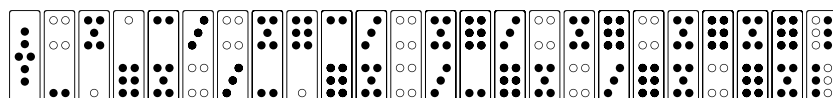
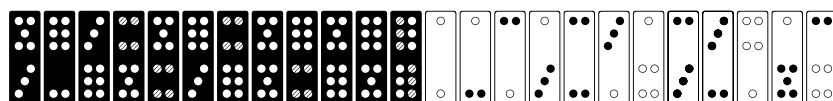
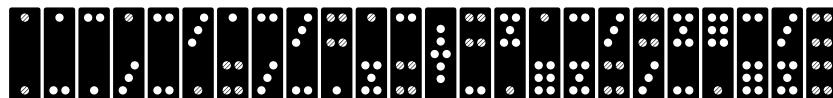
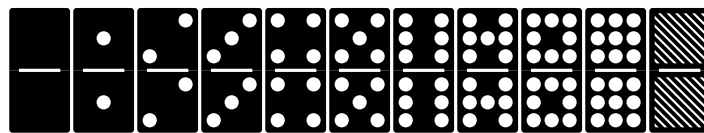
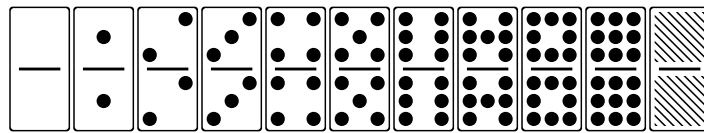
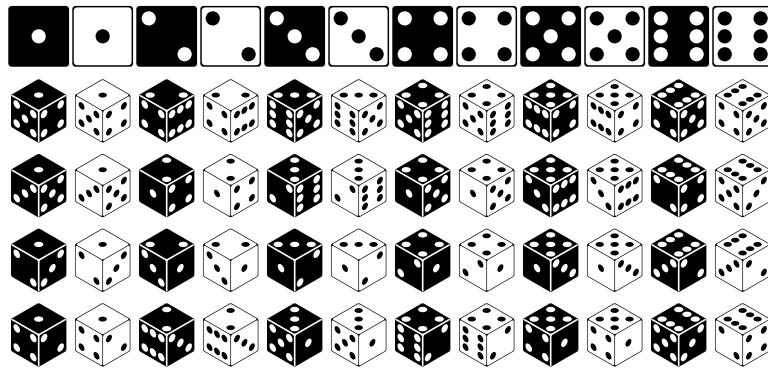
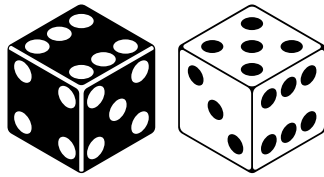


User's Guide

For the Las Vegas Dice and Domino Fonts
Macintosh™ Version



License Agreement

This User's Guide and the Las Vegas 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.

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

Table of Contents

Introduction	1
What You Need	1
What is Included	1
Installing the Fonts	2
Examples	2-4
Other Game Diagram Fonts	4-5
Font Keymaps	6-7

Introduction

Welcome to the **Las Vegas** dice and domino fonts! With these fonts you can use any Macintosh word processor, draw program or page layout program to create and print a variety of dice and domino diagrams.

The **Las Vegas** dice and domino fonts were created by Steve Smith, who has been designing commercial chess and game fonts for many years.

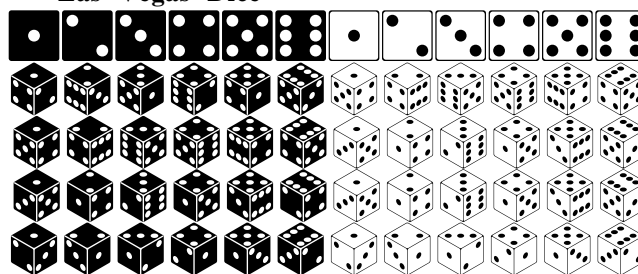
What You Need

You will need a Macintosh and any word processor, draw program or page layout program. The TrueType™ versions of the Las Vegas fonts work with System 6.05 or higher. The PostScript™ versions of Las Vegas 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.

