User's Guide

For the Monte Carlo Backgammon Fonts
Macintosh™ Version
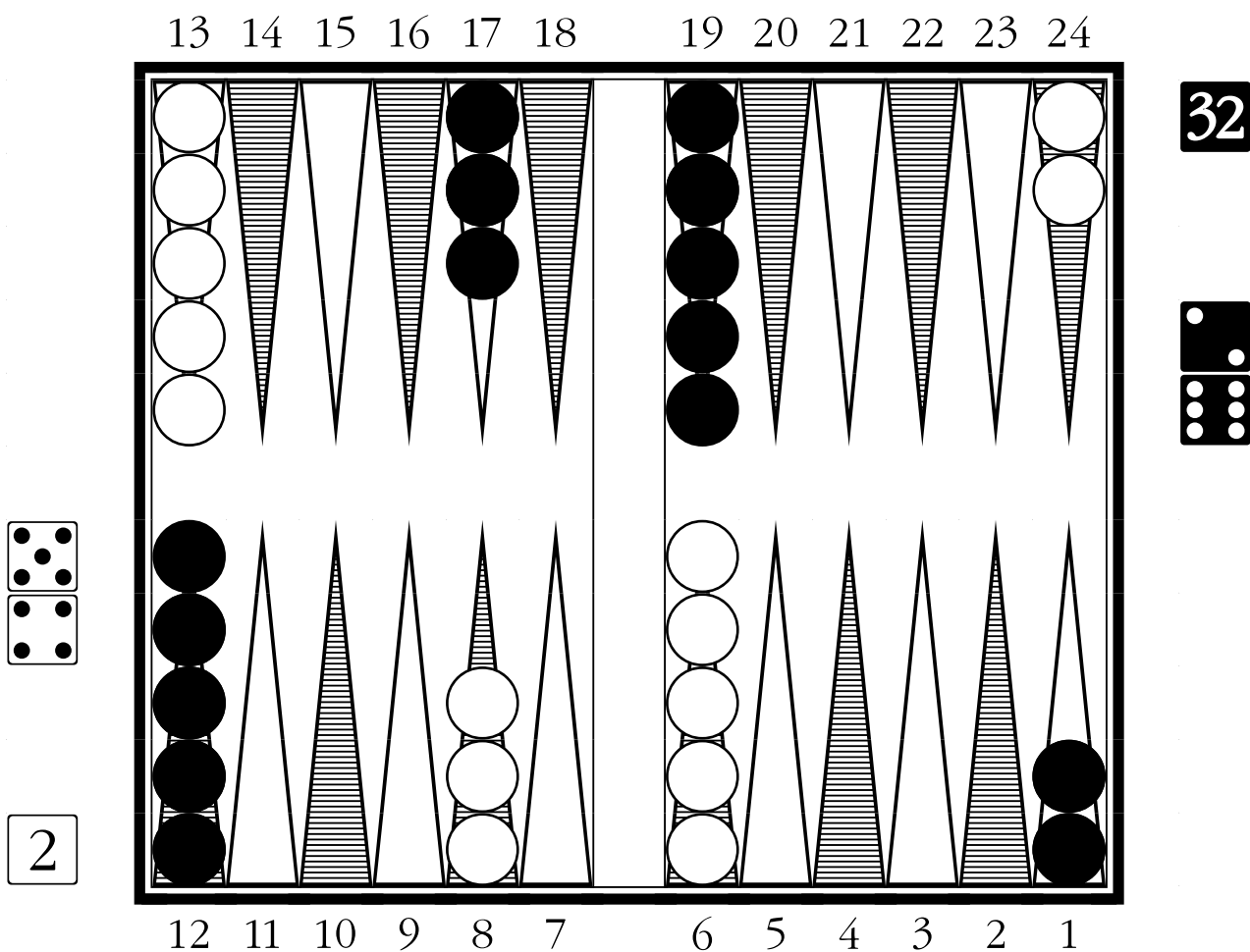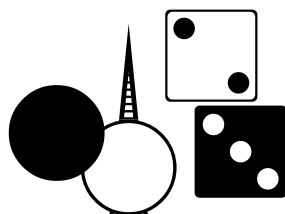
Guarantee

