



**Help for these Rune Fonts:**

XMRMFH RNIMS

"Germanic Runes"

F1XΓM4FYF1 RNIMU

"AngloSaxon Runes"

MPFRP RNIMU

"Dwarf Runes"

XMRMFH RNIMS

"Germanic Runes-1"

F1XΓM4FYF1 RNIMU

"AngloSaxon Runes-1"

MPFRP RNIMU

"Dwarf Runes-1"

XMRMFH RNIMS

"Germanic Runes-2"

F1XΓM4FYF1 RNIMU

"AngloSaxon Runes-2"

MPFRP RNIMU

"Dwarf Runes-2"

Format(s):      Microsoft Windows/TrueType  
                     Adobe Type Manager (ATM/Postscript Type-1)

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Revision: 1.4b (pdf version) - September 1999 (for Runic Fonts version 1.4 or higher)

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## A Brief History of Runes in Europe:

Runic alphabets first appeared among Germanic tribes in central and eastern Europe during Roman times. Many of the Runic letters seem to have been borrowed from other alphabets, such as the Greek, the Etruscan, and the Early Roman alphabets. Some of the Runes seem to be unique inventions. The earliest Runic inscriptions on stone are dated to the late 2nd century AD, although it is probable that Runic Alphabets had been in use for some centuries before.

The Runes were a very practical alphabet and developed out of necessity. Most adults in Roman-age Europe possessed knives of some sort, and wood carving was often a highly prized skill. So creating an alphabet that could be easily carved with straight lines in wood (and later stone) was a natural development. Most Runic inscriptions simply identified the ownership or burial site of someone or something, and were as distinct as the Rune-Master creating them.

Early in their history, the Runes had very few writing rules or conventions. The Runes could be written right to left, left to right, or Boustrophedon (right to left on one line, left to right on the next, etc.). During Europe's Dark Ages, as the Roman/Latin alphabet became more dominant, the Roman convention of left to right became the rule. Also, early in their history, Runic letters were often reversed. Runes and their mirror images always represented the same phonetic values.

The original Germanic Runic alphabet contained 24 letters. The first six letters of the alphabet spell out the word "FUTHARK", which is often used when referring to the Runes. Centuries later, people in Scandinavia began using the Runes. They dropped some letters, simplified some characters and developed several custom Runic alphabets. Sometime between 400 and 600 AD, three Germanic tribes (the Angles, the Saxons, and the Jutes) invaded Britain. They brought the Runes with them. Once in Britain, the Anglo-Saxon Runes were expanded to as many as 32 characters.

By 800 AD the Runes were in use throughout much of western, central, and northern Europe. The Vikings carried the Runes west with them to Iceland and Greenland. Trade in eastern Europe spread the Runes into Hungary, Rumania, Poland, and parts of Russia. In the centuries that followed, as most of Europe adopted the Christian faith, the Runes slowly fell out of favor, replaced by variations of the Roman/Latin alphabet. One version of the Roman/Latin alphabet used in Anglo-Saxon England during the days before the Norman conquest contained some Runic letters, such as "þ" (thorn), based on the third letter of the Runic alphabet. During the Middle-ages, as Christianity came to dominate Europe, fewer and fewer people were able to understand the Runes.

Many non-Christian and pagan groups still continued to use the Runes, such as the followers of the Druid religion. They were persecuted by the Christian authorities and their ways were demonized. Unable to read the Runes, church leaders believed them to be magic spells capable of unlocking the powers of evil. Since this time Runes have developed a bad reputation, and are often linked to the Occult and Satanism. Earlier in this century, the Nazis in Germany employed the Runes in their military insignia and propaganda, furthering the sinister reputation of the Runes.

