

User's Guide

For the Tendo Shogi or Japanese Chess Fonts
Windows™ Version



9 8 7 6 5 4 3 2 1

香	桂	銀	金	玉	金	銀	桂	香
	角						飛	
歩	歩		歩	歩	歩	歩	歩	歩
		歩						
歩	歩	歩	歩	歩	歩	歩	歩	歩
	飛						角	
香	桂	銀	金	王	金	銀	桂	香

了
成銀
成香
成桂
馬
馬
馬

一
二
三
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五
六
七
八
九

▲
龍馬
成桂
成香
成銀
と

License Agreement

This manual and the Tendo 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.

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

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Introduction

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



The city of Tendo in Japan is well known for the production of shogi pieces. "Chess city", as Tendo is sometimes called, manufactures about 2.5 million shogi sets every year. In addition to the mass marketed

sets many extraordinarily beautiful shogi sets are hand crafted by almost fifty artisans who reside in Tendo. Many important shogi matches have been played in Tendo. In 1970 the 29th Master's Match, the biggest title event in the world of professional shogi, was held at the Tendo hot spring.

The **Tendo** shogi 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 shogi fonts

Tendo

角金玉香桂歩飛銀 龍 睿 と 竜馬 銀

Tendo-Bold

角金玉香桂歩飛銀 龍 睿 と 竜馬 銀

Tendo English

B G K L N P R S N L P R B S

Tendo English-Bold

B G K L N P R S N L P R B S

Tendo International

B G K L N P R S N L P R B S

Tendo Pentagon

角 金 玉 香 桂 歩 飛 銀 金 王 金 銀 桂 香

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 Tendo.WRI. After all the fonts are installed (see installation instructions on page 2) use the Windows 3.1 Accessory 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.

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 **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Monte Carlo** (backgammon) 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 Tendo Fonts

The following is a summary of the procedure for installing the Tendo 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 **Tendo** 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 Tendo fonts 7) Select the Tendo fonts you want to install 8) Click "OK" to install the selected fonts

TrueType for Windows 95

1) Insert the **Tendo** 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 **Tendo** 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 **Tendo** 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

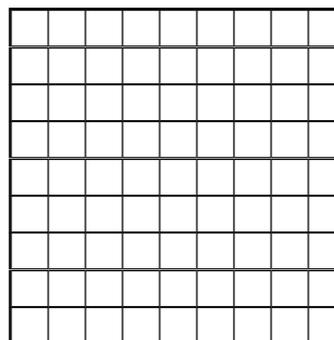
1) Double click on the ATM Control Panel icon in the Program Manager window (If you are running Windows 95, the ATM icon may be in the Windows folder or the Control Panel folder.) 2) Click on the Add button 3) Scroll through the drive/directory list to find the drive containing the Tendo fonts 4) Double click on the drive (usually drive a:) containing the Tendo fonts 5) Select the Tendo 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 shogi board without algebraic borders. The border edge characters are [_] - for the left, top, right and bottom edges respectively. An empty square is w or W. A blank space is z or Z. To create an empty shogi board open your favorite Windows word processor, change the font to **Tendo** and type the following characters.

```
z_____z
[ wwwwwwwww ]
z-----z
```

The diagram should look like the following.

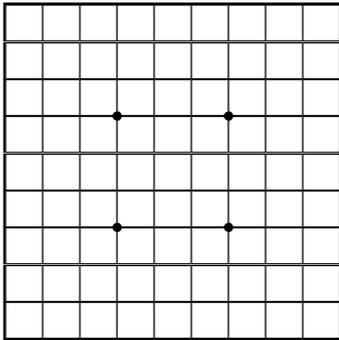


If you prefer diagrams with four dotted intersections, type the following for an empty shogi board. Note: an empty square with the top half of a dot in the lower left

corner is + and an empty square with the upper half of a dot in the upper left corner is =.

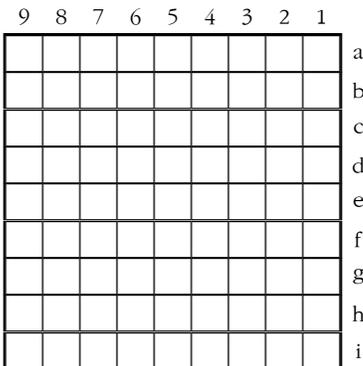
```
z_____z
[wwwwwwwww]
[wwwwwwwww]
[www+ww+ww]
[www=ww=ww]
[wwwwwwwww]
[www+ww+ww]
[www=ww=ww]
[wwwwwwwww]
[www+ww+ww]
[www=ww=ww]
[wwwwwwwww]
[wwwwwwwww]
z-----z
```

The dotted diagram should look like the following.