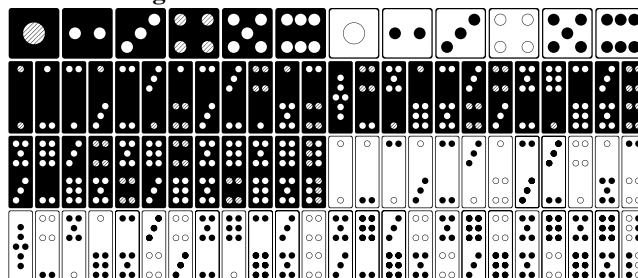
What is Included

The high density disk contains TrueType and PostScript versions of the dice and domino fonts shown at the top of the next column.

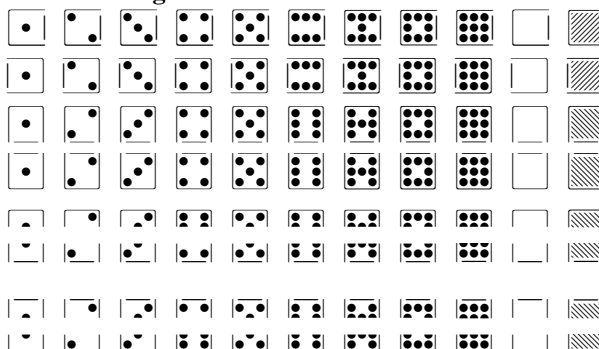
Las Vegas Dice



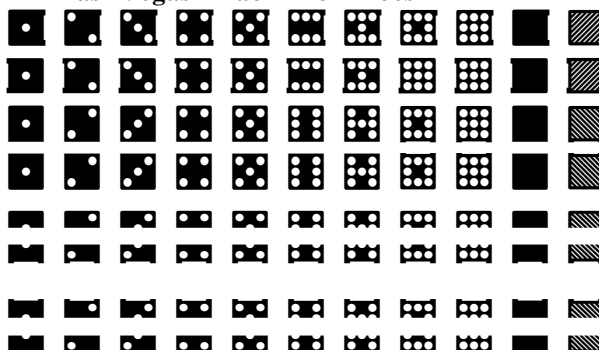
Las Vegas Chinese



Las Vegas White Dominoes



Las Vegas Black Dominoes



After all the fonts are installed (see installation instructions below) use almost any word processor or Claris Works to open and printout the test file called Las Vegas 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.

The Las Vegas White Dominoes font and Las Vegas Black Dominoes font share the same keymap so it is easy to change from one color of domino diagrams to another. See page 3 and the keymaps on pages 6-7.

Installing the Las Vegas Fonts

The following is a summary of the procedure for installing the Las Vegas 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 Las Vegas Dice.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 Las Vegas 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



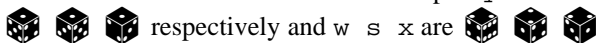




1) Quit all open programs 2) Open the PostScript Fonts folder 3) Select all the files drag them on top of the system folder icon and release the mouse button 4) A dialog box will ask if you want to put the fonts into the system file or the fonts file. Click "OK"

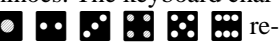
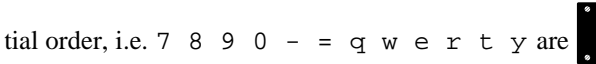
PostScript™ System 6.x or earlier



1) Quit all open programs 2) Open the PostScript Fonts folder. 3) Drag the LasVegDice 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 Las Vegas Dice.bmap into the system folder. 4) Repeat step 3 for the other Las Vegas fonts. 5) Open the PostScript folder and double click on the Las Vegas.bmap bitmap 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 Las Vegas bitmapped fonts you want to install. You must install at least one bitmap

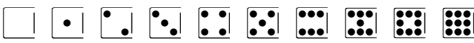


size for each PostScript font. 8) Click on the copy button 9) Click on the quit button to exit Font/DA Mover 10) Restart if you are using MultiFinder.

