GameOver

and

GameOverMono

Shareware TrueType fonts, ©1999 by Rogers George <rgeorge@visi.com>

The letter forms are based on those from various old Nintendo and Atari arcade games. There is both a regular version, with proportional letter spacing and kerning, and a "mono" version for more authenticity and for use in terminal windows. Lots of ISO-Latin-1 and Macintosh high ASCII characters have been added, including the Euro. A few glyphs, such as k, S, and 8, have been cleaned up a bit. A few characters have been replaced with dingbats from PacMan and Space Invaders.

This font is made available as Shareware. If you find it fun or useful, please buy it! It is priced as follows:
    Single users: $20 per user.
    Any number of users within 100 miles of each other: $200 total. (This is the site license.)

Buying this font package is very simple. I use the Kagi payment processing service.

Just open the "Register" application you received with it. Enter your name, your email address, and the number of single user licenses you desire for each program you wish to purchase (or a site license).

If paying with a credit card, you can email or fax this information to Kagi. The email address is <sales@kagi.com>, and their fax number is (510) 652–6589. Either click the "save" button and attach the resulting file to an e-mail to kagi, or, if you have a fax modem, print the data to Kagi's fax number.

If paying with cash or check, click the "print" button, and send the resulting page (along with your payment) to the address shown on it:
    Kagi
    1442-A Walnut Street #392-UXW
    Berkeley, California, 94709-1405

Please visit <http://www.visi.com/~rgeorge/goods/> from time to time. Any new shareware fonts I create, and any updates or bug fixes to GameOver (which will be, of course, free to anyone who has paid for an earlier version) will be posted there.
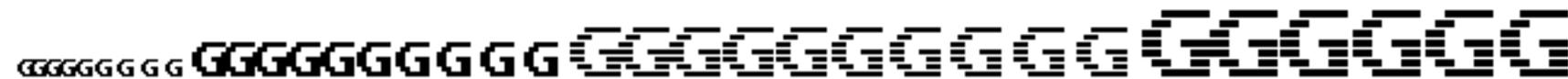
(Here follow the nerdly details. They not necessary to use and enjoy these fonts, but font geeks like myself may find them interesting.)

Why TrueType, and not type-1? Here's why:

6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40

type-1 style glyph rendering

6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40

TrueType with manual hinting

Fonts need *hints*: information on how to make them look their best at different pixel sizes. This information is embedded in the font.

Type-1 fonts have limited hints, which PostScript interpreters are free to ignore. Since type-1 fonts are aimed at users with 1200-dpi printers, this isn't much of a problem. An 8-point uppercase letter set on a good phototypesetter can be over 133 pixels high, which is more than enough to render accurate letter forms nicely without any hinting.

TrueType fonts, on the other hand, have to look good both on paper and on screen. Monitors can have resolutions of 72 dpi or even less, and if fonts were simply scaled down naïvely, bad things would happen. Strokes would wind up less than 1 pixel wide and vanish; letter spacing would be erratic; a single letter's appearance might change repeatedly, depending on its sub-pixel position. None of this is good.

Apple's solution, when designing TrueType, was to create a simple Forth-like language that the TrueType renderer understood. Programs in this language could be embedded in a font. They take the current pixel size as input, and rearrange the outlines until they look right at that pixel size.

These programs can be fiendishly hard to write, and often people just skip it. Fontographer and FontLab can both turn type-1 hints into a simple TrueType hint program. The results are usually only slightly better than nothing. (This is, incidentally, where TrueType got its undeserved early reputation for low quality. See <http://www.microsoft.com/typography/fontpack/default.htm> for some counter-examples that have excellent hinting, especially Georgia.)

in GameOver, I wanted the scan lines to stay the same thickness, and the gaps between them to only appear when there was room for them to be narrower than the lines themselves. likewise, the horizontal dimensions should change only if the "blocks" (the original video-game pixels) could all stay the same size. Only the letter- and line-spacing should change, to pad out to a selected point size. In TrueType hints, this was tedious but straightforward; in type-1, it would have been impossible.

the fine print:

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