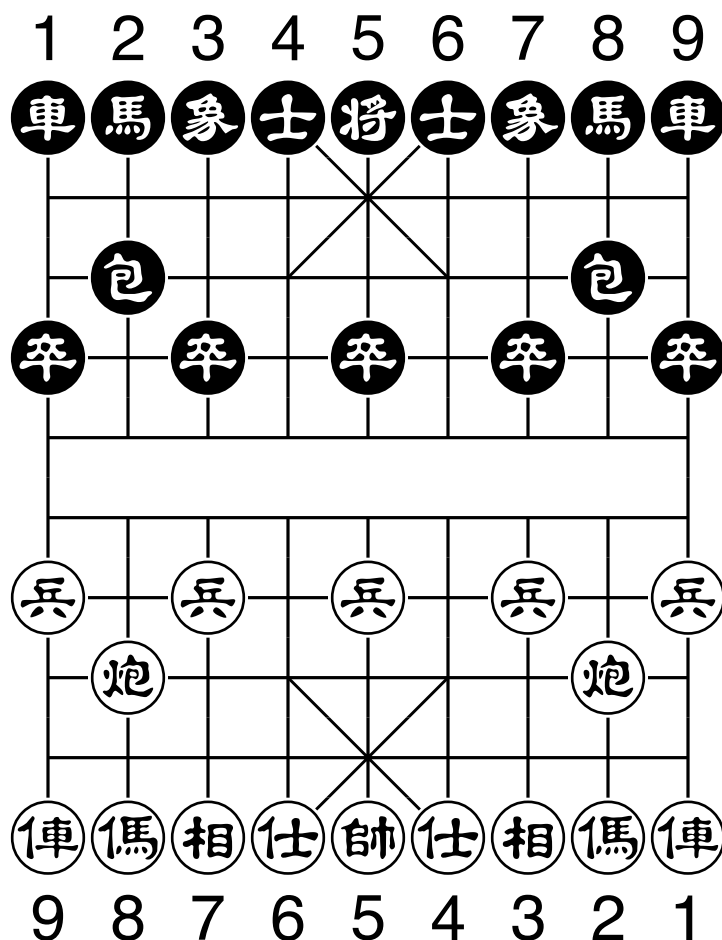
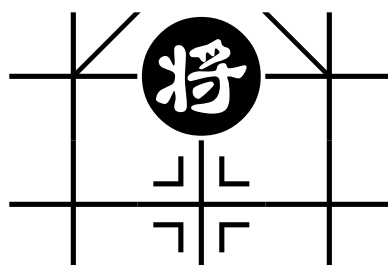


# User's Guide

For the Beijing Chinese Chess or XiangQi Fonts  
Macintosh™ Version



## License Agreement

This manual and the Beijing 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 fonts 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.

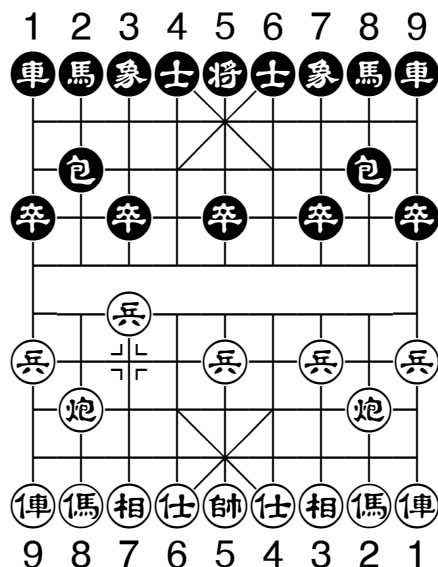
Beijing fonts ©1995-2003  
by Alpine Electronics, Steve Smith  
Alpine Electronics  
703 Iverson Ave.  
Laramie, WY 82070

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## Introduction

Welcome to the **Beijing** XiangQi fonts! With these fonts you can use any Windows word processor or page layout program to create and print beautiful XiangQi or Chinese Chess diagrams.



The **Beijing** XiangQi fonts were created by postal chess master Steve Smith, who has been designing commercial chess and game fonts for many years.

