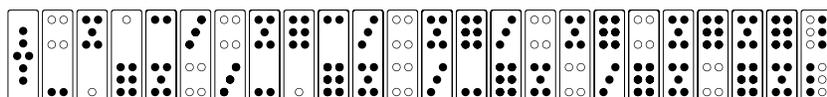
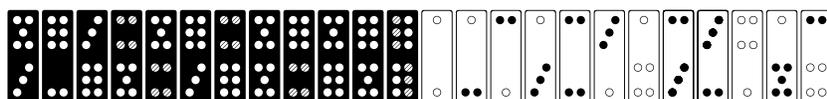
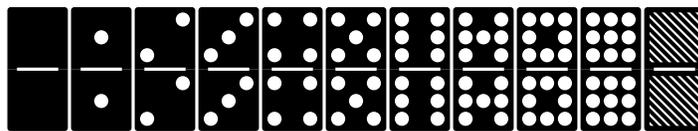
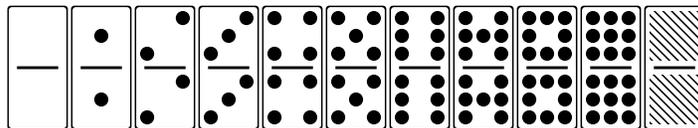
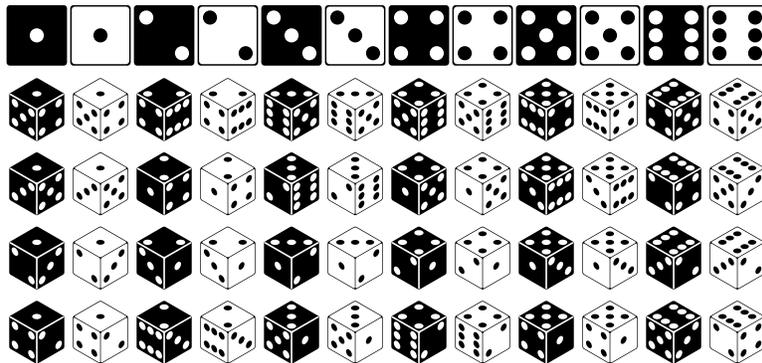
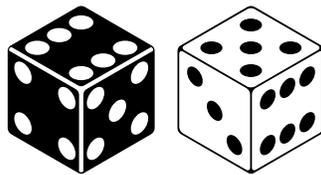


# User's Guide

For the Las Vegas Dice and Domino Fonts  
Windows™ Version



## License Agreement

This User's Guide and the Las Vegas 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.

Las Vegas fonts ©1996  
by Alpine Electronics, Steve Smith  
Alpine Electronics  
703 Ivinson Ave.  
Laramie, WY 82070

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## Introduction

Welcome to the **Las Vegas** dice and domino fonts! With these fonts you can use any Windows word processor, draw program or page layout program to create and print a variety of dice and domino diagrams. The **Las Vegas** dice and domino fonts were created by Steve Smith, who has been designing commercial chess and game fonts for many years.

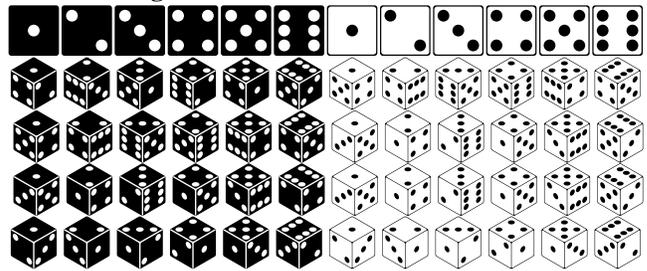
## What You Need

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).

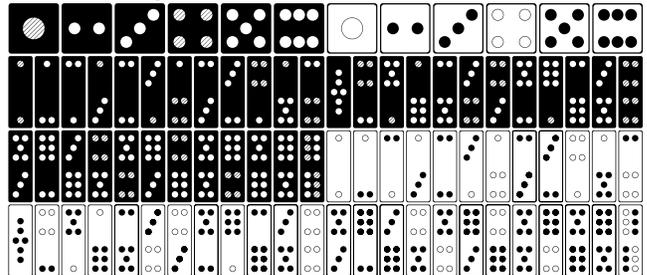
## What is Included

The high density disk contains TrueType and PostScript versions of the dice and domino fonts shown at the top of the next column.

