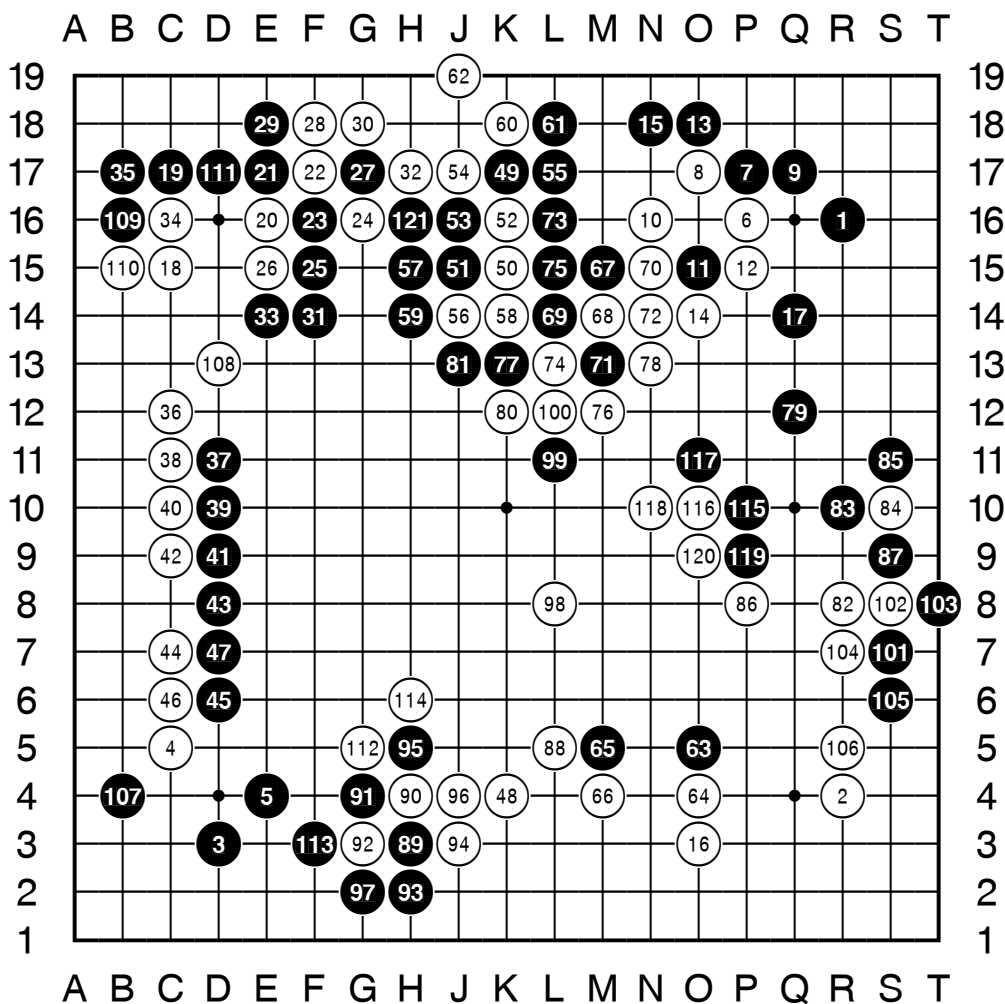
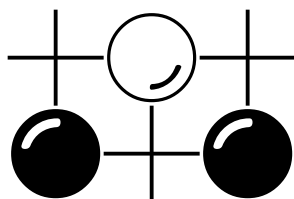


# User's Guide

## For the Tokyo Go Font Macintosh™ Version



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## License Agreement

This manual and the Tokyo 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.

