

# Logo

## Clear space and Visual Impact

When you are using this logo,  
it should only be used in the header.  
It is very important to give the logo some room  
to breath and don't lose its visual impact.  
This logo shouldn't be less than 120px wide.

### Do's

- Stay at the top left corner in the nav bar
- Keep the background light.
- Add padding to give the logo some room.
- Center the logo in the nav bar on small devices

### Dont's

- Dont stretch the logo.
- Make sure to not oversize it.

100%



150%

# Typography

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## Description

When adding a new font try to find a font that looks like Trojan from Adobe fonts. If you cant find it. Use the google font named Rokkitt and add text shadow and gold color, to make it look more interesting and old. for the Body text use Open Sans because it is plain and easy to read. The goal is to make the font blend in with the theme of the site.

## Titles & Headings

Heading, hyperlink and buttons Font: Rokkitt font weight 200

**Heading 1 - Rokkitt, font weight: 200, size: 6vw**

**Heading 2 - Rokkitt font weight: 200, size: 4vw**

**button/links - Rokkitt, font weight: 200, size 3.5vw**

## Body Text

Body Font: Open Sans

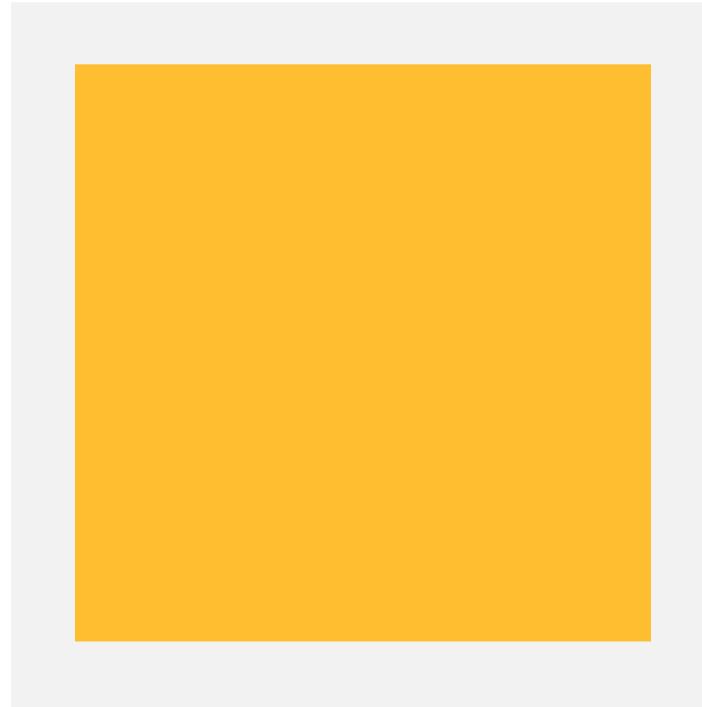
14px. Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tin-  
cidunt ut laoreet dolore magna ali-  
quam erat volutpat. Ut wisi enim  
ad minim veniam, quis nostrud

# Color Palette

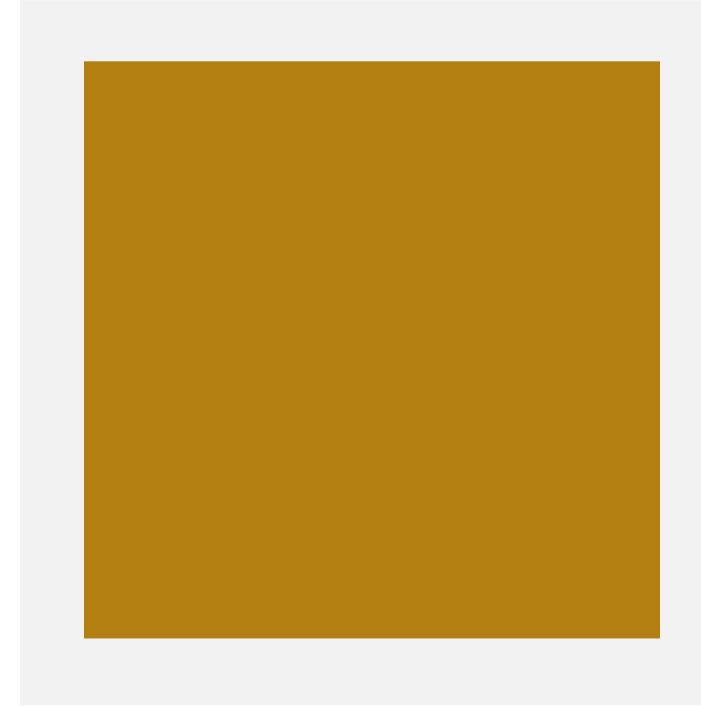
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## Usage

