



Project A:

Typographic Source Book

Tim Broadwater

GRDS 503: Typographic Communication

Yahtzee

Yahtzee is a dice game made by *Milton Bradley* (now owned by *Hasbro*), which was first marketed as “Yatzie” by the *National Association Service* of Toledo, Ohio in the early 1940s. The object of the game is to score the most points by rolling five dice to make certain combinations.

Yahtzee is a very enjoyable and well known tabletop game, and I choose this typeface sample due to the recognizability of the logo.

By searching the Internet I determined that the closest font/typeface family for the *Yahtzee* logo text is ‘Safran Medium Italic’ by Hubert Jocham, one of Germany’s most productive type designers.

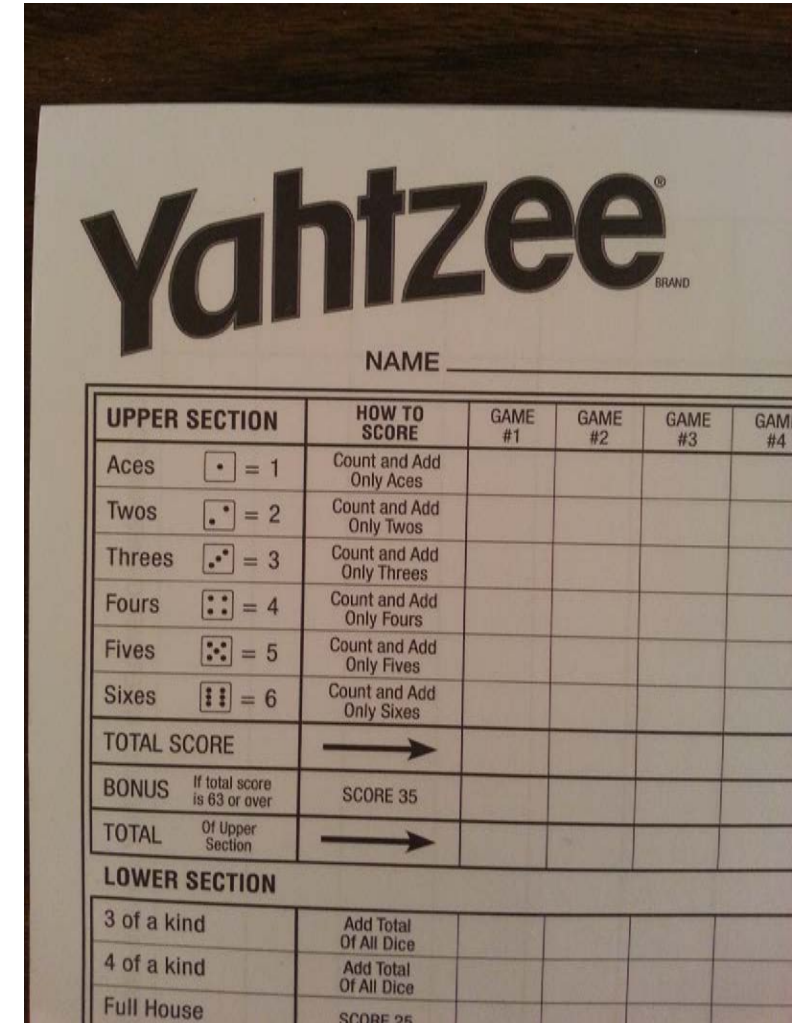
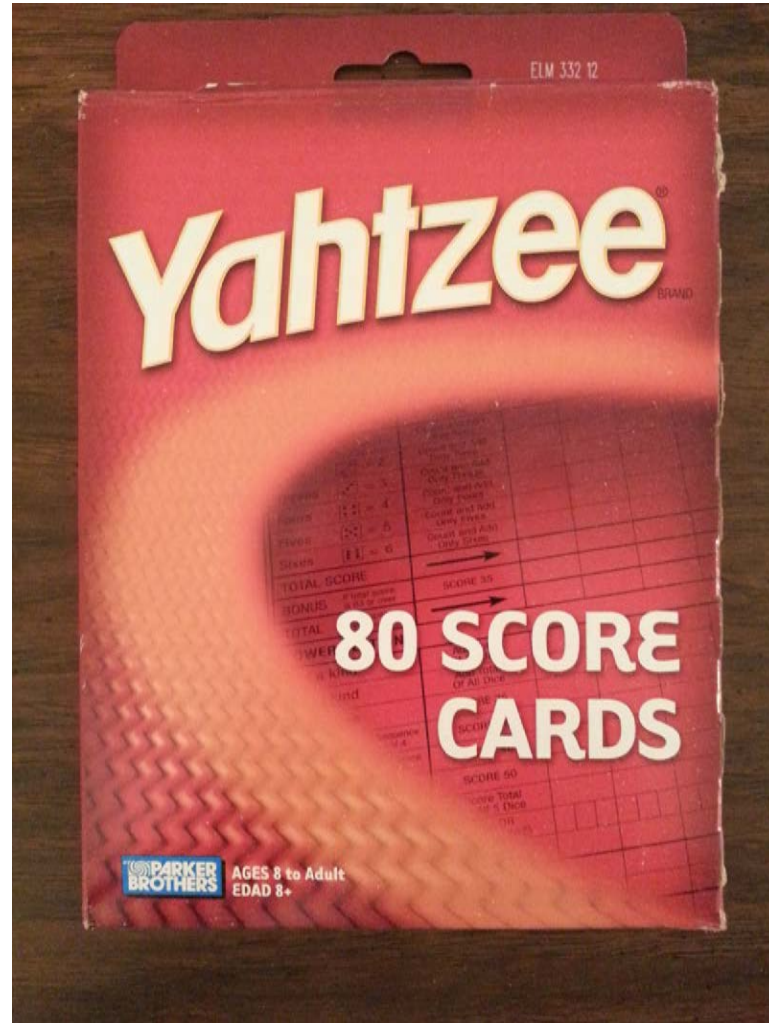
Safran Medium Italic (sample):

Yahtze

144 pt

SINT OCCAE

Occaecat cu



Scattergories

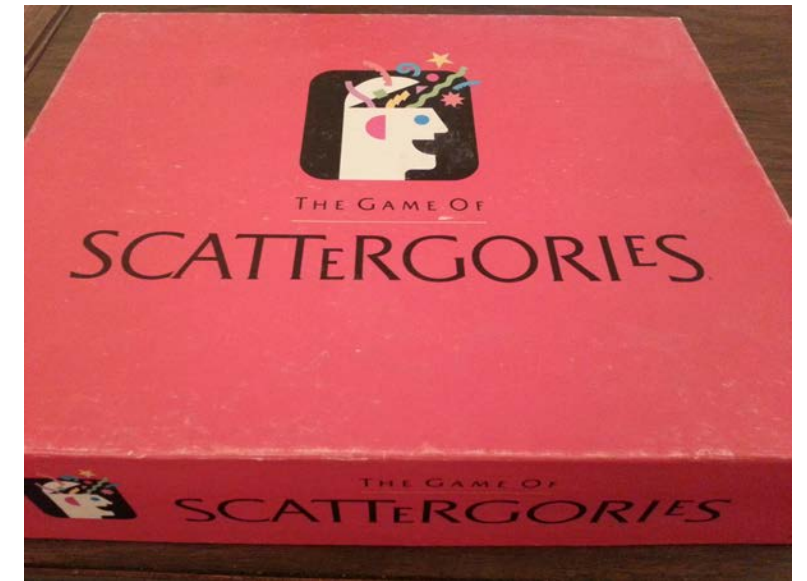
Scattergories is a creative-thinking category-based party game produced by *Hasbro* through the *Milton Bradley Company* and published in 1988. The objective of the 2-to-6-player game is to score points by uniquely naming objects within a set of categories, given an initial letter, within a time limit.

For me *Scattergories* is one of the most enjoyable group dice games I have ever played, and I really enjoy how the game's logo utilizes all uppercase letters of the typeface, as well as merging some letters together.

By searching the Internet I determined that the closest font/typeface family for the *The Game of Scattergories* logo is the 'Sukothai Std Regular' typeface, which was designed and published by *Linotype Design Studio* in 2006.

Sukothai Std Regular (sample):

SCATERGORIES
ABCDEFGHIJKLMN
NOPQRSTUVWXYZ



Operation

Operation is a battery-operated game of physical skill that tests players' hand-eye coordination and fine motor skills. Originally made by *Milton Bradley*, and currently made by *Hasbro*, it has been in production since 1965, the year in which the game was invented by John Spinello.

I choose the typographic sample of the *Operation* board game logo is due to its combination of hand-made and typeset font styles.