Now we will add algebraic borders. The top algebraic border is simply the numbers 9 to 1. the right algebraic border is either a q c d e f u h i for the English letters a b c d e f g h i or A Q C D E F U H I for the Japanese equivalent. A text and Tendo version of an empty board with algebraic borders are shown.

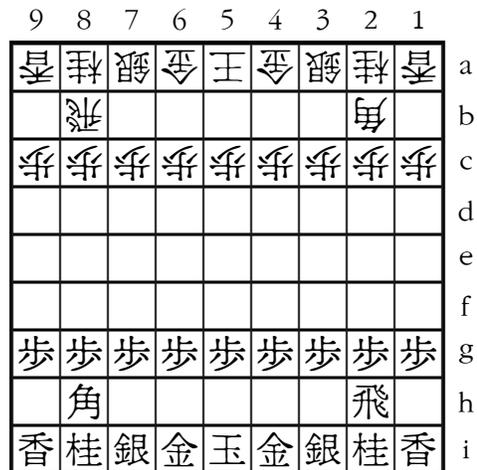
```
z987654321z
[wwwwwwwwa]
[wwwwwwwwwq]
[wwwwwwwwwc]
[wwwwwwwwwd]
[wwwwwwwwwe]
[wwwwwwwwwf]
[wwwwwwwwwu]
[wwwwwwwwwih]
[wwwwwwwwwi]
z-----z
```

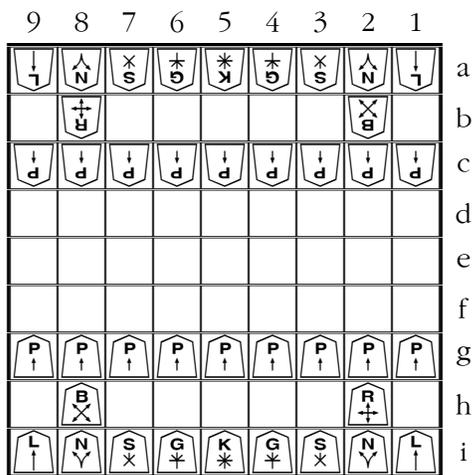


Now we will add shogi pieces to create the initial position. The black bishop (香), gold general (桂), king (王), lance (金), knight (銀), pawn (玉), rook (金) and silver general (桂) are b, g, k, l, n, p, r and s respectively. The white bishop (香), gold general (桂), king (王), lance (金), knight (銀), pawn (玉), rook (金) and silver general (桂) are B, G, K, L, N, P, R and S respectively. To put a piece on a square move the cursor slightly to the left of the center of the square, click the mouse button and type the piece's character. Then move the cursor slightly to the left of the center of another square, click the mouse button and type the piece's character. And so on until the board is filled.

Important Note: You must move the cursor slightly to the left of center of each square and click the mouse before typing the piece's character. The shogi pieces are zero width characters so the cursor does not move to the right after you type the character. To delete a shogi piece from a square move the cursor slightly to the left of center of the square and click the mouse, then hit the delete or backspace key.. Shown below and on the next page are plain text, Tendo and Tendo International versions of the initial shogi position.

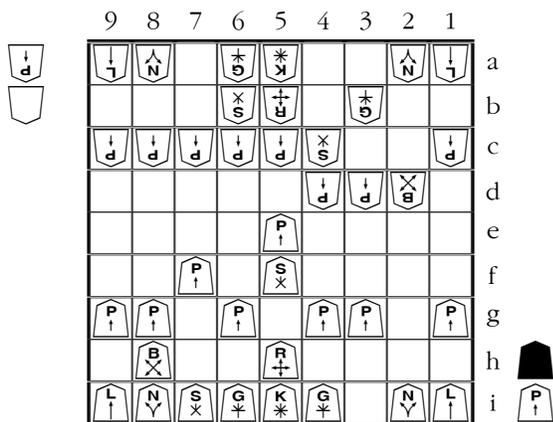
```
z987654321z
[LwNwSwGwKwGwSwNwLwa]
[wRwwwwwwBwwq]
[PwPwPwPwPwPwPwPwPwc]
[wwwwwwwwwd]
[wwwwwwwwwe]
[wwwwwwwwwf]
[pwpwpwpwpwpwpwpwpwu]
[wBwwwwwwrwwh]
[lwnwswgwkGwswNwLwi]
z-----z
```





The following game is one of the most famous of this century. Kimura Yoshio won the Meijin title so many times that he became the 14th Lifetime Meijin. His opponent, Kaneko Kingoro, was the top openings expert of his day.