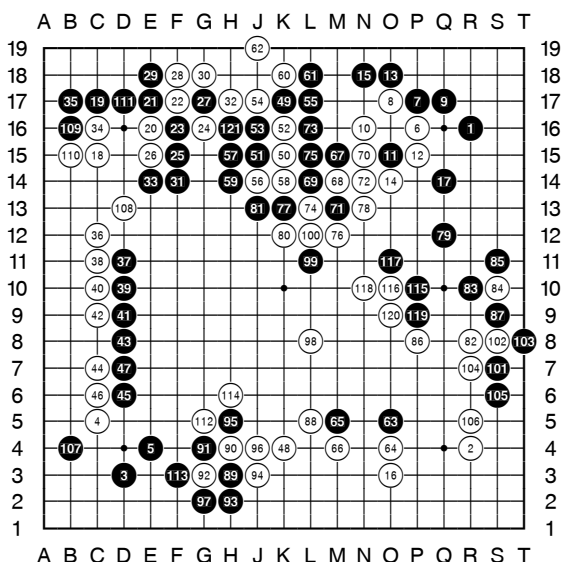
**Tokyo** fonts ©1995  
by Alpine Electronics, Steve Smith  
Alpine Electronics  
703 Iverson Ave.  
Laramie, WY 82070

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## Introduction

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



This diagram shows the first 121 moves of a game

played in 1938 between Minoru and Shusai. This game was the basis for the novel **The Master of GO** by Yasunari Kawabata who was awarded the Nobel prize for literature.

The **Tokyo** GO fonts were created by postal chess master Steve Smith, who has been designing commercial chess and game fonts for many years.

## What You Need

You will need a Macintosh and any word processor or page layout program. The TrueType™ versions of Tokyo work with System 6.05 or higher. The PostScript™ versions of Tokyo 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 floppy disk contains a file called Tokyo Test RTF and three folders called TrueType Fonts, PostScript Fonts, and Misc. for System 6.0x. 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 Tokyo Test RTF. 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.

**Tokyo** – This font can be used to create any type of GO diagram with or without algebraic borders and with or without numbered stones. See the keymap and key-board map on pages 7-9.

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

## Other Game Diagram Fonts

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

**Custom Versions** - Custom keymap versions of the fonts are available. Also special symbols can be designed. Send the keymap and/or symbol(s) desired for a price quote.

## Installing the Tokyo Fonts

*The following is a summary of the procedure for installing the Tokyo 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 Tokyo.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 Tokyo 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 Tokyo 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 fonts in the TokyoBasic Fonts folder.

### PostScript™ System 6.x or earlier

1) Quit all open programs 2) Open the PostScript

Fonts folder and then open the Tokyo Fonts folder.

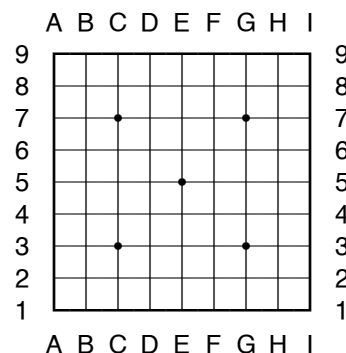
3) Drag the Tokyo PostScript file (the icon looks like a little printer) onto the system folder and release the mouse button. Do not drag the little suitcase icon called Tokyo.bmap into the system folder. 4) Repeat steps 2 and 3 for the TokyoBasic folder. 5) Open the Tokyo folder and double click on the Tokyo.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 Tokyo 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 TokyoBasic 10) Click on the quit button to exit Font/DA Mover 11) Restart if you are using MultiFinder

## Some Examples

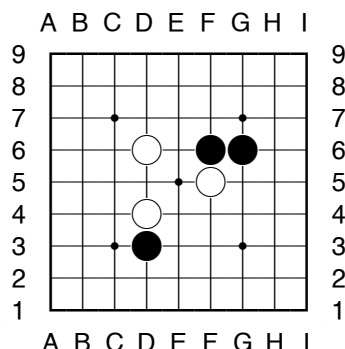
We will start by creating a blank 9 x 9 GO board. The border corner characters are < > , . for the upper left, upper right, lower left and lower right corners respectively. (**Note:** on the keyboard a shift "<," is "<<" and a shift ">," is ">>"). The border edge characters are [ \_ ] - for the left,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

```
w a b c d e f g h i W
9 < _____ > 9
8 [ ++++++ ] 8
7 [ +=++++= ] 7
6 [ ++++++ ] 6
5 [ +++=+++ ] 5
4 [ ++++++ ] 4
3 [ +=++++= ] 3
2 [ ++++++ ] 2
1 , ----- . 1
w a b c d e f g h i W
```

The diagram with the TokyoBasic font is shown below.



