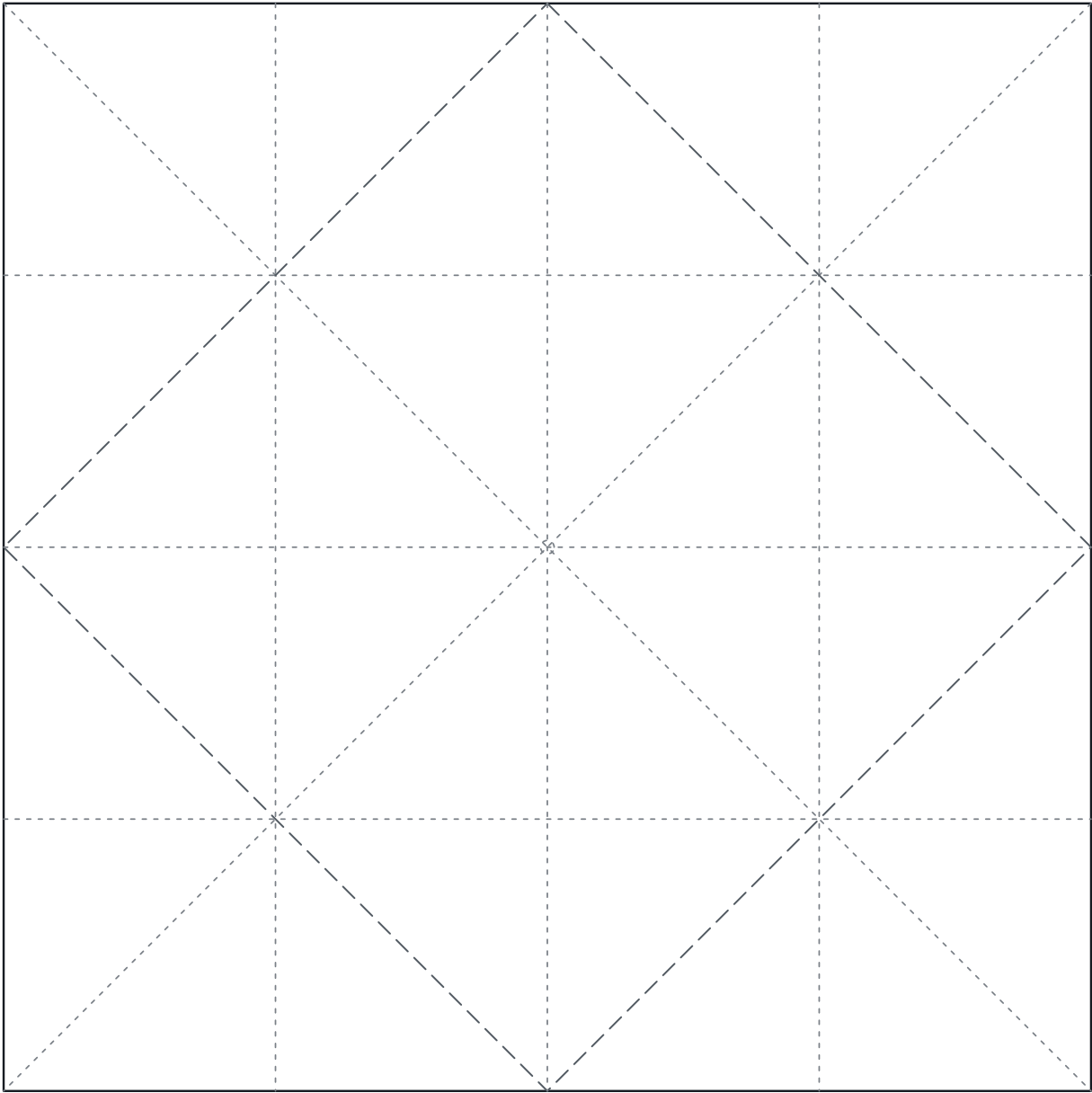
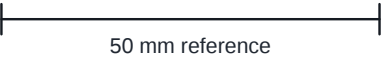


Paper fortune teller blank

pap-113 / A4 / PATTERN 1 / 1 of 2



Cut outside only. Guides stay on the paper.



50 mm reference

Print the matching paper size at 100% / actual size.
Measure this line before cutting, folding or tracing.

Paper fortune teller blank

pap-113 / A4 / INSTRUCTIONS / 2 of 2

A blank square with centre, diagonal and quarter guides for a write-your-own folded conversation game.

DIMENSIONS

Starting square: 160 x 160 mm.

First corner folds meet the centre at 80 / 80 mm.

The completed finger pockets depend on accurate folding.

MAKE A PLAIN-PAPER TRIAL

- 01 Cut the square. Fold it corner-to-corner in both directions, then open it to locate the centre.
- 02 Fold each of the four corners into the centre. Keep the resulting smaller square flat.
- 03 Turn the whole piece over. Again fold each of the four corners into the new centre.
- 04 Fold the small square in half in both directions and reopen it. Lift the four outside pockets with your fingers.
- 05 Write your own simple prompts on the flaps. Avoid private information and test all four pockets before playing.

MATERIALS

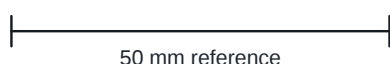
Ordinary paper, scissors, ruler and a pencil. Adhesive is not needed.

BEFORE YOU USE IT

A paper conversation-game blank, not a prediction tool.

No reading level, therapeutic or educational-outcome claim.

Solid boundary = cut. Long dashes = fold/score. Dots = positioning guide. Pale grey = joining area. Keep tabs attached. Adult help is needed for internal cuts.



Print the matching paper size at 100% / actual size.
Measure this line before cutting, folding or tracing.