▲ Kimura Yoshio 8-dan □ Kaneko Kingoro 8-dan
 1. P-7f P-3d 2. P-2f G-3b 3. P-2e B-3c 4. P-5f S-4b 5. P-5e R-5b 6. R-5h S-6b 7. S-4h P-2d 8. Px2d Bx2d 9. S-5g P-4d 10. S-5f S-4c



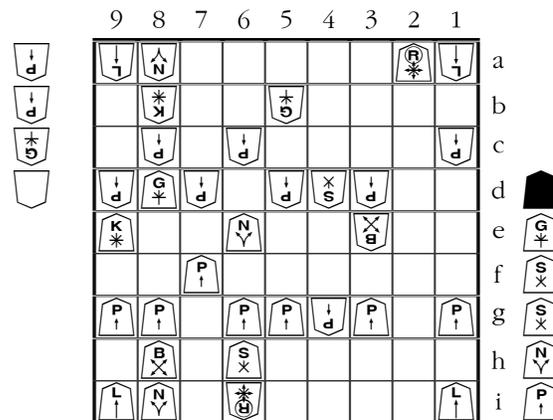
When editing a diagram it helps to make the diagram as large as possible. Copy the initial position to a new document and change the font size to 36 points, if that is too big for your monitor try 24 points. To make the first move ▲P-7f move the cursor inside the 7g square a little the left of center, click the mouse button (the cursor should now be at the left edge of the 7g square) and hit delete (or backspace) to remove the pawn from that square. Then move the cursor inside the 7f square a little to the left of center, click the mouse button (the cursor should now be at the left edge of the 7f square) and type p to put a pawn on the 7f square. Continue in this fashion for the remaining moves. Then reduce the diagram to a smaller size and copy the diagram back into your working document. The diagram is shown below with a plain text font. Note how the captured

pieces (or pieces in hand) are placed on the sides of the diagram below the ▲ (y for black pentagon) and □ (Y for white inverted pentagon). Some diagrams place the captured pieces above the ▲□ characters and some diagrams leave the ▲□ characters out. The z characters are blank spaces used to keep the diagram aligned.

```

zz987654321zz
Pz [ LwNwwGwKwwwNwLwaz
Yz [ wwwSwRwwGwwwqz
z [ PwPwPwPwPwSwwwPwcz
z [ wwwwwwPwPwBwwdz
z [ wwwwpwwwwez
z [ wwpwwswwwwfz
z [ pwpwwpwwpwwpwuz
z [ wbwwwwrwwwwhyz
z [ lwnwswgwkwwnwlwipz
zz-----zz
  
```

The game continued. 11. S-6h G-2c 12. R-2h R-2b 13. G-3h G-5b 14. P-4f Bx4f 15. P-5d Px5d 16. P*4e S-5c 17. Px4d S5cx4d 18. S-4e P*2g 19. Rx2g P*2f 20. Rx2f B-3e 21. Sx4d Sx4d 22. S*3a Bx2f 23. Sx2b+ Gx2b 24. R*2e S*4g 25. Gx4g R*3i 26. P*4i S*3h 27. G-4h P*4g 28. Gx3h Rx3h+ 29. G-5h +Rx2i 30. K-6i +Rx4i 31. G-5i G*5h 32. K-7h B-3e 33. S*7i Gx5i 34. Rx2b+ G-5h 35. P*5g +R-6i 36. K-7g Gx6h 37. Sx6h P-7d 38. +Rx2a K-6b 39. G*8e S*8d 40. S*7a K-7c 41. S-8b+ Kx8b 42. Gx8d N*6e 43. K-8f S*9e 44. Kx9e P-9d 45. Resigns



If 45. K-8f G*93 mate, if 45. K-9f G*9e mate, if 45. K-8e Px8d 46. Kx7d G*6d 47. Kx8d G*7d mate, if 45. Gx9d Lx9d 46. Kx9d P*9c 47. K-8e G*8d 48. K8f G*8e mate.

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 or 18 points would be a good place to start.

