

CL^AUD
SCYTHE LABS

BRANDING_GUIDELINE_DOCUMENT - V1.0.2

TABLE_OF_CONTENTS

INTRODUCTION

BRAND MAINTENANCE (WIP)

1. Introduction
2. Rules
 - a. Stretching and Warping
 - b. Effects
 - c. Recoloring
 - d. Correct Emblem and Logotype Scales
 - e. Duo Z-Index
 - f. Display Titles
 - g. Longer Monospaced Titles
 - h. Text & Text Backgrounds
 - i. Basic Typography
 - j. Color Contrast and Text Backgrounds
 - k. Duo Graphics and Text Backgrounds
 - l. Section Borders and Corner Radius
 - m. Consistent Spacing
 - n. CTA Positioning

BRAND COLORS

1. Brand Colors
 - a. Palette Primary
 - b. Palette Accents
 - c. Colors - Dark Themes
 - d. Colors - Light Theme
2. "PS2" - Palette_Dark
3. "PS1" - Palette_Gray
4. "PS5" - Palette_Light

INTERFACE THEMES (WIP)

1. Primary Background
2. Text Background and Secondary Buttons
3. Primary Buttons and CTAs
4. Background Textures and Accents
5. Text, Emblems, and Icons
6. Additional Colors
 - a. Color Logic

BRAND GRAPHICS (WIP)

1. Safezones & Padding
2. Emblem Positioning
3. Pairings and Lockups
4. Emblem
 - a. Positioning
 - b. Mono vs Duo
 - c. Duo Palette

TYPEFACES AND SUPPORTING FONTS (TBA)

SURROUNDING AND SUPPORTING ELEMENTS (TBA)

PROMOTIONAL AND PRODUCT PHOTOGRAPHY (TBA)

INTRODUCTION

WELCOME, DEVELOPER

Introduction

Hello_and_Thank_You

Hello! Thank you for your trust in handling the branding for Cloud Scythe Labs and its subsidiary branding, ReaCloud.

While this is not my usual spec of work, it has been an incredible project so far and I am incredibly proud of the results I have achieved for you, and believe it to be some of my strongest work to date.

I believe strongly in the work of Cloud Scythe Labs and think that ReaCloud especially will be a game-changer for musicians all around the world, and has potential to really shake up the industry. Being a part of this project is an incredible opportunity that I am very grateful for.

What_is_this_document?

For those that may not be aware, branding goes beyond just cool or pretty visuals or an aesthetic that feels like you, but also communicates greatly to an audience about who a brand is, what they do, who should be interested, and how worthy of their time, money, and attention the brand or business is, before they've even read a single sentence. For this to be as effective as possible, it's not about picking what looks the most interesting, but finding what communicates these effectively, and doing so with the greatest quality possible.

Branding guidelines are used by brands and businesses of every scale, and aim to outline the design principles and protocols necessary to keep the brand as streamlined and effective as possible. I will outline rules and restrictions to follow, and how best to keep the brand functioning even without my presence. These guides initially feel restrictive and limiting, but will ultimately maintain the level of quality necessary to keep the brand and visual representation as high quality as possible; and once you understand the rules behind them, they will allow the branding to really shine and set you apart from your competition.

Where necessary, I will outline why things are done a certain way to help you understand the creative decisions so that you can make informed decisions for any aspects that may fall outside of the legislature of this document.

Updates_to_the_document

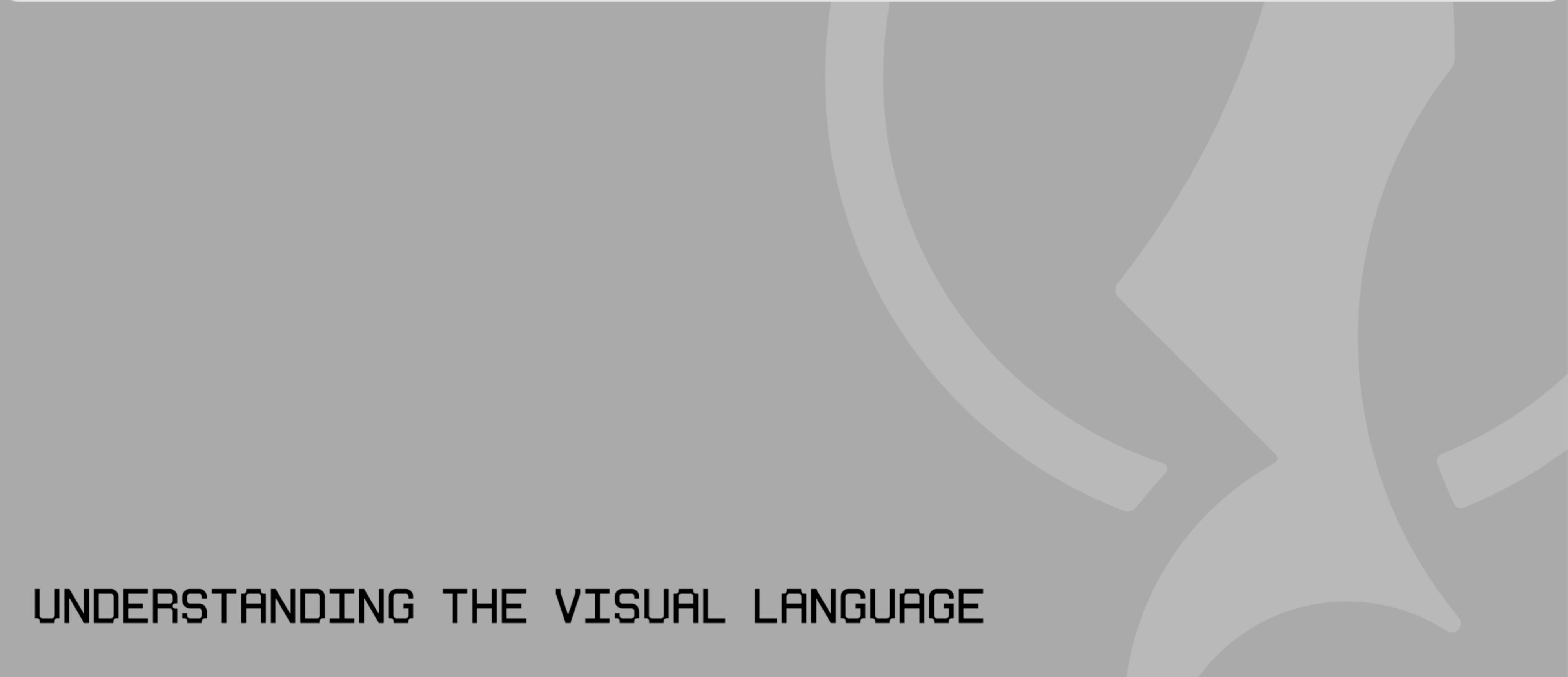
This guide is a living document. Currently its more messy and scattered than I like, but that will change. It will continue to grow as the business expands, and in time may even evolve into multiple specialised documents. Currently this document covers some very basic essentials, such as color usage and a few UX/UI mockups while the visual side begins implementation in front-end development, but will be updated with more areas soon.

Any_questions?

If you have any questions about anything at all or run into any issues, don't hesitate to contact me.
My email is chris@miserytakeme.design and I will get back to you as soon as I can to help out!

PS. As you are US based, I have done my best to stick with American-English throughout, although some British spellings may slip through the gaps ennit!

BRAND MAINTENANCE



UNDERSTANDING THE VISUAL LANGUAGE

Brand Maintenance

It is important to follow the existing rules and established guidelines for the branding to remain consistent and professional. This section will outline some rules and regulations for the branding to ensure it is clean and looking as good as it can be.

Writing the initial rules of this section did feel condescending, but it is a standard practice in branding guideline documents, so I do apologise in advance! I'm sure you're well aware of what not to do and I don't expect you to make the silly mistakes, but I will cover some things you will not have considered.

As this section progresses, I hope you will gain a better understanding of the visual language I have built, and how best to implement and maintain it.

Enjoy a lighthearted massacre of our lovely branding to set the tone.

CLOUD SCYTHE LABS

PRODUCTS ABOUT CONTACT

Welcome to Cloud Scythe Labs!

This is a paragraph discussing details and information, both general and specific, pertaining to the broader framework of said details and information in their ongoing relationship to one another. It seeks to establish clarity through the careful arrangement of words that appear, at first glance, to imply something of substance, while in truth remaining wholly neutral and noncommittal. The tone, while authoritative, should not be mistaken for certainty; rather, it represents a collective confidence in the idea of direction itself, regardless of whether such direction has been—or ever will be—determined.

In the context of broader strategic alignment, these details and information may function as guiding principles, placeholders, or entirely abstract notions whose primary purpose is to exist on this page. Their significance lies not in what they communicate, but in the reassuring structure they provide—the comforting sense that something official, measured, and thoroughly considered is taking place. It is this sense of deliberation, rather than any specific outcome, that best reflects the brand's ongoing commitment to continuous improvement, forward momentum, and the appearance thereof.

Ultimately, the following statements should be viewed not as rules or even as suggestions, but as a gentle reminder that words can, in fact, be arranged into sentences that sound purposeful without necessarily conveying any. This is intentional, and should be interpreted as a reflection of the brand's holistic approach to communication—one that values tone over content, form over function, and above all, the artful illusion of precision in the absence of actual meaning.

