

The chess fonts gallery

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June 6, 2006

I list here every font I installed up to now, along with all names needed (the internal fontname, the name used in TeX), and the needed encoding vector. With the exception of the original font `skak` all are type1 fonts mostly converted from true type fonts.

The colored boards are made with the encoding `LSB1`, `LSB2` and `LSB3` described in the documentation of the package `chessfss`.

The fonts `lucena` and `skaknew` also shows an example of an extended encoding.

Alfonso

source: <http://www.enpassant.dk/chess/down1/alfonso.zip>

author: Armando H. Marroquin

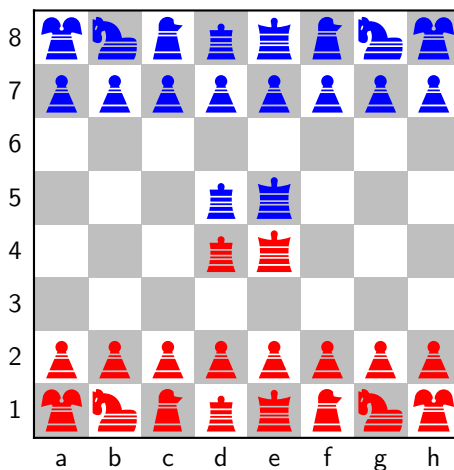
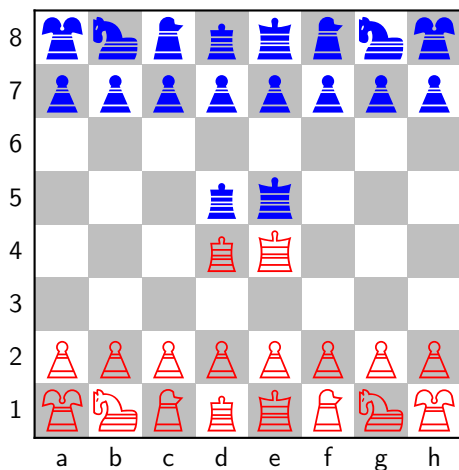
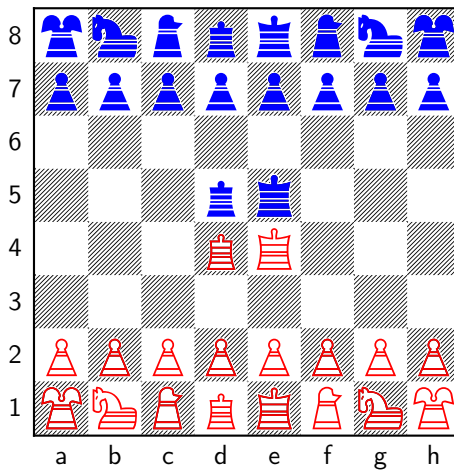
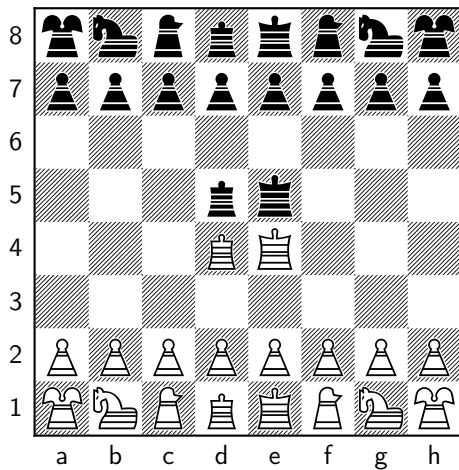
characters: figurine and board symbols

familyname: alfonso

internal fontname: Chess-Alfonso-X

fonts: The following fonts for the package chessfss can be made from this source:

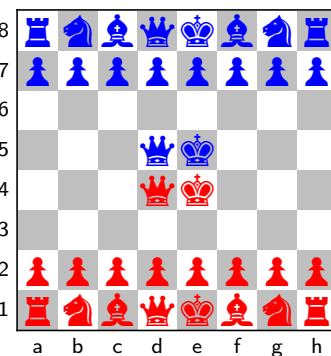
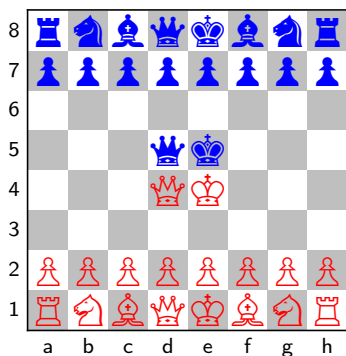
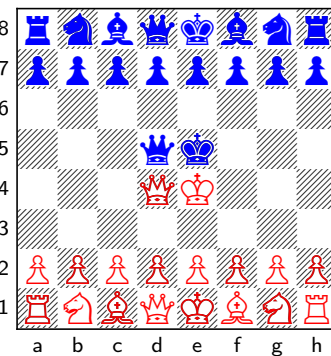
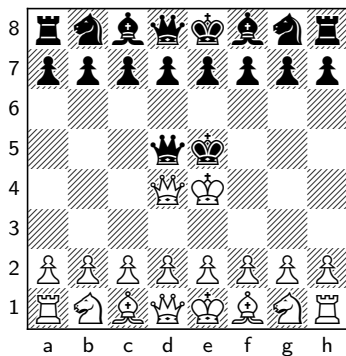
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-alfonso-board-fig-raw	none
LSF	m	chess-alfonso-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-alfonso-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Alpha

source: <http://www.enpassant.dk/chess/down1/alpha.zip>
 author: Eric Bentzen
 characters: figurine and board symbols, the font also has black figurines. I decided to put them under the fontshape (*not* fontseries!) bl. The boardfont doesn't have a square character, so you should redefine `\WhiteEmptySquare` or `\cfss@WhiteEmptySquare` to something sensible before using this font (or ignore the messages about the missing 0).
 familyname: alpha
 internal fontname: Chess-Alpha
 fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	shape	tfm-name	reencoding command for chess.map
raw	–		chess-alpha-board-fig-raw	none
LSF	m	n	chess-alpha-lsf	" ChessFigEncoding ReEncodeFont " <chess-alpha-fig.enc
LSF	m	bl	chess-alpha-bl-lsf	" ChessFigEncoding ReEncodeFont " <chess-alpha-black-fig.enc
LSB	m	n	chess-alpha-lsb	" ChessBoardEncoding ReEncodeFont " <chess-alpha-board.enc



Aventurer

source: <http://www.enpassant.dk/chess/down1/adventur.zip>

author: Armando H. Marroquin

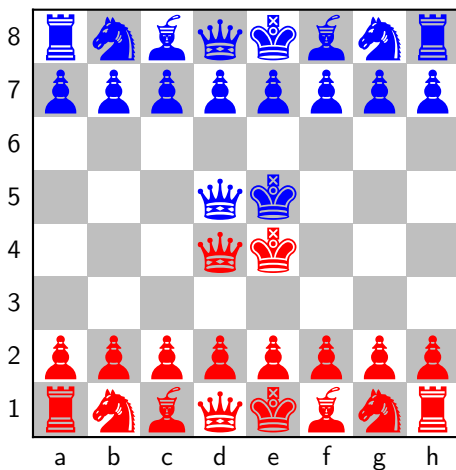
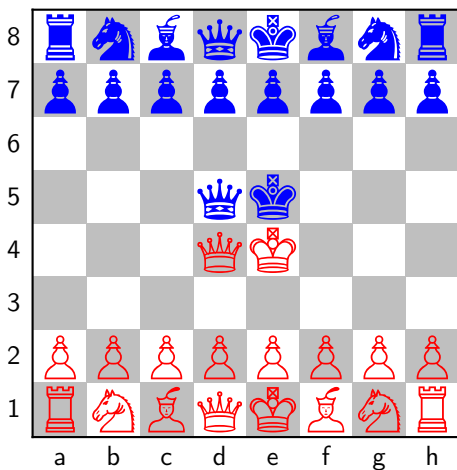
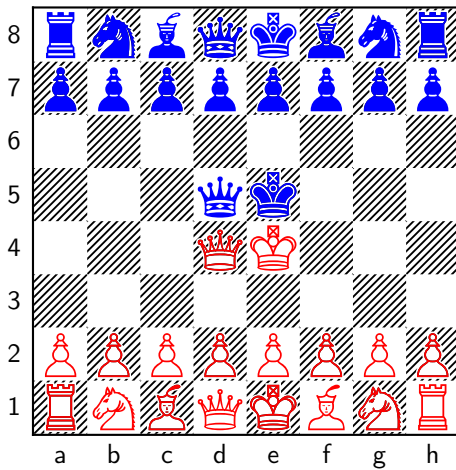
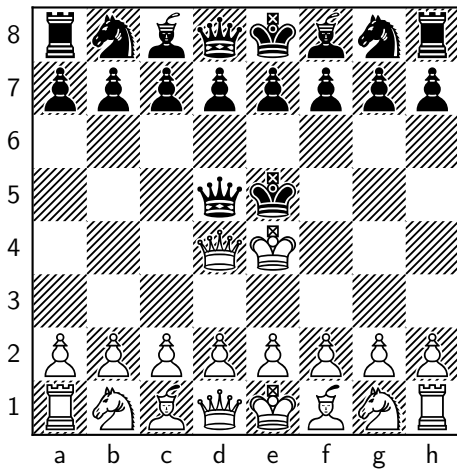
characters: figurine and board symbols

familyname: aventurer

internal fontname: ChessAventurer

fonts: The following fonts for the package chessfss can be made from this source:

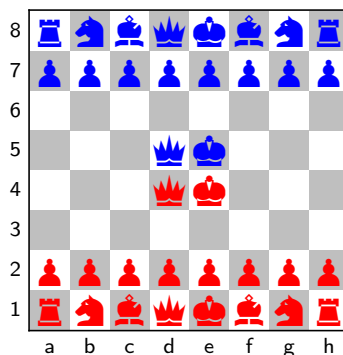
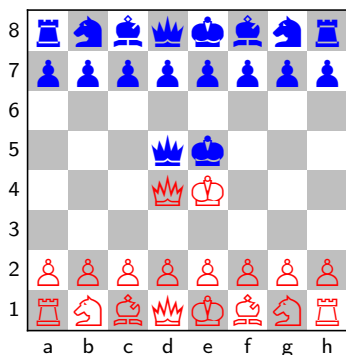
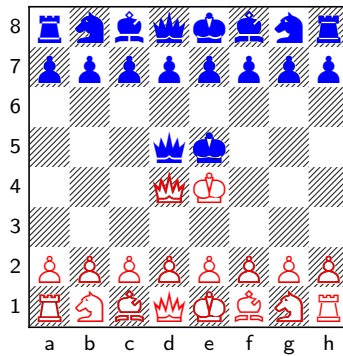
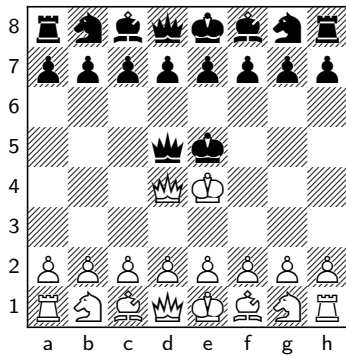
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-aventurer-board-fig-raw	none
LSF	m	chess-aventurer-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-aventurer-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Berlin

source: <http://www.enpassant.dk/chess/down1/berlin.zip>
 author: Eric Bentzen (see also font alpha)
 characters: figurine and board symbols, the font also has black figurines. I decided to put them under the fontshape (*not* fontseries!) bl. The font also has characters for fairy chess. The boardfont doesn't have a square character, so you should redefine `\WhiteEmptySquare` or `\cfss@WhiteEmptySquare` to something senseful before using this font (or ignore the messages about the missing 0).
 familyname: berlin
 internal fontname: Chess-Berlin
 fonts: The following fonts for the package chessfss can be made from this source:

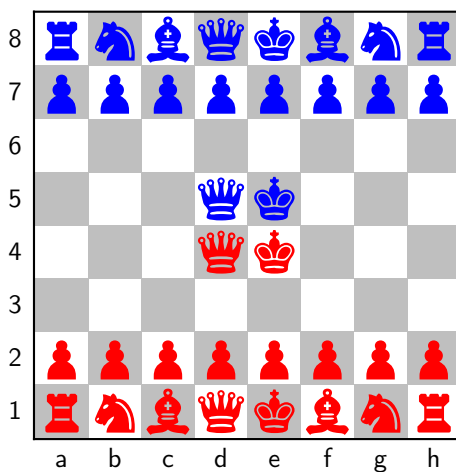
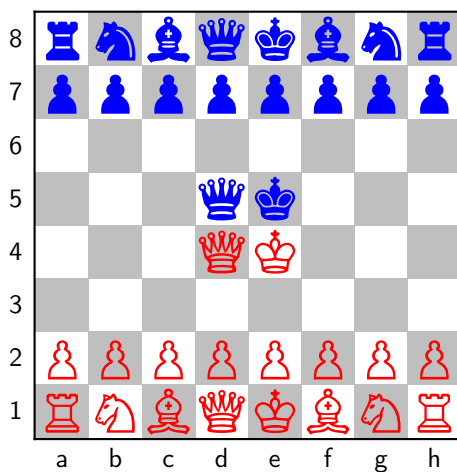
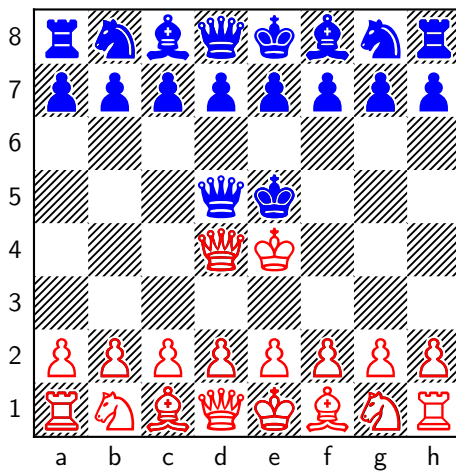
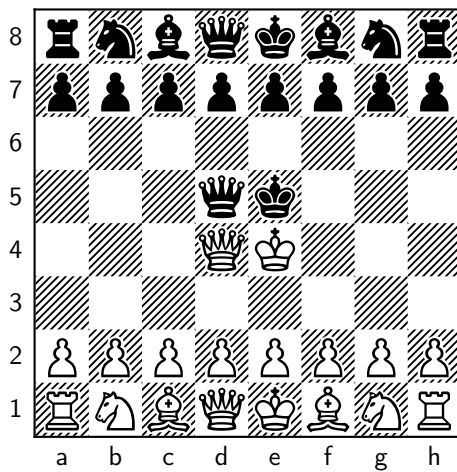
encoding	serie	shape	tfm-name	reencoding command for chess.map
raw	-		chess-berlin-board-fig-raw	none
LSF	m	n	chess-berlin-lsf	" ChessFigEncoding ReEncodeFont " <chess-alpha-fig.enc
LSF	m	bl	chess-berlin-b-lsf	" ChessFigEncoding ReEncodeFont " <chess-alpha-black-fig.enc
LSB	m	n	chess-berlin-lsb	" ChessBoardEncoding ReEncodeFont " <chess-berlin-board.enc



Cases

source: <http://www.enpassant.dk/chess/downl/cases.zip>
 author: Matthieu Leschemelle
 characters: figurine and board symbols
 familyname: cases
 internal fontname: ChessCases
 fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-cases-board-fig-raw	none
LSF	m	chess-cases-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-cases-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Cheq

source: various, it's not a `ttf`- but a `type1`-font. (I don't remember where I got my version from)

author: Copyright (c) 1989 Adobe Systems Incorporated. All rights reserved.

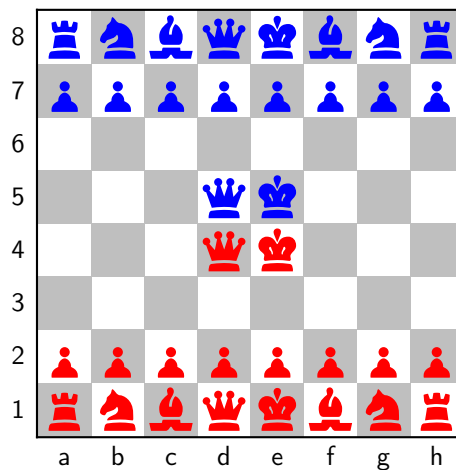
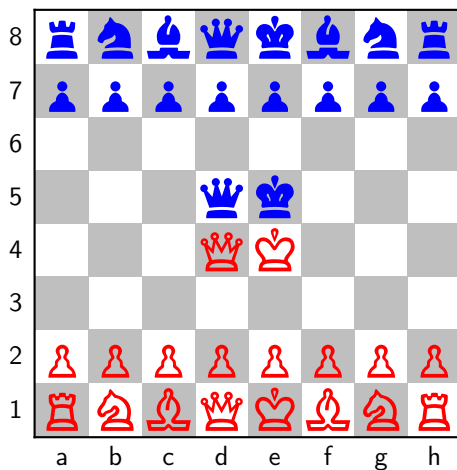
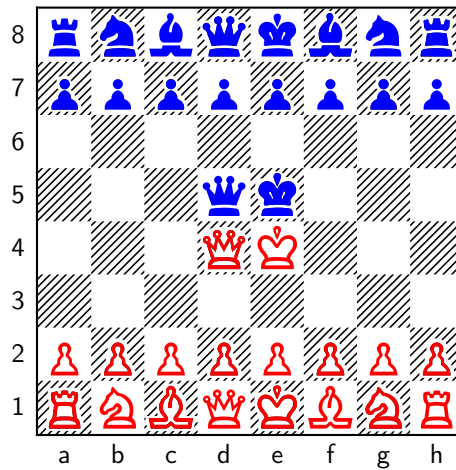
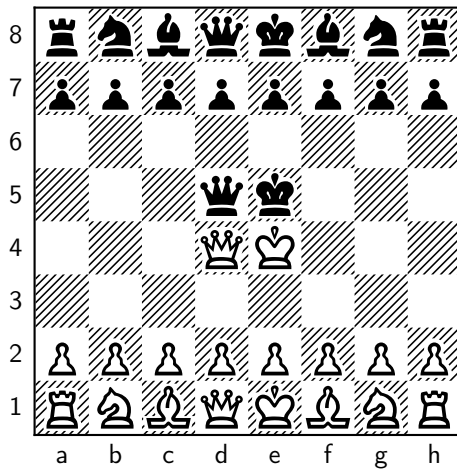
characters: only board symbols

familyname: cheq

internal fontname: Cheq

fonts: The following fonts for the package `chessfs` can be made from this source:

encoding	serie	tfm-name	reencoding command for <code>chess.map</code>
raw	-	<code>chess-cheq-board-raw</code>	none
LSB	m	<code>chess-cheq-lsb</code>	" <code>ChessBoardEncoding ReEncodeFont</code> " < <code>chess-cheq-board.enc</code>