## What You Need

You will need a Macintosh and any word processor or page layout program. The TrueType™ versions of the Beijing fonts work with System 6.05 or higher. The PostScript™ versions of Beijing work with any System, but you may want Adobe Type Manager because ATM allows all PostScript™ fonts to scale nicely on the screen and on non-PostScript printers.

## What is Included

The high density floppy disk contains both the TrueType™ and PostScript™ versions of the XiangQi fonts

### Beijing



### Beijing Alternate



### Beijing Common



### Beijing Graphic



### Beijing Western



### Beijing International



### Beijing English



After all the fonts are installed (see installation instructions on page 2) use almost any word processor or Claris Works to open and printout the test file called Beijing Test RTF (included on the disk). Printouts at 600 dots per inch are included separately from this User's Guide. Note: the diagrams may not look as sharp on a 300 dpi or less printer.

All of the fonts share the same keymap so it is easy to change from one style of diagram to another. See the keymaps on pages 7-8.

## Other Game Diagram Fonts

Alpine Electronics sells diagram font families for many other games. The **Linares**, **Hastings** and **Zürich** chess font families are \$49 each, two for \$79 or all three for \$99 postpaid including a 14 page User's Guide. Other game font families include **Bermuda** (playing cards), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Monte Carlo** (backgammon), **Tendo** (shogi or Japanese chess) and **Tokyo** (go). See sample

diagrams for these fonts on pages 5-6. 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 Beijing Fonts

*The following is a summary of the procedure for installing the Beijing fonts in your Macintosh system. For a more detailed description of font installation consult your Macintosh 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 everyone should use the TrueType fonts unless **a)** You have an old system (older than system 6.05) or **b)** A commercial printing company has asked you to use PostScript fonts or **c)** You have Adobe Type Manager and you prefer PostScript.

### TrueType™ System 7.0x or later

1) Quit all open programs 2) Double-click on the TrueType Fonts folder 3) Drag the fonts you want to install from the TrueType Fonts folder onto the system folder icon and release the mouse button. 4) A dialog box will ask if you want to put the fonts into the system file or the fonts file. Click "OK"

### TrueType™ System 6.05 to 6.08

1) Double-click on the Misc. for System 6.0x folder. 2) Drag the TrueType icon into your system folder and restart your Macintosh 3) Quit all open programs 4) Double click on the suitcase icon of the Tendo.suit font in the TrueType Fonts folder. This will open the Font DA Mover program. Make sure it is Font/DA mover version 4.1 (included in the Misc. for System 6.0x folder). 5) Click on the open button and then open your System file 6) Select the Beijing fonts you want to install 7) Click on the copy button 8) Click on the quit button to exit Font/DA Mover 9) Restart if you are using MultiFinder

### PostScript™ System 7.0x or later

1) Quit all open programs 2) Open the PostScript Fonts folder and open the Beijing Fonts folder 3) Select all the files drag them on top of the system folder icon and release the mouse button 4) A dialog box will ask if you want to put the fonts into the system file or the fonts file. Click "OK" 5) Repeat steps 2, 3 and 4 for the other Beijing fonts.

### PostScript™ System 6.x or earlier

1) Quit all open programs 2) Open the PostScript Fonts folder and then open the Beijing Fonts folder. 3) Drag the Beijing PostScript file (the icon looks like a little printer) onto the system folder and release the mouse button. Do not drag the little suitcase icon

called Beijing.bmap into the system folder. 4) Repeat steps 2 and 3 for the other Beijing fonts. 5) Open the PostScript folder and double click on the Beijing.bmap bitmap file (it looks like a little suitcase) to start the Font DA mover program 6) Click on the open button and then open your System file 7) Select the Beijing bitmapped sizes you want to install. You must install at least one size. 8) Click on the copy button 9) Repeat steps 6, 7 and 8 for the other Beijing fonts 10) Click on the quit button to exit Font/DA Mover 11) Restart if you are using MultiFinder

