

# User's Guide

## For the Linares, Hastings and Zürich Chess Fonts

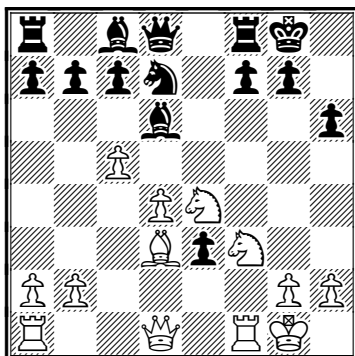
### Windows™ Versions

Spassky-Bronstein USSR Championship 1960

Annotations by Spassky

## Linares

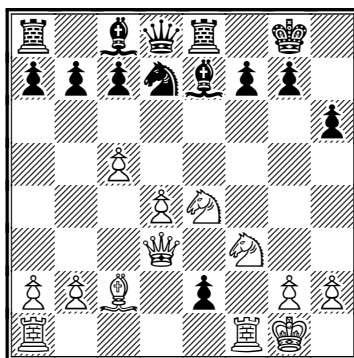
1. e4 e5 2. f4 ef4 3. ♖f3 d5 4. ed5 ♙d6 5. ♘c3 ♘e7 6. d4 O-O 7. ♙d3 ♘d7 8. O-O h6? [8. ... ♘g6 9. ♘e4 ♘f6 10. ♘d6 ♙d6 11. c4 ♙g4=; 8. ... ♘f6 9. ♘e5 ♘ed5 10. ♘d5 ♘d5 11. ♙f4 ♘f4 12. ♙f4 ♙g5=] 9. ♘e4 ♘d5 10. c4 ♘e3 11. ♙e3 fe3 12. c5



12. ... ♙e7 [12. ... ♙f4? 13. g3 ♙g5 14. ♘fg5 hg5 15. 15. ♙h5±; 13. ... f5 14. ♘c3 ♙g5 15. h4 ♙e7 16. ♘d5±] 13. ♙c2! ♙e8 [13. ... ♘f6 14. ♙d3 ♘e4 15. ♙e4 g6 16. ♙e3 ♙g7±→»] 14. ♙d3 e2 15. ♘d6!? [15. ♙f2!±] ♘f8? [15. ... ef1=♙ 16. ♙f1 ♘f6 17. ♘f7 ♘f7 18. ♘e5 ♙g8 ♙h7! ♘h7 20. ♙b3+-; 15. ... ♙d6 16. ♙h7 ♘f8 17. cd6 ef1=♙ 18. ♙f1 cd6 19. ♙h8 ♘e7 20. ♙e1 ♘e5 21. ♙g7 ♙g8 22. ♙h6 ♙b6 23. ♙h1 ♙e6 24. de5±] 16. ♘f7! ef1=♙ 17. ♙f1 ♙f5 [17. ... ♘f7 18. ♘e5 ♙g8 19. ♙h7 ♘h7 20. ♙b3+-; 17. ... ♙d5 18. ♙b3 ♙f7 19. ♙f7 ♘f7 20. ♙c4 ♙g6 21. ♙g8 ♙f6 22. ♘h4 ♙h4 23. ♙f7 ♙h7 24. ♙e8+-; 22. ... ♙g5 23. ♙d5 ♙h4 24. ♙f4 ♙g4 25. g3 ♙h3 26. ♙g2#] 18. ♙f5 ♙d7 19. ♙f4 [19. ♙d3!+-] ♙f6 20. ♘3e5 ♙e7 21. ♙b3 ♙e5 22. ♘e5 ♙h7 23. ♙e4! [Δ ♙f8+-] 1-0

## Hastings

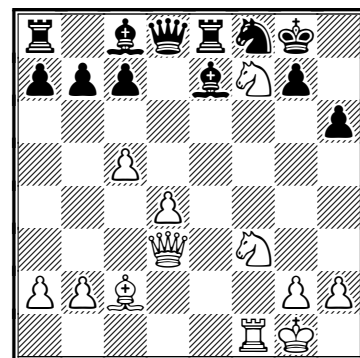
1. e4 e5 2. f4 ef4 3. ♖f3 d5 4. ed5 ♙d6 5. ♘c3 ♘e7 6. d4 O-O 7. ♙d3 ♘d7 8. O-O h6? [8. ... ♘g6 9. ♘e4 ♘f6 10. ♘d6 ♙d6 11. c4 ♙g4=; 8. ... ♘f6 9. ♘e5 ♘ed5 10. ♘d5 ♘d5 11. ♙f4 ♘f4 12. ♙f4 ♙g5=] 9. ♘e4 ♘d5 10. c4 ♘e3 11. ♙e3 fe3 12. c5 ♙e7 [12. ... ♙f4? 13. g3 ♙g5 14. ♘fg5 hg5 15. 15. ♙h5±; 13. ... f5 14. ♘c3 ♙g5 15. h4 ♙e7 16. ♘d5±] 13. ♙c2! ♙e8 [13. ... ♘f6 14. ♙d3 ♘e4 15. ♙e4 g6 16. ♙e3 ♙g7±→»] 14. ♙d3 e2



15. ♘d6!? [15. ♙f2!±] ♘f8? [15. ... ef1=♙ 16. ♙f1 ♘f6 17. ♘f7 ♘f7 18. ♘e5 ♙g8 ♙h7! ♘h7 20. ♙b3+-; 15. ... ♙d6 16. ♙h7 ♘f8 17. cd6 ef1=♙ 18. ♙f1 cd6 19. ♙h8 ♘e7 20. ♙e1 ♘e5 21. ♙g7 ♙g8 22. ♙h6 ♙b6 23. ♙h1 ♙e6 24. de5±] 16. ♘f7! ef1=♙ 17. ♙f1 ♙f5 [17. ... ♘f7 18. ♘e5 ♙g8 19. ♙h7 ♘h7 20. ♙b3+-; 17. ... ♙d5 18. ♙b3 ♙f7 19. ♙f7 ♘f7 20. ♙c4 ♙g6 21. ♙g8 ♙f6 22. ♘h4 ♙h4 23. ♙f7 ♙h7 24. ♙e8+-; 22. ... ♙g5 23. ♙d5 ♙h4 24. ♙f4 ♙g4 25. g3 ♙h3 26. ♙g2#] 18. ♙f5 ♙d7 19. ♙f4 [19. ♙d3!+-] ♙f6 20. ♘3e5 ♙e7 21. ♙b3 ♙e5 22. ♘e5 ♙h7 23. ♙e4! [Δ ♙f8+-] 1-0

## Zürich

1. e4 e5 2. f4 ef4 3. ♖f3 d5 4. ed5 ♙d6 5. ♘c3 ♘e7 6. d4 O-O 7. ♙d3 ♘d7 8. O-O h6? [8. ... ♘g6 9. ♘e4 ♘f6 10. ♘d6 ♙d6 11. c4 ♙g4=; 8. ... ♘f6 9. ♘e5 ♘ed5 10. ♘d5 ♘d5 11. ♙f4 ♘f4 12. ♙f4 ♙g5=] 9. ♘e4 ♘d5 10. c4 ♘e3 11. ♙e3 fe3 12. c5 ♙e7 [12. ... ♙f4? 13. g3 ♙g5 14. ♘fg5 hg5 15. 15. ♙h5±; 13. ... f5 14. ♘c3 ♙g5 15. h4 ♙e7 16. ♘d5±] 13. ♙c2! ♙e8 [13. ... ♘f6 14. ♙d3 ♘e4 15. ♙e4 g6 16. ♙e3 ♙g7±→»] 14. ♙d3 e2 15. ♘d6!? [15. ♙f2!±] ♘f8? [15. ... ef1=♙ 16. ♙f1 ♘f6 17. ♘f7 ♘f7 18. ♘e5 ♙g8 ♙h7! ♘h7 20. ♙b3+-; 15. ... ♙d6 16. ♙h7 ♘f8 17. cd6 ef1=♙ 18. ♙f1 cd6 19. ♙h8 ♘e7 20. ♙e1 ♘e5 21. ♙g7 ♙g8 22. ♙h6 ♙b6 23. ♙h1 ♙e6 24. de5±] 16. ♘f7! ef1=♙ 17. ♙f1



17. ... ♙f5 [17. ... ♘f7 18. ♘e5 ♙g8 19. ♙h7 ♘h7 20. ♙b3+-; 17. ... ♙d5 18. ♙b3 ♙f7 19. ♙f7 ♘f7 20. ♙c4 ♙g6 21. ♙g8 ♙f6 22. ♘h4 ♙h4 23. ♙f7 ♘h7 24. ♙e8+-; 22. ... ♙g5 23. ♙d5 ♙h4 24. ♙f4 ♙g4 25. g3 ♙h3 26. ♙g2#] 18. ♙f5 ♙d7 19. ♙f4 [19. ♙d3!+-] ♙f6 20. ♘3e5 ♙e7 21. ♙b3 ♙e5 22. ♘e5 ♙h7 23. ♙e4! [Δ ♙f8+-] 1-0

## License Agreement

This manual and the Linares, Hastings and Zürich fonts are protected by copyright law so reproduction or redistribution is strictly prohibited. A single use license is granted the purchaser of the fonts. The fonts may be installed on more than one machine, but only one copy of a given font may be in use at any time.