This font has a 30 day money-back guarantee. If you are not satisfied for any reason, return the font and manual and your purchase price will be refunded.
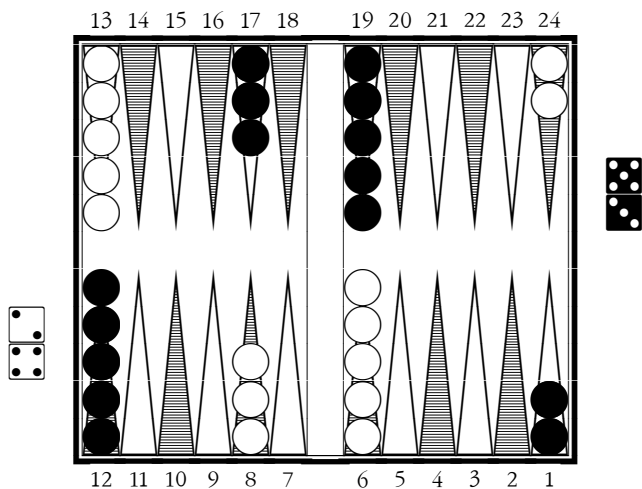
Monte Carlo font ©1996-2003
by Alpine Electronics, Steve Smith
Alpine Electronics
703 Ivinson Ave.
Laramie, WY 82070

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Introduction

Welcome to the **Monte Carlo** backgammon font! With this font you can use any Macintosh word processor or page layout program to create and print beautiful backgammon diagrams.

It is common practice to name a font after a city or place. The **Monte Carlo** namesake is Monte Carlo, Monaco, the site of several World Championship Backgammon matches.

The **Monte Carlo** backgammon font was created by 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™ version of the Monte Carlo font works with System 6.05 or higher. The PostScript™ version of Monte Carlo works 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 floppy disk contains TrueType™ and PostScript™ versions of the **Monte Carlo** backgammon font.

After the font is installed (see installation instructions below) use almost any word processor or Claris Works to open and printout the test file called Monte Carlo Test RTF (included on the disk). Printouts at 600 dots per inch are included separately from this User's Guide. The diagrams may not look as sharp on a 300 dpi or less printer.

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), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Tendo** (shogi or Japanese chess) and **Tokyo** (go). See sample diagrams for these fonts on pages 5-6. Each of these font families sells for $49 postpaid and this includes a User's Guide (or $129 for any three font families). Be sure to specify Windows or Macintosh.

Installing the Monte Carlo Font

The following is a summary of the procedure for installing the Monte Carlo font 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 version of the font. Having both the True-Type and PostScript versions of the same font on a system will usually cause problems. Most everyone should use the TrueType font unless **a)** You have an old system (older than system 6.05) or **b)** A commer-

cial printing company has asked you to use PostScript font 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 Font folder
3) Drag the Monte Carlo font from the TrueType Font folder onto the system folder icon and release the mouse button.
4) A dialog box will ask if you want to put the font 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 Monte Carlo.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 Monte Carlo font
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 Font folder
3) Select both files and 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 font into the system file or the fonts file. Click "OK".

PostScript™ System 6.x or earlier
1) Quit all open programs
2) Open the PostScript Font folder.
3) Drag the Monte Carlo 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 Monte Carlo.bmap into the system folder.
4) Open the PostScript folder and double click on the Monte Carlo.bmap bitmap file (it looks like a little suitcase) to start the Font DA mover program
5) Click on the open button and then open your System file
6) Select the Monte Carlo bitmapped sizes you want to install. You must install at least one size.
7) Click on the copy button
8) Click on the quit button to exit Font/DA Mover
**9)** Restart if you are using MultiFinder

Some Examples

Important note: It will be easier to copy one of the diagrams from the file Monte Carlo Test RTF that is on the Monte Carlo disk and then modify it with your word processor. The process of modifying existing diagrams is much easier than creating new ones. The key-map and keyboard maps on pages 7-8 will be a great help in this *editing* process. But it is still a good idea to follow the instructions below to better understand how the diagrams are put together.

