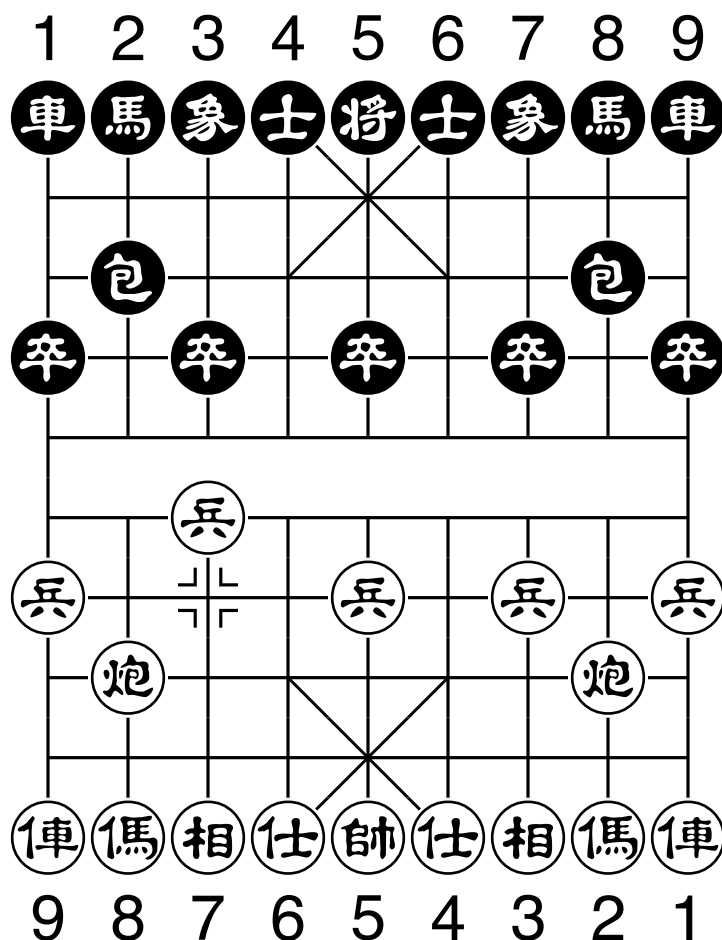
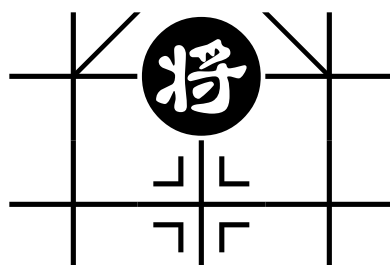


User's Guide

For the Beijing Chinese Chess or XiangQi Fonts
Windows™ 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.

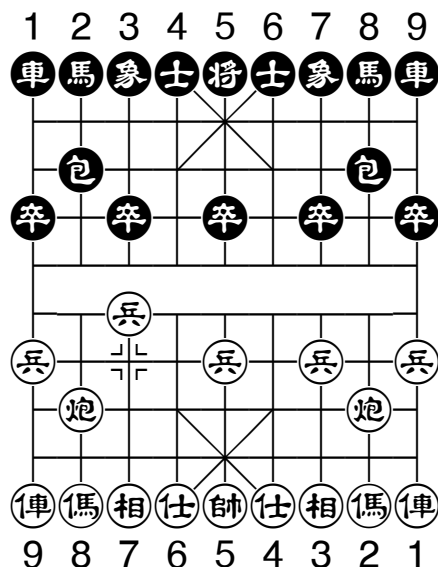
Beijing fonts ©1996
by Alpine Electronics, Steve Smith
Alpine Electronics
703 Iverson Ave.
Laramie, WY 82070

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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 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 both the TrueType™ and PostScript™ versions of the XiangQi fonts

Beijing



Beijing Alternate



Beijing Common



Beijing Graphic



Beijing Western



Beijing International



Beijing English



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. Also included is a WRITE file Beijing.WRI. After all the fonts are installed (see installation instructions on page 2) use the Windows Accessory 3.1 program WRITE or almost any other word processor to open and printout this test file. 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 TrueType™ fonts can be used with any program running under Windows 3.1. The PostScript™ versions requires Adobe Type Manager.