On the bright side, J. R. R. Tolkien used a variety of Anglo-Saxon Runes in his fantasy/adventure novel "The Hobbit". Tolkien used the Runes on maps and for assorted graphics on the hard-cover editions of the book. Tolkien used Runes to represent the writings of the Dwarves in his story. The Dwarves actually used a different Runic alphabet (called the Cirth or the Angerthas). Tolkien substituted the Cirth with the more familiar Anglo-Saxon Runes, just as he also substituted English for many of the languages of Middle-earth such as Westron.

Today, most people interested in Runes fall into two categories. Some are Historians studying pre-Christian European cultures and languages. Or they may be medieval or fantasy RPG (Role Playing Game) players engaged in re-creating aspects of pre-Christian European cultures.

### **Sources:**

"Reading the Runes"  
by R. I. Page  
University of California Press / British Museum  
ISBN 0-520-06114-4

"The Hobbit"  
by J. R. R. Tolkien  
Houghton-Mifflin  
ISBN 0-395-28265-0

"The Return of the King", Appendix E  
by J. R. R. Tolkien  
Houghton-Mifflin  
ISBN 0-395-27221-1

## Old Germanic Runes:

ƿ	f
ᛚ	u/v
ᛞ	th
ᚠ	a
ᚱ	r
ᚷ	k
ᚨ	g
ᚦ	w
ᚼ	h
ᚦ	n
ᚲ	i
ᚲ/ᚲ	j

ᚲ	ī
ᚲ	p
ᚲ	z/r
ᚲ	s
ᚲ	t
ᚲ	b
ᚲ	e
ᚲ	m
ᚲ	l
ᚲ	ng
ᚲ	o
ᚲ	d

### **Primary documentary source:**

"Runes - Reading the Past" by R. I. Page  
University of California Press / British Museum  
ISBN 0-520-06114-4

## Anglo-Saxon Runes:

ƿ	f
ᵛ	u/v
þ	th
ƿ	o
ʀ	r
ċ	c
g	g
ƿ	w
h	h
ƿ	n
l	i
ƿ	j
ġ	ī*
ƿ	p
ƿ	x/z
h/ƿ	s

↑	t
ᵇ	b
ᵇ	e
ᵇ	m
l	l
ᵇ	ng
ᵇ	œ/ee
ᵇ	d
ƿ	a
ƿ	æ
ᵇ	y
ƿ	ea
ᵇ	gh
ᵇ	k
ᵇ	kh

### **Primary documentary source:**

"Runes - Reading the Past" by R. I. Page  
University of California Press / British Museum  
ISBN 0-520-06114-4

## Dwarf Runes:

(Tolkien's Anglo-Saxon Runes)

ƿ/ƿ	f (*)
h/n	u/v (*)
þ	th
ƿ	oo/o
ƿ	r
l	c
X	g
ƿ	w
h	h
†	n
l	i/j (*)
h/ƿ	p (*)
ƿ	x (*)
h	z (*)

h	s
†	t
h	st (*)
h	b
h	e
h	m
l	l
h	ng
h	ee
h/h	d
h/h/h	a/æ
h	y
ƿ	ea (*)
h/h	k (*)

figure 3

Notes:

\* - These characters (or variations of these characters) are used or described in the beginning of the Houghton Mifflin editions of "The Hobbit"

Source:

"The Hobbit" by J. R. R. Tolkien  
Houghton-Mifflin  
ISBN 0-395-28265-0

## Tolkien's Runes in "The Hobbit":

After the Runes came to Britain, many local variations developed. J.R.R.Tolkien used one of these variations in his book "The Hobbit". These Runic inscriptions appear on Thrain's map of Lonely Mountain. Here are the two inscriptions with translation:

Right-side of Map Inscription:

𐌿𐌺𐌽𐌾	five
𐌿𐌺𐌹𐌸𐌺	f[ee]t high
𐌲𐌾𐌿𐌹𐌺𐌹𐌺	[th]e dor an
𐌿𐌲𐌹𐌺𐌹𐌺	d [th]r[ee] may
𐌿𐌹𐌺𐌹𐌺	wolk abre
𐌹𐌺𐌹:	ast
𐌲𐌲	.[th].[th].