The following instructions are provided to create backgammon diagrams from scratch. We will start by creating an empty backgammon board without algebraic borders. The border edges ‖ ▁ ‖ ▔ are the [_] - keyboard characters respectively. The four corners ▔ are the < > , . keyboard characters respectively. An empty space is w or W. The empty bar │ │ is the k keyboard character. The white downward points ⊓ \│ \│ ⫿ ⫿ are abcde, the black downward points ▮ ▯ ▮ ⫿ ⫿ are fghij, the black upward points ⌋ ⌋ ▮ ▤ ▤ are lmnop and the white upward points ⌋ │\ │\ │\ ⌞ are qrstu. To create an empty backgammon board open your favorite Windows word processor, change the font to **Monte Carlo**, set the font's size at 14 points and type the characters shown below.

```
<_____>
[afafafkafafaf]
[bgbgbgkbgbgbg]
[chchchkchchch]
[dididikdididi]
[ejejejkejejej]
[wwwwwwkwwwwww]
[lqlqlqklqlqlq]
[mrmrmrkmrmrmr]
[nsnsnsknsnsns]
[otototkotototot]
[pupupukpupupu]
,-------------.
```

The resulting diagram is shown below with the **Monte Carlo** font.
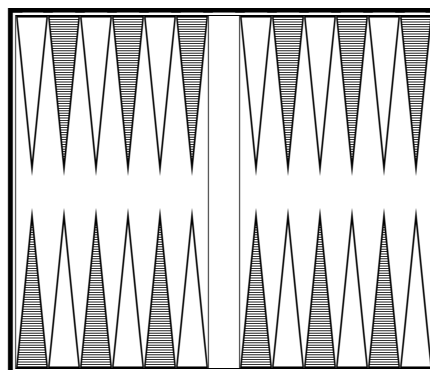
We will now add the white checkers in their starting positions. The white checkers on white downward points ⬡ ◯ ◯ ◯ ◯ are `ABCDEF`, the white checkers on black downward points ⬡ ◯ ◯ ◯ ◯ are `FGHIJ`, the white checkers on black upward points ◯ ◯ ◯ ◯ ⬡ are `LMNOP` and the white checkers on white upward points ◯ ◯ ◯ ◯ ⬡ are `QRSTU`. Start by highlighting the base of the white point in the upper left corner and type `A`, now move down the column one row highlighting the next location and type `B`, now move down the column one row highlighting the next location and type `C`, continue down the point with `D` and `E`. Highlight the base of the upper right black point and type `F`, then highlight the next row in that column and type `G`. For the bottom of the board select the base of the black upward point where three white checkers start and type `P`, move up one and type `O`, then move up one and type `M`. Now select the base of the point where five white checkers start and type `P`, moving up the point type `ONML`. Shown below is the diagram with a text font and the **Monte Carlo** font.

```
      <_____>
      [AfafafkafafaF]
      [BgbgbgkbgbgbG]
      [Chchchkchchch]
      [Dididikdididi]
      [Ejejejkejejej]
      [wwwwwwkwwwwww]
      [lqlqlqkLqlqlq]
      [mrmrmrkMrmrmr]
      [nsnsNskNsnsns]
      [ototOtkOtotot]
      [pupuPukPupupu]
       ,-------------.
```
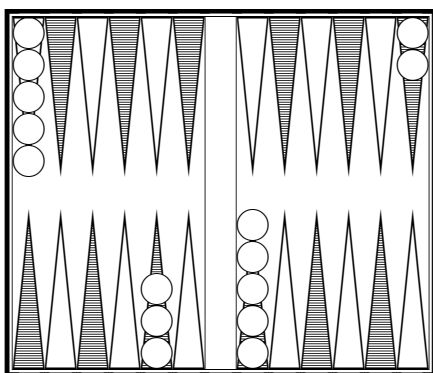

The black checkers are added by selecting the location, typing `x`, then typing the letter for the corresponding white checker. For example, to place the three black checkers on their starting point in the upper left of the board, select the base of the point and type `xA`, then move down the point, select the next row and type `xB`, move down the point, select the next row and type `xC`.