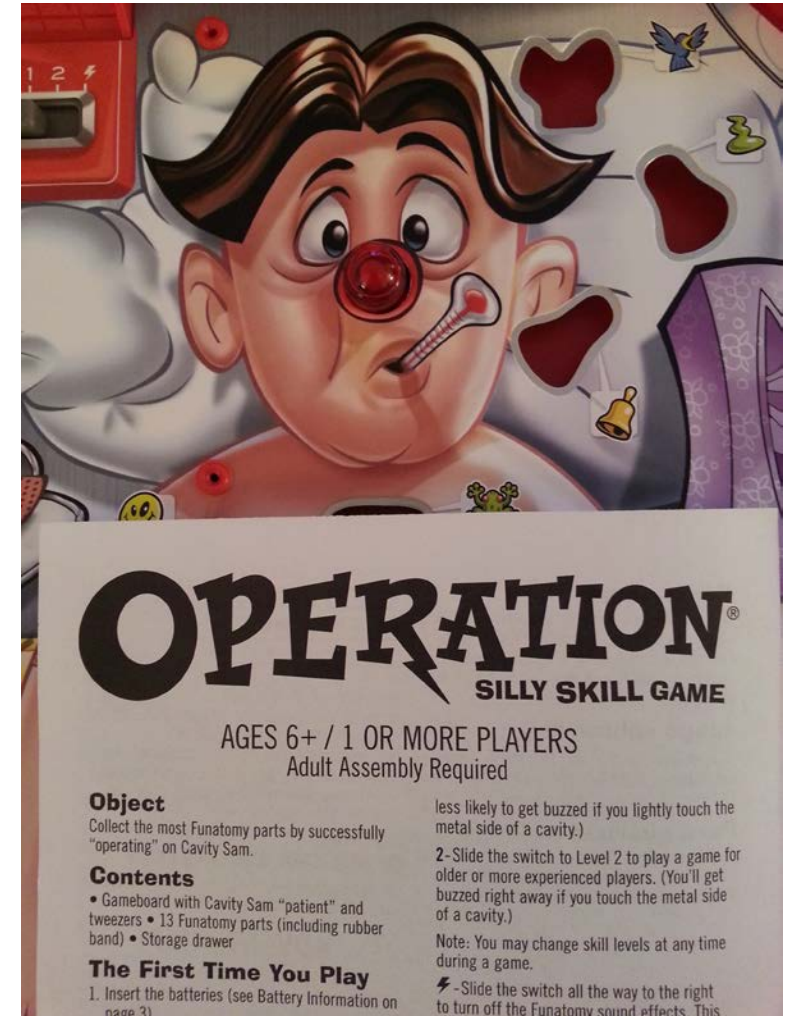
By searching the Internet I determined that the closest font/typeface family for the *Operation* logo text is 'Little Brown Frog SG' by designer Jim Spiece, which was created in 2007 by *Spiece Graphics*.

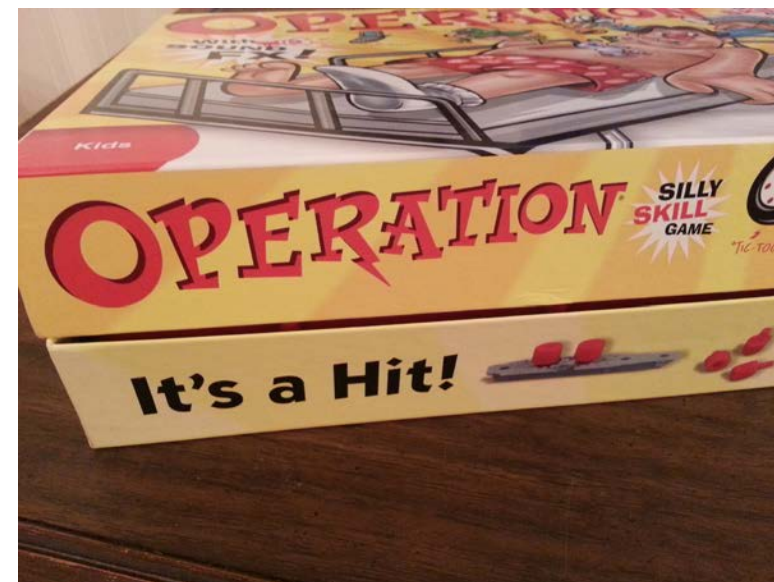
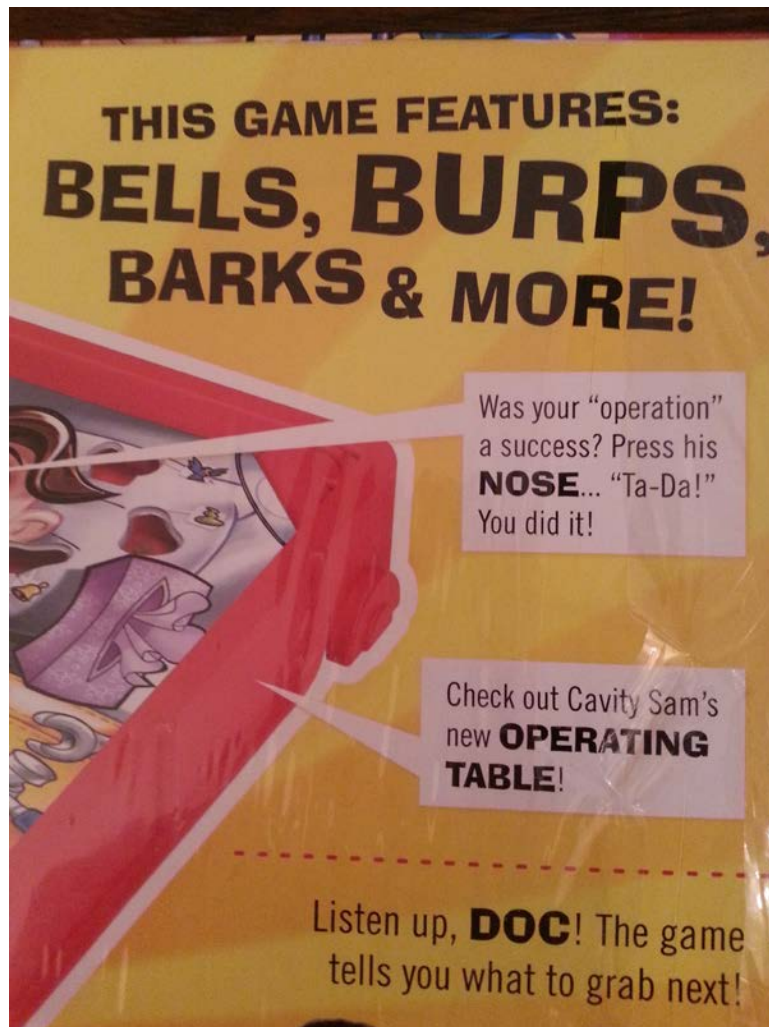
Little Brown Frog SG
Regular (sample):

OPERATION

1/2 pt

OCCAECAT CUPIDATAT
Cupidatat non proident,





Jumanji

Jumanji is a 1995 American fantasy adventure film about a supernatural board game that makes wild animals and other jungle hazards materialize upon each player's move. It was directed by Joe Johnston and is based on Chris Van Allsburg's popular 1981 picture book of the same name.

