

# User's Guide

## For the Copenhagen Othello Font Windows™ Version

	a	b
1	○	●
2	●	○

51	42	25	40	41	32	54	52
38	53	9	14	29	33	47	55
45	8	5	4	23	22	31	30
37	12	3	○	●	6	27	39
46	13	7	●	○	1	28	44
18	17	11	2	10	26	24	59
48	43	16	20	21	15	57	58
49	50	19	34	36	35	56	60

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## License Agreement

This manual and the Copenhagen 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.

**Copenhagen** fonts ©1995  
by Alpine Electronics, Steve Smith  
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703 Iverson Ave.  
Laramie, WY 82070

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## Introduction

Welcome to the **Copenhagen** Othello fonts! With these fonts you can use any Windows word processor or page layout program to create and print beautiful Othello diagrams. In the following Othello game the brilliant young Makoto Suekuni, playing the black pieces, defeats the world champion Masaki Takizawa.

51	42	25	40	41	32	54	52
38	53	9	14	29	33	47	55
45	8	5	4	23	22	31	30
37	12	3			6	27	39
46	13	7			1	28	44
18	17	11	2	10	26	24	59
48	43	16	20	21	15	57	58
49	50	19	34	36	35	56	60

The **Copenhagen** Othello 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 **Copenhagen** font. Also included is a WRITE file Copenhagen.WRI. After all the font is installed (see installation instructions on page 2) use the Windows Accessory program WRITE 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.

**Copenhagen** – This font can be used to create any type of Othello diagram with or without algebraic borders and with or without numbered disks. See the keymap and keyboard map on pages 7-8.

## 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 **Tendo** for shogi or Japanese chess, **Beijing** for XiangQi or Chinese chess, **Edinburgh** for checkers, **Tokyo** for GO, **MonteCarlo** for backgammon, **Magalasy** for Fanorona and **LasVegas** for playing cards, dice and dominoes. See sample diagrams for most of these fonts on pages 4-6. Each of these font families sells for \$49 postpaid and this includes a User's Guide. Be sure to specify Windows or Macintosh.

**Custom Versions** - Custom keymap versions of the fonts are available. Also special symbols can be designed. Send the keymap and/or symbol(s) desired for a price quote.

## Installing the Copenhagen Fonts

*The following is a summary of the procedure for installing the Copenhagen fonts in your Windows 3.1 system. For a more detailed description of TrueType™ font installation consult your Windows 3.1 manual. For a more detailed description of PostScript™ font in-*

stallation 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 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™

- 1) Double click on the Main icon at the bottom of the Program Manager window
- 2) Double click on the Control Panel icon
- 3) Double click on the Fonts icon
- 4) Click on the Add button
- 5) Select the drive and directory containing the Copenhagen fonts
- 6) Select the Copenhagen font
- 7) Click "OK" 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™

- 1) Double click on the ATM Control Panel icon in the Program Manager window
- 2) Click on the Add button
- 3) Scroll through the drive/directory list to find the drive containing the Copenhagen fonts
- 4) Double click on the drive/directory containing the Copenhagen fonts
- 5) Select the Copenhagen font
- 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

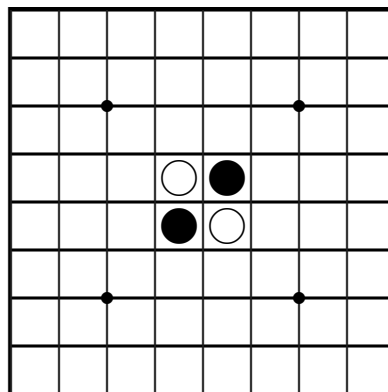
We will start by creating an empty Othello board. The border edge characters are [ \_ ] - for the left, top, right and bottom edges respectively. An empty square is W, a blank space is w, + is the top half of an intersection dot and = is the bottom half of an intersection dot. Z is a white disk and z is a black disk. To create an empty Othello board open your favorite Windows word processor, change the font to **Copenhagen** and type the following characters.

```

W      W
[ WWWWWWWW ]
[ WW+WWWW+WW ]
[ WW=WWWW=WW ]
[ WWWZzWWW ]
[ WWWzZWWW ]
[ WW+WWWW+WW ]
[ WW=WWWW=WW ]
[ WWWWWWWW ]
w-----w

```

The diagram should look like the following.

