OYKO

A Geometric sans serif from **The Northern Block.**

THE NORTHERN BLOCK™

Contents

A geometric typeface that follows the grid but understands the rule to go off-grid. The design is sharp, square and engineered yet has plenty of craftsmanship in each character to give it a more human and friendly touch.

23pt

Oyko is best suited to immersive interfaces, including mobile apps, video games, virtual reality and the web.

16pt

Details include five purposeful weights with italics, over 500 characters, five variations of numerals, stylistic zeros, and OpenType features.

12pt

Light

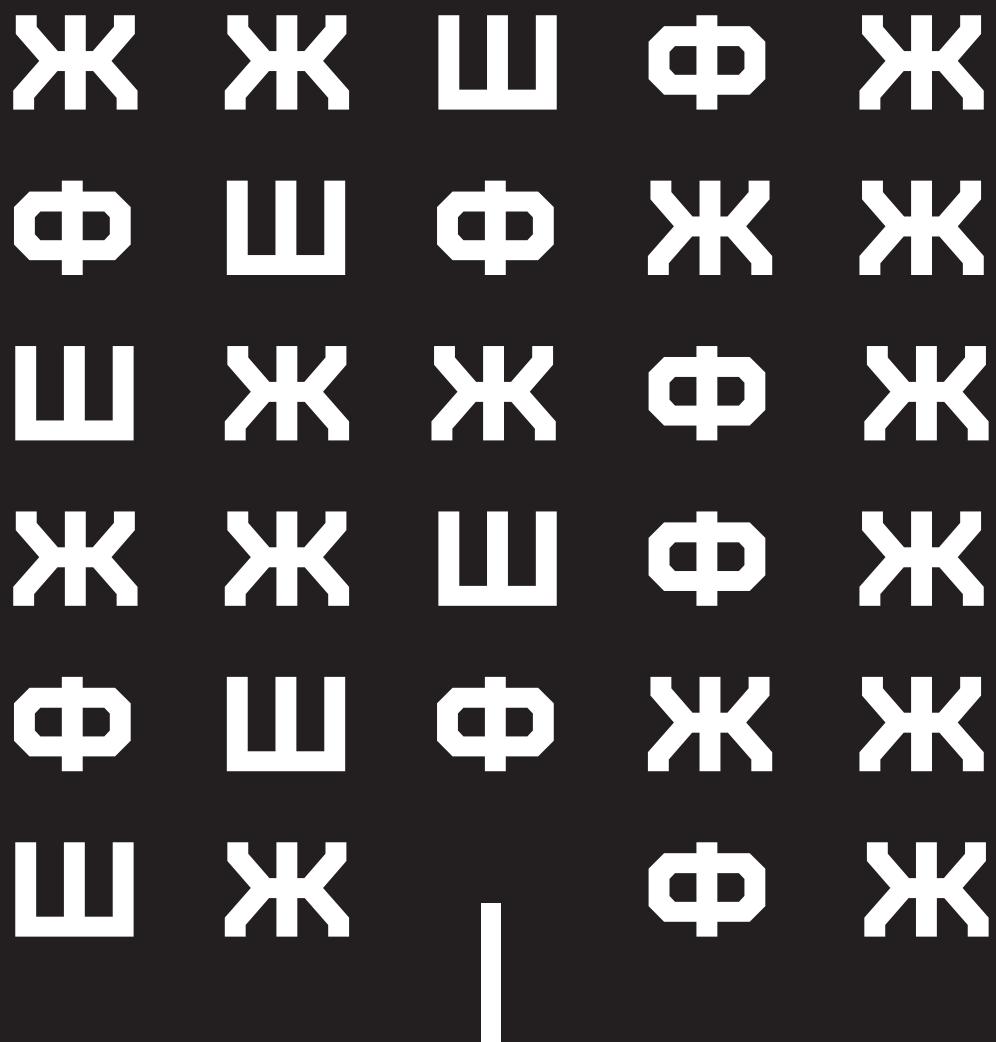*Italic*

Regular

Italic

Medium

Italic

Bold

Italic

ExtraBold

Italic

Cyrillic

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футуристический

manufactured through techniques of mass production

1991, 2003, 2009*, 2015

Industrial design is a process of design applied to products

0653389612O.OO

mechanisation that began with the industrial revolution

INDUSTRIALISATION

Oyko Light 14pt

An arcade game or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro mechanical games, redemption games or merchandisers. While dates are debated, the golden age of arcade video games is usually defined as a period beginning sometime in the late 1970s and ending sometime in the mid-1980s.