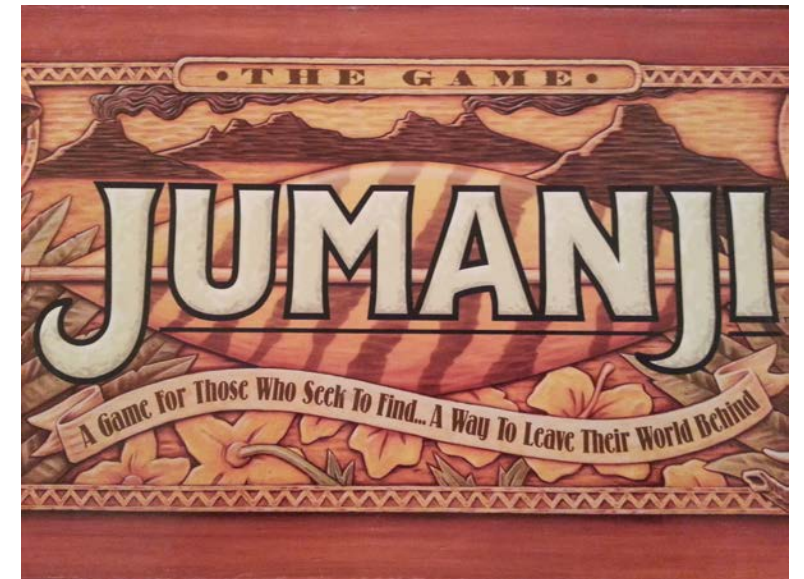
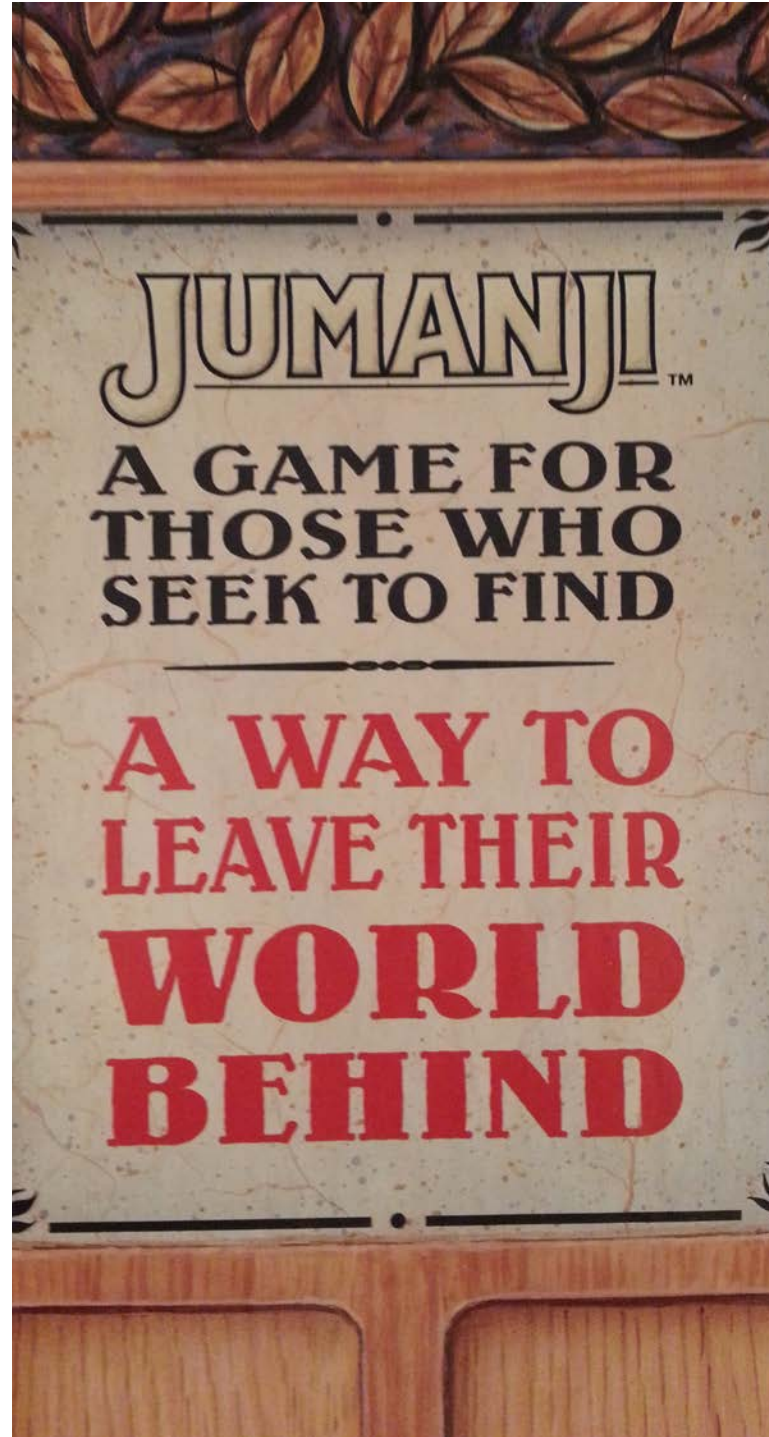
I choose this typographic sample for its ability to convey a safari-like aesthetic through simple letters.

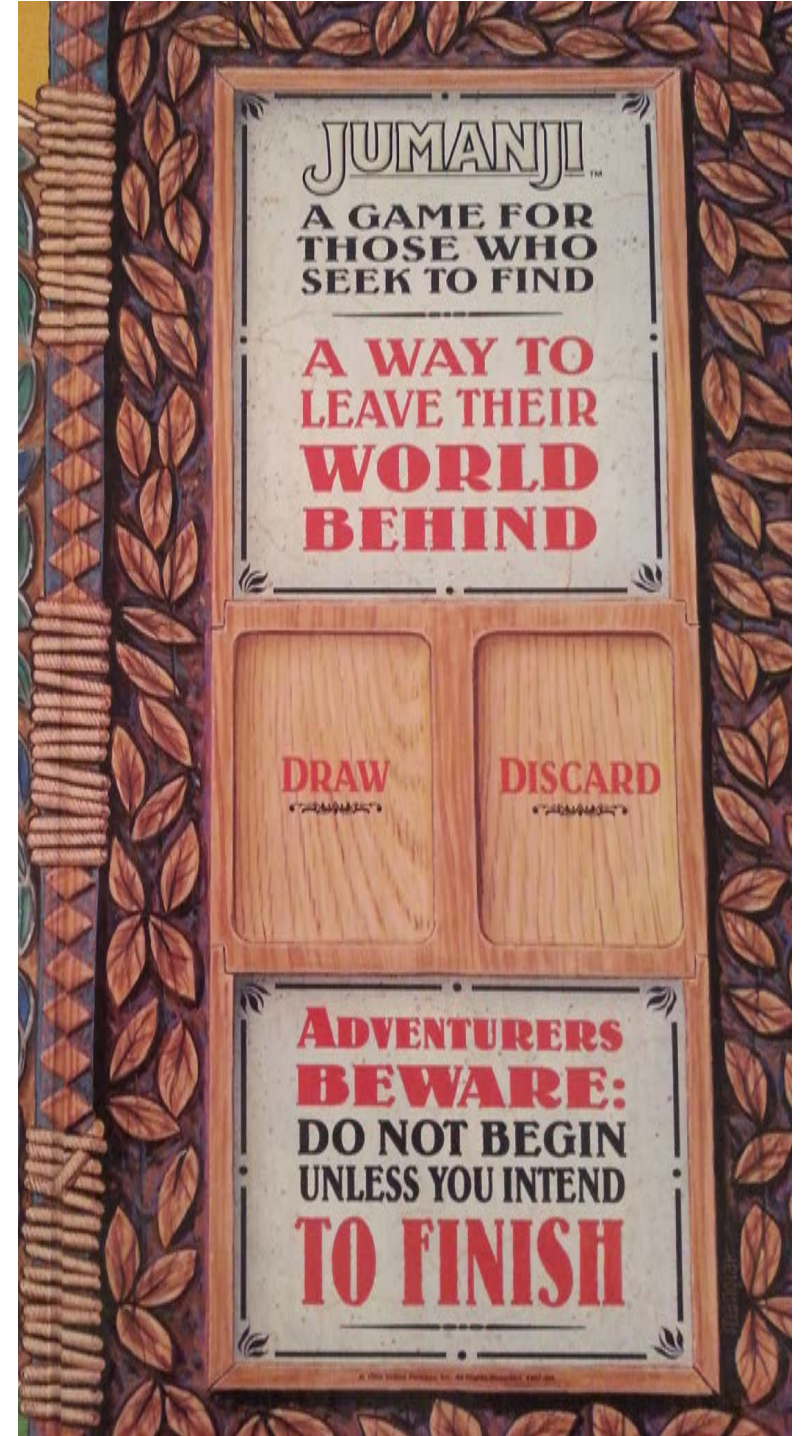
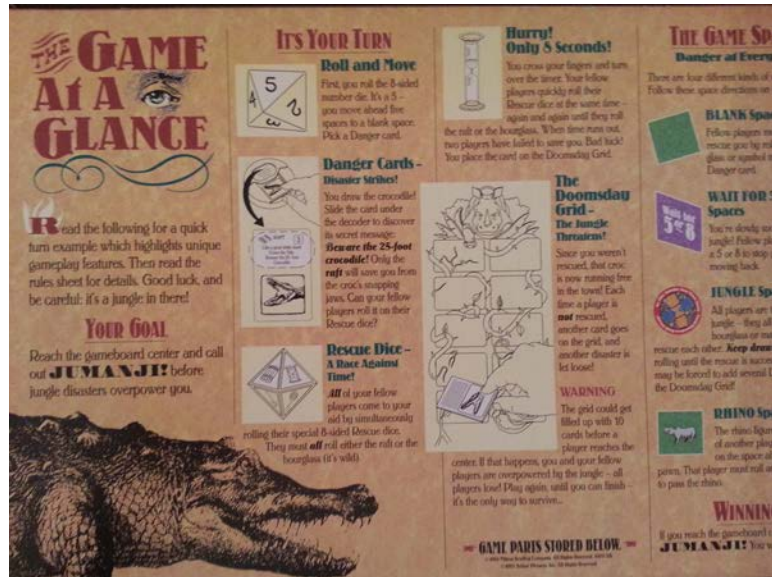
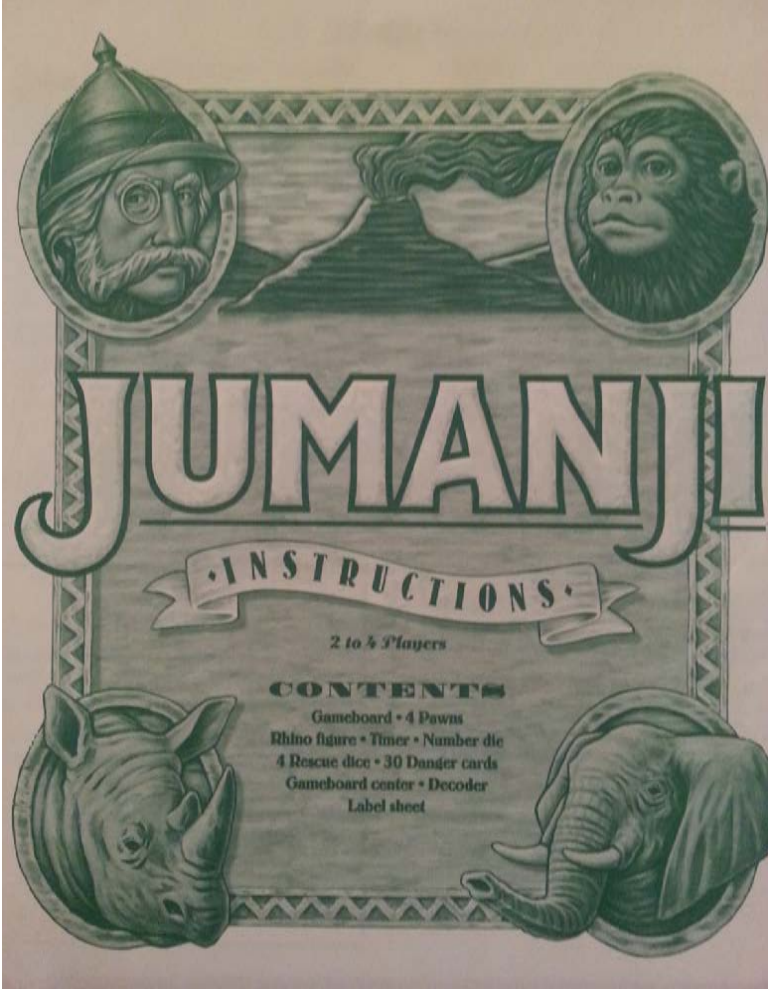
By searching the Internet I determined that the closest font/typeface family to the *Jumanji* logo text is 'Zapf Humanist 601 Ultra' which was designed by Hermann Zapf on January 1, 2000, and published by *Bitstream*.

