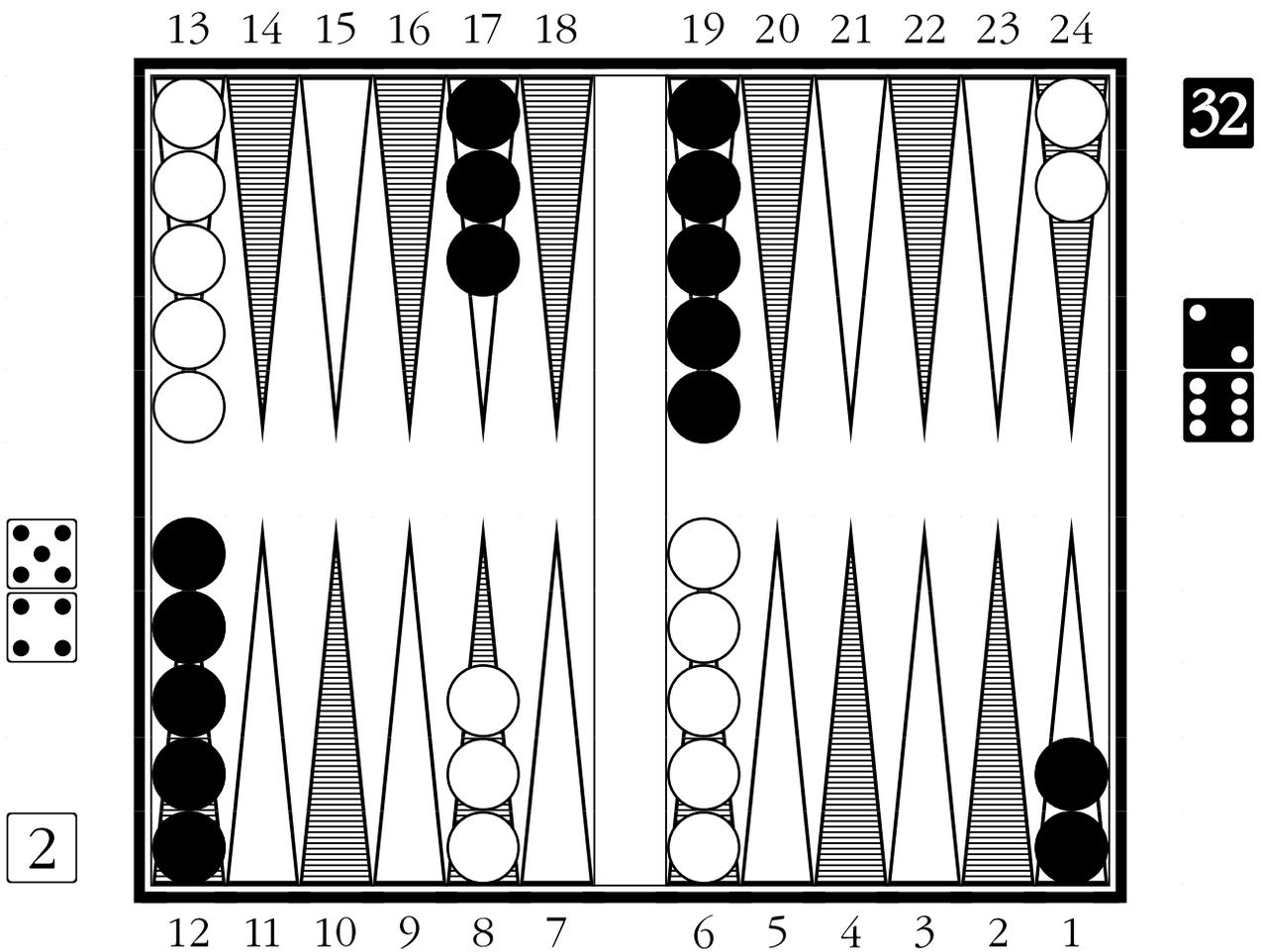
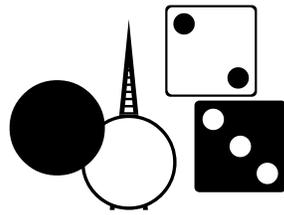


User's Guide

For the Monte Carlo Backgammon Fonts
Windows™ Version



License Agreement

This manual and the Monte Carlo 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.

