User's Guide
For the Tokyo Go Font
Windows™ Version

```
      A B C D E F G H J K L M N O P Q R S T
   19                         62                        19
   18             29 28 30      60 61    15 13          18
   17       35 19 111 21 22 27 32 54 49 55    8  7  9    17
   16      109 34  ●  20 23 24 121 53 52 73  10   6  ●1  16
   15      110 18    26 25 57 51 50 75 67 70 11 12         15
   14             33 31 59 56 58 69 68 72 14    17        14
   13                   108    81 77 74 71 78              13
   12          36            80 100 76          79        12
   11          38 37            99      117       85       11
   10          40 39                ● 118 116 115  83 84   10
    9          42 41                   120 119     87       9
    8          43              98         86  82 102 103    8
    7          44 47                          104 101       7
    6          46 45                              105        6
    5           4  112 95    88 65    63    106             5
    4      107  ●  5  91 90 96 48 66 64  ●  2               4
    3          3  113 92 89 94    16                         3
    2             97 93                                      2
    1                                                        1
      A B C D E F G H J K L M N O P Q R S T
```

Table of Contents

Introduction

Welcome to the **Tokyo** GO fonts! With these fonts you can use any Windows word processor or page layout program to create and print beautiful GO diagrams.
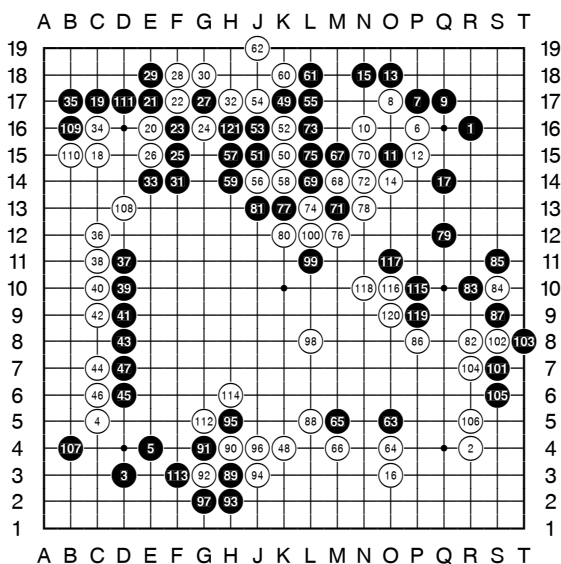
This diagram shows the first 121 moves of a game played in 1938 between Kitani and Shusai. This game was the basis for the novel **The Master of GO** by Yasunari Kawabata who was awarded the Nobel prize for literature.

The **Tokyo** GO 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 True-Type™ and PostScript™ versions of the fonts **Tokyo** and **TokyoBasic**. Also included is a WRITE file Tokyo.WRI. After all the fonts are installed (see installation instructions on page 2) use the Windows Accessory program WRITE or almost any other Windows word processor 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 or Windows 95. The Post-Script™ versions requires Adobe Type Manager.

Tokyo – This font can be used to create any type of GO diagram with or without algebraic borders and with or without numbered stones. See the keymap and keyboard map on pages 7-8, 10.

TokyoBasic – Numbering the stones is a tricky process and this makes the Tokyo font rather complicated. The TokyoBasic font cannot create numbered GO diagrams, but it is very easy to create unnumbered diagrams with or without algebraic borders. See the keymap and keyboard map on pages 9-10.

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, **Bermuda** for Playing Cards and Bridge, **Las Vegas** for Dominoes and Dice, **Canton** for Mah

Jong, **Edinburgh** for checkers, **Copenhagen** for Othello, **MonteCarlo** for backgammon and **Magalasy** for Fanorona. See sample diagrams for most of these fonts on pages 5-6. Each of these font families sells for $49 or any three for $129 postpaid and this includes a User's Guide. Be sure to specify Windows or Macintosh.