Oyko Light 14pt Spanish

Un juego de arcade o una moneda-op es una máquina de entretenimiento que funciona con monedas normalmente instalado en las empresas públicas tales como restaurantes, bares y atracciones arcadas. La mayoría de los juegos de arcade son los videojuegos, máquinas de pinball, electro juegos mecánicos, juegos de canje o comerciantes. Mientras que las fechas son debatido, la edad de oro de los videojuegos de arcade se define generalmente como un período que comienza en algún momento a finales de 1970 y terminando en algún momento a mediados de la década de 1980.

Oyko Light 14pt Czech

Arkádová hra nebo mince-op je na mince zábavní přístroj obvykle nainstalován ve veřejných podnicích, jako jsou restaurace, bary a zábavy arkády. Většina arkádové hry jsou video hry, hrací automaty, elektro mechanické hry, hry nebo odkupu obchodních domů. I když data jsou diskutovali, zlatý věk arkádových videoher je obvykle definována jako období, které začíná někdy v pozdní 1970 a končí někdy v polovině-1980. hudbujako umělecká forma zahrnuje produkci hudebních děl.

An arcade game or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro mechanical games, redemption games or merchandisers. While dates are debated, the golden age of arcade video games is usually defined as a period beginning sometime in the late 1970s, ending sometime in the mid-1980s.

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The first popular "arcade games" included early amusement-park midway games such as shooting galleries, ball-toss games, and the earliest coin-op machines, such as those that claimed to tell a person's fortune or that played mechanical music.

Oyko Light Italic 38pt

Regular

JOY-STICK

manufactured through techniques of mass production

LOADING GAME SAVES

Industrial design is a process of design applied to products

PLEASE STAND BY

mechanisation that began with the industrial revolution

DON'T TURN OFF

Oyko Regular 14pt

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Oyko Regular 14pt Polish

Gra zręcznościowa lub monety-op to maszyna rozrywki monety zazwyczaj instalowane w przedsiębiorstwach publicznych, takich jak restauracje, bary i rozrywki arkadami. Większość gier arcade są gry wideo, pinball, electro mechaniczne gry, gry umorzenia lub sprzedawcom. Choć terminy są dyskusji, The złota era gier arcade jest zwykle definiowana jako okres rozpoczynający się kiedyś w latach 1970 i kończący się gdzieś w połowie 1980 roku.

Oyko Regular 14pt Russian Cyrillic

Аркадная игра или монета-оп является монетные развлекательная машина, как правило, устанавливаются в общественных предприятий, таких как рестораны, бары и развлечения пассажи. Большинство аркадных игр видеоигры, игровые автоматы, электро механические игры, выкупные игры или мерчендайзеров. В то время как даты обсуждается, золотой век аркадных видеоигр, как правило, определяется как период, начинающийся где-то в конце 1970-х и заканчивая где-то в середине 1980-х годов.

Oyko Regular 18pt

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Medium + Italic

Medium

ARCADE-COINS

manufactured through techniques of mass production

10p 25p 50p £1.00 £2.00

Industrial design is a process of design applied to products

MORTAL KOMBAT

mechanisation that began with the industrial revolution

STREET FIGHTER

An arcade game or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro mechanical games, redemption games or merchandisers. While dates are debated, the golden age of arcade video games is usually defined as a period beginning sometime in the late 1970s and ending sometime in the mid-1980s.

Arkadna igra ili novac-op je novac vođen zabava stroj obično instaliran u javnim poduzećima kao što su restorani, barovi i zabavu arkade. Većina arkadne igre su video igre, fliper strojeva, elektro mehanička igre, otkupni igre ili merchandisers. Dok su datumi raspravljalo, zlatno doba arkadnih video igara obično se definira kao razdoblje počinje negdje u kasnim 1970-ih, a završava negdje sredinom 1980-ih.