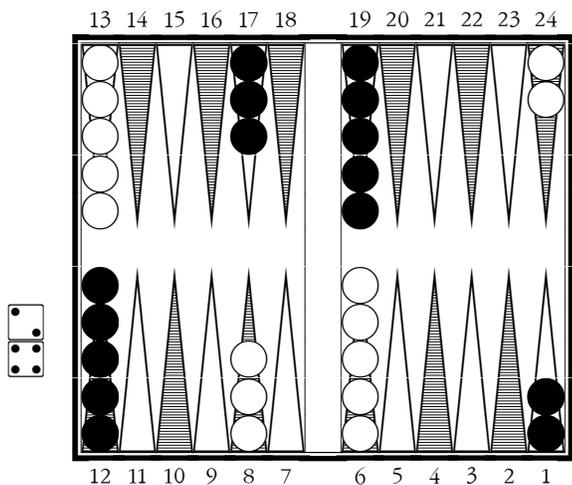
Monte Carlo fonts ©1995-2003
by Alpine Electronics, Steve Smith
Alpine Electronics
703 Iverson Ave.
Laramie, WY 82070

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Introduction

Welcome to the **Monte Carlo** backgammon fonts! With these fonts you can use any Windows 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 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 floppy disk contains TrueType™ and PostScript™ versions of the **Monte Carlo** backgammon fonts.

Also included is a WRITE file Monte_Ca.WRI. After the **Monte Carlo** font is installed (see installation instructions on page 2) use the Windows 3.1 Accessory program WRITE or almost any other word processor to open and printout this test file. Printouts at 600 dots per inch are included separately from this User's Guide.

All TrueType™ fonts can be used with any program running under Windows 3.1 or later. The PostScript™ versions requires Adobe Type Manager.

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 6-7. 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 Fonts

The following is a summary of the procedure for installing the Monte Carlo font 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 font. 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 5 on page 6) 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 **Monte Carlo** 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 Monte Carlo font
- 7) Select the Monte Carlo font
- 8) Click "OK"

TrueType for Windows 95

- 1) Insert the **Monte Carlo** 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 **Monte Carlo** font 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 **Monte Carlo** font by clicking on it in the **List of Fonts** box.
- 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 Monte Carlo font
- 4) Double click on the drive (usually drive a:) containing the Monte Carlo font
- 5) Select the Monte Carlo 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

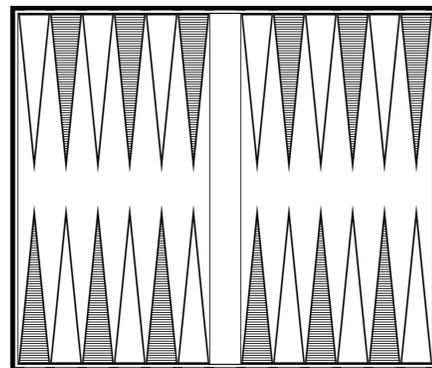
Important note: It will be easier to copy one of the diagrams from the WRITE file Monte_Ca.WRI that is on the Monte Carlo disk and then modify it with your