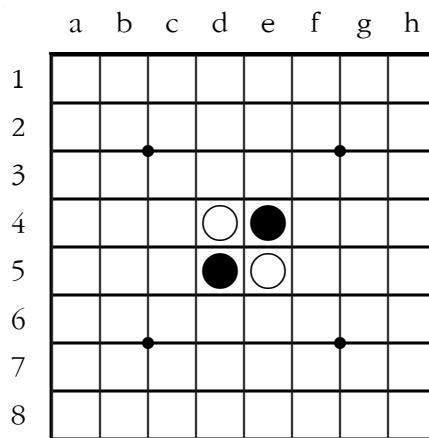


Now we will add algebraic borders. Replace the top row with ,/;,<>? and the left edge border with VXY\tuv

```

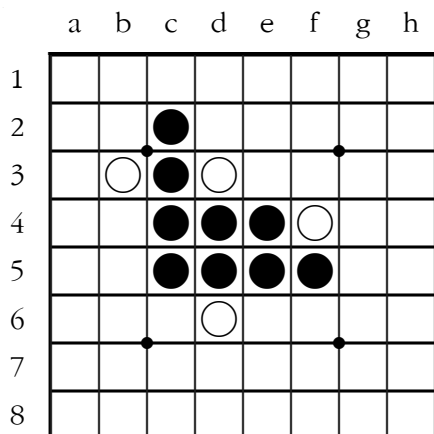
w, ./ : ; < > ? w
VWWWWWWWWW ]
XWW+WWWW+WW ]
YWW=WWWW=WW ]
\WWWZzWWW ]
`WWWzZWWW ]
tWW+WWWW+WW ]
uWW=WWWW=WW ]
vWWWWWWWWW ]
w-----w

```



A black disk is z and a white disk is Z. To add disks

just use your word processor to change the W characters to z or Z (i.e. use the cursor to highlight a square then type either a z or Z to place a black or white disk on that square). After the moves 1. f5 2. d6 3. c4 4. d3 5. c3 6. f4 7. c5 8. b3 9. c2 the diagram would become.



Here is the same diagram with a standard text font.

```

w, . / : ; < > ? w
VWWWWWWWWW ]
XWW+zWWW+WW ]
YWZ=zZWW=WW ]
\WWzzzZWW ]
`WWzzzZWW ]
tWW+WZWW+WW ]
uWW=WWWW=WW ]
vWWWWWWWWW ]
w-----w

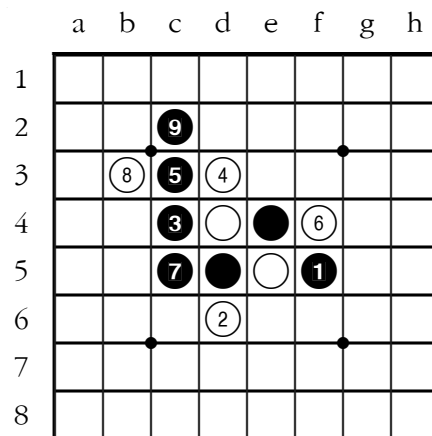
```

Now we will use numbered disks for the same nine moves. Start with an empty Othello board and use the cursor to select the f5 square then type x1, select the d6 square and type Z "shift" 2, select the c4 square and type x3, select the d3 square and type Z "shift" 4, select the c3 square and type x5, select the f4 square and type Z "shift" 6, select the c5 square and type x7, select the b3 square and type Z "shift" 8 and finally select the c2 and type Z9 (see the next two diagrams).

```

w, . / : ; < > ? w
VWWWWWWWWW ]
XWW+x9WWW+WW ]
YWZ*=x5Z$WW=WW ]
\WWx3Zzz^WW ]
`WWx7zZx1WW ]
tWW+WZ@WW+WW ]
uWW=WWWW=WW ]
vWWWWWWWWW ]
w-----w

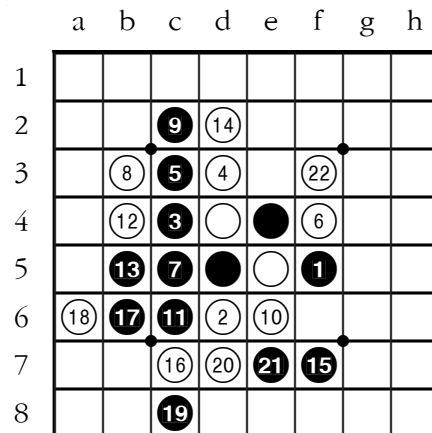
```



