

Rapid

Introduction

About

Rapid finds its origins with no-nonsense Modernist construction company logos found on heavy-duty machinery and road work vehicles in Switzerland. Referencing the intensity and power of the tools, the pragmatic style was adapted from industrial engines to industrial music and soon became a reference point for the early UK Club scene. The aesthetic gained popularity thanks to designers such as Peter Saville, 8vo, and Designers Republic, and eventually could be seen throughout the crowds of the early UK Club scene — from warehouses in Manchester and Sheffield to basements in London. As the rave scene evolved so did the style, becoming synonymous with progressive visual culture and informing universally understood aesthetics for ideas of “the future.”

Today, Rapid carries with it artifacts of this warped design history that went from construction companies to rave culture to science-fiction. The typeface offers an extreme width and weight range for all your time and space-traveling typographic needs.

Credits

Design: Laurenz Brunner

Design and Production Assistance: Selina Bernet, Sylvan Lanz

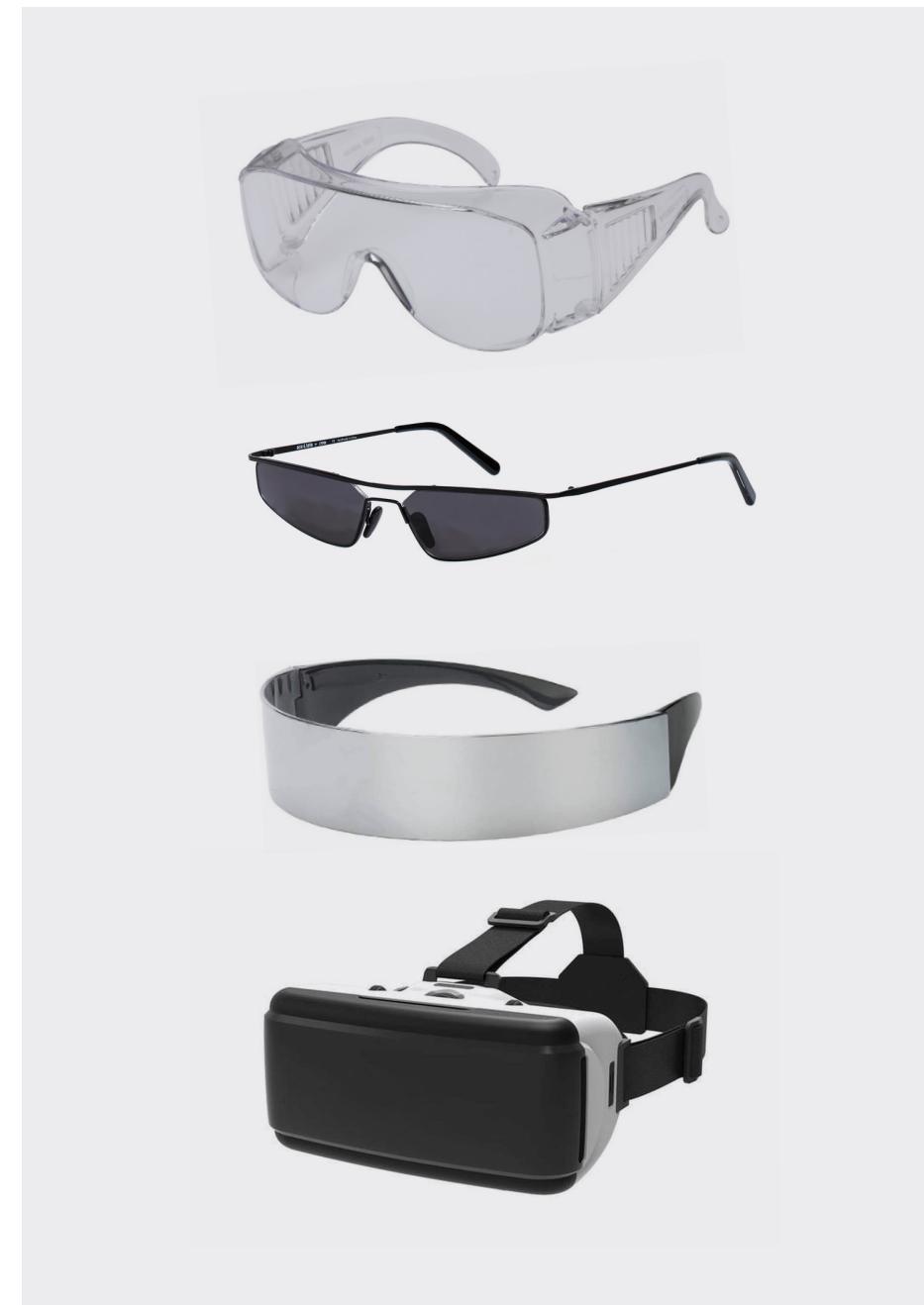
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Technical information

