

# User's Guide

For the Tendo Shogi or Japanese Chess Fonts  
Macintosh™ Version



9 8 7 6 5 4 3 2 1

了  
成銀  
成香  
成桂  
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馬  
馬

香	桂	銀	金	玉	金	銀	桂	香
	角						飛	
歩	歩		歩	歩	歩	歩	歩	歩
		歩						
歩	歩	歩	歩	歩	歩	歩	歩	歩
	飛						角	
香	桂	銀	金	王	金	銀	桂	香

一  
二  
三  
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六  
七  
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▲  
龍馬  
成桂  
成香  
成銀  
と

## License Agreement

This manual and the Tendo 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.

**Tendo** fonts ©1995-2003  
by Alpine Electronics, Steve Smith  
Alpine Electronics  
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Laramie, WY 82070

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## Introduction

Welcome to the **Tendo** shogi fonts! With these fonts you can use any Macintosh word processor or page layout program to create and print beautiful diagrams.



The city of Tendo in Japan is well known for the production of shogi pieces. "Chess city", as Tendo is sometimes called, manufactures about 2.5 million shogi sets every year. In addition to the mass marketed sets many extraordinarily beautiful shogi sets are hand

crafted by almost fifty artisans who reside in Tendo. Many important shogi matches have been played in Tendo. In 1970 the 29th Master's Match, the biggest title event in the world of professional shogi, was held at the Tendo hot spring.

The **Tendo** shogi 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 a Macintosh and any word processor or page layout program. The TrueType™ versions of the Tendo fonts work with System 6.05 or higher. The PostScript™ versions of Tendo work 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 medium density disk contains TrueType and PostScript versions of the shogi fonts shown below.

**Tendo**  
角金玉香桂歩飛銀桂馨と竜馬銀

**Tendo-Bold**  
角金玉香桂歩飛銀桂馨と竜馬銀

**Tendo English**  
B G K L N P R S N L P R B S

**Tendo English-Bold**  
B G K L N P R S N L P R B S

**Tendo International**  
B G K L N P R S N L P R B S

**Tendo Pentagon**  
角行 金将 玉将 香車 桂馬 歩兵 飛車 銀将 金将 王将 竜馬 香車 金将

After all the fonts are installed (see installation instructions on page 2) use almost any word processor or Claris Works to open and printout the test file called Tendo Test RTF (included on the disk). 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 of the fonts share the same keymap so it is easy to change from one style of diagram to another. See the keymaps on pages 7-8.

## Other Game Diagram Fonts

Alpine Electronics sells diagram font families for many other games. The **Linares**, **Hastings** and **Zürich** chess font families are \$49 each, two for \$79 or all three for \$99 postpaid including a 14 page User's Guide. Other game font families include **Tokyo** for

GO, **Beijing** for XiangQi or Chinese chess, **Edinburgh** for checkers, **Copenhagen** for Othello, **MonteCarlo** for backgammon, **Magalasy** for Fanorona and **LasVegas** for playing cards, dice and dominoes. See sample diagrams for most of these fonts on pages 5-6. Each of these font families sells for \$49 postpaid and this includes a User's Guide. Be sure to specify Windows or Macintosh.

## Installing the Tendo Fonts

*The following is a summary of the procedure for installing the Tendo fonts 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 versions of the fonts. Having both the TrueType and PostScript versions of the same font on a system will usually cause problems. Most everyone should use the TrueType fonts unless **a)** You have an old system (older than system 6.05) 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™ System 7.0x or later

1) Quit all open programs 2) Double-click on the TrueType Fonts folder 3) Drag the fonts you want to install from the TrueType Fonts folder onto the system folder icon and release the mouse button. 4) A dialog box will ask if you want to put the fonts 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 Tendo.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 Tendo fonts you want to install 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 Fonts folder and open the Tendo Fonts folder 3) Select all the files 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 fonts into the system file or the fonts file. Click "OK" 5) Repeat steps 2, 3 and 4 for the other Tendo fonts.

### PostScript™ System 6.x or earlier

1) Quit all open programs 2) Open the PostScript

Fonts folder and then open the Tendo Fonts folder.