Shown below is the starting diagram with a text font and the **Monte Carlo** font.

```
      <_____>
      [AfafxAfkxAfafaF]
      [BgbgxBgkxBgbgbG]
      [ChchxChkxChchch]
      [DididikxDididi]
      [EjejejkxEjejej]
      [wwwwwwkwwwwww]
      [xLqlqlqkLqlqlq]
      [xMrmrmrkMrmrmr]
      [xNsnsNskNsnsns]
      [xOtotOtkOtotoxT]
      [xPupuPukPupupxU]
       ,-------------.
```
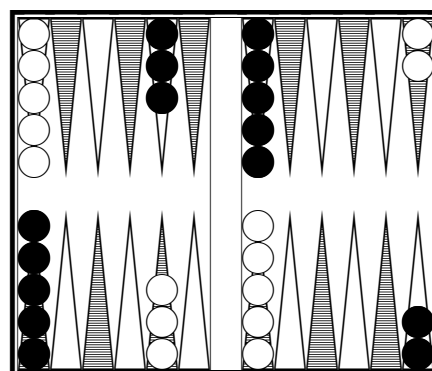

Now we will add dice and a doubling cube. These can be placed *anywhere* along the left or right edges. The black dice ⚀ ⚁ ⚂ ⚃ ⚄ ⚅ are `123456`, the white dice ⚀ ⚁ ⚂ ⚃ ⚄ ⚅ are `!@#$%^` **note:** shift-1 is !, shift-2 is @, shift-3 is #, etc. The black doubling cubes 2 4 8 16 32 64 are `` `7890= `` and the white doubling cubes 2 4 8 16 32 64 are `~&*()+` **note:** shift-` is ~, shift-7 is &, etc. Normally only one pair of dice and at most one doubling cube would be shown, but for demonstration purposes the diagram below shows white and black dice plus two doubling cubes. The diagram with a text font is shown below and on the next page with the **Monte Carlo** font.

```
      w<_____>w
      w[AfafxAfkxAfafaF]0
      w[BgbgxBgkxBgbgbG]w
      w[ChchxChkxChchch]w
      w[DididikxDididi]2
      w[EjejejkxEjejej]6
      w[wwwwwwkwwwwww]w
      %[xLqlqlqkLqlqlq]w
      $[xMrmrmrkMrmrmr]w
      w[xNsnsNskNsnsns]w
      w[xOtotOtkOtotoxT]w
      ~[xPupuPukPupupxU]w
      w,-------------.w
```
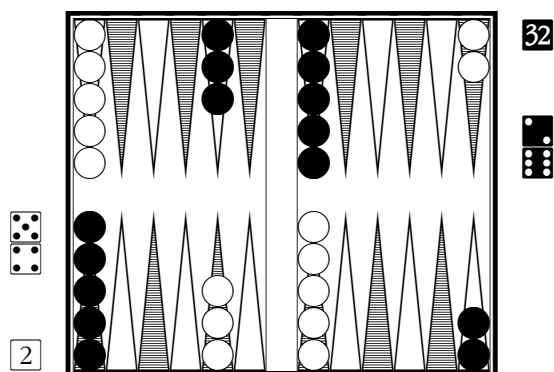
We will now add the numbers to the top and bottom borders. Highlight the part of the upper border that is between the left and right corners, hold down the shift and option keys and type `mnopqr`, release the shift and option keys and type `_`, again hold down the shift and option keys and type `stuvwx`. Now highlight the bottom row between the left and right corners, hold down the shift and option keys and type `210`, then hold down only the option key and type `987`, release the option key and type `_`, now hold down the option key and type `654321`. The resulting diagram is shown below.
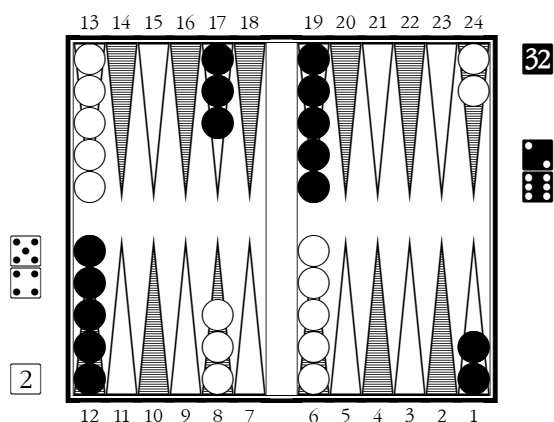

