Key Guide for Chess Fonts from IngrimayneType

Standard on all chess fonts:

0 -> white pawn
1 -> white knight
2 -> white bishop
3 -> white rook
4 -> white queen
5 -> white king
6 -> black pawn
7 -> black knight
8 -> black bishop
9 -> black rook
: (colon) -> black queen
; (semicolon) -> black king
A -> black square
B -> white square

There are two ways to get characters on black squares. The simplest may be to use one key characters:

* (asterisk) -> white pawn on black square
+ (plus) -> black pawn on black square
, (comma) -> white knight on black square
- (hyphen) -> black knight on black square
. (period) -> white bishop on black square
/ (slash) -> black bishop on black square
Y -> white rook on black square
Z -> black rook on black square
[(bracket left) -> white queen on black square
/ (backslash) -> black queen on black square
] (bracket right) -> white king on black square
^ (ascii circumflex) -> black king on black square

The second way to get characters is to use a two key combination;

C0 -> white pawn on black square
D1 -> white knight on black square
E2 -> white bishop on black square
F3 -> white rook on black square
G4 -> white queen on black square
H5 -> white king on black square
C6 -> black pawn on black square
D7 -> black knight on black square
E8 -> black bishop on black square
F9 -> black rook on black square
G: (colon) -> black queen on black square
H; (semicolon) -> black king on black square
(The black square character in each of these combinations has zero width.)

To put a border around the entire chess board, use letter b for the bottom border, r for the border on the right, l for the border on the left, and t for the border on the top.

In addition, some of the chess fonts have options to use altered pieces and/or alternative patterns for the black square.

If there is a rightward facing knight, the black knight will be on the (key (left parenthesis key) and the white knight will be on the ? (question mark) key. There are two ways to get these two characters on black space: either _ (underscore) or the two key combination of <? (less question mark) for the white knight and ` (grave) or <((less left parenthesis) for the black knight.

Most chess fonts also have an alternative bishop character. The alternative white bishop is on the N key and the alternative black bishop is on the) (right parenthesis) key. Again there are two ways to put them on a black square. For the white bishop, either m or KN and for the black bishop, either n or K).

All the chess fonts have an alternative set of black squares. These cannot be used in a one-key way but must be accessed with double keys to put the characters on them. To use this set, Q replaces A, R replaces B, S replaces C, T replaces D, U replaces E, V replaces F, W replaces G, and X replaces H. Hence, to get a white pawn on the alternative background would be S0 and the black knight on a black square would be U8. (If the font has alternative knight or bishop characters, the black squares to use are: = replaces < and L replaces K.)

Some chess fonts have a second set of alternative black squares. To access them, replace A with d, B with e, C with f, D with g, E with h, F with i, G with j, and H with k. (If the font has alternative knight or bishop characters, the black squares to use are: > replaces < and M replaces K.)

Six of the twelve chess fonts have an alternative set of white pieces, with either a lighter or

heavier line. If the font has these alternatives, they will be on these keys:
! (exclamation point) -> white pawn
" (double quotes) -> white knight
(number sign) -> white bishop
$ (dollar sign) -> white rook
% (percent sign) -> white queen
& (ampersand) -> white king
@ (at sign) -> alternative white knight if it exists
O -> alternative white bishop if it exists

A few other items:
XPawnShop has alternative pawn characters: ! for alternative white pawn and ' (single quote)

for black pawn. Black squares for them are y, z, and P.

PawnshopD and PawnshopZ have a hidden chess set on characters:
∞±≤≥¥µ∂ΣΠπ∫ª with spaces on:
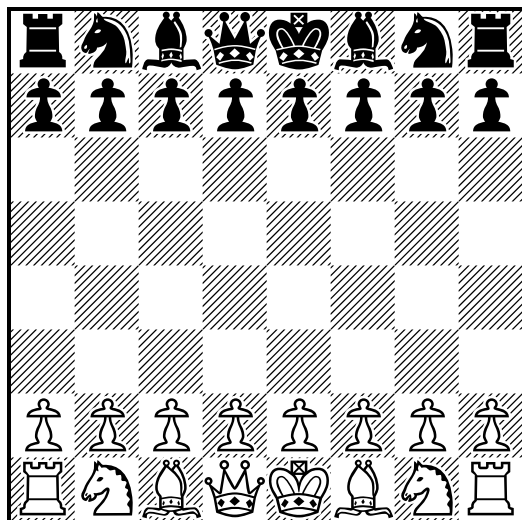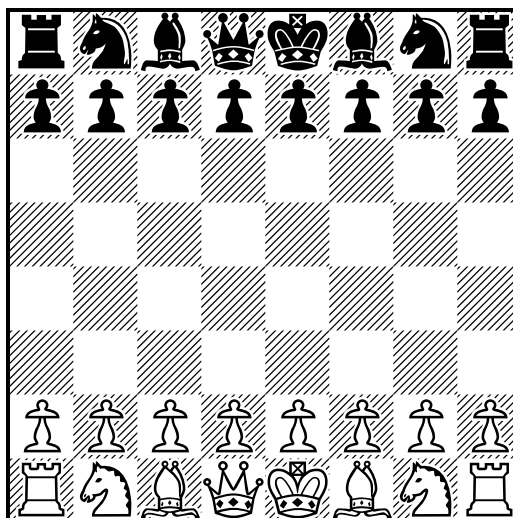¿¡¬√ƒ≈∆«
(They did not seem to merit a separate typeface.)

For most fonts, a checker board can be constructed using v, w, x and z.