Moon-Letter Inscription:

𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺	stand by [th]e grey st
𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺	one hwen [th]e [th]rush kn
𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺	ocks and [th]e setti[ng] s
𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺	un wi[th] [th]e last light
𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺	of durins day will sh
𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺	ine upon [th]e keyhole
𐌲	.[th].

*Why were the Dwarves using Anglo-Saxon Runes for these inscriptions instead of the Angerthas/Cirth Runes (described in The Return of the King, Appendix E) ?*

In order to write "The Hobbit", Tolkien had to develop a culture for the Dwarves. The Dwarves were known for and prized their expertise in mining and their craftsmanship in wood, stone and metal-working. Although they were equally skilled as calligraphers, employing most of the writing systems in Middle-earth, when writing for themselves, they preferred to a Runic style alphabet.

I believe that Tolkien planned for the Dwarves to use a Runic alphabet unique to Middle-earth, but when "The Hobbit" was written (in 1937), he had not yet invented the Elvish Angerthas/Cirth Runic alphabet that the Dwarves would eventually come to use.

In "The Hobbit", the words of the Hobbits, the Elves, the Goblins and the Dwarves are all translated into English. Likewise the Runic inscriptions are written with the more familiar English or Anglo/Saxon Runes rather than the Elvish/Dwarvish Angerthas/Cirth Runes of Middle-earth.

### **Sources:**

"The Hobbit"	"The Return of the King", Appendix E
by J. R. R. Tolkien	by J. R. R. Tolkien
Houghton-Mifflin	Houghton-Mifflin
ISBN 0-395-28265-0	ISBN 0-395-27221-1

## Using the Rune fonts:

The Rune fonts are easy to use. I have attempted to create a logical keyboard layout. Most Rune letters have been placed on the keys that match the phonetic value of the Rune. For example: press "t" to get "ᚠ" (the "T" Rune) or press "n" to get "ᚢ" (the "N" Rune).

Some Runes have no corresponding key, such as the "TH" or "NG" Rune. In these cases I have tried to use a logical key-mapping for an English speaker: For example: press "<shift>t" to get "ᚦ" (the "TH" Rune) or press "<shift>n" to get "ᚥ" (the "NG" Rune).

Some keys are not assigned a Rune, such as the "q" key. Some of these keys have been assigned Runes which can not be logically assigned, such as "ᚷ" (the "EA" Rune). Please refer to the appropriate font key mapping page of this Help file.

Anglo-Saxon ... a[ng]glo-saxon ... aNglo saxon ... ᚠᚥᚨᚦᚢ ᚠᚥᚨᚦᚢ

Each Rune font also contains some five common "dot" marks, at keys "1" thru "5". These characters are often used to separate words or sentences when writing with the Runes.

Anglo-Saxon ... a[ng]glo-saxon ... 5aNglo2saxon5 ... ᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢ

---

The "...-1" and "...-2" Rune fonts contain characters with single and double over-bars and under-bars. Since Runes are often written between parallel horizontal lines, these fonts allow you to reproduce those styles.

ᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢ or ᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢ

(Tip: sometimes the gaps between the horizontal bars are visible. If this happens, select the text and reduce the character spacing. In Microsoft Word 6.0 this is done by clicking on the "Format" drop-down menu, selecting the "Font..." item, and picking the "Character Spacing" tab. Condensing the spacing of the selected text 0.3 to 0.5 pt should do the trick!)

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The "...-1" and "...-2" Rune fonts also contain four extra characters, at keys: [, ], \ and |. These extra characters are used in combination with the over-bars and under-bars, and can create interesting graphic effects.