Please support future enhancements and updates of the font by refusing friend's and colleague's requests to "borrow" the fonts. Pirating is illegal and harms both the font designer and registered users. Thanks.

## Guarantee

These fonts have a 30 day money-back guarantee. If you are not satisfied for any reason, return the fonts and manual and your purchase price will be refunded.

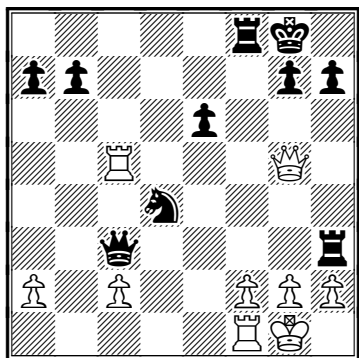
**Linares, Hastings and Zürich** fonts ©1993-2003  
by Alpine Electronics, Steve Smith  
Alpine Electronics  
703 Iverson Ave.  
Laramie, WY 82070

## Table of Contents

Introduction	1
What You Need	1
What is Included	1-2
History of the Fonts	2
Different Versions of the Fonts	2-3
Other Game Diagram Fonts	3 and 13
Installing the Fonts	3
An Example	3-4
Tips for Using the Fonts	4-6
Font Keymaps	7-12

## Introduction

Welcome to the **Linares** or **Hastings** or **Zürich** chess fonts! With these fonts you can use any Windows 3.1 (or later) word processor or page layout program to create and print beautiful chess diagrams and algebraic figurine notation.



23. ... ♖g3!!! 0-1, Lewitzky-Marshall, 1912,  
[24. h:g3 ♖e2+; 24. f:g3 ♖e2+ 25. ♖h1 ♖:f1+; 24.

♖:g3 ♖e2+ 25. ♖h1 ♖:g3+ 26. ♖g1 ♖:f1+-] The spectators were so excited by the move that they showered Marshall with gold coins!

The Linares, Hastings and Zürich fonts all share the same keymaps, installation and use instructions. **Throughout this manual most references will be to the Linares Fonts, but the instructions will apply equally well to the Hastings and Zürich fonts.** For a side by side comparison of Linares, Hastings and Zürich see the front cover.

The **Linares**, **Hastings** and **Zürich** fonts are \$49 each, two for \$79 or all three for \$99. Registered owners of **Linares**, **Hastings** or **Zürich** may apply the above discount, i.e. the second font will cost \$30 or the second and third fonts will cost a total of \$50.

Each font family (i.e. Linares, Hastings or Zürich) includes all standard upper and lower case keyboard characters, chess diagram pieces, six chess diagram borders, figurine chess symbols, bold, italic and over fifty annotation symbols – see the keymaps on pages 7 to 12. Once the fonts are installed you can access the various annotation symbols or chess board pieces via the keyboard or with the **Character Map** Accessory program in the Windows system. The chess diagrams and algebraic figurine notation can be scaled to any size. Both TrueType™ and PostScript™ versions are included.

## What You Need

You will need an IBM PC compatible computer running the Windows 3.1 (or later) operating system and any Windows word processor or page layout program. Earlier versions of Windows do not support TrueType fonts. To use the PostScript™ version of the fonts you will need Adobe Type Manager (ATM).

## What is Included

The high density floppy disk contains TrueType™ and PostScript™ versions of the fonts: Linares, Linares-Bold, Linares-Italic, LinaresDiagram, LinaresFigurine, LinaresFigurine-Bold, LinaresFigurineAlternate, LinaresFigurineAlternate-Bold, LinaresCA, LinaresCA-Bold and LinaresDiagramCA, LinaresCBWIN, LinaresDiagramCBWIN, LinaresRotated90, LinaresRotated180 and LinaresRotated270. Because of disk space limitations some PostScript fonts may not be on the disk. If you need the complete set of PostScript fonts including the \*.afm files required by some non-Windows systems, contact Alpine Electronics and you will receive them at no extra charge. Also included is a WRITE file Linares.WRI. After all the fonts are installed (see installation instructions on page 3) use the Windows Accessory program WRITE (or the Windows 95 or 98 program WordPad or any other Windows word processor) to open and printout this test file. Printouts at 600

dots per inch (dpi) of Linares.WRI (or Hastings.WRI or Zürich.WRI) are included separately from the User's Guide. Note: the diagrams may not look as sharp on a 300 dpi or less printer.

## History of the Fonts

It is common practice to name a font after a city or place. The **Linares** chess font's namesake is Linares, Spain, the location of the strongest series of chess tournaments ever held. Luiz Rentero sponsors these annual super GM chess tournaments and encourages the players' fighting spirit. The high caliber of play and unusually low percentage of draws speaks to his success. Listed below are the winners and average rating of the players for the last five Linares tournaments.

Year	Winner	Score	Average Rating	Category
1999	Kasparov	10.5-3.5	2735	20
1998	Anand	7.5-3.5	2752	21
1997	Kasparov	8.5-3.5	2701	19
1995	Ivanchuck	10-3	2654	17
1994	Karpov	11-2	2684	18
1993	Kasparov	10-3	2676	18
1992	Kasparov	10-3	2659	17
1991	Ivanchuck	9.5-3.5	2658	17
1990	Kasparov	8-3	2627	16
1989	Ivanchuck	7.5-2.5	2629	16

The **Hastings** fonts are named after Hastings, England the site of many great tournaments that stretch back a century! Listed below are the winners of the past Hastings Tournaments.

**1895** Pillsbury, **1919** Capablanca, **1920** Yates, **1921** Kostich, **1922** (town tournament) Alekhine, **1922** Rubinstein, **1923** Euwe, **1924** Maroczy, **1925** Alekhine, **1926** Tartakower, **1927** Tartakower, **1928** Colle, **1929** Capablanca, **1930** Euwe, **1931** Flohr, **1932** Flohr, **1933** Flohr, **1934** Euwe, **1935** Fine, **1936** Alekhine, **1937** Reshevsky, **1938** Szabo, **1939** Parr, **1945** Tartakower, **1946** Alexander, **1947** Szabo, **1948** Rossolimo, **1949** Szabo, **1950** Unzicker, **1951** Gligoric, **1952** Golombek, **1953** Alexander, **1954** Keres, **1955** Korchnoi, **1956** Gligoric, **1957** Keres, **1958** Uhlmann, **1959** Gligoric, **1960** Gligoric, **1961** Botvinnik, **1962** Gligoric, **1963** Tal, **1964** Keres, **1965** Spassky, **1966** Botvinnik, **1967** Gheorghiu, **1968** Smyslov, **1969** Portisch, **1970** Portisch, **1971** Korchnoi, **1972** Larsen, **1973** Kuzmin, **1974** Hort, **1975** Bronstein, **1976** Romanishin, **1977** Dzindzichashvili, **1978** Andersson, **1979** Andersson, **1980** Andersson, **1981** Kupreichik, **1982** Vaganian, **1983** Karlsson, **1984** Sveshnikov, **1985** Petursson, **1986** Chandler, **1987** Short, **1988** Short, **1989** Dolmatov, **1990** Bareev, **1991** Bareev, **1992** J. Polgar & Bareev, **1993** Nunn, **1994** Luther, **1995** Conquest & Khalifman & Lalic, **1996** Rozentalis & Hebden & Nunn, **1997** Sadler, **1998** Sokolov

The **Zürich** fonts are named after Zürich, Switzerland the site of at least three great international chess tournaments. In 1934 Alekhine took first in a strong field of 16 that included Emanuel Lasker, Euwe, Flohr, Nimzovitch, Berstein and Bogoljubov. The 1953 Zürich International Chess Tournament was won by Smyslov over a field of 15 of the best players of that era. The tournament book, by second place finisher David Bronstein, can lay claim to be the best tournament book ever written. Fischer, Tal, Larsen and other top players competed in the 1959 Zürich International Tournament.