Condal

source: <http://www.enpassant.dk/chess/down1/condal.zip>

author: Armando H. Marroquin

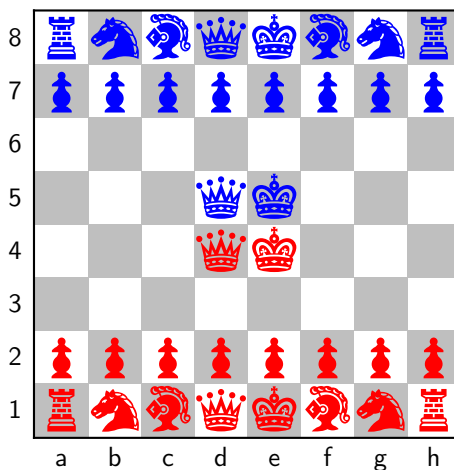
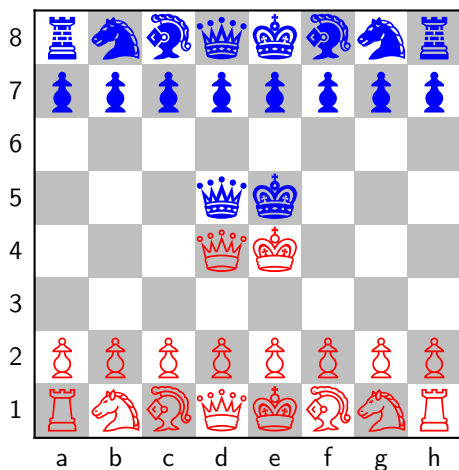
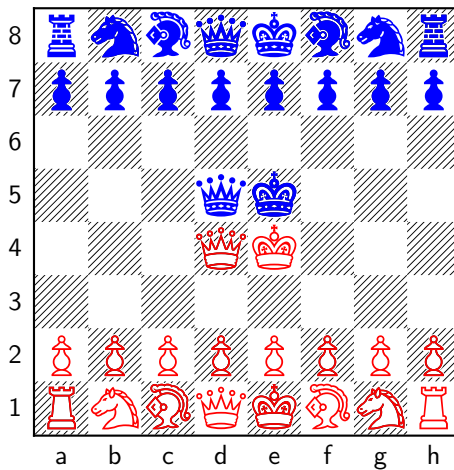
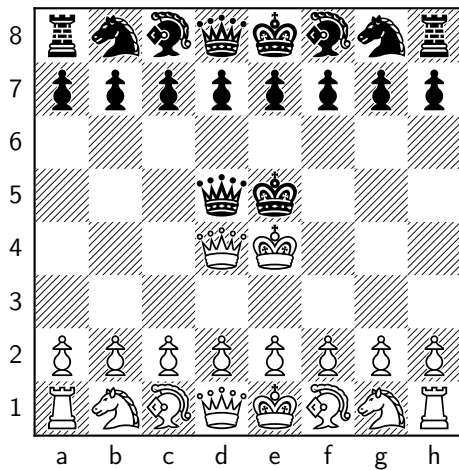
characters: figurine and board symbols

familyname: condal

internal fontname: Chess-Condal

fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-condal-board-fig-raw	none
LSF	m	chess-condal-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-condal-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Harlequin

source: <http://www.enpassant.dk/chess/down1/harlequi.zip>

author: Armando H. Marroquin

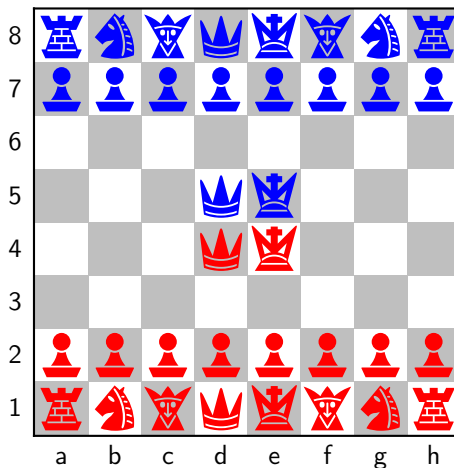
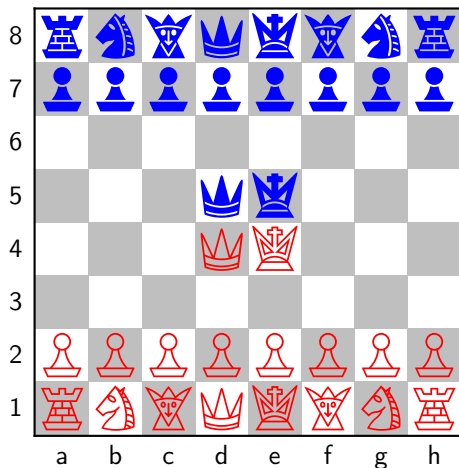
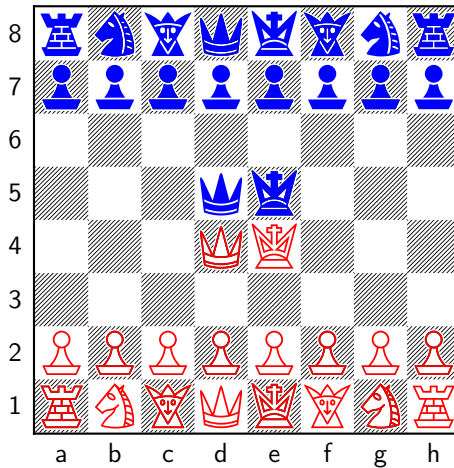
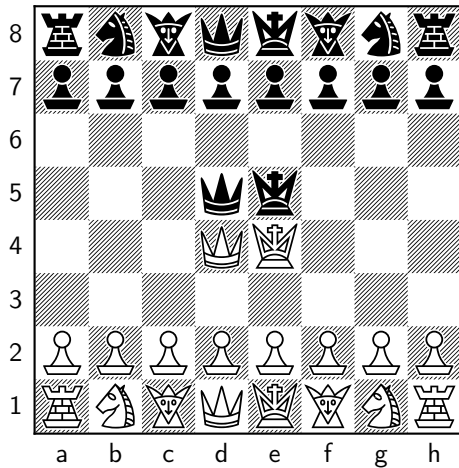
characters: figurine and board symbols

familyname: harlequin

internal fontname: Chess-Harlequin

fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-harlequin-board-fig-raw	none
LSF	m	chess-harlequin-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-harlequin-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Kingdom

source: <http://www.enpassant.dk/chess/downl/kingdom.zip>

author: Armando H. Marroquin

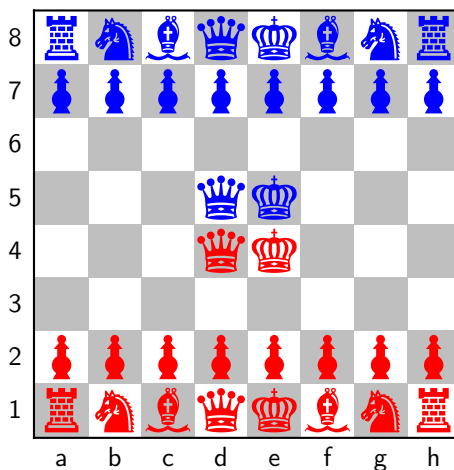
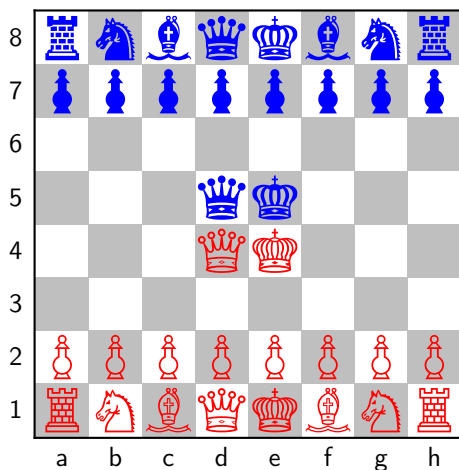
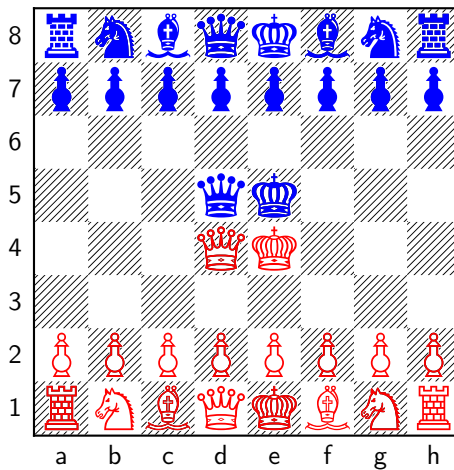
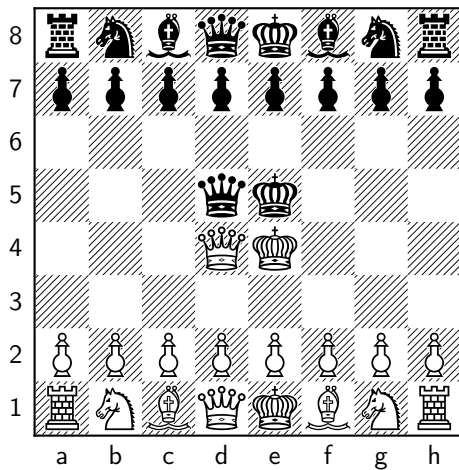
characters: figurine and board symbols

familyname: kingdom

internal fontname: Chess-Kingdom

fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-kingdom-board-fig-raw	none
LSF	m	chess-kingdom-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-kingdom-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Leipzig