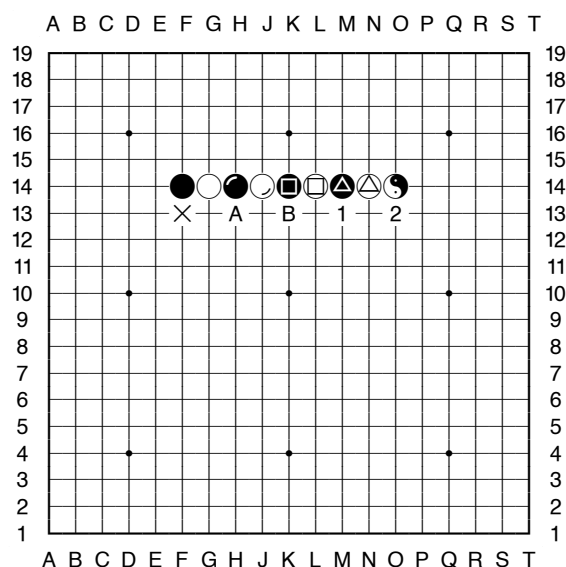
A black stone is z and a white stone is Z. To add stones just use your word processor to change the + or = characters to z or Z (i.e. use the cursor to highlight an intersection then type either a z or Z to place a black or white stone on that intersection). After the moves 1. g6 d6 2. d3 f5 3. f6 d4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



Here is the same diagram with a standard text font.

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

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



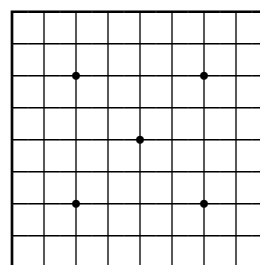
Below is the same diagram with a standard text font. Note that for the numbered borders 0 is 10, shift 1 is 11, shift 2 is 12, shift 3 is 13, shift 4 is 14, etc.

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

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

```
<----->
[+++++++]
[+=++++=+]
[+++++++]
[+++=====]
[+++++++]
[+=++++=+]
[+++++++]
,-----,
```

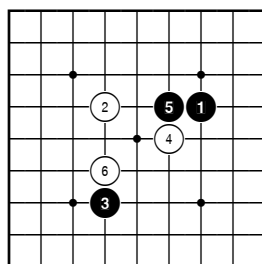
Below is the empty diagram using the **Tokyo** font.



We will now place a black stone numbered one on the g6 intersection. Use the cursor to select the g6 intersection and type w1. The w is a black stone with a slot for a single digit number. To put a white stone numbered 2 on the d6 intersection, select the d6 intersection and type Z "shift" 2. To finish the diagram select d3 and type w3, select f5 and type Z "shift" 4, select f6 and

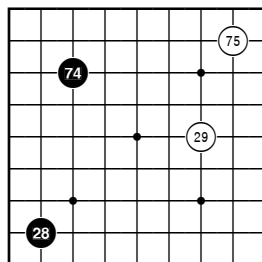
type w5 and select d4 and type Z “shift” 6. At the top of the next page is the resulting diagram with both a standard text font followed by the **Tokyo** font.

```
<----->
[+++++++]
[+=++++=+]
[ ++Z@+w5w1+ ]
[ +++=Z$++ ]
[ ++Z^++++ ]
[ +=w3++=+ ]
[+++++++]
,-----.
```