The **Linares**, **Hastings** and **Zürich** chess fonts were created by postal chess master Steve Smith.

## Different Versions of the Fonts

Included on disk are 17 TrueType™ versions of the Linares font and most PostScript™ versions. TrueType fonts can be used with any program running under Windows 3.1 (or later). The PostScript™ versions require Adobe Type Manager.

**Linares** (Plain, **Bold** & *Italic*)– This version is based on the US Chess Federation's standard for encoding chess information. It has a complete set of standard letters and punctuation so the keyboard functions normally for text entry. Linares has a complete set of annotation symbols, chess board pieces, and figurine symbols – see the keymap on page 7. Also included are a variety of foreign language symbols. The USCF standard has been modified to include the characters for a chess diagram border. Linares is compatible with the Zarkov and Chess Diagram Editor - see tips 13 and 15.

**LinaresDiagram** – The Linares font is packed with so many symbols it can be time consuming to create chess diagrams because the chess piece locations are not mnemonic and several keystrokes are required to access many characters. LinaresDiagram was created to speed the creation of chess diagrams. The placement of the characters was chosen to make their location easy to remember. LinaresDiagram includes six different diagram borders – see page 5 and the keymaps on pages 8-9. LinaresDiagram also has eight checker pieces which can be used to create checker diagrams. See tip 18 on page 6. LinaresDiagram is compatible with the Zarkov and Chess Diagram Editor - see tips 13 and 15.

**LinaresFigurine** (Plain & **Bold**) – This font has the numbers 0 to 9, letters a to h, figurines and all Informant and New in Chess annotation symbols. The figurines are located on the keymap so standard algebraic notation can be converted directly into figurine algebraic notation by just changing the font to LinaresFigurine. The figurines are at multiple locations so this font will work with Dutch, English and German game scores. See the keymaps on pages 11-12.

**LinaresFigurineAlternate** (Plain & **Bold**) – This font is identical to LinaresFigurine except the figurines are located such that it works with French, Italian, and Spanish text. See the keymaps on pages 11-12.

**LinaresCA** (Plain & **Bold**) – This figurine font is compatible with Chess Assistant the chess database sold by Inside Chess Enterprises, publishers of *Inside Chess*. Their number is 1-800-26-CHESS. See tip 14 on pages 5-6. Also see the keymap on page 9.

**LinaresDiagramCA** – This diagram font is compatible with Chess Assistant the chess database sold by Inside Chess Enterprises, publishers of *Inside Chess*. Their number is 1-800-26-CHESS. See tip 14 on pages

---

5-6. Also see the keymap on page 9.

**LinaresCBWIN** – This figurine font is compatible with ChessBase for Windows the chess database sold in the United States by ChessBase USA. Their number is 1-800-524-3527. See tips 16 and 17 on page 6. Also see the keymap on page 10. (**LinaresCB** – A figurine font compatible with older DOS versions of Chess Base is available to registered owners of the Linares fonts for \$5 to cover the cost of the disk and postage.)

**LinaresDiagramCBWIN** – This diagram font is compatible with ChessBase for Windows the chess database sold in the United States by ChessBase USA. Their number is 1-800-524-3527. See tips 16 and 17 on page 6. Also see the keymap on page 10.

**LinaresRotated90, LinaresRotated180 and LinaresRotated270** – Diagrams for some chess variants require pieces that are rotated 90°, 180° and 270° i.e. ♖, ♗ and ♘. Special inside corner pieces make it possible to create unusual boards. See keymap on page 8 and page 3 of the test printouts.

The **Linares, Hastings and Zürich** fonts are \$29 each, two for \$49 or all three for \$59. Registered owners of **Linares, Hastings or Zürich** may apply the above discount, i.e. the second font will cost \$20 or the second and third fonts will cost a total of \$30.

## Other Game Diagram Fonts

Alpine Electronics sells diagram font families for other games. **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Monte Carlo** (backgammon), **Seoul** (changgi or Korean chess), **Tendo** (shogi or Japanese chess) and **Tokyo** (go). See sample diagrams for these fonts on page 13. Each of these font families sells for \$49 postpaid and this includes a User's Guide (or \$129 for any three font families). Be sure to specify Windows or Macintosh.

## Installing the Linares Fonts

*The following is a summary of the procedure for installing the Linares fonts in your Windows 3.1 or Windows 95 or 98 system. For a more detailed description of TrueType™ font installation consult your Windows manual or help menu. For a more detailed description of PostScript™ font installation consult your Adobe Type Manager manual.*

**Important Note:** Install only the TrueType or the PostScript versions of the fonts. Having both the TrueType and PostScript versions of the same font on a system will usually cause problems. Most people will want to use the TrueType fonts unless **a)** TrueType will not print all characters properly at the size

you want (see tip 2 on page 4) or **b)** A commercial printing company has asked you to use PostScript fonts or **c)** You use Adobe Type Manager and prefer PostScript.

### TrueType for Windows 3.1

**1)** Insert the **Linares** disk into the disk drive **2)** Double click on the Main icon in the Program Manager window **3)** Double click on the Control Panel icon **4)** Double click on the Fonts icon **5)** Click on the Add button **6)** Select the drive (usually drive a:) containing the Linares fonts **7)** Select the Linares fonts you want to install **8)** Click "OK" to install the selected fonts

### TrueType for Windows 95 or 98

**1)** Insert the **Linares** disk into the disk drive. **2)** Click on the **Start** icon. **3)** Move the selection arrow to **Settings**, then over to the **Control Panel** icon and click. **4)** Double click on the **Fonts Folder** icon. **5)** Move the selection arrow to the **File** menu located at the upper left of the window, then down to **Install New Font** and click. **6)** Select the drive containing the **Linares** fonts by clicking on the triangle in the **Drive** box and then clicking on the **a:** drive (the floppy disk drive may be called the **b:** drive on some systems). **7)** Select the **Linares** fonts you want to install by clicking on them in the **List of Fonts** box. To select more than one font hold down the shift key while clicking or select them all by clicking on the **Select All** button. **8)** Click on the **OK** button to install the selected fonts.

*To install PostScript™ fonts in Windows you must have Adobe Type Manager (ATM) version 2.0 or higher. Expect to pay about \$40 for ATM.*

### PostScript for Windows 3.1, 95 or 98

**1)** Double click on the ATM Control Panel icon in the Program Manager window (For Windows 95 or 98 the ATM icon may be in the Windows folder or the Control Panel folder.) **2)** Click on the Add button **3)** Scroll through the drive/directory list to find the drive containing the Linares fonts **4)** Double click on the drive (usually drive a:) containing the Linares fonts **5)** Select the Linares fonts you want to install **6)** Click on the Add button **7)** Click on the Exit button **8)** Click on "Restart Windows" (If you are using version 2.5 or higher of ATM you won't need step 8)

## An Example

In round 10 of the 1993 Linares Tournament Karpov had white against Kasparov. They were leading the tournament with 6.5 points each. Anand was a half point back at 6 points. With two separate World Championships looming on the horizon this game took on a special significance.

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6.

Be3 e5 7. Nge2 c6 8. Qd2 Nbd7 9. Rd1 a6 10. de5 Ne5 11. b3 b5 12. cb5 ab5 13. Qd6 Nfd7 14. f4 b4 15. Nb1 Ng4 16. Bd4 Bd4 17. Qd4 Ra2 18. h3 c5 19. Qg1 Ngf6 20. e5 Ne4 21. h4 c4 22. Nc1 (diagram, next column) 22. ... c3 23. Na2 c2 24. Qd4 cd1=Q 25. Kd1 Ndc5 26. Qd8 Rd8 27. Kc2 Nf2 28. White's flag fell

To convert the game score to figurine notation select the game score and change the font to LinaresFigurine. Then change the style to bold.

An alternate method is to select the game score, change the font to Linares and then use the Find/Change feature in your word processor to change N to ♖, B to ♗, R to ♘, Q to ♙, and K to ♚. Use the **Character Map** Accessory program or your word processor to access these characters. See tip 10 on page 5.

If you are using Chess Assistant, Chess Base, Zarkov or a chess playing program, you can create the algebraic figurine notation file by playing through the game on your computer screen.

