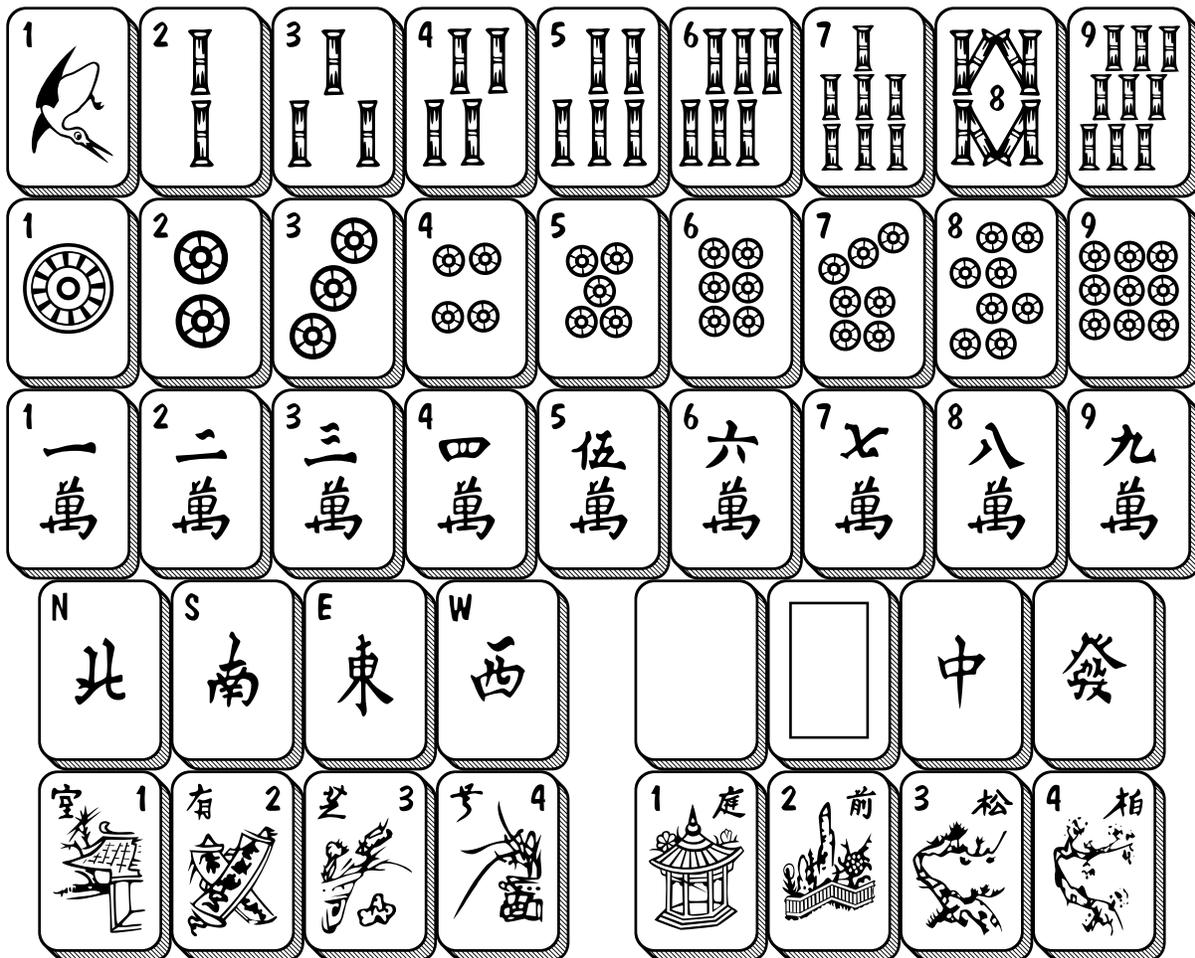
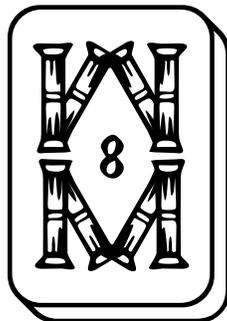


# User's Guide

For the Canton Mah Jong Fonts  
Windows™ Version



## License Agreement

This manual and the Canton 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.

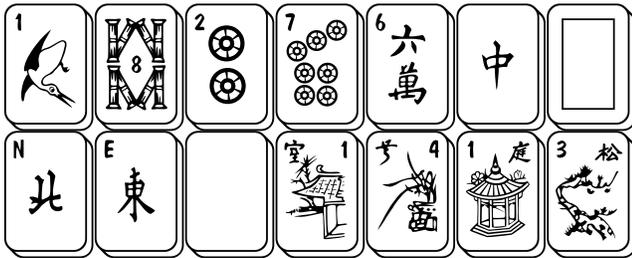
Canton fonts ©1995  
by Alpine Electronics, Steve Smith  
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## Introduction

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



The **Canton** Mah Jong fonts were created by 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 disk contains TrueType and PostScript versions of the Mah Jong fonts shown below.