Installing the Tokyo Fonts

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

TrueType for Windows 95
1) Insert the **Tokyo** 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 **Tokyo** 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 **Tokyo** 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 Tokyo fonts **4)** Double click on the drive (usually drive a:) containing the Tokyo fonts **5)** Select the Tokyo 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 a blank 9 x 9 GO board. The border corner characters are $< > , .$ for the upper left, upper right, lower left and lower right corners respectively. (**Note:** on the keyboard a shift "," is "<" and a shift "." is ">"). The border edge characters are [_] - for the left, top, right and bottom edges respectively. An empty intersection is +, a dotted intersection is = and a blank space is a W. Algebraic borders in the **TokyoBasic** font are the lower case letters a, b, c, ... and numbers 1, 2, 3, ... 0 followed by shifted numbers !, @, # ...). To create a 9 x 9 Go board open your favorite Windows word processor, change the font to **TokyoBasic** and type the following characters.

```
WabcdefghiW
9<_____>9
8[+++++++]8
7[+=+++=+]7
6[+++++++]6
5[+++=+++]5
4[+++++++]4
3[+=+++=+]3
2[+++++++]2
1,-------.1
WabcdefghiW
```

The diagram should look like the following.
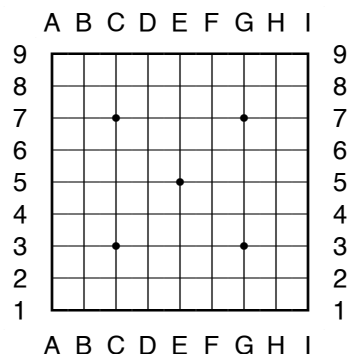
A black stone is z and a white stone is Z. To add stones just use your word processor to change the + or = characters to z or Z (i.e. use the cursor to highlight an intersection then type either a z or Z to place a black or white stone on that intersection). After the moves 1. g6 d6 2. d3 f5 3. f6 d4 the diagram would become.
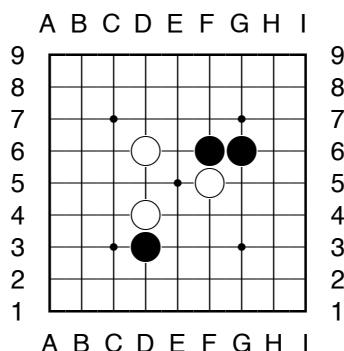
Here is the same diagram with a standard text font.

```
WabcdefghiW
9<_____>9
8[+++++++]8
7[+=+++=+]7
6[++Z+zz+]6
5[+++=Z++]5
4[++Z++++]4
3[+=z++=+]3
2[+++++++]2
1,-------.1
WabcdefghiW
```

Creating a 19x19 board with **TokyoBasic** is a similar process. Algebraic borders up to 27x27 can be created. The following 19x19 diagram shows the variety of stones and characters that can be placed on the board. The font size was reduced to 10 points.
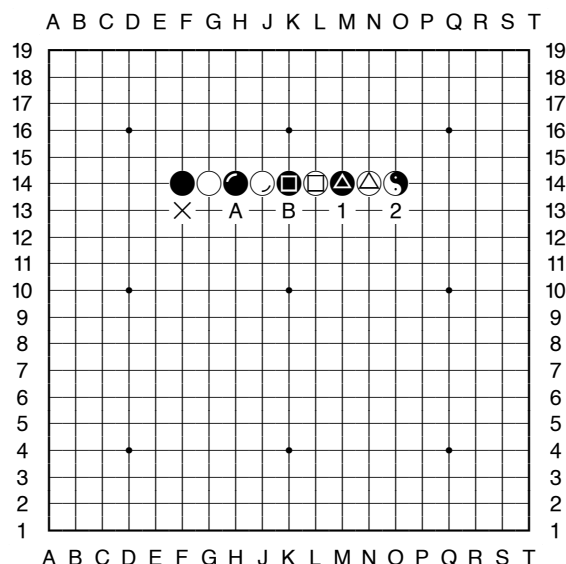

