Powered by
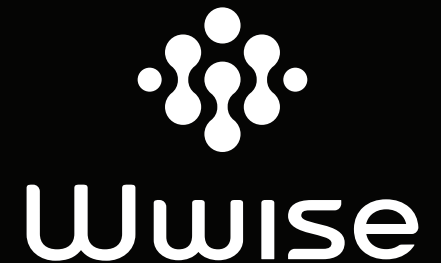

RGB

Powered by

Reversed

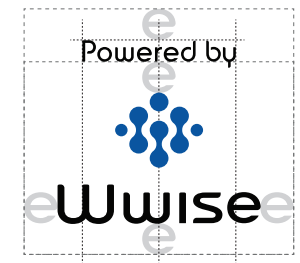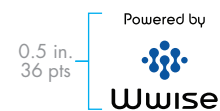Powered by

White

VARIANT FOR IN-GAME CREDITS

This is the **only logo** we permit developers to use for in-game credits.

BLUE
100-66-0-0
PMS 2945
#00549F

BLACK
0-0-0-100
Process Black
#000000

Colours

0.5 in.
36 pts

Powered by

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Buffer Zone & Construction Lines