Examples

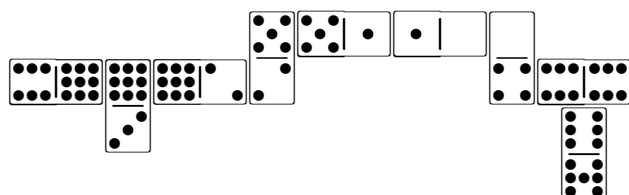
Las Vegas Dice There are five different versions of each number, i.e., . The keyboard characters 1 2 3 4 5 6 are  respectively. The keyboard characters diagonally to the lower right of a given number are three dimensional versions of that dice number. For example q a z are  respectively and w s x are  respectively. The remaining three dimensional versions of each dice number are at the keyboard locations 7 8 9 0 - = for  respectively. The white versions of the dice are at the same keyboard locations as the black dice, but use the upper case or "shifted" characters. So shift-1 or ! is , shift-2 or @ is  etc. See the keyboard map on page 6.

Las Vegas Chinese This font contains Chinese versions of both dice and dominoes. The keyboard characters 1 2 3 4 5 6 are  respectively. To find a specific domino it is probably best to use the keymap on page 6, but there is a logic to the placement. Starting with the top row, keyboard character 7 and continuing left to right and down the keyboard the dominoes are placed in ascending sequential order, i.e. 7 8 9 0 - = q w e r t y are  respectively.

The white versions of the Chinese dice or dominoes are at the same keyboard locations as the black Chinese dice or dominoes, but use the upper case or "shifted" characters. So shift-1 or ! is , shift-2 or @ is  etc. See the keyboard map on page 6. To create Chinese domino diagram that have horizontal dominoes you will need a draw program that can rotate text such as Claris Works.

Las Vegas White Dominoes With this font you can create any two dimensional rectangular domino diagram with just a word processor. But the process will be much simpler if you have a draw program that can rotate text such as Claris Works. The left halves of the dominoes  are at the keyboard locations 0 1 2 3 4 5 6 7 8 9 respectively. The right halves of the dominoes  are at the "shifted" keyboard locations) ! @ # \$ % ^ & * (respectively. The bottom halves of the dominoes  are at the keyboard locations p q w e r t y u i o re-

spectively **note:** these locations are to the lower right of the respective numbers on the keyboard. The top halves of the dominoes are at the keyboard locations P Q W E R T Y U I O respectively (**note:** these "shifted" locations are to the lower right of the respective numbers on the keyboard). The diagram below shows a combination of horizontal and vertical dominoes.



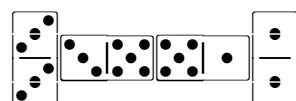
Here is the same diagram with a text font (**note:** the space bar spaces over one half the width of a domino.)

```

      T5!1)P
6(O9@w      r6^
  e          Y
            u

```

To accommodate diagrams with vertical dominoes that are doubles (such as the one below) it is necessary to use vertical dominoes that are divided into four quarters.



The top quarters of the dominoes are at the keyboard locations / z x c v b n m , . respectively (**note:** these keyboard characters are on the bottom row diagonally below the corresponding numbers 0, 1, 2, ..., 9).

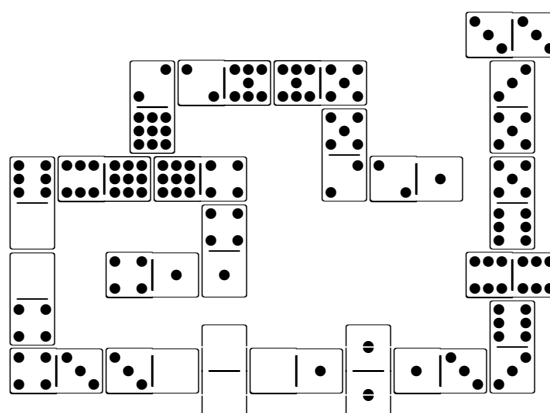
The upper middle quarters of the dominoes are at the keyboard locations : A S D F G H J K L respectively (**note:** these "shifted" keyboard characters are on the third row diagonally below the corresponding numbers 0, 1, 2, ..., 9). *The upper middle quarters have "zero width" which means the cursor doesn't advance to the right when they are typed. This allows the upper middle quarter and lower middle quarter to line up properly.*

The lower middle quarters of the dominoes are at the keyboard locations ; a s d f g h j k l respectively (**note:** these keyboard characters are on the third row diagonally below the corresponding numbers 0, 1, 2, ..., 9).