It is common practice to show the board from the perspective of the player who is moving. This reverses the numbering scheme depending on whether white or black is moving. To place the numbers 1 through 12 above the top border and the numbers 24 through 13 below the bottom border highlight the part of the upper border that is between the left and right corners, hold down the Shift and Option keys and type `a` (this should place a 1 in the correct location), again hold down the Shift and Option keys and type `b`, continue in a similar fashion with S-O-`c`, S-O-`d`, S-O-`e`, S-O-`f`, now leave a space above the bar by typing `_`, then continuing in the same fashion with S-O-`g`, S-O-`h`, S-O-`i`, S-O-`j`, S-O-`k`, and S-O-`c`. Now highlight the

bottom row between the left and right corners, then type as before S-O-`z`, O-`k`, O-`h`, S-O-`.`, S-O-`,`, S-O-`9`, then `-`, then S-O-`8`, S-O-`7`, S-O-`6`, S-O-`5`, S-O-`4`, and S-O-`3`. The resulting diagram is shown below. (See tip 6 for another style of numbering).
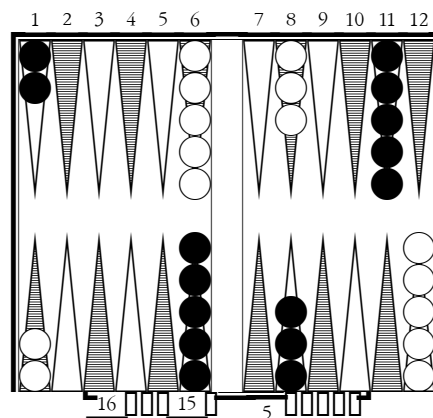

To place a white checker on the bar ◯ highlight a section of the bar and type `K`. To place a black checker on the bar ● highlight a section of the bar and type `v`. Part of a board is shown below with a black and white checker on the bar. Both the text only and Monte Carlo font versions are shown.
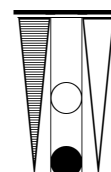