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), **Seoul** (changgi or Korean chess), **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 Windows 3.1 or Windows 95 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 **Beijing** disk into the disk drive **2)** Double click on the Main icon at the bottom of 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 Beijing fonts **7)** Select the Beijing fonts you want to install **8)** Click "OK" to install the selected fonts

TrueType for Windows 95

1) Insert the **Beijing** disk into the disk drive. **2)** Click on the **Start** icon located at the lower left of the screen. **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 **Beijing** 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 **Beijing** 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 or Windows 95

1) Double click on the ATM Control Panel icon in the Program Manager window (If you are running Windows 95, 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 Beijing fonts **4)** Double click on the drive (usually drive a:) containing the Beijing fonts **5)** Select the Beijing 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)

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 ㄱ, upper right ㄴ, lower left ㄷ and lower right ㄹ corners respectively. (Note: on the keyboard a "<" is a shifted "<" and ">" is a shifted ">".) The border edge characters are [_] - for the left ㅅ, top ㅊ, right ㅌ and bottom ㅍ edges respectively. The ornate left ㅁ and right ㅂ edges are { and }. An empty intersection ㅊ is + and an empty ornate intersection ㅁ 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.

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

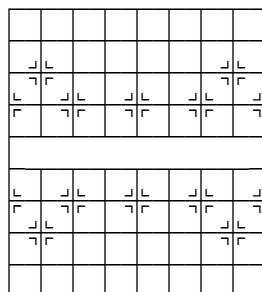
Below is the diagram with the Beijing font.

	ㄱ						ㄴ
ㄷ	ㅅ	ㅌ	ㅌ	ㅌ	ㅌ	ㅌ	ㅍ
ㅍ	ㅌ	ㅌ	ㅌ	ㅌ	ㅌ	ㅌ	ㅍ
	ㅁ	ㅂ	ㅂ	ㅂ	ㅂ	ㅂ	ㅁ

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 these 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

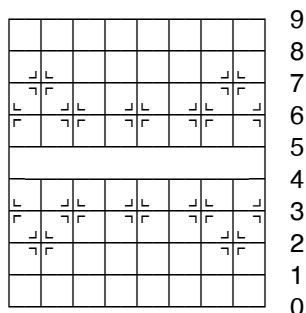


9 8 7 6 5 4 3 2 1

123456789

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

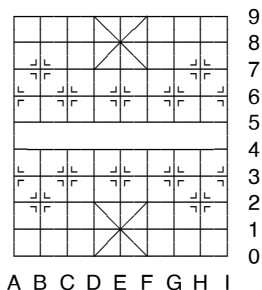
The next algebraic border is used by the Internet Chinese Chess Server (ICCS). Shown below is the diagram with the Beijing font and then a plain text font.



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 ?. Beijing and plain text versions of the diagram are shown below.



A B C D E F G H I

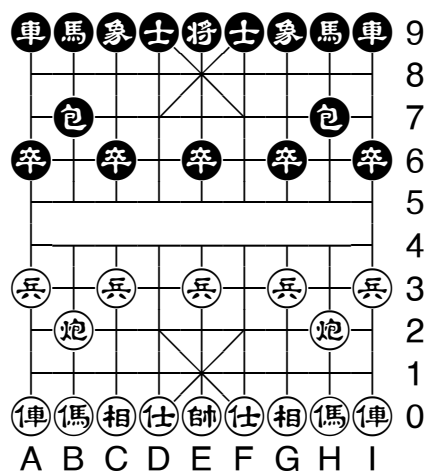
```
<_ \ _ / _>9
[+++*+++]8
[=?++ | +=]7
{+==+=+}6
[-----]5
[-----]4
{+==+=+}3
[+= \ ++ / +=]2
[+++*+++]1
,--?--|---.0
ASTDEFUHIw
```