The bottom quarters of the dominoes are at the keyboard locations ? Z X C V B N M < > respectively (**note:**

these "shifted" keyboard characters are on the bottom row diagonally below the corresponding numbers 0, 1, 2, ..., 9). *The bottom quarters have "zero width" which means the cursor doesn't advance to the right when they are typed. This allows the bottom of one domino to line up with the top of the domino below it. If there is no domino below, just hit the space bar twice to advance the cursor to the correct spot.*

Shown below is an example of a more complex domino diagram followed by the same diagram using a text font.

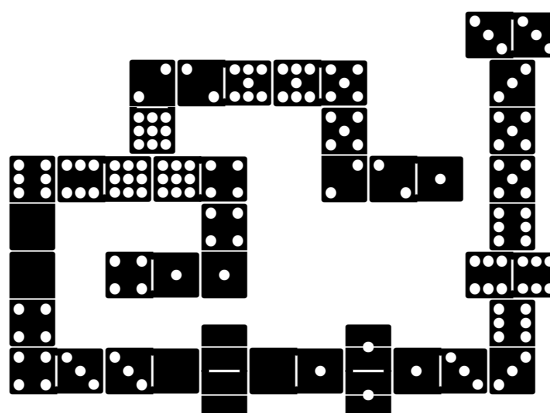


```

                                3#
                                E
                                W2&7%
                                o   T   t
                                Y6(9$   w2!   T
                                p   R       Y
                                P 4!q       6^
                                r   /   z Y
                                4#3):;0!Aa1#e
                                ?   Z

```

Las Vegas Black Dominoes This font shares the same keymap as the Las Vegas White Dominoes so it is easy to switch from white to black dominoes by just selecting the diagram and changing the font.



Although it is possible to create diagrams with just a

word processor using the method described above, most people will prefer to use a draw program that can rotate text such as ClarisWorks. With a draw program use the text tool to type in the two characters for a horizontal domino, rotate it if necessary and then use the selection tool (usually an arrow) to move the domino into place.

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

alpine@partae.com

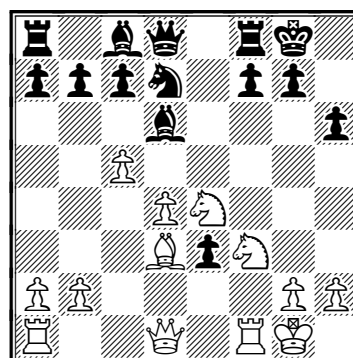
Other Game Diagram Fonts

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 14 page User's Guide. Other game font families include **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards and bridge), **Canton** (Mah Jong), **Copenhagen** (Othello), **Edinburgh** (checkers), **Magalasy** (Fanorona), **Monte Carlo** (back-gammon), **Tendo** (shogi or Japanese chess) 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)

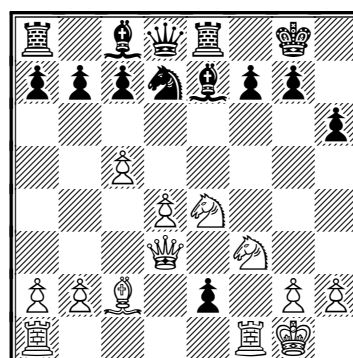
1. e4 e5 2. f4 ef4 3. d3 d5 4. ed5 d6 5. c3 d7 6. d4 O-O 7. d3 d7 8. O-O h6? [8. ... d6

9. d4 d6 10. d6 d6 11. c4 d4=; 8. ... d6 9. d5 d6 10. d5 d5 11. d4 d4 12. f4 g5=] 9. d4 d5 10. c4 d3 11. d3 fe3 12. c5