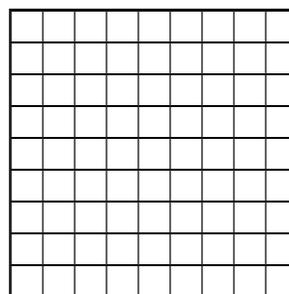
3) Drag the Tendo PostScript file (the icon looks like a little printer) onto the system folder and release the mouse button. Do not drag the little suitcase icon called Tendo.bmap into the system folder. 4) Repeat steps 2 and 3 for the other Tendo fonts. 5) Open the Tendo folder and double click on the Tendo.bmap bit-map file (it looks like a little suitcase) to start the Font DA mover program 6) Click on the open button and then open your System file 7) Select the Tendo bit-mapped sizes you want to install. You must install at least one size. 8) Click on the copy button 9) Repeat steps 6, 7 and 8 for the other Tendo fonts 10) Click on the quit button to exit Font/DA Mover 11) Restart if you are using MultiFinder

## Some Examples

We will start by creating an empty shogi board without algebraic borders. The border edge characters are [ \_ ] - for the left, top, right and bottom edges respectively. An empty square is w or W. A blank space is z or Z. To create an empty shogi board open your favorite Windows word processor, change the font to **Tendo** and type the following characters.

```
z_____z
[ wwwwwwwww ]
z-----z
```

The diagram should look like the following.

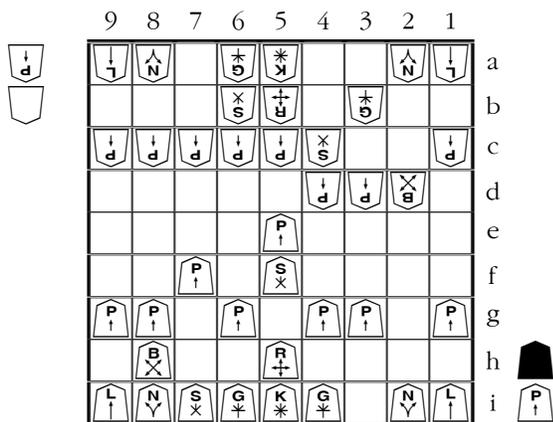


If you prefer diagrams with four dotted intersections, type the text shown at the top of the next page for an empty shogi board. Note: an empty square with the top half of a dot in the lower left corner is + and an empty square with the upper half of a dot in the upper left corner is =. See top of next page.



The following game is one of the most famous of this century. Kimura Yoshio won the Meijin title so many times that he became the 14th Lifetime Meijin. His opponent, Kaneko Kingoro, was the top openings expert of his day.

▲ Kimura Yoshio 8-dan □ Kaneko Kingoro 8-dan  
 1. P-7f P-3d 2. P-2f G-3b 3. P-2e B-3c 4. P-5f S-4b 5. P-5e R-5b 6. R-5h S-6b 7. S-4h P-2d 8. Px2d Bx2d 9. S-5g P-4d 10. S-5f S-4c