Say hello to ReaCloud

ReaCloud sits at the intersection of on-chain composability and community-first momentum, offering an ecosystem strategy that prioritises token utility, flywheel growth, and a modular roadmap geared toward relentless user acquisition. Our tokenomics are engineered to capture opportunity across multiple verticals, with careful considerations for vesting schedules, liquidity bootstrapping, and treasury resilience—each thoughtfully designed to align stakeholder incentives while preserving upside opportunity for early adopters. Through driven market narratives, strategic liquidity mining, and a calibrated approach to scarcity, ReaCloud cultivates a network effect that compounds engagement metrics into investible confidence, thereby enabling a smoother corridor to mainstream activation.

Governance is intentionally permissionless yet elegantly curated; token holders are invited to participate in epochal proposals, retrofit protocol parameters, and co-create vaulted incentives in partnership with aligned DAOs and syndicates. The brand narrative emphasises interoperability and composable infrastructure—interacting seamlessly with layer solutions, bridging liquidity pools, and leveraging ephemeral alpha windows to capture transient attention across ecosystems. Our communications strategy doubles down on scarcity, FOMO, and disciplined positioning, presenting ReaCloud as an investable thesis that scales via community-led growth, yield optimization primitives, and an ever-iterating product narrative that rewards conviction without ever pinning down the specifics of the underlying mechanism.

At every stage, ReaCloud's playbook is less about defining a single product and more about orchestrating a convertible narrative: runway extensions, milestone KPIs, and partnership teasers that keep the dialogue moving forward while maintaining strategic ambiguity. Backers are reassured by a polished cap table, a charted vesting cadence, and a phased liquidity plan—each item framed as evidence of institutional readiness, even as the precise nature of the offering remains usefully abstract. In short, ReaCloud is positioned to be everything the market wants to believe in next: a vertically ambiguous

MacBook Pro

DO NOT



DO INSTEAD



Don't stretch or warp any elements, including emblems, text, graphics, logotypes, or lockups.

Keep them in their original aspect ratios.

DO NOT



DO INSTEAD



Don't add any effects, glows, or drop shadows.

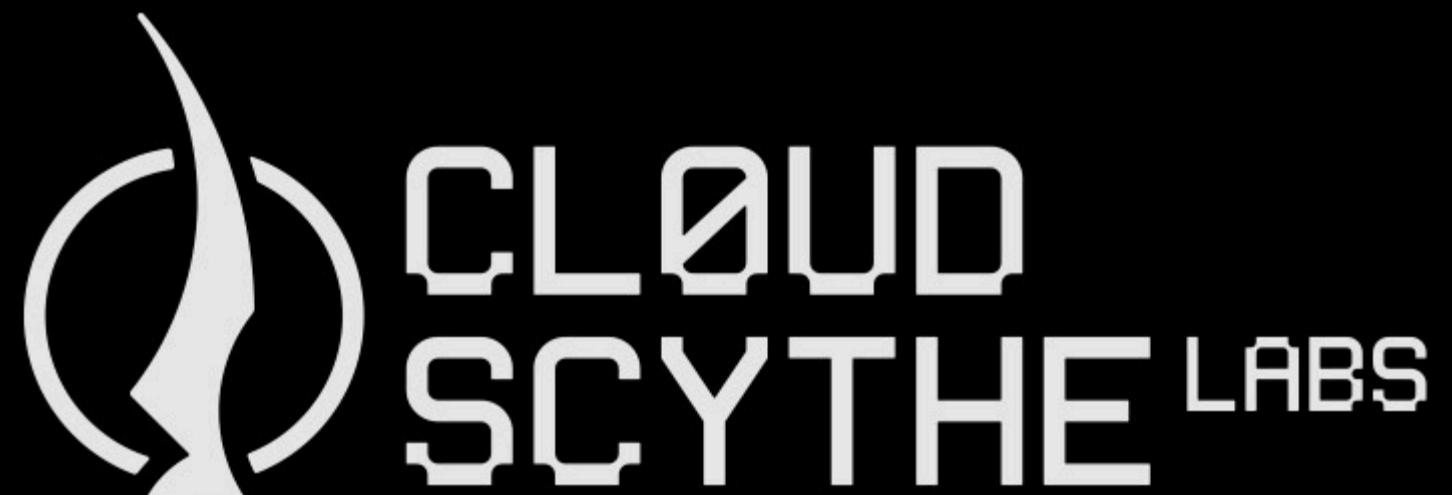


Keep them clean and professional.

DO NOT



DO INSTEAD



Don't recolor elements outside of the branding colour, and don't apply a color to text or emblems,

Use brand colors, and only apply colors to Duo_2 elements to the brand emblem.

DO NOT



DO INSTEAD



Do not position emblems and text with the same height.



Text should be roughly the same height as the circle within the emblem (this is always within the centre of the file, padded or un-padded).
The example above has a text height of around 60% of the emblem height.

DO NOT



DO INSTEAD



Don't place Duo_2 above Duo_1 in any use cases.



Make sure Duo_1 is always placed **above** or has the **higher z-index** to maintain proper hierarchy.

DO NOT



DO INSTEAD

BIG TITLE

(Font: CSL - Monospace)

BIG TITLE

(Font: CSL - DISPLAY)

Less of a hard rule, but where possible, avoid the monospace variant for super large **one-line** titles.

If in doubt, just use the Monospace version!

Less of a hard rule and more of a guide, but stick to the Display font for super large titles that will **only** be on one line.

If in doubt, just use the Monospace version!

DO NOT



DO INSTEAD

THIS IS A TITLE
WITH SEVERAL
LINES WORTH OF TEXT

(Font: CSL - DISPLAY)

Do not use the Display variant of the font on titles that will take up multiple lines of text. The monospace effect will break.

If in doubt, just use the Monospace version!

THIS IS A TITLE
WITH SEVERAL
LINES WORTH OF TEXT

(Font: CSL - Monospace)

For titles that will be on multiple lines, always use the monospace version.

If in doubt, just use the Monospace version!

DO NOT



DO INSTEAD

This is a title

This is a paragraph discussing details and information that may or may not be of any particular relevance, though their inclusion here suggests a certain importance, or at least the appearance of it.

The reader is encouraged to nod thoughtfully, perhaps even take notes, while quietly wondering if this paragraph is ever going to make a point. It won't.

Do not use branded fonts incorrectly, branded fonts should be in uppercase and used for titles and buttons only; not for paragraphs or small scales.

Don't have text above primary backgrounds.

THIS IS A TITLE

This is a paragraph discussing details and information that may or may not be of any particular relevance, though their inclusion here suggests a certain importance, or at least the appearance of it.

The reader is encouraged to nod thoughtfully, perhaps even take notes, while quietly wondering if this paragraph is ever going to make a point. It won't.

Use uppercase or capitalized text decoration for all use cases of brand fonts.
For additional text such as paragraphs and copy, use **Roboto Mono Regular**.

Have text above a "text background" for improved legibility across all color themes.

In the PS1 theme, the background grey is right in the middle in terms of brightness, so neither white or black will provide sufficient color contrast for legibility. This is where the text background comes in.

DO NOT



DO INSTEAD

THIS IS A TITLE THAT IS FAR TOO LONG AND TAKES UP SEVERAL LINES OF TEXT

This is a paragraph discussing details and information that may or may not be of any particular relevance, though their inclusion here suggests a certain importance, or at least the appearance of it. The reader is encouraged to nod thoughtfully, perhaps even take notes, while quietly wondering if this paragraph is ever going to make a point. It won't. And yet, in its refusal to reach any conclusion, this paragraph becomes a quiet celebration of the journey over the destination—a reminder that sometimes, the true message lies in saying absolutely nothing with great confidence.

THIS IS A TITLE

This is a paragraph discussing details and information that may or may not be of any particular relevance, though their inclusion here suggests a certain importance, or at least the appearance of it.

The reader is encouraged to nod thoughtfully, perhaps even take notes, while quietly wondering if this paragraph is ever going to make a point. It won't.

THIS IS A SUBHEADING

And yet, in its refusal to reach any conclusion, this paragraph becomes a quiet celebration of the journey over the destination—a reminder that sometimes, the true message lies in saying absolutely nothing with great confidence.

Do not have overly long titles or paragraphs, they won't be read by most viewers, and look blocky and ugly.

Don't have improper spacing between text elements.

Break elements down into sections of smaller paragraphs. A good rule of thumb is to not exceed 3 lines of text, 4 at a push.

Space things generously, negative space helps things feel expensive and premium.
Keep titles closer to their respective paragraphs.

DO NOT



DO INSTEAD

HELLO:)

HELLO:)

HELLO:)

HELLO:)

Four separate rectangular boxes, each containing the text "HELLO:)" in white. The first box has a thin black border. The second, third, and fourth boxes have a thick black border. All four boxes are set against a solid black background.

HELLO:)

A single rectangular box containing the text "HELLO:)" in white, positioned above a solid grey rectangular background.

HELLO:)

A single rectangular box containing the text "HELLO:)" in black, positioned above a solid grey rectangular background.

HELLO:)

A single rectangular box containing the text "HELLO:)" in black, positioned above a solid white rectangular background.

Do not place text on a primary background, the contrast of color will not be strong enough (within the PS1 theme) and will be illegible for those with visual impairments.

Instead, place text above “text backgrounds”, designed to provide strong color contrast to text and keep things accessible.

Do not use grey for text or graphics, the contrast of color will not be strong enough and will be illegible for those with visual impairments.