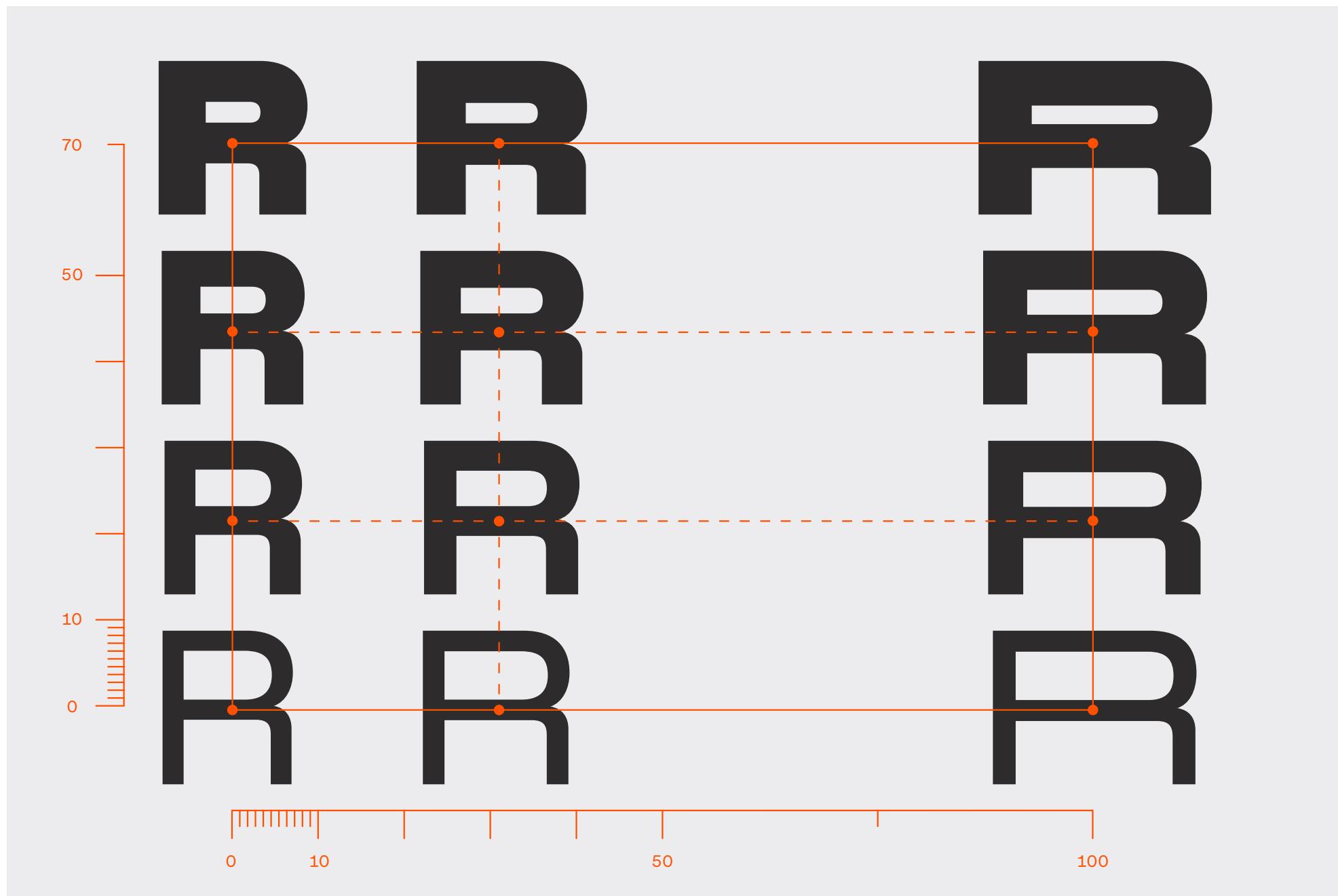
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WOFF2, Variable

Inquires

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Design Space



Source Type™

Glyph Overview including Stylistic Sets

A Δ A B C C D E F G G
1 2 3 3

H I J K L M m m N Π
1 2 1

Ν O P Q R R R S S T U
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V V W Ш W X Y Z Z
2 1 2 2

a a b c c d e f g g
1 3 3 3 3

h i j k l m n o p q r s s
3 3

t u v v w w x y z z
2 2 2

Rapid Black

Rapid Black Wide

Rapid Black Extended

Rapid Bold

Rapid Bold Wide

Rapid Bold Extended

Rapid Medium

Rapid Medium Wide

Rapid Medium Extended

Rapid Regular

Rapid Regular Wide

Rapid Regular Extended

Black Extended

RAVE

NE

Black

Rgts

3

Rgts

1

Stylistic Sets

Source Type™

Black Extended

33½

45

RPM

Source Type™

Black Wide

**CHICAGO
HOUSE
DETROIT
TECHNO**

Source Type™

Black Overview

**Acid House
SHOOM LDN**

Black Extended

**Summer '88
HAÇIENDA MCR**

Black Wide

**The Balearic Beat
AMNESIA IBIZA**

Black

Source Type™

Black

Das Berghain ist ein Techno-Club im Berliner Bezirk Friedrichshain. Der Name leitet sich aus dem Ortsnamen Friedrichshain-Kreuzberg ab. Gespielt wird in den regulären Clubnächten hauptsächlich Techno. Auf der oberen Etage ist die Panorama Bar beherbergt, wo bekannte House und Deep-House DJs auflegen. Zu den Residents gehören Tama Sumo, Marcel Dettmann, Ben Klock oder Virginia.