word processor. The process of modifying existing diagrams is much easier than creating new ones. The key-map and keyboard maps on pages 8-10 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 `qrst`. 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]
[wwwwwwkwwwww]
[lqlqlqlqlqlql]
[mrmrkrkrmrmr]
[nsnsnsknsnsns]
[otototkototot]
[pupupukpupupu]
,-----.
```

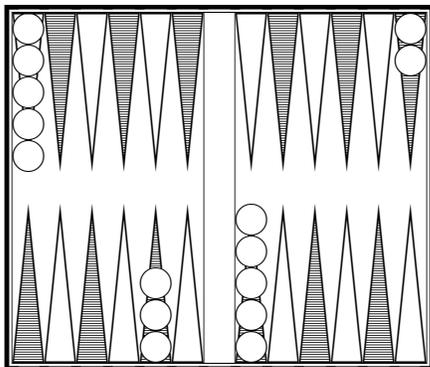
The resulting diagram is shown below with the **Monte Carlo** font.



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 FGH IJ, 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.

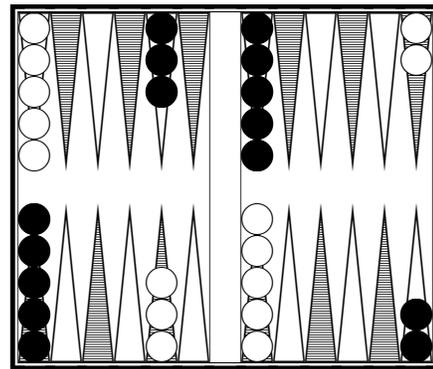
```
<----->
[AfafaFkafafaF]
[BgbgbgkbgbgbG]
[Chchchkchchch]
[Dididikdididi]
[Ejejejkejeje]
[wwwwwwkwwwww]
[lqlqlqkLqlqlq]
[mrMrmrkMrMrmr]
[nsnsNskNsnsns]
[ototOtkOtotoT]
[pupuPukPupupu]
,-----.
```



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

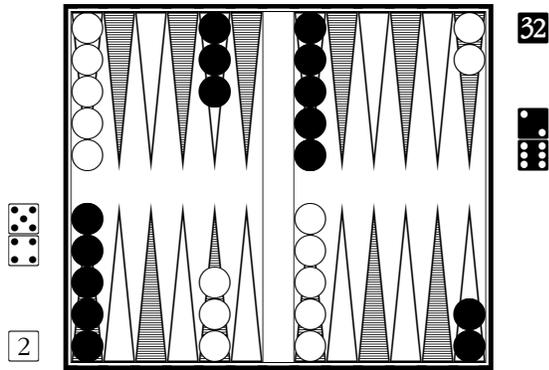
and the **Monte Carlo** font.

```
<----->
[AfafxAfkxAfafaF]
[BgbgxBgkxBgbgbG]
[ChchxChkxChchch]
[DididikxDididi]
[EjejejkxEjeje]
[wwwwwwkwwwww]
[xLqlqlqkLqlqlq]
[xMrmrmrkMrmrmr]
[xNsnsNskNsnsns]
[xOtotOtkOtotoxT]
[xPupuPukPupupxU]
,-----.
```

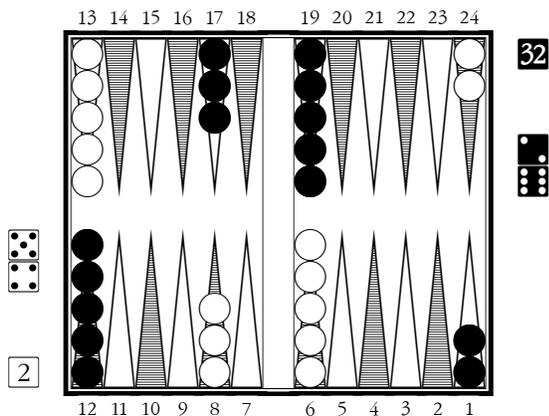


Now we will add dice and a doubling cube. These can be placed *anywhere* along the left or right edges. The black dice ◼ ◼ ◼ ◼ ◼ ◼ are 123456, the white dice ◻ ◻ ◻ ◻ ◻ ◻ are !@#\$\$%^ **note:** shift-1 is !, shift-2 is @, shift-3 is #, etc. The black doubling cubes 2 4 8 16 32 64 are `7890= and the white 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[EjejejkxEjeje]6
w[wwwwwwkwwwww]w
%[xLqlqlqkLqlqlq]w
$[xMrmrmrkMrmrmr]w
w[xNsnsNskNsnsns]w
w[xOtotOtkOtotoxT]w
~[xPupuPukPupupxU]w
w,-----.w
```

