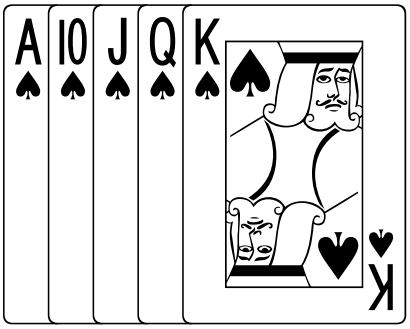
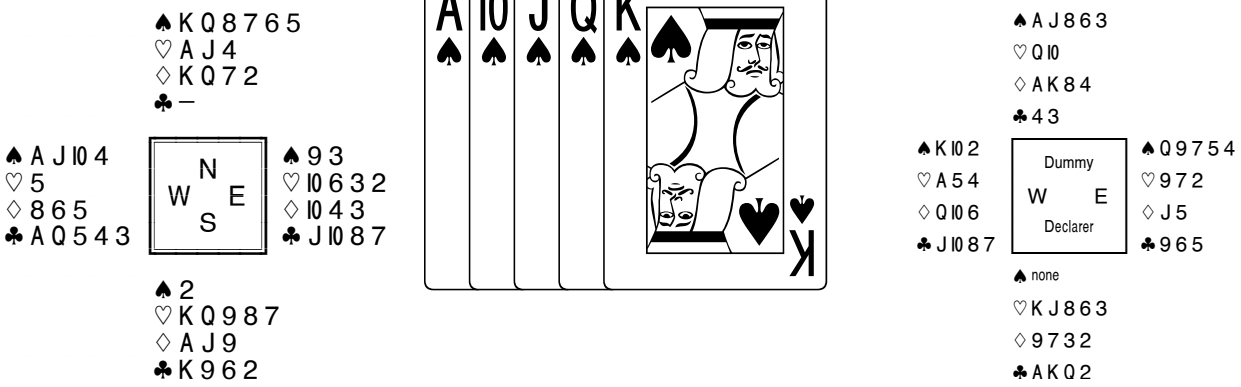
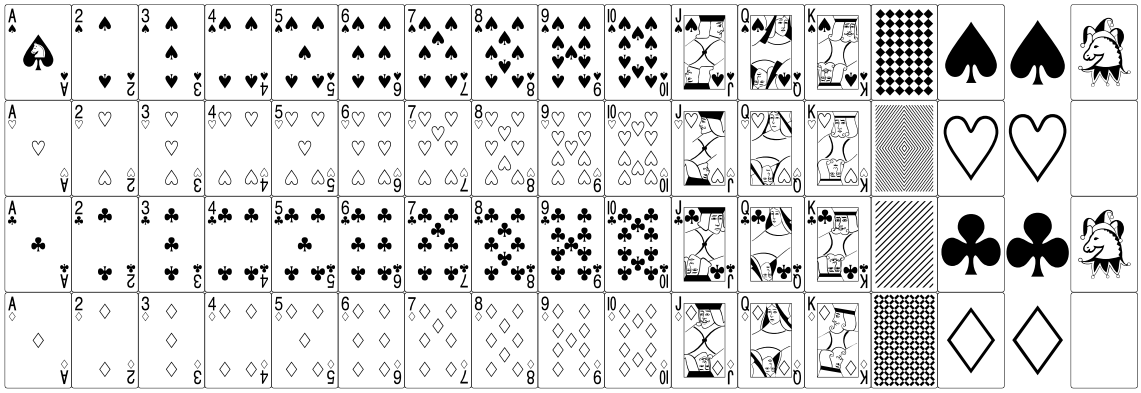
User's Guide

