

# Proposal to add Katakana Letter Small Ne to Unicode

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## 1. Introduction

This proposal is for a small Katakana Ne (ネ), sometimes used in Japanese in place of the Hiragana Ne (ね) at the end of sentences. It indicates a softer, friendlier tone than would be present otherwise, and would fit in snugly with other small variants for kana in the Small Kana Extension block.

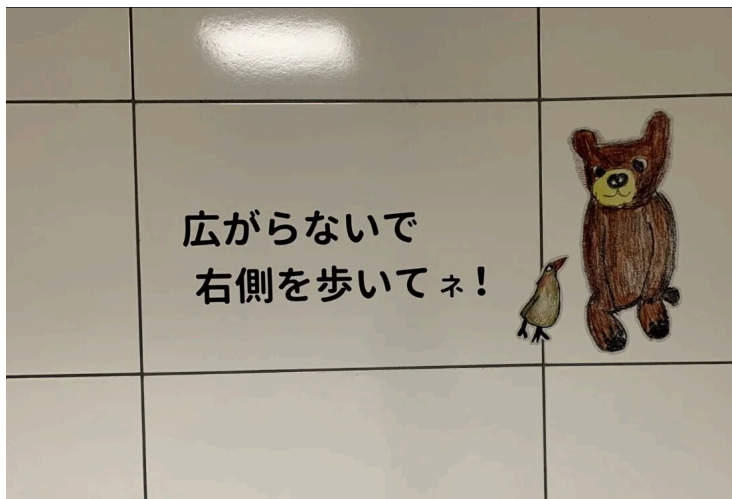
## 2. Properties

U+1B15E KATAKANA LETTER SMALL NE

1B15E;KATAKANA LETTER SMALL NE;Lo;o;L;;;;N;;;;;

## 3. Usage

On public signage for the subway in Fukuoka Prefecture.



<https://note.com/ohoshintaro/n/n8d42a8b55111>



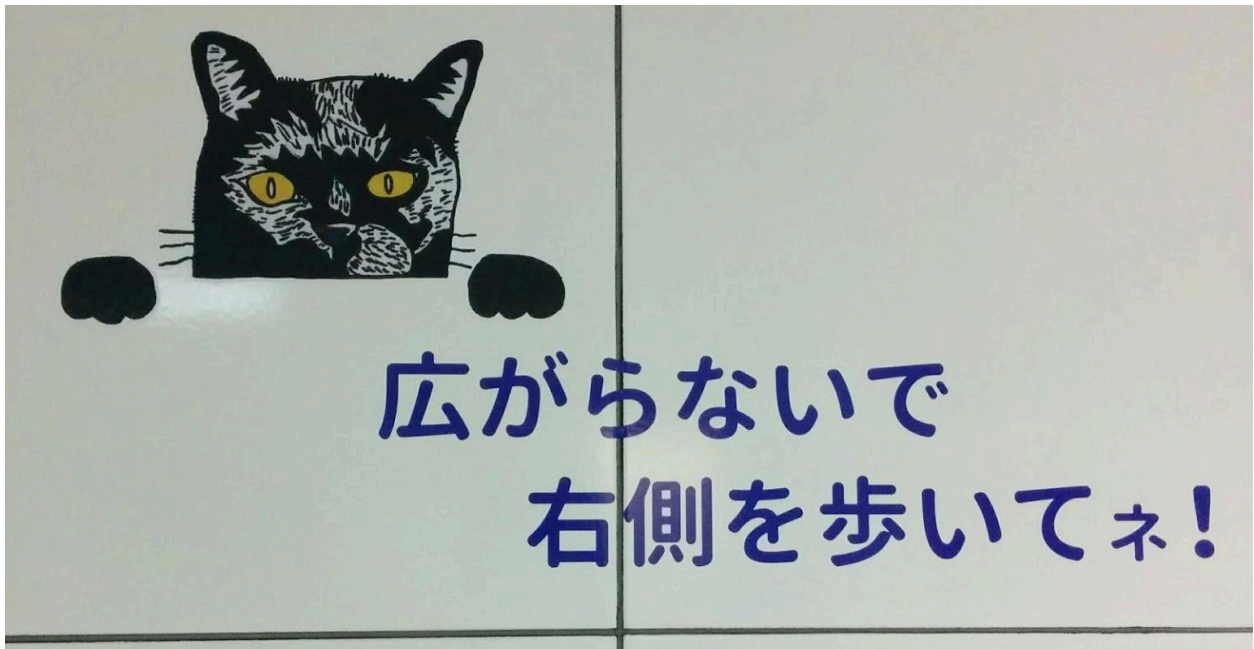
<https://goughlui.com/2020/04/11/visited-fukuoka-city-subway-japan-mar-2020/>