#### King's Indian Samisch E86

GM Anatoly Karpov (2725)

GM Garry Kasparov (2805)

Linares (10) 1993

1. d4 ♟f6 2. c4 g6 3. ♞c3 ♟g7 4. e4 d6 5. f3 O-O 6. ♟e3 e5 7. ♟ge2 c6 8. ♙d2 ♟bd7 9. ♟d1 a6 10. de5 ♟e5 11. b3 b5 12. cb5 ab5 13. ♙d6 ♟fd7 14. f4 b4 15. ♟b1 ♟g4 16. ♟d4 ♟d4 17. ♙d4 ♟a2 18. h3 c5 19. ♙g1 ♟gf6 20. e5 ♟e4 21. h4 c4 22. ♞c1 (diagram) 22. ... c3 23. ♟a2 c2 24. ♙d4 cd1=♙ 25. ♙d1 ♟dc5 26. ♙d8 ♟d8 27. ♙c2 ♟f2 28. White's flag fell

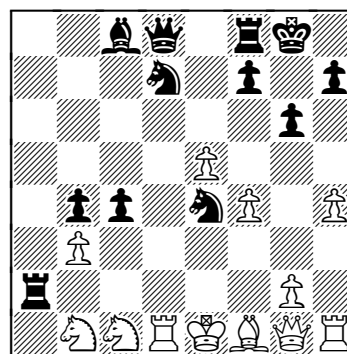
To create a chess diagram switch to the LinaresDiagram font and use the keymap on pages 8-9 to type in the position. The lower case p, n, b, r, q, k are ♙, ♘, ♗, ♖, ♕, ♔ respectively. The lower case o, h, g, 4, l, i are ♟, ♞, ♝, ♜, ♛, ♚ respectively. The upper case P, N, B, R, Q, K are ♙, ♘, ♗, ♖, ♕, ♔ respectively. The upper case ), H, G, \$, !, I are ♞, ♝, ♜, ♛, ♚, ♙, ♘, ♗, ♖, ♕, ♔ respectively.

Note that all pieces on dark squares are to the upper left of the chess pieces' corresponding letters on the keyboard. Black pieces are all lower case and white pieces are all upper case.

The left and right border pieces are [ and ], the top and bottom border pieces are \_ and - (*underline and dash*). The empty white and dark squares are w and d (*or W and D*). You must put a w (*an empty white square*) in each of the four corners so the top and bottom edges will align properly. **There are five other borders available** – see pages 5 and 8-9.

If you are using Chess Assistant, ChessBase for Windows or Zarkov, you can create the chess diagram file by

playing through the game on your computer screen. See tips 14, 15 and 16 on pages 5-6.



Below is the same diagram with a text font.

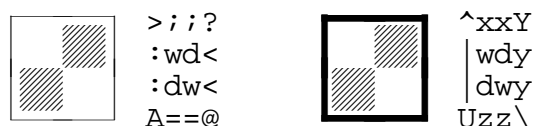
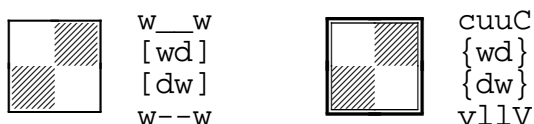
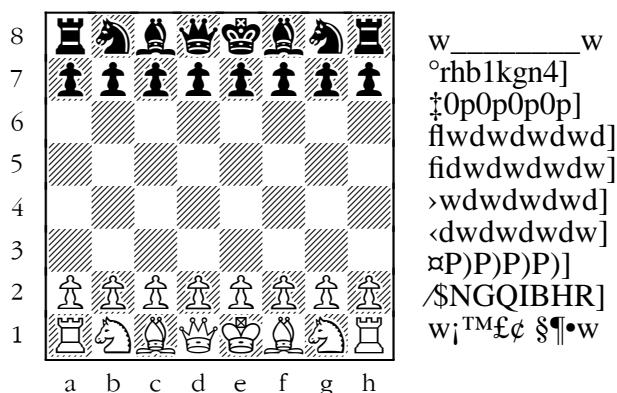
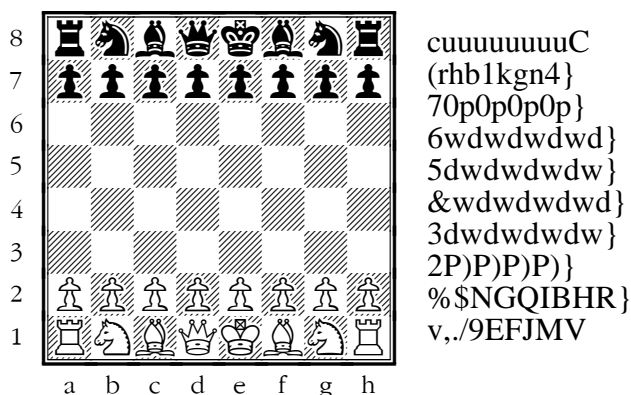
```
w-----w
[wdb1w4kd]
[dwdndpdp]
[wddwdwdpd]
[dwdw)wdw]
[w0pdn)w)]
[dPdwdwdw]
[rdwdwdPd]
[dNHRIB!R]
w-----w
```

## Tips for Using the Fonts

- 1) If the empty white squares print at less than full width, replace w by s or S. If you notice tiny dots in the corners of the empty white squares, try replacing w by W.
- 2) If you are using the TrueType fonts with Windows 3.1 and some of the pieces in a large chess diagram fail to print or print as rectangles, try reducing the size of the font. A better solution is to upgrade to Windows95 which will print all chess diagrams at very large or very small sizes without difficulty. Another solution to the printing problem is to use the PostScript versions of the fonts, but this requires Adobe Type Manager (see page 3 for PostScript installation instructions).
- 3) If the chess diagrams are not square (taller than they are wide), set the line spacing equal to the same point size as the font's point size.
- 4) You may need to experiment with various diagram font point sizes to select the ones that have the most pleasing dark square diagonal lines for the particular computer and printer that you have. For most 300 dot per inch laser printers the 16 point size looks best. All diagram sizes look good on the new 600 dot per inch laser printers.
- 5) To convert an algebraic game score to figurine notation select the text and change the font to LinaresFigurine. Or select the game score and change the font to Linares

then use the “find and replace” feature of your word processor or page layout program to replace all the N, B, R, Q, and K by ♖, ♗, ♘, ♙, and ♚ respectively. Then go through the text and change back all the letters that shouldn’t be figurines.

- 6) The LinaresDiagram chess font has six different chess diagram borders. The text files to the right of each diagram show the characters that must be typed to create the diagram. See the keymaps on pages 8-9.



- 7) If you create chess diagrams by typing them, use the LinaresDiagram font. The chess board pieces are placed in logical locations and are easily accessed from the keyboard. See the keymaps on pages 8-9.
- 8) If you want to use the Linares font to create chess diagrams and you can’t remember where all the chess pieces are located in this font, try the following. Create

a chess diagram of the initial position plus a border and paste this into the beginning of your document. Then use standard cut and paste operations to set up whatever position you want.

- 9) Some word processors and page layout programs may not display the upper edge of the chess diagram border on the computer screen. This isn’t really a problem as it doesn’t effect the printing of the chess diagrams.
- 10) To use the **Character Map** Accessory program first switch from the program you are in to the **Program Manager**. Double click on the Accessories icon then double click on the Character Map icon. Change the font to Linares and double click on each of the characters you want to add to your document. Click on the Copy box. Switch back to your document. Select the Linares font in your document. Position the cursor where you want to place the characters. Finally choose Paste from the Edit menu.
- 11) To insert characters from the keyboard first select the Linares font. Turn on the Numlock key, hold down the ALT key and use the numeric keypad to type 0 followed by the three digit ASCII number for the character. The ASCII numbers are on page 8.
- 12) If you are using a program like Chess Assistant, ChessBase or Zarkov to generate your diagram text files and would prefer another border, use the search and replace function of your word processor to replace the border pieces.
- 13) If you create a lot of chess diagrams, it will save some time to use a chess playing or database program like ChessBase, Chess Assistant, BOOKUP, Zarkov or many of the shareware/freeware programs that are directly compatible with the Linares, Hastings and Zurich font families (see tips 14-17 below).

Here is a partial list of shareware or freeware programs that are directly compatible with the Linares, Hastings and Zurich font families. ChessBase Light, Chess Diagram Editor, PGN Board/Recorder, FEN2DIAG, Club Mate, EPD2DIAG, and WINCEDT.

To download most of these programs go to the web site <http://www.pitt.edu/~schach> or use one of the web search engines.