Always use Pure Black (#000000) or Faded White (#E6E6E6) for text and (non-decorative) graphics.

DO NOT



DO INSTEAD



Don't place any Duo element above a Primary background. In the PS1 theme, the Duo_2 element will become lost, and color contrast will not be high enough to be accessible, as shown above.

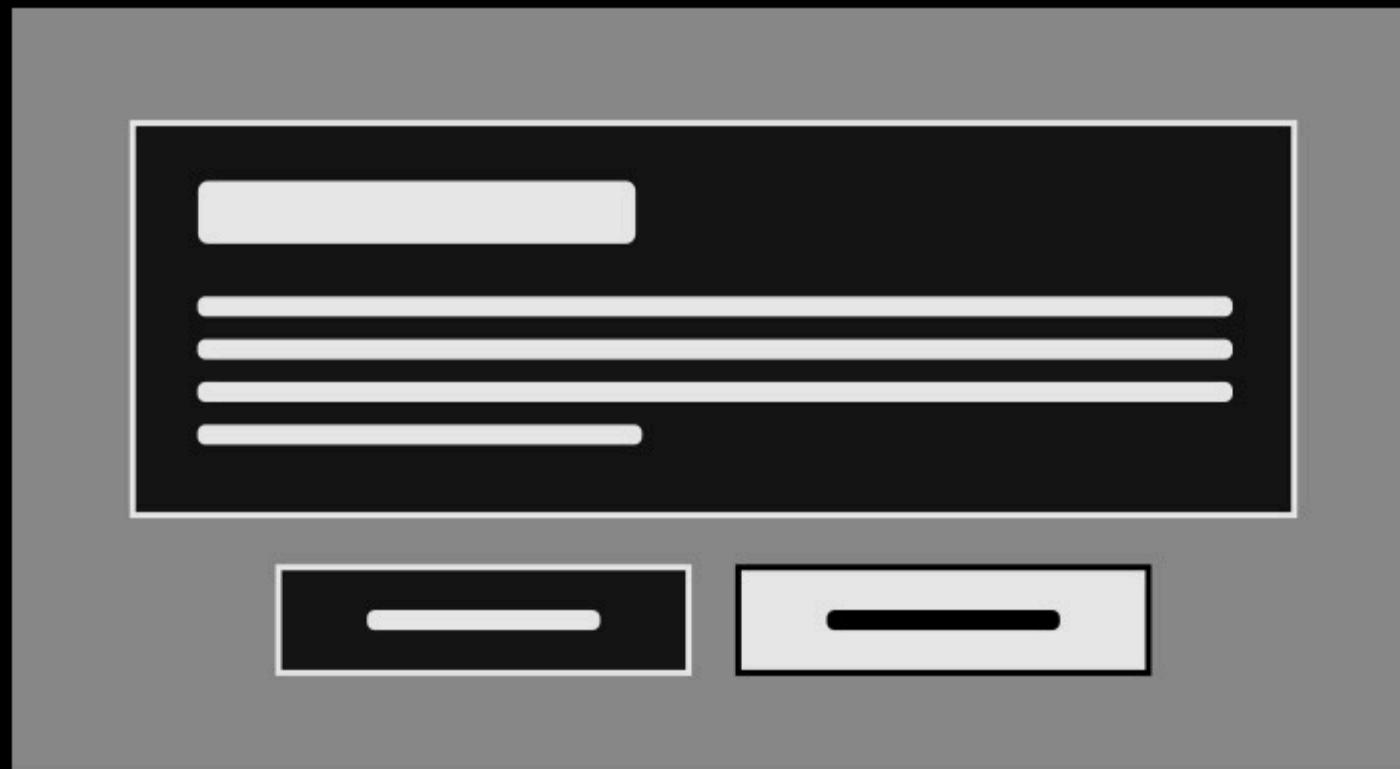
Ideally, place a Duo element above a text background instead.

Text and graphics should avoid being placed above a primary background, but if it has to be, it should be a mono variant and have as much color contrast as possible to the background - note this is harder to achieve with middle grey backgrounds, hence the text background.

DO NOT



DO INSTEAD



Do not use sharp corners or outlines / border strokes on elements and blocks.

(I know I have used strokes throughout this document, I'm still cleaning it all up!)

Use an un-outlined box with a rounded corner radius for a soft and modern feel to pair with the emblem and font, and to contrast nicely with the harsher palette.

A corner radius of 10 seems about perfect!

DO NOT



DO INSTEAD



Do not use inconsistent spacing.



Have consistent spacing and padding for elements. This will create a smooth and tidy visual layout, and tight spacing will keep things feeling techy.

Keep related elements grouped together, and unrelated elements can be further apart.

DO NOT



DO INSTEAD



Do not place CTA's (confirm, progress, purchase, save, etc) to the left.

These should always be on the right to create a sense of progression.

This is down to the way a culture reads their respective written language; think of it like turning a book, to move forward you reach to the right, it's instinctive.

BRAND COLORS

PALETTES AND THEMES

Brand Colors

The branding colors are broken down into three segments, the base palette, and two color palettes for light and dark contexts respectively. Within the base palette, there are primary and supporting colors. Primary colors have been denoted by an asterisk.

Palette - Primary

Base branding colors

#000000
"Pure Black"

#141414
"Faded Black"

#878787
"PS1 Gray"

#ADADAD
Light Gray"

#E6E6E6
"Faded White"

Palette - Accents

Background Textures

#0A0A0A
"Dark Accent"

#7D7D7D
"Gray Accent"

#BBBBBB
"Light Accent"

Colors - Dark Themes

Dark "PS2" & Gray "PS1"

#EF4B46
Red

#F5863D
Orange

#F4E854
Yellow

#0ED6A2
Green

#63A7E8
Blue

#BE63E3
Purple

#EA78C8
Pink

Colors - Light Context

Light "PS5"

#E03631
Red

#EA642D
Orange

#D3C439
Yellow

#0FBBD7D
Green

#4784D8
Blue

#A046D2
Purple

#D956AD
Pink

Palette_Dark - "PS2"

Base Colors



#000000 "Pure Black"

Primary background, product/garment colour

#0A0A0A "Dark Accent"

Background textures and accents

#141414 "Faded Black"

Sections, text areas, secondary buttons

#E6E6E6 "Faded White"

Text, graphics, icons, logotypes and emblems

CTA colors

#E6E6E6 "Faded White"

CTAs, primary buttons

#000000 "Pure Black"

CTA text, primary button text

Extended Colors - Dark Context

#EF4B46

Red

#F5863D

Orange

#F4E854

Yellow

#0ED6A2

Green

#63A7E8

Blue

#BE63E3

Purple

#EA78C8

Pink

Palette_Gray - "PS1"

Base Colors



#878787 "PS1 Gray"

Primary background, product/garment colour

#7D7D7D "Gray Accent"

Background textures and accents

#141414 "Faded Black"

Sections, text backgrounds, secondary buttons

#E6E6E6 "Faded White"

Text, graphics, icons, logotypes and emblems

CTA colors

#E6E6E6 "Faded White"

CTAs, primary buttons

#000000 "Pure Black"

CTA text, primary button text

Extended Colors - Dark Context

#EF4B46

Red

#F5863D

Orange

#F4E854

Yellow

#0ED6A2

Green

#63A7E8

Blue

#BE63E3

Purple

#EA78C8

Pink

Palette_Light - "PS5"

Base Colors



#ADADAD "Light Gray"

Primary background, product/garment colour

#BBBBBB "Light Accent"

Background textures and accents

#E6E6E6 "Faded White"

Sections, text backgrounds, secondary buttons

#000000 "Pure Black"

Text, graphics, icons, logotypes and emblems

CTA colors

#141414 "Faded Black"

CTAs, primary buttons

#E6E6E6 "Faded White"

CTA text, primary button text

Extended Colors - Light Context

#E03631

Red

#EA642D

Orange

#D3C439

Yellow

#0FBBD7D

Green

#4784D8

Blue

#A046D2

Purple

#D956AD

Pink

INTERFACE THEMES

BUILDING AN INTERFACE

Background Primary

Use_cases

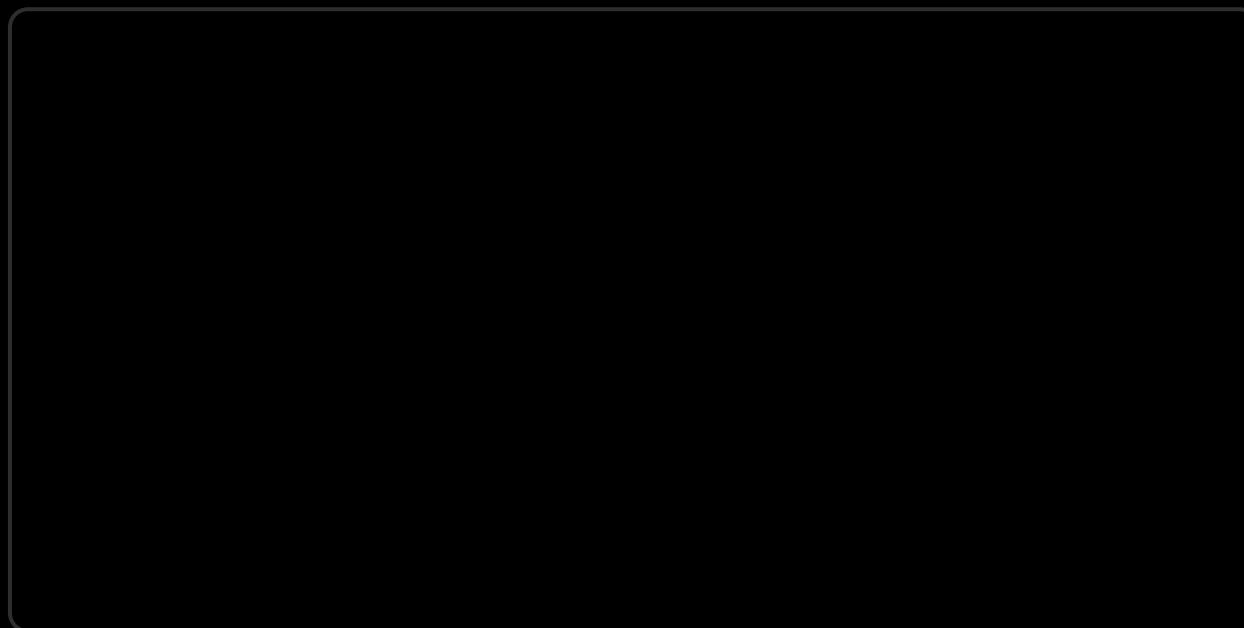
Used for backgrounds, backdrops, canvases, garment and product colours etc.

