Character Mappings for Igo and Gooe

Kashomon

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D 1 1	<u>C1</u> ,	G .
Rendered	Character	Series
+	@	gooegbb
F		gooegbb
-]	gooegbb
)	gooegbb
Γ	<	gooegbb
ヿ	>	gooegbb
L	,	gooegbb
		gooegbb
-	*	gooegbb
+	@	gooegb
-	[gooegb
-]	gooegb
$\overline{}$)	gooegb
Γ	<	gooegb
コ	>	gooegb
L	,	gooegb
	•	gooegb
+	*	gooegb
	@	gooegb
	!	gooegb
0	1	gooegb
O	\mathbf{C}	gooegb
• • • • •	$^{\mathrm{c}}$	gooegb
	2	gooegb
	S	gooegb

	S	gooegl
\triangle	3	gooegl
	:	gooegl
	${f T}$	gooegl
	;	gooegl
\bigcirc	t	gooegl
×	4	gooegl
\otimes	X	gooegl
\otimes	X	gooegl
1	char1 (´)	gooa
2	char2 (^)	gooa
	• • •	
99	char99 (c)	gooa
<u>(1)</u>	char1 (´)	goea
2	$\mathrm{char2}\ (\hat{\ })$	goea
	• • •	
(99)	char99 (c)	goea
	char1 (´)	goob
(102)	$\mathrm{char2}\ (\hat{\ })$	goob
	• • • • • • • • • • • • • • • • • • • •	
199	char99 (c)	goob
(101)	char1 (´)	goeb
102	$\mathrm{char2}\ (\hat{\ })$	goeb
 (199)	1 00 ()	
201	char99 (c)	goeb
202	char1 (´)	gooc
202	$\mathrm{char2}\ (\hat{\ })$	gooc
299	char99 (c)	
(201)	char 9 (c)	good
202		goec
	char2 (^)	goec
299	char99 (c)	goec
301	char1 (´)	good
(302)	char2 (^)	good
		5000
399	char99 (c)	good
	` /	~

(301)	char1 (')	goed
302	$\mathrm{char} 2\ (\hat{\ })$	goed
399	char99 (c)	goed
a	char1 (´)	gobl
b	$\mathrm{char2}\ (\hat{\ })$	gobl
2	char26 (j)	gobl
(a)	char1 (´)	gowl
(\boldsymbol{b})	$\mathrm{char2}\ (\hat{\ })$	gowl
(z)	char26 (j)	gowl