- 14) To use the LinaresCA and LinaresDiagramCA fonts with Chess Assistant you need to edit the RTF.INI file. (See the Chess Assistant User’s Guide.) Change the Chess = and Diagram = sections of the RTF.INI file. These two lines are in the [Fonts] section which is in the [General] section. Here is what they should be changed to.

```

Chess = LinaresCA, decor
Diagram = LinaresDiagramCA, decor

```

- 15) To use the LinaresDiagram or HastingsDiagram or ZürichDiagram fonts with Zarkov you will need to edit the zarkov.cfg file. Make the following changes:

```
# Ascii text
# DIAGRAM_MAP= --PPNNBBRRQQKKppnnbrrqqkk$$$$$$$*
#
# HastingsDiagram, LinaresDiagram, ZurichDiagram
DIAGRAM_MAP= wdP)NHBGR$Q!Klp0nhbgr4q1kicCvVul{}-
#
```

All lines that start with # will be ignored. Eight of the last nine characters determine the border. So if you want the heavy bold border instead of the double border replace cCvVul{ } with ^YU\xz|y. See the keymaps on pages 8-9.

- 16) ChessBase for Windows 1.0 to 1.11 instructions. To use LinaresDiagramCBWIN as a ChessBase for Windows 1.x diagram font: Edit the CBWIN.INI file with the accessory program NOTEPAD (or any other word processor, but remember to save in text format). In the section under [PrintParameters] you will find the line

```
PieceFont=DiagramTTHabsburg
change this line to the following
PieceFont=LinaresDiagramCBWIN
```

**Note:** ChessBase had a bug in versions prior to 1.11 that caused it to ignore this diagram font change. If you are using version 1.0 or 1.1, you must select and change each diagram in the RTF file to LinaresDiagramCBWIN, one diagram at a time.

To use LinaresCBWIN as a ChessBase figurine font: Open ChessBase for Windows 1.x and go to the **Status** menu and under **Options** select Figurine. Then select the LinaresCBWIN font in the appropriate locations under the menu categories: **Lists** (controls the game listings of databases), **Keynames** (controls the Key listings), **Notation** (controls the on-screen notation) and **Printing** (controls the font used for printing text and notation and the font used when exporting RTF files for your word processor).

- 17) ChessBase 6 or ChessBase Light instructions. To use LinaresDiagramCBWIN as a ChessBase diagram font: Open ChessBase 6 or ChessBase Light. From the **Printing** menu select **Page setup**. Click the **Diagrams** button. In the **Coordinates** box select the type of border you want (I choose **Empty**). Make sure the **TrueType** box is checked. Choose the diagram size you want (I choose 128 point diagram size and the 16 point diagram font size). Click the **TT Options** button. Select the **ChessBase Standard** style then click the **Font** button and select **LinaresDiagramCBWIN**. Now click **OK** in the four open windows

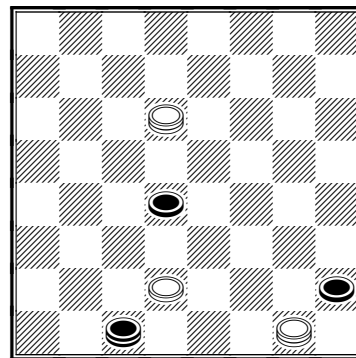
**Note:** Some systems have problems printing the zero width characters that are used in the ChessBase Standard

style fonts. If you experience printing problems, select the **Linares/Zurich/Hastings** style instead of the **ChessBase Standard** style and then select the **LinaresDiagram** font instead of the **LinaresDiagramCBWIN** font.

To use LinaresCBWIN as a ChessBase figurine font:

Open ChessBase 6 or ChessBase Light. From the **Status** menu select **Font in notation**. Choose the **LinaresCBWIN** font and select a size that works for your monitor size and screen resolution (on my 800 x 600 resolution monitor I select the 16 point size). Click **OK**. From the **Status** menu select **Font in printing**. Choose the **LinaresCBWIN** font and select a size that you like (I like the 10 point size). Click **OK**. From the **Status** menu select **Options**. Select the style of notation that you prefer and either figurine or non-figurine

- 18) A checker diagram using LinaresDiagram and the corresponding text file are shown. White is to play and win.



```
cuuuuuuuuC
{wdwdwdwd}
{dwdwdwdw}
{wdwowlwd}
{dwdwdwdw}
{wdwjwdwd}
{dwdwdwdw}
{wdwfwdwj}
{dwmwdwow}
vllllllllv
```

1. d6-c5!! c1-e3 2. g1-f2! e3-g1 3. c5-e3 g1-f2 4. e3-g1 and wins. Unlike in chess the stalemated player loses. Checkers may also be placed on white squares as is common in checker books and magazines. **Note:** Although the notation used above is familiar to chess players it is not used by checker players. The **Edinburgh** font shown on page 13 has four other checker styles plus the option to number the squares which facilitates actual checker notation.

If you have any problems with the fonts, please send a note to Alpine Electronics and include a description of the problem, a printout illustrating the problem, a description of the computer, printer and software you are using and the serial number on your Linares disk. Help is also available via email.

**Email** [alpine@partae.com](mailto:alpine@partae.com)

**Web site** [www.partae.com](http://www.partae.com)

# Keymap for the Linares (Also Hastings and Zürich)

The upper and lowercase characters are the same as a standard keyboard. Use Character Map, (see page 5), to access these characters from any Windows 3.1 or Windows 95 program. To access via the keyboard – turn on Numlock, hold down the Alt key and use the numeric keypad to type 0 followed by the three digit ASCII code listed below.

Char	Symbol	Explanation	ASCII
		algebraic figurine pawn	185
		algebraic figurine bishop	186
		algebraic figurine knight	187
		algebraic figurine rook	188
		algebraic figurine queen	189
		algebraic figurine king	190
		chess diagram white square	220
		chess diagram black square	221
		chess diagram pawn	222
		chess diagram pawn	223
		chess diagram pawn	224
		chess diagram pawn	225
		chess diagram knight	226
		chess diagram knight	227
		chess diagram knight	228
		chess diagram knight	229
		chess diagram bishop	230
		chess diagram bishop	231
		chess diagram bishop	232
		chess diagram bishop	233
		chess diagram rook	234
		chess diagram rook	235
		chess diagram rook	236
		chess diagram rook	237
		chess diagram queen	238
		chess diagram queen	239
		chess diagram queen	240
		chess diagram queen	241
		chess diagram king	242
		chess diagram king	243
		chess diagram king	244
		chess diagram king	245
		top edge of chess diagram	151
		bottom edge of chess diagram	147
		left edge of chess diagram	156
		right edge of chess diagram	155
=		equal	61
≈		approximately equal	180
±		White is slightly better	179
∓		Black is slightly better	178
±		White is better	177
∓		Black is better	173
+−		White is winning	171
−+		Black is winning	172

Char	Symbol	Explanation	ASCII
∞		unclear	176
≡		compensation for material	175
#		checkmate	35
+		check	43
⇌		counter play	174
→		with attack	195
↑		with initiative	196
«		queen's side	199
»		king's side	200
田		center	191
↗		diagonal	201
↓		file	202
↔		rank	203
○		development	197
○		space	198
⇝		pin	192
⚡		fork	193
♙		doubled pawns	194
○		zugzwang	204
⚡		trap	205
×		weak square	206
⊥		end game	207
♝		opposite color bishops	153
♞		bishop pair	152
♙		White passed pawn	135
♜		Black passed pawn	136
?!		Dubious move	
!?		interesting move	
!		very good move	33
!!		excellent move	
?		a mistake	63
??		a blunder	
△		with the idea ...	148
△		better is ...	149
□		forced move	181
→		transposes to	145
¬		not ...	146
		or ...	124
⚡		time pressure	219
1/2-1/2		draw	218
1-0		White won	216
0-1		Black won	217
✉		sealed move	215
⌚		time control	134

Char	Symbol	Exp.	ASCII
✉		correspondence game	130
♙		White	135
♜		Black	136
♖		championship	131
✖		match	132
□		computer	181
...		ellipsis	214
—		n-dash	208
—		m-dash	209
“		open quotes	210
”		close quotes	211
‘		open quote	212
’		close quote	213
§		section	164
•		bullet	165
¶		paragraph	166
©		copyright	169
™		trademark	170
£		British pounds	163
Ð		barred-D	160
þ		upper Thorn	161
ð		lower Thorn	162
ð		eth	182
ł		Polish l	183
Ł		Polish L	184
ø		slashed o	167
Ø		slashed O	168
ı		dot less i	137
ö		o-umlaut	154
ü		u-umlaut	159
ä		a-umlaut	138
ñ		palatal n	150
é		e-acute	140
^		circumflex	246
~		tilde	247
˘		acute	248
˘		breve	249
˘		grave	250
°		ring	251
˘		cedilla	252
¨		dieresis	253
˘		right hook	254
˘		hachek	255
˘		Hungarian umlaut	139