Design_purpose

Creates the starting point for any visual aspect.

Establishes the tone and mood and hierarchy of the specific color palette.

Palette_Dark - "PS2"



Palette_Gray - "PS1"



Palette_Light - "PS5"



"Pure Black"

#000000

"PS1 Gray"

#878787

"Light Gray"

#ADADAD

● Useful_tip - "Text Color"

With the exception of branding elements, text should always be avoided on these colors for maintaining maximum visual contrast and WCAG legibility standards. See the following page for further information.

This may not always be an option, and in these circumstances the text color should follow the colors used in the color boxes shown above. Text should ALWAYS be Pure black (#000000) or Faded White (#E6E6E6).

Text Background

Use_cases

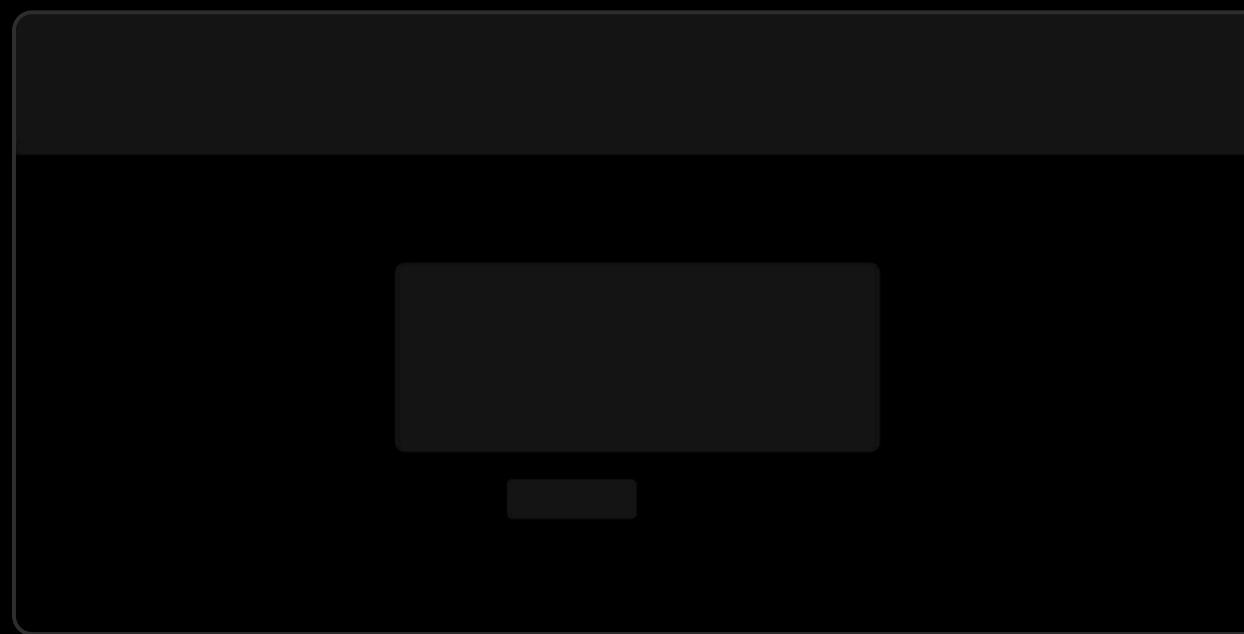
Used for sections, frames, text backgrounds, and secondary buttons; additional buttons, cancel buttons, buttons that are not primary buttons (see next page).

Design_purpose

Provides a strong visual contrast between text and its background for those with visual impairments.

Separates and denotes elements and sections.

Palette_Dark - "PS2"



Palette_Gray - "PS1"



Palette_Light - "PS5"



"Faded Black"

#141414

"Faded Black"

#141414

"Faded White"

#E6E6E6

● Useful_tip - "Text Backgrounds"

With the exception of primary buttons, CTA's, and specific branding assets; text should always be on top of **this** colour, for maximum legibility within "PS1", and ease of implementation throughout.

Text on a gray background is much harder to create a necessary contrast due to its midpoint in brightness, so by using a dark background for text elements within the gray palette we can rectify this issue.

Primary Buttons / Call To Action

Use_cases

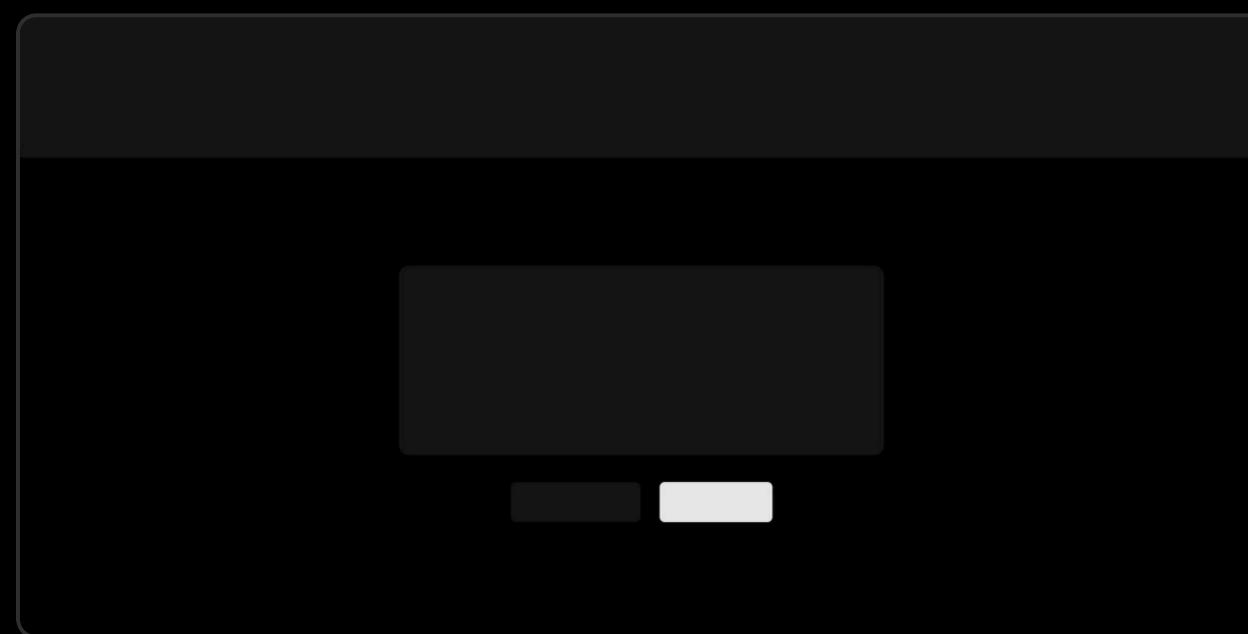
Used for primary buttons and CTA's or areas you want users to engage in; confirmations, submissions, 'view product' etc.

Design_purpose

Has a stronger visual weight, and therefore higher in the visual hierarchy, denoting an area of importance.

Stands out from other design elements using contrast, entices user to engage.