## Some Examples

We will start by creating an empty XiangQi board without algebraic borders and without the diagonal lines in the imperial palace. The corner characters are < > , . for the upper left ㄐ, upper right ㄑ, lower left ㄒ and lower right ㄓ corners respectively. (Note: on the keyboard a "<" is a shifted ">" and ">" is a shifted "<".) The border edge characters are [ \_ ] - for the left ㄣ, top ㄤ, right ㄨ and bottom ㄨ edges respectively. The ornate left ㄣ and right ㄨ edges are { and }. An empty intersection 十 is + and an empty ornate intersection ㄣ is =. A blank space is w or W. To create an empty XiangQi board open your favorite Windows word processor, change the font to **Beijing** and type the following characters.

```
<----->
[+++++++]
[+++++++]
{+++++++}
[-----]
[-----]
{+++++++}
[+++++++]
[+++++++]
,-----.
```

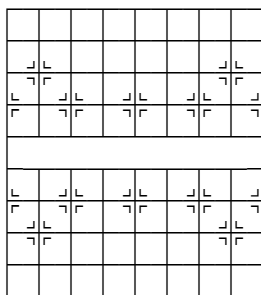
Below is the diagram with the Beijing font.

	ㄐ						ㄑ	
ㄒ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄓ
	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	
	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	
	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	ㄣ	

Now we will add the algebraic borders. The numbers 0, 1, 2, ... 9 are just the characters 0, 1, 2, ... 9. The letters A, B, C, D, E, F, G, H, I and J are A, S, T, D, E, F, U, H and J respectively (Note: the B, C, and G characters are used for the red bishop, cannon and guard so S, T and U were substituted for theses characters in the border). There are many options for XiangQi algebraic borders, but only the two most common will be

shown. The traditional numerical border is shown with the Beijing font and then with a plain text font on the next page.

1 2 3 4 5 6 7 8 9

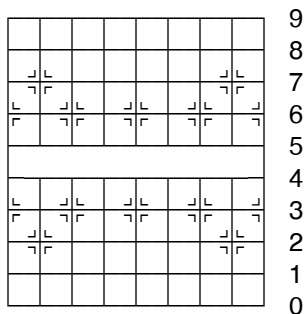


9 8 7 6 5 4 3 2 1

123456789

```
<_____>
[+++++++]
[=+++++=]
{+++++=+}
[-----]
[_____]
{+++++=+}
[=+++++=]
[+++++++]
,-----.
987654321
```

The next algebraic border is used by the Internet Chinese Chess Server (ICCS). Shown below is the diagram with the Beijing font and then a plain text font.

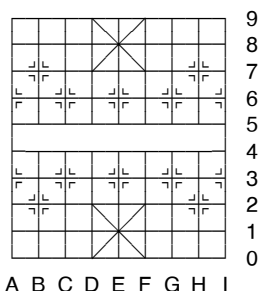


A B C D E F G H I

```
<_____>9
[+++++++]8
[=+++++=]7
{+++++=+}6
[-----]5
[_____]4
{+++++=+}3
[=+++++=]2
[+++++++]1
,-----.0
ASTDEFUHIw
```

Now we will add the diagonal lines to the imperial palace. The intersection at the center of the palace is the \* character. The / ? \ | are the lower left / , upper

left / , lower right \ and upper right \ diagonal pieces respectively. Note: "?" is a shift "/" and "|" is a shift "\". Start with the Beijing diagram shown above. For black's imperial palace highlight the E8 intersection and type \* , move the cursor to the left side of the D9 intersection, click the mouse button and type \ , then move the cursor to the left side of the F9 intersection, click the mouse button and type / , then move the cursor to the left side of the D7 intersection and type ? , then move the cursor to the left side of the F7 intersection and type | . Now follow the same procedure for red's imperial palace. For reference here are the instructions again, but this time for red's side. Highlight the E1 intersection and type \* , move the cursor to the left side of the D2 intersection, click the mouse button and type \ , then move the cursor to the left side of the F2 intersection, click the mouse button and type / , then move the cursor to the left side of the D0 intersection and type ? , then move the cursor to the left side of the F0 intersection and type | . Beijing and plain text versions of the diagram are shown below.



