

# Warpnine Fonts Sample

## Warpnine Mono

### Warpnine Mono Light

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~
	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F	?
0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F	0
0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F	—
0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F	o
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

### Programming Ligatures

→	→	⇒	==>	≥	≥=	≥≥	>>	←
->	-->	=>	==>	>=	>>=	>>	>>	<-
<--	≤	≤=	<<	<<	<<=	≠	≡	≡≡
<--	≤	≤=	<<	<<	<<=	!=	!=	!=!=
==	==	=/=	<>	&&	&&&			
==	==	=/=	<>	&&	&&&			
?:	?.	>	<	< >	≡	<\$	<\$	<\$>
?:	?.	>	<	< >	≡	<\$	<\$	<\$>
<*>	::	:::	///	://	<!—	/*	*/	*/
<*>	::	:::	///	://	<!—	/*	/*	/*
/**	---	+++	***	###				
/**	---	+++	***	###				

### Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Regular

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡≡≡	≠≠≠	<>	&&	&&&		
==	====	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!—	/*	*/
<*>	::	:::	///	://	<!—	/*	*/
/**	---	+++	***	###			
/**	---	+++	***	###			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Medium

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&		
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/*	--	++	**	##			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono SemiBold

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&		
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/*	--	++	**	##			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Bold

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&		
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!—	/*	*/
/**	---	+++	***	###			
/*	--	++	**	##			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono ExtraBold

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	⌚	&&	&&&		
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/*	--	++	**	##			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Black

:	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	»	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	==	≠	○	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/*	--	++	**	##			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Italic

## Warpnine Mono Light Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→→	⇒	==>	≥	≥≥	»=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-	
<--	≤	<=	<<	<<-	<<=	≠	≡	
<--	≤	<=	<<	<<-	<<=	!=	==	
=	≡≡	≠	<>	&&	&&&	//	///	
==	====	=/=	<>	&&	&&&	//	///	
?:	?.	/>	<	</>	≡	<\$	<\$>	
?:	?.	>	<	</>	=	<\$	<\$>	
<*>	::	:::	///	://	<!—	/*	*/	*/
<*>	::	:::	///	://	<!—	/*	*/	*/
/***	---	+++	***	###				
/**	---	+++	***	###				

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{	}	/	~
	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&	//	///
==	==	=/=	<>	&&	&&&		
?:	?.	/>	<	</>	=	<\$	<\$>
?:	?	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!—	/*	*/
<*>	::	:::	///	://	<!—	/*	*/
/**	---	+++	***	###			
/**	---	+++	***	###			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Medium Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	]	^	-
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&	//	///
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
?:	?	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/*	---	+++	***	###			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono SemiBold Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	]	^	-
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&	//	///
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
?:	?	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/**	---	+++	***	###			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Bold Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	]	^	-
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&	//	///
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
?:	?	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/**	---	+++	***	###			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono ExtraBold Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	]	^	-
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Programming Ligatures

→	→	⇒	==>	≥	≥=	>>	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	≡	≠	<>	&&	&&&	//	///
==	==	=/=	<>	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
?:	?	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/**	---	+++	***	###			

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Mono Black Italic

:	"	#	\$	%	&	'	(	)	*	+	,	-	.	/	
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	]	^	_	
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	~		
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Programming Ligatures

→	→	⇒	==>	≥	≥=	»	←
->	-->	=>	==>	>=	>>=	>>	<-
<--	≤	≤=	<<	<<-	<<=	!=	!==
=	==	≠	○	&&	&&&		
?:	?.	>	<	< >	=	<\$	<\$>
<*>	::	:::	///	://	<!--	/*	*/
/**	---	+++	***	###			
/*	--						

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans

## Warpnine Sans Light

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Regular

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Medium

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans SemiBold

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Bold

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{	}		~
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans ExtraBold

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{		}	~
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

**It is important to understand that all births and deaths occur simultaneously.**

# Warpnine Sans Black

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F	
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F	
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F	
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F	
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F	
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E			

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals. Every counter with two or three neighboring counters survives for the next generation.**
- 2. Deaths. Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.**
- 3. Births. Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.**

**It is important to understand that all births and deaths occur simultaneously.**

# Warpnine Sans Italic

## Warpnine Sans Light Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. *Survivals.* Every counter with two or three neighboring counters survives for the next generation.
2. *Deaths.* Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. *Births.* Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}		~	
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. *Survivals.* Every counter with two or three neighboring counters survives for the next generation.
2. *Deaths.* Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. *Births.* Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Medium Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	/	{}	~
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

*First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:*

- 1. Survivals. Every counter with two or three neighboring counters survives for the next generation.*
- 2. Deaths. Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.*
- 3. Births. Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.*