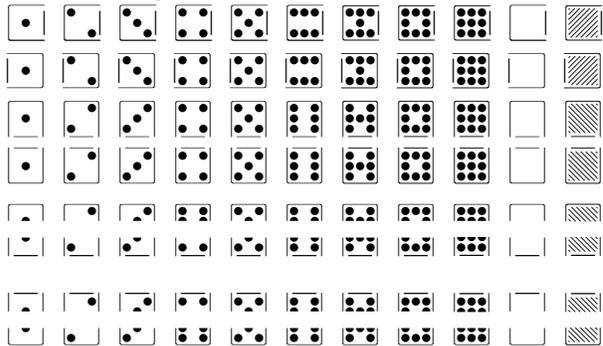
### Las Vegas Dice



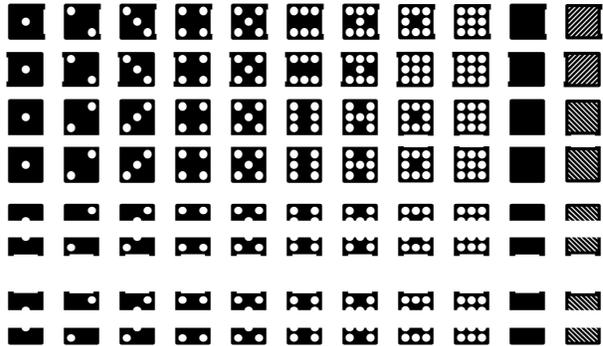
### Las Vegas Chinese



### Las Vegas White Dominoes



### Las Vegas Black Dominoes



The Las Vegas White Dominoes font and Las Vegas Black Dominoes font share the same keymap so it is easy to change from one color of domino diagrams to another. See page 3 and the keymaps on pages 6-7. 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 the test file LasVegas.WRI. All TrueType™ fonts can be used with any program running under Windows 3.1. The PostScript™ versions require Adobe Type Manager.

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# Installing the Las Vegas Fonts

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

## TrueType for Windows 95

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

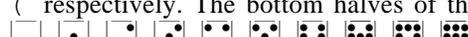
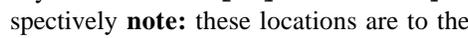
## Examples

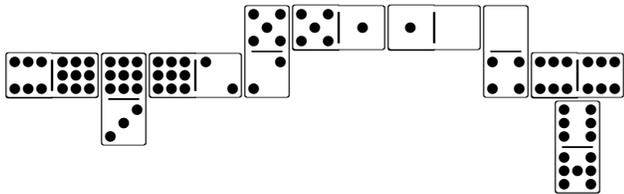
**Las Vegas Dice** There are five different versions of each number, i.e., . The keyboard characters 1 2 3 4 5 6 are  respectively. The keyboard characters diagonally to the lower right of a given number are three dimensional versions of that dice number. For example q a z are  respectively and w s x are  respectively. The remaining three dimensional versions of each dice number are at the keyboard locations 7 8 9 0 - = for  respectively. The white versions of the dice are at the same keyboard locations as the black dice, but use the upper case or "shifted" characters. So shift-1 or ! is , shift-2 or @ is  etc. See the keyboard map on page 6.

**Las Vegas Chinese** This font contains Chinese versions of both dice and dominoes. The keyboard characters 1 2 3 4 5 6 are  respectively. To find a specific domino it is probably best to use the keymap on page 6, but there is a logic to the placement. Starting with the top row, keyboard character 7 and continuing left to right and down the keyboard the dominoes are placed in ascending sequential order, i.e. 7 8 9 0 - = q w e r t y are  respectively.

 respectively. The white versions of the Chinese dice or dominoes are at the same keyboard locations as the black Chinese dice or dominoes, but use the upper case or "shifted" characters. So shift-1 or ! is , shift-2 or @ is  etc. See the keyboard map on page 6. To create Chinese domino diagram that have horizontal dominoes you will need a draw program that can rotate text such as Claris Works.

**Las Vegas White Dominoes** With this font you can create any two dimensional rectangular domino diagram with just a word processor. But the process will be much simpler if you have a draw program that can rotate text such as Claris Works. The left halves of the dominoes  are at the keyboard locations 0 1 2 3 4 5 6 7 8 9 respectively. The right halves of the dominoes 

 are at the "shifted" keyboard locations ) ! @ # \$ % ^ & \* ( respectively. The bottom halves of the dominoes  are at the keyboard locations p q w e r t y u i o respectively **note:** these locations are to the lower right of the respective numbers on the keyboard. The top halves of the dominoes  are at the keyboard locations P Q W E R T Y U I O respectively (**note:** these "shifted" locations are to the lower right of the respective numbers on the keyboard). The diagram below shows a combination of horizontal and vertical dominoes.

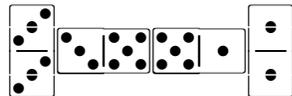


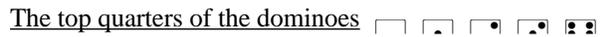
Here is the same diagram with a text font (**note:** the space bar spaces over one half the width of a domino.)