<https://id.foursquare.com/v/%E9%87%91%E5%B1%B1%E9%A7%85-kanayama-sta/4c6b59209669e21eb504ab51/photos>



<https://www.youtube.com/watch?v=MPdm1DiWYZs>



<https://s-fukuokajin.amebaownd.com/posts/543816/>

Use in 1968 Pepsi Advertisement



<https://aucview.aucfan.com/yahoo/b1108662794/>

Use in Album Covers



<https://www.suruga-ya.jp/product/detail/234011247>



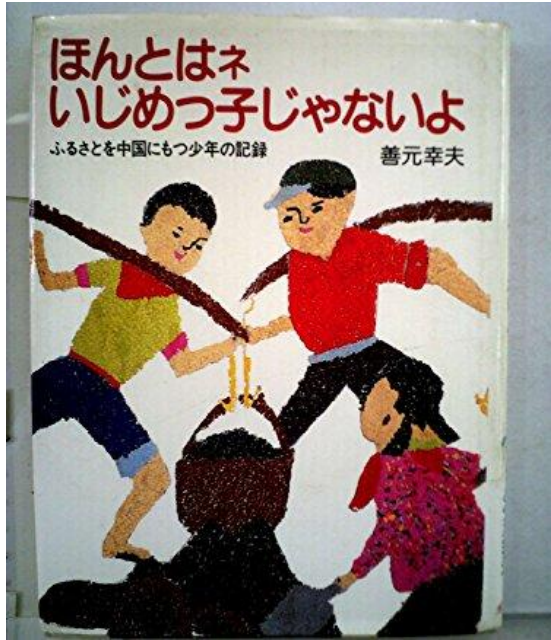


<https://page.auctions.yahoo.co.jp/jp/auction/m1039235037>

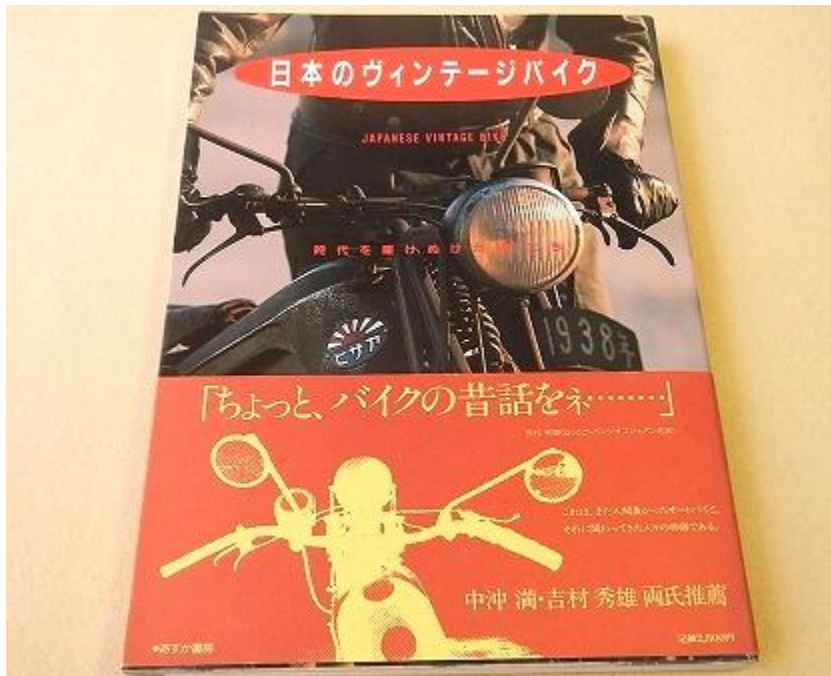
Use in Book Covers



<https://www.kaitakusha.co.jp/book/book.php?c=8001>



<https://bookmeter.com/books/4002021>



[https://www.kosho.or.jp/products/detail.php?product\\_id=483090127](https://www.kosho.or.jp/products/detail.php?product_id=483090127)

## Usage in Video Games

The image shows the front cover of a PlayStation game box. The top left features the PlayStation logo. The main title is '私達の部屋に挑戦してネ!' (Challenge Our Room!). Below the title, there are four bullet points in Japanese describing the game's features: 1. Six professional female shogi players are featured in real life. 2. It is part of the 'Heaven's Gate' series, featuring the strongest shogi players. 