- 2) Use your word processor's copy and paste features to move either empty shogi diagrams or evolving shogi diagrams to the appropriate places in your document.
- 3) To remove a piece from a square, move the cursor a little to the left of center inside the square the piece is on and click the mouse button. The cursor should now be at the left edge of the square. Now hit the delete or backspace key and the piece should disappear.
- 4) To add a piece to a square first remove any piece already on that square (see tip 3 above). Then move the cursor a little to the left of center inside the square and click the mouse button. The cursor should now be at the left edge of the square. Now type the character for the piece and the piece should appear on the square.
- 5) The shogi pieces are all zero width characters. This means the cursor will not move to the right when you type the character for a shogi piece. This behavior may be confusing so it is necessary to follow the instructions for creating and modifying shogi diagrams given on pages 2-4 and tips 3 and 4. If you are not creating a diagram, but just placing some shogi characters in a text document, type a z after each shogi piece to advance the cursor.
- 6) If the shogi 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.
- 7) An outstanding book for all levels of shogi players is *The Art of Shogi* by Tony Hoskinig published by The Shogi Foundation, P.O. Box 172, Stratford-upon-Avon CV37 8ZA, England. Also good are the books *Shogi for Beginners* by John Fairbairn published by Ishi Press International, 76 Bonaventura Drive, San Jose, CA 95134, USA and *Shogi Japan's Game of Strategy* by Trevor Leggett published by Charles E. Tuttle Company.
- 8) To create your own shogi set using the **Tendo** fonts just printout some extra large pieces and glue them to cardboard or thin plywood. A font size of 90 points will work well for a board with 1.5 inch squares.

Note: If you are using the TrueType fonts with Windows 3.1 and some of the pieces in a large shogi 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 shogi 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).

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 Tendo 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 include **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Monte Carlo** (backgammon) and **Tokyo** (go). Each of these font families sells 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 are samples of the figurine fonts.

♖e7 6. ♔d4 ♘-O
7. ♙d3 ♚d7 8.
O-O ♞6? ♜. ...
♜g6 9. ♚e4 ♜f6
10. ♚d6 ♞d6 11.
c4 ♙g4=

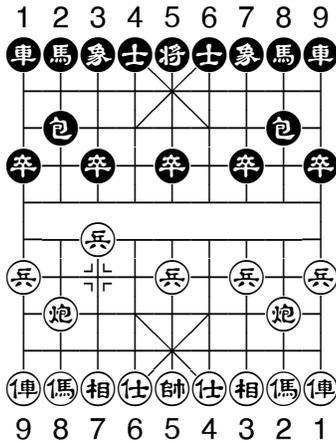
12. ... ♙e7 [12.
... ♙f4? 13. g3
♙g5 14. ♜fg5 hg5
15. 15. ♞h5±; 13.
... f5 14. ♜c3 ♙g5
15. h4 ♙e7 16.
♚d5±] 13. ♙c2!
♞e8

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

♠ ♡ ♢ ♣ ♤ ♥ ♦ ♧ ♨ ♩ ♪ ♫ ♬ ♭ ♮ ♯ ♰ ♱ ♲ ♳ ♴ ♵ ♶ ♷ ♸ ♹ ♺ ♻ ♼ ♽ ♾ ♿ ☉ ☽ ☾ ☿ ♁ ♂ ♃ ♅ ♇ ♈ ♉ ♊ ♋ ♌ ♍ ♎ ♏ ♐ ♑ ♒ ♓ ♔ ♕ ♖ ♗ ♘ ♙ ♚ ♛ ♜ ♝ ♞ ♟ ♠ ♡ ♢ ♣ ♤ ♥ ♦ ♧ ♨ ♩ ♪ ♫ ♬ ♭ ♮ ♯ ♰ ♱ ♲ ♳ ♴ ♵ ♶ ♷ ♸ ♹ ♺ ♻ ♼ ♽ ♾ ♿ ☉ ☽ ☾ ☿ ♁ ♂ ♃ ♅ ♇ ♈ ♉ ♊ ♋ ♌ ♍ ♎ ♏ ♐ ♑ ♒ ♓ ♔ ♕ ♖ ♗ ♘ ♙ ♚ ♛ ♜ ♝ ♞ ♟

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

Beijing (XiangQi or Chinese chess)



There are other border and piece styles.