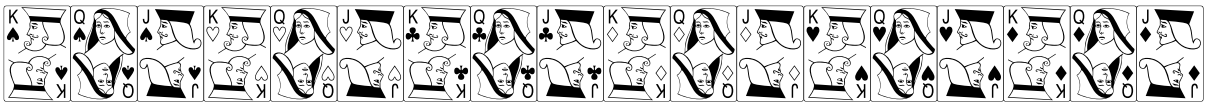
For the Bermuda Playing Card Fonts

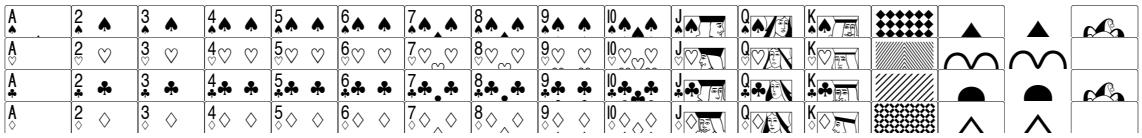
Macintosh™ Version

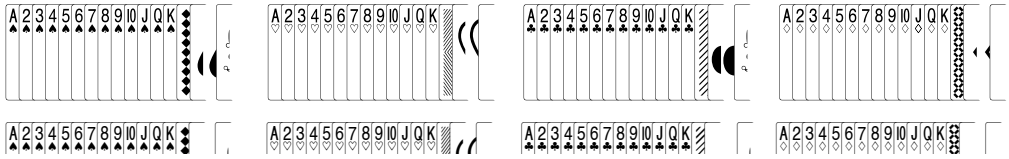












License Agreement

This manual and the Bermuda 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.

Bermuda fonts ©1995
by Alpine Electronics, Steve Smith
Alpine Electronics
703 Ivinson Ave.
Laramie, WY 82070

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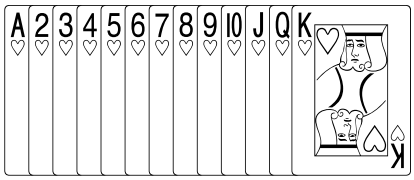
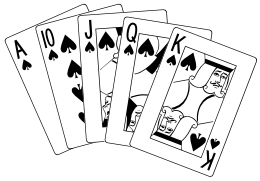
Introduction

Welcome to the **Bermuda** playing card fonts! With these fonts you can use any Macintosh word processor or page layout program to create and print beautiful playing card and bridge diagrams.





♠ K Q 8 7 6 5
♡ A J 4
◇ K Q 7 2
♣ –

♠ A J 10 4
♡ 5
◇ 8 6 5
♣ A Q 5 4 3

N
W E
S

♠ 9 3
♡ 10 6 3 2
◇ 10 4 3
♣ J 10 8 7

♠ 2
♡ K Q 9 8 7
◇ A J 9
♣ K 9 6 2

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

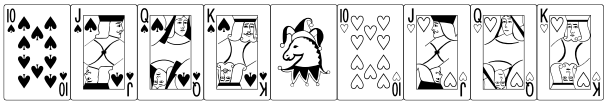
What You Need

You will need a Macintosh and any word processor or page layout program. The TrueType™ versions of the Bermuda fonts work with System 6.05 or higher. The PostScript™ versions of Bermuda 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

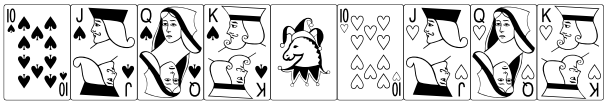
The high density disk contains TrueType and PostScript versions of the playing card fonts shown below.

Bermuda



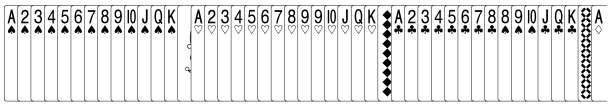
Bermuda Solid

Bermuda Alternate

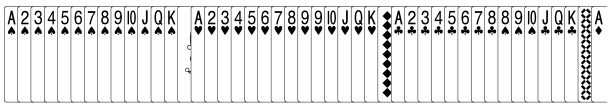


Bermuda Alternate Solid

Bermuda Left



Bermuda Left Solid



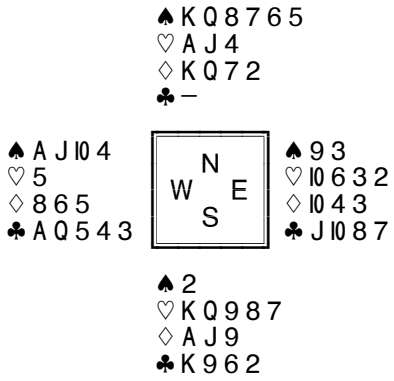
Bermuda Top

Bermuda Top Solid

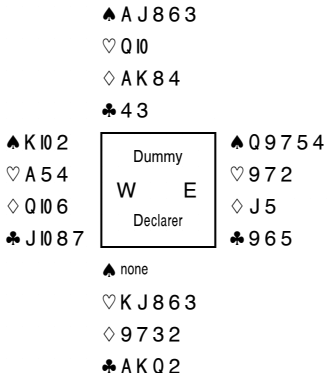
Bermuda Top Left

Bermuda Top Left Solid

Bermuda Bridge



Bermuda Bridge Alternate



After all the fonts are installed (see installation instructions below) use almost any word processor or Claris Works to open and printout the test file called Bermuda 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 ten of the card fonts share the same keymap so it is easy to change from one style of diagram to another. See the keymaps on page 6-7.