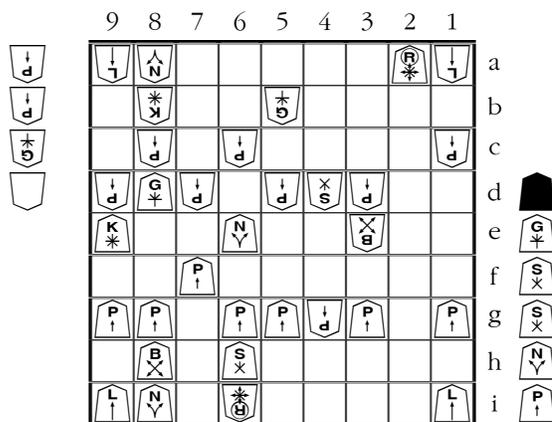


When editing a diagram it helps to make the diagram as large as possible. Copy the initial position to a new document and change the font size to 36 points, if that is too big for your monitor try 24 points. To make the first move ▲ P-7f move the cursor inside the 7g square a little the left of center, click the mouse button (the cursor should now be at the left edge of the 7g square) and hit delete (or backspace) to remove the pawn from that square. Then move the cursor inside the 7f square a little to the left of center, click the mouse button (the cursor should now be at the left edge of the 7f square) and type p to put a pawn on the 7f square. Continue in this fashion for the remaining moves. Then reduce the diagram to a smaller size and copy the diagram back into your working document. The diagram is shown below with a plain text font. Note how the captured pieces (or pieces in hand) are placed on the sides of the diagram below the ▲ (y for black pentagon) and □ (Y for white inverted pentagon). Some diagrams place the captured pieces above the ▲ □ characters and some diagrams leave the ▲ □ characters out. The z characters are blank spaces used to keep the diagram aligned.

```

zz987654321zz
Pz[LwNwwGwKwwwNwLwaz
Yz[wwwSwRwwGwwwqz
z[PwPwPwPwPwSwwwPwcz
z[wwwwwPwPwBwwdz
z[wwwppwwwwwwez
z[wwpwwswwwwwfz
z[pwpwwpwwpwwpwuz
z[wbwwwrwwwwwhyz
z[lwnswgwkwwnwlwipz
zz-----zz
  
```

The game continued. 11. S-6h G-2c 12. R-2h R-2b 13. G-3h G-5b 14. P-4f Bx4f 15. P-5d Px5d 16. P\*4e S-5c 17. Px4d S5cx4d 18. S-4e P\*2g 19. Rx2g P\*2f 20. Rx2f B-3e 21. Sx4d Sx4d 22. S\*3a Bx2f 23. Sx2b+ Gx2b 24. R\*2e S\*4g 25. Gx4g R\*3i 26. P\*4i S\*3h 27. G-4h P\*4g 28. Gx3h Rx3h+ 29. G-5h +Rx2i 30. K-6i +Rx4i 31. G-5i G\*5h 32. K-7h B-3e 33. S\*7i Gx5i 34. Rx2b+ G-5h 35. P\*5g +R-6i 36. K-7g Gx6h 37. Sx6h P-7d 38. +Rx2a K-6b 39. G\*8e S\*8d 40. S\*7a K-7c 41. S-8b+ Kx8b 42. Gx8d N\*6e 43. K-8f S\*9e 44. Kx9e P-9d 45. Resigns



If 45. K-8f G\*93 mate, if 45. K-9f G\*9e mate, if 45. K-8e Px8d 46. Kx7d G\*6d 47. Kx8d G\*7d mate, if 45. Gx9d Lx9d 46. Kx9d P\*9c 47. K-8e G\*8d 48. K8f G\*8e mate.

## 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 36 points and a finished size of 16 or 18 points would be a good place to start.
- 2) Use your word processor's copy and paste features to move either empty shogi diagrams or evolving shogi diagrams to the appropriate places in your document.
- 3) To remove a piece from a square, move the cursor a little to the left of center inside the square the piece is on and click the mouse button. The cursor should now be at the left edge of the square. Now hit the delete or backspace key and the piece should disappear.
- 4) To add a piece to a square first remove any piece already on that square (see tip 3 above). Then move the cursor a little to the left of center inside the square and click the mouse button. The cursor should now be at the left edge of the square. Now type the character for the piece and the piece should appear on the square.

- 5) The shogi pieces are all zero width characters. This means the cursor will not move to the right when you type the character for a shogi piece. This behavior may be confusing so it is necessary to follow the instructions for creating and modifying shogi diagrams given on pages 2-4 and tips 3 and 4. If you are not creating a diagram, but just placing some shogi characters in a text document, type a z after each shogi piece to advance the cursor.
- 6) If the shogi 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.
- 7) An outstanding book for all levels of shogi players is *The Art of Shogi* by Tony Hoskinig published by The Shogi Foundation, P.O. Box 172, Stratford-upon-Avon CV37 8ZA, England. Also good are the books *Shogi for Beginners* by John Fairbairn published by Ishi Press International, 76 Bonaventura Drive, San Jose, CA 95134, USA and *Shogi Japan's Game of Strategy* by Trevor Leggett published by Charles E. Tuttle Company.
- 8) To create your own shogi set using the **Tendo** fonts just printout some extra large pieces and glue them to cardboard or thin plywood. A font size of 90 points will work well for a board with 1.5 inch squares.

**Note:** At the larger sizes if some pieces fail to print or print as rectangles, this is an indication TrueType doesn't have enough memory to render all of the characters. This often happens with larger diagrams or high resolution printers. Either reduce the diagram size or use the PostScript versions of the fonts. PostScript manages memory much more efficiently than TrueType, but it does require a program called Adobe Type Manager which sell for about \$40.