26pt

Berghain is a nightclub in Berlin, Germany. It is named after its location near the border between Kreuzberg and Friedrichshain. The club's main room is focused on techno with a smaller space called Panorama Bar, featuring house music. Berghain has a Funktion-One

22pt

Berghain es una discoteca de música electrónica en Berlín. Su nombre es un acrónimo entre Kreuzberg y Friedrichshain y se encuentra a pocos metros de la principal estación de tren del antiguo Berlín Oriental, Ostbahnhof. El club está ubicado en una antigua planta energética

18pt

Source Type™

Black Overview

Le Berghain est un club de nuit techno de Berlin, en Allemagne. Son nom dérive des deux quartiers dont il est à la frontière : Kreuzberg et Friedrichshain. Le club, reconversion du club gay Ostgut qui ferme ses portes le 6 janvier 2003, se situe dans le quartier de Friedrichshain, proche de la gare Ostbahnhof. Seule la moitié du bâtiment est utilisée et le Berghain peut actuellement accueillir 1500 personnes. Le club se divise en quatre étages, dont le dernier abrite le Panorama Bar. Le style musical du Berghain est essentiellement techno, techno minimale, le Panorama Bar s'orientant vers la house et la deep house. Le Berghain a gagné la réputation sulfureuse par le contenu de ses nuits à tendance hédoniste et décadente, le club comptant deux backrooms et sa clientèle étant considérée comme assez libertine. Le club a également la réputation d'avoir le meilleur son du monde, diffusé via des enceintes Funktion-One deux revues par Marcel Dettmann, mais aussi grâce

Berghain är en technoklubb i Berlin. Den är namngiven efter sitt läge, på gränsen mellan stadsdelarna Kreuzberg och Friedrichshain och är inrymd i ett gammalt nedlagt kraftverk i Östberlin, nära Ostbahnhof. Huvudsakligen spelas elektronisk musik, främst framförd av tyska grupper men även många stora internationella bokningar finns på spellistan varje månad. Även flera svenska akter har framförts på klubben, bland andra Skudge, Adam Beyer, Joel Mull, Andreas Tilliander, Jesper Dahlbäck, Nima Khak, Patrick Siech, Sandra Mosh, Iberia, Genius Of Time, Subliminal Kid och Minilogue. I ett avsnitt av radioprogrammet Ström i P2 om Berghain och dess skivbolag Ostgut Ton, utses klubben till bäst i världen. Berghain har sitt ursprung i technoklubben Ostgut, vilken började som klubbkvällar med fetischtema för homosexuella män i olika lokaler runt om Östberlin. Dessa kallades Snax, men bytte alltså namn till Ostgut när arrangörerna hittade en permanent lokal i Friedrichshain. Antalet klubbkvällar utökades efter Ostguts start och de specifika fetisch

Berghain je noční klub v Berlíně, specializovaný převážně na elektronickou hudbu. Nachází se v budově bývalé elektrárny na hranicích čtvrtí Kreuzberg a Friedrichshain nedaleko nádraží Berlin Ostbahnhof. Berghain vznikl v roce 2004 na základech klubu Ostgut, který existoval od roku 1998. Ostgut, který se nacházel v nedalekém železničním skladisti, byl uzavřen 6. ledna 2003 třicetihodinovou událostí. Budova byla později zbořena. Klub Berghain, jehož název vznikl kontaminací názvů čtvrtí Kreuzberg a Friedrichshain, byl následně otevřen v roce 2004. Rozkládá se na ploše více než 30 tisíc m² v prostoru pronajatém od společnosti Vattenfall. Hlavním vyhazovačem klubu je fotograf Marquardt, o kterém byly v roce 2019 natočeny dva dokumentární filmy Berlin Bouncer který se zaměřuje na jeho vyhazovačský život, a Krása jiný pomíjivost, zaměřený na jeho fotografování. Klub je znám mj. právě kvůli vstupním podmínkám, které určují vyhazovači například podle vzhledu či jazyka, důležité je také nebýt opilý či zdrogováný. Když jsem požádala o rozhovor samotného Svena Marquardta, sdělil mi, že by se se mnou bavil jen o své aktuální fotografické