3. It offers six different rooms to challenge, each with its own rules. 4. It includes 11 songs from dance to performance music. The cover also features photos of the six players: Chisato Haya, Kaori Haya, Yuriko Haya, and others. On the right side, there is a barcode and the text 'NTSC J' and 'DUAL SHOCK'. At the bottom, there is a '注意' (Caution) section with instructions and a '最新情報満載' (Full of latest information) section with the website URL.

PlayStation

NTSC J

DUAL SHOCK

私達の部屋に挑戦してネ!

- ◆ 若手女流プロ雀士6人が実写で登場!  
現在、麻雀界で活躍中の本物の女流プロと夢の対局。それぞれ個性的な雀士に挑戦しよう!
- ◆ 兵(つわもの)シリーズの最強ルーチン搭載!  
もちろんルーチンは最高峰! 各雀士の雀風、打ち前等を細かくテイクイン! 本格4人打ち麻雀を存分に堪能。
- ◆ ルールの違う6つの部屋に挑戦!  
各雀士の名前がついた部屋に挑戦! 地獄麻雀、速攻麻雀等、各部屋のルールは超個性的。面子も他の5人から選択可。
- ◆ ダンスから演歌まで、選べる音楽全11曲!  
各部屋にあらかじめ設定してあるBGMは変更もOK! ロック、J-POP、クラシック等、11曲から選べます。

注意 (ちゅうい)

「解説書」及び「PlayStation」本体の「取扱説明書」  
「安全のために」を必ず読んでから、ご使用ください。  
特に、小さいお子様は保護者の方がお読みの上、  
正しい使用方法で、ご愛用ください。

最新情報満載 カルチャーブレインホームページ  
<http://www.culturebrain.co.jp/>

株式会社 カルチャーブレイン  
〒130-0012 東京都墨田区太平3-11-11  
おもしろ情報局 03 (3829) 0866

For Japan Only

プレイヤー 1人

4 967996 999077 6

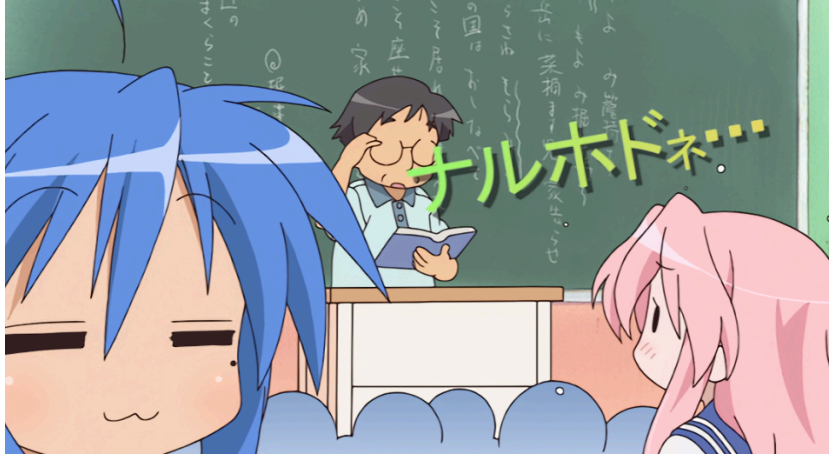
<https://www.yugiyahiranonetshop.com/product/39882>

## Usage in Anime



Dragon Ball, episode 91





In *Lucky Star*, Episode 7.