Below is the same diagram with a standard text font. Note that for the numbered borders 0 is 10, shift 1 is 11, shift 2 is 12, shift 3 is 13, shift 4 is 14, etc.

```
WabcdefghjklmnopqrstW
(<_____>(
*[+++++++++++++++++]*
&[+++++++++++++++++]&
^[++=+++++=+++++=++]^
%[+++++++++++++++++]%
$[++++zZ}{/?\|Y++++]$
#[++++X+a+b+1+2++++]#
@[+++++++++++++++++]@
![+++++++++++++++++]!
0[++=+++++=+++++=++]0
9[+++++++++++++++++]9
8[+++++++++++++++++]8
7[+++++++++++++++++]7
6[+++++++++++++++++]6
5[+++++++++++++++++]5
4[++=+++++=+++++=++]4
3[+++++++++++++++++]3
2[+++++++++++++++++]2
1,-----------------.1
WabcdefghjklmnopqrstW
```

Now we will use the **Tokyo** font to create a diagram with numbered stones. To keep things simple we will start with a 9x9 board without algebraic borders. Switch to the **Tokyo** font and type the following to create an empty 9x9 board.

```
<_____>
[+++++++]
[+=+++=+]
[+++++++]
[+++=+++]
[+++++++]
[+=+++=+]
[+++++++]
,-------.
```
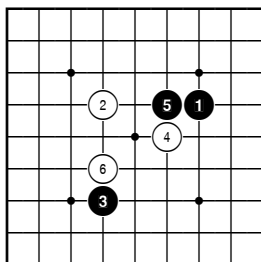
Below is the empty diagram using the **Tokyo** font.
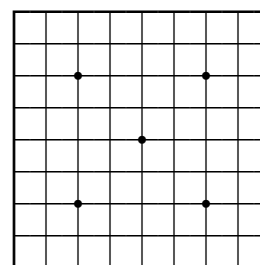
We will now place a black stone numbered one on the g6 intersection. Use the cursor to select the g6 intersection and type w1. The w is a black stone with a slot for a single digit number. To put a white stone numbered 2 on the d6 intersection, select the d6 intersection and type Z "shift" 2. To finish the diagram select d3 and
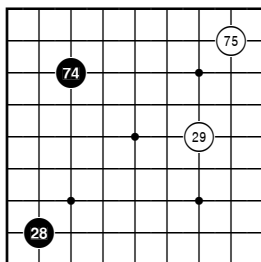
type w3, select f5 and type Z "shift" 4, select f6 and type w5 and select d4 and type Z "shift" 6. At the top of the next page is the resulting diagram with both a standard text font followed by the **Tokyo** font.

```
     <_____>
    [ + + + + + + + ]
    [ + = + + + = + ]
   [ + + Z @ + w 5 w 1 + ]
    [ + + + = Z $ + + ]
    [ + + Z ^ + + + + ]
    [ + = w 3 + + = + ]
    [ + + + + + + + ]
      , - - - - - - - .
```

Now we will add some two digit numbered stones. Start with an empty **Tokyo** diagram, select the b2 intersection and type xbq (for a black stone numbered 28), select g5 and type ZBR (for a white stone numbered 29), select c7 and type xgm (for a black stone numbered 74), select h8 and type ZGN (for a white stone numbered 75). **Note:** x is the black stone 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 keymaps on pages 7-8, 10. Below is the resulting diagram with both a standard text font followed by the **Tokyo** font.

```
     <_____>
    [ + + + + + + Z G N ]
    [ + x g m + + + = + ]
    [ + + + + + + + ]
    [ + + + = + Z B R + ]
    [ + + + + + + + ]
    [ + = + + + = + ]
    [ x b q + + + + + + ]
      , - - - - - - - .
```