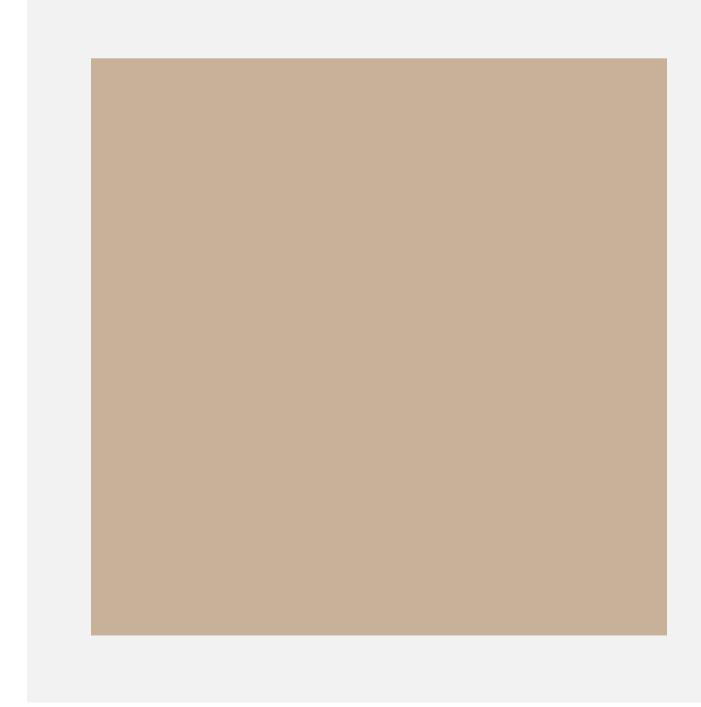
These colors will be good colors that help with the theme of the website. The first four colors will be used for the font, buttons, tiles etc. The blue and the red must be used to see player 1 and 2.