Installing the Bermuda Fonts

The following is a summary of the procedure for installing the Bermuda 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 Bermuda.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 Bermuda 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 Bermuda 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 Bermuda fonts.

PostScript™ System 6.x or earlier

1) Quit all open programs **2)** Open the PostScript Fonts folder and then open the Bermuda Fonts folder. **3)** Drag the Bermuda PostScript file (the icon looks like a little printer) onto the system folder and release the mouse button. Do <u>not</u> drag the little suitcase icon called Bermuda.bmap into the system folder. **4)** Repeat steps 2 and 3 for the other Bermuda fonts. **5)** Open the PostScript folder and double click on the Bermuda.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 Bermuda bitmapped sizes you want to install. You must install at least one size. **8)** Click on the copy button **9)** Re-peat steps 6, 7 and 8 for the other Bermuda fonts **10)** Click on the quit button to exit Font/DA Mover **11)** Restart if you are using MultiFinder

Some Examples

It is useful to learn the mnemonic for the **Bermuda** playing card fonts. To see the keyboard layout at a glance see page 7 for the keyboard map. The numbered cards ace, two, three, ... , nine, ten use the keyboard numbers `1 2 3 ... 9 0` as the root keys. The root keys for the face cards are `j` for jack, `d` for queen (or dame) and `k` for king.

The spades suit uses the root keys directly. So a five of spades is `5` on the keyboard, a ten of spades is `0` on the keyboard and a king of spades is a `k` , etc.

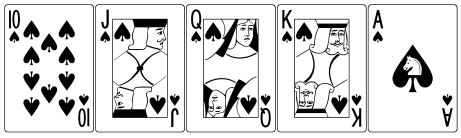
The hearts suit uses the shifted versions or the root keys. So a four of hearts is shift `4` or `$`, the seven of hearts is shift `7` or `&` and the queen of hearts is shift `d` or `D` , etc.

The clubs suit uses the keys to the lower right of the root keys. So a six of clubs is `y` (which is to the lower right of 6 on the keyboard), a two of clubs is a `w` (which is to the lower right of 2 on the keyboard) and a jack of clubs is a `m` (which is to the lower right of j on the keyboard), etc.

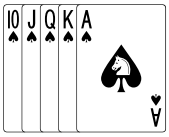
The diamonds suit uses shifted version of the keys to the lower right of the root keys. So a six of diamonds is `Y` (which is to the lower right of 6 on the keyboard), a two of diamonds is `W` (which is to the lower right of 2 on the keyboard) and a jack of diamonds is `M` (which is to the lower right of j on the keyboard), etc.

The joker is `?`. There are several versions of card backs at `x X v B`. A blank card is `b`.

To create a simple full card diagram of a royal flush in spades set the font to **Bermuda** set the point size to 48 and type `0jdk1` for the following diagram.



As a variation on this diagram set the size to 48 points again, select the font **Bermuda Left**, type `ojdk` then set the font to **Bermuda** and type `1` for the following diagram.



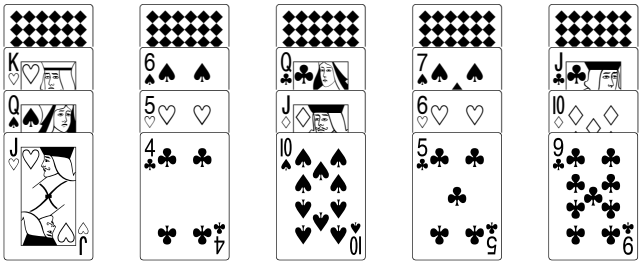
For just the tops of the cards set the point size to 16, set the font to **Bermuda Top** and type `0jdk1` for the diagram at the top of the next column.

Note: For full cards to be of the same relative size as card tops, the card top font must be ***one third the size*** of the full card font. to create a variation of the top card font again set the font size to 16 points, select the **Bermuda Top Left** font and type `0jdk` then select the **Bermuda Top** font and type `1` for the following diagram.

Another version of card diagrams combines the full cards with the tops of the cards. Set the font to **Bermuda Top**, set the point size to 16 and type

```
B B B B B
K 6 c 7 m
d % M ^ P
```

Then set the font to **Bermuda** and the size to 48 and type `J r 0 t o` for the following diagram.