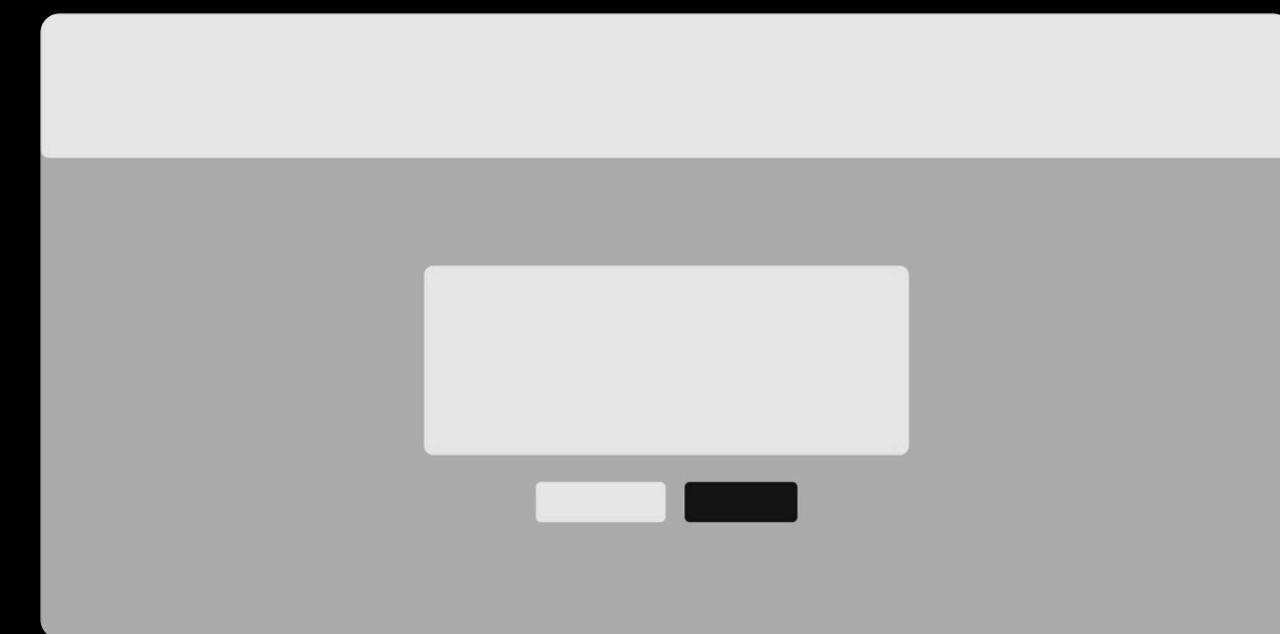
Palette_Dark - "PS2"



Palette_Gray - "PS1"



Palette_Light - "PS5"



"Pure White"

#E6E6E6

"Pure White"

#E6E6E6

"Faded Black"

#141414

● What is a CTA?

A CTA or "Call To Action" is essentially an intended direction to a user; think 'confirm', 'sign up', 'purchase', 'contact', etc. Here we achieve this by visually distinguishing it from the rest of the interface, to direct users through a stand-out element.

● Useful_tip - "Text Color"

Text present on these elements should always follow the colors used in the color boxes shown above, further distinguishing these from other elements.

Text should ALWAYS be Pure black (#000000) or Faded White (#E6E6E6).

Background Textures and Accents

Use_cases

background shapes, emblems, subdued branding elements.

Design_purpose

More decorative than functional, helps break up large and empty areas of colour.

Creates visual interest, and creates a more stylised and personalised branding system.

Palette_Dark - "PS2"



Palette_Gray - "PS1"



Palette_Light - "PS5"



"Dark Accent"

#0A0A0A

"Gray Accent"

#7D7D7D

"Light Accent"

#BBBBBB

- **Useful_tip - "Decorative only"**

This is designed to be low contrast, and may be missed by those with visual impairments, or in unideal lighting conditions.

This colour should never be used for any form of text, information, or any other important elements.

Text, Emblems, and Icons

Use_cases

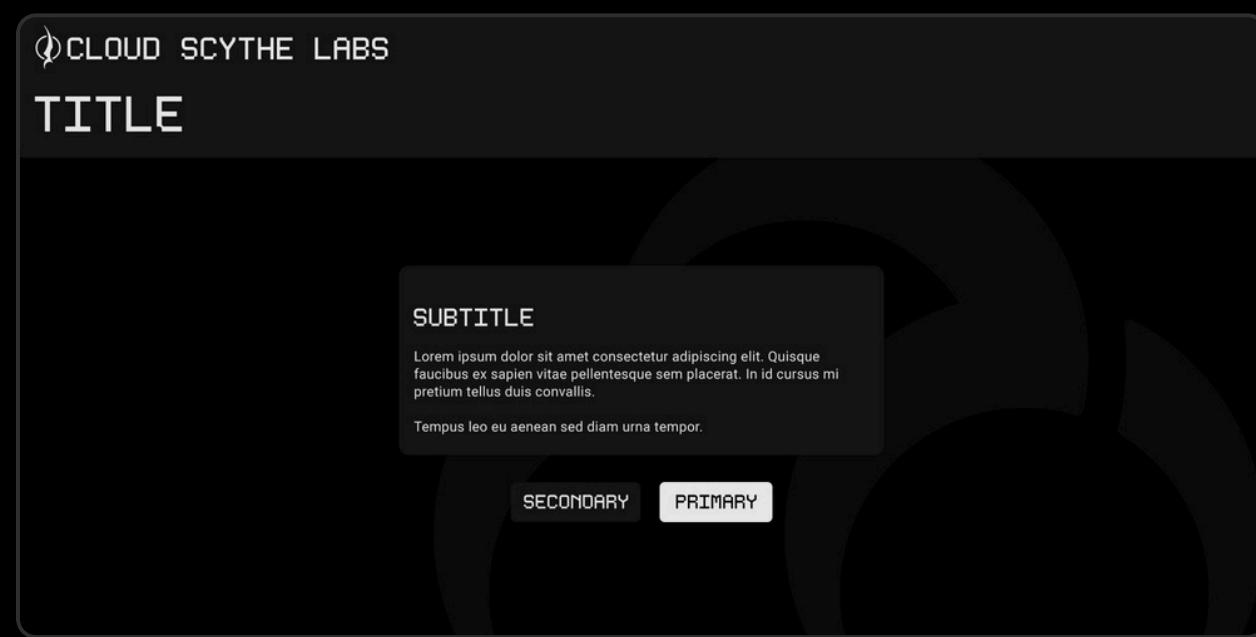
Any written or graphical elements such as symbols, icons, and graphics; as well as logotypes and branding elements such as emblems.

Design_purpose

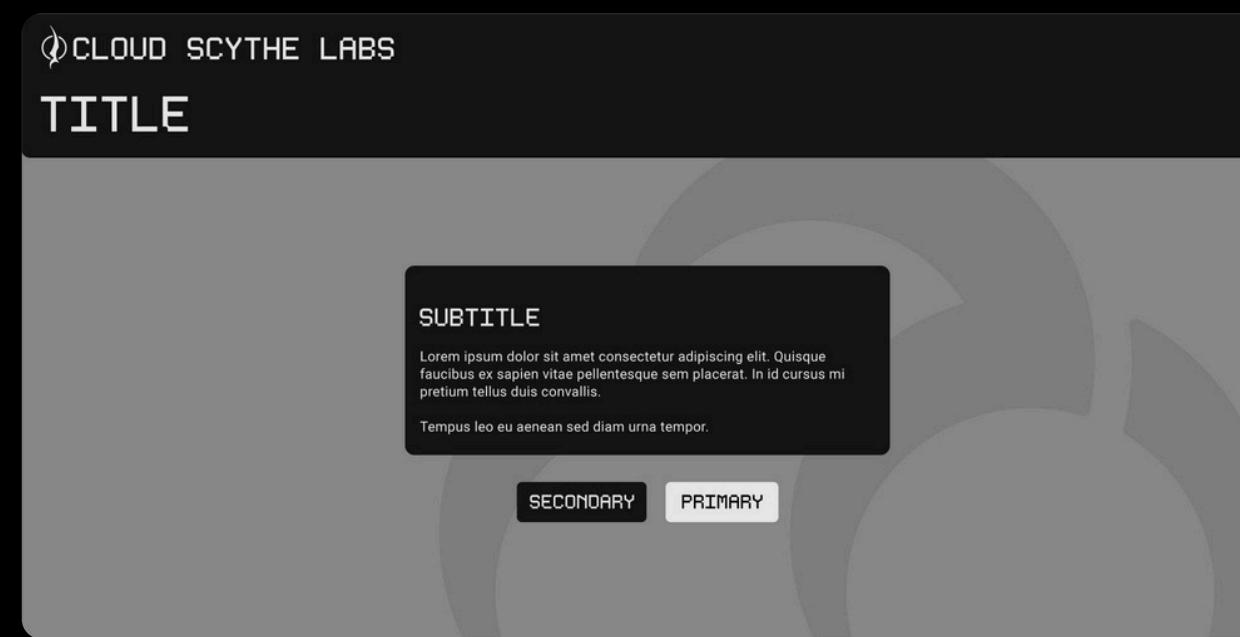
Communication of information.

Legibility and color contrast must take priority.