# LinaresDiagram Keymap (Also HastingsDiagram and ZürichDiagram)

Key	Char	Symbol Explanation
w		white square
d		dark square
P		white pawn white square
)		white pawn dark square
p		black pawn white square
0		black pawn dark square
N		white knight white square
H		white knight dark square
n		black knight white square
h		black knight dark square
B		white bishop white square
G		white bishop dark square
b		black bishop white square
g		black bishop dark square
R		white rook white square
\$		white rook dark square
r		black rook white square
4		black rook dark square
Q		white queen white square
!		white queen dark square
q		black queen white square
l		black queen dark square
K		white king white square
I		white king dark square
k		black king white square
i		black king dark square
_		top edge of diagram 1
-		bottom edge of diagram 1
[		left edge of diagram 1
]		right edge of diagram 1
;		top edge of diagram 2
=		bottom edge of diagram 2
:		left edge of diagram 2
<		right edge of diagram 2

Key	Char	Symbol Explanation
>		upper left corner of diagram 2
?		upper right corner of diagram 2
A		lower left corner of diagram 2
@		lower right corner of diagram 2
u		top edge of diagram 3
l		bottom edge of diagram 3
{		left edge of diagram 3
}		right edge of diagram 3
c		upper left corner of diagram 3
C		upper right corner of diagram 3
v		lower left corner of diagram 3
V		lower right corner of diagram 3
x		top edge of diagram 5
z		bottom edge of diagram 5
		left edge of diagram 5
y		right edge of diagram 5
^		upper left corner of diagram 5
Y		upper right corner of diagram 5
U		lower left corner of diagram 5
\		lower right corner of diagram 5
%	1	algebraic left edge of diagram 3
2	2	algebraic left edge of diagram 3
3	3	algebraic left edge of diagram 3
&	4	algebraic left edge of diagram 3
5	5	algebraic left edge of diagram 3
6	6	algebraic left edge of diagram 3
7	7	algebraic left edge of diagram 3
(	8	algebraic left edge of diagram 3
,	a	algebraic bottom edge of diagram 3
.	b	algebraic bottom edge of diagram 3
/	c	algebraic bottom edge of diagram 3
9	d	algebraic bottom edge of diagram 3
E	e	algebraic bottom edge of diagram 3
F	f	algebraic bottom edge of diagram 3

Key	Char	Symbol Explanation
J	g	algebraic bottom edge of diagram 3
M	h	algebraic bottom edge of diagram 3
e		black checker on white square
j		black checker on dark square
a		white checker on white square
f		white checker on dark square
`		black checker king on white square
m		black checker king on dark square
~		white checker king on white square
o		white checker king on dark square
+	+	plus sign on white square
#	+	plus sign on dark square
X	x	X on white square
Z	x	X on dark square
*	★	star on white square
8	★	star on dark square
ASCII	Char	Symbol Explanation
218	1	algebraic left edge of diagram 4
219	2	algebraic left edge of diagram 4
220	3	algebraic left edge of diagram 4
221	4	algebraic left edge of diagram 4
222	5	algebraic left edge of diagram 4
223	6	algebraic left edge of diagram 4
224	7	algebraic left edge of diagram 4
225	8	algebraic left edge of diagram 4
193	a	algebraic bottom edge of diagram 4
194	b	algebraic bottom edge of diagram 4
195	c	algebraic bottom edge of diagram 4
196	d	algebraic bottom edge of diagram 4
197	e	algebraic bottom edge of diagram 4
198	f	algebraic bottom edge of diagram 4
199	g	algebraic bottom edge of diagram 4
200	h	algebraic bottom edge of diagram 4

**Note:** All pieces on dark squares are to the upper left of the chess pieces' corresponding letters on the keyboard. Black pieces are all lower case and white pieces are all upper case.

## LinaresRotated90 , 180 and 270 Keymaps (Also Hastings Rotated 90, 180 and 270 and Zürich Rotated 90, 180 and 270)

**Rotated** fonts can be combined with any of the **Diagram** fonts to create diagrams for chess variants such as four handed chess (see page 6). The rotated chess pieces and regular border pieces are in the same locations as the **LinaresDiagram** keymap shown above. Special inside corner border pieces for the **Rotated** fonts are shown below.

Key	Char	Symbol Explanation
a		upper left inside corner diagram 2
m		upper right inside corner diagram 2
e		lower left inside corner diagram 2
L		lower right inside corner diagram 2
s		upper left inside corner diagram 3
S		upper right inside corner diagram 3

Key	Char	Symbol Explanation
f		lower left inside corner diagram 3
j		lower right inside corner diagram 3
t		upper left inside corner diagram 5
T		upper right inside corner diagram 5
o		lower left inside corner diagram 5
O		lower right inside corner diagram 5

# LinaresDiagram Keyboard Map (Also HastingsDiagram and ZürichDiagram)

		2	3		5	6	7		d					
	q	w	e	r	t	y	u	i	o	p	[	]	\	
	a	s	d	f	g	h	j	k	l	;	'			
shift		z	x	c	v	b	n	m	a	b	c	/		
option														

		2			1		4		8			+		
	q	w	e	r	t	y	u	i	o	p	[	]	\	
	a	s	d	f	g	h	j	k	L	;	'			
shift		z	x	c	v	b	n	m	h	,	.	/		
option														

# LinaresCA & LinaresDiagramCA Key Map (for Chess Assistant)

Also HastingsCA, HastingsDiagramCA, ZürichCA and ZürichDiagramCA

Char = Keyboard Character, CA = LinaresCA Symbol, Diag = LinaresDiagramCA Symbol

Char	CA	Diag	Char	CA	Diag	Char	CA	Diag	Char	CA	Diag	Char	CA	Diag	Char	CA	Diag
!	∞		0	0		?			N	∞	.	]	!		l	⊥	
"	L		1	1		@			O	±	.	^	!!		m		
#	⊙		2	0		A			P	±	.	_	?		n		
\$	⊙		3	1		B			Q	+−		`	??		o		
%	↑		4	½		C			R	−+		a	!?		p	∞	
&	↗		5	½		D			S	=		b	?!		q	∞	
'	□		6			E			T	∞		c	Δ		r	∞	
(	□		7			F			U	∞		d	□		s	↑	
)	□		8			G			V	∞		e	△		t	>	
*	⊙		9			H			W	○		f	↔		u	⊕	
+	□		:	:		I			X	→		g	+−		v	L	
,	□		;	:		J			Y	↑		h	−+		w	⊥	
-			<			K		—	Z	↔		i	=		x		
.	⊙		=			L		—	[	○		j	∞		y	—	
/	⊙		>			M	±	.	\	#		k	x		z	▲	

# LinaresCBWIN Keymap (for ChessBase for Windows)

## Also HastingsCBWIN and ZürichCBWIN

*This font also has a complete set of standard text characters.*

Char	Symbol	Explanation	ASCII
		figurine pawn	167
		figurine knight	164
		figurine bishop	165
		figurine rook	166
		figurine queen	163
		figurine king	162
±		white is slightly better	178
∓		black is slightly better	179
±		white is better	177
∓		black is better	181
∞		the position is unclear	247
∞		white has compensation	176
∞		black has compensation	169

Char	Symbol	Explanation	ASCII
		development advantage	137
○		space advantage	134
→		with attack	130
↑		with initiative	131
↔		with counter-play	132
○		zug zwang	135
△		with the idea	133
□		only move	153
⌒		better is	185
↑↓		file	145
↗		diagonals	146
»		king's side	187
«		queen's side	171

Char	Symbol	Exp.	ASCII
×		weak point	215
⊥		ending	172
♖♗		pair of bishops	173
♖♗		bishops of opposite color	174
♖♗		bishops of the same color	175
⊕		center	148
⊕		time pressure	147
♙		passed pawn	254
└		with	170
┘		without	186
≧		better is	139
≦		worse is	155

