

RT Alias

RT ALIAS ROUGH SUBFAMILY

Light

Alias

Light Oblique

Alias

Regular

Alias

Regular Oblique

Alias

Bold

Alias

Bold Oblique

Alias

RT ALIAS MEDIUM SUBFAMILY

Light

Alias

Light Oblique

Alias

Regular

Alias

Regular Oblique

Alias

Bold

Alias

Bold Oblique

Alias

RT ALIAS FINE SUBFAMILY

Light

Alias

Light Oblique

Alias

Regular

Alias

Regular Oblique

Alias

Bold

Alias

Bold Oblique

Alias

RT ALIAS GROTESK SUBFAMILY

Light

Alias

Light Oblique

Alias

Regular

Alias

Regular Oblique

Alias

Bold

Alias

Bold Oblique

Alias

About

RT Alias idea is rooted in the technical constraints of font aliasing in times when the visual reproduction of fonts on screens was not nearly as precise as it is today. Designed with a changing grid and an additional sans-serif subfamily, RT Alias is a highly-versatile pixel typeface system consisting of four subfamilies named Grotesk, Fine, Medium and Rough with three weights each.

www.rt-alias.com

Supported languages

Afrikaans, Albanian, Basque, Bosnian, Breton, Catalan, Croatian, Czech, Danish, Dutch, English, Esperanto, Estonian, Faroese, Fijian, Finnish, Flemish, French, Frisian, German, Greenlandic, Hawaiian, Hungarian, Icelandic, Indonesian, Irish, Italian, Latin, Latvian, Lithuanian, Malay, Maltese, Maori, Moldavian, Norwegian, Polish, Portuguese, Provençal, Romanian, Romany, Sámi (Inari), Sámi (Luli), Sámi (Northern), Sámi (Southern), Samoan, Scottish Gaelic, Slovak, Slovenian, Sorbian, Spanish, Swahili, Swedish, Tagalog, Turkish, Welsh

File formats

Desktop: OTF
Web: WOFF2, WOFF
App: OTF

Available licenses

Desktop license
Web license
App license

Further licensing options are available on request.
Please get in touch.

Contact

info@razziatype.com
www.razziatype.com
www.rt-alias.com

RAZZIATYPE

OPENTYPE FEATURES

Language feature
Romanian
Moldavian**și societății**
ȘI SOCIETĂȚII**șȳ societății**
Șȳ SOCIETĂȚII

Tabular numbers

10158
37946**10158**
37946

Slashed zero

1000**1000**

Sups

564**56⁴**

Subs

H20**H₂0**

Automatic fractions

3/125**³/₁₂₅**

290pt

LEEN

140pt

Laseractive

90pt

The Vectrex 1982

18pt

The second decade in the industry's history was decade of highs and lows for video games. The decade began amidst a boom in the arcade business with giants like Atari still dominating the market since the late-1970s. Another, the rising influence of the home computer, and a lack of quality in the games themselves lead to an implosion of the North American video game market that nearly destroyed the industry. It took home consoles years to recover from the crash, but Nintendo filled in the void with its *Nintendo Entertainment System (NES)*, reviving interest in consoles. Up until this point, most investors believed video games to be a fad that has since passed. In the remaining years of the decade, *Sega* ignites a console war with Nintendo, developers that have been affected by the crash experiment with the superior graphics of the PC, and Nintendo also releases the *Game Boy*, which would become the best-selling handheld gaming device for the next two-decades. The Nintendo Entertainment System was released in the mid-1980s and became the best-selling gaming console of its time. Starting in 1983 the third generation began with the Japanese release of the Family Computer (or "Famicom"; later known as the Nintendo Entertainment Sys-

12pt

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300pt

S E G A

180pt

GENESIS

90pt

Commodore 64

18pt

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280pt

A t o r i

140pt

Magnavox

120pt

Astrocade

18pt

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340pt

1972

150pt

Microvision

80pt

Arcadia Zodiac 83

18pt

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260pt

SINNES

180pt

Arcade

130pt

Video Racer

18pt

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260pt

Elite

170pt

Famicom

130pt

Arkanooid 86

18pt

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230pt

Jetpoadc

180pt

Karateka

100pt

Double Dragon

18pt

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260pt

TRON

160pt

Wizardry

100pt

Metal Gear 1987

18pt

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320pt

Zork

160pt

Metroid

90pt

Space Quest 1986

18pt

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280pt

Pitfall

180pt

Robotron

100pt

Ikari Warriors

18pt

The second decade in the industry's history was decade of highs and lows for video games. The decade began amidst a boom in the arcade business with giants like Atari still dominating the market since the late-1970s. Another, the rising influence of the home computer, and a lack of quality in the games themselves lead to an implosion of the North American video game market that nearly destroyed the industry. It took home consoles years to recover from the crash, but Nintendo filled in the void with its *Nintendo Entertainment System (NES)*, reviving interest in consoles. Up until this point, most investors believed video games to be a fad that has since passed. In the remaining years of the decade, *Sega* ignites a console war with Nintendo, developers that have been affected by the crash experiment with the superior graphics of the PC, and Nintendo also releases the *Game Boy*, which would become the best-selling handheld gaming device for the next two-decades. The Nintendo Entertainment System was released in the mid-1980s and became the best-selling gaming console of its time. Starting in 1983 the third generation began with the Japanese release of the Family Computer (or "Famicom"; later known as the Nintendo Entertainment System in the rest of the world) by

12pt

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220pt

TETRIS

200pt

Xevious

130pt

Dragon's Lair

18pt

In the early-1980s, *arcade games* were a vibrant industry. The arcade video game industry in the US alone was generating \$5 billion of revenue annually in 1981 and the number of arcades doubled between 1980 and 1982. The effect video games had on society expanded to other mediums as well such as major films and music. In 1982, "*Pac-Man Fever*" charted on the Billboard Hot 100 charts and Tron became a cult classic. Following a dispute over recognition and royalties, several of Atari's key programmers split and founded their own company *Activision* in late 1979. Activision was the first third-party developer for the Atari 2600. Atari sued Activision for copyright infringement and theft of trade secrets in 1980, but the two parties settled on fixed royalty rates and a legitimizing process for third parties to develop games on hardware. In the aftermath of the lawsuit, an oversaturated market resulted in companies that had never had an interest in video games before beginning to work on their own promotional games; brands like *Purina Dog Food*. The market was also flooded with too many consoles and too many poor quality games,[17] elements that would contribute to the collapse of the entire video game industry in 1983. By 1983, the video game bubble created during the golden age had burst

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230pt

MANIAC

160pt

Defender

120pt

Dragonslayer

18pt

By 1985, the home market console in *North America* had been dormant for nearly two years. Elsewhere, video games continued to be a staple of innovation and development. After seeing impressive numbers from its *Famicom* system in Japan, Nintendo decided to jump into the North American market by releasing the *Nintendo Entertainment System*, or NES for short. After release it took several years to build up momentum, but despite the pessimism of critics it became a success. Nintendo is credited with reviving the home console market. One innovation that led to *Nintendo's success* was its ability to tell stories on an inexpensive home console; something that was more common for home computer games, but had only been seen on consoles in a limited fashion. Nintendo also took measures to prevent another crash by requiring third-party developers to adhere to regulations and standards, something that has existed on major consoles since then. One requirement was a „lock and key“ system to prevent reverse engineering. It also forced third parties to pay in full for their cartridges before release, so that in case of a flop, the liability will be on the developer and not the provider. By 1983, the video game bubble created during the

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