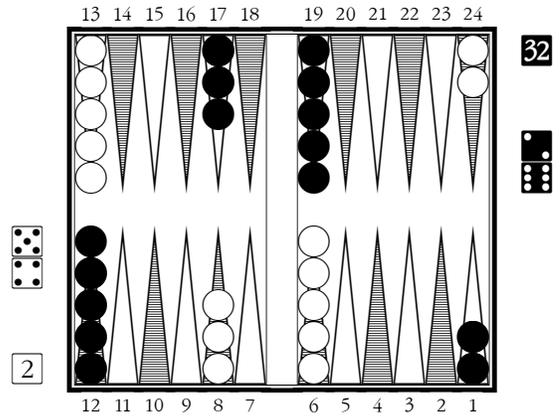
帥 士 相 馬 車 炮 兵

♔ ♖ ♗ ♘ ♙ ♚ ♛

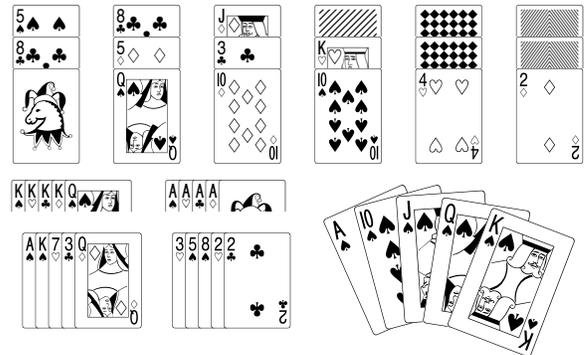
♔ ♖ ♗ ♘ ♙ ♚ ♛

♔ ♖ ♗ ♘ ♙ ♚ ♛

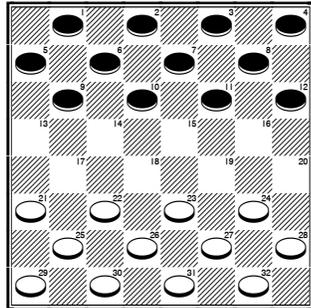
MonteCarlo (backgammon)



Bermuda (playing cards)



Edinburgh (checkers)



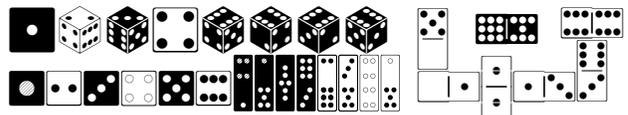
Checkers and numbers can be placed on dark squares. Six different borders including algebraic for up to a 10x10 board. Five different checker styles.

♙ ♚ ♛ ♜ ♝ ♞ ♟

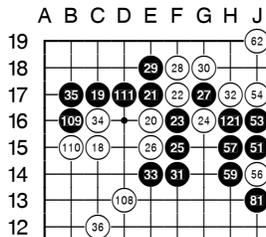
♙ ♚ ♛ ♜ ♝ ♞ ♟

♙ ♚ ♛ ♜ ♝ ♞ ♟

Las Vegas (dice and dominoes)



Tokyo (go)

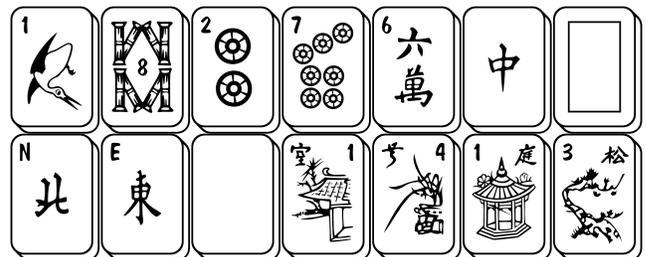


Stone numbering is optional and there are algebraic borders for up to a 27x27 board. There are several other pieces symbols.

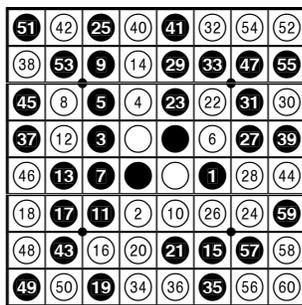
♙ ♚ ♛ ♜ ♝ ♞ ♟

♙ ♚ ♛ ♜ ♝ ♞ ♟

Canton (Mah Jong)



Copenhagen (Othello)