**Note:** x is a black disk with a slot for a single digit. The black disk single digits are 1 to 9 and the white single digits are "shift" 1 to "shift" 9 .

Disks with two digit numbers are a little trickier: y is a black disk with a slot for a two digit number, the black tens digits 1 to 9 are a to i, the white tens digits 1 to 9 are A to I, the black units digits 1 to 9 are j to r (0 is s) and the white units digits 1 to 9 are J to R (0 is S). See the keymaps on pages 7-8 for reference.

The game continued 10. e6 11. c6 12. b4 13. b5 14. d2 15. f7 16. c7 17. b6 18. a6 19. c8 20. d7 21. e7 22. f3. To add these moves to the previous diagram select e6 and type ZAS, select c6 and type yaj, select b4 and type ZAK, select b5 and type yal, select d2 and type ZAM, select f7 and type yan, select c7 and type ZAO, select b6 and type yap, select a6 and type ZAQ, select c8 and type yar, select d7 and type ZBS, select e7 and type ybj and finally select f3 and type ZBK. Notice the progression aj, AK, al, AM, an, AO, ap, AQ, ar, AS because the alphabetical sequence makes typing in the numbered disks much easier. Here is the diagram with the **Copenhagen** font and on the next page a standard text font.



```

w,./:;<>?w
VWWYarWWWWW]
XWW+x9ZAMWW+WW]
YWZ*=x5Z$WW=WW]
\WZAKx3Zzz^WW]
`Wyalx7zzx1WW]
tZAQyap+ya jZ@ZASZBKK+WW]
uWW=ZAOZBSyb jyan=WW]
vWWWWWWWWW]
w-----w

```

It is also possible to create diagrams with just numbers and no disks. Just use the number characters for the white disks, but don't add the white disks. To diagram the first few moves of the game, do the following: place the cursor to the right of the f5 square, click the mouse and type "shift" 1, place the cursor to the right of the d6 square, click the mouse and type "shift" 2, place the cursor to the right of the c4 square, click the mouse and type "shift" 3, place the cursor to the right of the e3 square, click the mouse and type "shift" 4, place the cursor to the right of the c3 square, click the mouse and type "shift" 5, etc.

	a	b	c	d	e	f	g	h
1								
2			9	14				
3		8	5		4			
4		12	3	○	●	6		
5		13	7	●	○	1		
6			11	2	10			
7						15		
8								

```

w,./:;<>?w
VWWWWWWWWW]
XWW+W(WAMWW+WW]
YWW=*W%WW$W=WW]
\WWAKW#ZzW^WW]
`WWALW&zZW!WW]
tWW+WAJW@WASW+WW]
uWW=WWWW=ANWW]
vWWWWWWWWW]
w-----w

```

## 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 se-

lecting the entire diagram and reducing the font's point size. A creation size of 36 points and a finished size of 14 or 18 points would be a good place to start.

- 2) Use your word processor's copy and paste features to move either empty Othello diagrams or evolving Othello diagrams to the appropriate places in your document.
- 3) To remove a disk just select it with your cursor and replace it with a W (an empty square). If you have trouble deleting numbered disks, you may need to click the cursor on the midpoint of the square to the right of the disk you are removing and drag to the left until the disk's square is highlighted, then replace it with a W
- 4) To remove or change the numbers of a numbered disk click the cursor a little to the right of the disk whose numbers you want to change then delete the numbers by hitting the backspace or delete key.
- 5) If the Othello diagrams are not square (taller than they are wide), or there are gaps in the vertical lines, set the line spacing equal to the same point size as the font's point size.