Below are the characters in one font.

exclam	quotedbl	numbersign	dollar	percent	ampersand	quotesingle	parenleft	parenright	asterisk	plus
♙	♘	♗	♖	♕	♔	'	♞	♝	⧄♟	⧄♟

comma	hyphen	period	slash	zero	one	two	three	four	five	six
♞	♞	♝	♝	♙	♘	♗	♖	♕	♔	♟

seven	eight	nine	colon	semicolon	less	equal	greater	question	at	A
♞	♝	♜	♛	♚	□	□	□	♞	♞	□

B	C	D	E	F	G	H	I	J	K	L
	□	□	□	□	□	□	I	J	□	□

M	N	O	P	Q	R	S	T	U	V	W
□	♗	♗	P	□	□	□	□	□	□	□

X	Y	Z	bracketleft	backslash	bracketright	asciicircum	underscore	grave	a	b
□	♖	♜	♕	♛	♔	♚	♞	♞	a	▬

c	d	e	f	g	h	i	j	k	l	m
□	▨		□	□	□	□	□	□			♗

n	o	p	q	r	s	t	u	v	w	x
♗	o	p	q			s		●	●	□	▨

y	z	braceleft	bar	braceright	asciitilde	DEL	Adieresis	Aring	Ccedilla	Eacute
○	○	{			}	~		Ä	Å	Ç	É

Below are four chess boards showing the characters in a regular alphanumeric font and then showing what they look like when displayed with a chess font.

```
Btttttttt
19D78G:;E87F9r
1C66C66C66C66r
1BABABABAr
1ABABABABr
1BABABABAr
1ABABABABr
10C00C00C00C0r
1F31E24H52D13r
Bbbbbbbbb
```
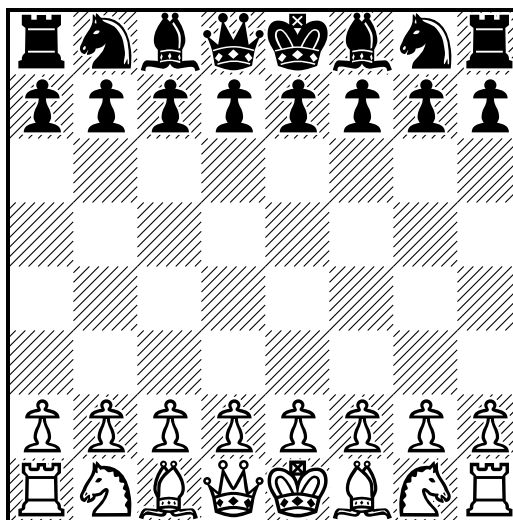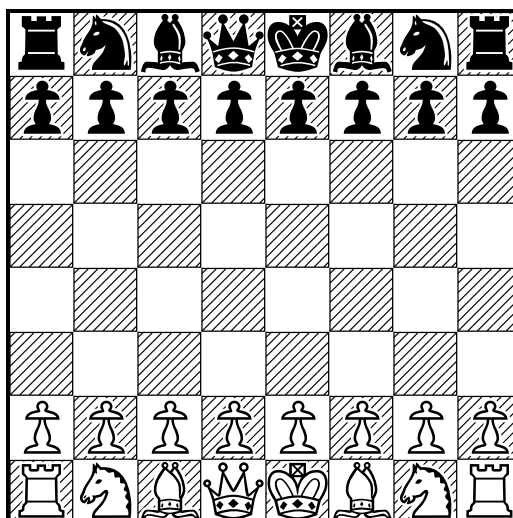

Above the board is constructed using the two-key method of getting pieces on black squares. Below the board is constructed using the one-key method of getting pieces on black squares. The two boards are identical when displayed in a chess font.

```
Btttttttt
19-8\;/7Zr
1+6+6+6+6r
1BABABABAr
1ABABABABr
1BABABABAr
1ABABABABr
10*0*0*0*r
1Y1.4]2,3r
Bbbbbbbbb
```



```
Btttttttt
19T78W:;U87V9r
1S66S66S66S66r
1RQRQRQRQr
1QRQRQRQRr
1RQRQRQRQr
1QRQRQRQRr
1!S!!S!!S!!S!r
1V$"LO%X&#=@$r
Bbbbbbbbb
```

The board below uses a different fill for the black spaces, a different set of white pieces, and one of the alternate knight and bishop pieces.

Finally, here is the code for a board with the original pieces but on the third board.

```
etttttttt
l9g78j:;h87i9r
lf66f66f66f66r
lededed* edr
ldedededer
lededed* edr
ldedededer
l0f00f00f00f0r
li31h24k52g13r
ebbbbbbbb
```

Name	# boards	Alt Knight?	Alt Bishop?	Alt white pieces?
XChessNut	3	Yes	Yes	Yes
XChessNutTwo	2	Yes	Yes	Yes
XChesstertonOne	4*	Yes	Yes	No
XChesstertonTwo	3	Yes	No	Yes
XKnightMares	3	Yes	Yes	Yes
XKnightMaresOne	3	Yes	Yes	Yes
XKnightMaresTwo	2	Yes	Yes	No
XPawnShop	2	No	No	No
XPawnShopD	2	No	No	No
XPawnShopZ	2	Yes	No	No
XSeederChess	2	Yes	Yes	Yes
XSeederChessSmall	2	Yes	No	No

*For the fourth ChestertonOne board, u replaces A, v replaces B, w replaces C, x replaces D, y replaces E, z replaces F, { replaces G, | replaces H, } replaces K, and ~ replaces <.

(As errors are corrected and other changes are made, updated copies will be posted on myfonts.com in the gallery for the chess fonts.)