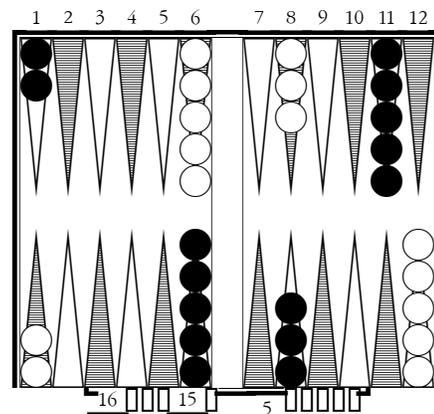


We will now add the numbers to the top and bottom borders. This requires a slightly new approach because the border numbers use higher order ASCII locations. Highlight the part of the upper border that is between the left and right corners, turn on the Numlock key, hold down the ALT key and use the numeric keypad to type 0213 and release the ALT key (this should place a 13 in the correct location), again hold down the ALT key and type 0214 and release the ALT key, again hold down the ALT key and type 0215 and release the ALT key, continue in the same fashion across the top row with 0216, 0217, 0218, leaving a space above the bar by typing `_`, then continuing in the same fashion with 0219, 0220, 0221, 0222, 0223 and 0224. Now highlight the bottom row between the left and right corners, hold down the ALT key and use the numeric keypad to type 0212 and release the ALT key, continue in the same fashion across the bottom row with 0211, 0210, 0209, 0208, 0207, then `-`, then 0206, 0205, 0204, 0203, 0202 and 0201. The resulting diagram is shown below. (See tip 6 for another style numbering).



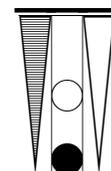
It is common practice to show the board from the perspective of the player who is moving. This reverses the numbering scheme depending on whether white or black is moving. To place the numbers 1 through 12

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, turn on the Numlock key, hold down the ALT key and use the numeric keypad to type 0231 and release the ALT key (this should place a 1 in the correct location), again hold down the ALT key and type 0232 and release the ALT key, again hold down the ALT key and type 0233 and release the ALT key, continue in the same fashion across the top row with 0234, 0235, 0236, leaving a space above the bar by typing `_`, then continuing in the same fashion with 0237, 0238, 0239, 0240, 0241 and 0242. Now highlight the bottom row between the left and right corners, hold down the ALT key and use the numeric keypad to type 0174 and release the ALT key, continue in the same fashion across the bottom row with 0173, 0172, 0171, 0170, 0169, then `-`, then 0168, 0167, 0166, 0165, 0164 and 0163. The resulting diagram is shown below. (See tip 6 for another style of numbering).



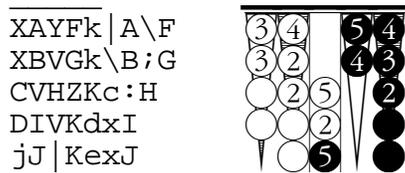
To place a white checker on the bar  highlight a section of the bar and type K. To place a black checker on the bar  highlight a section of the bar and type v. Part of a board is shown below with a black and white checker on the bar. Both the text only and Monte Carlo font versions are shown.

fka
gkb
hKc
ikd
jve

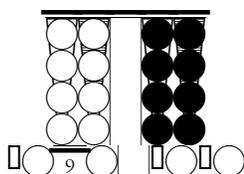


If there are more than five checkers on a point or the bar, it is possible to number the checkers to indicate a stack of checkers. Any number from 2 to 15 may be added to a white or black checker. To add a 2 to a white checker place the cursor to the left of the checker and

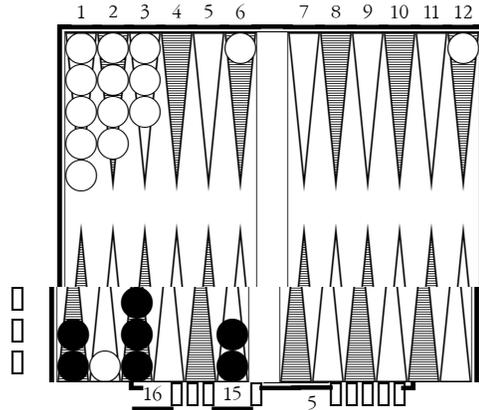
type V. To put a number on a black checker first put a white checker on a point or bar then place the cursor to the left of the checker and type the required character. For a 2 type : for a 3 type ; for a 4 type \ for a 5 type | . Part of a board is shown below with 8 white checkers on the first point, 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 are located in upper ASCII locations so adding these numbers requires the same process that was used to add border numbers. For example, to add a 6 to a white checker place the cursor to the left of the checker, turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0186 and release the ALT key. To add a 7 to a white checker place the cursor to the left of the checker, turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0187 and release the ALT key. To add numbers 8, 9, 10, 11, 12, 13, 14, or 15 to a white checker use the same process described above and type 0188, 0189, 0190, 0191, 0192, 0193, 0194, or 0195 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, turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0246 and release the ALT key. 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, turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0247 and release the ALT key. To add numbers 8, 9, 10, 11, 12, 13, 14, or 15 to a black checker use the same process described above and type 0248, 0249, 0250, 0251, 0252, 0253, 0254, or 0255 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 are located in upper ASCII locations so they requires the same process that was used to add border numbers. To show a stack of three black borne-off checkers turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0137 and release the ALT key. To show a stack of two black borne off checkers turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0138 and release the ALT key. 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.