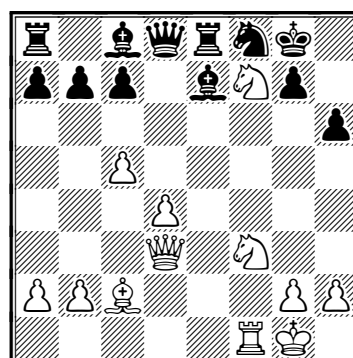
Linares

12. ... d7 [12. ... f4? 13. g3 g5 14. fg5 hg5 15. h5 h5; 13. ... f5 14. c3 g5 15. h4 d7 16. d5=] 13. d2! d8 [13. ... d6 14. d3 d4 15. d4 g6 16. d3 g7= >>] 14. d3 e2



Hastings

15. d6!? [15. f2!=] d8? [15. ... ef1=d 16. f1 d6 17. d7 f7 18. d5 g8 h7! d7 20. b3+-; 15. ... d6 16. h7 f8 17. cd6 ef1=d 18. f1 cd6 19. h8 e7 20. e1 d5 21. g7 g8 22. h6 b6 23. h1 e6 24. de5=] 16. d7! ef1=d 17. f1



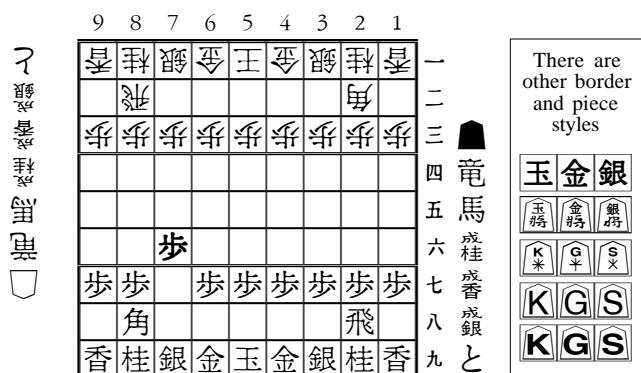
Zürich

17. ... d5 [17. ... d7 18. d5 g8 19. h7 d7 20. b3+-; 17. ... d5 18. b3 f7 19. d7 d7 20. c4 g6 21. g8 d6 22. d4 d4 23. f7 d7 24. e8+-; 22. ... g5 23. d5 d4 24. f4 d4 25. g3 d3 26. g2#] 18. f5 d7 19. f4 [19. d3!+-] d6 20. d3e5 d7 21. b3 d5 22. d5 d7 23. d4! [d f8+-] 1-0

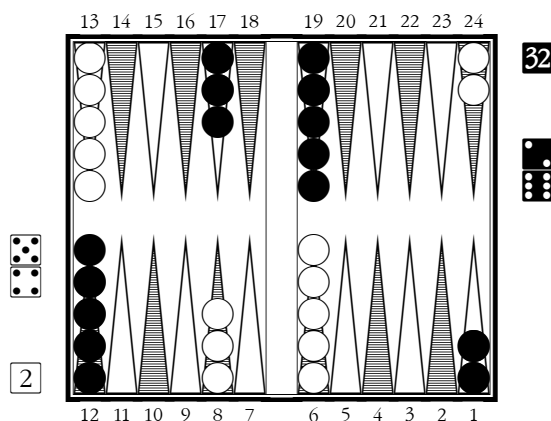
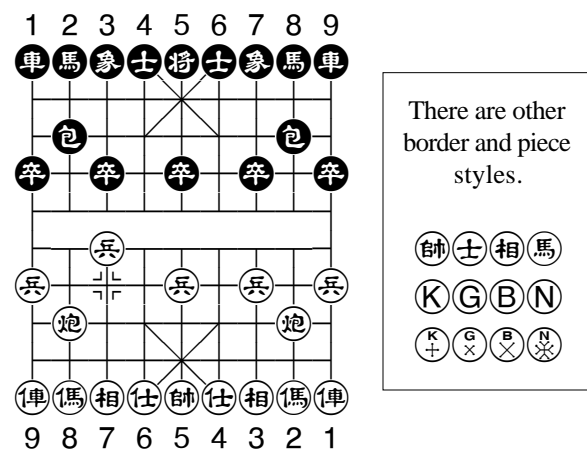
Copenhagen (Othello)

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

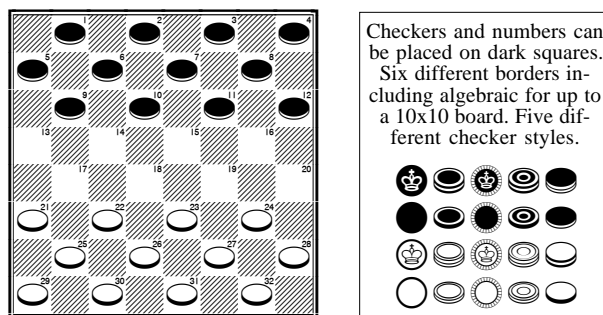
There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.