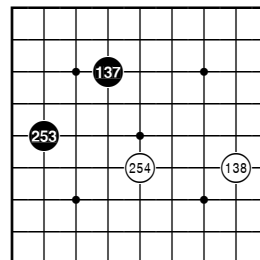


Now we will add some two digit numbered stones. Start with an empty **Tokyo** diagram, select the b2 intersection and type x bq (for a black stone numbered 28), select g5 and type ZBR (for a white stone numbered 29), select c7 and type xgm (for a black stone numbered 74), select h8 and type ZGN (for a white stone numbered 75). **Note:** x is the black stone with a slot for a two digit number, the black tens digits 1 to 9 are a to i, the white tens digits 1 to 9 are A to I, the black units digits 1 to 9 are j to r (0 is s) and the white units digits 1 to 9 are J to R (0 is S). See keymaps on pages 7-9. The resulting diagram with both a standard text font followed by the **Tokyo** font is shown below.

```
<----->
[++++++ZGN]
[+xgm+++++]
[+++++++]
[ +++=+ZBR+ ]
[+++++++]
[ +=++++=+ ]
[xbq+++++++]
,-----.
```



Now we will add some three digit numbers. Start with an empty 9x9 Tokyo diagram. Select the d7 intersection and type yt3 then "option" 7 (for a black stone numbered 137), select the h4 intersection and type ZT “shift” 3 then "shift option" 8 (for a white stone numbered 138), select the b5 intersection and type yu5 then "option" 3, (for a black stone numbered 253), select the e4 intersection and type ZU “shift” 5 then "shift option" 4 (for a white stone numbered 254). See the keymaps on pages 7-9 for more information. The resulting diagram is shown below.



The algebraic borders in the **Tokyo** font use "option" and "shift option" characters (see the keymaps on pages 7-9).

## Tips for Using the Fonts

- 1) It is best to make the diagram as large as possible when you are creating it or editing it. Once the diagram is finished you can reduce it to the needed size by selecting the entire diagram and reducing the font's point size. A creation size of 24 points and a finished size of 10 or 12 points would be a good place to start.
- 2) Use your word processor's copy and paste features to move either empty GO diagrams or evolving GO diagrams to the appropriate places in your document.
- 3) To remove a stone just select it with your cursor and delete it, just as you would delete a word or character in a text document. If you have trouble deleting numbered stones, you may need to click the cursor on the mid-point of the intersection or stone that is to the right of the stone you are removing and drag to the left until the stone is highlighted before you delete it.
- 4) To remove or change the numbers of a numbered stone click the cursor a little to the right of the stone whose numbers you want to change then delete the numbers by hitting the delete key.
- 5) If the go diagrams are not square (taller than they are wide), or there are gaps in the vertical lines, set the line spacing equal to the same point size as the font's size.

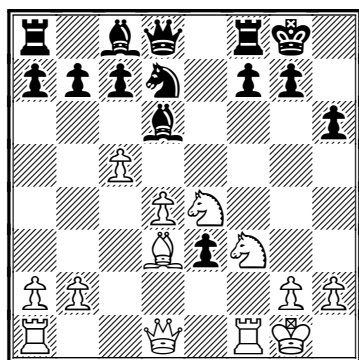
If you have any problems or suggestions for improving the fonts, please send a note to Alpine Electronics. Include a description of the problem, a printout illustrating the problem, a description of the computer, printer and software you are using and the serial number on your Linares disk. Help is also available via email. The internet email address is:  
alpine@partae.com

## Other Game Diagram Fonts

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

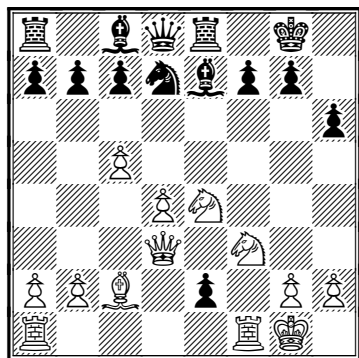
### Linares, Hastings and Zürich (chess)