A B C D E F G H I

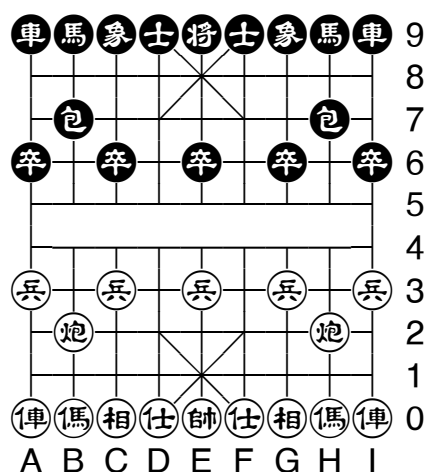
```
<_ \ _ / _>9
[+++*+++]8
[=?++ | +=]7
{+++++=+}6
[-----]5
[_____]4
{+++++=+}3
[+= \ ++ / +=]2
[+++*+++]1
,--?-- | ---.0
ASTDEFUHIw
```

Now we will add XiangQi pieces to create the initial position. The characters for the black bishop (象), cannon (炮), guard (士), king (将), knight (马), pawn (卒) and rook (車) are b, c, g, k, n, p, and r respectively. The characters for the red bishop (相), cannon (砲), guard (仕), king (帥), knight (驍), pawn (兵) and rook (車) are B, C, G, K, N, P and R respectively. **Other names are sometimes used for the pieces:** elephant or minister for the bishop, pao for the cannon, assistant for the guard, horse for the knight, soldier for the pawn and chariot for the rook.

To place a piece on an intersection just select or highlight the intersection and type the character for the piece. The only tricky part is the diagonal lines in the imperial palace. If a piece occupies an intersection with

a diagonal line going to it, you will need to replace the full diagonal lines with partial diagonal lines ( ` ; ~ are the characters for the partial diagonal lines—see the key maps on pages 7-8). For example, to put a guard on the D0 intersection: 1. select or highlight the D0 intersection and type G, 2. move the cursor a little to the left of the center of the guard, click the mouse button and hit the delete or backspace key (this should delete the full diagonal line) 3. then type ; to put in the partial diagonal line.

**Note:** when creating or editing a diagram it is often helpful to increase the diagram's font size to 24 or 36 points. After you have finished editing the diagram reduce it back down to a smaller size such as 16 or 18 points. Beijing and plain text versions of the initial position are shown below.



```
rnb~gk:gbnr9
[+++++]8
[c+?++|++c]7
p+p+p+p+p6
[-----]5
[ ]4
P+P+P+P+P3
[C+\\++/++C]2
[+++++]1
RNB;GK`GBNR0
ASTDEFUHIW
```

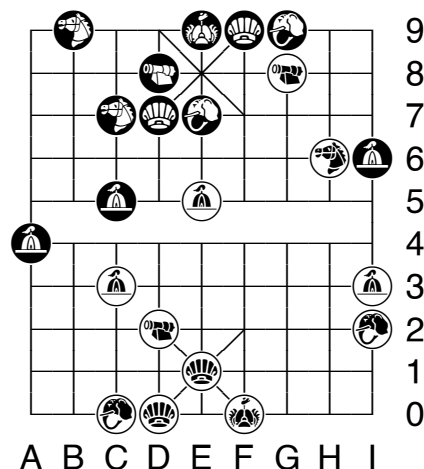
**Important Note:** When removing the diagonal lines in the imperial palace region, move the cursor slightly to the left of center of the given intersection and click the mouse before hitting the backspace or delete key.

In 1994 Lu Qin, the highest rated player in the world and winner of the Ram Cup 5 years in a row played a six game match with Li LaiQun, the holder of the Qi-Wang (Chess King) title. The match was tied 3-3, but Lu Qin won the speed chess playoff.