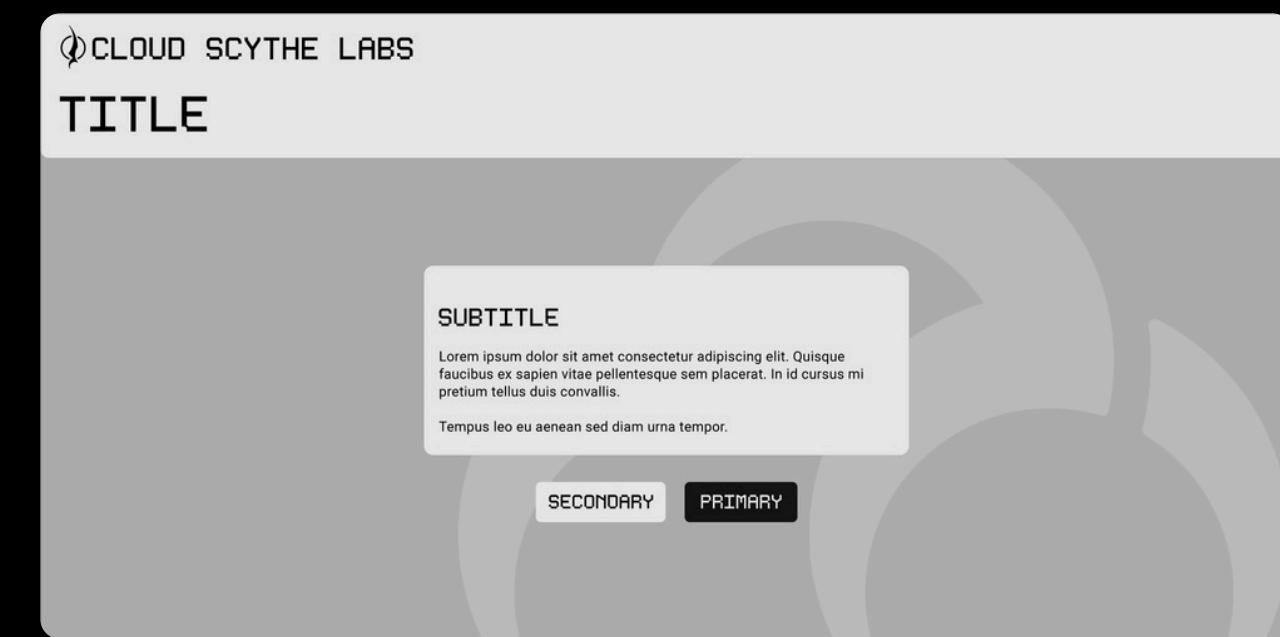
Palette_Dark - "PS2"



Palette_Gray - "PS1"



Palette_Light - "PS5"



"Faded White"

#E6E6E6

"Pure Black" (For CTAs and Primary Buttons)

#000000

"Faded White"

#E6E6E6

"Pure Black" (For CTAs and Primary Buttons)

#000000

"Pure Black"

#000000

"Faded White" (For CTAs and Primary Buttons)

#E6E6E6

● Useful_tip -

To maintain text is as legible as possible, text and similar elements should ALWAYS be Pure black (#000000) or Faded White (#E6E6E6).

Additional Colors

Use_cases

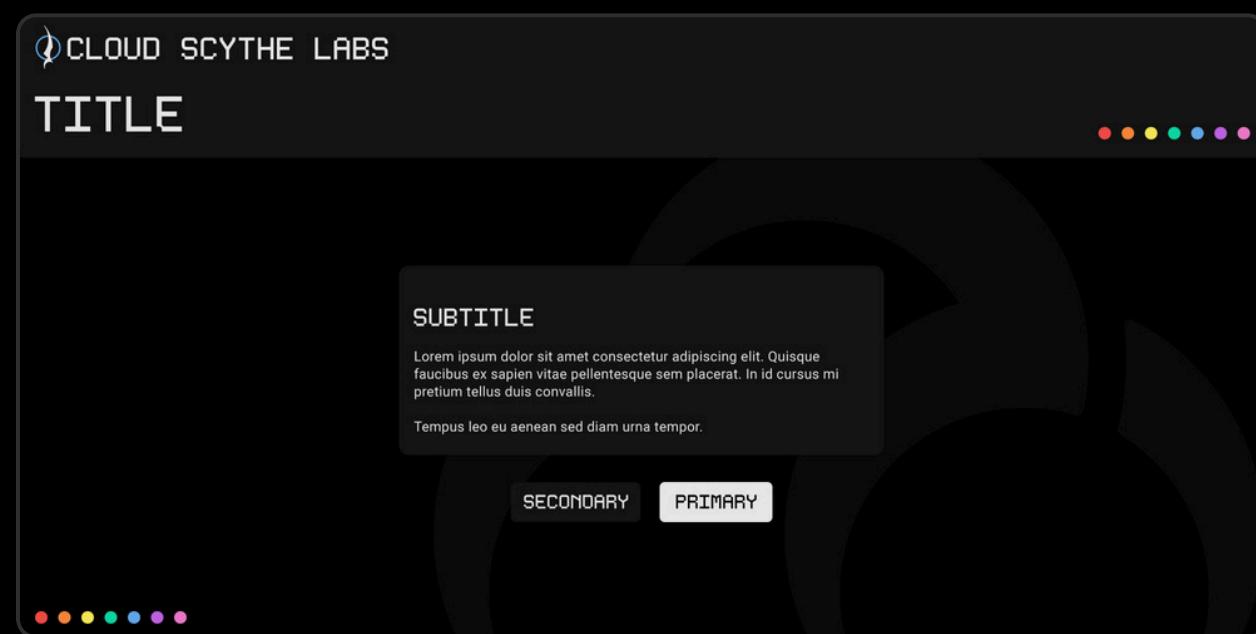
Expressing statuses and other useful information. In certain circumstances color can be used for CTA's.

Design_purpose

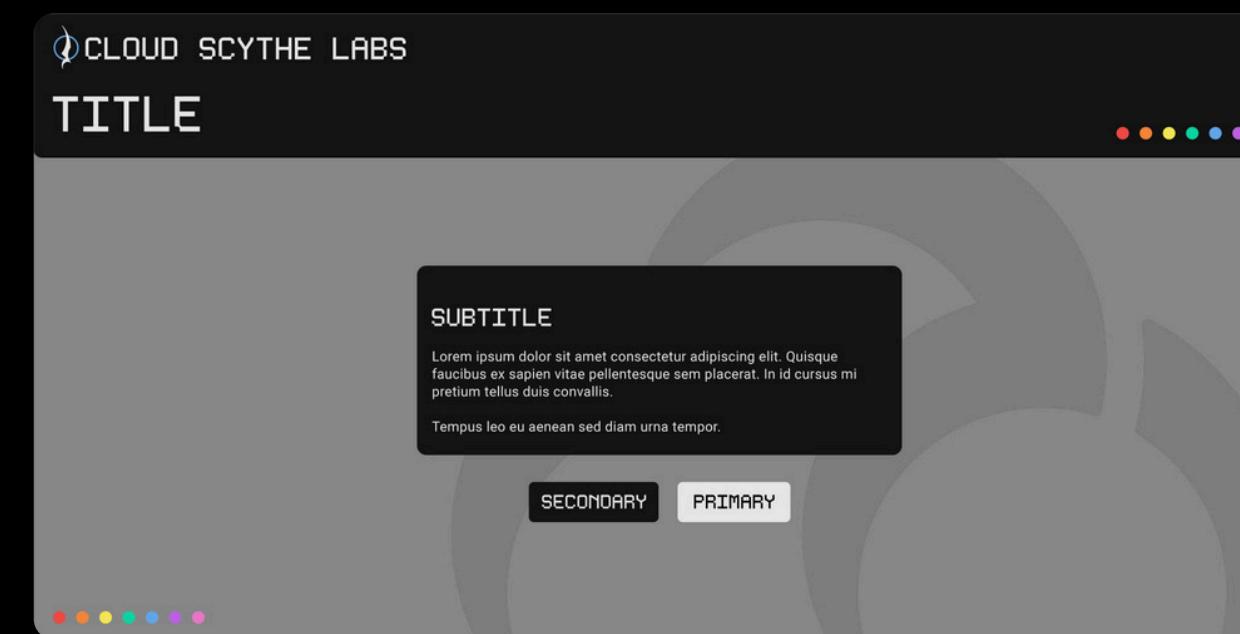
Communication of information and meaning, we must follow color traditions to meet user expectations, see next page for more.

Use of tone, priority, errors, successes; additional personality in branding elements.

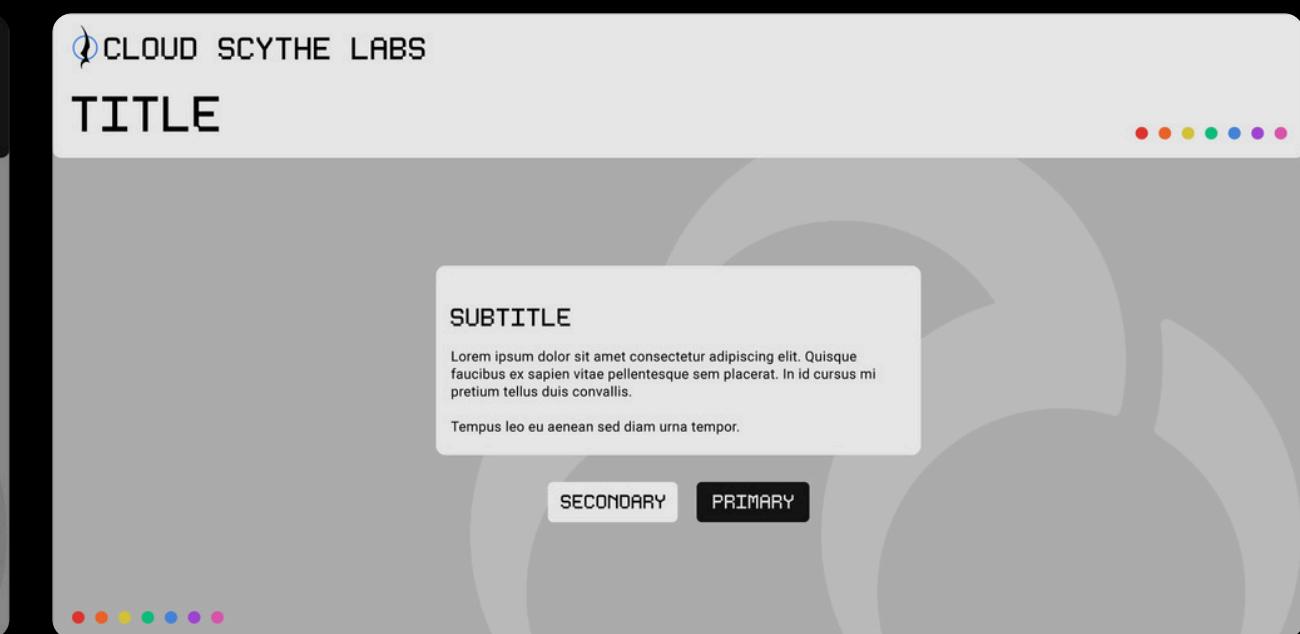
Palette_Dark - "PS2"



Palette_Gray - "PS1"



Palette_Light - "PS5"



Colours (Dark Context)

Less saturated and lighter for improved contrast

Colours (Light Context)

More saturated and darker for improved contrast

● Useful_tip - "Text on Colors"

Text should be avoided on top of colors, but if it is necessary, they should always be Pure Black (#000000).