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



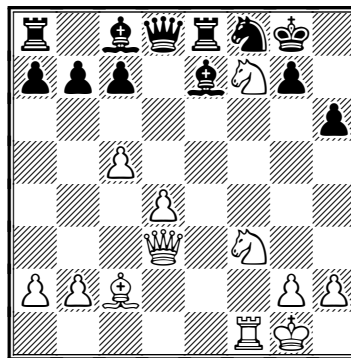
Linares

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

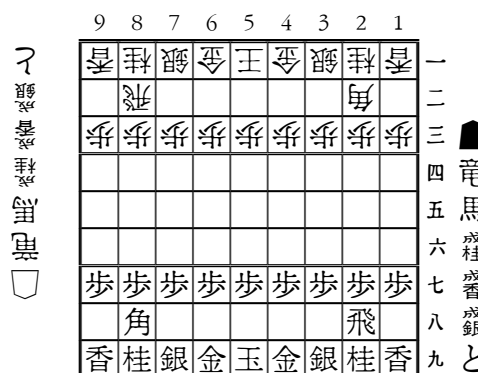
15. ♖d6!? [15. ♖f2!±] ♖f8? [15. ... ef1=♖ 16. ♖f1 ♖f6 17. ♖f7 ♖f7 18. ♖e5 ♖g8 ♖h7! ♖h7 20. ♖b3+-; ♖15. ... ♖d6 16. ♖h7 ♖f8 17. cd6 ef1=♖ 18. ♖f1 cd6 19. ♖h8 ♖e7 20. ♖e1 ♖e5 21. ♖g7 ♖g8 22. ♖h6 ♖b6 23. ♖h1 ♖e6 24. de5±] 16. ♖f7! ef1=♖ 17. ♖f1



Zürich

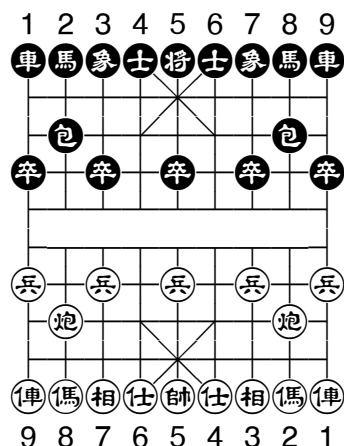
17. ... ♕f5 [17. ... ♖f7 18. ♖e5 ♖g8 19. ♖h7 ♖h7 20. ♖b3+-; 17. ... ♖d5 18. ♖b3 ♖f7 19. ♖f7 ♖f7 20. ♖c4 ♖g6 21. ♖g8 ♖f6 22. ♖h4 ♖h4 23. ♖f7 ♖h7 24. ♖e8+-; 22. ... ♖g5 23. ♖d5 ♖h4 24. ♖f4 ♖g4 25. g3 ♖h3 26. ♖g2#] 18. ♖f5 ♖d7 19. ♖f4 [19. ♖d3!+-] ♖f6 20. ♖3e5 ♖e7 21. ♖b3 ♖e5 22. ♖e5 ♖h7 23. ♖e4! [△ ♖f8+-]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

### Tendo (shogi or Japanese chess)



There are five other piece styles **Tendo-Bold** 玉金銀, **TendoPentagon** 玉金銀, **TendoInternational** 玉金銀, **TendoEnglish** KGS and **TendoEnglish-Bold** KGS. The right algebraic border can have English letters a-i instead of Japanese.

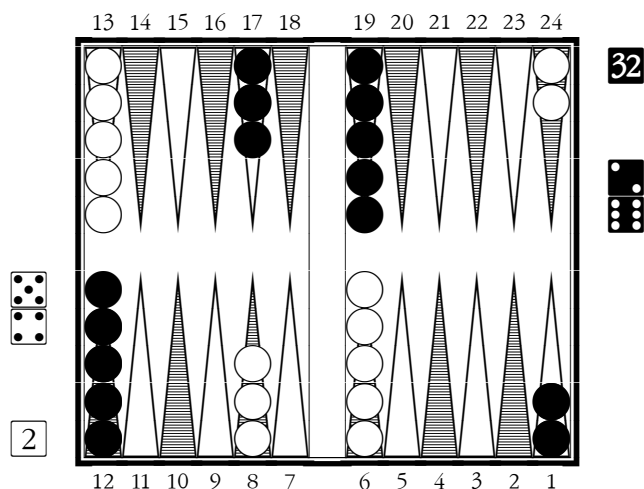
## Beijing (XiangQi or Chinese chess)



There are three other piece styles **BeijingAlternate**

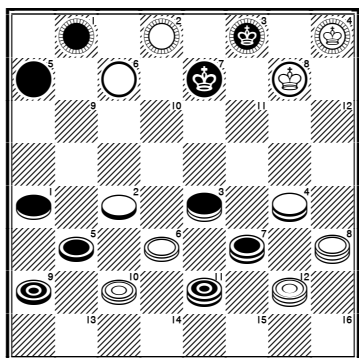
**BeijingInternational**    and **BeijingEnglish**   .