**1994 QiWang Match** 5th game Feb. 24, 1994  
**Red** Lu Qin **Black** Li LaiQun

1.H2-E2 B9-C7 2.H0-G2 H7-F7 3.G3-G4 H9-G7  
 4.I0-H0 I9-I8 5.B0-A2 I8-D8 6.B2-C2 D8-D4 7.A0-B0 A9-B9 8.B0-B6 D9-E8 9.G0-I2 B7-A7 10.B6-B9

C7-B9 11.F0-E1 F7-C7 12.H0-F0 C9-E7 13.F0-F4  
 D4-F4 14.G2-F4 C6-C5 15.A3-A4 A7-A4 16.E2-G2  
 A4-A3 17.G2-G6 A3-E3 18.E0-F0 E6-E5 19.F4-D5  
 E3-F3 20.A2-B4 F3-F5 21.G4-G5 F5-D5 22.B4-D5  
 G7-E6 23.G5-F5 C7-C8 24.F5-E5 E6-C7 25.D5-E3  
 A6-A5 26.E3-F5 A5-A4 27.C2-H2 E8-F7 28.F5-H6  
 F7-E8 29.G6-G8 E8-D7 30.H2-D2 C8-D8 (Diagram)  
 Beijing Graphic and plain text versions of the position are shown below.



```
<n\_k:gb>9
[+c*+C+]8
[+n;gb|+++]7
[+++++Np6
[-p-P---]5
p_____]4
[+P+++++P3
[+++C+/+++B2
[+++;::~`G+++]1
,-B;G-`K--.0
ASTDEFUHIW
```

31.D2-D8 B9-D8 32.G8-G6 I6-I5 33.G6-G7 F9-E8  
 34.G7-H7 E9-D9 35.H6-G4 C7-B5 36.G4-I5 B5-C3  
 37.I5-G6 D8-B7 38.E5-E6 C3-D5 39.C0-E2 A4-B4  
 40.I3-I4 B4-B3 41.I4-I5 B3-C3 42.I2-G4 B7-A5  
 43.H7-H9 D9-D8 44.G6-E5 A5-B3 45.H9-H1 D8-D9  
 46.I5-I6 E7-G5 47.I6-H6 D5-E3 48.E5-F3 G5-E7  
 49.H6-G6 C3-D3 50.F3-E5 E3-G2 51.F0-F1 B3-D4  
 52.H1-H9 D9-D8 53.E6-D6 D3-E3 54.G6-G7 G2-I3  
 55.D6-C6 D4-F3 56.C6-C7 E8-F9 57.C7-D7 D8-D9  
 58.E5-C6 I3-H1 59.G7-H7 H1-G3 60.F1-F0 E7-G5  
 61.E2-G0 D9-E9 62.H7-H8 C5-C4 63.E1-D2 E3-D3  
 64.D0-E1 F3-D4 65.C6-A7 D4-E6 66.H8-G8 G5-E7  
 67.A7-C8 E9-D9 68.C8-E7 D9-E9 69.G8-F8 Resigns

## Tips for Using the Fonts

- 1) It is best to make the diagram as large as possible when you are creating it or editing it. Once the diagram is finished you can reduce it to the needed size by selecting the entire diagram and reducing the font's point size. A creation size of 36 points and a finished size of 16 points would be a good place to start.
- 2) Use your word processor's copy and paste features to move either empty XiangQi diagrams or evolving XiangQi diagrams to the appropriate places in your document.

- 3) To add or delete pieces from a diagram use the same procedure you would use to add or delete letters from a text document. To remove a piece from an intersection use the cursor to highlight the piece then type a "+". To add a piece, highlight the intersection and type the letter for that piece. See the keymaps on pages 7-8.
- 4) Adding or removing the diagonal lines in the imperial palace is the trickiest part about creating or editing a XiangQi diagram. For example if you want to put a red king on the empty E1 intersection: highlight the E1 intersection, type K (to put the king on E1), now move the cursor slightly to the left of the center of the king on E1 and click the mouse button (this positions the cursor properly for putting in the partial diagonal lines) and finally type ;:~ (to put in the four partial diagonal lines). See the keymaps on pages 7-8 and the examples on pages 2-4.
- 5) If the XiangQi diagrams are not square or there are gaps in the vertical lines, set the line spacing equal to the same point size as the font's point size.
- 6) There are seven different diagram styles. See all seven styles on page 1 under the **What is Included?** section. Since all seven styles use the same keymap you can easily change from one diagram style to another by highlighting the diagram and changing the font.
- 7) There are many possible algebraic border variations. Any of the following symbols can be placed to the left or right or above or below the diagram.