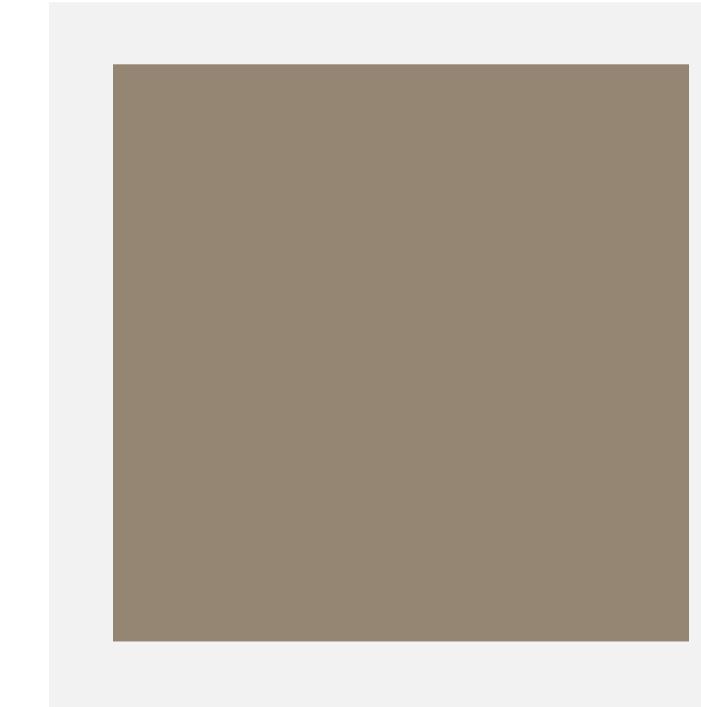
Hex : #FFBE30



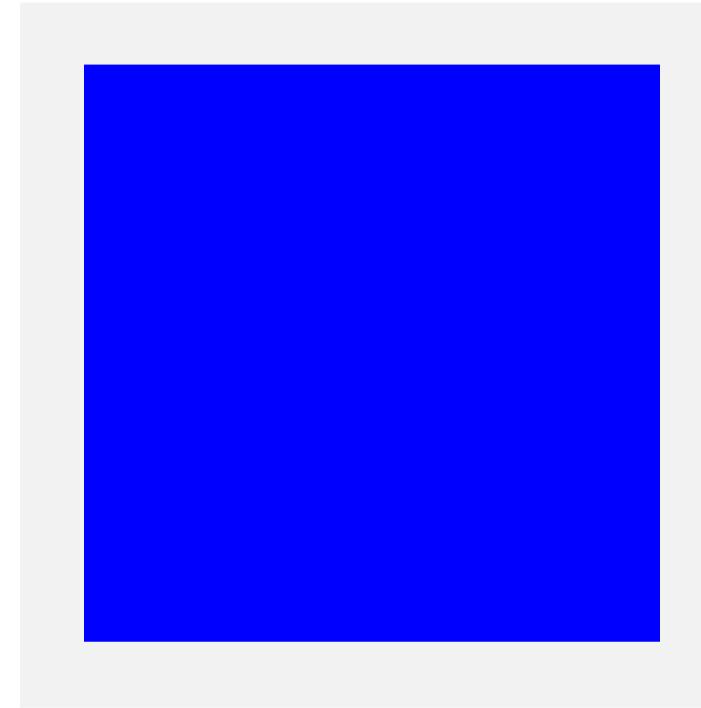
Hex : #B37F10



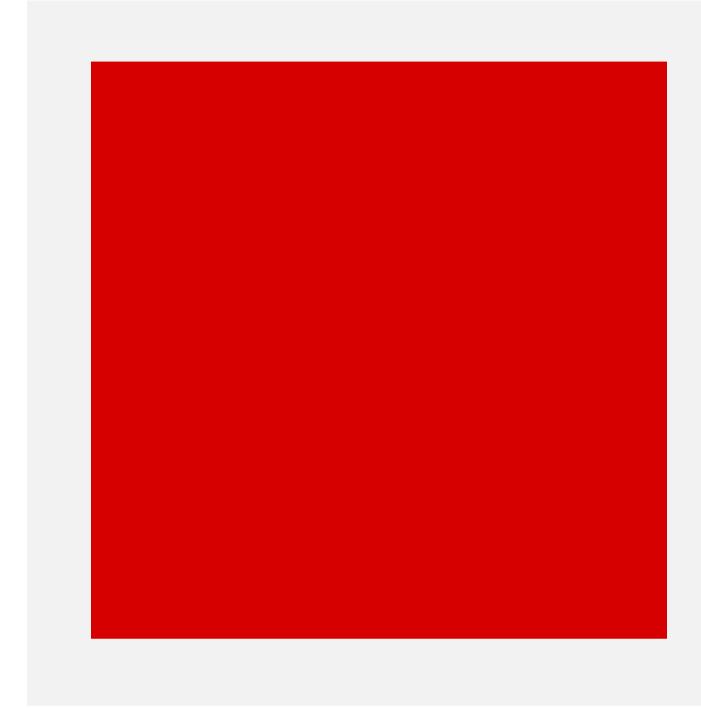
Hex : #c7b299



Hex : #958573

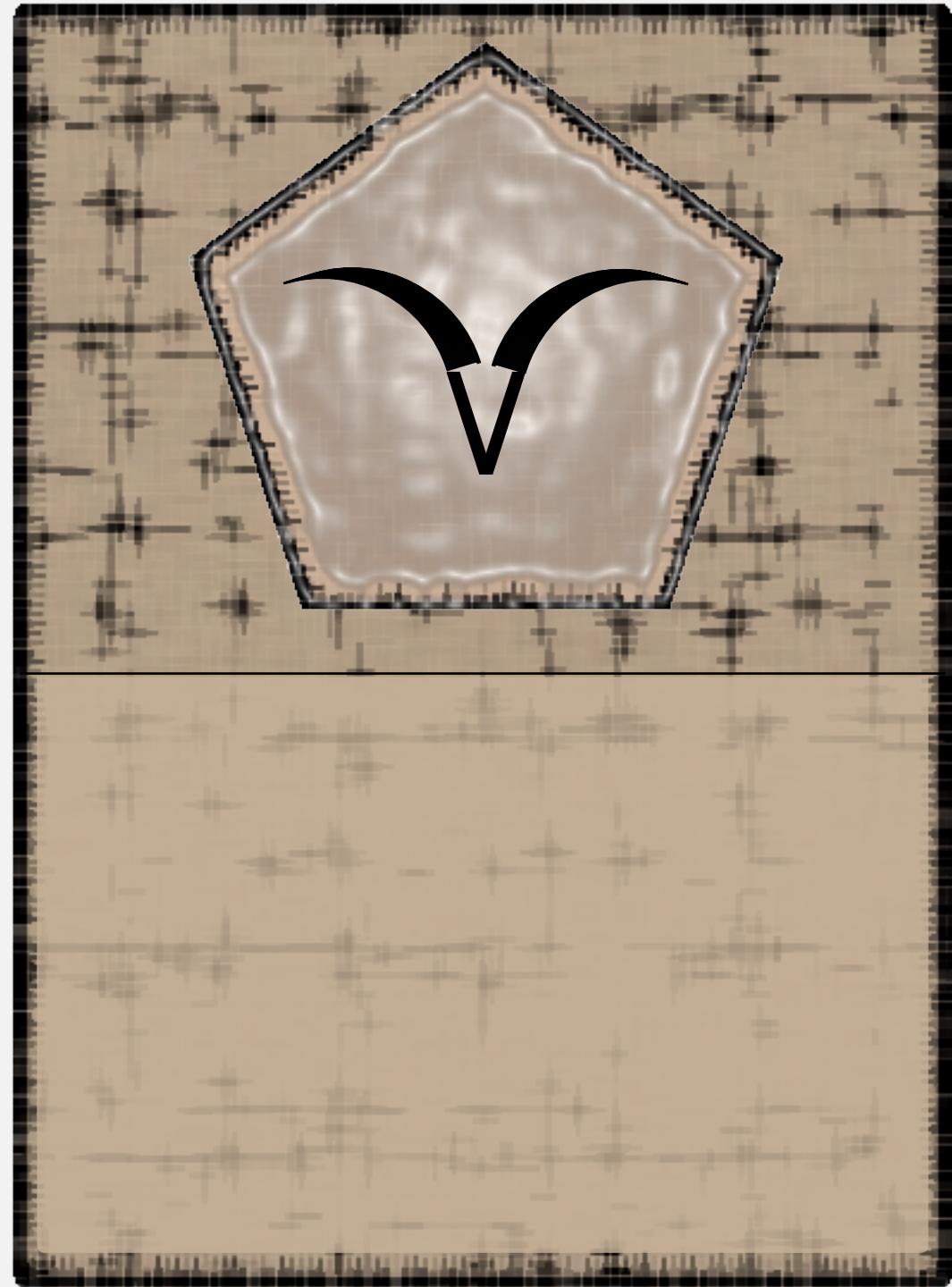


Hex : #0000ff