[aNglo\saxon] ... ᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢ  
\aNglo\saxon\ ... ᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢ  
\123aNglo\saxon\321\ ... ᚠᚥᚨᚦᚢᚠᚥᚨᚦᚢ

---

Included with these fonts are three Microsoft Word 6.0 macros, select-able from a "Runes" toolbar. Once installed, these macros greatly simplify using the fonts, by displaying a dialog box containing many push-buttons, option buttons, and drop-down lists. Each push button is labeled and represents a Rune letter or symbol, By using the macros you don't have to remember which key on the keyboard is for which Rune.

To install the toolbar and macros, simply open the "RUNES.DOT" file with Microsoft Word 6.0, and follow the instructions in the dialog boxes. Please install all of the Rune fonts (with your Windows or ATM Control panel) before installing the toolbar and macros.

The "RUNES.DOT" file contains an "AutoOpen" WordBasic macro which starts running as soon as the file is opened by Microsoft Word. Microsoft has found that some Hackers have been able to insert destructive commands into "AutoOpen" WordBasic macros. Microsoft has responded by making freely available to all Word users a WordBasic Virus detection kit. (This can be downloaded from "www.microsoft.com" or via "MSN".) Microsoft's WordBasic anti-virus works by informing you every time you open a Word document or template file that contains an "AutoOpen" macro. If you have installed Microsoft's WordBasic anti-virus detector and you attempt to open my "RUNES.DOT" file, the WordBasic anti-virus detector will identify my "AutoOpen" macro and offer you the choice to stop it before it starts running.

My Rune WordBasic macros have been tested and have run without problems on several different PCs running Microsoft Word 6.0 in Microsoft Windows 3.1 and 3.11. I have been informed that they also work well with Microsoft Word 7.0 and with Microsoft Windows 95. None of the WordBasic macros contains commands or instructions that could in any way harm or damage your PC. But just to be safe and legal I need to state that:

**By installing these Rune Fonts and associated WordBasic macros on their PCs, the user assumes all responsibility for their use or misuse. Daniel S. Smith can not be held responsible for any damages caused by using these Fonts or WordBasic macros.**

To un-install or re-install the toolbar and macros, re-open the "RUNES.DOT" file with Microsoft Word 6.0, and follow the instructions in the dialog boxes.

## Germanic Runes fonts keyboard mapping:

All of the letters and symbols are available on the normal keyboard keys.

The "Germanic Runes" font:

Lower Case:

`	1 <sup>·</sup>	2 <sup>˙</sup>	3 <sup>˙˙</sup>	4 <sup>˙˙˙</sup>	5 <sup>˙˙˙˙</sup>	6	7	8	9	0	-	=	\
q	w P	e M	r R	t ↑	y	u Λ	i l	o ⚔	p ⚔	[	]		
a F	s S	d W	f F	g X	h H	j S	k <	l Γ	;	'			
z Y	x	c	v Λ	b B	n †	m W	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	
Q	W	E	R	T P	Y	U	I Z	O	P	{	}		
A	S	D	F	G	H	J H	K	L	:	"			
Z	X	C	V	B	N ◊	M	<	>	?				

---

The "Germanic Runes-1" font:

Lower Case:

`	1 <sup>ˉ</sup>	2 <sup>˙</sup>	3 <sup>˙˙</sup>	4 <sup>˙˙˙</sup>	5 <sup>˙˙˙˙</sup>	6	7	8	9	0	-	=	
q	w P	e M	r R	t ↑	y	u Λ	i l	o ⚔	p ⚔	[	]		
a F	s S	d W	f F	g X	h H	j S	k <	l Γ	;	'			
z Y	x	c	v Λ	b B	n †	m W	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	
Q	W	E	R	T P	Y	U	I Z	O	P	{	}		
A	S	D	F	G	H	J H	K	L	:	"			
Z	X	C	V	B	N ◊	M	<	>	?				