A	B	C	D	E	F	G	H	I	J	
a	b	c	d	e	f	g	h	i	j	
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

See the keymaps on pages 7-8 to determine the characters that must be typed for each border symbol.

- 8) There are several good English language resources for XiangQi. One XiangQi web site is at the address <http://www.io.org/~sung/xq/xq.html>

**XiangQi Review** is published six times a year by David W. Woo, Chinese Chess Institute, P.O. Box 5305, Hercules, CA 94547-5305. There are at least three XiangQi books: **First Syllabus on XiangQi - Chinese Chess 1** by David H. Li, Premier Publishing Company, P.O. Box 341267, Bethesda MD 20827 (FAX 301-469-7051), **Chinese Chess for Beginners** by Sam Sloan. This book and other XiangQi supplies are available from Ishi Press International phone (408)-944-9900, **Chinese Chess** by H. T. Lau, published by Charles E. Tuttle Company Inc.

- 9) To create your own XiangQi set using the **Beijing** fonts just printout some extra large pieces and glue them to cardboard or thin plywood. A font size of 90 points will work well. The board can be printed on two

legal pages if the document is in the landscape mode.

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 Beijing disk. Help is available via email. The email address is:

alpine@partae.com










## Other Game Diagram Fonts

Alpine Electronics sells diagram font families for many other games. The **Linares**, **Hastings** and **Zürich** chess font families are \$49 each, two for \$79 or all three for \$99 postpaid including a User's Guide. Other game font families sell for \$49 postpaid which includes a User's Guide (or \$129 for any three font families). Be sure to specify Windows or Macintosh.

## Linares, Hastings and Zürich (chess)



Here is a sample of  
the figurine notation.

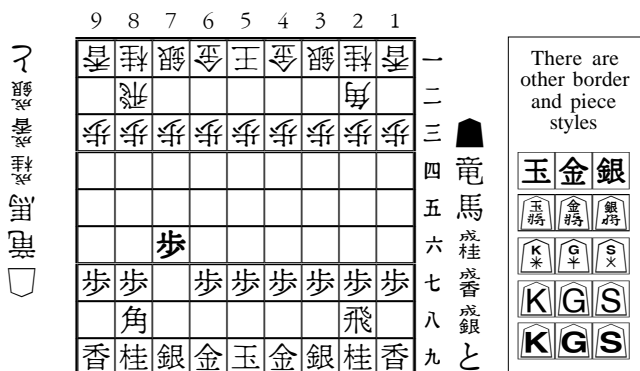
 e7 6. d4 O-O 7.  d3  d7 8. O-O h6? [8. ...  g6 9.  e4  f6 10.  d6  d6 11. c4  g4=

± ± ± + - ÷ = ∞ ☳ ☾ ○ → ↑ ⇌ ⊙ # ! ? ?? ?! ?!  
△ ▢ ◐ ↔ ↗ » « × ⊥ ⚡ 🖨️ 🔲 🏠 ⊕ ∞ o.o. ♀ > L ||  
— ∞ ≥ ≤ ↑↑ █ █ S C P ½ ≈ 🔋 🔋 ≈ 🔋 🔋 🔋 📧 👑