Hex : #d60000

# Cards and tokens



## Do's

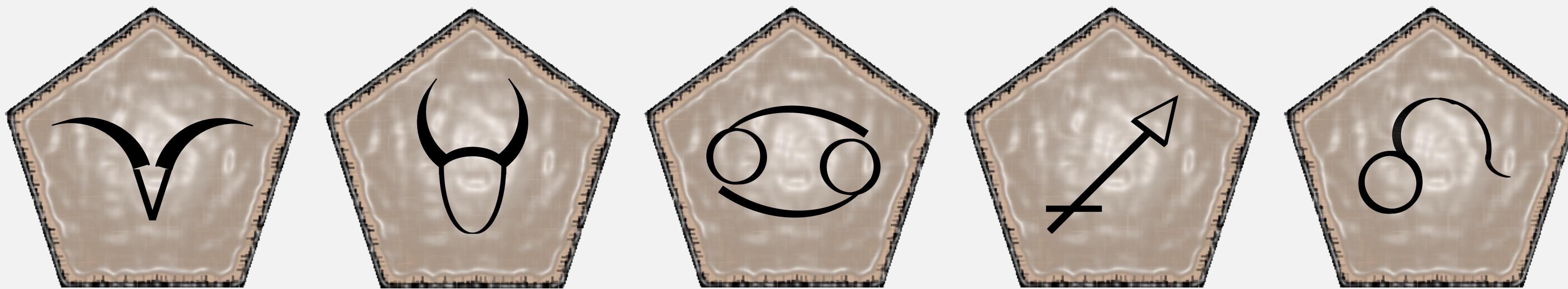
- Add important information about the character to the player card.
- Use the character Nameright under the token inside the card
- Keep the size to a medium.

