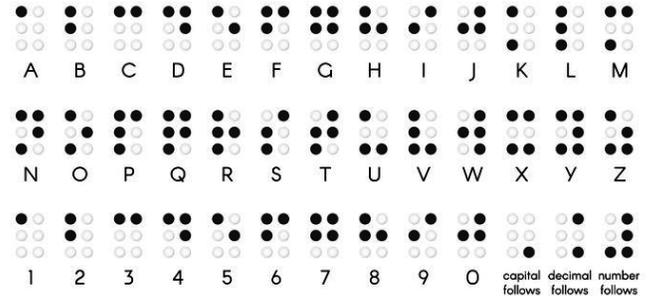




- ◆ A braille cell is made up of six dots, two columns of three dots. The dots are numbered from top to bottom, left to right.



- ◆ Braille does not have symbols for numbers, instead using the # sign (⠼) before letters to indicate they should be read as numbers. Letters A-J are used to represent numbers 1-0.



- ◆ The Unified English Braille (UEB) code utilizes only letters A-J for numbers, using additional letters as needed for numbers greater than one digit. The number 1 is written as #A (⠼⠠⠠), number 2 as #B (⠼⠠⠠), and so on. Number 10 is written as #AJ (⠼⠠⠠⠠) and number 11 as #AA (⠼⠠⠠⠠).
- ◆ The DOTS RPG Project design for braille dice breaks tradition, instead using letters A-J for numbers 1-10 and letters K-T for 11-20. This is meant to streamline the process of reading a rolled face, providing only one cell to be read instead of multiple. It creates a small learning curve for those who are familiar with braille which can be quickly learned and understood by anyone, proficient in braille or otherwise. Letters K-T are the 11<sup>th</sup>-20<sup>th</sup> letters of the alphabet and have the same dot placement as A-J with the inclusion of dot 3. Someone who may not be familiar with the letter order beyond J in the alphabet to remember that R (⠠⠠) is the 18<sup>th</sup> can simply consider H (⠠⠠) as the 8<sup>th</sup> plus 10 (the addition of dot 3 to the H symbol).
- ◆ Braille must be read a certain way to be understood, just as the need to differentiate the written versions of 6 and 9. Normally the # sign (⠼) serves as an orientation marker and tells the reader which way to position the braille cell to be read. The DOTS braille dice do not include this indicator because a person can assume when using dice in tabletop roleplaying games they are meant to be read as numbers, not letters. Instead, the raised border edge surrounding each face includes one Touch Point Edge. This acts as an underline, serving as the orientation marker to indicate which way to read the face when rolled.
- ◆ In the Braille RPG Dice set both 10-sided dice are numbered with A-J. For easier percentile rolling, one has pointed edges and the other has blunt-tipped edges. This helps quickly identify one from the other.
- ◆ With the unique A-T numbering system, removal of the # sign (⠼), and exclusion of engraved numbers for sighted users on the DOTS braille dice, the overall dimensions of dice can be scaled down to a more comfortable size while still following ADA guidelines on the sizing of a braille cell.