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 Tendo disk. Help is available via email. The email address is:

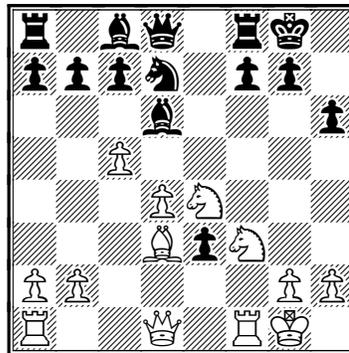
alpine@partae.com

## Other Game Diagram Fonts

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

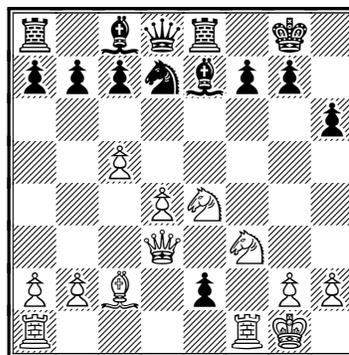
## Linares, Hastings and Zürich (chess)

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



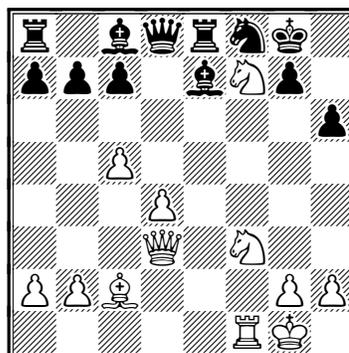
Linares

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



Hastings

15. ♗d6!? [15. ♗f2!±] ♗f8? [15. ... ef1=♗ 16. ♗f1 ♗f6 17. ♗f7 ♗f7 18. ♗e5 ♗g8 ♗h7! ♗h7 20. ♗b3+-; ♗15. ... ♗d6 16. ♗h7 ♗f8 17. cd6 ef1=♗ 18. ♗f1 cd6 19. ♗h8 ♗e7 20. ♗e1 ♗e5 21. ♗g7 ♗g8 22. ♗h6 ♗b6 23. ♗h1 ♗e6 24. de5±] 16. ♗f7! ef1=♗ 17. ♗f1

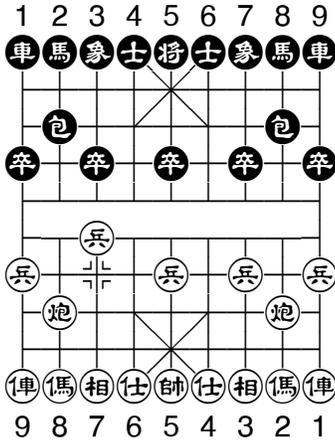


Zürich

17. ... ♗f5 [17. ... ♗f7 18. ♗e5 ♗g8 19. ♗h7 ♗h7 20. ♗b3+-; 17. ... ♗d5 18. ♗b3 ♗f7 19. ♗f7 ♗f7 20. ♗c4 ♗g6 21. ♗g8 ♗f6 22. ♗h4 ♗h4 23. ♗f7 ♗h7 24.

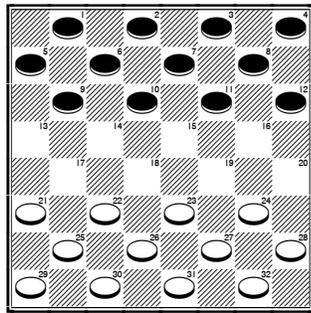
♖e8+-; 22. ... ♘g5 23. ♖d5 ♘h4 24. ♗f4 ♘g4 25. g3 ♘h3 26. ♖g2#] 18. ♖f5 ♖d7 19. ♖f4 [19. ♖d3!+-] ♘f6 20. ♘3e5 ♖e7 21. ♘b3 ♘e5 22. ♘e5 ♘h7 23. ♖e4! [Δ ♗f8+-] 1-0

### Beijing (xiangqi or Chinese chess)



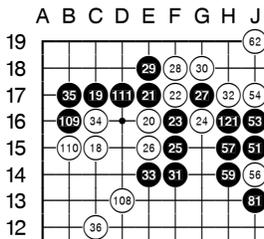
There are other border and piece styles.