source: <http://www.enpassant.dk/chess/downl/leipzig.zip>

author: Armando H. Marroquin

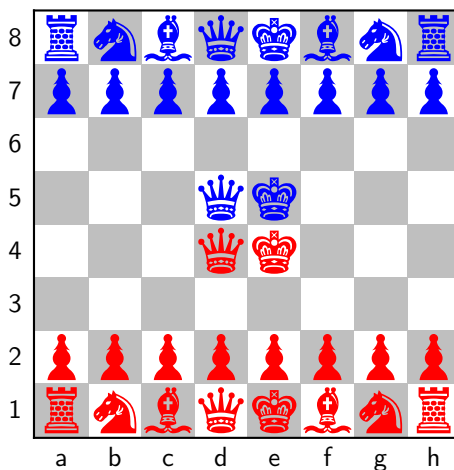
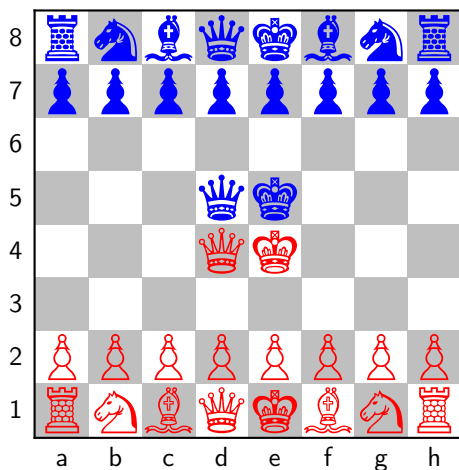
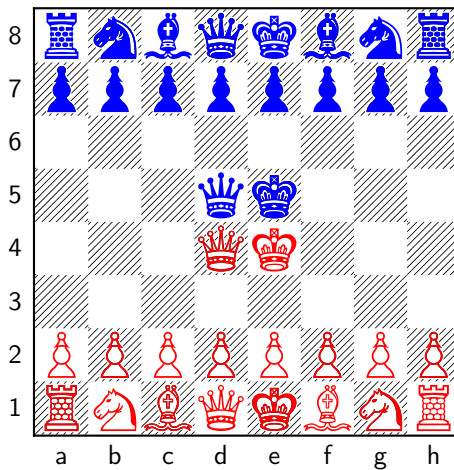
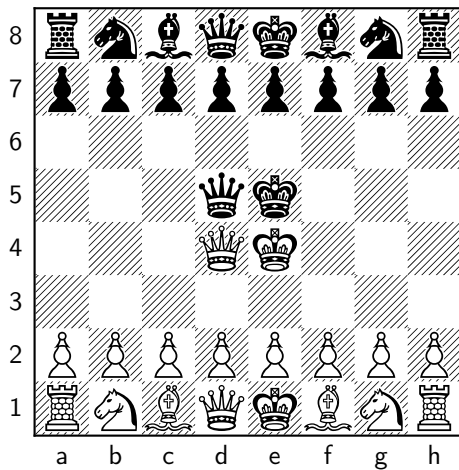
characters: figurine and board symbols

familyname: leipzig

internal fontname: Chess-Leipzig

fonts: The following fonts for the package chessfss can be made from this source:

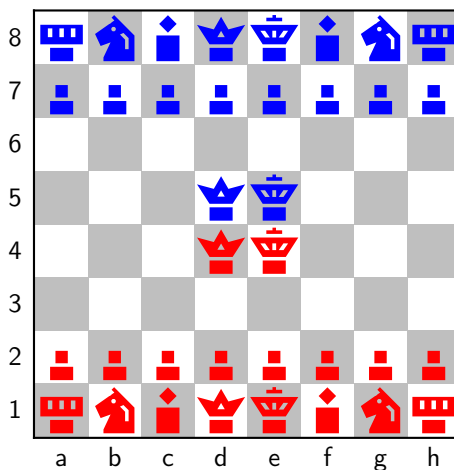
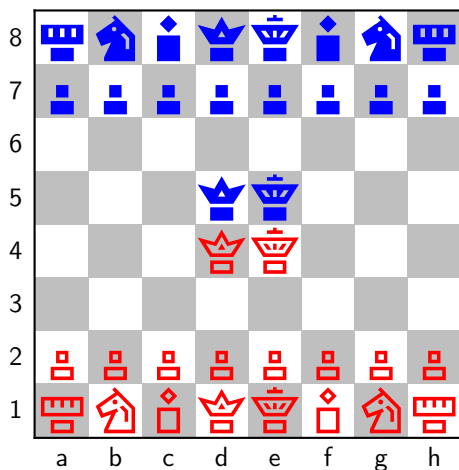
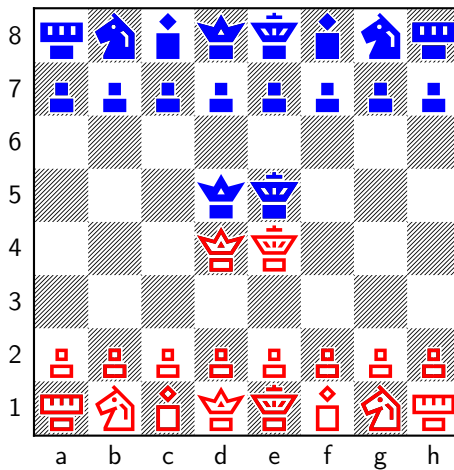
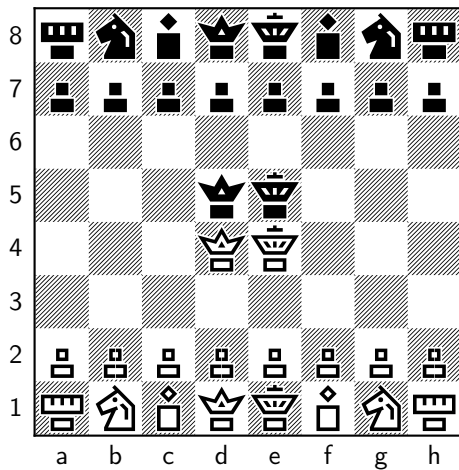
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-leipzig-board-fig-raw	none
LSF	m	chess-leipzig-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-leipzig-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Line

source: <http://www.enpassant.dk/chess/down1/chesline.zip>
 author: Armando H. Marroquin
 characters: figurine and board symbols
 familyname: line
 internal fontname: Chess-Line
 fonts: The following fonts for the package chessfss can be made from this source:

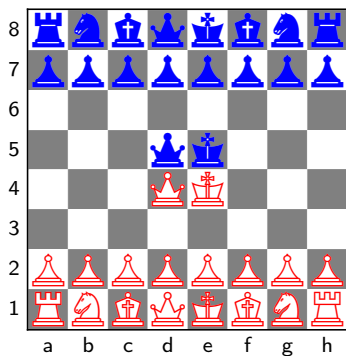
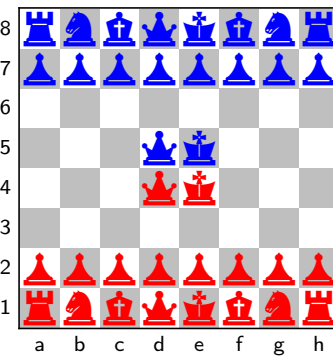
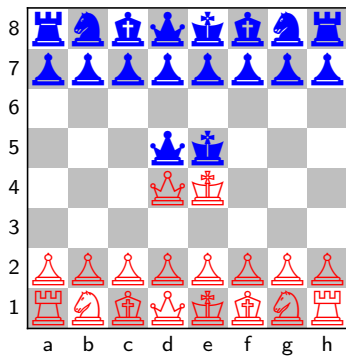
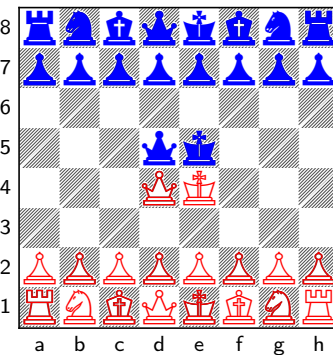
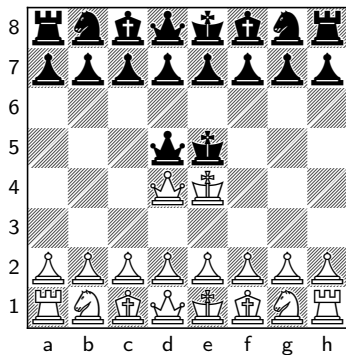
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-line-board-fig-raw	none
LSF	m	chess-line-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-line-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Lucena

source: <http://www.enpassant.dk/chess/down1/lucena.zip>
 author: Armando H. Marroquin
 characters: figurine and board symbols, the font has solid field masks (used in the last example).
 familyname: lucena
 internal fontname: ChessLucena
 fonts: The following fonts for the package chessfs can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-lucena-board-fig-raw	none
LSF	m	chess-lucena-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB,LSBC4	m	chess-lucena-lsb-1001	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Magnetic

source: <http://www.enpassant.dk/chess/downl/magnetic.zip>

author: Armando H. Marroquin

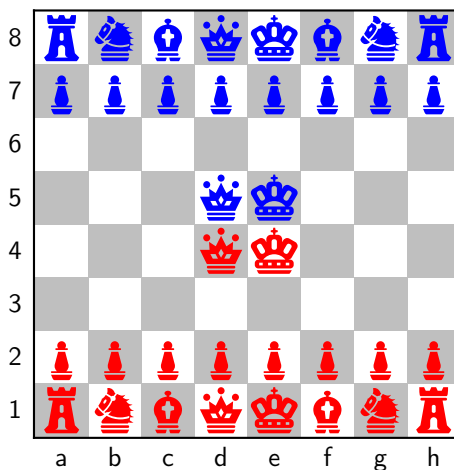
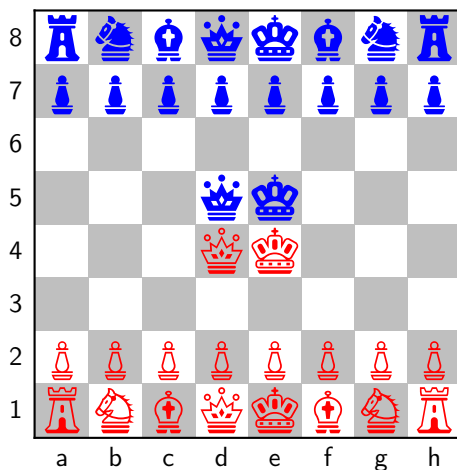
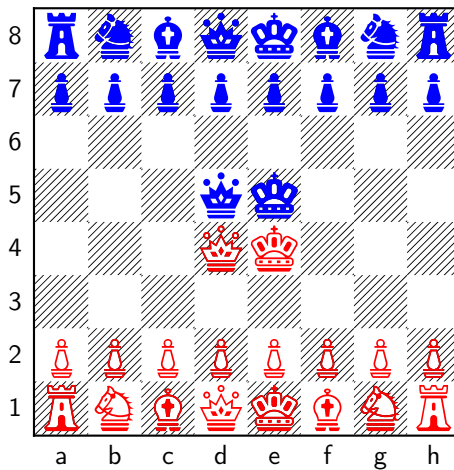
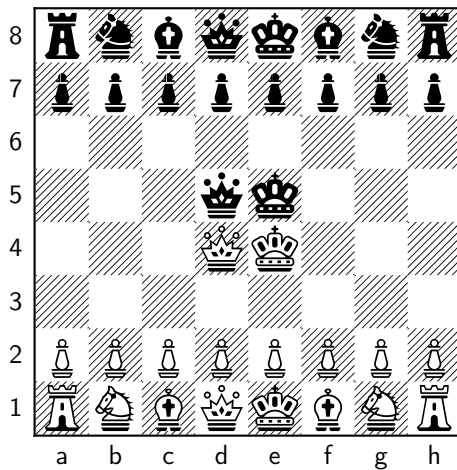
characters: figurine and board symbols

familyname: magnetic

internal fontname: Chess-Magnetic

fonts: The following fonts for the package chessfss can be made from this source:

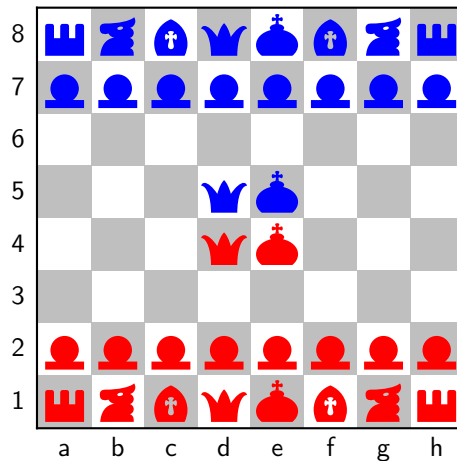
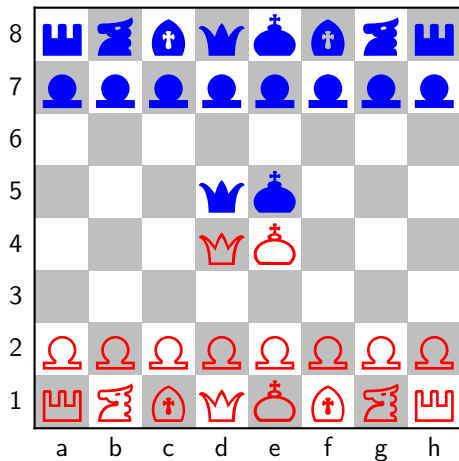
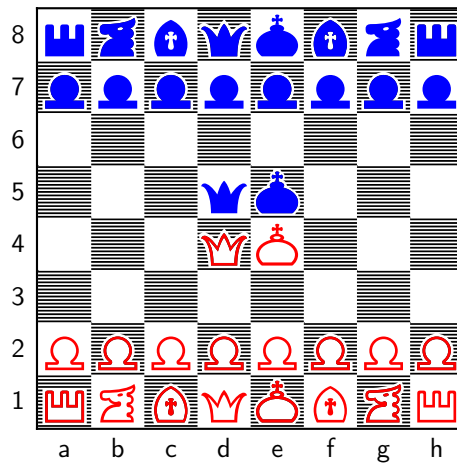
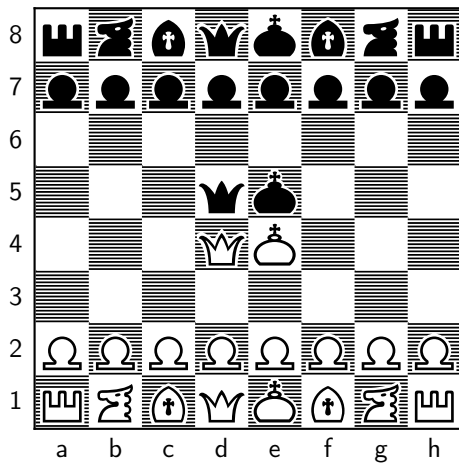
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-magnetic-board-fig-raw	none
LSF	m	chess-magnetic-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-magnetic-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Mark

source: <http://www.enpassant.dk/chess/down1/chesmark.zip>
 author: Armando H. Marroquin
 characters: figurine and board symbols
 familyname: mark
 internal fontname: Chess-Mark
 fonts: The following fonts for the package chessfss can be made from this source:

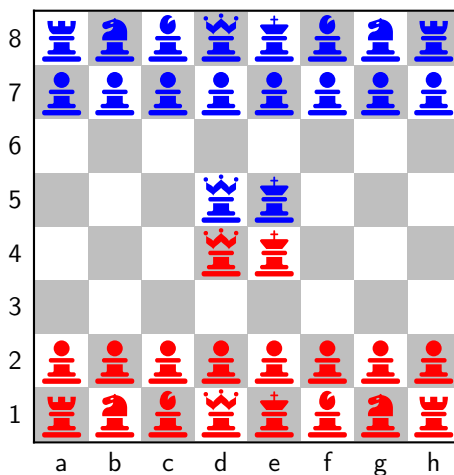
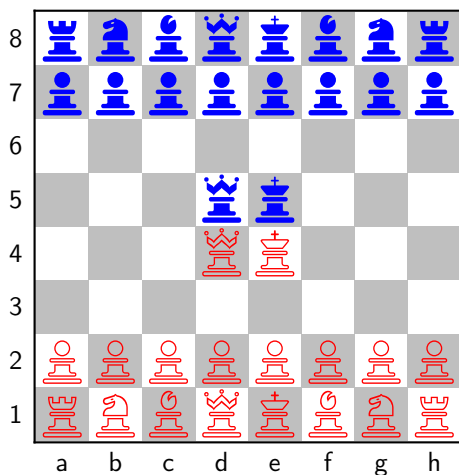
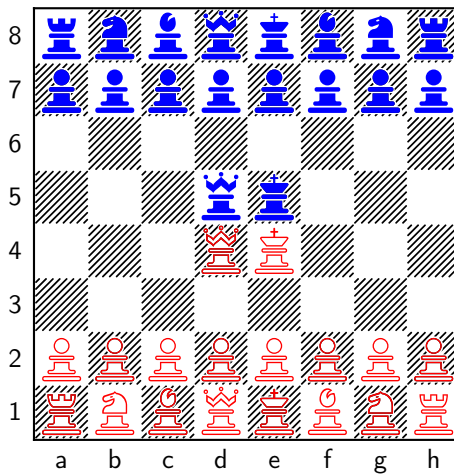
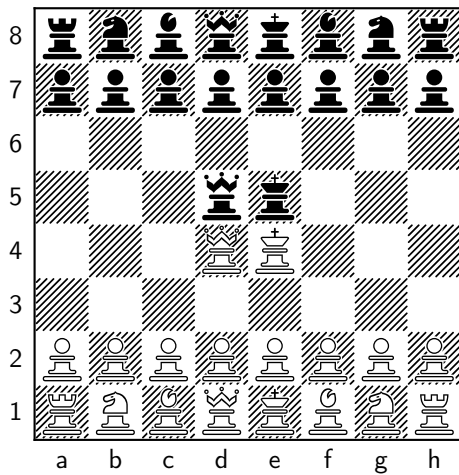
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-mark-board-fig-raw	none
LSF	m	chess-mark-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-mark-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Marroquin

source: <http://www.enpassant.dk/chess/downl/marroqui.zip>
 author: Armando H. Marroquin
 characters: figurine and board symbols
 familyname: marroquin
 internal fontname: Chess-Marroquin
 fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-marroquin-board-fig-raw	none
LSF	m	chess-marroquin-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-marroquin-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Maya

source: <http://www.enpassant.dk/chess/down1/chesmaya.zip>

author: Armando H. Marroquin

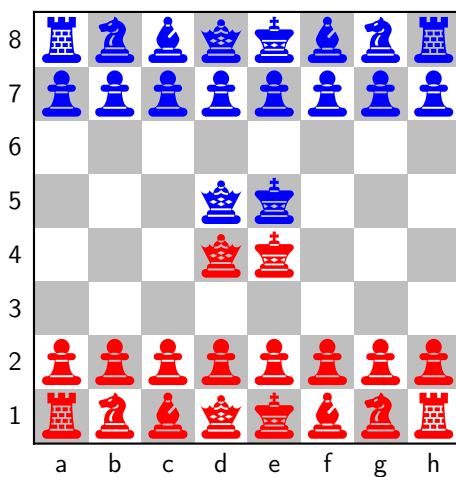
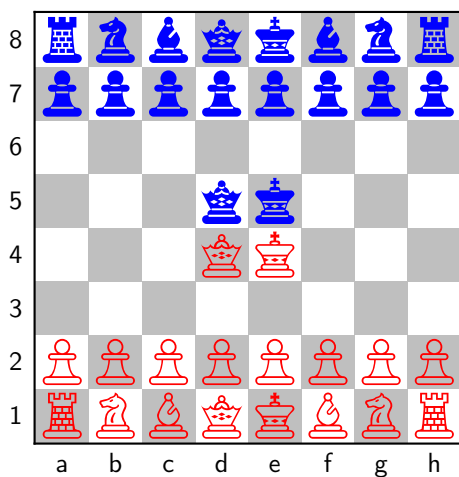
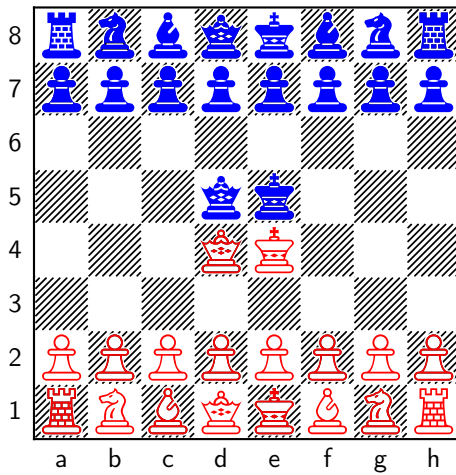
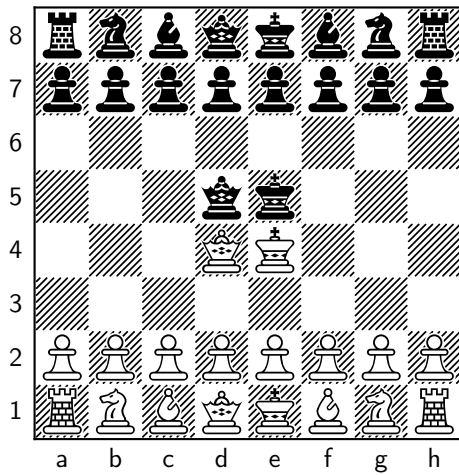
characters: figurine and board symbols

familyname: maya

internal fontname: Chess-Maya

fonts: The following fonts for the package chessfss can be made from this source:

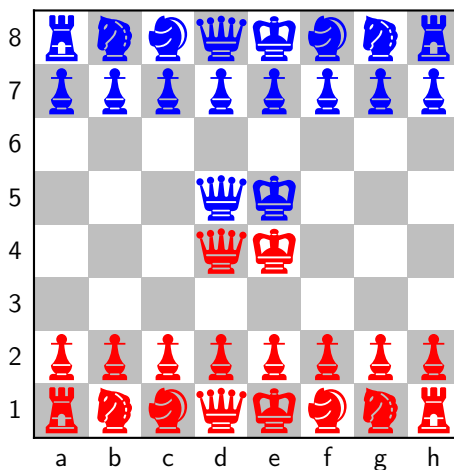
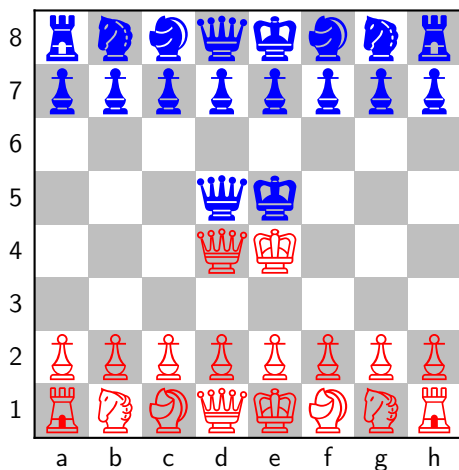
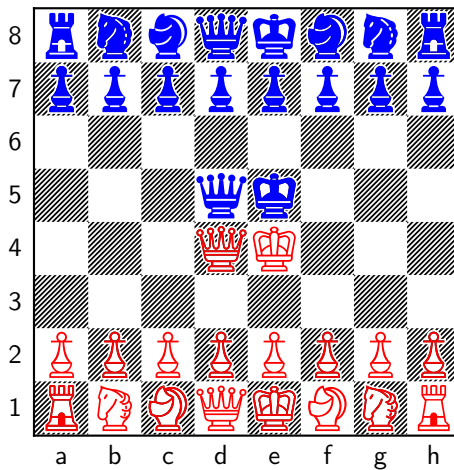
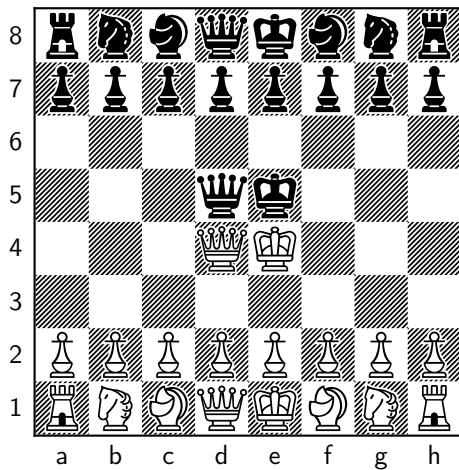
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-maya-board-fig-raw	none
LSF	m	chess-maya-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-maya-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Mediaeval

source: http://www.enpassant.dk/chess/downl/medie_tt.zip
 author: Armando H. Marroquin
 characters: figurine and board symbols
 familyname: mediaeval
 internal fontname: Chess-Mediaeval
 fonts: The following fonts for the package chessfss can be made from this source:

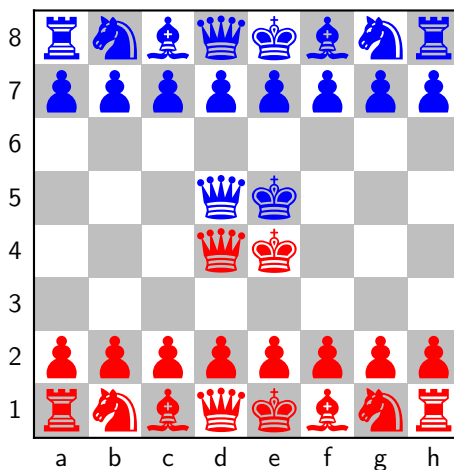
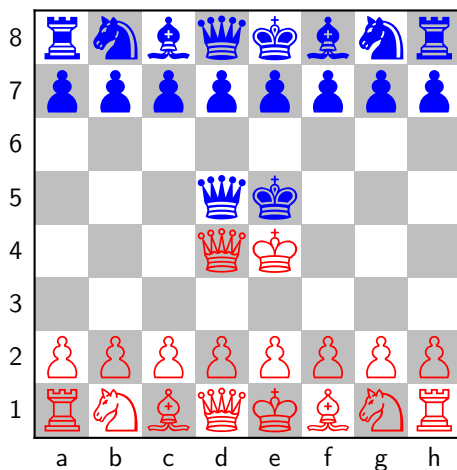
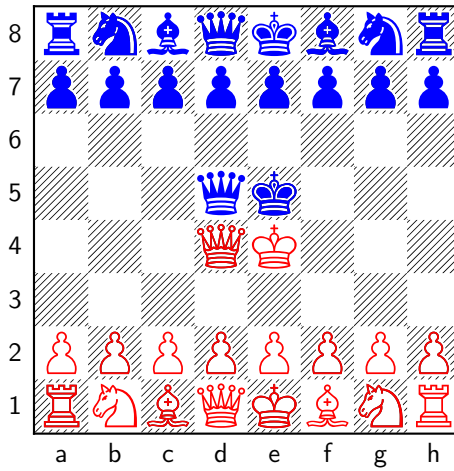
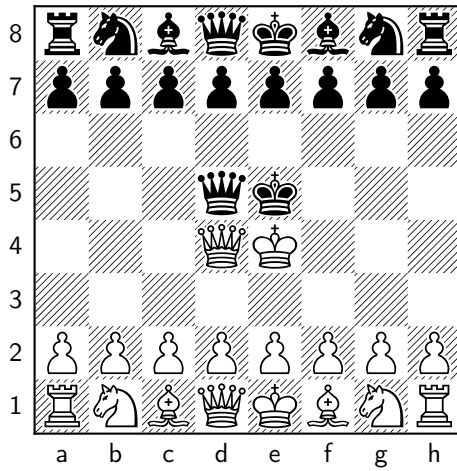
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-mediaeval-board-fig-raw	none
LSF	m	chess-mediaeval-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-mediaeval-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Merida

source: http://www.enpassant.dk/chess/downl/merid_tt.zip
 author: Armando H. Marroquin
 characters: figurine and board symbols
 familyname: merida
 internal fontname: Chess-Merida
 fonts: The following fonts for the package chessfss can be made from this source:

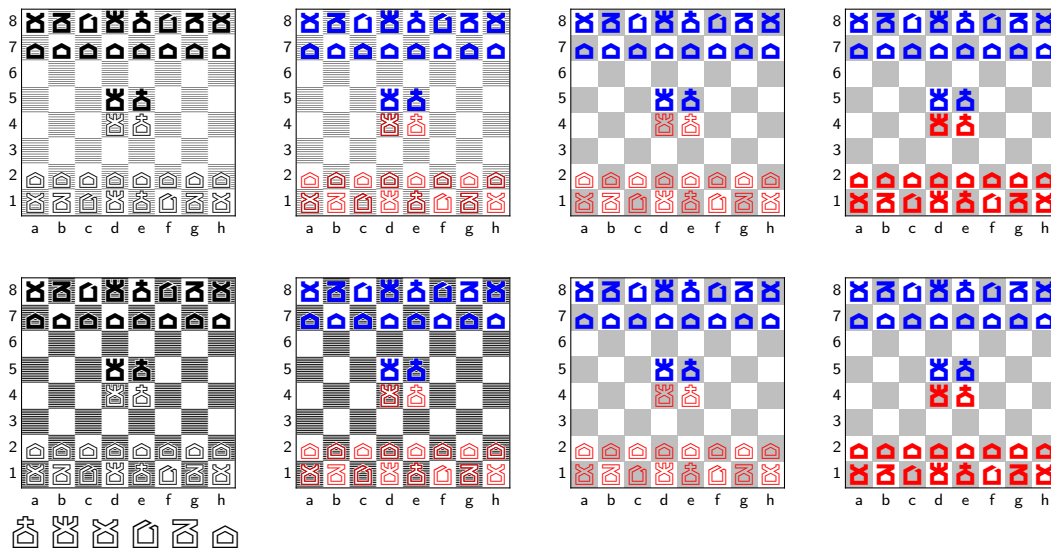
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-merida-board-fig-raw	none
LSF	m	chess-merida-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-merida-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Millennia

source: <http://www.enpassant.dk/chess/down1/millenia.zip>
 author: Armando H. Marroquin
 characters: figurine and board symbols. From the description also the figurines should exist in a medium and bold version. But both fonts looks quite similar to me.
 familyname: millennia
 internal fontname: Chess-Millennia-L (medium) and Chess-Millennia-D (bold symbols)
 fonts: The following fonts for the package chessfss can be made from this source:

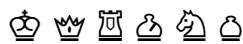
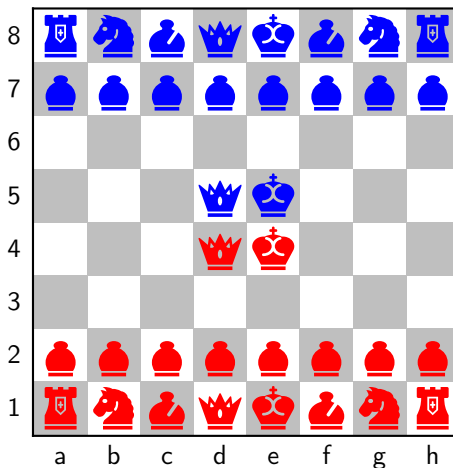
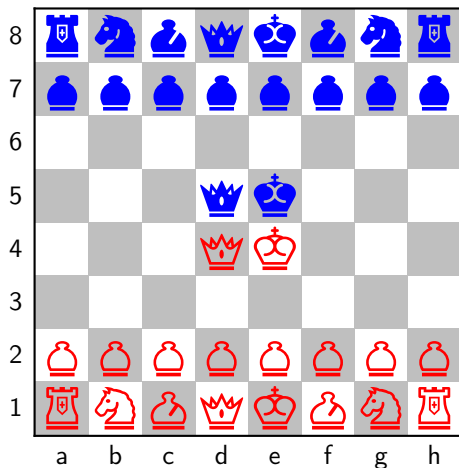
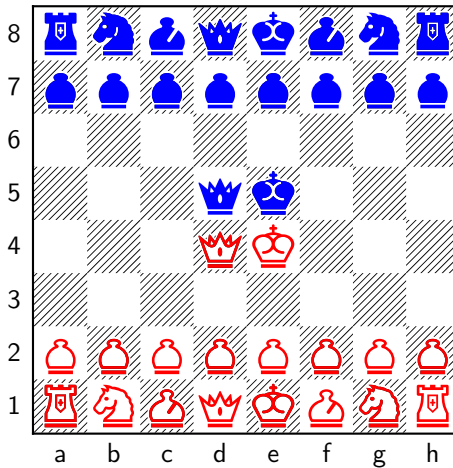
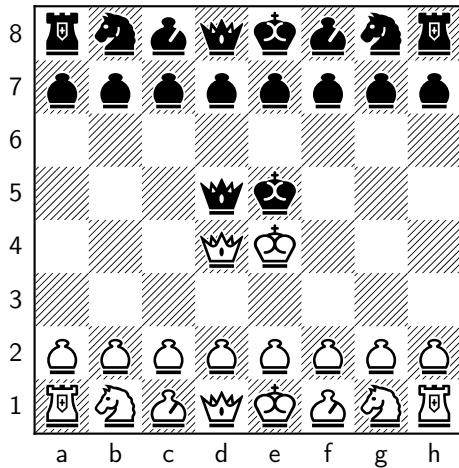
encoding	serie	tfm-name	reencoding command for chess.map
raw	m	chess-millennia-board-fig-raw	none
raw	b	chess-millennia-b-board-fig-raw	none
LSF	m	chess-millennia-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-millennia-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc
LSB	b	chess-millennia-b-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Motif

source: <http://www.enpassant.dk/chess/downl/motif.zip>
 author: Armando H. Marroquin
 characters: figurine and board symbols
 familyname: motif
 internal fontname: Chess-Motif
 fonts: The following fonts for the package chessfss can be made from this source:

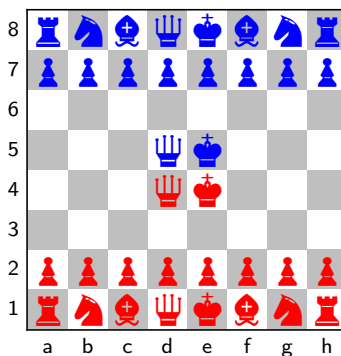
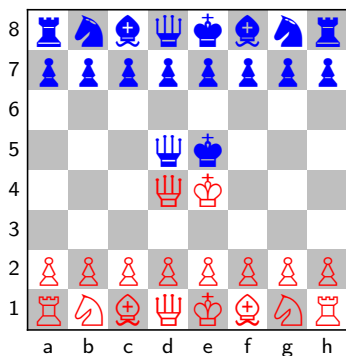
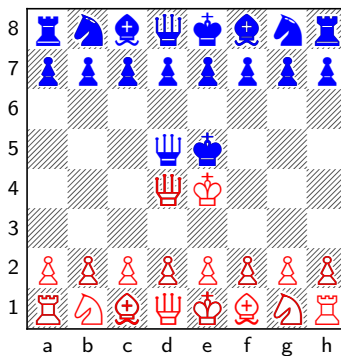
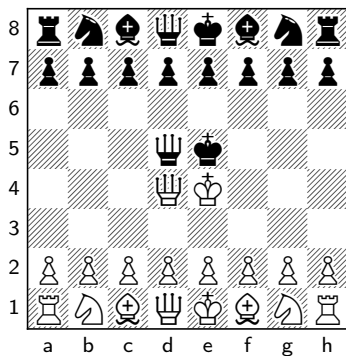
encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-motif-board-fig-raw	none
LSF	m	chess-motif-lsf	" ChessFigEncoding ReEncodeFont " <chess-fig.enc
LSB	m	chess-motif-lsb	" ChessBoardEncoding ReEncodeFont " <chess-board.enc



Pirat

source: <http://www.enspassant.dk/chess/down1/pirat.zip>
 author: Klaus Wolf
 characters: figurine and board symbols, the figurine fonts comes in bold and italic too and contains also some informantor symbols and textcharacters.
 familyname: pirat
 internal fontname: ChessFigurinePirat (pirat.ttf), ChessFigurinePiratBold (piratf.ttf), ChessFigurinePiratItalic (piratk.ttf), piratkf.ttf), ChessDiagrammPirat (piratdia.ttf)
 fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	shape	tfm-name	reencoding command for chess.map
raw	-	-	chess-pirat-fig-raw	none
raw	-	-	chess-pirat-b-fig-raw	none
raw	-	-	chess-pirat-it-fig-raw	none
raw	-	-	chess-pirat-bit-raw	none
LSF	m	n	chess-pirat-lsf	" ChessFigEncoding ReEncodeFont " <chess-pirat-fig.enc
LSF	b, bx	n	chess-pirat-b-lsf	" ChessFigEncoding ReEncodeFont " <chess-pirat-fig.enc
LSF	m	it	chess-pirat-it-lsf	" ChessFigEncoding ReEncodeFont " <chess-pirat-fig.enc
LSF	b, bx	it	chess-pirat-bit-lsf	" ChessFigEncoding ReEncodeFont " <chess-pirat-fig.enc
LSB	m	n	chess-pirat-lsb	" ChessBoardEncoding ReEncodeFont " <chess-pirat-board.enc



Skak

source: <ftp://ftp.dante.de/tex-archive/fonts/chess/skak/mf/>. skak is mf-font. Over the year there have been made changes to the font, bugs have been corrected and characters added. So you should make sure you have newest version, and that no remains from older versions (t_{fm}, p_k) are on your system.

author: based on original work by Piet Tutelaers, with additions and changes from Torben Hoffman and Dirk Baechle

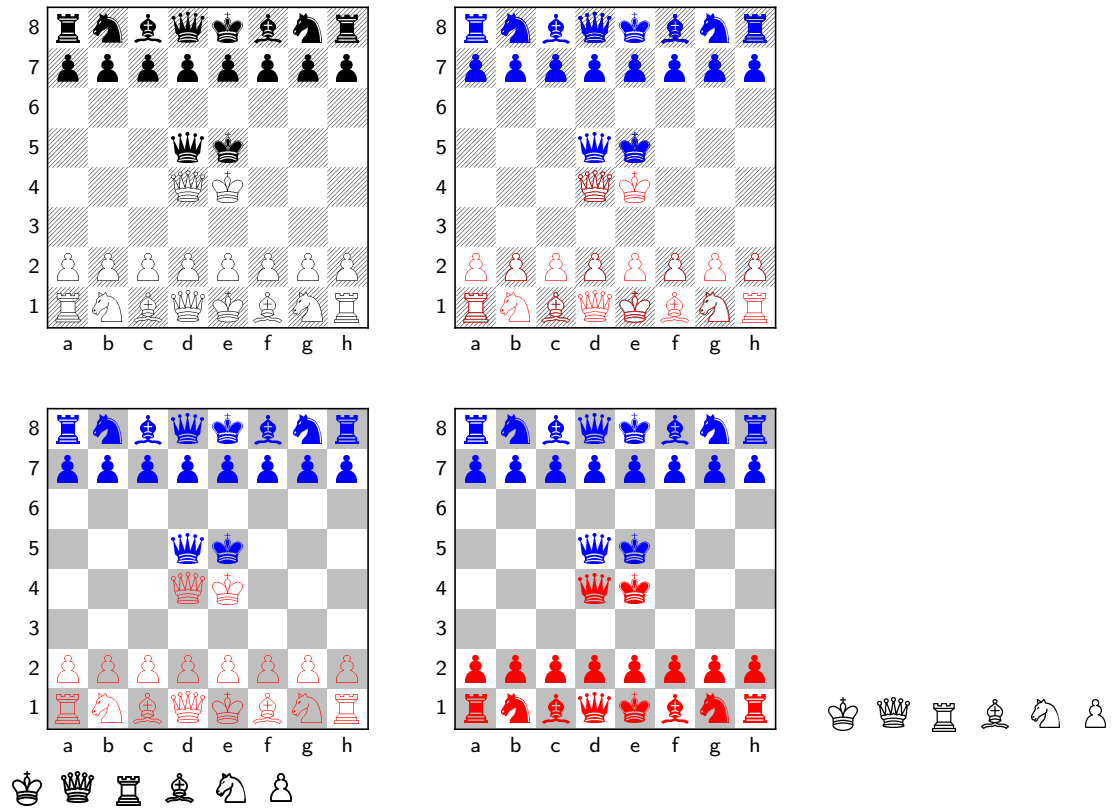
characters: figurine and board symbols and informant symbols, figurines and the informant symbols exist in medium and bold version.