Color Logic

Use_cases

It is important for colors to follow traditions and expectations to make communication of events and outcomes easier for people to understand. For those with color-blindness, each color has been labelled and named to make this easier to follow.

Green - Dark Context #0ED6A2

Green - Light Context #0FBD7D

GREEN - Positive - Success

Completions, submissions, completed uploads, correct passwords, discounts, etc.

Blue - Dark Context #63A7E8

Blue - Light Context #4784D8

BLUE - Neutral - Passive

Active connection, working as usual / calm and passive states, etc.

Yellow - Dark Context #F4E854

Yellow - Light Context #D3C439

YELLOW - Caution - Low Priority

Cautionary issues, slow connection, uploads paused, etc.

Orange - Dark Context #F5863D

Orange - Light Context #EA642D

ORANGE - Warning - High Priority

Smaller issues and warnings, resolvable issues eg. incorrect passwords, etc.

Red - Dark Context #EF4B46

Red - Light Context #E03631

RED - Error - Critical

Critical issues, failures, unresolvable errors, destructive actions (deletions), etc.

Purple - Dark Context #BE63E3

Purple - Light Context #A046D2

PURPLE - Undefined, in-progress?

Purples have less association with progression status, so these could be applied to other actions.

Pink - Dark Context #EA78C8

Pink - Light Context #D956AD

PINK - Undefined, more expressive, notifications?

Pinks have less association with progression status, so these could be applied to other actions.

BRAND GRAPHICS



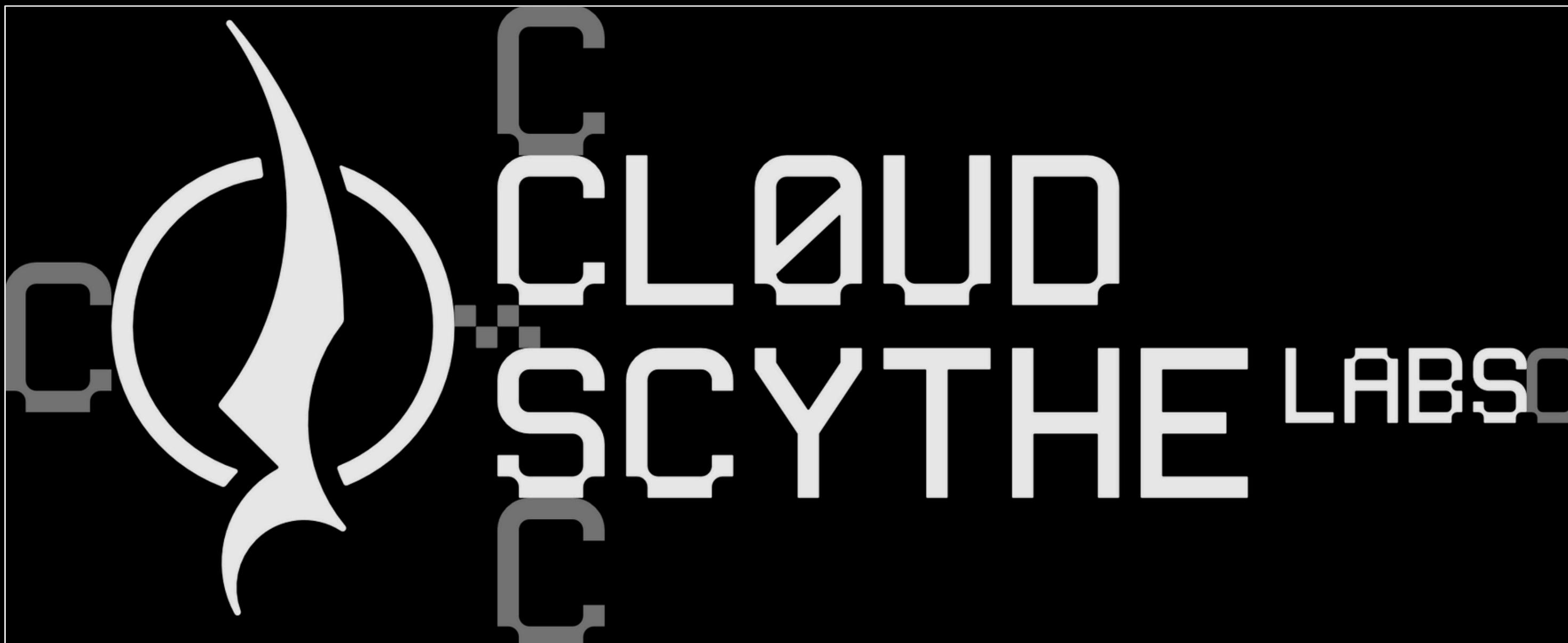
EMBLEMS AND LOGOTYPES

Safezones & Padding

Lockups, emblems and logotypes all have padded versions.

These padding areas have been comprised of elements within the design to create a visually pleasing balance. Not all padding is symmetrical however (as shown below), but instead designed to optically balance them based on their visual mass, making them appear balanced.

Padding areas should be considered as 'safezones', areas where no other elements should cross or enter. This is to maintain breathing room for these elements.