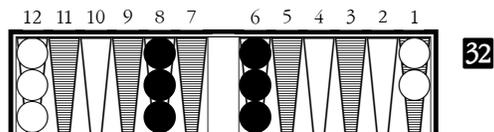
Tips for Using the Fonts

- 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 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) **Important Note:** If you are using the TrueType fonts with Windows 3.1 and some of the pieces in a large backgammon diagram fail to print or print as rectangles, try reducing the size of the font. A better solution is to upgrade to Windows 95 which will print all backgammon diagrams at very large or very small sizes without difficulty. Another solution to the printing problem is to use the PostScript versions of the fonts, but this requires Adobe Type Manager (see page 2 for PostScript installation instructions).
- 6) 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, turn on the Numlock key, hold down the ALT key and *use the numeric keypad* to type 0242 and release the ALT key (this should place a 12 in the correct location), again hold down the ALT key and type 0241 and release the ALT key, again hold down the ALT key and type 0240 and release the ALT key, continue in the same fashion across the top row with 0239, 0238, 0237, leaving a space above the bar by typing `_`, then continuing in the same fashion with 0236, 0235, 0234, 0233, 0232 and 0231. 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)

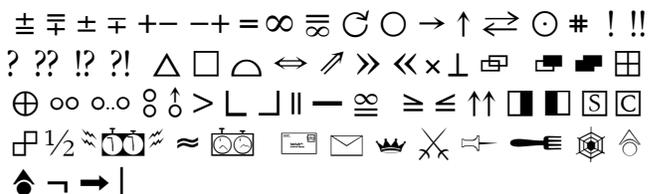


Here are samples of the figurine fonts.

♖e7 6. ♘d4 ♙O-O
7. ♘d3 ♘d7 8.
♙O-O h6? 18. ...
♘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

玉 金 銀
 王 騎 將
 K G S
 K G S

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.

Beijing (XiangQi or Chinese chess)

There are other border and piece styles.

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

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.

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"
`			black doubling cube with a "2"
7			black doubling cube with a "4"
8			black doubling cube with a "8"
9			black doubling cube with a "16"
0			black doubling cube with a "32"
=			black doubling cube with a "64"
~			white doubling cube with a "2"
&			white doubling cube with a "4"
*			white doubling cube with a "8"
(white doubling cube with a "16"
)			white doubling cube with a "32"
+			white doubling cube with a "64"
ASCII	Char	Symbol	Explanation
231			top algebraic border with "1"
232			top algebraic border with "2"
233			top algebraic border with "3"
234			top algebraic border with "4"
235			top algebraic border with "5"
236			top algebraic border with "6"
237			top algebraic border with "7"
238			top algebraic border with "8"

Note: Keymap continues on the next page.