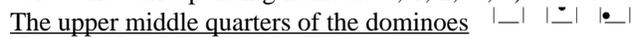
```

T5!1)P
6(O9@w    r6^
 e          Y
           u
  
```

To accommodate diagrams with vertical dominoes that are doubles (such as the one below) it is necessary to use vertical dominoes that are divided into four quarters.

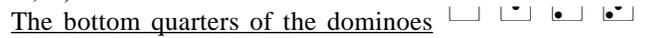


The top quarters of the dominoes  are at the keyboard locations / z x c v b n m , . respectively (**note:** these keyboard characters are on the bottom row diagonally below the corresponding numbers 0, 1, 2, ..., 9).

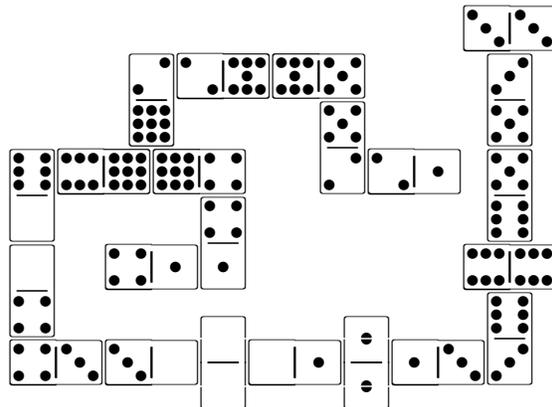
The upper middle quarters of the dominoes  are at the keyboard locations : A S D F G H J K L respectively (**note:** these "shifted" keyboard characters are on the third row diagonally below the corresponding numbers 0, 1, 2, ..., 9). *The upper middle quarters have "zero width" which means the cursor doesn't advance to the right when they are typed. This allows the upper middle quarter and lower middle quarter to line up properly.*

The lower middle quarters of the dominoes  are at the keyboard locations ; a s d f g h j k l respectively (**note:** these keyboard characters are on the third row diagonally below the corresponding numbers 0, 1, 2,

..., 9).

The bottom quarters of the dominoes  are at the keyboard locations ? Z X C V B N M < > respectively (**note:** these "shifted" keyboard characters are on the bottom row diagonally below the corresponding numbers 0, 1, 2, ..., 9). *The bottom quarters have "zero width" which means the cursor doesn't advance to the right when they are typed. This allows the bottom of one domino to line up with the top of the domino below it. If there is no domino below, just hit the space bar twice to advance the cursor to the correct spot.*

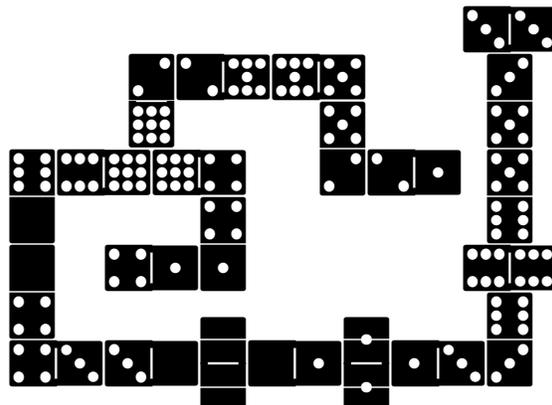
Shown below is an example of a more complex domino diagram followed by the same diagram using a text font.



```

                                3#
W2&7%                            E
 o   T                            t
Y6(9$  w2!                        T
p   R                              Y
P 4!q                              6^
r   /   z Y
4#3):;0!Aa1#e
                                ?   Z
  
```

**Las Vegas Black Dominoes** This font shares the same keymap as the Las Vegas White Dominoes so it is easy to switch from white to black dominoes by just selecting the diagram and changing the font.



Although it is possible to create diagrams with just a word processor using the method described above, most people will prefer to use a draw program that can rotate text such as ClarisWorks. With a draw program use the text tool to type in the two characters for a horizontal domino, rotate it if necessary and then use the selection tool (usually an arrow) to move the domino into place.

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 disk. Help is also available via email. The internet email address is:  
alpine@partae.com

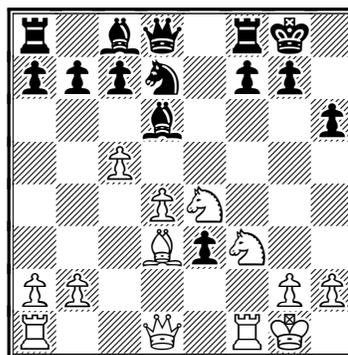
## Other Game Diagram Fonts

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), **Bermuda** (playing cards and bridge), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **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)

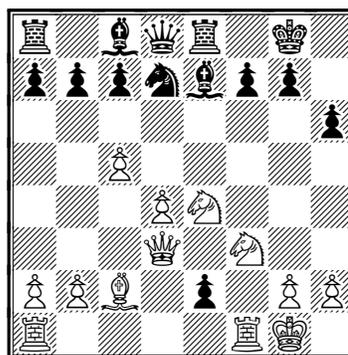
1. e4 e5 2. f4 ef4 3. d3 d5 4. ed5 d6 5. d3 d5 6. d4 O-O 7. d3 d7 8. O-O h6? [8. ... d6