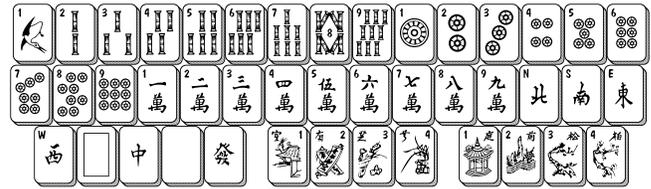
### Canton



### Canton 3D



### Canton 3D Shaded



After all the fonts are installed (see installation instructions below) use almost any word processor or the Windows 3.1 Accessory program Write to open and printout the test file called Mah\_Jong.wri (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 three of the Mah Jong fonts share the same keymap so it is easy to change from one style of diagram to another. See the keymaps on page 4.

## Installing the Canton Fonts

The following is a summary of the procedure for installing the Canton 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 True-

Type 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 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 for Windows 3.1

- 1) Insert the **Canton** 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 Canton fonts
- 7) Select the Canton fonts you want to install
- 8) Click "OK" to install the selected fonts

### TrueType for Windows 95

- 1) Insert the **Canton** 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 **Canton** 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 **Canton** 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 Canton fonts
- 4) Double click on the drive (usually drive a:) containing the Canton fonts
- 5) Select the Canton 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)

If you have any problems with the fonts, please send a note to Alpine Electronics and include a description of the problem, a printout illustrating the problem, a description of the computer, printer and software you are using and the serial number on your Linares disk. Help is 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 14 page User's Guide. Other game font families include **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards and bridge), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Magalasy** (Fanorona), **Monte Carlo** (back-gammon), **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)

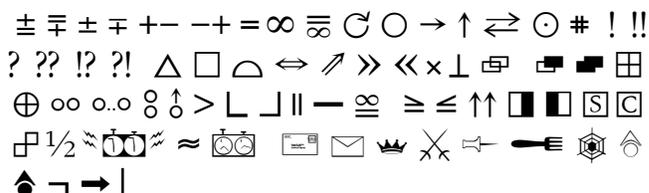


Here are samples of the figurine fonts.

♠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



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

玉 金 銀  
 玉 騎 金 騎 銀 騎  
 K G S  
 K G S

### Copenhagen (Othello)

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

### Beijing (xiangqi or Chinese chess)

There are other border and piece styles.

帥 士 相 馬 車 炮 兵  
 帥 士 相 馬 車 炮 兵  
 K G B N R C P  
 帥 仕 相 馬 車 炮 兵  
 K G B N R C P

### MonteCarlo (backgammon)

### Las Vegas (dice and dominoes)

### 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.

### Bermuda (playing cards)

### Tokyo (go)

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

○ □ △ ▲ ● ● ○ ● ● ×

## Canton (Canton 3D and Canton 3D Shaded have the same keyboard map)

												=	
1	2	3	4	5	6	7	8	9		0	-	=	
												]	\
q	w	e	r	t	y	u	i	o		p	[	]	\
			中			發							
	a	s	d	f	g	h	j	k	l	;	'		
shift		z	x	c	v	b	n	m	,	.	/		
option													

												=	
1	2	3	4	5	6	7	8	9		0	-	=	
												]	\
q	w	e	r	t	y	u	i	o		p	[	]	\
													
	a	s	d	f	g	h	j	k	l	;	'		
shift													
option													

## Canton (Canton 3D and Canton 3D Shaded have the same keymap)

Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation
1		one of bamboos	!		one of circles	q		one of characters	N		north wind
2		two of bamboos	@		two of circles	w		two of characters	S		south wind
3		three of bamboos	#		three of circles	e		three of characters	E		east wind
4		four of bamboos	\$		four of circles	r		four of characters	W		west wind
5		five of bamboos	%		five of circles	t		five of characters	d		red dragon
6		six of bamboos	^		six of circles	y		six of characters	D		white dragon
7		seven of bamboos	&		seven of circles	u		seven of characters	g		green dragon
8		eight of bamboos	*		eight of circles	i		eight of characters	B		blank tile
9		nine of bamboos	(		nine of circles	o		nine of characters			
[		one of flowers	]		two of flowers	{		three of flowers	}		four of flowers
-		one of seasons	=		two of seasons	_		three of seasons	+		four of seasons

**Note:** The circle suit numbers are just the shifted numbers, i.e. three of circles is “shift 3” and the characters suit numbers are to the lower right of the corresponding numbers on the keyboard, i.e. five of characters is “t” which is to the lower right of 5 on the keyboard.