11pt Black

11pt Black Wide

11pt Black Extended

Source Type™

Bold Extended

2
P2ESTAG

Stylistic Set 2: Wavy

Source Type™

Bold

Gore-
tex®

Source Type™

Bold Wide

Hi-vis
safety
gear

Source Type™

Bold Extended

HILTI
Power
Tools
Supply

Source Type™

Bold Overview

Trencher **EXCAVATOR**

Bold Extended

Concrete Mixer **SKID STEERS**

Bold Wide

Off-Highway Truck **ASPHALT PAVER**

Bold

Source Type™

Bold

Excavators are heavy construction equipment consisting of a boom, dipper (or stick), bucket and cab on a rotating platform known as the house. The house sits atop the undercarriage with tracks or wheels. The three main sections of an excavator are the undercarriage, the house and the arm. Arms typically consist of a boom, stick and bucket with three joints between them and the

26pt

Escavadeira é a designação genérica aos vários tipos de máquinas de escavar, de revolver ou remover terra ou de retirar aterro. É um tipo de escavadeira operada por motores elétricos, projetada para executar escavações em construções e na mineração. No mercado

22pt

La pelle mécanique hydraulique est un engin de chantier également connu sous le nom de pelleteuse ou excavatrice. Quand elle est de petite taille, on parle de minipelle, de midipelle ou encore de micro-pelle. Ce matériel ne doit pas être confondu avec une tractopelle qui est l'association d'un chargeur

18pt

Source Type™

Bold Overview

Bagger sind bis auf wenige Ausnahmen, etwa Schwimmbagger, selbstfahrende Landfahrzeuge und werden auf unebenem Terrain eingesetzt. Daher sind sie meist auf die Geländegängigkeit ausgelegt, was in der Regel mit einem Allradantrieb erzielt wird. Die mechanische Bewegung der Ausleger und der Schaufel oder eines Schaufelrades wird per Hydraulik oder mit Elektromotoren bewirkt. Als Antrieb des Baggers dienen ein oder mehrere Dieselmotoren, die gegebenenfalls auch über Hydraulikpumpen den Öldruck für die Hydraulik erzeugen. Früher üblich, werden Seilzugmechanismen für die Schaufelbewegung heute meist nur noch bei großen und sehr großen Baggern eingesetzt. Ein Standbagger zeichnet sich durch einen um 360° drehbaren Aufbau mit einem Ausleger aus, an dessen Ende ein Anbaugerät montiert werden kann. Ein Bagger mit langer Abbruchausstattung ist eine besondere Maschinengattung, die in der Regel zum Abbruch eingesetzt wird. Er kann Häuser mit einer Höhe von bis zu

Un escavatore è una macchina utilizzata per tutte le operazioni che richiedono un movimento di terra, ovvero la rimozione di porzioni di terreno non particolarmente coerente, tale da consentirne una relativamente facile frantumazione. Una benna può essere a sua volta di due tipi: mordente oppure trascinata. La benna viene calata aperta sul punto di scavo, dove penetra nel terreno e, grazie ad un azionamento solitamente idraulico, viene chiusa in modo da raccogliere il materiale. La benna trascinata, utilizzata soprattutto nel dragaggio dei fondali, e invece solitamente montata su un escavatore con un lungo braccio, in modo da poter raggiungere distanze orizzontali salire fino all'estremità del braccio, quindi calata sul fondale e trascinata verso la macchina da un sistema di funi, raccogliendo il materiale durante questo movimento. Una cucchiaia può essere anch'essa di due tipi: rovescia o frontale, a seconda che la bocca della stessa sia rivolta verso l'escavatore o verso il lato opposto. Oltre alla benna possono essere collegati all'escavatore altri attrezzi, come il martello idraulico, la pinza demolitrice, la benna

Se denomina Excavadora a una máquina autopropulsada, sobre neumáticos u orugas, con una estructura capaz de girar al menos 360° (en un sentido y en otro, y de forma ininterrumpida) que excava terrenos, o carga, gira, eleva y descarga materiales por la acción de la cuchara, fijada a un conjunto formado por pluma y brazo o balancín, sin que la estructura portante o chasis se desplace. Existen dos tipos de excavadoras diferenciadas por el diseño del conjunto cuchara-brazo-pluma y que condiciona su forma de trabajo: Excavadora frontal o pala de empuje: La cual se caracteriza por tener la cuchara hacia arriba y adelante. Tiene mayor altura de descarga. Útil en trabajos de minería, cuando se cargan materiales por encima de la cota de trabajo. Sirven para movimientos de tierra aproximadamente de 1m³ de volumen con la pala para acarreos cortos de material. En la actualidad hay diferentes tipos de excavadoras de acuerdo con su uso: mini-excavadoras y excavadoras desde 16 hasta 45 toneladas de carga. Podría relacionarse a las excavadoras únicamente con el movimiento de tierra en la construcción; su aplicación al día de hoy, abarca el sector agrícola

