<https://www.1001fonts.com/retrobound-font.html> - Retrobound

<https://www.1001fonts.com/vtf-misterpixel-font.html> - MisterPixel

<https://www.1001fonts.com/retron2000-font.html> - Retron2000

<https://www.1001fonts.com/upheaval-pro-font.html> - Upheaval Pro

<https://www.1001fonts.com/press-start-2p-font.html> - Press Start 2p

<https://www.1001fonts.com/karmatic-arcade-font.html> - Karmatic Arcade

[https://www.1001fonts.com/light-pixel-7-font.html - Light Pixel-7](https://www.1001fonts.com/light-pixel-7-font.html%20-%20Light%20Pixel-7) - Light Pixel 7

when using fonts for unity remember to use **Text Mesh Pro** and to **Generate Font Atlas** after each change to the font to keep it updated.

Also there are many tools that can be used such as:

* Auto Sizing
* Font Padding
* Character set
* Atlas Resolution

These are gone over more in Loucas’ document on fonts