Three digit numbers require a new trick. The hundreds

and tens digits use standard keyboard characters, but the units digits require upper ASCII characters. To access these upper ASCII characters you must do the following: make sure the Numlock key is on, hold down the Alt key, use the numeric keypad to type a 0 followed by the corresponding three digit ASCII number and then release the Alt key. See the keymap on pages 7-8 for the ASCII numbers for each of the units digits. It is also possible to access the upper ASCII characters with the **Character Map** Accessory program–see tip 5 on page 5. Start with an empty 9x9 Tokyo diagram. Select the d7 intersection and type yt3 then turn on the Numlock key, hold down the Alt key, use the numeric keypad to type a 0 followed by the 187 then release the Alt key, (for a black stone numbered 137), select the h4 intersection and type ZT "shift" 3 then hold down the Alt key, use the numeric keypad to type a 0 followed by the 198 then release the Alt key (for a white stone numbered 138), select the b5 intersection and type yu5 then hold down the Alt key, use the numeric keypad to type a 0 followed by the 183 then release the Alt key, (for a black stone numbered 253), select the e4 intersection and type ZU "shift" 5 then hold down the Alt key, use the numeric keypad to type a 0 followed by the 194 then release the Alt key, (for a white stone numbered 254). The resulting diagram is shown below.
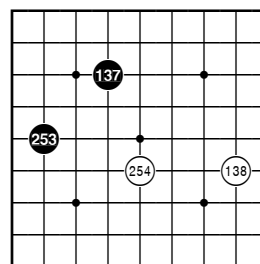
The algebraic borders in the **Tokyo** font also require upper ASCII characters. To access these upper ASCII characters you must do the following: make sure the Numlock key is on, hold down the Alt key, use the numeric keypad to type a 0 followed by the corresponding three digit ASCII number and then release the Alt key. See the keymaps on pages 7-8 for the ASCII numbers for the algebraic border characters. It is also possible to access the upper ASCII characters with the **Character Map** Accessory program–see tip 5 on page 5.

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 24 points and a finished size of 10 or 12 points would be a good place to start.

2) Use your word processor's copy and paste features to move either empty GO diagrams or evolving GO diagrams to the appropriate places in your document.

3) To remove a stone just select it with your cursor and delete it, just as you would delete a word or character in a text document. If you have trouble deleting numbered stones, you may need to click the cursor on the midpoint of the intersection or stone that is to the right of the stone you are removing and drag to the left until the stone is highlighted before you delete it.

4) To remove or change the numbers of a numbered stone click the cursor a little to the right of the stone whose numbers you want to change then delete the numbers by hitting the backspace or delete key.

5) To use the **Character Map** Accessory program first switch from the program you are in to the **Program Manager**. Double click on the Accessories icon then double click on the Character Map icon. Change the font to **Tokyo** and double click on each of the characters you want to add to your document. Click on the Copy box. Switch back to your document. Select the **Tokyo** font in your document. Position the cursor where you want to place the characters. Finally choose Paste from the Edit menu.

6) To insert upper ASCII characters from the keyboard first select the **Tokyo** font. Make sure the Numlock key is on, hold down the ALT key, type 0 followed by the three digit ASCII number for the character. The ASCII numbers are on pages 7-8.

7) If the go 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.

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 Linares disk. Help is also available via email. The internet email address is:

alpine@partae.com

Other Game Diagram Fonts

Alpine Electronics also sells other game diagram fonts. The fonts are $49 each or any three for $129 postpaid with User's Guide. (see pages 1-2). If you order two chess fonts the price is $79 and all three cost $99 postpaid.
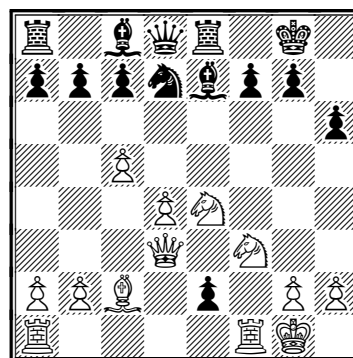
Linares, Hastings and Zürich (chess)

1. e4 e5 2. f4 ef4 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**
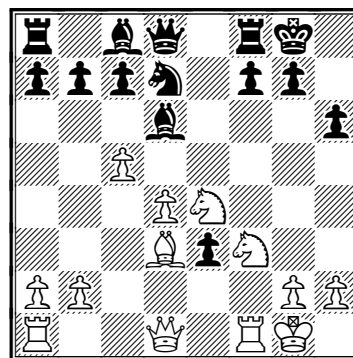
12. ... ♗e7 [12. ... ♗f4? 13. g3 ♗g5 14. ♘fg5 hg5 15. 15. ♕h5±; 13. ... f5 14. ♘c3 ♗g5 15. h4 ♗e7 16. ♘d5±] **13. ♗c2! ♖e8** [13. ... ♘f6 14 ♕d3 ♘e4 15. ♕e4 g6 16. ♕e3 ♔g7± → »] **14. ♕d3 e2**

