Brand Guidelines &





Introduction

Quirky, Quick-witted, Quintessential, Quality...



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1.0

ntroduction



To shift the world's perception of what gambling should be - FUN



1.2 **Introduction**

Offer progressive value entertainment - with delight & transparency







Introduction

The MrQ logo is an expression of the ethos of the brand. It's quirky, unconventional, unapologetic and doesn't take itself too seriously





Logotype

Two versions of the wordmark have been created, one for use over dark backgrounds and one for use over light backgrounds.

The logo should be used as is on the product marketing, internal communications and merch. Always use the provided logo files in the colours shown below and never attempt to recreate the main logo.





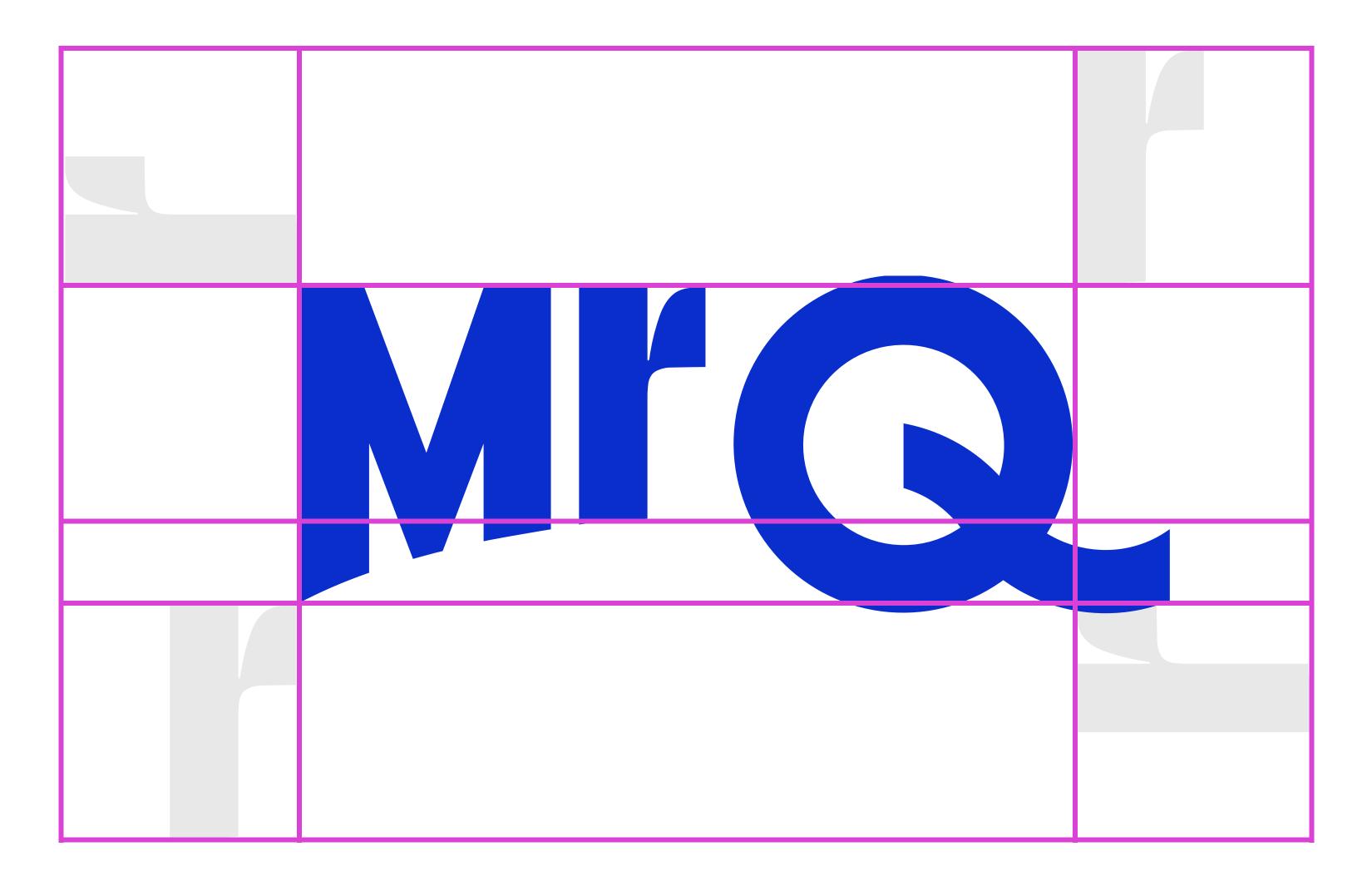


Safe Space

The area around the logo should always provide ample space so that the logo is not crowded or constrained by external elements.

The x-height and width is equivalent to the height of the letter 'r' in the logotype.

The diagrams show the correct amount of space that should surround the logo. No accompanying text or logos should appear in this area.





Logo with url

A secondary version of the logotype has the .com incorporated into it. This version requires the same amount of safe space as the primary logotype, and is used in cases when players need to be directed to the site, or in rare cases when we can only display the logo and nothing else.

