
























































Character Mappings for Igo and Go

Kashomon

November 24, 2014

Rendered	Character	Series
	@	gooegbb
	[gooegbb
]	gooegbb
)	gooegbb
	<	gooegbb
	>	gooegbb
	,	gooegbb
	.	gooegbb
	*	gooegbb
	@	gooegb
	[gooegb
]	gooegb
)	gooegb
	<	gooegb
	>	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
	char1 (^)	gooa
	char2 (^)	gooa
...
	char99 (c)	gooa
	char1 (^)	goea
	char2 (^)	goea
...
	char99 (c)	goea
	char1 (^)	goob
	char2 (^)	goob
...
	char99 (c)	goob
	char1 (^)	goeb
	char2 (^)	goeb
...
	char99 (c)	goeb
	char1 (^)	gooc
	char2 (^)	gooc
...
	char99 (c)	gooc
	char1 (^)	goec
	char2 (^)	goec
...
	char99 (c)	goec
	char1 (^)	good
	char2 (^)	good
...
	char99 (c)	good

301	char1 (')	goed
302	char2 (^)	goed
...
399	char99 (c)	goed
a	char1 (')	gobl
b	char2 (^)	gobl
...
z	char26 (j)	gobl
a	char1 (')	gowl
b	char2 (^)	gowl
...
z	char26 (j)	gowl
