


























# Character Mappings for Igo and Go

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Rendered	Character	Series
	@	gooegb
	[	gooegb
	]	gooegb
	)	gooegb
	i	gooegb
	z	gooegb
	,	gooegb
	.	gooegb
	*	gooegb
	@	gooegb
	!	gooegb
	1	gooegb
	C	gooegb
	c	gooegb
	2	gooegb
	S	gooegb
	s	gooegb
	3	gooegb
	:	gooegb
	T	gooegb
	;	gooegb
	t	gooegb
	4	gooegb
	X	gooegb
	x	gooegb

①	char1 ( $\Delta$ )	gooa
②	char2 ( $\Theta$ )	gooa
...	...	...
99	char99 (c)	gooa
①	char1 ( $\Delta$ )	goea
②	char2 ( $\Theta$ )	goea
...	...	...
99	char99 (c)	goea
101	char1 ( $\Delta$ )	goob
102	char2 ( $\Theta$ )	goob
...	...	...
199	char99 (c)	goob
101	char1 ( $\Delta$ )	goeb
102	char2 ( $\Theta$ )	goeb
...	...	...
199	char99 (c)	goeb
201	char1 ( $\Delta$ )	gooc
202	char2 ( $\Theta$ )	gooc
...	...	...
299	char99 (c)	gooc
201	char1 ( $\Delta$ )	goec
202	char2 ( $\Theta$ )	goec
...	...	...
299	char99 (c)	goec
301	char1 ( $\Delta$ )	good
302	char2 ( $\Theta$ )	good
...	...	...
399	char99 (c)	good
301	char1 ( $\Delta$ )	goed
302	char2 ( $\Theta$ )	goed
...	...	...
399	char99 (c)	goed
<b>a</b>	char1 ( $\Delta$ )	gobl
<b>b</b>	char2 ( $\Theta$ )	gobl
...	...	...
<b>z</b>	char26 ( $\text{æ}$ )	gobl
<b>a</b>	char1 ( $\Delta$ )	gowl

$\textcircled{b}$	char2 ( $\Theta$ )	gow1
...	...	...
$\textcircled{z}$	char26 ( $\text{æ}$ )	gow1

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