If there are more than five checkers on a point or the bar, it is possible to number the checkers to indicate a stack of checkers. Any number from 2 to 15 may be added to a white or black checker. To add a 2 to a white checker place the cursor to the left of the checker and type `V`. To put a number on a black checker first put a white checker on a point or bar then place the cursor to the left of the checker and type the required character. For a 2 type `:` for a 3 type `;` for a 4 type `\` for a 5 type `|`. Part of a board is shown below with 8 white checkers on the first point, 10 white checkers on the second point, 7 white checkers and 5 black checkers on the bar, 9 black checkers on the third point and 11 black checkers on the fourth point. Both the text only and Monte Carlo font versions are shown.
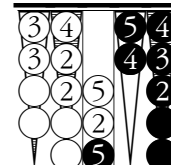
A more common way of indicating more than 5 checkers on a point is to show 5 checkers with the top-most checker indicating the total number of checkers on that point. The checker numbers 6 through 15 require the Option and Shift-Option keys. For example, to add a 6 to a white checker place the cursor to the left of the checker, hold down the Shift and Option keys and type \ (i.e., S-O-\ ). To add a 7 to a white checker place the cursor to the left of the checker, hold down the Option key and type ; (i.e., O-;). To add numbers 8, 9, 10, 11, 12, 13, 14, or 15 to a white checker type O-- , S-O--, O-[, S-O-[, O-], S-O-], O-/, and O-q respectively. To add a 6 to a black checker first put a white checker on a point or bar then place the cursor to the left of the checker hold down the Option key and type │ (i.e., O-│). To add a 7 to a black checker first put a white checker on a point or bar then place the cursor to the left of the checker hold down the Option key and type v (i.e., O-v). To add numbers 8, 9, 10, 11, 12, 13, 14, or 15 to a black checker type O-f, O-x, O-j, O-\, O-g, O-b, O-0, and O-c respectively. Part of a board is shown below with numbered checkers.
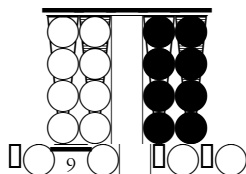
Sometimes borne-off checkers are shown in a diagram. These are usually shown edge on and to the side of the diagram as in the diagram below.
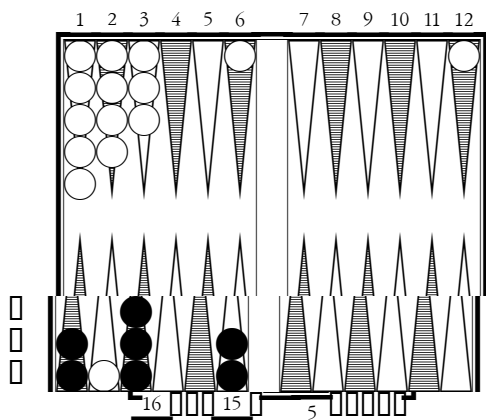
The borne-off checkers require the Option and Shift-Option keys. To show a stack of three black borne-off checkers hold down the option key and type d (i.e., O-d). To show a stack of two black borne off checkers hold down the option key and type w (i.e., O-w). A single black borne-off checker and stacks of white borne off checkers are added in a similar fashion. See the keymap on page 9 for information on where these characters are located.
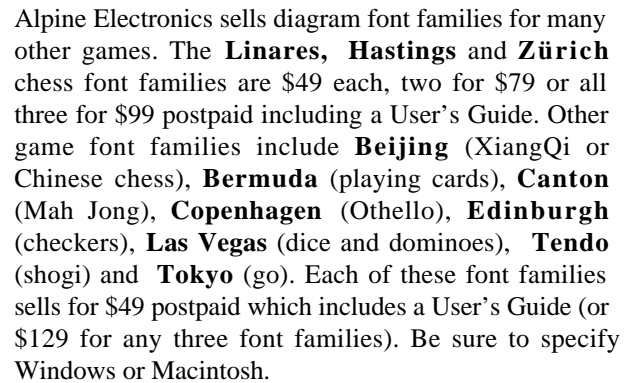
Tips for Using the Fonts

1) It is easy to change a diagram's size. Just highlight the entire diagram and change the font's point size. A ten point size will create a small diagram, fourteen would be a medium size and eighteen points would be large. Sometimes it is advantageous to increase the diagram's size during the editing process and then reduce it in size when the diagram is completed. If the shading for a point looks a little uneven, try changing the diagram's size by one or two points in either direction. The shading problem tends to occur on 300 dpi (dots per inch) or lower resolution printers. A 600 dpi laser printer will not have problems with uneven shading.

2) Use your word processor's copy and paste features to move an empty backgammon diagram or a beginning diagram or an evolving backgammon diagram to the appropriate place in your document and then edit the diagram rather than create a new diagram from scratch.

3) To remove a black checker from a square, move the cursor a little to the left of the center of the checker, click the mouse button and hit the delete or backspace key. Then highlight white checker that was underneath and type the letter for the appropriate part of the point for that position. When editing the black checkers it is sometimes helpful to increase the diagram's size–see tip 1.

Important Note: The black backgammon checkers and the numbers used for stacks of checkers are zero width characters that are placed on top of the white checkers. This means the cursor will not move to the right when you type the character for a black checker. This behavior may be confusing so it is necessary to follow the instructions given above for removing a black checker or numbered stack of checkers from the diagram.

4) If there are thin white spaces between the rows making up a point, set the line spacing equal to the same point size as the font's point size.

5) Some backgammon diagrams do not have the numbers 13 to 24 across the top but rather the numbers 12 to 1. To create this type of top border, highlight the part of the upper border that is between the left and right corners, hold down the shift and option keys and type lkjihg, release the shift and option keys and type _ (for the plain boarder above the bar), again hold down

the shift and option keys and type `fedcba`. The resulting top border is shown below.

