

TENTATIVE REASSIGNMENT OF CREATURES TO LETTERS AND TYPES

A MAP OF CREATURES TO A CREATURE CATEGORY, TO SYMBOL, TO BASE LETTER

LETTER	CODE	SYMBOL	CATEGORY	CREATURES
ANTHROPOIDS				
ü	129	?	Theriocephalids (animal headed creatures)	Ostrich-man, Stout-man, Minotaur etc.
é	130	?	Aquatic Theriocephalids	Capybara, Shark-man etc.
â	131	?	Winged Theriocephalids	Bluejay-man etc.
?	?	?	Fairies & Pixies	Fairy, Pixie
g	103	?	Small humanoids, goblin	Goblin, Gremlin (?)
k	107	?	Small humanoids, kobold	Kobold
e	101	?	Elves*	Note: Special categories section
H	072	?	Humans*	Note: Special categories section
T	084	?	Trolls & Ogres	?
G	071	?	Giants	Giants, Cyclops, Ettins (?)
a	097	?	Small monkeys and apes	?
A	065	?	Large apes	Yeti, Sasquatch (?)
B	066	?	Humanoid 'beasts'	Blizzard Man, Satyr, Blendec foul, Strangler, Harpy, Merperson (?)
13 Total				
SPECIAL CATEGORIES				
e	101	?	'Eye'	Elves, Eagle, Eye(s)
ë	137	?	'Military Elves'	Military Elves
h	104	?	Military Humans	Military Humans
Q	081	?	Unsorted	Anything not in the other categories
ä	173	?	Small angels	Angels
Ä	142	?	Angels	Angels, Deities
d	142	?	Small demons, imps	Imp
D	068	?	Demons	Demons
Ñ	162	?	Night creatures	Night creatures
ñ	164	?	Bogeyman	Bogeyman
¥	157	?	Lobsters	Cave Lobster
?	?	?	Purring maggot 1	Purring maggot
?	?	?	Purring maggot 2	Purring maggot, alternate tile. (2 letters for this purpose?)
13 Total				
BEASTS AND MONSTERS				
b	098	?	Non-bipedal & Monsters	Grimeling
N	078	?	Upright & Large Monsters	Beak Dog, Manticore, Lobster, Nightwing (?), Hydra, Sea Serpent
2 Total				
INSECTS				
i	105	?	Small, regular insects	Fly, beetle, (?)
l	073	?	Giant insects	Ginat fly, Giant beetle
?	?	?	Swarms	Swarm of Flies, etc (no reassignment needed?)
3 Total				
RODENTS				
r	114	?	Small, regular rodents	Mouse, rat
R	082	?	Medium, giant rodents	Marmot (?)
2 Total				
BIRDS				
p	112	?	Small birds	Raven, Chicken, Parakeet, Parrot, Bluejay
P	080	?	Large birds	Giant Bluejay, Eagle
O	079	?	Flightless large birds	Ostrich, Kiwi,
3 Total				

CARNIVORA

c	099	?	Canines	Dog
C	068	?	Large canines	Giant Wolf (?)
f	102	?	Small felines	Cat
F	070	?	Large felines	Jaguar, Panther, Lion
U	085	?	Ursa	Bears

5 Total**BOVINE**

y	121	?	Small bovine	Goat, Lamb
Y	089	?	Large bovine	Yak, Gnu, Antelope, Gazelle
E	069	?	Horse & Unicorn (?)	(Or merge with above categories?)

3 Total**MAMMALS (OTHER)**

m	109	?	Small mammals	Rabbit, Aardvark
M	077	?	Large mammals	Rhinoceros, Hippo, Elephant(?)

2 Total**REPTILES AND AMPHIBIANS**

s	115	?	Snakes	Viper, worms
S	083	?	Giant Snakes	Anaconda etc.
l	108	?	Small lizards & amphibians	Toad, Salamander
L	076	?	Large lizards & amphibians	Giant gekko, Crocodiles

4 Total**FISH AND OCEANIC MAMMALS**

w	119	?	Small fish, tiny sharks(?)	Carp
K	075	?	Sharks	Shark
W	087	?	Giant fish and mammal	Orca, Walrus (?)
j	106	?	Jellyfish	Jellyfish
q	123	?	Other aquatic	Manta Ray

5 Total

TOTAL NUMBER OF CREATURE SUBCATEGORIES

55

SYMBOL METHODOLOGY

POSSIBLE METHODS TO MATCH CATEGORIES WITH SYMBOLS

NOTE: THE EXAMPLES ARE USING A NON-SQUARE CELL SIZE, 24 x 32

SHARED PROPERTIES, REPRESENTATIVENESS

The chosen symbol can represent something that is common to the objects in the category when it is used to stand for multiple different objects, as opposed to being used only for one thing.

HIEROGLYPHIC SIDEVIEW

The cell can be thought of as a sideview of a creature or an object

TOP PERSPECTIVE

The cell can also be thought of as viewing the object from above, depending on specifics

IDEOGRAPHIC

The symbol does not need to represent the category as it is seen, but can convey an idea essential to the object or category

CLOSENESS TO GROUND AND SKY; HEIGHT

The placement of the symbol within the cell can be used as a cue for whether the object is growing from the ground, flying in the air, as well as how tall the object is. Whether to follow this guideline is optional (as with all the guidelines). An item for an example, does not need to be close to the ground.

SYMBOL SIZE

The size of the symbol within the cell can convey information about the size of the object. It can also convey information of how important the object is. A voluminous object could have a symbol which takes up most of the cell.

LINES AND SHAPES; COMPLEXITY (WHICH MIGHT BE CALLED 'TOPOLOGY?')

The lines and shapes used in the symbol can contain lines crossed over each other, they can be orderly or convoluted. These can be cues to how orderly the represented object is.

REFERENCES TO OTHER SYMBOLS

Once a certain shape or a pattern is assigned to an object or category, it is possible to reference that pattern when representing another image. Obvious examples are for an example `Dwarf` and `Military Dwarf`. It would be reasonable that the two had some degree of likeness. This can also be used with smaller details and subsections of the images. E.g. a `Weapon-rack` symbol can make use of the `Weapon` symbol as a part of the image.

REFERENCES TO OTHER SYMBOLS (NON-GAME)

It is also possible to refer to commonly used symbols which are not present in the game.

OVERALL IMPRESSION

The overall impression, due to the various methods and otherwise, can match the objects portrayed.

FONT TECHNIQUES

In fonts there are various details which have a system of nomenclature to them, such as `Serif`, `Foot`, `Tail` etc.

For reference here is related website: <https://www.supremo.co.uk/typeterms/>

Use of similar aesthetic details is possible.

AESTHETICS AND ELEGANCE

An abstract symbol set which uses minimal and deliberate amount of detail can be pleasant and enjoyable. It can also convey semantic meaning. Personally I find it preferable to using images which try to represent objects `photorealistically`.

EXAMPLES FROM A CUSTOM SET