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 Copenhagen disk. Help is also available via email.

Email [alpine@partae.com](mailto:alpine@partae.com)

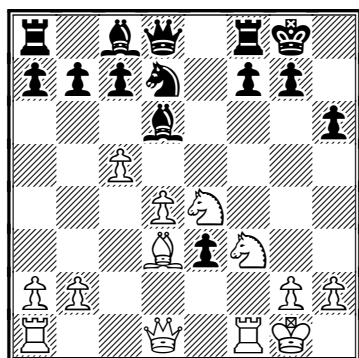
Web site [www.partae.com](http://www.partae.com)

## Other Game Diagram Fonts

Alpine Electronics also sells other game diagram fonts. The fonts are \$49 each with User's Guide. (see page 1). If you order two chess fonts the price is \$79 and all three cost \$99 postpaid.

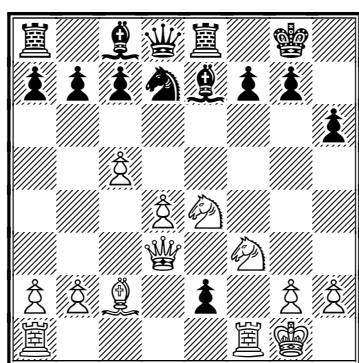
### Linares, Hastings and Zürich (chess)

1. e4 e5 2. f4 cf4 3. ♘f3 d5 4. ed5 ♙d6 5. ♘c3 ♘e7 6. d4 O-O 7. ♙d3 ♘d7 8. O-O h6? [8. ... ♘g6 9. ♘e4 ♘f6 10. ♘d6 ♘d6 11. c4 ♙g4=; 8. ... ♘f6 9. ♘e5 ♘ed5 10. ♘d5 ♘d5 11. ♙f4 ♘f4 12. ♙f4 ♘g5=] 9. ♘e4 ♘d5 10. c4 ♘e3 11. ♙e3 fe3 12. c5



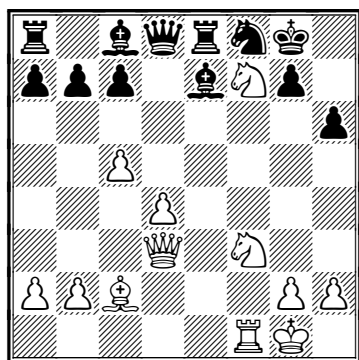
Linares

12. ... ♔e7 [12. ... ♙f4? 13. g3 ♙g5 14. ♜fg5 hg5 15. ♜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. ... ef1=♜ 16. ♜f1 ♜f6 17. ♜f7 ♜f7 18. ♜e5 ♜g8 ♜h7! ♜h7 20. ♙b3+-; ♞15. ... ♙d6 16. ♜h7 ♜f8 17. cd6 ef1=♜ 18. ♜f1 cd6 19. ♜h8 ♜e7 20. ♜e1 ♜e5 21. ♜g7 ♜g8 22. ♜h6 ♜b6 23. ♜h1 ♙e6 24. de5±] 16. ♜f7! ef1=♜ 17. ♜f1



Zürich

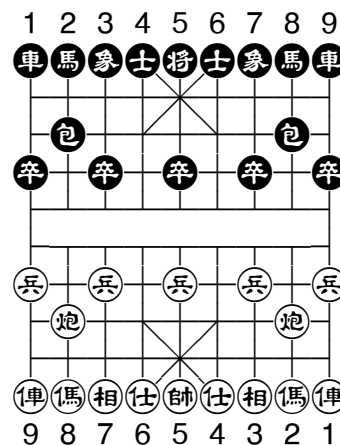
17. ... ♙f5 [17. ... ♜f7 18. ♜e5 ♜g8 19. ♜h7 ♜h7 20. ♙b3+-; 17. ... ♜d5 18. ♙b3 ♜f7 19. ♙f7 ♜f7 20. ♜c4 ♜g6 21. ♜g8 ♙f6 22. ♜h4 ♙h4 23. ♜f7 ♜h7 24. ♜e8+-; 22. ... ♜g5 23. ♜d5 ♜h4 24. ♜f4 ♙g4 25. g3 ♜h3 26. ♜g2\*] 18. ♜f5 ♜d7 19. ♜f4 [19. ♜d3!+-] ♙f6 20. ♜3e5 ♜e7 21. ♙b3 ♙e5 22. ♜e5 ♜h7 23. ♜e4! [Δ ♜f8+-] 1-0