**ISO/IEC JTC 1/SC 2/WG 2  
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS  
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646<sup>1</sup>**

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from <http://std.dkuug.dk/JTC1/SC2/WG2/docs/principles.html> for guidelines and details before filling this form.

Please ensure you are using the latest Form from <http://std.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html>.

See also <http://std.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html> for latest Roadmaps.

**A. Administrative**

1. Title:
2. Requester's name:
3. Requester type (Member body/Liaison/Individual contribution):
4. Submission date:
5. Requester's reference (if applicable):
6. Choose one of the following:
  - This is a complete proposal:
  - (or) More information will be provided later:

**B. Technical – General**

1. Choose one of the following:
  - a. This proposal is for a new script (set of characters):
    - Proposed name of script:
  - b. The proposal is for addition of character(s) to an existing block: 
    - Name of the existing block:
2. Number of characters in proposal:
3. Proposed category (select one from below - see section 2.2 of P&P document):
 

A-Contemporary	<input checked="" type="checkbox"/>	B.1-Specialized (small collection)	<input type="checkbox"/>	B.2-Specialized (large collection)	<input type="checkbox"/>
C-Major extinct	<input type="checkbox"/>	D-Attested extinct	<input type="checkbox"/>	E-Minor extinct	<input type="checkbox"/>
F-Archaic Hieroglyphic or Ideographic	<input type="checkbox"/>	G-Obscure or questionable usage symbols	<input type="checkbox"/>		
4. Is a repertoire including character names provided?
  - a. If YES, are the names in accordance with the “character naming guidelines” in Annex L of P&P document?
  - b. Are the character shapes attached in a legible form suitable for review?
5. Fonts related:
  - a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard?
  - b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.):
6. References:
  - a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?
  - b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?
7. Special encoding issues:
 

Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)?

**8. Additional Information:**

Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related information. See the Unicode standard at <http://www.unicode.org> for such information on other scripts. Also see Unicode Character Database (

<sup>1</sup> Form number: N4502-F (Original 1994-10-14; Revised 1995-01, 1995-04, 1996-04, 1996-08, 1999-03, 2001-05, 2001-09, 2003-11, 2005-01, 2005-09, 2005-10, 2007-03, 2008-05, 2009-11, 2011-03, 2012-01)

<http://www.unicode.org/reports/tr44/> ) and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

**C. Technical - Justification**

1. Has this proposal for addition of character(s) been submitted before? If YES explain	No
2. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)? If YES, with whom? If YES, available relevant documents:	No
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included? Reference:	Yes Section 2
4. The context of use for the proposed characters (type of use; common or rare) Reference:	Common Section 2
5. Are the proposed characters in current use by the user community? If YES, where? Reference:	Yes
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP? If YES, is a rationale provided? If YES, reference:	No
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?	
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence? If YES, is a rationale for its inclusion provided? If YES, reference:	No
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters? If YES, is a rationale for its inclusion provided? If YES, reference:	No
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to, or could be confused with, an existing character? If YES, is a rationale for its inclusion provided? If YES, reference:	Yes Yes Section 3
11. Does the proposal include use of combining characters and/or use of composite sequences? If YES, is a rationale for such use provided? If YES, reference: Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided? If YES, reference:	No
12. Does the proposal contain characters with any special properties such as control function or similar semantics? If YES, describe in detail (include attachment if necessary)	No
13. Does the proposal contain any Ideographic compatibility characters? If YES, are the equivalent corresponding unified ideographic characters identified? If YES, reference:	No