Zapf Humanist 601 Ultra (Sample):

JUMANJI

144 pt
**AUTE IRU
Irure dolo**





Clue

Cluedo, or *Clue* in North America, is a popular murder-mystery themed deduction board game originally published by *Waddingtons* in Leeds, England in 1949.

I still play this game to this day with friends, and I never really noticed the bold and angular typeface.

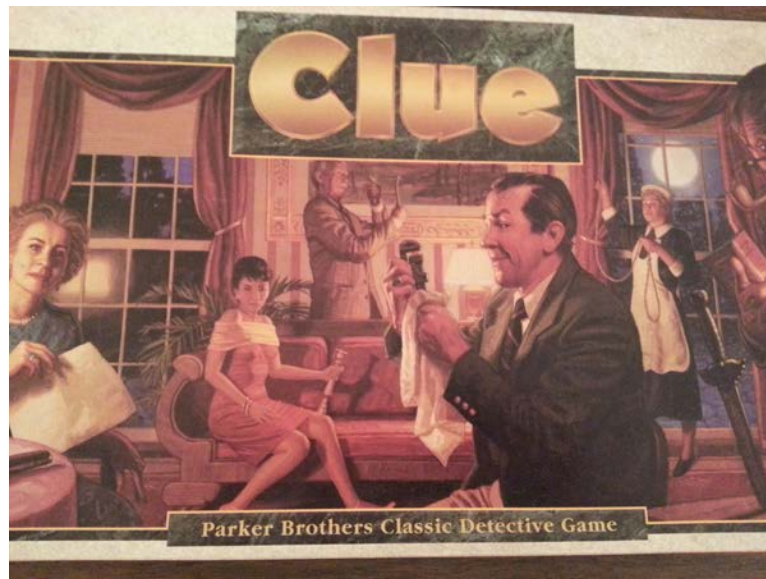
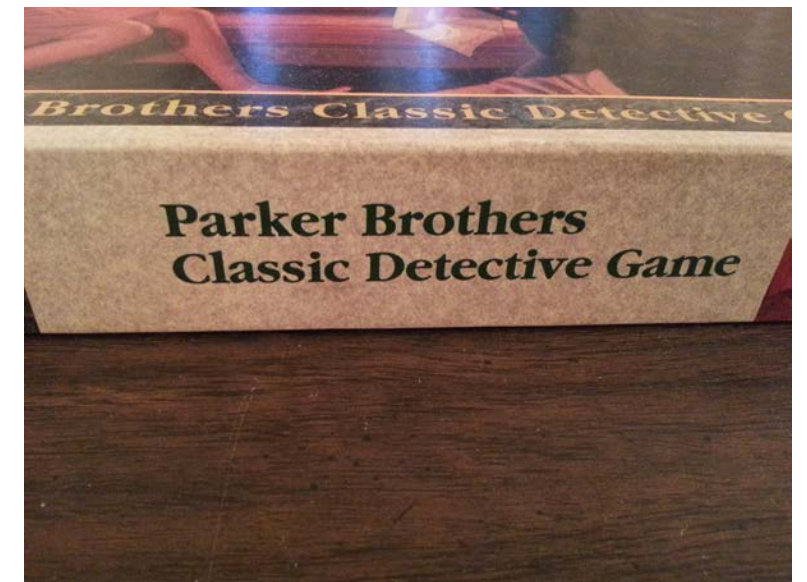
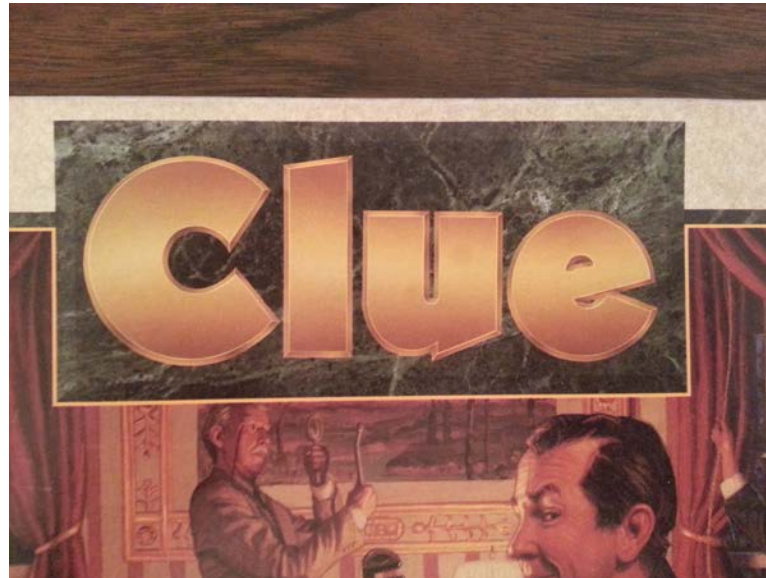
By searching the Internet I determined that the closest font/typeface family to the *Clue* logo text is 'Naked Power Black Regular', a geometric/industrial sans-serif font family in the style of Novel Gothic: less Art Deco feel, more timeless, deadpan voice.

Naked Power Black Regular
(sample):

Clue

72 pt

**QUIS NOSTRUD E
Nostrud exercitatio**



Clue

Classic Detective Game

For 3 to 6 players / Ages 8 to adult

Rules ©1986 Waddingtons Games Ltd. Under exclusive license from Waddingtons Games Ltd, Leeds, England, to Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in U.S.A.

OBJECT
Mr. Boddy—apparently the victim of foul play—is found in one of the rooms of his mansion. To win, you must determine the answers to these three questions: Who done it? Where? and with What Weapon?

EQUIPMENT

- CLUE® Game Board: This shows nine rooms in Mr. Boddy's mansion
- 6 colored tokens, each representing one of the Suspects: Colonel Mustard—yellow; Miss Scarlet—red; Professor Plum—purple; Mr. Green—green; Mrs. White—white; and Mrs. Peacock—blue
- 6 miniature weapons: Rope, Lead Pipe, Knife, Wrench, Candlestick, Revolver

GAME PLAY
MOVING YOUR TOKEN
On each turn, try to move your token either by rolling the die or by using a Secret Pass.