familyname: skak

internal fontname: none (its not a type1 font).

fonts: The following fonts are in this family:

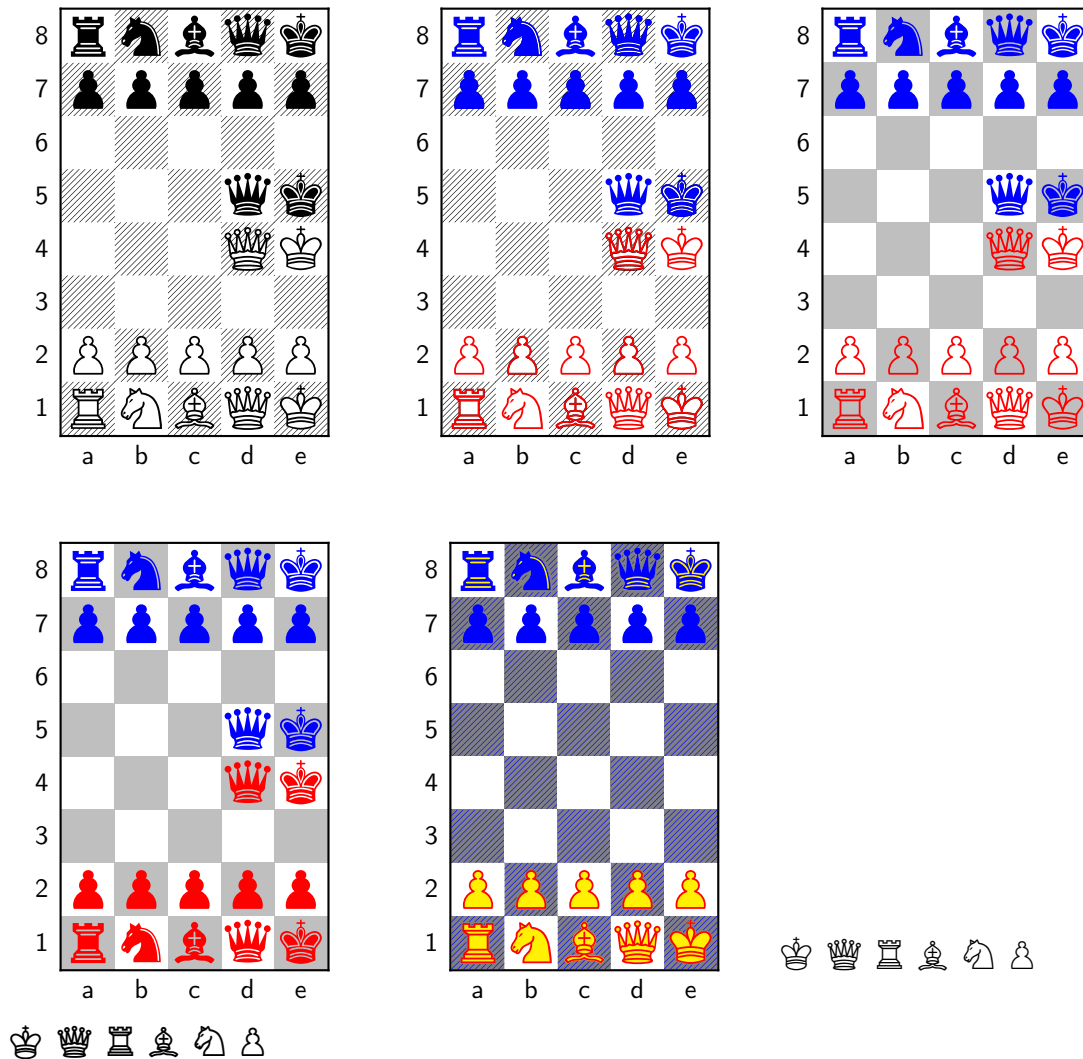
encoding	serie	t _{fm} -name	reencoding command for chess.map
LSF, LSI	m	skakf10	—
LSF, LSI	b	skakf10b	—
LSB	m	skak10, skak15, skak20, skak30	—



Skaknew

source: <ftp://ftp.dante.de/tex-archive/fonts/chess/skaknew/>
 author: Ulrich Dirr (he converted the skak-sources to type1)
 characters: figurine and board symbols and informant symbols, figurines and the informant symbols exist in medium and bold version.
 familyname: skaknew
 internal fontname: SkakNew-Figurine, SkakNew-Figurine-Bold, SkakNew-Diagram, SkakNew-DiagramT
 fonts: The following fonts are in this family:

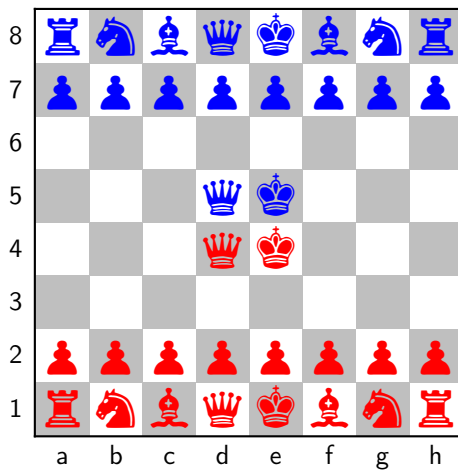
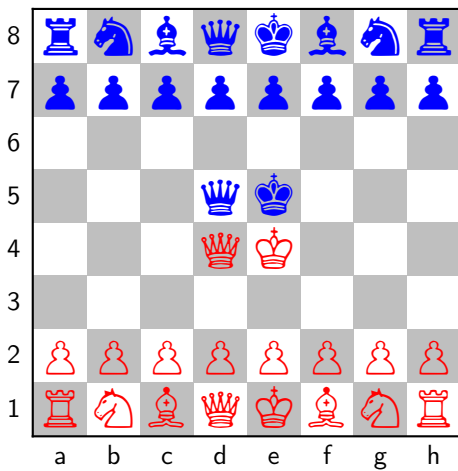
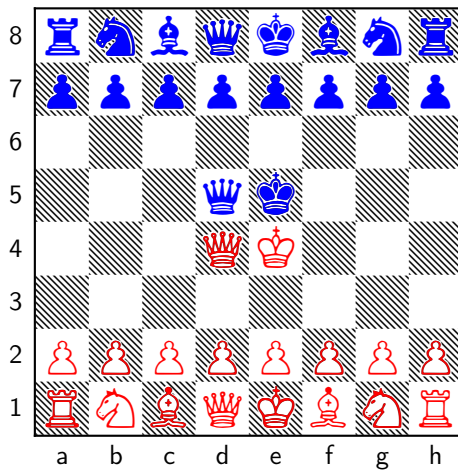
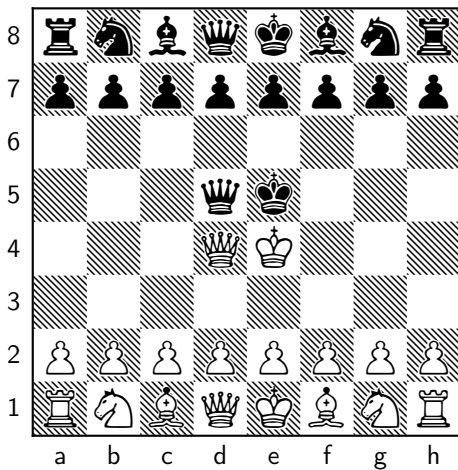
encoding	serie	tfm-name	reencoding command for chess.map
LSF, LSI	m	SkakNew-Figurine	–
LSF, LSI	b	SkakNew-Figurine-Bold	–
LSB, LSBC1-4	m	SkakNew-Diagram SkakNew-DiagramT	– for small diagrams



Skak-k6

source: <http://www.enpassant.dk/chess/download/skak.zip>
 author: Egon Madsen
 characters: only board symbols. It's a type1-font. The font is too large. To prevent the notation of the board to be misplaced, one has to scaled it down in chessfss.cfg:
`\DeclareFontShape{LSB}{skak-k6}{m}{n}{<-> s * [0.8] chess-skak-k6-lsb}{}`
`\ranklift` has to be changed too.
 familyname: skak-k6
 internal fontname: Skak
 fonts: The following fonts are in this family:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-skak-k6-board-raw	-
LSB	m	chess-skak-k6-lsb	" ChessBoardEncoding ReEncodeFont " <chess-skak-k6-board.enc



Utrecht

source: ftp:
 //ftp.pitt.edu/group/student-activities/chess/DTP/utrecht.zip

author: Hans Bodlaender

characters: Board

familyname: utrecht

internal fontname: Chess-Utrecht

fonts: The following fonts for the package chessfss can be made from this source:

encoding	serie	tfm-name	reencoding command for chess.map
raw	-	chess-utrecht-board-fig-raw	none
LSB	m	chess-utrecht-lsb	" ChessUtrechtBoardEncoding ReEncodeFont " <chess-utrecht-board. enc

