | X |
| CRTA | KRUG | KRIZ | KRIŽ |

| | | |
|---|---|---|
| ✔ | ✔ | ▨ |
| KVACICA | KVAČICA | SVE |

## Parne/neparne kockice:

| | | |
|---|---|---|
| PAR | NEPAR | NEPAR |
| PAR | NEPAR | i drugi (npr. NEPAR (ss13 aktivirano)) |

# ⊣ Domine

Domine s bilo kojim brojem:

| | | | | |
|---|---|---|---|---|
| SVE_0 | SVE_1 | SVE_2 | SVE_3 | SVE_4 |
| SVE_5 | SVE_6 | SVE_7 | SVE_8 | SVE_9 |
| 0_SVE | 1_SVE | 2_SVE | 3_SVE | 4_SVE |
| 5_SVE | 6_SVE | 7_SVE | 8_SVE | 9_SVE |
| SVE_SVE | | | | |

**Napomena:** DOMINO stvara generički domino (▢).

# ⊣ Kartanje

## Kartaška odijela:

| | | | |
|---|---|---|---|
| ♥ | ⊕ | ♧ | ♠ |
| HERC | CARO | TREF | PIK |

## Brojevi kartica:

| A | 2 | 3 | 4 | 4 |
|---|---|---|---|---|
| AS | DVOJKA | TROJKA | CETVORKA | ČETVORKA |
| 5 | 6 | 6 | 7 | 8 |
| PETICA | SESTICA | ŠESTICA | SEDAMICA | OSAMICA |
| 9 | 10 | d | d | D |
| DEVETKA | DESETKA | DECKO | DEČKO | DAMA |

| K | ♠A |
|---|---|
| KRALJ | I kombinacije (npr. PIK_AS) |

Džoker:

| | | |
|---|---|---|
| DZOKER | CRVENI_DZOKER | CRNI_DZOKER |
| DŽOKER | CRVENI_DŽOKER | CRNI_DŽOKER |

# ⊣ Drugi

Novčić:

| | | |
|---|---|---|
| NOVCIC | NOVČIĆ | GLAVA |
| REP | SVE_N | |

# Português

## ⊣ Dados

Resultados:

| | | | | | |
|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EM_D2 | 1_EM_D2 | 2_EM_D2 | 3_EM_D2 | | D2_ALGUMA |
| 0 | 1 | 2 | 3 | etc. | ▲ |
| 0_EM_D4 | 1_EM_D4 | 2_EM_D4 | 3_EM_D4 | | D4_ALGUMA |
| 0 | 1 | 2 | 3 | etc. | ▨ |
| 0_EM_D6 | 1_EM_D6 | 2_EM_D6 | 3_EM_D6 | | D6_ALGUMA |
| 0 | 1 | 2 | 3 | etc. | ◆ |
| 0_EM_D8 | 1_EM_D8 | 2_EM_D8 | 3_EM_D8 | | D8_ALGUMA |
| 0 | 1 | 2 | 3 | etc. | ⬡ |
| 0_EM_D10 | 1_EM_D10 | 2_EM_D10 | 3_EM_D10 | | D10_ALGUMA |
| 0 | 1 | 2 | 3 | etc. | ⬠ |
| 0_EM_D12 | 1_EM_D12 | 2_EM_D12 | 3_EM_D12 | | D12_ALGUMA |
| 0 | 1 | 2 | 3 | etc. | ⬡ |
| 0_EM_D20 | 1_EM_D20 | 2_EM_D20 | 3_EM_D20 | | D20_ALGUMA |

## Fudge dados:

| | | |
|---|---|---|
| ➕ | ➖ | ⬜ |
| MAIS_ | MENOS | VAZIO |

## Sim, Não, E, Mas… dados:

| | | | | |
|---|---|---|---|---|
| SIM | NÃO | NÃO | E | MAS |
| SIM | NAO | NÃO | E_ | MAS_ |

| | | | | | |
|---|---|---|---|---|---|
| SIM E | SIM MAS | NÃO E | NÃO E | NÃO MAS | NÃO MAS |
| SIM_E | SIM_MAS | NAO_E | NÃO_E | NAO_MAS | NÃO_MAS |

## Dado de símbolo:

| | | | | |
|---|---|---|---|---|
| BARRA | CIRCULO | CÍRCULO | BOLA | XIS |

| | | | |
|---|---|---|---|
| CHEQUE | TIQUE | VISTO | ALGUMA |

## Dados pares/ímpares:

| | | | |
|---|---|---|---|
| PAR | ÍMPAR | ÍMPAR | PAR |
| PAR | IMPAR_ | ÍMPAR | e outros (p.ex. PAR (ss13 ativado)) |

# ⊣ Dominó

Dominó com qualquer número:

| | | | | |
|---|---|---|---|---|
| ALGUMA_0 | ALGUMA_1 | ALGUMA_2 | ALGUMA_3 | ALGUMA_4 |
| ALGUMA_5 | ALGUMA_6 | ALGUMA_7 | ALGUMA_8 | ALGUMA_9 |
| 0_ALGUMA | 1_ALGUMA | 2_ALGUMA | 3_ALGUMA | 4_ALGUMA |
| 5_ALGUMA | 6_ALGUMA | 7_ALGUMA | 8_ALGUMA | 9_ALGUMA |
| ALGUMA_D | | | | |

**Nota:** DOMINO o DOMINÓ crean un dominó genérico (p. ej. ▭).

# ⊣ Cartas de Jogar

## Números de cartão:

| A | A | 2 | 3 | 3 |
|---|---|---|---|---|
| AS | ÁS | DOIS | TRES | TRÊS |

| 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|
| QUATRO | CINCO | SEIS | SETE | OITO |

| 9 | 10 | J | Q | K |
|---|---|---|---|---|
| NOVE | DEZ | VALETE | DAMA_ | REI |

## Naipes:

| ♡ | ◇ | ♣ | ♠ | A♠ |
|---|---|---|---|---|
| COPAS_ | OUROS | PAUS | ESPADAS_ | e combinações (p.ex. ÁS_ESPADAS_) |

## Curinga:

| CURINGA | CURINGA_BRANCO_ | CURINGA_PRETO |
|---|---|---|

| JOKER | JOKER_VERMELHO | JOKER_PRETO |
|---|---|---|

# ⊐ Outros

Moedas:

| MOEDA | CARA | COROA | ALGUMA_M |

# That's the end of the user guide—for now!

If you use Dicier in a project, please let me know about it—I'd love to see how it looks in practice!

**speakthesky.itch.io/typeface-dicier/community**

**contact@speakthesky.com**

**DICIER**