### Edinburgh (checkers)



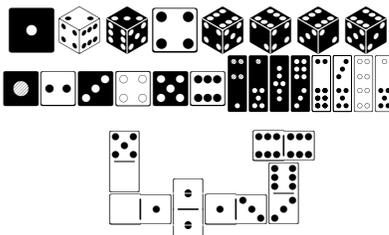
Checkers and numbers can be placed on dark squares. Six different borders including algebraic for up to a 10x10 board. Five different checker styles.

### Tokyo (go)

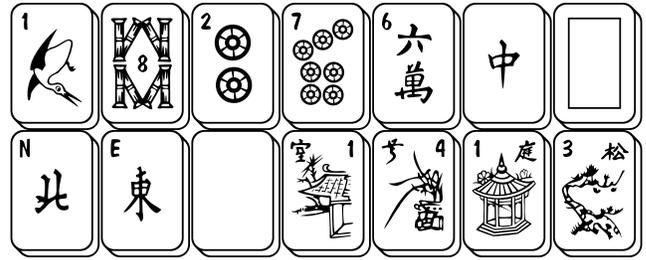


Stone numbering is optional and there are algebraic borders for up to a 27x27 board. There are several other pieces symbols.

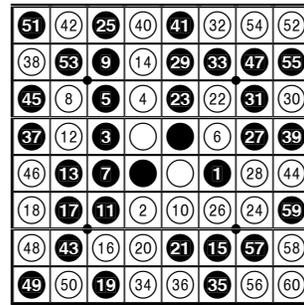
### Las Vegas (dice and dominoes)



### Canton (Mah Jong)

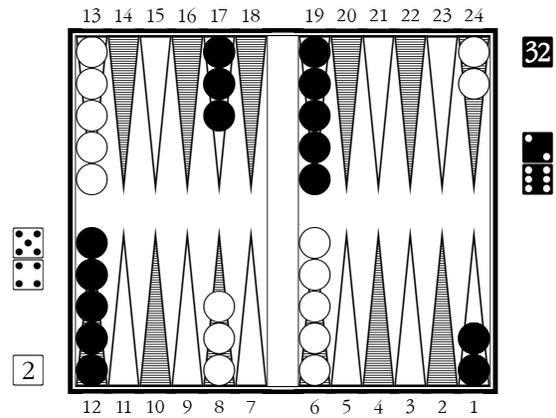


### Copenhagen (Othello)

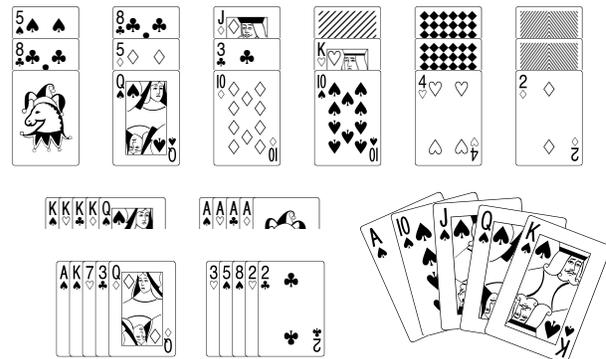


There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.

### MonteCarlo (backgammon)



### Bermuda (playing cards)



# Tendo, Tendo International, Tendo English and Tendo Pentagon Keymap

Key	Ten*	Int*	Eng*	Pen*	Symbol Explanation
w					empty square
+					square with dot lower left
=					square with dot upper left
z					blank space
-					top edge
[					left edge
]					right edge
-					bottom edge
1	1	1	1	1	algebraic border 1
2	2	2	2	2	algebraic border 2
3	3	3	3	3	algebraic border 3
4	4	4	4	4	algebraic border 4
5	5	5	5	5	algebraic border 5
6	6	6	6	6	algebraic border 6
7	7	7	7	7	algebraic border 7
8	8	8	8	8	algebraic border 8
9	9	9	9	9	algebraic border 9
a	a	a	a	a	algebraic border a
q	b	b	b	b	algebraic border b
c	c	c	c	c	algebraic border c
d	d	d	d	d	algebraic border d
e	e	e	e	e	algebraic border e
f	f	f	f	f	algebraic border f
u	g	g	g	g	algebraic border g
h	h	h	h	h	algebraic border h
i	i	i	i	i	algebraic border i
A	一	一	一	一	Japanese algebraic border a
Q	二	二	二	二	Japanese algebraic border b
C	三	三	三	三	Japanese algebraic border c
D	四	四	四	四	Japanese algebraic border d
E	五	五	五	五	Japanese algebraic border e
F	六	六	六	六	Japanese algebraic border f
U	七	七	七	七	Japanese algebraic border g
H	八	八	八	八	Japanese algebraic border h
I	九	九	九	九	Japanese algebraic border i
y					blank black piece
Y					blank white piece