## MonteCarlo (backgammon)



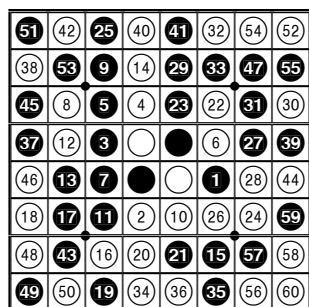
There is also **MonteCarloAlternate** which has smaller disks and smaller dice.

## Edinburgh (checkers)



**Edinburgh** has an algebraic border for up to a 10x10 board. Numbering the squares is optional.

## Copenhagen (Othello)



**Copenhagen** has an algebraic border for up to a 10x10 board. The disk numbering is optional.

# Tokyo Keymap

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

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

**Note:** Keymap continues on the next page.



# Tokyo Keymap (continued)

Keystroke	Char	Symbol Explanation
option 0	0	units digit "0" for three digit number for black stone
option 1	1	units digit "1" for three digit number for black stone
option 2	2	units digit "2" for three digit number for black stone
option 3	3	units digit "3" for three digit number for black stone
option 4	4	units digit "4" for three digit number for black stone
option 5	5	units digit "5" for three digit number for black stone
option 6	6	units digit "6" for three digit number for black stone
option 7	7	units digit "7" for three digit number for black stone
option 8	8	units digit "8" for three digit number for black stone
option 9	9	units digit "9" for three digit number for black stone
shift option 0	0	units digit "0" for three digit number for white stone
shift option 1	1	units digit "1" for three digit number for white stone
shift option 2	2	units digit "2" for three digit number for white stone
shift option 3	3	units digit "3" for three digit number for white stone
shift option 4	4	units digit "4" for three digit number for white stone
shift option 5	5	units digit "5" for three digit number for white stone
shift option 6	6	units digit "6" for three digit number for white stone
shift option 7	7	units digit "7" for three digit number for white stone
shift option 8	8	units digit "8" for three digit number for white stone
shift option 9	9	units digit "9" for three digit number for white stone
option [	[	hundreds digit "7" for three digit number for black stone
shift option [	[	hundreds digit "8" for three digit number for black stone
option \	\	hundreds digit "9" for three digit number for black stone
option ]	]	hundreds digit "7" for three digit number for white stone
shift option ]	]	hundreds digit "8" for three digit number for white stone
shift option \	\	hundreds digit "9" for three digit number for white stone
option a	a	algebraic border "1"
option b	b	algebraic border "2"
option c	c	algebraic border "3"
option d	d	algebraic border "4"
option f	f	algebraic border "5"
option g	g	algebraic border "6"
option h	h	algebraic border "7"
option j	j	algebraic border "8"
option k	k	algebraic border "9"
option l	l	algebraic border "10"
option m	m	algebraic border "11"
option p	p	algebraic border "12"
option q	q	algebraic border "13"
option r	r	algebraic border "14"
option s	s	algebraic border "15"