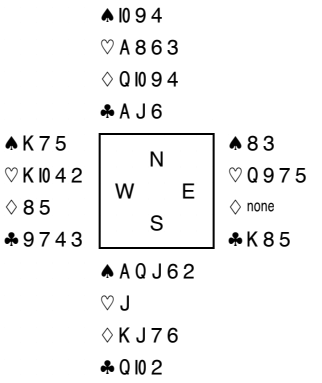


If you have a graphics program that can rotate text, it is possible to create diagrams like the one below. ClarisWorks 4.0, for example, can rotate text at any angle. Basically you will need to create a single letter card for each text object, make the object opaque, then rotate and move the cards one by one to the proper locations. See your graphics program manual for for information.

Bridge Diagrams

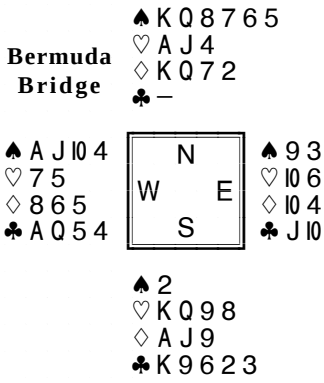
Shown on the next page are several versions of bridge diagrams. The text to the right of each diagram shows what must be typed to create the diagram. The "o" characters are spacers to align the diagram properly. "s", "h", "d" and "c" are the characters for spades, hearts, diamonds and clubs respectively. See the **Bermuda Bridge** keymaps on page 6 for more information.

Bermuda Bridge Alternate



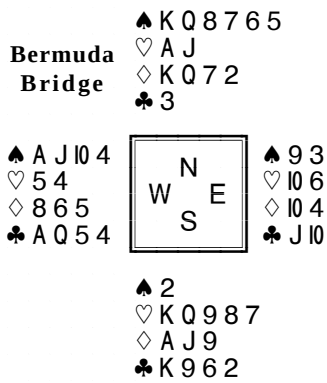

```
oooooos094

oooooohA863

oooooodQ094

oooooocAJ6
oooooo_______
sK75o[ooooooo]s83
ooooo[oooNooo]
hK042[ooooooo]hQ975
ooooo[oWoooEo]
d85oo[ooooooo]dn
ooooo[oooSooo]
c9743[ooooooo]cK85
oooooo-------
oooooosAQJ62

oooooohJ

oooooodKJ76

oooooocQ02
```

Bermuda Bridge




```
oooooosKQ8765
oooooohAJ4
oooooodKQ72
ooooooc=
ooooo<ttttt>
sAJ04{ooNoo}s93
h75oo{WoooE}h0632
d865o{woooe}d043
c1Q54{ooSoo}cJ087
ooooo,bbbbb.
oooooos2
oooooohKQ98
oooooodAJ9
oooooocK9623
```

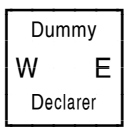
Bermuda Bridge




```
oooooosKQ8765
oooooohAJ
oooooodKQ72
ooooooc3
ooooo<ttttt>
sAJ04{ooOoo}s93
h54oo{oXPFo}h0632
d865o{oYTGo}d043
c1Q54{ooUoo}cJ087
ooooo,bbbbb.
oooooos2
oooooohKQ987
oooooodAJ9
oooooocK962
```

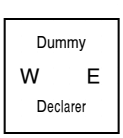
Bermuda Bridge

```
<ttttt>
{oDumo}
{oXoFo}
{oYoGo}
{oClro}
,bbbbb.
```

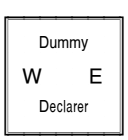



```
<_____>
[oDumo]
[WoooE]
[wooOe]
[oClro]
,-----.
```

Bermuda Bridge Alternate




```
o_______o
[ooooooo]
[ooDumoo]
[ooooooo]
[oWoooEo]
[ooooooo]
[ooDeroo]
[ooooooo]
o-------o
```




```
<ttttttt>
{ooooooo}
{ooDumoo}
{ooooooo}
{oWoooEo}
{ooooooo}
{ooDeroo}
{ooooooo}
,bbbbbbb.
```

If you have any problems or suggestions for improving the fonts, please send a note to Alpine Electronics. 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 Bermuda disk. Help is also available via email. The internet 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 14 page User's Guide. Other game font families include **Beijing** (XiangQi or Chinese chess), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Magalasy** (Fanorona), **Monte Carlo** (backgammon), **Tendo** (shogi or Japanese chess) 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-O 7. ♗d3 ♘d7 8. O-O h6? [8. ... ♘g6 9. ♘e4 ♘f6 10. ♘d6 ♕d6 11. c4 ♗g4=