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**
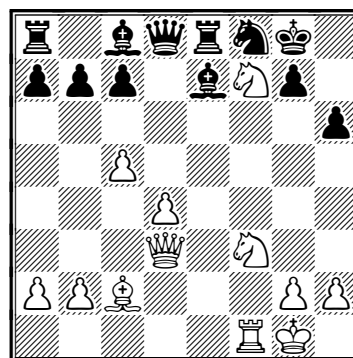
17. ...♗f5 [17. ... ♔f7 18. ♘e5 ♔g8 19. ♕h7 ♘h7 20. ♗b3+−; 17. ... ♕d5 18. ♗b3 ♕f7 19. ♗f7 ♔f7 20. ♕c4 ♔g6 21. ♕g8 ♗f6 22. ♘h4 ♗h4 23. ♕f7 ♔h7 24. ♕e8+−; 22. ... ♔g5 23. ♕d5 ♔h4 24. ♖f4 ♗g4 25. g3 ♔h3 26. ♕g2♯] **18. ♕f5 ♕d7 19. ♕f4** [19. ♕d3!+−] **♗f6 20. ♘3e5 ♕e7 21. ♗b3 ♗e5 22. ♘e5 ♔h7 23. ♕e4!** [△ ♖f8+−] **1-0**

Tendo (shogi or Japanese chess)

There are other border and piece styles

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.

MonteCarlo (backgammon)

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.
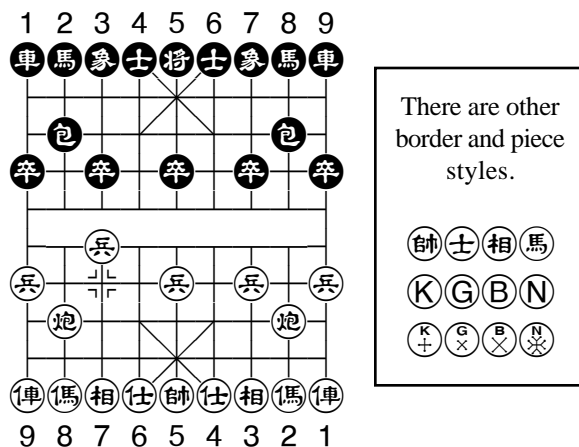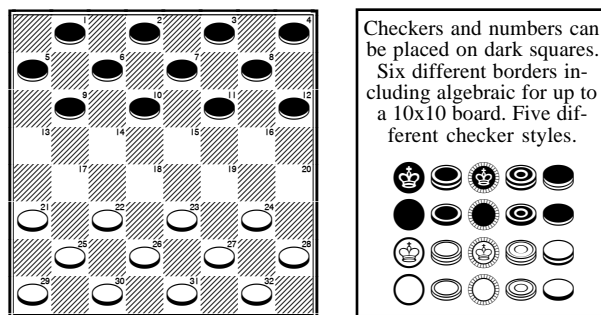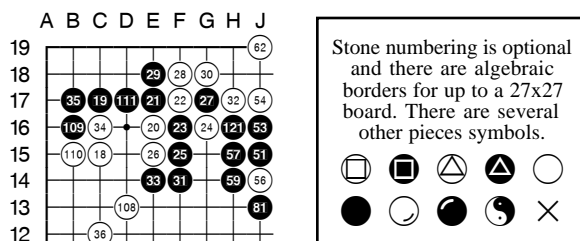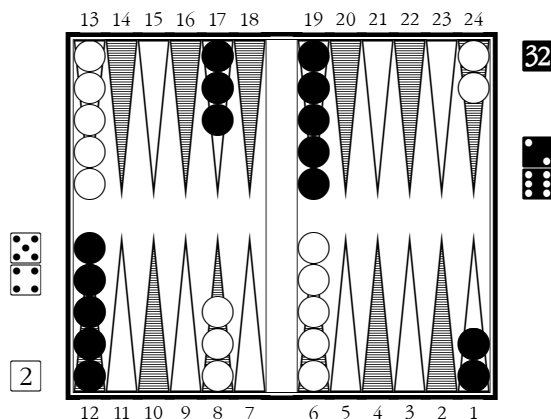
Bermuda (playing cards)
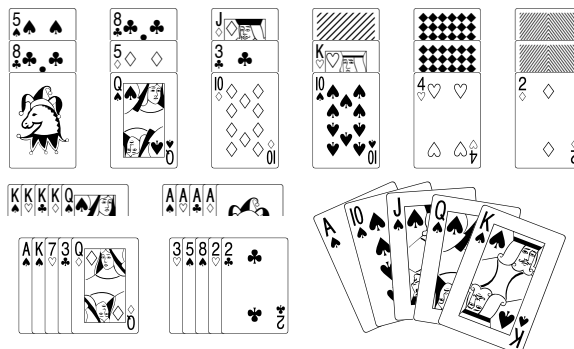
Las Vegas (dice and dominoes)