Rolling
Roll the die and:
• You may move your token the number of spaces shown on the die.
• You may change rooms, however, enter the room only if you have a Secret Pass.
• You may not enter a room if you are already in that room.

Secret Pass
The rooms in the mansion are connected by a network of doors. If you are in one of these rooms and you roll a number that is equal to or higher than the number of doors between your room and the room you want to enter, you may enter that room without rolling the die.

Entering a Room
You may enter a room only if you have a Secret Pass. As soon as you enter a room, you must show the cards that you named. If you named a suspect, a weapon, or a room that is not in the room, then the chance to prove your suspicion is yours.

...ss through a door that is closed by a lock. If you roll a number that is equal to or higher than the number of doors between your room and the room you want to enter, you may enter that room without rolling the die.

...enter the same room. If you are already in that room, you may not enter it.

...it your opponent's turn, you must wait until your opponent has moved their token.

A SUGGESTION
After a room, a suspect, and a weapon have been named, the player who named the room may make a suggestion. The player may name a suspect, a weapon, or a room. If the player names a suspect, a weapon, or a room that is not in the room, then the chance to prove their suspicion is theirs.

...through the door. If you are already in that room, you may not enter it.

...ls are in the room. If you are already in that room, you may not enter it.

...nd a Weapon. If you are already in that room, you may not enter it.

...mitted to the room. If you are already in that room, you may not enter it.

...first move. If you are already in that room, you may not enter it.

...a weapon. If you are already in that room, you may not enter it.

...commit the crime. If you are already in that room, you may not enter it.

...yours. If you are already in that room, you may not enter it.

...it false. If you are already in that room, you may not enter it.

...cards. If you are already in that room, you may not enter it.

...of the room. If you are already in that room, you may not enter it.

...ore than one room. If you are already in that room, you may not enter it.

...LOUNGE

©1986, 1992 Waddingtons



UNO

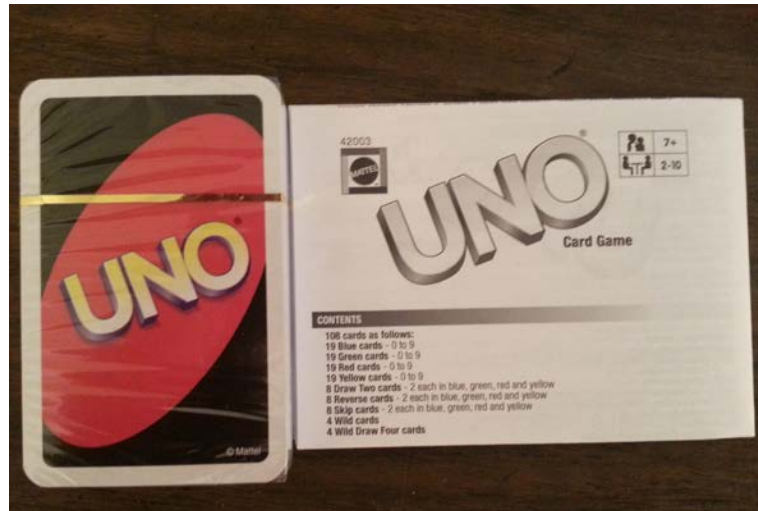
UNO from Italian and Spanish for 'one' is an American card game which is played with a specially printed dec. The game was originally developed in 1971 by Merle Robbins in Omaha, NE and has been a *Mattel* product since 1992.

By searching the Internet I determined that the closest font/typeface family to the *UNO* logo text is 'Arial MT', which was designed in 1982 by a 10-person team, led by Robin Nicholas and Patricia Saunders, for Monotype Typography.

I chose the *UNO* typeface because it was so simple and similar to *Arial*, it is a sans-serif typeface, and I use it a lot in web design. Also, fonts from the *Arial* family are packaged with all versions of Microsoft Windows, some other Microsoft software applications, Apple Mac OS X and many PostScript 3 computer printers.

ARIAL MT (sample):

**ABCDEFGHI
JKLMNOPQ
RSTUVWXYZ
0123456789**



Trivial Pursuit

Trivial Pursuit is a board game in which progress is determined by a player's ability to answer general knowledge and popular culture questions. The game was created in December 1979 in Montreal, Quebec, Canada, by Canadian Chris Haney, a photo editor for Montreal's *The Gazette*, and Scott Abbott, a sports editor for *The Canadian Press*.

I chose the *Trivial Pursuit* font because since the first time I played this game in high school, I have enjoyed the knowledge that it provides, and I like the handwritten flourishes of the serifs.

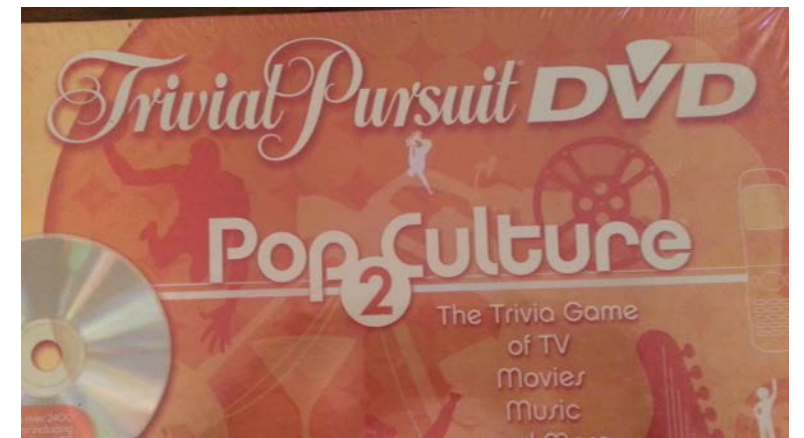
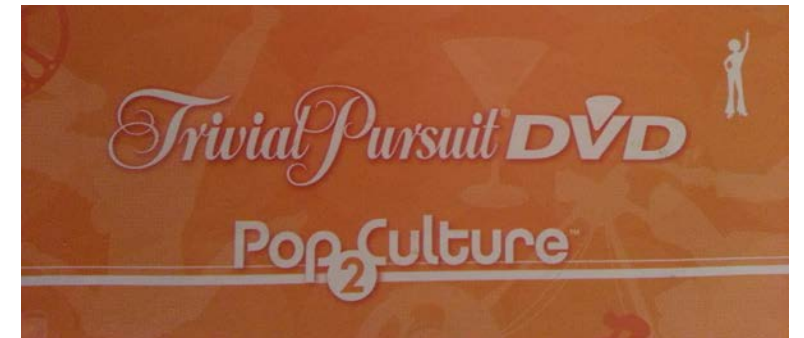
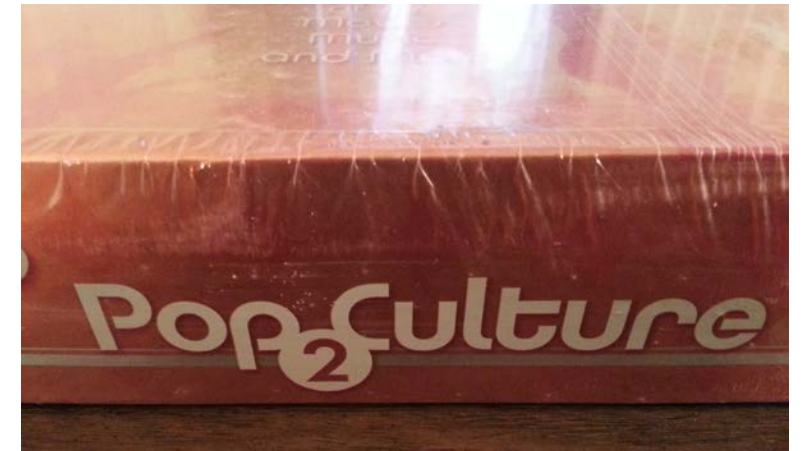
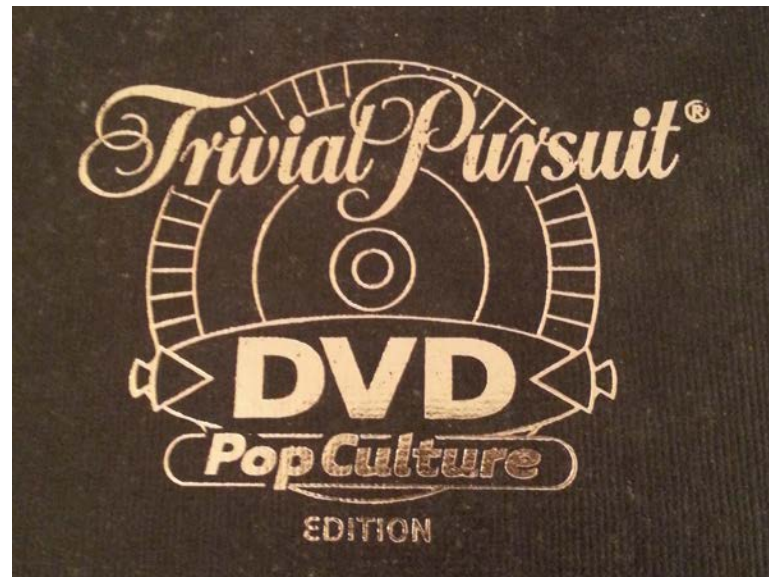
By searching the Internet I determined that the closest font/typeface family to the *Trivial Pursuit* logo text is 'Serofina Regular' by *Insigne Design*, an adaptable and fluid connected script with plenty of alternate flourish options.