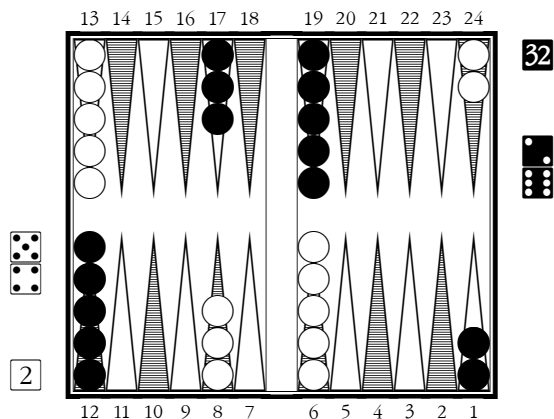
✂ ✎ 🍴 🛡️ 🔮 ⬆ ➔ |

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

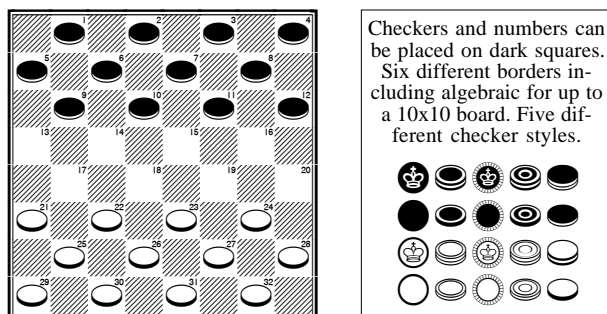
## Tendo (shogi or Japanese chess)



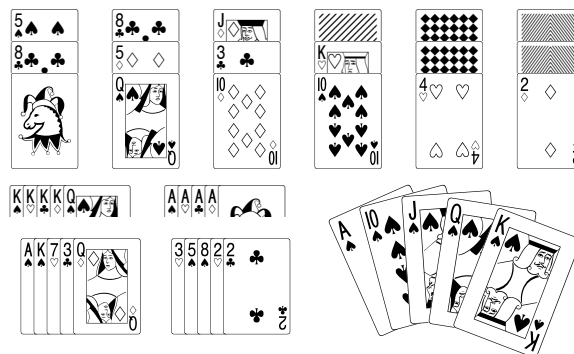
## MonteCarlo (backgammon)



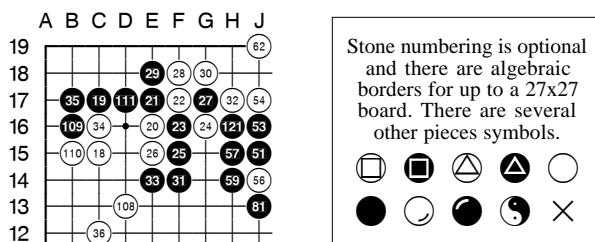
## Edinburgh (checkers)



## Bermuda (playing cards)



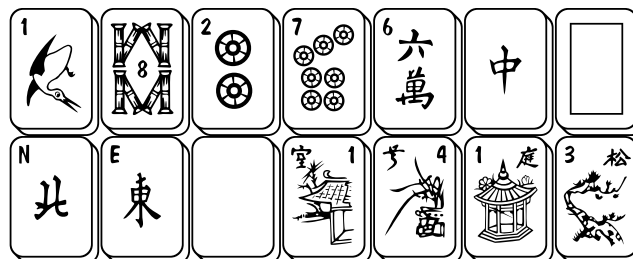
## Tokyo (go)



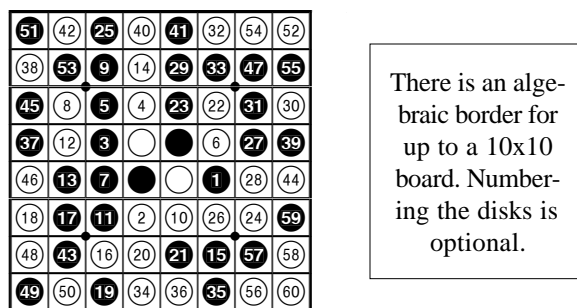
## Las Vegas (dice and dominoes)