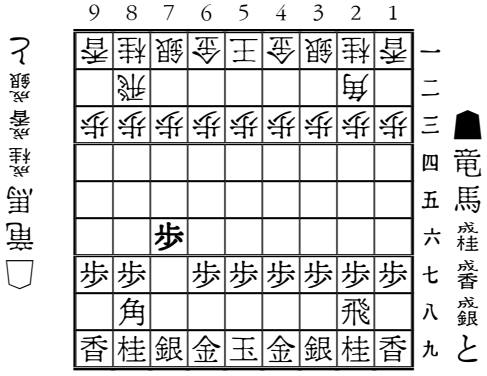
12. ... ♗e7 [12. ... ♗f4? 13. g3 ♗g5 14. ♘fg5 hg5 15. 15. ♕h5±; 13. ... f5 14. ♘c3 ♗g5 15. h4 ♗e7 16. ♘d5±**] 13. ♗c2! ♖e8**

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

± ∓ ± ∓ +− −+ = ∞ ≋ ↻ ○ → ↑ ⇄ ⊙ # ! !! ? ?? !? ?! △ □ ⌓ ⇔ ⇗ » « × ⊥ ⧉ ⧉ ⧉ ⊞ ⊕ oo o..o ⚷ ⚷ > ⌞ ⌟ ‖ ▬ ≅ ≥ ≤ ↑↑ ◨ ◧ Ⓢ Ⓒ ⧉ ½ ⌁ ⧉ ≈ ⧉ ⧉ ⧉ ⧉ ⧉ ⧉ ⧉ ⧉ ⧉ ♠ ¬ ➡ |

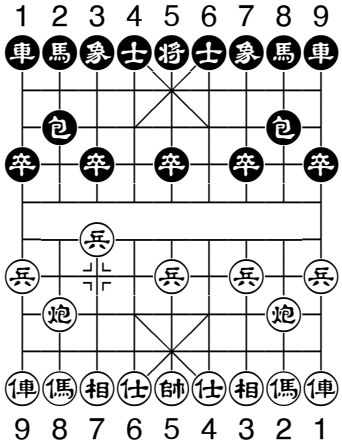
Fonts on this page are $49 with User's Guide or $129 for three. Send postcard to request complete printouts.

Tendo (shogi or Japanese chess)



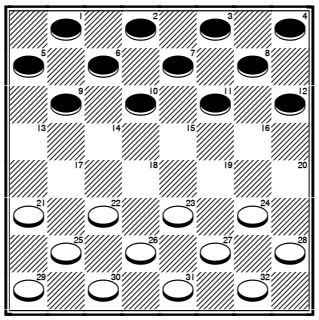
There are other border and piece styles

Beijing (xiangqi or Chinese chess)



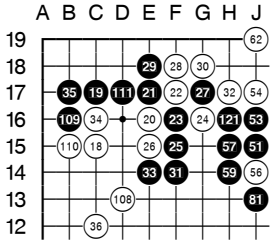
There are other border and piece styles.

Edinburgh (checkers)



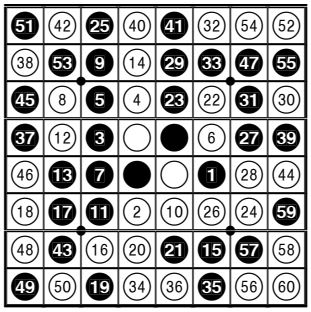
Checkers and numbers can be placed on dark squares. Six different borders including algebraic for up to a 10x10 board. Five different checker styles.

Tokyo (go)



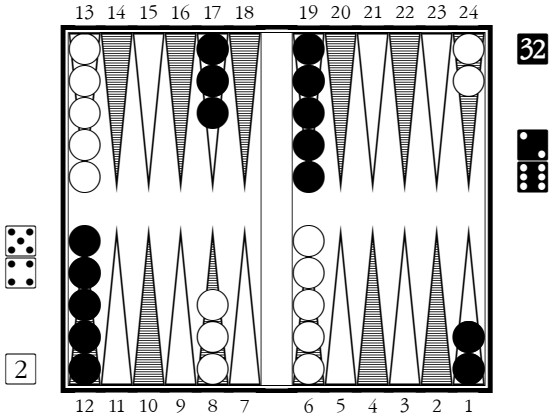
Stone numbering is optional and there are algebraic borders for up to a 27x27 board. There are several other pieces symbols.