Serofina Regular (sample):

144 pt

SWLLA

Pariatur. Ex



Harry Potter Scene It?

Scene It? is a DVD game series created by *Screenlife*, in which players answer trivia questions about films or pop culture. The games were first developed to be played with questions read from trivia cards or viewed on a television from an included DVD or based on clips from movies, TV shows, music videos, sports and other popular culture phenomena.

I chose this font for its bold color and simplicity.

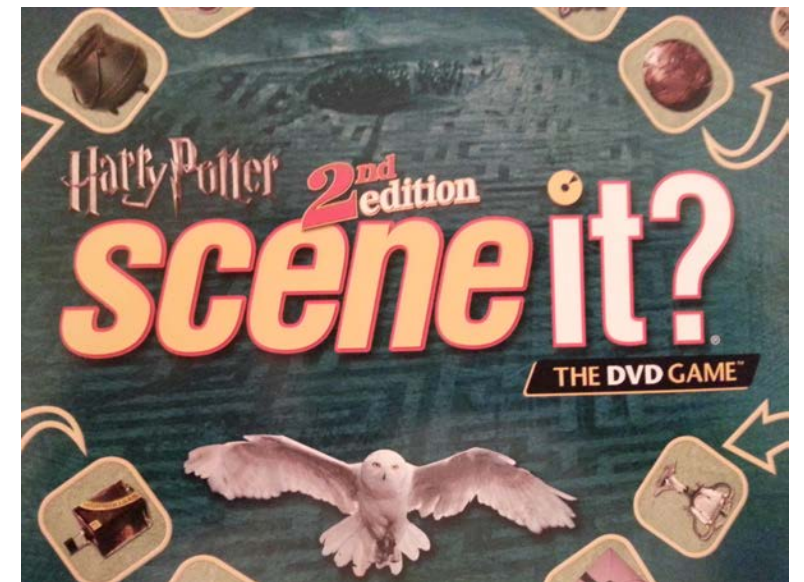
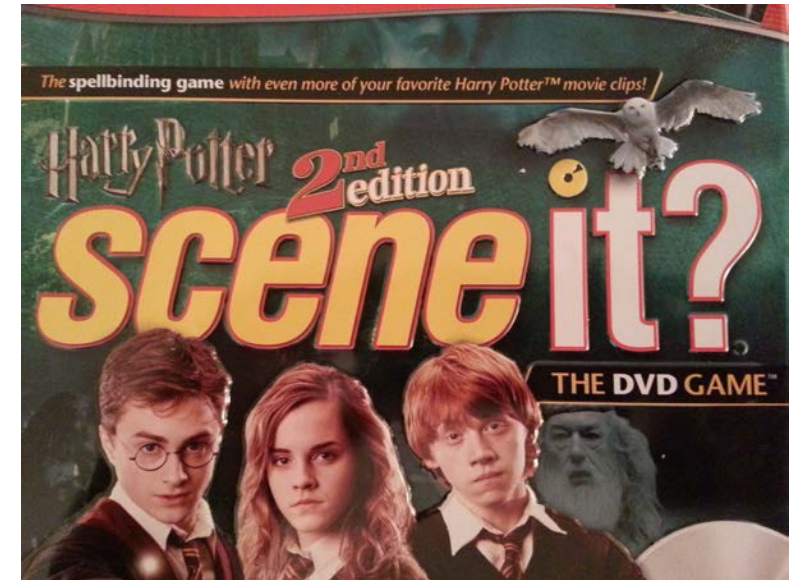
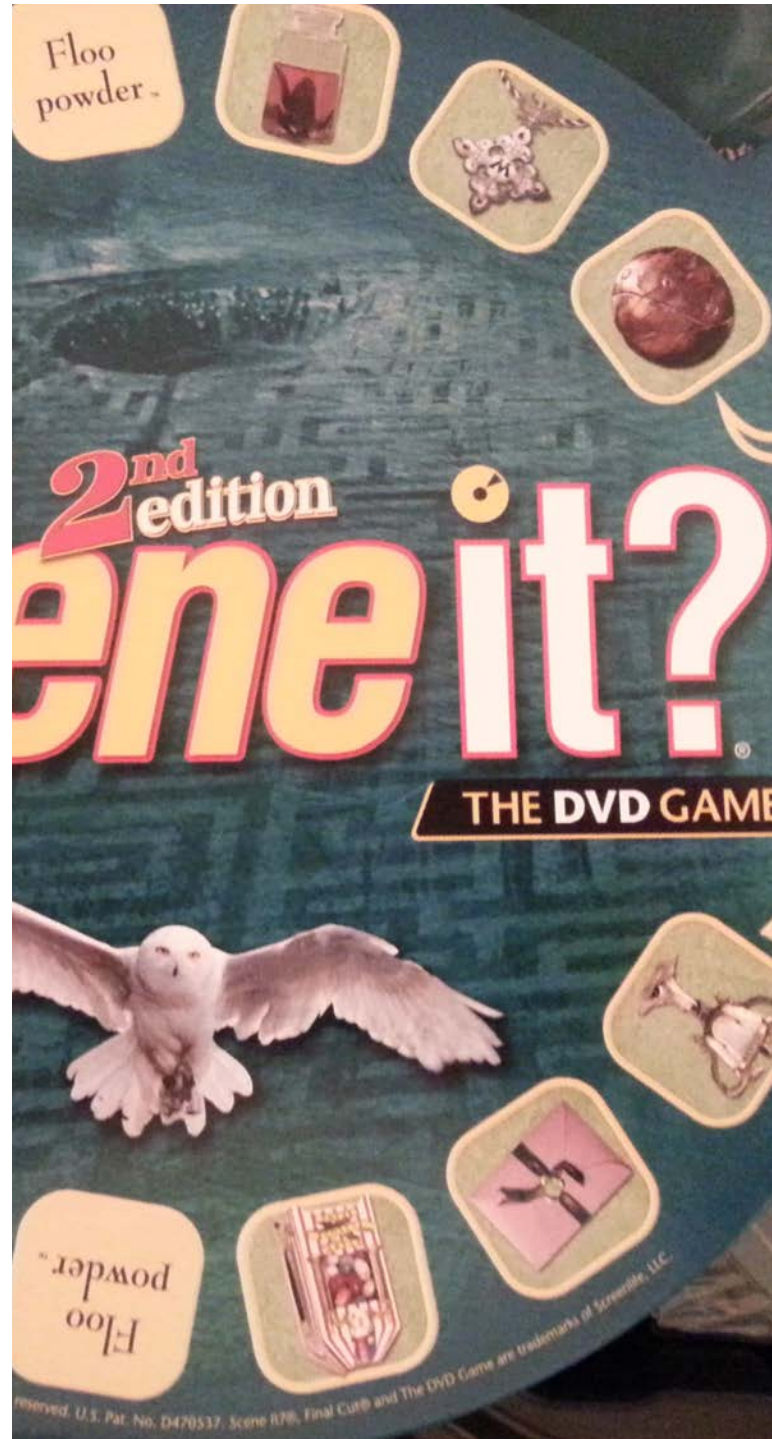
By searching the Internet I determined that the closest font/typeface family to the *Scene It?* logo text is 'Helvetica Pro Bold Condensed Oblique', a widely used sans-serif typeface developed in 1957 by Swiss typeface designer Max Miedinger with Eduard Hoffmann.

Helvetica Pro Bold Condensed Oblique (sample):

sceneit?.