Now we will add XiangQi pieces to create the initial position. The characters for the black bishop ㊦, cannon ㊦, guard ㊦, king ㊦, knight ㊦, pawn ㊦ and rook ㊦ are b, c, g, k, n, p, and r respectively. The characters for the red bishop ㊦, cannon ㊦, guard ㊦, king ㊦, knight ㊦, pawn ㊦ and rook ㊦ 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 high-

light 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+?++|+++]7
p+p+p+p+p6
[-----]5
[ ]4
P+P+P+P+P3
[C+\++/++C]2
[+++++]1
RNB;GK`GBNR0
ASTDEFUHIW
```

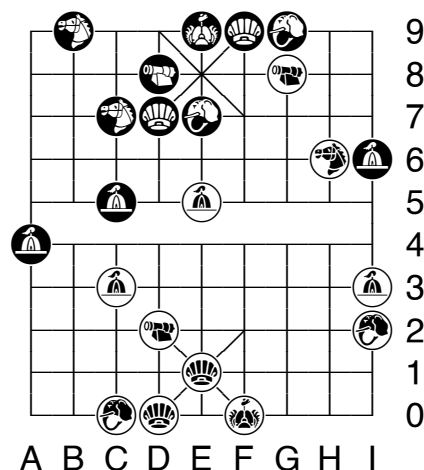
Important Note: When removing the diagonal lines in the imperial palace region, move the cursor slightly to the left of center of the given intersection and click the mouse before hitting the backspace or delete key.

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 19-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

- 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.

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

- 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.

- Note:** If you are using the TrueType fonts with Windows 3.1 and some of the pieces in a large XiangQi 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 XiangQi 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 2 for PostScript installation instructions).