11pt Bold

11pt Bold Wide

11pt Bold Extended

Source Type™

Medium Extended



Medium

DR

1

LH

1

Stylistic Set 1: Sharp

Source Type™

Medium

BRAVE
NEW
WORLD

2

2

2

2

2

2

2

Stylistic Set 2: Wavy

Source Type™

Medium Wide

Science Fiction & Virtual Reality

Source Type™

Medium Overview

Post-Human CYBORGS

Medium Extended

Time Paradox QUANTUM DRIVE

Medium Wide

Human Battery PARALLEL WORLD

Medium

Source Type™

The Time Machine is a science fiction novella by H. G. Wells, published in 1895. The work is generally credited with the popularization of the concept of time travel by using a vehicle to travel purposely and selectively forward or backward through time. A work of speculative evolution and future history, Time Machine is interpreted as a commentary on the increasing inequality of Wells' era, which he

26pt

La Machine à explorer le temps est un roman court de Sci-Fi, publié en 1895 par H. G. Wells. Il est considéré comme un classique du genre sur le voyage dans le temps. Dans la maison d'un savant, un groupe d'amis écoute celui qui prétend être le premier voyageur du temps narrer ses aventures.

22pt

Tidsmaskinen er en dystopisk science fictionroman av H. G. Wells. Boken ble første gang utgitt i 1895, og ble utgitt på norsk for første gang i 1974 i Lanterne Sci-Fi, samt engang i 1987 i Disney Junior Bokklubb. Eloiene, som er navnet de har gitt seg selv, gjør ikke noe annet enn å leke, spise frukt og sove. Før den

18pt

Medium Overview

La máquina del tiempo es una novela de ciencia ficción del escritor británico H. G. Wells, publicada por primera vez en Londres en el año 1895 por William Heinemann. Consta de diecisésis capítulos y un epílogo. Al contrario que Julio Verne, padre del detalle y la explicación minuciosa, Wells describe la máquina de modo superficial y a la ligera, con algunas pinceladas de color, que dejan al lector con curiosidad por saber más del invento y su mecanismo. Fue la primera novela de uno de los considerados como padres de la ciencia ficción y, con su mezcla de aventuras y doctrina social y política, alcanzó un notable éxito, que a partir de ese momento pudo dedicarse plenamente a la escritura. El escritor desarrolló el resto de la novela, que trata de las aventuras del Viajero a través del Tiempo en el futuro dos años después, tarea que le llevó escasos quince días. Con esa obra, Herbert George Wells inauguraba para el gran público la temática del viaje a través del tiempo, ya que en La máquina del tiempo

La macchina del tempo è un romanzo di fantascienza di H. G. Wells, pubblicato per la prima volta nel 1895. È una delle prime storie ad aver portato nella fantascienza il concetto di viaggio nel tempo basato su un mezzo meccanico, inaugurando un intero filone narrativo che ha avuto particolare fortuna nel XX secolo. L'anno dell'affermazione letteraria di Wells coincide casualmente con l'anno di morte del maestro Thomas Henry Huxley e con quello del matrimonio con la sua alunna Amy Catherine Robbins. Benché La Macchina del tempo sia una delle opere più famose e innovative di H. G. Wells, essa trae spunto da un'altra opera dello scrittore, Gli argonauti del tempoy, un racconto di fantascienza pubblicato per la prima volta in tre parti rispettivamente in aprile, maggio e giugno sul The Science Schools Journal, giornale scolastico del Royal College of Science. Oltre al racconto fantascientifico, l'opera trae spunto da un breve saggio intitolato The Universe Rigid. L'opera trae a sua volta spunto nel 1885-1887, periodo di frequentazione della Debating Society degli studenti, dove Wells sentì parlare dell'idea di una cornice quadridimensionale per

The Time Machine é um romance de ficção científica de H. G. Wells, com primeira edição em 1895, a partir do qual se realizaram dois filmes com o mesmo nome. Julga-se ser a primeira obra de ficção científica a propor o conceito da viagem no tempo usando um veículo que permite ao seu operador viajar propositadamente e de forma selectiva. A ideia de viajar no tempo não se iniciou com Wells, ela já existia havia muito tempo, se não sempre, nos sonhos dos homens; mas certamente sua obra é uma das primeiras a serem mencionadas quando o tema é abordado. O personagem conhecido apenas como "O Viajante do Tempo", desenvolve, com base em conceitos matemáticos, uma máquina capaz de se mover pela Quarta Dimensão, neste caso considerada como a dimensão do tempo. O livro recebeu uma versão cinematográfica em 1960, dirigida por George Pal e tendo Taylor como ator principal, sendo relativamente fiel ao livro original apesar de adicionar alguns conceitos de sua época, o por adicionar licenças poéticas que tornam a história mais rápida e simples. Já na outra versão de 2002, dos diretores G. Verbinski e Simon Wells, por sinal bisneto de H.G.Wells, ocorrem alterações mais extensivas. Com ela, viaja até ao