144 pt

CONSECTET



The MAD Magazine Game

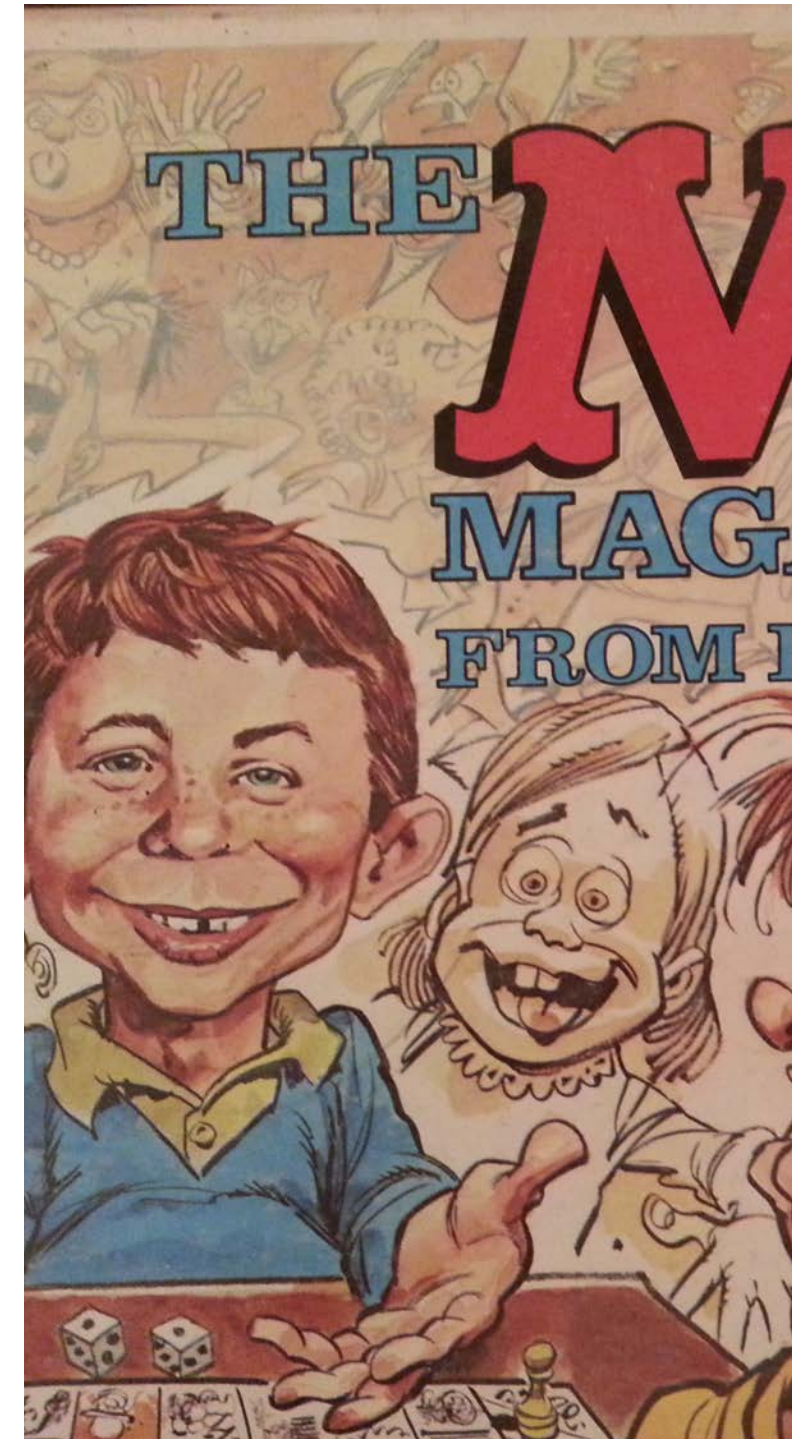
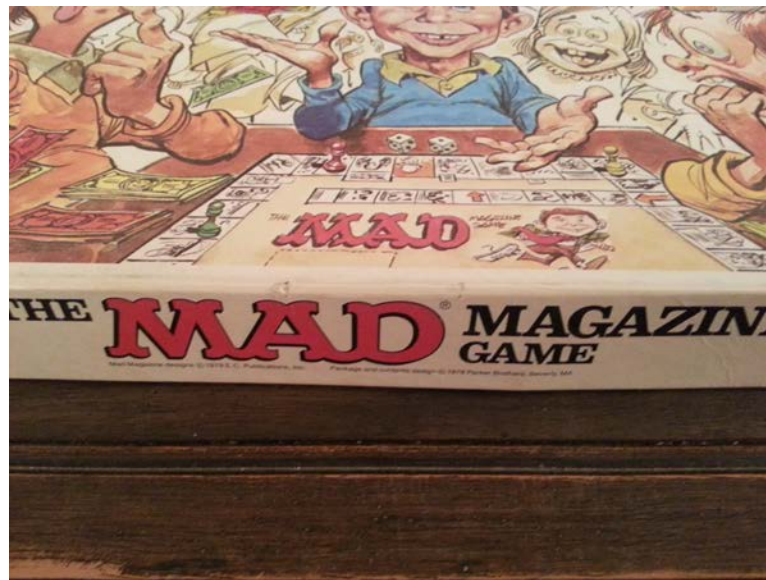
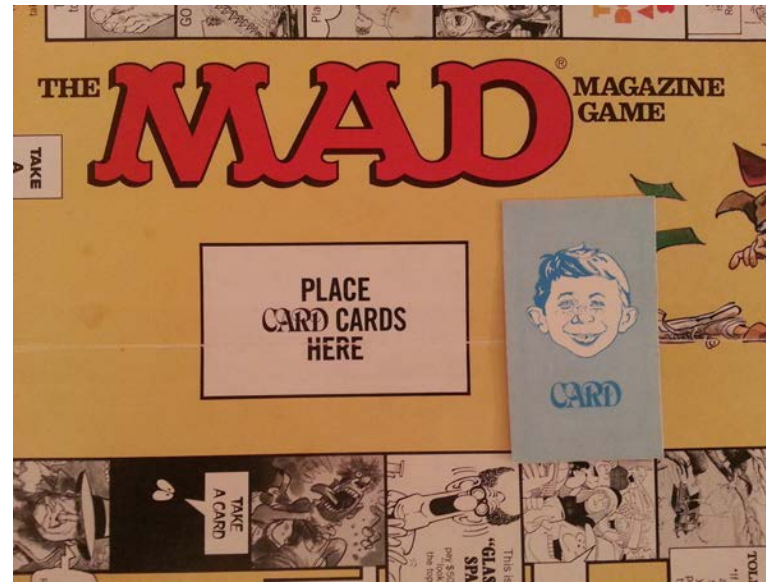
The Mad Magazine Game is a board game produced by Parker Brothers in 1979. Gameplay is similar, but the goals and directions often opposite to, that of *Monopoly*; the object is for players to lose all of their money.

I choose this typeface because the typeface for both the magazine and the board game seems quirky and interesting.

By searching the Internet I determined that the closest font/typeface family to the *Mad Magazine Game* logo text is 'Linotype Syntax Serif Heavy', a serif typeface that complements 'Linotype Syntax', both created by Swiss type designer Hans Eduard Meier in 2000.

Linotype Syntax Serif Heavy
(sample):

MAD
144 pt
ET DOLO
Incididun



Star Munchkin

Munchkin is a dedicated deck card game by Steve Jackson Games, written by Steve Jackson and illustrated by John Kovalic, that has a humorous take on role-playing games, based on the concept of munchkins (immature role-players, playing “to win”).

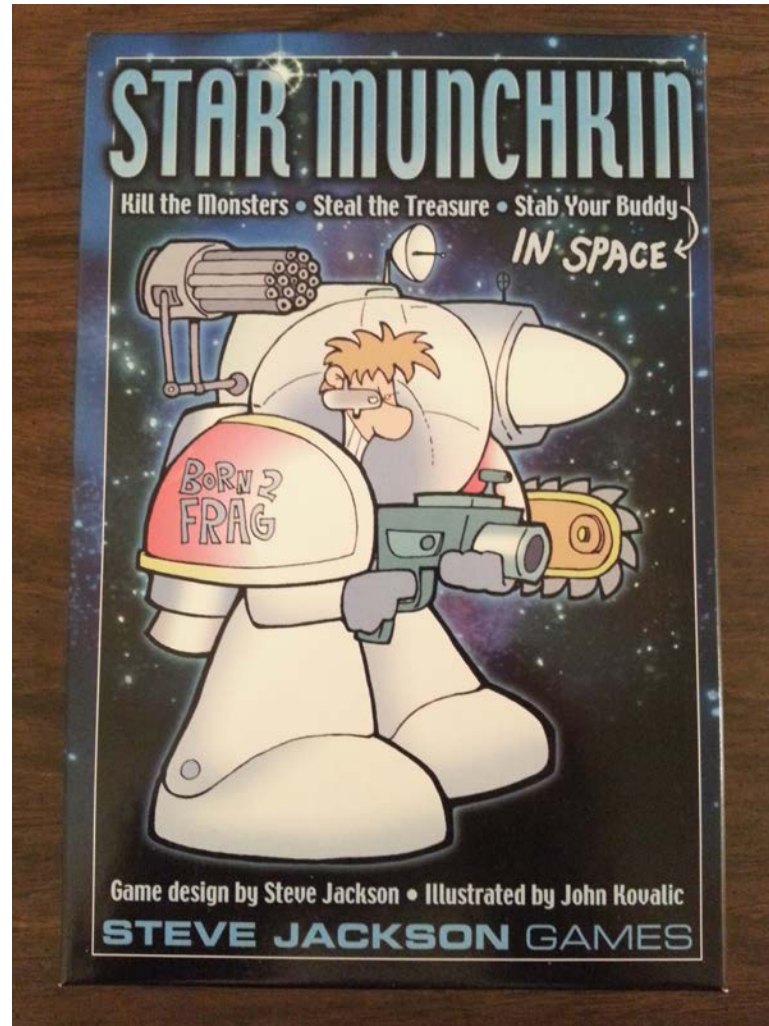
I choose this typographic example because it is interesting, has a space-age aesthetic, and is very unique to me.