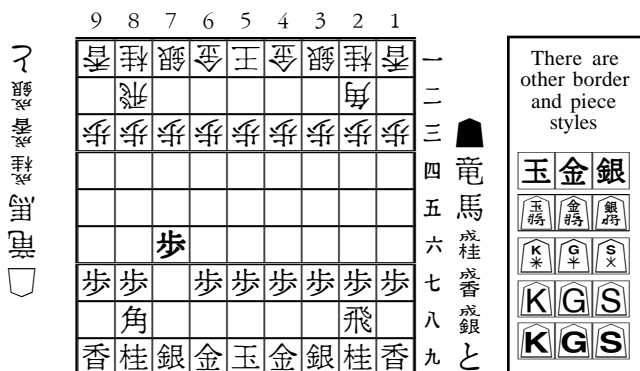
alpine@partae.com

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.

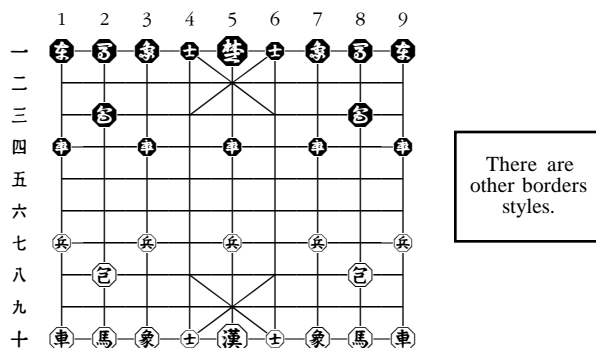
± ¢ ± ¥ + - ÷ = ∞ ∞ ☺ ○ → ↑ ⇌ ⊙ # ! !! ? ?? !? ?!
△ □ ▽ ↔ ↗ » « × ⊥ ⬇ █ ■ ◻ ⊕ ∞ ∘ ∴ ∅ > L J ||
— ∞ ≥ ≤ ↑↑ ■ ■ □ □ ♀ ½ ≈ 🎵 🎶 ≈ 🕒 📧 ✉️
✂ 🔪 🍴 🏠 🔼 🔽 ➡ |

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

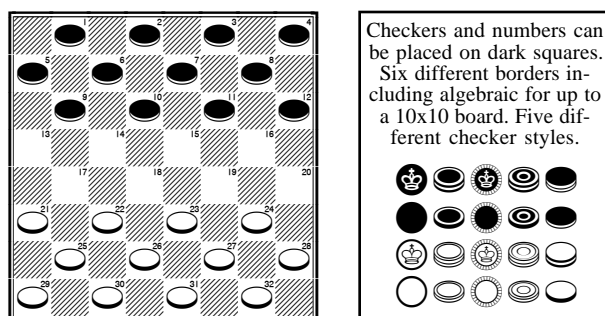
Tendo (shogi or Japanese chess)



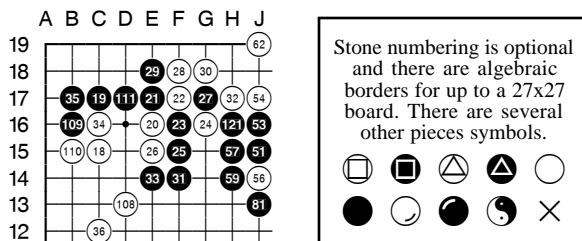
Seoul (changgi or Korean chess)



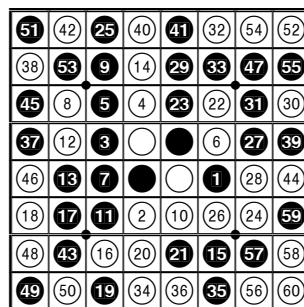
Edinburgh (checkers)



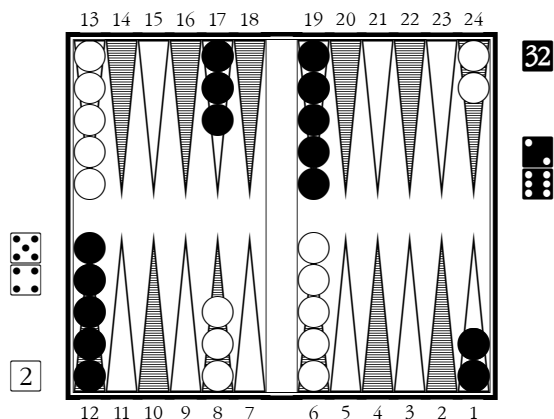
Tokyo (go)



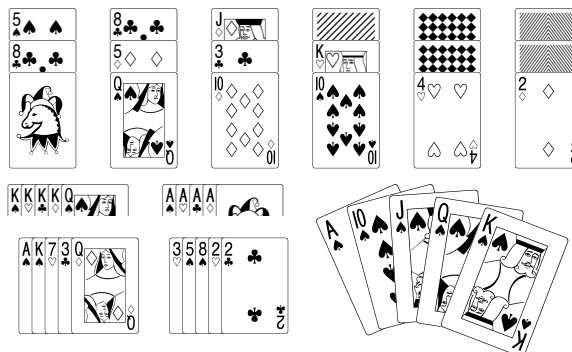
Copenhagen (Othello)



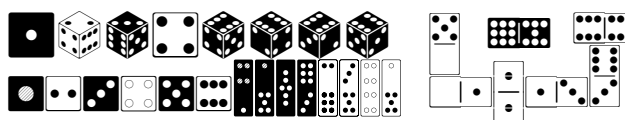
MonteCarlo (backgammon)



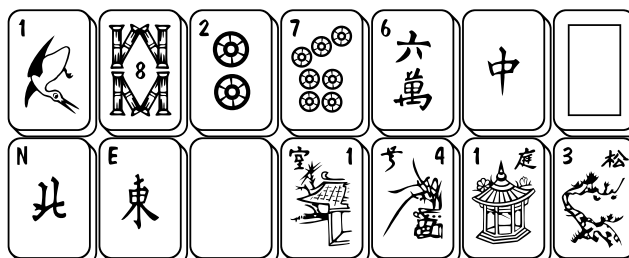
Bermuda (playing cards)



Las Vegas (dice and dominoes)



Canton (Mah Jong)



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 ₁	2 ₂	3 ₃	4 ₄	5 ₅	6 ₆	7 ₇	8 ₈	9 ₉	0 ₀	┐	≡	=		
	q	w	e	車	r	c	t	10 _y	g	u	i	卒	[]	＼
	a	b	s	d	f	士	g	h	j	将	k	l	;	'	
shift	●	z	x	包	c	v	象	馬	象	m	,	.	/	/	
option															

~	1	1	+	2	3	3	4	5	5	6	6	7	7	✱	8	9	9	0	0	┐	.	+	=	
		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