11pt Medium

11pt Medium Wide

11pt Medium Extended

Source Type™

Regular

WAVY

2

Stylistic Set 2: Wavy

Source Type™

Regular Wide

Wide
out

Source Type™

Regular Extended

XBOX
360
CORE

Source Type™

Regular Extended

LARA

1

1

1

CROFT:

1

TOMB

1

RAIDER

1

1

1

Stylistic Set 1: Sharp

Source Type™

Regular Overview

Battlezone
WINDOWS 95

Regular Extended

Grand Theft Auto
PLAYSTATION 5

Regular Wide

1080° Snowboarding
NINTENDO 64

Regular

Source Type™

Regular

Need for Speed é uma série de jogos eletrônicos de corrida automóvel publicada pela Electronic Arts e produzida por vários estúdios incluindo o sueco Ghost Games, o canadense EA Black Box, e o britânico Criterion Games. O primeiro título, The Need for Speed Os jogos Need for Speed tem sido bem recebidos pelos críticos e é uma das séries de videogames mais vendidas. Actualmente, já foram vendidas

26pt

Need For Speed est une série de jeux vidéo de courses de voitures éditée par Electronic Arts (EA) et apparue en 1994. La licence est reconnue pour être arcade, proposant une expérience de conduite extrême. Les courses se passent le plus souvent en ville, au milieu d'un trafic (quasi inexistant comme pendant les courses de l'opus Carbon), soit de jour, soit de nuit

22pt

Need for Speed è una serie di videogiochi motoristici di Electronic Arts, pubblicata per PC e varie console dal 1994. Il titolo è tratto da una famosa citazione del film Top Gun. Il gioco consiste nel correre con vari tipi di automobili, tutte riprodotte su licenza, in alcune versioni, e su vari tracciati, anche con inseguimenti della polizia nelle corse, e spesso modificarle in vari aspetti. Secondo EA, sono state vendute

18pt

Source Type™

Regular Overview

Need for Speed (NFS) ist eine Autorennspiel-Serie von Electronic Arts. Die Serie ist bekannt dafür, dass sie schon früh real existierende Serienwagen und Konzept-fahrzeuge mit Lizenzen ins Spiel einband. In anderen Rennspielen waren bis dahin meist fiktive Fahrzeuge zu sehen. Insgesamt wurden nach Herstellerangaben über 150 Millionen Spiele der Reihe verkauft. Die Spiele werden vom amerikanischen Software-Publisher EA herausgegeben. Diese Serie begann mit dem Spiel The Need for Speed aus dem Jahr 1994 und wird bis heute fortgesetzt. Seit dem 6. Teil Hot Pursuit 2 bis Under-cover wurden die Spiele vom Entwicklerstudio EA Black Box produziert. Die darauffol-genden Titel (Hot Pursuit, Nitro, Shift und Shift 2: Un-leashed) wurden von anderen Studios entwickelt. 2011 aber wurde Need for Speed: The Run wieder von EA Black Box programmiert. Das 2010 erschienene Online-Open-World-Game Need for Speed: World wurde auch von Black Box programmiert. Die Neuauflage von Most

Need for Speed is a racing video game franchise published by Electronic Arts and currently developed by Criterion Games, the developers of Burnout. The series centers around illicit street racing and in general tasks players to complete various types of races while evading the local law enforcement in police pursuits. The series released its first title in 1994. The most recent game, Need for Speed: Hot Pursuit Remaster, was released in November 2020. The series has been overseen and had games developed by mul-tiple notable teams over the years including EA Canada, EA Black Box, Slightly Mad Studios, and Ghost Games. The franchise has been critically well received and is one of the most success-ful video game franchises of all time, selling over 150 million copies of games. Due to its strong sales, the franchise has expanded into other forms of media including a film adaptation and licensed Hot Wheels toys. The Need for Speed series was developed by Distinctive Soft-ware, a video game studio based in Vancouver, British Columbia, Canada. Prior to Electronic Arts' purchase of the company in 1991, it created popular games

Need for Speed, Kanada merkezli Şirket EA Black Box ve İngiltere merkezli Criterion Games gibi çeşitli şirketler tarafından geliştirilip Electronic Arts (EA) tarafından yayınlanan yarış türünde video oyunu serisidir. Seri başlangıçta şu anda EA Canada olarak bilinen Kanada merkezli bir şirket olan Dis-tinctive Software tarafından geliştirilmiştir. Serinin ilk oyunu olan The Need for Speed, 1994 yılında satışa sunulmuştur. Need for Speed, en başta beşinci nesil video oyunu konsollarına dahil edilmemiştir. Need For Speed serisi, 2008 yılında tüm yedinci nesil konsolları için çıkartılmıştır.. Need for Speed adı ve sürüm adları, genelde çeşitli pistlerde farklı farklı arabaların yarışması manasında kullanılsa da, bazen yarış sırasında dâhi olsa polis kovalamacası manasına da gelir. NFS: Underground'da seriye araba modifiyeleri ve kişiselleştirmeleri eklenmiştir. Ancak serinin bu özelliği NFS: Hot Pursuit oyunuyla seriden kaldırılmıştır. Araç modifiye-leri, NFS (2015) ile seriye geri gelmiştir. Need for Speed Dünyada gelmiş geçmiş en başarılı yarış oyunu serisi ve satış hakları bakımından en başarılı video oyunlarından biri olarak tarihe geçmiştir. Bu seride genel amaç her yarış oyununda olduğu gibi belli bir hikâyeye sadık kalarak bütün yarışları bitirip en