Key	Ten*	Int*	Eng*	Pen*	Symbol Explanation
{					black piece for text
}					white piece for text
b	角	B	B	角行	black bishop
g	金	G	G	金將	black gold general
k	玉	K	K	玉將	black king
l	香	L	L	香車	black lance
n	桂	N	N	桂馬	black knight
p	歩	P	P	歩兵	black pawn
r	飛	R	R	飛車	black rook
s	銀	S	S	銀將	black silver general
j	成桂	N	N	全	promoted black knight
m	成香	L	L	全	promoted black lance
o	と	P	P	と	promoted black pawn
t	竜	R	R	龍	promoted black rook
v	馬	B	B	馬	promoted black bishop
x	成銀	S	S	全	promoted black silver
B	白	B	B	白	white bishop
G	白	G	G	白	white gold general
K	王	K	K	王	white king
L	香	L	L	香車	white lance
N	桂	N	N	桂馬	white knight
P	歩	P	P	歩兵	white pawn
R	飛	R	R	飛車	white rook
S	銀	S	S	銀將	white silver general
J	成桂	N	N	全	promoted white knight
M	成香	L	L	全	promoted white lance
O	と	P	P	と	promoted white pawn
T	竜	R	R	龍	promoted white rook
V	馬	B	B	馬	promoted white bishop
X	成銀	S	S	全	promoted white silver
<	成桂	N	N	全	alternate promoted white knight
>	成香	L	L	全	alternate promoted white lance
?	成と	P	P	全	alternate promoted white silver
,	成角	N	N	全	alternate promoted black knight
.	成金	L	L	全	alternate promoted black lance
/	成銀	S	S	全	alternate promoted black silver
~	© 1995 New South	copyright notice			

Ten\* = Tendo and Tendo-Bold, Int\* = Tendo International, Eng\* = Tendo English and Tendo English-Bold, Pen\* = Tendo Pentagon



**Tendo and Tendo International Keyboard Maps** (Tendo Pentagon and English keymaps are identical)

	1	2	3	4	5	6	7	8	9	0	-	=		
	b		e	飛	竜	▲	g	i	と	歩				
	a	銀	d	f	金	h	飛	桂	玉	香				
shift		z	成銀	c	馬	角	桂	香	桂	香	ナリ	ナリ	ナリ	/
	option													

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	1	2	3	4	5	6	7	8	9	0	-	=		
	二		五	飛	竜	□	七	九	歩	▲	□			
	一	銀	四	六	金	八	桂	王	香					
shift		z	成銀	三	馬	角	桂	香	桂	香	ナリ	ナリ	ナリ	/
	option													

	1	2	3	4	5	6	7	8	9	0	-	=		
	b		e	Ⓡ	Ⓡ	▲	g	i	Ⓟ	Ⓟ				
	a	Ⓢ	d	f	Ⓞ	h	Ⓝ	Ⓚ	Ⓛ					
shift		z	Ⓢ	c	Ⓟ	Ⓟ	Ⓝ	Ⓛ	Ⓝ	Ⓝ	Ⓢ			
	option													

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	1	2	3	4	5	6	7	8	9	0	-	=		
	二		五	Ⓡ	Ⓡ	□	七	九	Ⓟ	Ⓟ	▲	□		
	一	Ⓢ	四	六	Ⓞ	八	Ⓝ	Ⓚ	Ⓛ					
shift		z	Ⓢ	三	Ⓟ	Ⓟ	Ⓝ	Ⓛ	Ⓝ	Ⓝ	Ⓢ			
	option													

Tendo Keyboard Map

Tendo International Keyboard Map