# LinaresDiagramCBWIN Keymap (for ChessBase for Windows)

## Also HastingsDiagramCBWIN and ZürichDiagramCBWIN

Char	Symbol	Explanation	ASCII
		white square	-
		dark square	+
		white pawn white square	P
		black pawn white square	p
		pawn mask for dark square	z
		white knight white square	N
		black knight white square	n
		knight mask for dark square	s
		white bishop white square	L
		black bishop white square	l
		bishop mask for dark square	v
		white rook white square	R
		black rook white square	r
		rook mask for dark square	t
		white queen white square	Q
		black queen white square	q
		queen mask for dark square	w
		white king white square	K
		black king white square	k
		king mask for dark square	m

Char	Symbol	Explanation	ASCII
═		top edge of diagram	I
═		bottom edge of diagram	i
		left edge of diagram	9
		right edge of diagram	0
┐		upper left corner of diagram	X
┐		upper right corner of diagram	Y
└		lower left corner of diagram	x
└		lower right corner of diagram	y
8		algebraic left edge of diagram	8
7		algebraic left edge of diagram	7
6		algebraic left edge of diagram	6
5		algebraic left edge of diagram	5
4		algebraic left edge of diagram	4
3		algebraic left edge of diagram	3
2		algebraic left edge of diagram	2
1		algebraic left edge of diagram	1
a		algebraic bottom edge of diagram	a
b		algebraic bottom edge of diagram	b
c		algebraic bottom edge of diagram	c
d		algebraic bottom edge of diagram	d
e		algebraic bottom edge of diagram	e

Char	Symbol	Explanation	ASCII
f		algebraic bottom edge of diagram	f
g		algebraic bottom edge of diagram	g
h		algebraic bottom edge of diagram	h
8		algebraic right edge of diagram	(
7		algebraic right edge of diagram	'
6		algebraic right edge of diagram	&
5		algebraic right edge of diagram	%
4		algebraic right edge of diagram	\$
3		algebraic right edge of diagram	#
2		algebraic right edge of diagram	"
1		algebraic right edge of diagram	!
a		algebraic top edge of diagram	A
b		algebraic top edge of diagram	B
c		algebraic top edge of diagram	C
d		algebraic top edge of diagram	D
e		algebraic top edge of diagram	E
f		algebraic top edge of diagram	F
g		algebraic top edge of diagram	G
h		algebraic top edge of diagram	H
●		black to move	{
○		white to move	}

# LinaresFigurine Keymap (Also HastingsFigurine and ZürichFigurine)

**LinaresFigurine** has numbers 0 to 9, letters a to h, figurines and all annotation symbols. It can be used to convert standard algebraic notation directly into figurine algebraic notation. Just select the text and change the font to **LinaresFigurine**. See the keyboard layout on the next page and the example below right.

Char	Symbol	Explanation	Keystroke
<b>Informant Symbols</b>			
±		white is slightly better	r
∓		black is slightly better	t
±		white is better	y
∓		black is better	u
+−		white is winning	i
−+		black is winning	o
=		the game is even	=
∞		the position is unclear	q
∞		compensation for the material	w
⌚		development advantage	W
○		space advantage	%
→		with attack	X
↑		with initiative	Z
↔		with counter-play	m
⊙		zug zwang	*
#		checkmate	#
!		good move	!
!!		an excellent move	!!
?		a mistake	?
??		a blunder	??
!?		a move deserving attention	!?
?!		a dubious move	?!
△		with the idea	\$
□		only move	~
⌒		better is	@
↔		file	v
↗		diagonals	z
»		king's side	\
«		queen's side	p
x		weak point	x
⌞		ending	E
♖♗		pair of bishops	Y
♖♗		bishops of opposite color	U
♖♗		bishops of the same color	I
⊞		center	^
⊕		time pressure	&
○○		united pawns	s
○..○		separated pawns	j
⊝		doubled pawns	k
♙		passed pawn	l
>		advantage in pawns	>
N		new move	<

Char	Symbol	Explanation	Keystroke
R		various moves	M
RR		editorial comment	MM
L		with	G
┘		without	H
		etcetera	J
—		see	F
♙		figurine pawn	P
♘		figurine knight	N
♗		figurine bishop	B
♖		figurine rook	R
♚		figurine queen	Q
♔		figurine king	K
<b>New in Chess Symbols</b>			
Char	Symbol	Explanation	ASCII
∞		compensation	170
>		strong	171
<		weak	172
≧		better is	173
≦		worse is	174
↑↑		development	175
♖		kingside	176
♗		queenside	177
⊞		space	178
⊞		center	179
♖♗		bishop pair	180
x		mate	x
<b>Miscellaneous Symbols</b>			
⌚		time pressure	A
≈		approximately equal	190
⌚		time	191
✉		correspondence game	192
✉		sealed move	193
♖♗		championship	194
✂		match	195
⌛		pin	196
⌛		fork	197
♙		trap	198
♙		white passed pawn	199
♚		black passed pawn	200
↯		not ...	201
→		transposes to	V
		or...	

## Karpov-Kasparov Linares 1993 (Times font)

1. d4 Nf6 2. c4  
g6 3. Nc3 Bg7 4.  
e4 d6 5. f3 O-O 6.  
Be3 e5 7. Nge2 c6  
8. Qd2 Nbd7 9.  
Rd1 a6 10. de5  
Ne5 11. b3 b5 12.  
cb5 ab5 13. Qd6  
Nfd7 14. f4 b4  
15. Nb1 Ng4 16.  
Bd4 Bd4 17. Qd4  
Ra2 18. h3 c5 19.  
Qg1 Ngf6 20. e5  
Ne4 21. h4 c4 22.  
Nc1 c3 23. Na2 c2  
24. Qd4 cd1=Q  
25. Kd1 Ndc5 26.  
Qd8 Rd8 27. Kc2  
Nf2 0-1

## Same text in the LinaresFigurine font

1. d4 ♞f6 2. c4  
g6 3. ♞c3 ♠g7 4.  
e4 d6 5. f3 O-O 6.  
♞e3 e5 7. ♞ge2  
c6 8. ♞d2 ♠bd7  
9. ♠d1 a6 10. de5  
♞e5 11. b3 b5 12.  
cb5 ab5 13. ♞d6  
♞fd7 14. f4 b4  
15. ♞b1 ♠g4 16.  
♞d4 ♠d4 17.  
♞d4 ♠a2 18. h3  
c5 19. ♞g1 ♠gf6  
20. e5 ♞e4 21. h4  
c4 22. ♞c1 c3 23.  
♞a2 c2 24. ♞d4  
cd1=♞ 25. ♞d1  
♞dc5 26. ♞d8  
♠d8 27. ♞c2 ♠f2  
0-1

# LinaresFigurine Keyboard map (Also HastingsFigurine and ZürichFigurine)

For Dutch, English and German Algebraic Notation

½	1 <sub>1</sub>	2 <sub>2</sub>	3 <sub>3</sub>	4 <sub>4</sub>	5 <sub>5</sub>	6 <sub>6</sub>	7 <sub>7</sub>	8 <sub>8</sub>	9 <sub>9</sub>	0 <sub>0</sub>	- <sub>-</sub>	= <sub>=</sub>	
	∞ <sub>q</sub>	∞ <sub>w</sub>	e <sub>e</sub>	± <sub>r</sub>	∓ <sub>t</sub>	± <sub>y</sub>	∓ <sub>u</sub>	+ <sub>i</sub>	- <sub>o</sub>	« <sub>p</sub>	[ <sub>[</sub> ]	» <sub>\</sub>	
	a <sub>a</sub>	∞ <sub>s</sub>	d <sub>d</sub>	f <sub>f</sub>	g <sub>g</sub>	h <sub>h</sub>	o..o <sub>j</sub>	o <sub>k</sub>	↑ <sub>l</sub>	;	'		
shift	↗ <sub>z</sub>	× <sub>x</sub>	c <sub>c</sub>	↔ <sub>v</sub>	b <sub>b</sub>	↕ <sub>n</sub>	↔ <sub>m</sub>	,	.	/			

