

# GAME OVER

## A TYPEFACE BY FEÒRAG NICENHRIDE

GameOver is the product of slacking! Actually, version 1 was the product of an overnight session of inspired labour, but it's a direct result of my slacking earlier in the day. This font is based on type used in arcade games in the early eighties, to which I was re-introduced through MAME—an excellent open source program from the MAME project, a non-profit organization dedicated to preserving the history of arcade videogames via emulation. The Macintosh version can be downloaded from <http://www.macname.org/>.

Version 2 is massively expanded and tidied up. In particular, accented characters have been added, enough to write most European languages. If you do not have the appropriate keyboard driver installed, they can be found using the Glyphs/Special Characters menu item in most MacOS X applications.

In many applications, there will appear to be thin spaces between the characters. This is an artefact of anti-aliasing onscreen. These spaces will not be there when the document is printed out. If you convert the text to a bitmap, you might have to touch it up a little.

This archive contains the OTF version of the font, which can be used on Classic MacOS, MacOS X, Linux and Windows. It includes the following files:

- **About Game Over OTF.pdf** - this file.
- **Gameover.otf** - the font file In MacOS X, double click on this to see a preview. Click on the “Install Font” button to install. For earlier versions of Mac OS, this file should go in the ‘Fonts’ folder in the System Folder.

A TrueType flavoured OpenType version is also available.

## License and Notes

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