## Tendo (shogi or Japanese chess)



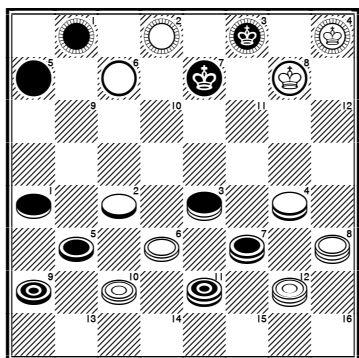
There are five other piece styles **Tendo-Bold** 玉金銀, **TendoPentagon** 玉金銀, **TendoInternational** 玉金銀, **TendoEnglish** KGS and **TendoEnglish-Bold** KGS. The right algebraic border can have English letters a-i instead of Japanese.

## Beijing (XiangQi or Chinese chess)



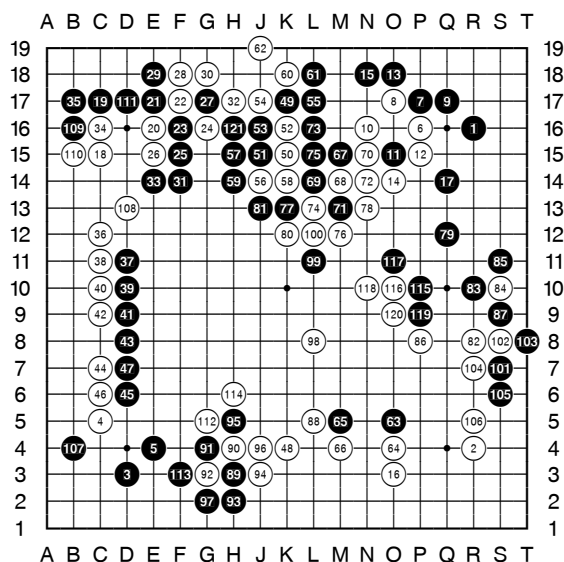
There are three other piece styles **BeijingAlternate** 帥士相馬, **BeijingInternational** K+GX, and **BeijingEnglish** KGBN.

## Edinburgh (checkers)



**Edinburgh** has an algebraic border for up to a 10x10 board. Numbering the squares is optional.

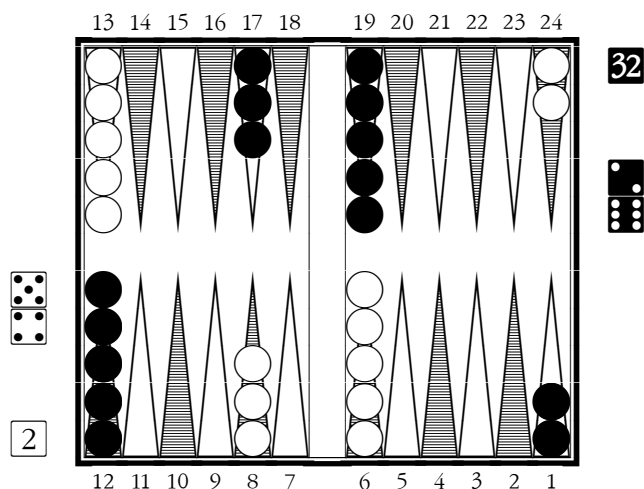
## Tokyo (GO)



**Tokyo** also has the following diagram characters:














































□ □ △ ▲ ○ ● ◐ ◑ ☉ ×. The algebraic borders may be removed and the numbering of the stones is optional.




















## MonteCarlo (backgammon)



There is also **MonteCarloAlternate** which has smaller disks and smaller dice.