$\square$	!	$\bigcap$	#	$\triangle$	$\bigcirc$	$\boxplus$	$\oplus$	$\odot$	(	)	-	+	
	$\text{king}$ <sub>q</sub>	$\text{king}$ <sub>w</sub>	$\perp$ <sub>e</sub>	$\text{king}$ <sub>r</sub>	$\text{king}$ <sub>t</sub>	$\text{king}$ <sub>y</sub>	$\text{king}$ <sub>u</sub>	$\text{king}$ <sub>i</sub>	$\text{king}$ <sub>p</sub>	{	}		
	$\text{king}$ <sub>a</sub>	$\text{king}$ <sub>s</sub>	$\text{king}$ <sub>d</sub>	$\text{king}$ <sub>f</sub>	$\text{king}$ <sub>g</sub>	$\text{king}$ <sub>h</sub>	$\text{king}$ <sub>j</sub>	$\text{king}$ <sub>k</sub>	$\text{king}$ <sub>l</sub>	:	"	'	
shift	$\uparrow$ <sub>z</sub>	$\rightarrow$ <sub>x</sub>	$\text{king}$ <sub>c</sub>	$\rightarrow$ <sub>v</sub>	$\text{king}$ <sub>b</sub>	$\text{king}$ <sub>n</sub>	R <sub>m</sub>	N <sub>,</sub>	> <sub>.</sub>	?	/		

# LinaresFigAlt Keyboard map (Also HastingsFigAlt and ZürichFigAlt)

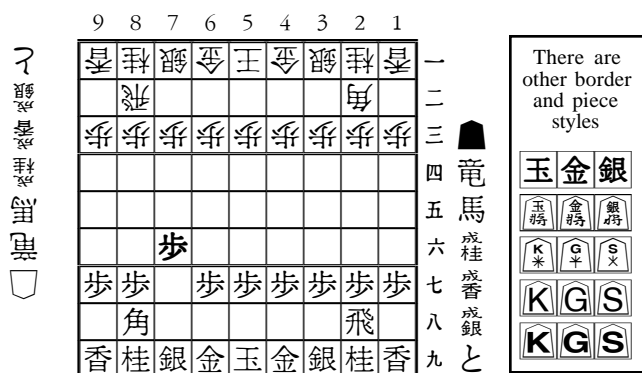
For French, Hungarian, Italian and Spanish Algebraic Notation Unshifted characters are the same as LinaresFigurine

$\square$	!	$\bigcap$	#	$\triangle$	$\bigcirc$	$\boxplus$	$\oplus$	$\odot$	(	)	-	+	
	$\rightarrow$ <sub>q</sub>	$\text{king}$ <sub>w</sub>	$\perp$ <sub>e</sub>	$\text{king}$ <sub>r</sub>	$\text{king}$ <sub>t</sub>	$\text{king}$ <sub>y</sub>	$\text{king}$ <sub>u</sub>	$\text{king}$ <sub>i</sub>	$\text{king}$ <sub>p</sub>	{	}		
	$\text{king}$ <sub>a</sub>	$\text{king}$ <sub>s</sub>	$\text{king}$ <sub>d</sub>	$\text{king}$ <sub>f</sub>	$\text{king}$ <sub>g</sub>	$\text{king}$ <sub>h</sub>	$\text{king}$ <sub>j</sub>	$\text{king}$ <sub>k</sub>	$\text{king}$ <sub>l</sub>	:	"	'	
shift	$\uparrow$ <sub>z</sub>	$\rightarrow$ <sub>x</sub>	$\text{king}$ <sub>c</sub>	$\text{king}$ <sub>v</sub>	$\text{king}$ <sub>b</sub>	$\text{king}$ <sub>n</sub>	R <sub>m</sub>	N <sub>,</sub>	> <sub>.</sub>	?	/		

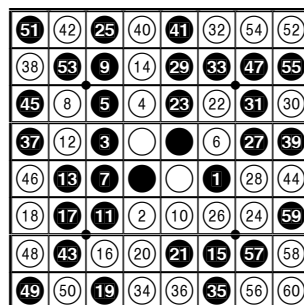
	$\text{king}$	$\text{king}$	$\text{king}$	$\text{king}$	$\text{king}$	$\text{king}$
<b>English</b>	pawn (P)	knight (N)	bishop (B)	rook (R)	queen (Q)	king (K)
<b>French</b>	pion (P)	cavalier (C)	fou (F)	tour (T)	dame (D)	roi (R)
<b>German</b>	bauer (b)	springer (S)	läufer (L)	turm (T)	dame (D)	könig (K)
<b>Hungarian</b>	gyalog (gy)	huszár (H)	futár (F)	bástya (B)	vezér (V)	király (K)
<b>Italian</b>	pedone (P)	cavallo (C)	alfiere (A)	torre (T)	donna (D)	re (R)
<b>Russian</b>	пешка (П)	конь (K)	слон (C)	ладья (Л)	ферзь (Ф)	король (Кр)
<b>Spanish</b>	peón (P)	caballo (C)	alfil (A)	torre (T)	dama (D)	rey (R)

Fonts with User's Guide are \$49 each or \$129 for any three. Send postcard to request complete printouts.

## Tendo (shogi or Japanese chess)

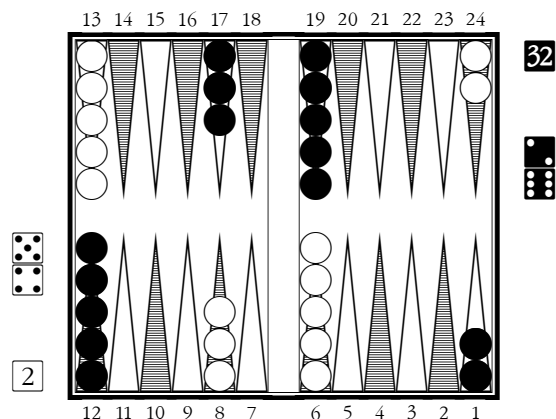


## Copenhagen (Othello)

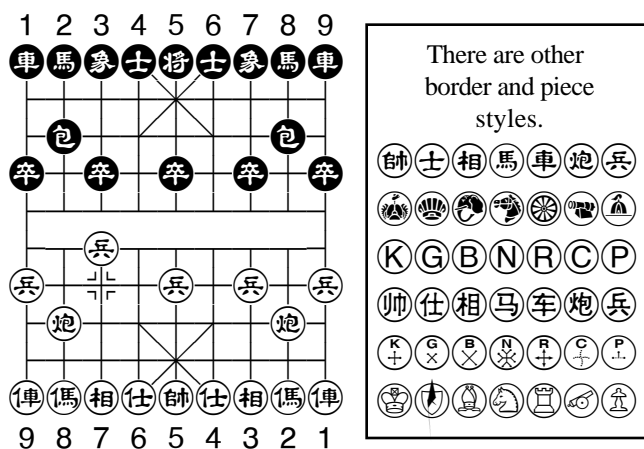


There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.

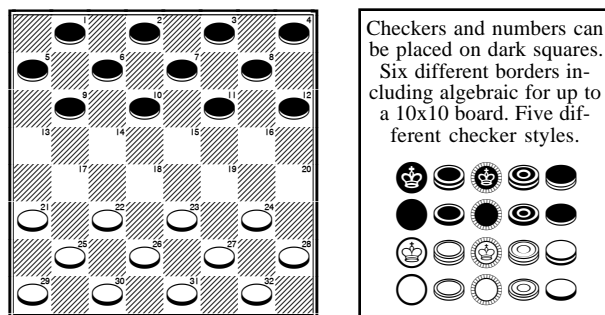
## Monte Carlo (backgammon)



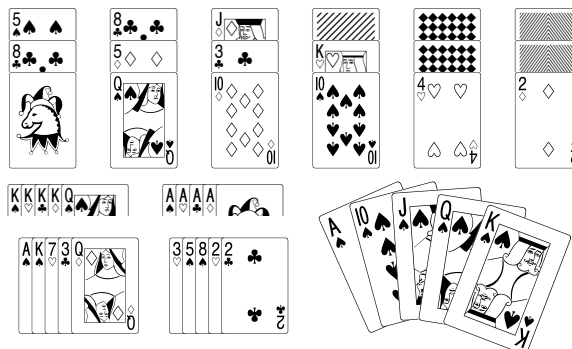
## Beijing (XiangQi or Chinese chess)



## Edinburgh (checkers)



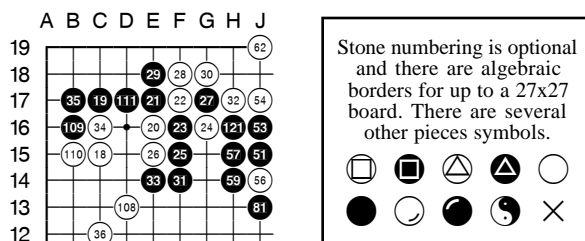
## Bermuda (playing cards)



## Las Vegas (dice and dominoes)



## Tokyo (go)



## Canton (Mah Jong)