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 Monte Carlo disk. Help is available via email. The 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 User's Guide. Other game font families include **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Tendo** (shogi) 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 with User's Guide are $49 each or $129 for any 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)

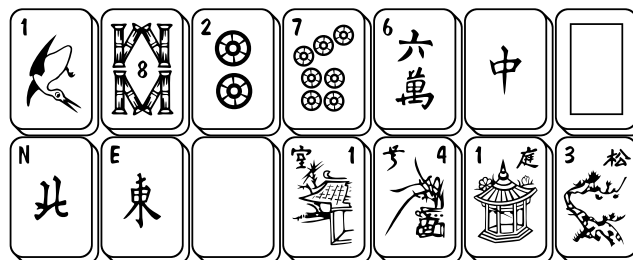There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.

Bermuda (playing cards)

Las Vegas (dice and dominoes)
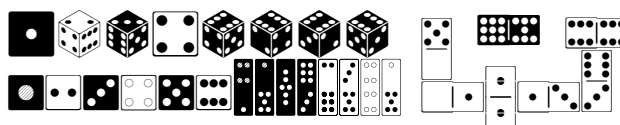
Canton (Mah Jong)

Monte Carlo Keymap

Keystroke	Char	Symbol Explanation
<		upper left border corner
_		top border
>		upper right border
[		left border
]		right border
,		lower left border corner
-		bottom border
.		lower right border corner
a		white downward point first row
b		white downward point second row
c		white downward point third row
d		white downward point fourth row
e		white downward point fifth row
f		dark downward point first row
g		dark downward point second row
h		dark downward point third row
i		dark downward point fourth row
j		dark downward point fifth row
k		empty bar
l		dark upward point fifth row
m		dark upward point fourth row
n		dark upward point third row
o		dark upward point second row
p		dark upward point first row
q		white upward point fifth row
r		white upward point fourth row
s		white upward point third row
t		white upward point second row
u		white upward point first row
A		white checker on white downward point first row
B		white checker on white downward point second row
C		white checker on white downward point third row
D		white checker on white downward point fourth row
E		white checker on white downward point fifth row
F		white checker on dark downward point first row
G		white checker on dark downward point second row
H		white checker on dark downward point third row
I		white checker on dark downward point fourth row
J		white checker on dark downward point fifth row
K		white checker on bar
L		white checker on dark upward point fifth row
M		white checker on dark upward point fourth row
N		white checker on dark upward point third row
O		white checker on dark upward point second row
P		white checker on dark upward point first row
Q		white checker on white upward point fifth row
R		white checker on white upward point fourth row
S		white checker on white upward point third row

Keystroke	Char	Symbol Explanation
T		white checker on white upward point second row
U		white checker on white upward point first row
y		white checker
x		black checker (zero width)
z		black checker (full width)
v		black checker on bar
w (or W)		blank space
:		stack of 2 black checkers
;		stack of 3 black checkers
\		stack of 4 black checkers
|		stack of 5 black checkers
V	2	number for stack of 2 white checkers
X	3	number for stack of 3 white checkers
Y	4	number for stack of 4 white checkers
Z	5	number for stack of 5 white checkers
1		black die with a "1"
2		black die with a "2"
3		black die with a "3"
4		black die with a "4"
5		black die with a "5"
6		black die with a "6"
!		white die with a "1"
@		white die with a "2"
#		white die with a "3"
$		white die with a "4"
%		white die with a "5"
^		white die with a "6"
`	2	black doubling cube with a "2"
7	4	black doubling cube with a "4"
8	8	black doubling cube with a "8"
9	16	black doubling cube with a "16"
0	32	black doubling cube with a "32"
=	64	black doubling cube with a "64"
~	2	white doubling cube with a "2"
&	4	white doubling cube with a "4"
*	8	white doubling cube with a "8"
(	16	white doubling cube with a "16"
)	32	white doubling cube with a "32"
+	64	white doubling cube with a "64"
shift-option-a	1	top algebraic border with "1"
shift-option-b	2	top algebraic border with "2"
shift-option-c	3	top algebraic border with "3"
shift-option-d	4	top algebraic border with "4"
shift-option-e	5	top algebraic border with "5"
shift-option-f	6	top algebraic border with "6"
shift-option-g	7	top algebraic border with "7"
shift-option-h	8	top algebraic border with "8"

Note: Keymap continues on the next page.