## Dont's

- Do not use these token and cards if it is a very light background.
- Dont Make the width of the card to small or wide.

## Description.

**This type of cards and token makes the player think it is about the viking age. By using light brown and rough black edges it looks old and blends in with the theme.**



# Tiles, button and dice.

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## Do's

- Use the tiles i designed below. with texture on it, so it is not to plain.
- Make shure to have som space between each tile. around 5px.
- place the dice at the left corner inside the board.

## Dont's

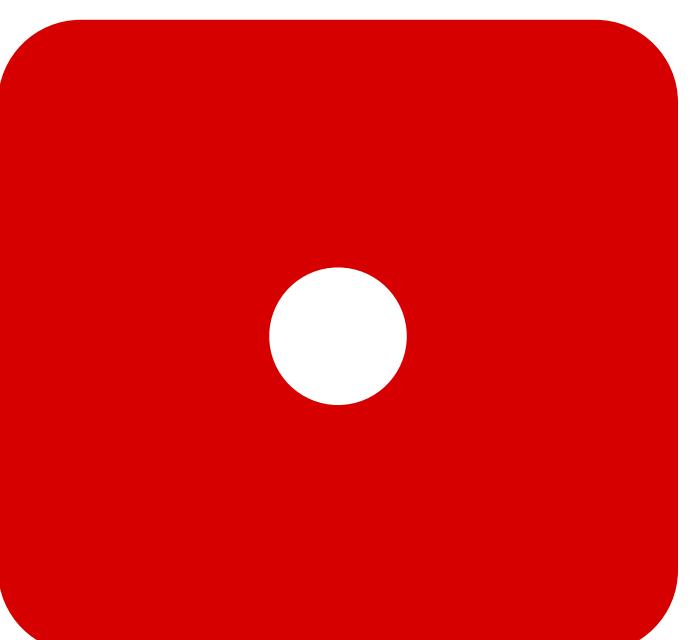
- Dont make the tiles to big. keep den around 200px to 140px height and width
- Dont have to many punishment tiles. 3-4 is enough.



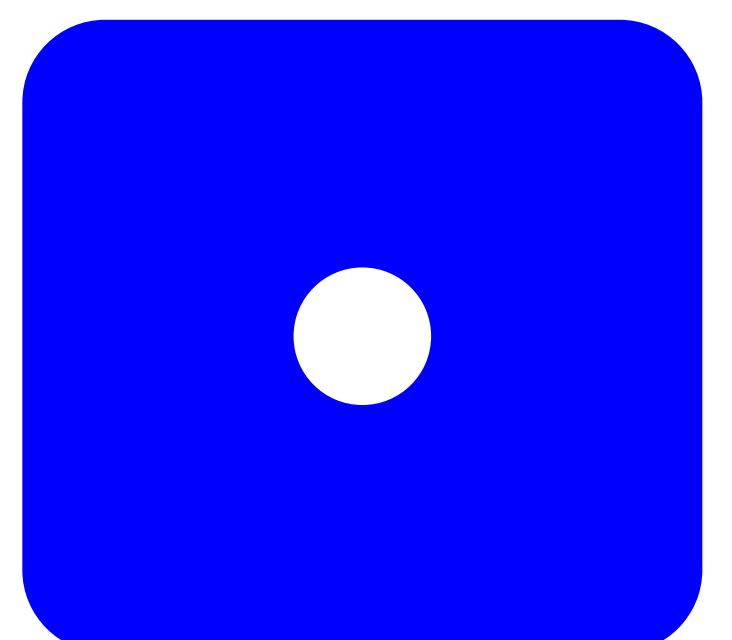
**Button**



**Dice 1 - Player 1**



**Dice 2 - Player 2**



**Hoover**



# Imagery

## Usage

When using this background Image. it is important to keep it dark and add extra background if important details need to stand out. this image can be used as background on all pages to give the players to be more ready for the ac ation.

# This is the Background image



This is the image that is inside the board center