Monte Carlo Keymap (continued)

ASCII	Char	Symbol Explanation	ASCII	Char	Symbol Explanation
239	<u>9</u>	top algebraic border with "9"	247	☐	stack of 7 black checkers
240	<u>10</u>	top algebraic border with "10"	248	☐	stack of 8 black checkers
241	<u>11</u>	top algebraic border with "11"	249	☐	stack of 9 black checkers
242	<u>12</u>	top algebraic border with "12"	250	☐	stack of 10 black checkers
213	<u>13</u>	top algebraic border with "13"	251	<u>5</u>	stack of 11 black checkers
214	<u>14</u>	top algebraic border with "14"	252	☐	stack of 12 black checkers
215	<u>15</u>	top algebraic border with "15"	253	☐	stack of 13 black checkers
216	<u>16</u>	top algebraic border with "16"	254	☐	stack of 14 black checkers
217	<u>17</u>	top algebraic border with "17"	255	☐	stack of 15 black checkers
218	<u>18</u>	top algebraic border with "18"	186	<u>9</u>	number for stack of 6 white checkers
219	<u>19</u>	top algebraic border with "19"	187	☐	number for stack of 7 white checkers
220	<u>20</u>	top algebraic border with "20"	188	☐	number for stack of 8 white checkers
221	<u>21</u>	top algebraic border with "21"	189	☐	number for stack of 9 white checkers
222	<u>22</u>	top algebraic border with "22"	190	☐	number for stack of 10 white checkers
223	<u>23</u>	top algebraic border with "23"	191	☐	number for stack of 11 white checkers
224	<u>24</u>	top algebraic border with "24"	192	☐	number for stack of 12 white checkers
201	<u>1</u>	bottom algebraic border with "1"	193	☐	number for stack of 13 white checkers
202	<u>2</u>	bottom algebraic border with "2"	194	<u>14</u>	number for stack of 14 white checkers
203	<u>3</u>	bottom algebraic border with "3"	195	☐	number for stack of 15 white checkers
204	<u>4</u>	bottom algebraic border with "4"	130	☐	1 white borne-off checker
205	<u>5</u>	bottom algebraic border with "5"	131	☐	2 white borne-off checkers
206	<u>6</u>	bottom algebraic border with "6"	132	☐	3 white borne-off checkers
207	<u>7</u>	bottom algebraic border with "7"	133	☐	2 white borne-off checkers
208	<u>8</u>	bottom algebraic border with "8"	134	☐	1 white borne-off checker
209	<u>9</u>	bottom algebraic border with "9"	149	☐	1 white borne-off checker in tray
210	<u>10</u>	bottom algebraic border with "10"	150	☐	2 white borne-off checkers in tray
211	<u>11</u>	bottom algebraic border with "11"	151		3 white borne-off checkers in tray
212	<u>12</u>	bottom algebraic border with "12"	152		2 white borne-off checkers in tray
163	☐	bottom algebraic border with "13"	153	<u>11</u>	1 white borne-off checker in tray
164	☐	bottom algebraic border with "14"	135	<u>8</u>	1 black borne-off checker
165	☐	bottom algebraic border with "15"	136	☐	2 black borne-off checkers
166	☐	bottom algebraic border with "16"	137	☐	3 black borne-off checkers
167	☐	bottom algebraic border with "17"	138	☐	2 black borne-off checkers
168	<u>5</u>	bottom algebraic border with "18"	139	☐	1 black borne-off checker
169	☐	bottom algebraic border with "19"	154	<u>1</u>	1 black borne-off checker in tray
170	<u>15</u>	bottom algebraic border with "20"	155	☐	2 black borne-off checkers in tray
171	☐	bottom algebraic border with "21"	156	<u>13</u>	3 black borne-off checkers in tray
172	☐	bottom algebraic border with "22"	161	☐	2 black borne-off checkers in tray
173	☐	bottom algebraic border with "23"	162	☐	1 black borne-off checker in tray
174	<u>16</u>	bottom algebraic border with "24"	225	<u>20</u>	black doubling cube with a "1"
246	<u>21</u>	stack of 6 black checkers	226	☐	white doubling cube with a "1"

Monte Carlo Keyboard Map

2	1	2	3	4	5	6	4	8	16	32	64	=	
	q	w	e	r	t	y	u	i	o	p	[]	4 \
	a	s	d	f	g	h	j	k	l	3	;	'	
shift	z	x	c	v	b	n	m	,	.	/			

2	1	2	3	4	5	6	4	8	16	32	64	=		
	q	w	e	r	t	4	y	u	i	o	p	[]	5 \
	a	s	d	f	g	h	j	k	l	2	;	'		
shift	5	3	c	2	v	b	n	m	,	.	/			