By searching the Internet I determined that the closest font/typeface family to the *Star Munchkin* logo text is ‘Wagner Round Biform’, designed by Patrick Griffin, Johannes Wagner, and Kevin King in 2010 for *Canada Type*.

Wagner Round Biform (sample):

MUNCHKIN

144 pt
**QUIS NOSTRUD EXE
NOSTRUD EXERCITA**



LEVEL 12

PSI PSHERIFF

-5 against Psychics. Or a Psychic may choose not to fight at all and get a free face-down Door card instead.

Bad Stuff:
He reads your mind and marks out the parts he doesn't like. Lose your Class(es).



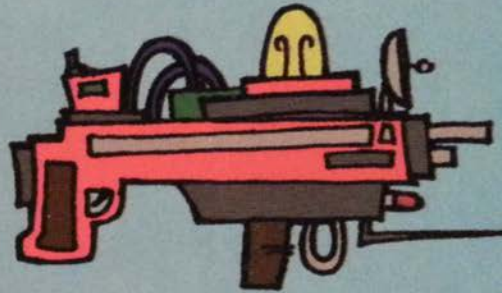
KOVAR

3 Treasures

+4 BONUS

BOBASER

Can be combined with other laser weapons into a single 2-Handed weapon.



KOVAR

2 Hands

800 Gold Pieces

STAR
MUNCHKIN™

STAR
MUNCHKIN™

Jenga

Jenga is a game of physical and mental skill created by Leslie Scott, and currently marketed by *Parker Brothers*, a division of *Hasbro*. During the game, players take turns to remove a block from a tower and balance it on top, creating a taller and increasingly unstable structure as the game progresses.

This typeface brings to mind the wild west with swinging saloon doors, double shots of whiskey, and sheriff's badges; that is why I chose this typeface.

By searching the Internet I determined that the closest font/typeface family to the *Jenga* logo text is 'Wanted Std' which is designed by International Typeface Corporation.

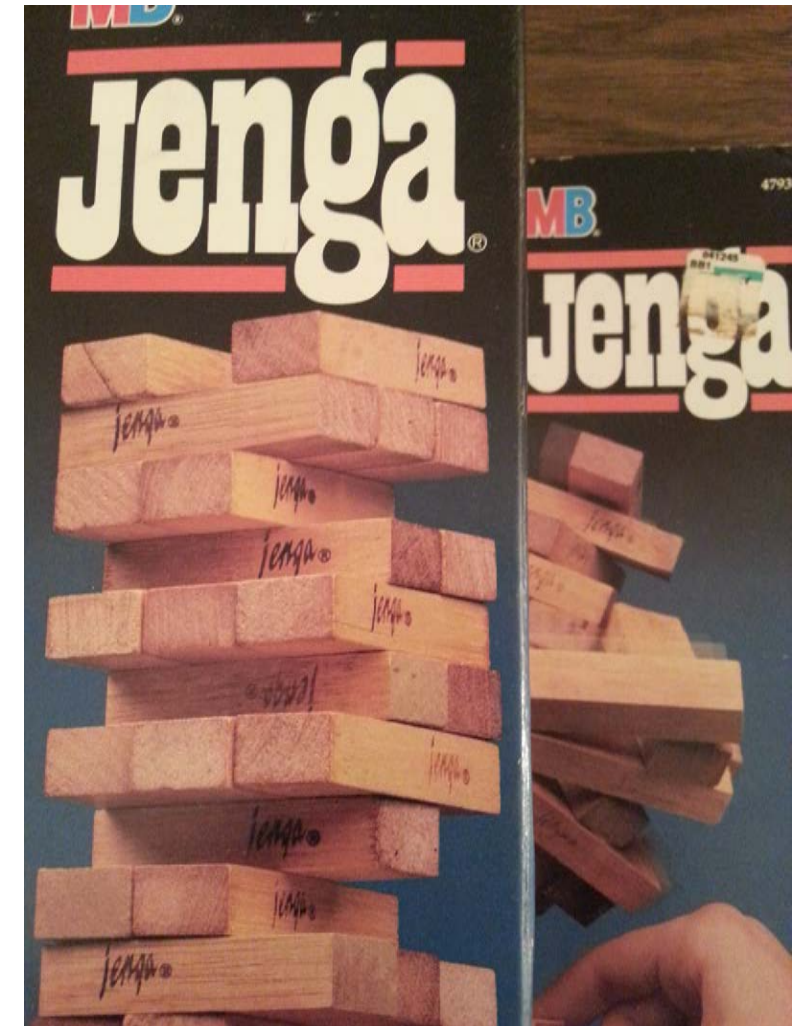
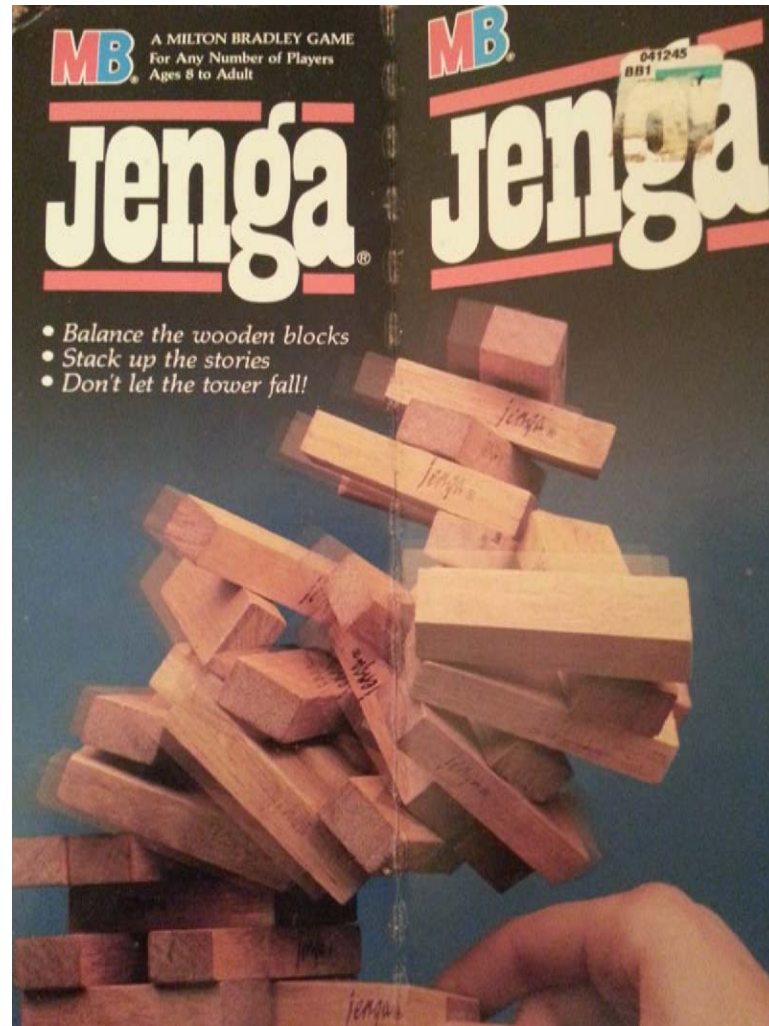
Wanted Std (sample):

Jeng

144 pt

TEMPOR INCIDIDU

Incididunt ut labor



I've Never...

Some call *I've Never...* "the best drinking game ever." Designed to break the ice at any gathering, this game challenges everyone with outrageous questions that will blow your mind. How much do you really know about your lover, best friend, roommate, or spouse?

I choose this typeface because it seemed to be like a lot of different fonts already in existence, and I wanted to see which typeface it was.

By searching the Internet I determined that the closest font/typeface family to the *I've Never...* logo text is 'Cooper Black Pro Regular'. Oswald Bruce Cooper designed 'Cooper Black', an extra bold roman face, based on the forms of his earlier typeface 'Cooper Old Style', which appeared with *Barnhart Brothers & Spindler Type Founders* in Chicago.

Cooper Black Pro Regular
(sample):

I'veNever
72 pt
DESERUNT MOLL
Mollit anim id est