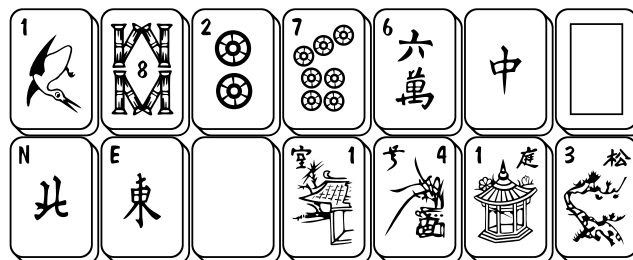
MonteCarlo (backgammon)



Edinburgh (checkers)



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 Las Vegas Chinese

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

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

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

		1		2		3		4		5		6		7		8		9		0		-		=		
		q		w		e		r		t		y		u		i		o		p		[]		\
		a		s		d		f		g		h		j		k		l		;		© 1995 Steve Smith 				
shift		z		x		c		v		b		n		m		,		.		/						
option																										

Las Vegas Dice Keyboard Map

Las Vegas Chinese Keyboard Map

Las Vegas White Dominoes (Las Vegas Black Dominoes has the same keyboard map)

		1		2		3		4		5		6		7		8		9		0		-		=	
		q		w		e		r		t		y		u		i		o		p		[]	\
		a		s		d		f		g		h		j		k		l		;					
shift		z		x		c		v		b		n		m		,		.		/					
option																									

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

Las Vegas White Dominoes (Las Vegas Black Dominoes has the same keymap)

Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation
1		1 left half	q		1 bottom half	a		1 top middle quater	z		1 top quarter
2		2 left half	w		2 bottom half	s		2 top middle quater	x		2 top quarter
3		3 left half	e		3 bottom half	d		3 top middle quater	c		3 top quarter
4		4 left half	r		4 bottom half	f		4 top middle quater	v		4 top quarter
5		5 left half	t		5 bottom half	g		5 top middle quater	b		5 top quarter
6		6 left half	y		6 bottom half	h		6 top middle quater	n		6 top quarter
7		7 left half	u		7 bottom half	j		7 top middle quater	m		7 top quarter
8		8 left half	i		8 bottom half	k		8 top middle quater	,		8 top quarter
9		9 left half	o		9 bottom half	l		9 top middle quater	.		9 top quarter
0		blank left half	p		blank bottom half	;		blank top middle quater	/		blank top quarter
-		back left half	=		back bottom half	[bak top middle quater]		back top quarter
!		1 right half	Q		1 top half	A		1 bottom middle quarter	Z		1 bottom quarter
@		2 right half	W		2 top half	S		2 bottom middle quarter	X		2 bottom quarter
#		3 right half	E		3 top half	D		3 bottom middle quarter	C		3 bottom quarter
\$		4 right half	R		4 top half	F		4 bottom middle quarter	V		4 bottom quarter
%		5 right half	T		5 top half	G		5 bottom middle quarter	B		5 bottom quarter
^		6 right half	Y		6 top half	H		6 bottom middle quarter	N		6 bottom quarter
&		7 right half	U		7 top half	J		7 bottom middle quarter	M		7 bottom quarter
*		8 right half	I		8 top half	K		8 bottom middle quarter	<		8 bottom quarter
(9 right half	O		9 top half	L		9 bottom middle quarter	>		9 bottom quarter
)		blank right half	P		blank top half	}		blank bottom middle quarter	?		blank bottom quarter
_		back right half	+		back top half	:		back bottom middle quarter	}		back bottom quarter