## Canton (Mah Jong)



## Copenhagen (Othello)



# Keymap For All Seven of the Beijing Fonts

Cha*	Sym*	Symbol Explanation	Key*	Char*	Symbol Explanation	Key*	Char*	Symbol Explanation
+		intersection	0	0	algebraic border 0	W		blank space
*		star intersection	1	1	algebraic border 1	)	0	algebraic border 0
=		ornate intersection	2	2	algebraic border 2	!	1	algebraic border 1
@		dotted intersection	3	3	algebraic border 3	V	2	algebraic border 2
<		upper left corner	4	4	algebraic border 4	#	3	algebraic border 3
—		top edge	5	5	algebraic border 5	\$	4	algebraic border 4
>		upper right corner	6	6	algebraic border 6	%	5	algebraic border 5
[		left edge	7	7	algebraic border 7	^	6	algebraic border 6
]		right edge	8	8	algebraic border 8	&	7	algebraic border 7
{		ornate left edge	9	9	algebraic border 9	X	8	algebraic border 8
}		ornate right edge	y	10	algebraic border 10	(	9	algebraic border 9
,		lower left corner	A	A	algebraic border A	Y	10	algebraic border 10
-		bottom edge	S	B	algebraic border B	a	a	algebraic border a
.		lower right corner	T	C	algebraic border C	s	b	algebraic border b
		full upper left diagonal piece	D	D	algebraic border D	t	c	algebraic border c
?		full upper right diagonal piece	E	E	algebraic border E	d	d	algebraic border d
/		full lower left diagonal piece	F	F	algebraic border F	e	e	algebraic border e
\		full lower right diagonal piece	U	G	algebraic border G	f	f	algebraic border f
`		partial upper left diagonal piece	H	H	algebraic border H	u	g	algebraic border g
;		partial upper right diagonal piece	I	I	algebraic border I	h	h	algebraic border h
:		partial lower left diagonal piece	J	J	algebraic border J	i	i	algebraic border i
~		partial lower right diagonal piece	w		blank space	j	j	algebraic border j

Cha\* = Character that must be typed Sym\* = Symbol

Cha*	Bei*	Alt*	Com*	Gra*	Wes*	Int*	Eng*	Symbol Explanation
z								empty black piece
Z								empty red piece
B								red bishop
C								red cannon
G								red guard
K								red king
M								red minister
N								red knight
P								red pawn
R								red rook
b								black bishop
c								black cannon
g								black guard
k								black king
m								black minister
n								black knight
p								black pawn
r								black rook
!								copyright notice

Cha\* = Character that must be typed, Bei\* = Beijing, Alt\* = Beijing Alternate, Com\* = Beijing Common  
Gra\* = Beijing Graphic, Wes\* = Beijing Western, Int\* = Beijing International, Eng\* = Beijing English



# Beijing Keyboard Map (All Seven Beijing Font Family keyboard maps are identical)

`	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>			
	q	w	e	車 <sub>r</sub>	c	t	10 <sub>y</sub>	g	u	i	o	卒 <sub>p</sub>	[	]	\
	a	b	s	d	f	士 <sub>g</sub>	h	j	将 <sub>k</sub>	l	;	© 1995 Steve Smith ♟			
shift	● <sub>z</sub>	x	包 <sub>c</sub>	v	象 <sub>b</sub>	馬 <sub>n</sub>	象 <sub>m</sub>	,	.	/	/				
option															

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		q		w	E	俥	r	C	t	10	y	G	u	I	i	o	兵	p	┌	[	┐	]	\	\	
		A	a	B	s	D	d	F	f	仕	g	H	h	J	j	帥	k	l	/	;		'			
shift		○	z	8	x	炮	c	2	v	相	b	馬	n	相	m	┐	,	┐	.	/					
option																									

相 炮 仕 帥 相 馬 兵 俥 象 包 士 将 象 馬 卒 車

Beijing

相 炮 士 帥 相 馬 兵 車 象 炮 士 将 象 馬 卒 車

Beijing Alternate

相 炮 仕 帥 相 馬 兵 車 象 炮 士 将 象 馬 卒 車

Beijing Common

相 炮 仕 帥 相 馬 兵 車 象 炮 士 将 象 馬 卒 車

Beijing Graphic

相 炮 仕 帥 相 馬 兵 車 象 炮 士 将 象 馬 卒 車

Beijing Western

B C G K M N P R B C G K M N P R

Beijing International

B C G K M N P R B C G K M N P R

Beijing English