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)

Tokyo Keymap

Keystroke	Char	Symbol Explanation
+	┼	intersection
=	┼	intersection with dot
<	┌	upper left border corner
_	┬	top border
>	┐	upper right border corner
[	├	left border
]	┤	right border
,	└	lower left border corner
-	┴	bottom border
.	┘	lower right border corner
z	●	black stone
Z	○	white stone
}	◐	black stone with highlight
{	◠	white stone with highlight
w	◉	black stone with single digit number
x	◎	black stone with two digit number
y	⊖	black stone with three digit number
/	◼	black stone with square
?	◻	white stone with square
\	◬	black stone with triangle
|	△	white stone with triangle
Y	☯	yin-yang stone
X	×	X symbol
W		blank space
1	1	single digit "1" for black stone
2	2	single digit "2" for black stone
3	3	single digit "3" for black stone
4	4	single digit "4" for black stone
5	5	single digit "5" for black stone
6	6	single digit "6" for black stone
7	7	single digit "7" for black stone
8	8	single digit "8" for black stone
9	9	single digit "9" for black stone
0	0	single digit "0" for black stone
!	1	single digit "1" for white stone
@	2	single digit "2" for white stone
#	3	single digit "3" for white stone
$	4	single digit "4" for white stone
%	5	single digit "5" for white stone
^	6	single digit "6" for white stone
&	7	single digit "7" for white stone
*	8	single digit "8" for white stone
(	9	single digit "9" for white stone
)	0	single digit "0" for white stone
a	1	tens digit "1" for two digit number for black stone
b	2	tens digit "2" for two digit number for black stone
c	3	tens digit "3" for two digit number for black stone

Keystroke	Char	Symbol Explanation
d	4	tens digit "4" for two digit number for black stone
e	5	tens digit "5" for two digit number for black stone
f	6	tens digit "6" for two digit number for black stone
g	7	tens digit "7" for two digit number for black stone
h	8	tens digit "8" for two digit number for black stone
i	9	tens digit "9" for two digit number for black stone
j	1	units digit "1" for two digit number for black stone
k	2	units digit "2" for two digit number for black stone
l	3	units digit "3" for two digit number for black stone
m	4	units digit "4" for two digit number for black stone
n	5	units digit "5" for two digit number for black stone
o	6	tens digit "6" for two digit number for black stone
p	7	units digit "7" for two digit number for black stone
q	8	units digit "8" for two digit number for black stone
r	9	units digit "9" for two digit number for black stone
s	0	units digit "0" for two digit number for black stone
t	1	hundreds digit "1" for three digit number for black stone
u	2	hundreds digit "2" for three digit number for black stone
v	3	hundreds digit "3" for three digit number for black stone
;	4	hundreds digit "4" for three digit number for black stone
'	5	hundreds digit "5" for three digit number for black stone
`	6	hundreds digit "6" for three digit number for black stone
A	1	tens digit "1" for two digit number for white stone
B	2	tens digit "2" for two digit number for white stone
C	3	tens digit "3" for two digit number for white stone
D	4	tens digit "4" for two digit number for white stone
E	5	tens digit "5" for two digit number for white stone
F	6	tens digit "6" for two digit number for white stone
G	7	tens digit "7" for two digit number for white stone
H	8	tens digit "8" for two digit number for white stone
I	9	tens digit "9" for two digit number for white stone
J	1	units digit "1" for two digit number for white stone
K	2	units digit "2" for two digit number for white stone
L	3	units digit "3" for two digit number for white stone
M	4	units digit "4" for two digit number for white stone
N	5	units digit "5" for two digit number for white stone
O	6	tens digit "6" for two digit number for white stone
P	7	units digit "7" for two digit number for white stone
Q	8	units digit "8" for two digit number for white stone
R	9	units digit "9" for two digit number for white stone
S	0	units digit "0" for two digit number for white stone
T	1	hundreds digit "1" for three digit number for white stone
U	2	hundreds digit "2" for three digit number for white stone
V	3	hundreds digit "3" for three digit number for white stone
:	4	hundreds digit "4" for three digit number for white stone
"	5	hundreds digit "5" for three digit number for white stone
~	6	hundreds digit "6" for three digit number for white stone

