Warpnine Mono Light	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Regular	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Medium	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono SemiBold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Bold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono ExtraBold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Black	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Light Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Medium Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono SemiBold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Bold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono ExtraBold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Mono Black Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Light	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Regular	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Medium	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans SemiBold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Bold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans ExtraBold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Black	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Light Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Medium Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans SemiBold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Bold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans ExtraBold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Black Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Light	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Regular	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Medium	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed SemiBold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Bold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed ExtraBold	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Black	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Light Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Medium Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed SemiBold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Bold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed ExtraBold Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789
Warpnine Sans Condensed Black Italic	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789

Warpnine Mono

Warpnine Mono Light

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono Regular

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono Medium

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono SemiBold

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono Bold

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono ExtraBold

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono Black

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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 Mono Italic

Warpnine Mono Light 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 Mono 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 Mono Medium Italic

!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F

(0020)

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 Mono SemiBold 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 Mono Bold 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 Mono ExtraBold 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 Mono Black Italic

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

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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	

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	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	

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	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	

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

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	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	

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	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	

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	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	

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	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	

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

	!	"	#	$	%	&	'	(	)	*	+	,	-	.	/
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	

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	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	

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	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	

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	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	

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	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	

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	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	

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	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	

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.