# Typography

We use **Rubik** of various weights in our games. We tend to use these weights more than others, and refrain from italics in our social media branding.

Typeface: **Rubik**

*Primary Weight*
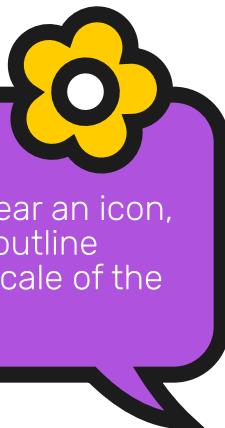# ABC123
**Semi-Bold**

*Secondary Weight*
# ABC123
**Light**

! When using the primary weight near an icon, try to match the outline weight with the scale of the font.