The "Germanic Runes-2" font:

Lower Case:

`	1	2	3	4	5	6	7	8	9	0	-	=	
q	w	e	r	t	y	u	i	o	p	[	]		
a	s	d	f	g	h	j	k	l	;	'			
z	x	c	v	b	n	m	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	=
Q	W	E	R	T	Y	U	I	O	P	{	}		
A	S	D	F	G	H	J	K	L	:	"			
Z	X	C	V	B	N	M	<	>	?				

## AngloSaxon Runes fonts keyboard mapping:

All of the letters and symbols are available on the normal keyboard keys.

The "AngloSaxon Runes" font:

Lower Case:

`	1 <sup>·</sup>	2 <sup>·</sup>	3 <sup>·</sup>	4 <sup>·</sup>	5 <sup>·</sup>	6	7	8	9	0	-	=	\
	q	w	e	r	t	y	u	i	o	p	[	]	
	a	s	d	f	g	h	j	k	l	;	'		
	z	x	c	v	b	n	m	,	.	/			

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	
	Q	W	E	R	T	Y	U	I	O	P	{	}	
	A	S	D	F	G	H	J	K	L	:	"		
	Z	X	C	V	B	N	M	<	>	?			

The "AngloSaxon Runes-1" font:

Lower Case:

`	1 <sup>·</sup>	2 <sup>·</sup>	3 <sup>·</sup>	4 <sup>·</sup>	5 <sup>·</sup>	6	7	8	9	0	-	=	\
	q	w	e	r	t	y	u	i	o	p	[	]	
	a	s	d	f	g	h	j	k	l	;	'		
	z	x	c	v	b	n	m	,	.	/			

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	
	Q	W	E	R	T	Y	U	I	O	P	{	}	
	A	S	D	F	G	H	J	K	L	:	"		
	Z	X	C	V	B	N	M	<	>	?			

The "AngloSaxon Runes-2" font:

Lower Case:

`	1	2	3	4	5	6	7	8	9	0	-	=	
	q	w	e	r	t	y	u	i	o	p	[	]	
	a	s	d	f	g	h	j	k	l	;	'		
	z	x	c	v	b	n	m	,	.	/			

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	=
	Q	W	E	R	T	Y	U	I	O	P	{	}	
	A	S	D	F	G	H	J	K	L	:	"		
	Z	X	C	V	B	N	M	<	>	?			



The "Dwarf Runes-2" font:

Lower Case:

`	1	2	3	4	5	6	7	8	9	0	-	=	
q	ŷ	w	e	m	r	t	y	u	i	o	p	[	]
a	s	d	f	g	h	j	k	l	;	'			
z	x	c	v	b	n	m	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	(	)	_	+	=
Q	W	E	R	T	Y	U	I	O	P	{	}		
A	S	D	F	G	H	J	K	L	:	"			
Z	X	C	V	B	N	M	<	>	?				

## Revision History:

**RUNES10.ZIP** (rev 1.0) March 1996 - This was the initial release of my Rune Font Pack for Windows. It was tested with Microsoft Windows 3.1 running Word 6.0. It included the following items:

- 1a) Font: 'AngloSaxon Runes' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1b) Font: 'AngloSaxon Runes-1' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1c) Font: 'AngloSaxon Runes-2' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2a) Font: 'Germanic Runes' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2b) Font: 'Germanic Runes-1' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2c) Font: 'Germanic Runes-2' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3a) Font: 'Dwarf Runes' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3b) Font: 'Dwarf Runes-1' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3c) Font: 'Dwarf Runes-2' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 4) Documentation: A 17 page Microsoft-Help file (version 1.0).
- 5) Utilities: A Microsoft-Word 6.0 Document Template containing three auto-installing WordBasic Rune macros (version 1.0).