Copenhagen (Othello)

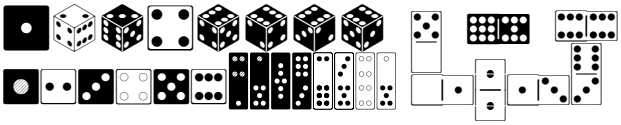


There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.

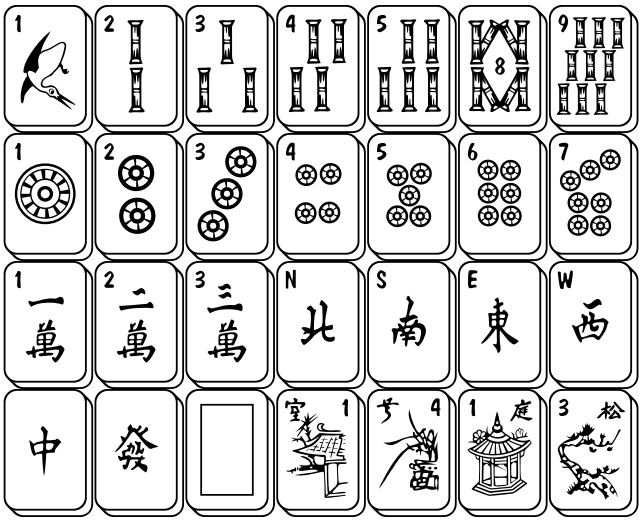
MonteCarlo (backgammon)



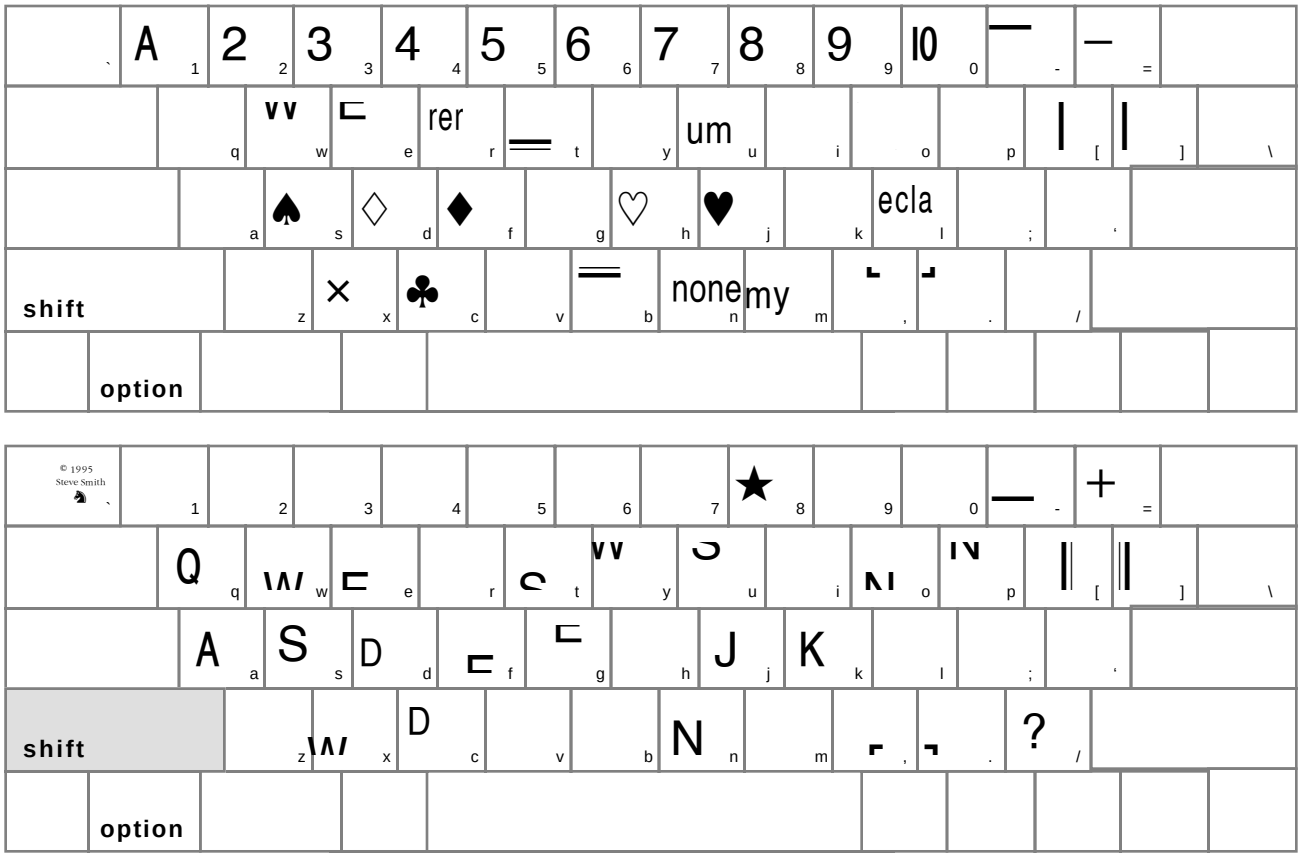
Las Vegas (dice and dominoes)