11pt Regular

11pt Regular Wide

11pt Regular Extended

Source Type™

Weight Overview

Need for Speed: Underground was developed by EA Black Box and released in 2003. This was the first NFS game to require Hardware Transform and Lighting in Graphics Cards. Most of the elements in Underground became defining marks of later installments in the Need for Speed series. Underground shifted from isolated circuits and semi-professional racing to the street style of other arcade racing series: all circuits became part of a single map, except for drifts. Underground introduced two new play modes (Drag and Drift) and more tuning options than in the earlier High Stakes. Underground was also the first game in the series to feature a story, told via pre-rendered videos. Underground features tuner cars and has a wide variety of tuning options such as widebody kits, bumpers, spoilers, as well as performance upgrades such as engines and nitrous. City street racing is the primary focus of the game. There are no police in Underground and

11pt Regular

Need for Speed: Undercover, developed by EA Black Box, was released in 2008. The game had a significantly longer development cycle than previous games, taking 16 months to develop. Electronic Arts ported Undercover to various mobile devices. It was the last Need for Speed game for PlayStation 2. EA Games president Frank Gibeau stated that since sales of ProStreet didn't live up to EA's projections, the franchise would go back to its roots. The game received lower scores on aggregate than Pro Street. The game focused on tuning and police chases and took place in a fictional city called Tri-City Bay. The player's role was as an undercover cop, trying to stop street racers. Containing live-action cutscenes which feature the actress Maggie Q, the game also featured a damage system where parts could break off after a crash. Also included were specially tuned versions of ten existing cars, plus 35 exclusive vinyls for adding

11pt Bold

Need for Speed: Most Wanted was developed by EA Black Box, released in 2005, and was one of the first games released for the Xbox 360. The PlayStation Portable port of Most Wanted is titled NFS: Most Wanted 5-1-0. Police chases represent a significant body of the gameplay, and include the free-roaming aspect of Underground, but with less extensive vehicle customization features. The story mode is a different style from Underground 2, with CGI effects mixed with action. The game featured the Blacklist, a crew consisting of 15 racers that the player must beat one-by-one to unlock parts, cars, tracks, and to complete career mode. The player had to meet certain requirements before they could take on the next Blacklist rival, such as races completed, milestones achieved, and bounty earned. A special Black Edition of Most Wanted was also released, featuring additional races, challenges, and a few bonus cars; it also included

11pt Medium

Need for Speed: Hot Pursuit was developed by British games developer Criterion Games and published by Electronic Arts in 2010. It focuses on racing and police chases rather than car customization. The game won many awards including Best Racing Game, becoming the first game in the NFS series since the original Hot Pursuit to win an E3 award. There were over 60 cars, most available to both racers and cops, a few were exclusive to either side. Unlike other NFS titles, there was no customization, and the game takes place in a fictional rural area called Seacrest County, which the free roam feature lets you explore. The game also features many weapons, some exclusive to the cops or racers. The biggest feature introduced was Autolog which tracked player progressions and recommended events to play. In addition to its statistical system, Autolog also features Facebook-like speedwalls where

11pt Black

Black

M 1 00 2

Character Set

Letters

A B C D E F G H I J K L M N O P Q R S
T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u
v w x y z

Figures

0 1 2 3 4 5 6 7 8 9

Latin Supplement and Extension

Á Ä Å Ä À Á Å Å Æ Æ Ç Ç Ç Ç Ç Ð Ð
Ð É Ë Ê Ë È È Ë Ë G G G G H Í Í Í Í Í
K L L L L L N N N N Ó Ó Ó Ó Ó Ó Ø Ø
Æ P R R R S S S S S B T T T U U U
Ù Ü Ü Ü Ü Ü W W W W Y Y Y Y Z Z
á ä å ä à á å å æ æ ç ç ç ç ç ð ð
é ê è è è è q g g g g h í í í í í
í l n n ñ ñ ó ó ö ö ö ö ø ø æ p r r
s s s s b t t t u u u ü ü ü ü w w
w w y y y y z z

Stylistic Set 1: Sharp

Stylistic Set 2: Wavy

A Á Ä Å Æ È Å Ä Å Æ È M N Ñ Ņ
Ñ Ñ Ñ Ñ V W Ñ Ñ Ñ Ñ Z
V W Ñ Ñ Ñ Ñ Z

Stylistic Set 3: Curved

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a á á á ä à á á æ æ á c c c c c c g ġ
ğ g g s s s s \$ ¢ ?