9. d4 d6 10. d6 d6 11. c4 g4=; 8. ... d6 9. d5 d5 10. d5 d5 11. f4 f4 12. f4 g5=] 9. d4 d5 10. c4 d3 11. e3 fe3 12. c5



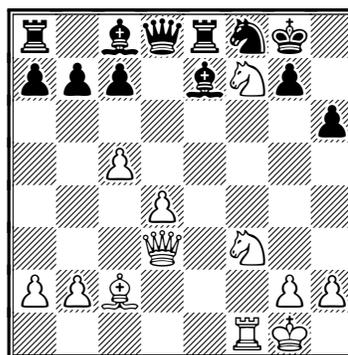
Linares

12. ... e7 [12. ... f4? 13. g3 g5 14. fg5 hg5 15. h5 h5±; 13. ... f5 14. c3 g5 15. h4 e7 16. d5±] 13. c2! e8 [13. ... f6 14. d3 e4 15. e4 g6 16. e3 g7± ->>] 14. d3 e2



Hastings

15. d6!? [15. f2!±] f8? [15. ... e1= e16. f1 f6 17. f7 f7 18. e5 g8 h7! h7 20. b3+-; 15. ... d6 16. h7 f8 17. cd6 e1= e18. f1 cd6 19. h8 e7 20. e1 e5 21. g7 g8 22. h6 b6 23. h1 e6 24. de5±] 16. f7! e1= e17. f1



Zürich

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 23. f7 h7 24. e8+-; 22. ... g5 23. d5 h4 24. f4 g4 25. g3 h3 26. g2#] 18. f5 d7 19. f4 [19. d3!+-] f6 20. d3e5 e7 21. b3 e5 22. e5 h7 23. e4! [18. f8+-] 1-0

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  
 玉將 金將 銀將  
 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  
 K G B N  
 K+ Gx Bx Nx

### 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.

### 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)

# Las Vegas Dice and Las Vegas Chinese

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	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	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	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	z	x	c	v	b	n	m	,	.	/		
option												

Las Vegas Dice Keyboard Map

Las Vegas Chinese Keyboard Map

## Las Vegas White Dominoes (Las Vegas Black Dominoes has the same keyboard map)

		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		;		'			
<b>shift</b>		z		x		c		v		b		n		m		,		.		/					
<b>option</b>																									

		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		;		'			
<b>shift</b>		z		x		c		v		b		n		m		,		.		/					
<b>option</b>																									

## Las Vegas White Dominoes (Las Vegas Black Dominoes has the same keymap)

Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation
1		1 left half	q		1 bottom half	a		1 top middle quarter	z		1 top quarter
2		2 left half	w		2 bottom half	s		2 top middle quarter	x		2 top quarter
3		3 left half	e		3 bottom half	d		3 top middle quarter	c		3 top quarter
4		4 left half	r		4 bottom half	f		4 top middle quarter	v		4 top quarter
5		5 left half	t		5 bottom half	g		5 top middle quarter	b		5 top quarter
6		6 left half	y		6 bottom half	h		6 top middle quarter	n		6 top quarter
7		7 left half	u		7 bottom half	j		7 top middle quarter	m		7 top quarter
8		8 left half	i		8 bottom half	k		8 top middle quarter	,		8 top quarter
9		9 left half	o		9 bottom half	l		9 top middle quarter	.		9 top quarter
0		blank left half	p		blank bottom half	;		blank top middle quarter	/		blank top quarter
-		back left half	=		back bottom half	[		back top middle quarter	]		back top quarter
!		1 right half	Q		1 top half	A		1 bottom middle quarter	Z		1 bottom quarter
@		2 right half	W		2 top half	S		2 bottom middle quarter	X		2 bottom quarter
#		3 right half	E		3 top half	D		3 bottom middle quarter	C		3 bottom quarter
\$		4 right half	R		4 top half	F		4 bottom middle quarter	V		4 bottom quarter
%		5 right half	T		5 top half	G		5 bottom middle quarter	B		5 bottom quarter
^		6 right half	Y		6 top half	H		6 bottom middle quarter	N		6 bottom quarter
&		7 right half	U		7 top half	J		7 bottom middle quarter	M		7 bottom quarter
*		8 right half	I		8 top half	K		8 bottom middle quarter	<		8 bottom quarter
(		9 right half	O		9 top half	L		9 bottom middle quarter	>		9 bottom quarter
)		blank right half	P		blank top half	}		blank bottom middle quarter	?		blank bottom quarter
_		back right half	+		back top half	:		back bottom middle quarter	}		back bottom quarter