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

Tendo, Tendo International, Tendo English and Tendo Pentagon Keymap

Key	Ten*	Int*	Eng*	Pen*	Symbol Explanation
w					empty square
+					square with dot lower left
=					square with dot upper left
z					blank space
-					top edge
[left edge
]					right edge
-					bottom edge
1	1	1	1	1	algebraic border 1
2	2	2	2	2	algebraic border 2
3	3	3	3	3	algebraic border 3
4	4	4	4	4	algebraic border 4
5	5	5	5	5	algebraic border 5
6	6	6	6	6	algebraic border 6
7	7	7	7	7	algebraic border 7
8	8	8	8	8	algebraic border 8
9	9	9	9	9	algebraic border 9
a	a	a	a	a	algebraic border a
q	b	b	b	b	algebraic border b
c	c	c	c	c	algebraic border c
d	d	d	d	d	algebraic border d
e	e	e	e	e	algebraic border e
f	f	f	f	f	algebraic border f
u	g	g	g	g	algebraic border g
h	h	h	h	h	algebraic border h
i	i	i	i	i	algebraic border i
A	一	一	一	一	Japanese algebraic border a
Q	二	二	二	二	Japanese algebraic border b
C	三	三	三	三	Japanese algebraic border c
D	四	四	四	四	Japanese algebraic border d
E	五	五	五	五	Japanese algebraic border e
F	六	六	六	六	Japanese algebraic border f
U	七	七	七	七	Japanese algebraic border g
H	八	八	八	八	Japanese algebraic border h
I	九	九	九	九	Japanese algebraic border i
y					blank black piece
Y					blank white piece

Key	Ten*	Int*	Eng*	Pen*	Symbol Explanation
{					black piece for text
}					white piece for text
b	角	B	B	角行	black bishop
g	金	G	G	金將	black gold general
k	玉	K	K	玉將	black king
l	香	L	L	香車	black lance
n	桂	N	N	桂馬	black knight
p	歩	P	P	歩兵	black pawn
r	飛	R	R	飛車	black rook
s	銀	S	S	銀將	black silver general
j	成桂	N	N	全	promoted black knight
m	成香	L	L	全	promoted black lance
o	と	P	P	と	promoted black pawn
t	竜	R	R	龍	promoted black rook
v	馬	B	B	馬	promoted black bishop
x	成銀	S	S	全	promoted black silver
B	白	B	B	白	white bishop
G	白	G	G	白	white gold general
K	王	K	K	王	white king
L	香	L	L	香車	white lance
N	桂	N	N	桂馬	white knight
P	歩	P	P	歩兵	white pawn
R	飛	R	R	飛車	white rook
S	銀	S	S	銀將	white silver general
J	成桂	N	N	全	promoted white knight
M	成香	L	L	全	promoted white lance
O	と	P	P	と	promoted white pawn
T	竜	R	R	龍	promoted white rook
V	馬	B	B	馬	promoted white bishop
X	成銀	S	S	全	promoted white silver
<	成桂	N	N	全	alternate promoted white knight
>	成香	L	L	全	alternate promoted white lance
?	成と	P	P	全	alternate promoted white silver
,	成角	N	N	全	alternate promoted black knight
.	成金	L	L	全	alternate promoted black lance
/	成玉	S	S	全	alternate promoted black silver
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Ten* = Tendo and Tendo-Bold, Int* = Tendo International, Eng* = Tendo English and Tendo English-Bold, Pen* = Tendo Pentagon



Tendo and Tendo International Keyboard Maps (Tendo Pentagon and English keymaps are identical)

	1	2	3	4	5	6	7	8	9	0	-	=		
	b		e	飛	竜	▲	g	i	と	歩				
	a	銀	d	f	金	h	飛	桂	玉	香				
shift		成	c	馬	角	桂	香	桂	香	銀				
	option													

Tendo Keyboard Map

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	1	2	3	4	5	6	7	8	9	0	-	=		
	二		五	飛	竜	□	七	九	歩	▲				
	一	銀	四	六	金	八	桂	王	香					
shift		成	c	馬	角	桂	香	桂	香	銀				
	option													

	1	2	3	4	5	6	7	8	9	0	-	=		
	b		e	Ⓡ	Ⓡ	▲	g	i	Ⓟ	Ⓟ				
	a	Ⓢ	d	f	Ⓞ	h	Ⓝ	Ⓚ	Ⓛ					
shift		Ⓢ	c	Ⓟ	Ⓟ	Ⓝ	Ⓛ	Ⓝ	Ⓛ	Ⓢ				
	option													

Tendo International Keyboard Map

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	1	2	3	4	5	6	7	8	9	0	-	=		
	二		五	Ⓡ	Ⓡ	□	七	九	Ⓟ	Ⓟ	▲			
	一	Ⓢ	四	六	Ⓞ	八	Ⓝ	Ⓚ	Ⓛ					
shift		Ⓢ	c	Ⓟ	Ⓟ	Ⓝ	Ⓛ	Ⓝ	Ⓛ	Ⓢ				
	option													