

EVERSPACE 2

COMMUNITY STYLE GUIDE





COMMUNITY STYLE GUIDE

PLEASE NOTE

This style guide is intended as a help and support and is based on the current state of development of the game at the time of publication of this document.

Representations and appearance of all elements may change over time and are not binding.

01

FONTS

- [TYPE FACES](#)
- [TYPOGRAPHY](#)
- [EXAMPLE](#)

02

COLORS

- [COLOR OVERVIEW](#)

03

LOGO

- [SAFE ZONES](#)
- [PLACEMENT](#)

04

ELEMENTS

- [BUTTONS,](#)
- [SHAPES & LINES](#)



FONTS



For EVERSPACE 2, we have selected a typeface that offers both a strong presence and filigree elegance. The **Josefin Sans** fulfils exactly this purpose.

For optimal readability on all devices and resolutions, Lato was chosen. It shines in every size, no matter which glyph it is, thanks to display optimization.

[Download Josefin Sans](#)

[Download Lato](#)

Aa

Josefin Sans Bold

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn
Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
0123456789

Aa

Lato Regular

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn
Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
0123456789

Aa

Josefin Sans Bold

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn
Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
0123456789

Aa

Lato Italic

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn
Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
0123456789



COMMUNITY STYLE GUIDE
01 FONTS / TYPOGRAPHY

NAME	FONT-FAMILY	FONT-WEIGHT	FONT-SIZE	LINE-HEIGHT	LETTER-SPACING
TITLE	JOSEFIN-SANS	BOLD / ALL CAPS	VERY LARGE	100%	20
HEADING 1	JOSEFIN-SANS	BOLD / ALL CAPS	LARGE	100%	20
HEADING 2	JOSEFIN-SANS	REGULAR / ALL CAPS	MEDIUM	110%	20
Table Hero	Josefin-Sans	Regular / Mixed	Small	130%	20
Text	Lato	Regular / Mixed	Small	130%	0
Speech	Lato	<i>Italic</i> / Mixed	Small	130%	0
Hyperlink	Lato	<u>Regular / Mixed / Underlined</u>	Small	130%	0



This page uses a contentless example to demonstrate how both fonts harmonize in combination and size.

HEADING 1

■ #f9f9f9

HEADING 2

■ #f9f9f9

Text

■ #b4b4b4

Hyperlink

■ #d9a62e

Speech

■ #b4b4b4

TITLE

■ #f9f9f9

LOREM IPSUM DOLOR

LOREM IPSUM ETURE QUIS DEBITIORES

Ciendam autemque volut omnimporest quatem nis eum utae porendae. Nequae nulpa co-
nectatius, expel et, consequ ex et optas volenis quasperum sunt.

Cero illut qui voloresequas minctat endunt.

Dere eture quis debitiores aut volorpo reribus, cum reiusdaes quo est excereptassi sam
verunt es nimilitas aped eat repellores voluptame iunt, ium arum num, etus, eum eosam
quam eic temporeium nonet volorio nserum volo quidebist, as serspienim:

*„Ciendam autemque volut omnimporest quatem nis eum utae porendae. Nequae nulpa conectati-
us, expel et, consequ ex et optas volenis quasperum sunt.“*

Type A	13/20
Type B	75.000
Type C	100%

20/s	Type D
17k	Type E
2,48	Type F

Table Hero
■ #b4b4b4

Text
■ #f9f9f9

Table Hero
■ #b4b4b4
Text
■ #f9f9f9



COLORS



02

COMMUNITY STYLE GUIDE

COLORS / COLOR OVERVIEW

Colors are the be-all and end-all of any design. The choice fell on a modern and reduced color scheme, which in combination offers a high contrast.



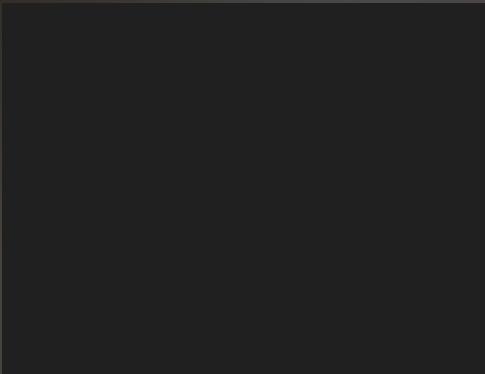
MAIN

#d9a62e



SECONDARY

#f9f9f9



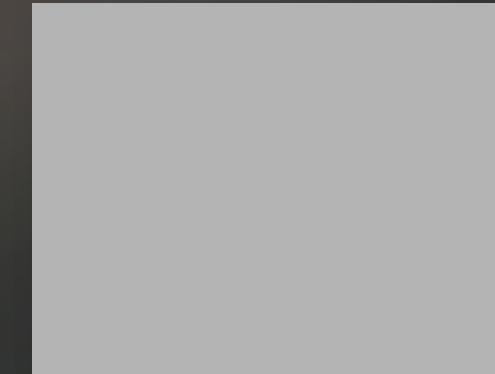
BLACK

#202020



GREY-DARK

#666666



GREY-LIGHT

#b4b4b4



LOGO



COMMUNITY STYLE GUIDE

3 LOGO / SAFE ZONES

The Safe Zone defines the area in which no further element may be placed.

The height of the number 2 around the EVERSPACE 2 logo defines the Safe Zone to all sides and must be maintained.



2 Safe Distance

Safe Zone





COMMUNITY STYLE GUIDE

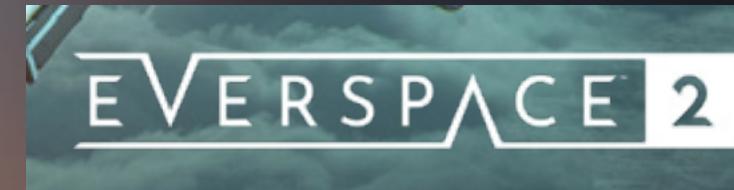
3 LOGO / PLACEMENT

The logo must always show a high contrast to the background in every application.

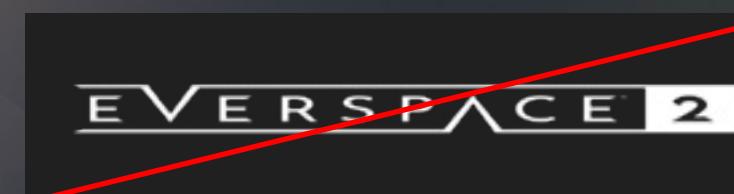
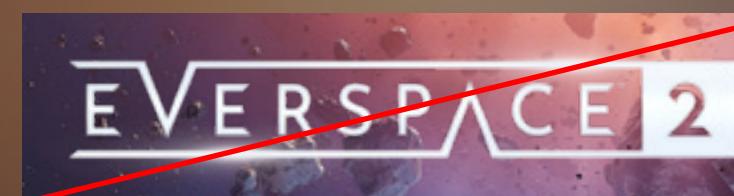
On colored backgrounds, the most contrasting variant should be used. Smaller discreet shadows can help to set the logo off.

Do not use on low-contrast and restless backgrounds. In combination with images, care must be taken that the logo is not disturbed by image fragments.

OKAY



NOT OKAY





ELEMENTS



The design language of EVERSPACE 2 is reduced and kept modern. Simple forms and a reduced iconography is crucial in this respect.

**SECTION LINE & SEPARATOR**

1px Height

GRAPHICAL DIVIDER 1

2px Height

GRAPHICAL DIVIDER 2

2px Height