Canton (Mah Jong)



Bermuda Bridge (Bermuda Bridge Alternate is similar, see keymap below)



Bermuda Bridge (Bermuda Bridge Alternate is similar, see keymap below)

Key	Char	Explanation
1	A	ace
2	2	two
3	3	three
4	4	four
5	5	five
6	6	six
7	7	seven
8	8	eight
9	9	nine
0	10	ten
J	J	jack
Q	Q	queen
K	K	king
A	A	ace
c	♣	clubs
d	♢	diamonds
h	♡	hearts
s	♠	spades
f	♦	diamonds (solid)
j	♥	hearts (solid)

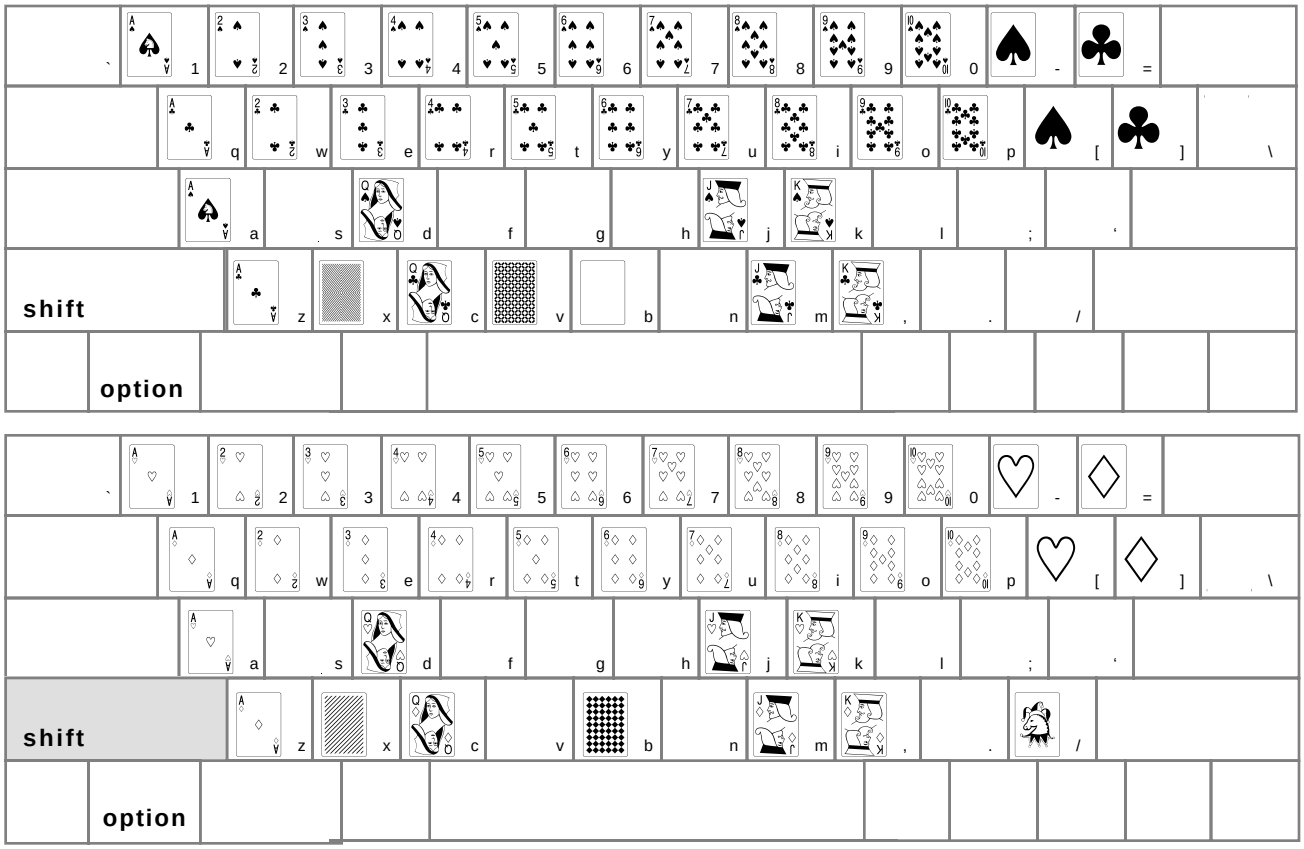
Key	Char	Explanation
N	N	North style 1
S	S	South style 1
E	E	East top style 1
e	E	East bottom style 1
W	W	West top style 1
w	W	West bottom style 1
O	N	North top style 2
P	N	North bottom style 2
T	S	South top style 2
U	S	South bottom style 2
F	E	East top style 2
G	E	East bottom style 2
X	W	West top style 2
Y	W	West bottom style 2
D	D	D (for Dummy)
u	um	um (for Dummy)
m	my	my (for Dummy)
C	D	D (for Declarer)
l	ecla	ecla (for Declarer)
r	rer	rer (for Declarer)