Keystroke	Char	Symbol Explanation
option t	t	algebraic border "16"
option v	v	algebraic border "17"
option w	w	algebraic border "18"
option x	x	algebraic border "19"
option y	y	algebraic border "20"
z	z	algebraic border "21"
option ,	,	algebraic border "22"
option .	.	algebraic border "23"
option /	/	algebraic border "24"
option ;	;	algebraic border "25"
option -	-	algebraic border "26"
option =	=	algebraic border "27"
shift option a	A	algebraic border "A"
shift option b	B	algebraic border "B"
shift option c	C	algebraic border "C"
shift option d	D	algebraic border "D"
shift option e	E	algebraic border "E"
shift option f	F	algebraic border "F"
shift option g	G	algebraic border "G"
shift option h	H	algebraic border "H"
shift option i	I	algebraic border "I"
shift option j	J	algebraic border "J"
shift option k	K	algebraic border "K"
shift option l	L	algebraic border "L"
shift option m	M	algebraic border "M"
shift option n	N	algebraic border "N"
shift option o	O	algebraic border "O"
shift option p	P	algebraic border "P"
shift option q	Q	algebraic border "Q"
shift option r	R	algebraic border "R"
shift option s	S	algebraic border "S"
shift option t	T	algebraic border "T"
shift option u	U	algebraic border "U"
shift option v	V	algebraic border "V"
shift option w	W	algebraic border "W"
shift option x	X	algebraic border "X"
shift option y	Y	algebraic border "Y"
shift option z	Z	algebraic border "Z"
shift option .	AA	algebraic border "AA"
option U y	U y	copyright notice

## Tokyo Keyboard Map

6	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													

6	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	26	27	
	13	18		14	16	20				12	7	9	\
	1	15	4	5	6	7	8	9	10	25			
shift	21	19	3	17	2		11	22	23	24			
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													

# TokyoBasic Keymap and Keyboard Map

Key	Char	Symbol	Explanation
+	+		intersection
=	+		intersection with dot
<	┌		upper left border corner
-	┐		top border
>	└		upper right border corner
[	├		left border
]	┤		right border
,	└		lower left border corner
-	┘		bottom border
.	┐		lower right border corner
z	●		black stone
Z	○		white stone
}	●		black stone with highlight
{	○		white stone with highlight
/	■		black stone with square
?	□		white stone with square
\	▲		black stone with triangle
	△		white stone with triangle
Y	☯		yin-yang stone
X	×		X symbol
W			blank space
1	1		algebraic border "1"
2	2		algebraic border "2"
3	3		algebraic border "3"
4	4		algebraic border "4"
5	5		algebraic border "5"

Key	Char	Symbol	Explanation
6	6		algebraic border "6"
7	7		algebraic border "7"
8	8		algebraic border "8"
9	9		algebraic border "9"
0	10		algebraic border "10"
!	11		algebraic border "11"
@	12		algebraic border "12"
#	13		algebraic border "13"
\$	14		algebraic border "14"
%	15		algebraic border "15"
^	16		algebraic border "16"
&	17		algebraic border "17"
*	18		algebraic border "18"
(	19		algebraic border "19"
)	20		algebraic border "20"
J	21		algebraic border "21"
K	22		algebraic border "22"
L	23		algebraic border "23"
M	24		algebraic border "24"
N	25		algebraic border "25"
O	26		algebraic border "26"
P	27		algebraic border "27"
a	A		algebraic border "A"
b	B		algebraic border "B"
c	C		algebraic border "C"

Key	Char	Symbol	Explanation
d	D		algebraic border "D"
e	E		algebraic border "E"
f	F		algebraic border "F"
g	G		algebraic border "G"
h	H		algebraic border "H"
i	I		algebraic border "I"
j	J		algebraic border "J"
k	K		algebraic border "K"
l	L		algebraic border "L"
m	M		algebraic border "M"
n	N		algebraic border "N"
o	O		algebraic border "O"
p	P		algebraic border "P"
q	Q		algebraic border "Q"
r	R		algebraic border "R"
s	S		algebraic border "S"
t	T		algebraic border "T"
u	U		algebraic border "U"
v	V		algebraic border "V"
w	W		algebraic border "W"
x	X		algebraic border "X"
y	Y		algebraic border "Y"
V	Z		algebraic border "Z"
A	AA		algebraic border "AA"
:			copyright notice

	1	2	3	4	5	6	7	8	9	10	┐	+	
	Q	W	E	R	T	Y	U	I	O	P	┌	┤	▲
	A	S	D	F	G	H	J	K	L				
shift	●	X	C	V	B	N	M	┌	┐	■	/		
option													
	11	12	13	14	15	16	17	18	19	20	┐	+	
						☯			26	27	○	●	△
	AA								21	22	23	☯	
shift	○	×		Z		25	24	┌	└	□	/		
option													