Discretionary Ligatures

fi ff ffi ffi fi tt www
FF FT HD LL LS ST TT NFT LSD THC THC XTC XTC

Punctuation and Symbols

Case Sensitive Forms

⌚ ? ! () [] { } : - - - - < > « »

Superscripts, Subscripts, Fractions and Ordinals

H o 1 2 3 4 5 6 7 8 9 **H** o 1 2 3 4 5 6 7 8 9
1 o 1 2 3 4 5 6 7 8 9 / o 1 2 3 4 5 6 7 8 9 **1** $\frac{1}{2}$ $\frac{1}{4}$ $\frac{3}{4}$ **1** a q a o

Currency and Mathematical Operators

Tabular Figures

○ 1 2 3 4 5 6 7 8 9

Roman Numbers

I II III IV V VI VII VIII IX X L C D M

Arrows

OpenType Features

Case Sensitive Forms

OKAY? YES!
¿QUÉ TAL?
¿CÓMO ESTÁS?
RE: SUBJECT
SCIENCE-FICTION
«MERCY»
<DANKE>
[SIC]
(PARENTHESES)
{A,B}

OKAY? YES!
¿QUÉ TAL?
¿CÓMO ESTÁS?
RE: SUBJECT
SCIENCE-FICTION
«MERCY»
<DANKE>
[SIC]
(PARENTHESES)
{A,B}

Discretionary Ligatures

ff fi fl tt
ffi ffl

Coffee Refix Earflap Tattoo
Traffic Offline

www

www.sourcetype.com

FF FT HD
LL LS TT
ST NFT
LSD THC XTC

SCUFFED AFTER HD
OSCILLATOR TOOLS ATTACK
INDUSTRY NFT
ISD THC XTC

Contextual Alternates

23:55 23:55

Tabular Figures

100 EUR 100 EUR
111 CHF 111 CHF

Fractions

2 1/8 inches 2 1/8 inches

Superscript and Subscript

Footnote¹
H₂O
Bostitch®

Ordinals

1^a 1^c 1^a
2^o

Language Support

A	Abenaki Afaan Oromo Afar Albanian Alsatian Amis Anuta Aragonese Aranese Aromanian Arrernte Arvanitic (Latin) Asturian Aymara	E	English Estonian Faroese Fijian Filipino Finnish Folkspraak French Frisian Friulian Gagauz (Latin) Galician Genoese German Goonyandi Guadeloupean Creole Gwich'in	Karakalpak (Latin) Karelian (Latin) Kashubian Kikongo Kinyarwanda Kiribati Kirundi Klingon Ladin Latin Latino sine Flexione Latvian Lithuanian Lojban Lombard Low Saxon Luxembourgish	P	Oshiwambo Ossetian (Latin) Palauan Papiamento Piedmontese Polish Portuguese Potawatomi Q'eqchi' Quechua	Swahili Swazi Swedish Tagalog Tahitian Tetum Tok Pisin Tokelauan Tongan Tshiluba Tsonga Tswana Tumbuka Turkish Turkmen (Latin) Tuvaluan Tzotzil Uzbek (Latin)	
B	Bashkir (Latin) Basque Bikol Bislama Bosnian Breton	H	Haitian Creole Hän Hawaiian Hiligaynon Hopi Hotçak (Latin) Hungarian	M	Makhuwa Malay Manx Māori Marquesan Megleno-Romanian Meriam Mir	R	Rarotongan Romanian Romansh Rotokas Sami (Lule Sami) Sami (Southern Sami) Samoan Sango Saramaccan Sardinian Scottish Gaelic Serbian (Latin) Seri Seychellois Creole Shawnee	Venetian Vepsian Volapük Võro Wallisian Walloon Waray-Waray Warlpiri Wayuu Wik-Mungkan Wiradjuri
C	Cape Verdean Creole Catalan Cebuano Chamorro Chavacano Chickasaw Cimbrian Cofán Corsican Creek Crimean Tatar (Latin)	I	Icelandic Ido Ilocano Indonesian Interglossa Interlingua Irish Istro-Romanian Italian	N	Mohawk Moldovan Montagnais Montenegrin Murrinh-Patha Nagamese Creole Ndebele Neapolitan Ngiyambaa Niuean Noongar Norwegian Novial	S	Slovenian Slovio (Latin) Somali Sorbian (Lower Sorbian) Sorbian (Upper Sorbian) Sotho (Northern) Sotho (Southern) Spanish Sranan Sundanese (Latin)	Xhosa Yapese Yindjibarndi Zapotec Zulu Zuni
D	Danish Dawan Delaware Dholuo Drehu Dutch	J	Jamaican Javanese (Latin) Jèrriais Kala Lagaw Ya Kapampangan (Latin) Kaqchikel	O	Occidental Occitan			



Source Type

A platform for 808 State, 33 $\frac{1}{3}$ rpm, and 160 bpm.

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