Keystroke	Char	Symbol Explanation
shift-option-i	9	top algebraic border with "9"
shift-option-j	10	top algebraic border with "10"
shift-option-k	11	top algebraic border with "11"
shift-option-l	12	top algebraic border with "12"
shift-option-m	13	top algebraic border with "13"
shift-option-n	14	top algebraic border with "14"
shift-option-o	15	top algebraic border with "15"
shift-option-p	16	top algebraic border with "16"
shift-option-q	17	top algebraic border with "17"
shift-option-r	18	top algebraic border with "18"
shift-option-s	19	top algebraic border with "19"
shift-option-t	20	top algebraic border with "20"
shift-option-u	21	top algebraic border with "21"
shift-option-v	22	top algebraic border with "22"
shift-option-w	23	top algebraic border with "23"
shift-option-x	24	top algebraic border with "24"
option-1	1	bottom algebraic border with "1"
option-2	2	bottom algebraic border with "2"
option-3	3	bottom algebraic border with "3"
option-4	4	bottom algebraic border with "4"
option-5	5	bottom algebraic border with "5"
option-6	6	bottom algebraic border with "6"
option-7	7	bottom algebraic border with "7"
option-8	8	bottom algebraic border with "8"
option-9	9	bottom algebraic border with "9"
shift-option-0	10	bottom algebraic border with "10"
shift-option-1	11	bottom algebraic border with "11"
shift-option-2	12	bottom algebraic border with "12"
shift-option-3		bottom algebraic border with "13"
shift-option-4		bottom algebraic border with "14"
shift-option-5		bottom algebraic border with "15"
shift-option-6		bottom algebraic border with "16"
shift-option-7		bottom algebraic border with "17"
shift-option-8	5	bottom algebraic border with "18"
shift-option-9		bottom algebraic border with "19"
shift-option-,	15	bottom algebraic border with "20"
shift-option-.		bottom algebraic border with "21"
option-h		bottom algebraic border with "22"
option-k		bottom algebraic border with "23"
shift-option-z	16	bottom algebraic border with "24"
option-l	21	stack of 6 black checkers

Keystroke	Char	Symbol Explanation
option-v		stack of 7 black checkers
option-f		stack of 8 black checkers
option-x		stack of 9 black checkers
option-j		stack of 10 black checkers
option-\	5	stack of 11 black checkers
option-g		stack of 12 black checkers
option-b		stack of 13 black checkers
option-0		stack of 14 black checkers
option-c		stack of 15 black checkers
shift-option-\	9	number for stack of 6 white checkers
option-;		number for stack of 7 white checkers
option- -		number for stack of 8 white checkers
shift-option- -		number for stack of 9 white checkers
option-[		number for stack of 10 white checkers
shift-option-[		number for stack of 11 white checkers
option-]		number for stack of 12 white checkers
shift-option-]		number for stack of 13 white checkers
option-/	14	number for stack of 14 white checkers
option-q		number for stack of 15 white checkers
option-=		1 white borne-off checker
shift-option-'		2 white borne-off checkers
shift-option-=		3 white borne-off checkers
option-,		2 white borne-off checkers
option-.		1 white borne-off checker
option-z		1 white borne-off checker in tray
option-'		2 white borne-off checkers in tray
option-o		3 white borne-off checkers in tray
shift-option-/		2 white borne-off checkers in tray
shift-option-;	11	1 white borne-off checker in tray
option-y	8	1 black borne-off checker
option-m		2 black borne-off checkers
option-d		3 black borne-off checkers
option-w		2 black borne-off checkers
option-p		1 black borne-off checker
shift-option-y	1	1 black borne-off checker in tray
option-t		2 black borne-off checkers in tray
option-a	13	3 black borne-off checkers in tray
option-s		2 black borne-off checkers in tray
option-r		1 black borne-off checker in tray
option-u, y	20	black doubling cube with a "1"
option-u, Y		white doubling cube with a "1"

Monte Carlo Keyboard Map