**RUNES11.ZIP** (rev 1.1) July 1996 - A Microsoft Windows 95 user informed me that an 'auto-condensing' feature of my WordBasic macros did not work properly when running Word 7.0. Minor changes were made to the macros. This release included the following items:

- 1a) Font: 'AngloSaxon Runes' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1b) Font: 'AngloSaxon Runes-1' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1c) Font: 'AngloSaxon Runes-2' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2a) Font: 'Germanic Runes' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2b) Font: 'Germanic Runes-1' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2c) Font: 'Germanic Runes-2' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3a) Font: 'Dwarf Runes' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3b) Font: 'Dwarf Runes-1' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3c) Font: 'Dwarf Runes-2' (version 1.0) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 4) Documentation: A 18 page Microsoft-Help file (version 1.1).
- 5) Utilities: A Microsoft-Word 6.0 Document Template containing three auto-installing WordBasic Rune macros (version 1.1).

**RUNES12.ZIP** (rev 1.2) October 1996 - A Rune expert informed me that the Rune letter (in the Anglo/Saxon and Germanic fonts at the keystroke 'l') was backwards! I checked my sources and found that this letter was often mirrored (l or ). So I included both versions of this Rune in the both fonts. This release included the following items:

- 1a) Font: 'AngloSaxon Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1b) Font: 'AngloSaxon Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1c) Font: 'AngloSaxon Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2a) Font: 'Germanic Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2b) Font: 'Germanic Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2c) Font: 'Germanic Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3a) Font: 'Dwarf Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3b) Font: 'Dwarf Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3c) Font: 'Dwarf Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 4) Documentation: A 18 page Microsoft-Help file (version 1.2).
- 5) Utilities: A Microsoft-Word 6.0 Document Template containing three auto-installing WordBasic Rune macros (version 1.2).

**RUNES13.ZIP** (rev 1.3) July 1997 - Minor updates to the RUNES.HLP file. This release included the following items:

- 1a) Font: 'AngloSaxon Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1b) Font: 'AngloSaxon Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1c) Font: 'AngloSaxon Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2a) Font: 'Germanic Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2b) Font: 'Germanic Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2c) Font: 'Germanic Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3a) Font: 'Dwarf Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3b) Font: 'Dwarf Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3c) Font: 'Dwarf Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 4) Documentation: A 18 page Microsoft-Help file (version 1.3).
- 5) Utilities: A Microsoft-Word 6.0 Document Template containing three auto-installing WordBasic Rune macros (version 1.2).

**RUNES14.ZIP** (rev 1.4) September 1997 - Minor updates to the RUNES.DOT file. This release included the following items:

- 1a) Font: 'AngloSaxon Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1b) Font: 'AngloSaxon Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 1c) Font: 'AngloSaxon Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2a) Font: 'Germanic Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2b) Font: 'Germanic Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 2c) Font: 'Germanic Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3a) Font: 'Dwarf Runes' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3b) Font: 'Dwarf Runes-1' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 3c) Font: 'Dwarf Runes-2' (version 1.2) in Microsoft Windows Truetype and ATM (postscript type-1) format.
- 4) Documentation: A 18 page Microsoft-Help file (version 1.4).
- 5) Utilities: A Microsoft-Word 6.0 Document Template containing three auto-installing WordBasic Rune macros (version 1.4).

**RUNES14A.ZIP** (rev 1.4a) February 1998 - This release contained only the source files for the Runic Help file in 'Rich Text Format' (RTF). This release included the following items:

- 1) Documentation: A 18 page Microsoft-Help file in RTF format (version 1.4a).

**RUNES14B.ZIP** (rev 1.4b) September 1999 - This release contains only the Runic Help file in Adobe's Portable Document Format (PDF). This release included the following items:

- 1) Documentation: A 17 page Runic-Help file in PDF format (version 1.4b).

## **Future Revisions**

Future revisions of these fonts and this help file are not expected. Any future revisions will be downloadable at my WWW home page as soon as they are available:

**Dan Smith's Fantasy Fonts for Windows**  
[http://www.geocities.com/TimesSquare/4948/  
fontmaster@geocities.com](http://www.geocities.com/TimesSquare/4948/fontmaster@geocities.com)