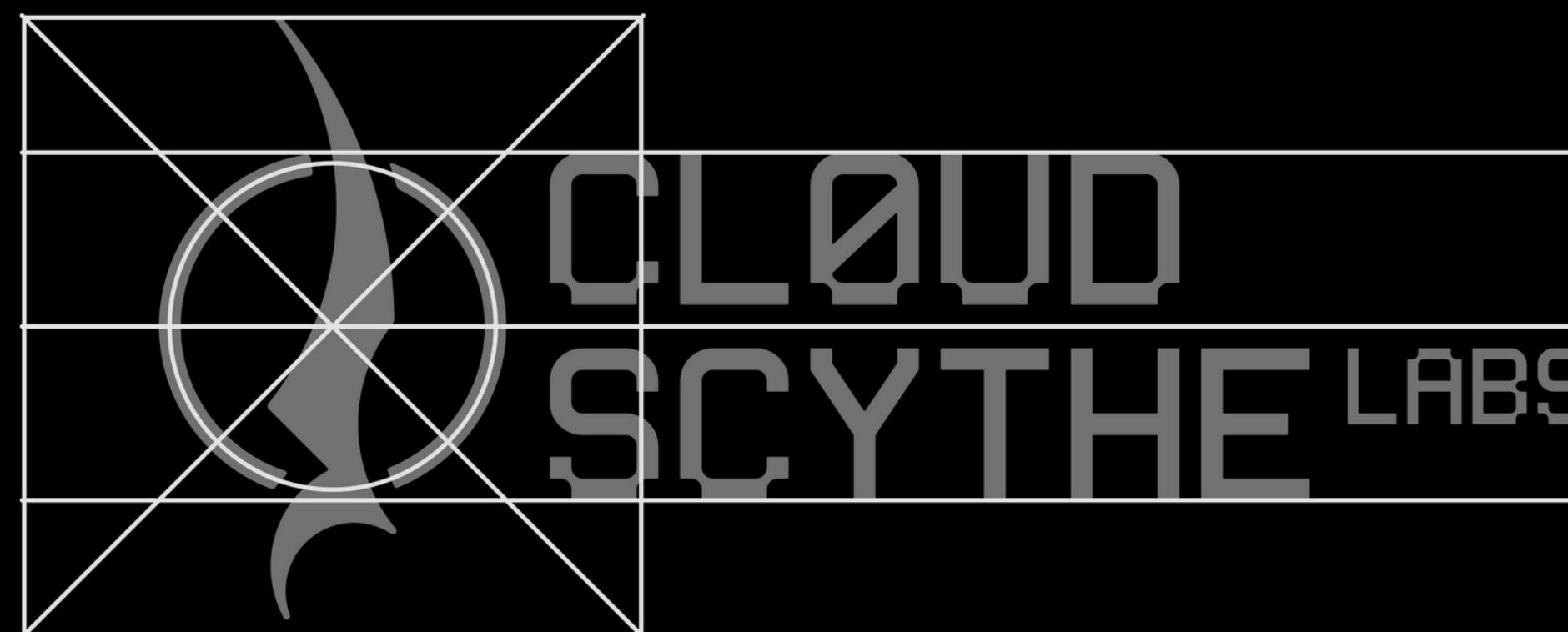
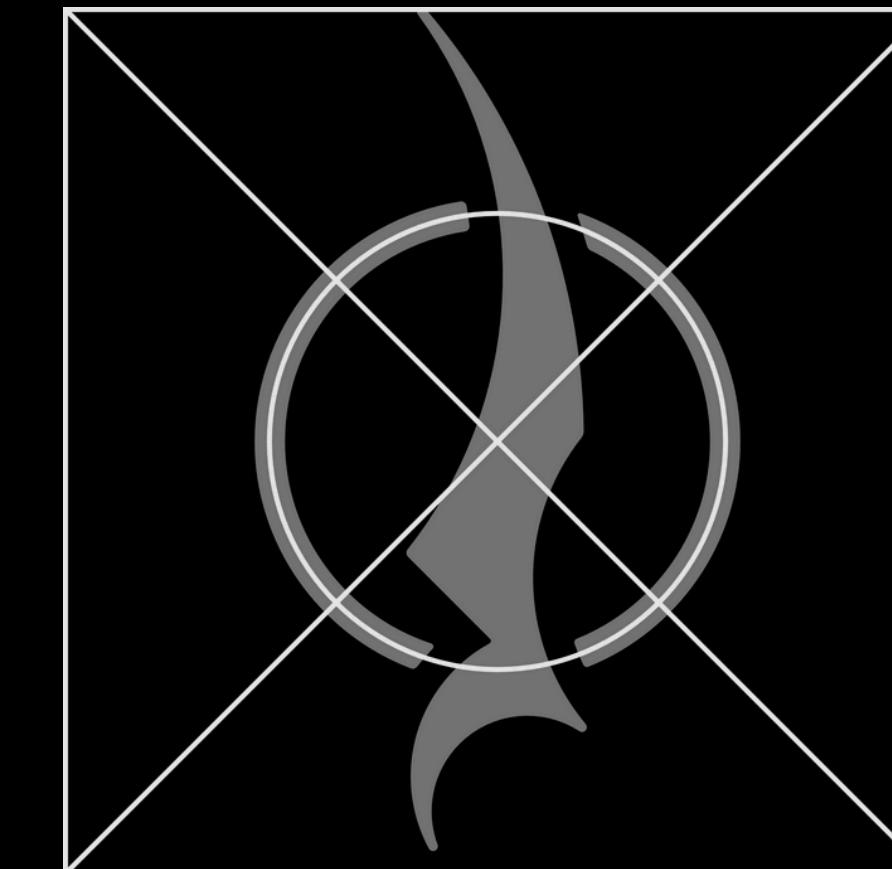
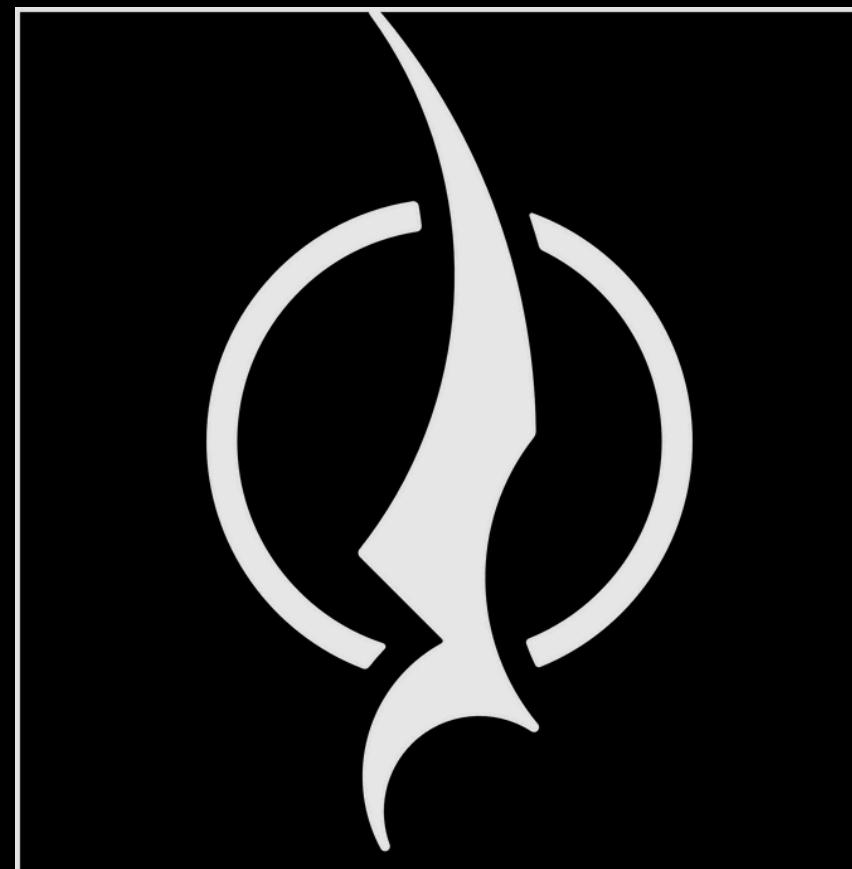
Pairings and Lockups

Included are pairings and lockups for the emblem and logotype. These have been set up so they are already balanced and ready to go for quick implementation.



Emblem Positioning

In all emblem use cases, padded and unpadded, the circle is the centre point of the file.
This is to maintain optical balancing and for easier alignment with other elements and containers.



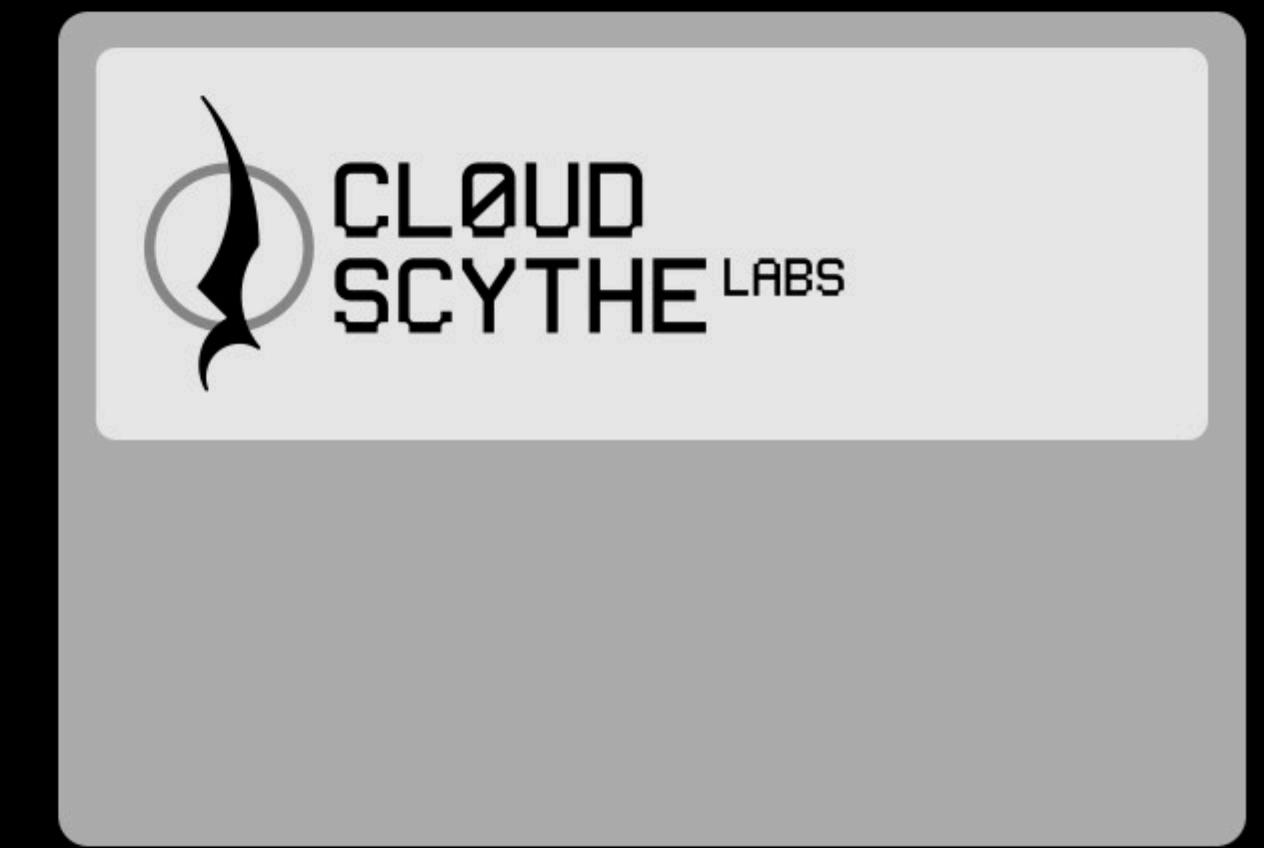
Emblem: Mono vs Duo

We have two versions of the brand emblem, an expressive and decorative version called "Duo" comprised of two colours, and a simplified single colour version called "Mono". The secondary colour in Duo can be used to display things such as status and tone.



Duo Palette

Following the color guidelines outlined in [Brand Colors - 2_Color Usage](#), Duo should always be within a text background to prevent inaccessible contrast ratios. Text needs to have a high color contrast to the background to be legible for those with impaired vision.



Dark - "PS2"

Idle Duo2: "PS2 Gray" - #878787

Gray - "PS1"

Idle Duo2: "PS2 Gray" - #878787

Light - "PS5"

Idle Duo2: "PS2 Gray" - #878787