Key	Char	Explanation
n	none	none
=	—	(none)
o		space
<	⌜	upper left corner
>	⌝	upper right corner
,	⌞	lower left corner
.	⌟	lower right corner
_	—	top edge style 1
-	—	bottom edge style 1
[	|	left edge style 1
]	|	right edge style 1
t	═	top edge style 2
b	═	bottom edge style 2
{	‖	left edge style 2
}	‖	right edge style 2
?	?	question mark
x	×	x
*	★	star
+	+	plus sign
~	© 1995 Steve Smith	copyright notice

Bermuda Bridge Alternate is similar to **Bermuda Bridge**
Here are the differences.
There is only one style of N,S,E and W
The style 1 border doesn't require corners
Different characters are used for "Declarer"
See keymap below.

Key	Char	Explanation
N	N	North
S	S	South
E	E	East
W	W	West
D	D	D (for Declarer)
e	ecla	ecla (for Declarer)

Bermuda Alternate (All the other playing card fonts have the same keyboard map)



Bermuda Top (All the other playing card fonts have the same keymap)

Key	Char	Explanation
1		ace of spades
2		two of spades
3		three of spades
4		four of spades
5		five of spades
6		six of spades
7		seven of spades
8		eight of spades
9		nine of spades
0		ten of spades
j		jack of spades
d		queen of spades
k		king of spades
a		ace of spades
-		big spade on card
[		big spade
x		card back 1
?		joker

Key	Char	Explanation
!		ace of hearts
@		two of hearts
#		three of hearts
$		four of hearts
%		five of hearts
^		six of hearts
&		seven of hearts
*		eight of hearts
(		nine of hearts
)		ten of hearts
J		jack of hearts
D		queen of hearts
K		king of hearts
A		ace of hearts
_		big heart on card
{		big heart
X		card back 2
b		blank card

Key	Char	Explanation
q		ace of clubs
w		two of clubs
e		three of clubs
r		four of clubs
t		five of clubs
y		six of clubs
u		seven of clubs
i		eight of clubs
o		nine of clubs
p		ten of clubs
m		jack of clubs
c		queen of clubs
,		king of clubs
z		ace of clubs
=		big club on card
]		big club
v		card back 3

Key	Char	Explanation
Q		ace of hearts
W		two of hearts
E		three of hearts
R		four of hearts
T		five of hearts
Y		six of hearts
U		seven of hearts
I		eight of hearts
O		nine of hearts
P		ten of hearts
M		jack of hearts
C		queen of hearts
<		king of hearts
Z		ace of hearts
+		big heart on card
}		big heart
B		card back 4

Note: The hearts characters are "shifted" on the keyboard, i.e. 3 of hearts is "shift 3". The clubs characters are to the lower right of the corresponding characters on the keyboard, i.e. 5 of clubs is "t" which is to the lower right of 5 on the keyboard. The diamonds are "shifted" versions of the characters to the lower right of the given character on the keyboard, i.e. a 5 of diamonds is "T " which is to the lower right of 5 on the keyboard. The jack's root letter is "j" so jack of spades is "j", jack of hearts is "J", jack of clubs is "m" (lower left of j) and jack of diamonds is "M". The queen's root letter is "d" (q isn't possible and "dame" translates to "queen" in several languages) the king's roots letter is "k"