Note: Keymap continues on the next page.

ASCII	Char	Symbol Explanation
130 (or 180)	0	units digit "0" for three digit number for black stone
131 (or 181)	1	units digit "1" for three digit number for black stone
132 (or 182)	2	units digit "2" for three digit number for black stone
133 (or 183)	3	units digit "3" for three digit number for black stone
134 (or 184)	4	units digit "4" for three digit number for black stone
135 (or 185)	5	units digit "5" for three digit number for black stone
136 (or 186)	6	units digit "6" for three digit number for black stone
137 (or 187)	7	units digit "7" for three digit number for black stone
138 (or 188)	8	units digit "8" for three digit number for black stone
139 (or 189)	9	units digit "9" for three digit number for black stone
170 (or 190)	0	units digit "0" for three digit number for white stone
171 (or 191)	1	units digit "1" for three digit number for white stone
172 (or 192)	2	units digit "2" for three digit number for white stone
173 (or 193)	3	units digit "3" for three digit number for white stone
174 (or 194)	4	units digit "4" for three digit number for white stone
175 (or 195)	5	units digit "5" for three digit number for white stone
176 (or 196)	6	units digit "6" for three digit number for white stone
177 (or 197)	7	units digit "7" for three digit number for white stone
178 (or 198)	8	units digit "8" for three digit number for white stone
179 (or 199)	9	units digit "9" for three digit number for white stone
137	7	hundreds digit "7" for three digit number for black stone
138	8	hundreds digit "8" for three digit number for black stone
139	9	hundreds digit "9" for three digit number for black stone
167	7	hundreds digit "7" for three digit number for white stone
168	8	hundreds digit "8" for three digit number for white stone
169	9	hundreds digit "9" for three digit number for white stone
201	1	algebraic border "1"
202	2	algebraic border "2"
203	3	algebraic border "3"
204	4	algebraic border "4"
205	5	algebraic border "5"
206	6	algebraic border "6"
207	7	algebraic border "7"
208	8	algebraic border "8"
209	9	algebraic border "9"
210	10	algebraic border "10"
211	11	algebraic border "11"
212	12	algebraic border "12"
213	13	algebraic border "13"
214	14	algebraic border "14"
215	15	algebraic border "15"