# Copenhagen Keymap

Keystroke	Char	Symbol	Explanation
W			empty square
-			top border
[			left border
]			right border
-			bottom border
+			top half of intersection dot
=			bottom half of intersection dot
Z			white disk
z			black disk
x			black disk with single digit number
y			black disk with two digit number
w			blank space
}			black square
,		a	algebraic top border with "a"
.		b	algebraic top border with "b"
/		c	algebraic top border with "c"
:		d	algebraic top border with "d"
;		e	algebraic top border with "e"
<		f	algebraic top border with "f"
>		g	algebraic top border with "g"
?		h	algebraic top border with "h"
T		i	algebraic top border with "i"
U		j	algebraic top border with "j"
V		1	algebraic left border with "1"
X		2	algebraic left border with "2"
Y		3	algebraic left border with "3"
\		4	algebraic left border with "4"
`		5	algebraic left border with "5"
t		6	algebraic left border with "6"
u		7	algebraic left border with "7"
v		8	algebraic left border with "8"
{		9	algebraic left border with "9"
		10	algebraic left border with "10"
0		0	single digit "0" for black disk
1		1	single digit "1" for black disk
2		2	single digit "2" for black disk
3		3	single digit "3" for black disk
4		4	single digit "4" for black disk
5		5	single digit "5" for black disk
6		6	single digit "6" for black disk
7		7	single digit "7" for black disk
8		8	single digit "8" for black disk
9		9	single digit "9" for black disk
)		0	single digit "0" for white disk
!		1	single digit "1" for white disk
@		2	single digit "2" for white disk

Keystroke	Char	Symbol	Explanation
#	3		single digit "3" for white disk
\$	4		single digit "4" for white disk
%	5		single digit "5" for white disk
^	6		single digit "6" for white disk
&	7		single digit "7" for white disk
*	8		single digit "8" for white disk
(	9		single digit "9" for white disk
a		1	tens digit "1" for two digit number for black disk
b		2	tens digit "2" for two digit number for black disk
c		3	tens digit "3" for two digit number for black disk
d		4	tens digit "4" for two digit number for black disk
e		5	tens digit "5" for two digit number for black disk
f		6	tens digit "6" for two digit number for black disk
g		7	tens digit "7" for two digit number for black disk
h		8	tens digit "8" for two digit number for black disk
i		9	tens digit "9" for two digit number for black disk
j		1	units digit "1" for two digit number for black disk
k		2	units digit "2" for two digit number for black disk
l		3	units digit "3" for two digit number for black disk
m		4	units digit "4" for two digit number for black disk
n		5	units digit "5" for two digit number for black disk
o		6	units digit "6" for two digit number for black disk
p		7	units digit "7" for two digit number for black disk
q		8	units digit "8" for two digit number for black disk
r		9	units digit "9" for two digit number for black disk
s		0	units digit "0" for two digit number for black disk
A	1		tens digit "1" for two digit number for white disk
B	2		tens digit "2" for two digit number for white disk
C	3		tens digit "3" for two digit number for white disk
D	4		tens digit "4" for two digit number for white disk
E	5		tens digit "5" for two digit number for white disk
F	6		tens digit "6" for two digit number for white disk
G	7		tens digit "7" for two digit number for white disk
H	8		tens digit "8" for two digit number for white disk
I	9		tens digit "9" for two digit number for white disk
J	1		units digit "1" for two digit number for white disk
K	2		units digit "2" for two digit number for white disk
L	3		units digit "3" for two digit number for white disk
M	4		units digit "4" for two digit number for white disk
N	5		units digit "5" for two digit number for white disk
O	6		tens digit "6" for two digit number for white disk
P	7		units digit "7" for two digit number for white disk
Q	8		units digit "8" for two digit number for white disk
R	9		units digit "9" for two digit number for white disk
S	0		units digit "0" for two digit number for white disk
~			copyright notice



# Copenhagen Keyboard Map

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

© 1995 Steve Smith A	1	2	3	4	5	6	7	8	9	0	-	=	
	q	w	e	r	t	y	u	i	o	p	[	]	10
	a	s	d	f	g	h	j	k	l	;	'		
shift	z	x	c	v	b	n	m	,	.	/			
option													