Un jeu d'arcade ou coin-op est une machine de divertissement monnayeur généralement installés dans les entreprises publiques telles que les restaurants, bars et attractions arcades. La plupart des jeux d'arcade sont des jeux vidéo, flippers, électro jeux mécaniques, jeux de rachat ou marchandiseurs. Bien que les dates sont débattue, l'âge d'or des jeux vidéo d'arcade est généralement définie comme une période commençant dans le courant de la fin des années 1970 et se terminant parfois au milieu des années 1980.

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Ein Arcade-Spiel oder Coin-Op ist ein Münz-Entertainment-Maschine typischerweise in öffentlichen Unternehmen wie Restaurants, Bars und Spielhallen installiert. Die meisten Arcade-Spiele sind Videospiele, Flipper, elektro-mechanische Spiele, Erlösung Spiele oder Merchandiser. Während Daten diskutiert werden, wird das goldene Zeitalter der Arcade-Videospielen in der Regel als eine Periode definiert irgendwann in den späten 1970er Jahren begann, irgendwann in der Mitte der 1980er Jahre zu beenden.

Die erste populäre "arcade Spiele "inklusive Früh Freizeitpark auf halbem Wege Spiele wie Schießen Galerien, Ball-Knobelspiele, und die früheste Coin-Op Maschinen, wie jene, dass behauptete, ein zu sagen, Person das Vermögen oder das gespielt mechanische Musik.

Oyko Medium Italic German

Bold + Italic

Bold

COLLECTING

manufactured through techniques of mass production

TICKETS AVAILABLE

Industrial design is a process of design applied to products

HIGH SCORE!

mechanisation that began with the industrial revolution

PUSH START

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Den första populära "arkad spel "inkluderade tidiga nöjen-park Midway spel som skytte gallerier, boll slänga spel, och den tidigaste mynt-op maskiner, såsom de som som hävdade att berätta en persons förmögenhet eller som s pelade mekanisk musik.

Oyko Bold Italic Swedish

Extra

Bold

CONTROLLER

manufactured through techniques

INSERT COINS

Industrial design is a process of design applied to products

SIMULATION

mechanisation that began with the industrial revolution

STREET FIGHTER

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Oyko ExtraBold Italic

Language Support

Afrikaans, Albanian, Asu, Basque, Bemba, Bena, Bosnian,
Bulgarian, Catalan, Chiga, Colognian, Cornish, Croatian,
Czech, Danish, Dutch, English, Estonian, Faroese, Filipino,
Finnish, French, Friulian, Galician, Ganda, German, Gusii,
Hungarian, Icelandic, Inari Sami, Indonesian, Irish, Italian,
Jola-Fonyi, Kabuverdianu, Kalenjin, Kinyarwanda, Latvian,
Lithuanian, Lower Sorbian, Luo, Luxembourgish, Luyia,
Machame, Makhuwa-Meetto, Makonde, Malagasy, Malay,
Maltese, Manx, Morisyen, North Ndebele, Northern Sami,
Norwegian Bokmål, Norwegian Nynorsk, Nyankole, Oromo,
Polish, Portuguese, Romanian, Romansh, Rombo, Rundi,
Russian, Rwa, Samburu, Sango, Sangu, Scottish Gaelic,
Sena, Shambala, Shona, Slovak, Slovenian, Soga, Somali,
Spanish, Swahili, Swedish, Swiss German, Taita, Teso,
Turkish, Turkmen, Upper Sorbian, Vunjo, Welsh, Western
Frisian, Zulu.

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Colophon

The Northern Block type foundry was
created by Jonathan Hill in 2006 with the
goal to design new and original typefaces.
Over almost a decade, the company
has been producing quality typefaces
with a modern aesthetic that appeals to
the latest breed of font users including
Electronic Arts, Ubisoft, McCann, Interbrand,
Triumph and Harman Kardon. In 2013,
MyFonts voted the Bauhaus-inspired font
Corbert amongst the most popular san's
serif designs. More recent achievements
include two international awards in the
2014 Hiiibrand Typography (Latin) Typeface
Category for the fonts Modum & Merel. With
further expansion into corporate design,
font development and non-latin language
support The Northern Block makes the
perfect partner for your typeface project.

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Northern Block fonts, remain the property
of The Northern Block.