ASCII	Char	Symbol Explanation
216	16	algebraic border "16"
217	17	algebraic border "17"
218	18	algebraic border "18"
219	19	algebraic border "19"
220	20	algebraic border "20"
221	21	algebraic border "21"
222	22	algebraic border "22"
223	23	algebraic border "23"
224	24	algebraic border "24"
225	25	algebraic border "25"
226	26	algebraic border "26"
227	27	algebraic border "27"
228	A	algebraic border "A"
229	B	algebraic border "B"
230	C	algebraic border "C"
231	D	algebraic border "D"
232	E	algebraic border "E"
233	F	algebraic border "F"
234	G	algebraic border "G"
235	H	algebraic border "H"
236	I	algebraic border "I"
237	J	algebraic border "J"
238	K	algebraic border "K"
239	L	algebraic border "L"
240	M	algebraic border "M"
241	N	algebraic border "N"
242	O	algebraic border "O"
243	P	algebraic border "P"
244	Q	algebraic border "Q"
245	R	algebraic border "R"
246	S	algebraic border "S"
247	T	algebraic border "T"
248	U	algebraic border "U"
249	V	algebraic border "V"
250	W	algebraic border "W"
251	X	algebraic border "X"
252	Y	algebraic border "Y"
253	Z	algebraic border "Z"
254	AA	algebraic border "AA"
255	© 1995 Steve Smith	copyright notice

To insert upper ASCII characters from the keyboard first select the **Tokyo** font. Make sure the Numlock key is on, hold down the ALT key, type 0 followed by the three digit ASCII number for the character and then release the Alt key.

To insert upper ASCII characters using the **Character Map** Accessory program first switch from the program you are in to the **Program Manager**. Double click on the Accessories icon then double click on the Character Map icon. Change the font to **Tokyo** and double click on each of the characters you want to add to your document. Click on the Copy box. Switch back to your document. Select the **Tokyo** font in your document. Position the cursor where you want to place the characters. Finally choose Paste from the Edit menu.

TokyoBasic Keymap

Keystroke	Char	Symbol Explanation
+	┼	intersection
=	┿	intersection with dot
<	┌	upper left border corner
_	┬	top border
>	┐	upper right border corner
[	├	left border
]	┤	right border
,	└	lower left border corner
-	┴	bottom border
.	┘	lower right border corner
z	●	black stone
Z	○	white stone
}	◕	black stone with highlight
{	◡	white stone with highlight
/	◘	black stone with square
?	▢	white stone with square
\	◭	black stone with triangle
|	△	white stone with triangle
Y	☯	yin-yang stone
X	✕	X symbol
W		blank space
1	1	algebraic border "1"
2	2	algebraic border "2"
3	3	algebraic border "3"
4	4	algebraic border "4"
5	5	algebraic border "5"
6	6	algebraic border "6"
7	7	algebraic border "7"
8	8	algebraic border "8"
9	9	algebraic border "9"
0	10	algebraic border "10"
!	11	algebraic border "11"
@	12	algebraic border "12"
#	13	algebraic border "13"
$	14	algebraic border "14"
%	15	algebraic border "15"
^	16	algebraic border "16"
&	17	algebraic border "17"

Keystroke	Char	Symbol Explanation
*	18	algebraic border "18"
(	19	algebraic border "19"
)	20	algebraic border "20"
J	21	algebraic border "21"
K	22	algebraic border "22"
L	23	algebraic border "23"
M	24	algebraic border "24"
N	25	algebraic border "25"
O	26	algebraic border "26"
P	27	algebraic border "27"
a	A	algebraic border "A"
b	B	algebraic border "B"
c	C	algebraic border "C"
d	D	algebraic border "D"
e	E	algebraic border "E"
f	F	algebraic border "F"
g	G	algebraic border "G"
h	H	algebraic border "H"
i	I	algebraic border "I"
j	J	algebraic border "J"
k	K	algebraic border "K"
l	L	algebraic border "L"
m	M	algebraic border "M"
n	N	algebraic border "N"
o	O	algebraic border "O"
p	P	algebraic border "P"
q	Q	algebraic border "Q"
r	R	algebraic border "R"
s	S	algebraic border "S"
t	T	algebraic border "T"
u	U	algebraic border "U"
v	V	algebraic border "V"
w	W	algebraic border "W"
x	X	algebraic border "X"
y	Y	algebraic border "Y"
V	Z	algebraic border "Z"
A	AA	algebraic border "AA"
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Tokyo Keyboard Map

shift

option

shift

option

TokyoBasic Keyboard Map

| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | |

Q W E R T Y U I O P

A S D F G H J K L

shift X C V B N M

option

| ` | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | |

26 27

AA 21 22 23

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shift X Z 25 24

option