

# Chess Alpha 2

*a True Type Font for chess diagrams and figurine notation.  
Copyright Eric Bentzen, 1998.*

This font was originally designed by Eric Bentzen © 1998.

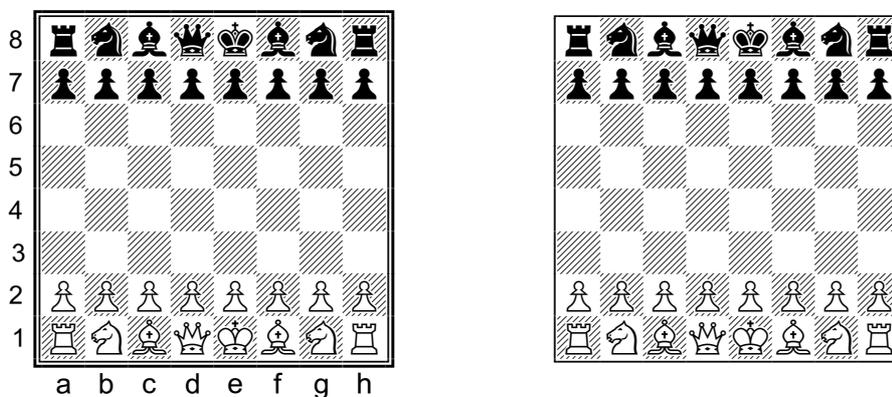
Version 2 was modified by Peter Strickland © 2006.

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The font must be installed on your system to use it.

On a windows PC select... start > Control Panel > Fonts > File > Install New Font...

On a Linux PC copy the font file into (Your Name) > .Fonts



“Chess Alpha” can be used for diagrams and figurine notation. **Beware that you don’t use the same characters for both!** The pieces for diagrams have a fixed width and a slightly elevated baseline and will not look good as figurine characters. The width and baseline of the pieces intended for figurine notation is “correct”: your lines will not look “jumpy” (not like ♖f3, but like ♖f3), and the white space between piece and board coordinates will be more appropriate.

I have re-arranged the characters for Chess Alpha 2, they are now optimised for typing moves, with most characters on the keyboard. I also added letters, numbers and punctuation, so you don't have to switch fonts when typing.

Many of the characters used to make diagrams are not on the keyboard, but you can use Insert > Special Character... in most word processors.

The figurine characters are now smaller, to fit on the text baseline, and have thicker strokes, to print more clearly at the smaller size.

January 2007

Peter Strickland

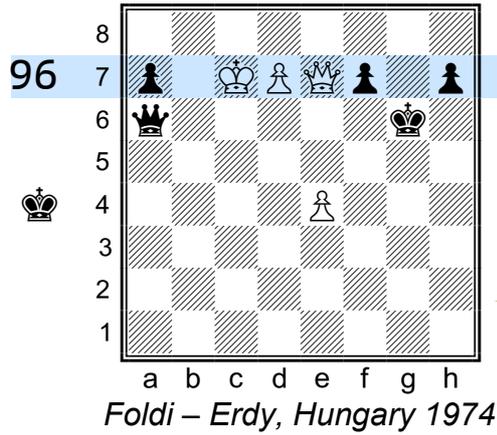
### Chess Alpha 2 keyboard characters

keys	Chess Alpha 2	KEYS	Chess Alpha 2	keys	Chess Alpha 2	KEYS	Chess Alpha 2
a	a	A	<u>a</u>	`	spacing=1	¬	1
b	b	B	<u>b</u>	1	1	!	!
c	c	C	<u>c</u>	2	2	“	2
d	d	D	<u>d</u>	3	3	£	3
e	e	E	<u>e</u>	4	4	\$	4
f	f	F	<u>f</u>	5	5	%	5
g	g	G	<u>g</u>	6	6	^	6
h	h	H	<u>h</u>	7	7	&	7
i		I		8	8	*	8
j		J		9	9	(	(
k		K		0	0	)	)
l		L		-	-	_	_
m		M		=	=	+	+
n		N		,	,	<	==
o	0	O	0	.	.	>	...
x	x	X	x	/	/	?	?
y	<u> </u> board edges	Y		;	;	:	:
z	<u> </u>	Z	½	\			
'	<u> </u> board square	@		#		~	
[	<u> </u> board corners	{	<u> </u>	]	<u> </u>	}	<u> </u>

### Chess Alpha 2 additional characters

Character	½	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë
code	+00BD	+00C0	+00C1	+00C2	+00C3	+00C4	+00C5	+00C6	+00C7	+00C8	+00C9	+00CA	+00CB
Chess Alpha 2	½												
Character	Ì	Í	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú
code	+00CC	+00CD	+00D0	+00D1	+00D2	+00D3	+00D4	+00D5	+00D6	+00D7	+00D8	+00D9	+00DA
Chess Alpha 2	<u> </u>	<u> </u>		1	2	3	4	5	6	7	8	<u> </u>	<u> </u>
Character	Û	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë
code	+00DB	+00E0	+00E1	+00E2	+00E3	+00E4	+00E5	+00E6	+00E7	+00E8	+00E9	+00EA	+00EB
Chess Alpha 2	<u> </u>												
Character	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	-
Code	+00F0	+00F1	+00F2	+00F3	+00F4	+00F5	+00F6	+00F7	+00F8	+00F9	+00FA	+00FB	+2012
Chess Alpha 2		<u>a</u>	<u>b</u>	<u>c</u>	<u>d</u>	<u>e</u>	<u>f</u>	<u>g</u>	<u>h</u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Character	-	—	—	“	”	”	”	.	..	...			
Code	+2013	+2014	+2015	+201C	+201D	+201E	+201F	+2024	+2025	+2026			
Chess Alpha 2	-	—	—	2	2	2	2	.	..	...			

example:



**Number**  
add spaces  
opposite to  
keep centred

**Font**  
Chess Alpha 2  
16 Point  
Centred

1. ... ♖b6+
  2. ♔c8 ♗c6+
  3. ♔d8 ♕g7
  4. e5? ♖b6+
  5. ♔e8 ♖b8+
  6. d8=♗ ♖b5+
- ½–½

**Numbered list**  
Format... Position

Indent	1cm
Spacing to text	2cm
Minimum space	
numbering <-> text	1cm
Numbering alignment	Right

Perpetual check ♖e5, ♖b8, ♖b5.

*Deep Blue – Kasparov,  
IBM Challenge 1996*

1. e4 c5
2. c3 d5
3. exd5 ♖xd5
4. d4 ♜f6
5. ♜f3 ♜g4
6. ♜e2 e6
7. h3 ♜h5
8. 0-0 ♜c6
9. ♜e3 cxd4
10. cxd4 ♜b4
11. a3 ♜a5
12. ♜c3 ♖d6
13. ♜b5 ♖e7
14. ♜e5 ♜xe2
15. ♖xe2 0-0
16. ♖ac1 ♖ac8
17. ♜g5 ♜b6
18. ♜xf6 gxf6
19. ♜c4 ♖fd8
20. ♜xb6 axb6
21. ♖fd1 f5
22. ♖e3 ♖f6
23. d5 ♖xd5
24. ♖xd5 exd5
25. b3 ♜h8
26. ♖xb6 ♖g8
27. ♖c5 d4
28. ♜d6 f4
29. ♜xb7 ♜e5

30. ♖d5 f3
31. g3 ♜d3
32. ♖c7 ♖e8
33. ♜d6 ♖e1+
34. ♜h2 ♜xf2
35. ♜xf7+ ♕g7
36. ♜g5+ ♕h6
37. ♖xh7+  
1-0