*It is important to understand that all births and deaths occur simultaneously.*

# Warpnine Sans SemiBold Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	{}	~	
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

*First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:*

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

*It is important to understand that all births and deaths occur simultaneously.*

# Warpnine Sans Bold Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F	
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	J	^	-
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	l	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

*First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:*

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

*It is important to understand that all births and deaths occur simultaneously.*

# Warpnine Sans ExtraBold Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

**It is important to understand that all births and deaths occur simultaneously.**

# Warpnine Sans Black Italic

	<b>!</b>	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	:	;	<	=	>	?
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
<b>@</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>	<b>M</b>	<b>N</b>	<b>O</b>
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>Z</b>	<b>l</b>	<b>v</b>	<b>J</b>	<b>A</b>	<b>-</b>
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>f</b>	<b>g</b>	<b>h</b>	<b>i</b>	<b>j</b>	<b>k</b>	<b>l</b>	<b>m</b>	<b>n</b>	<b>o</b>
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
<b>p</b>	<b>q</b>	<b>r</b>	<b>s</b>	<b>t</b>	<b>u</b>	<b>v</b>	<b>w</b>	<b>x</b>	<b>y</b>	<b>z</b>	<b>ı</b>	<b>ł</b>	<b>ż</b>	<b>ń</b>	<b>œ</b>
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

**It is important to understand that all births and deaths occur simultaneously.**

# Warpnine Sans Condensed

## Warpnine Sans Condensed Light

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed Regular

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed Medium

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed SemiBold

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{		}	~

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed Bold

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed ExtraBold

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
G	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed Black

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{		}	~	
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

**It is important to understand that all births and deaths occur simultaneously.**

# Warpnine Sans Condensed Italic

## Warpnine Sans Condensed Light Italic

!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E
p	q	r	s	t	u	v	w	x	y	z	{	}	~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. *Survivals.* Every counter with two or three neighboring counters survives for the next generation.
2. *Deaths.* Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. *Births.* Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{	}	~	
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. *Survivals.* Every counter with two or three neighboring counters survives for the next generation.
2. *Deaths.* Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. *Births.* Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed Medium Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>
0040	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N
0050	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^
0060	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n
0070	p	q	r	s	t	u	v	w	x	y	z	{	}	~	
	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

It is important to understand that all births and deaths occur simultaneously.

# Warpnine Sans Condensed SemiBold Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	l	~	
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

*First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:*

1. **Survivals.** Every counter with two or three neighboring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
3. **Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

*It is important to understand that all births and deaths occur simultaneously.*

# Warpnine Sans Condensed Bold Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0050	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-
0060	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0070	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}	~		
0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E		

## Sample Text

*First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:*

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

*It is important to understand that all births and deaths occur simultaneously.*

# Warpnine Sans Condensed ExtraBold Italic

0020	!	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0030	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0040	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
G	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y	Z	[	\	J	^	-
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
p	q	r	s	t	u	v	w	x	y	z	{	}		~	
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

**It is important to understand that all births and deaths occur simultaneously.**

# Warpnine Sans Condensed Black Italic

0020	<b>I</b>	"	#	\$	%	&	'	(	)	*	+	,	-	-	/
0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F	
<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	:	;	<	=	>	?
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
<b>@</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>	<b>M</b>	<b>N</b>	<b>O</b>
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>Z</b>	<b>[</b>	<b>\</b>	<b>]</b>	<b>^</b>	<b>-</b>
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
'	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>f</b>	<b>g</b>	<b>h</b>	<b>i</b>	<b>j</b>	<b>k</b>	<b>l</b>	<b>m</b>	<b>n</b>	<b>o</b>
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
<b>p</b>	<b>q</b>	<b>r</b>	<b>s</b>	<b>t</b>	<b>u</b>	<b>v</b>	<b>w</b>	<b>x</b>	<b>y</b>	<b>z</b>	<b>{</b>	<b>}</b>	<b>~</b>		
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	

## Sample Text

**First note that each cell of the checkerboard (assumed to be an infinite plane) has eight neighboring cells, four adjacent orthogonally, four adjacent diagonally. The rules are:**

- 1. Survivals.** Every counter with two or three neighboring counters survives for the next generation.
- 2. Deaths.** Each counter with four or more neighbors dies (is removed) from overpopulation. Every counter with one neighbor or none dies from isolation.
- 3. Births.** Each empty cell adjacent to exactly three neighbors—no more, no fewer—is a birth cell. A counter is placed on it at the next move.

**It is important to understand that all births and deaths occur simultaneously.**