Where possible, the logo is displayed in either blue, or white and on a clear background. The use of the logo on other colours is allowed, however the preferred route would be to use the brand's primary colour - blue.







2.4 **Logo** Logo with url

Logo with url

In cases where the background is busy, we use a version of the logotype with an outer stroke applied.

When possible, the blue and white version is used, however, if the colour scheme or background does not contrast well with the brand's colour scheme, then a black and white version is the best solution – as seen in the example to the right. The most important thing is that the logotype itself always remains in white.









13 2.5 **Logo** Logo usage

Logo usage

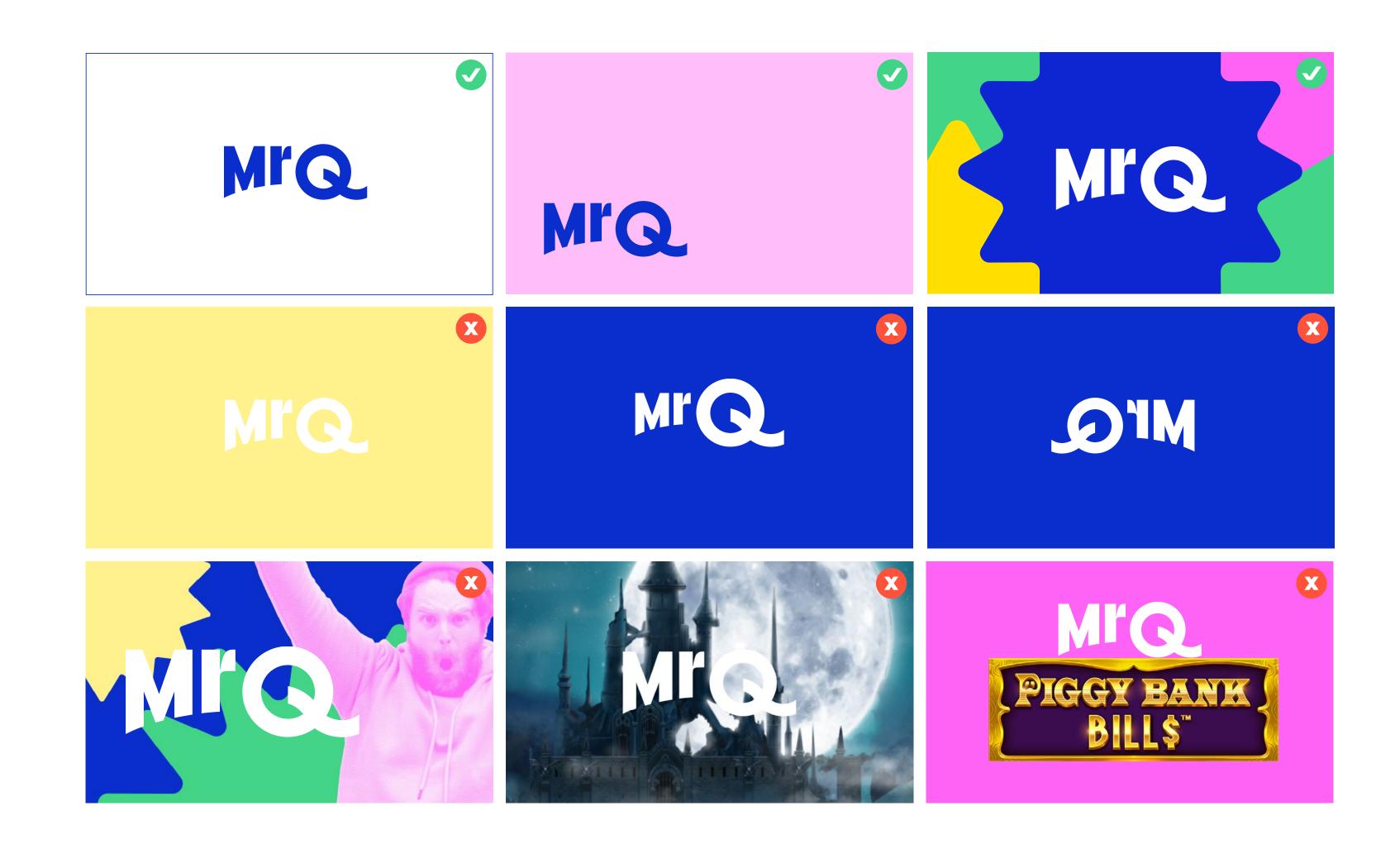
Place the dark blue MrQ logo over white or very light backgrounds only. Place the white MrQ logo over the dark Blue background in addition to the other colour palette backgrounds, or black if needed, always ensuring a good contrast.

Do not place the white MrQ logo over the light shades from the colour palette. Contrast is key.

Allow appropriate space from other brand elements such as imagery, other logos and illustrations to ensure legibility and maximum clarity of the brand.

Do not place the MrQ logo over busy backgrounds, patterns or imagery.

Do not distort the logo in any way and always maintain the balance of dimensions and correct spacing between the letters. Do not redraw or alter the MrQ wordmark and only use the approved and provided logo artwork. Do not use a tint of the dark blue for the logo.

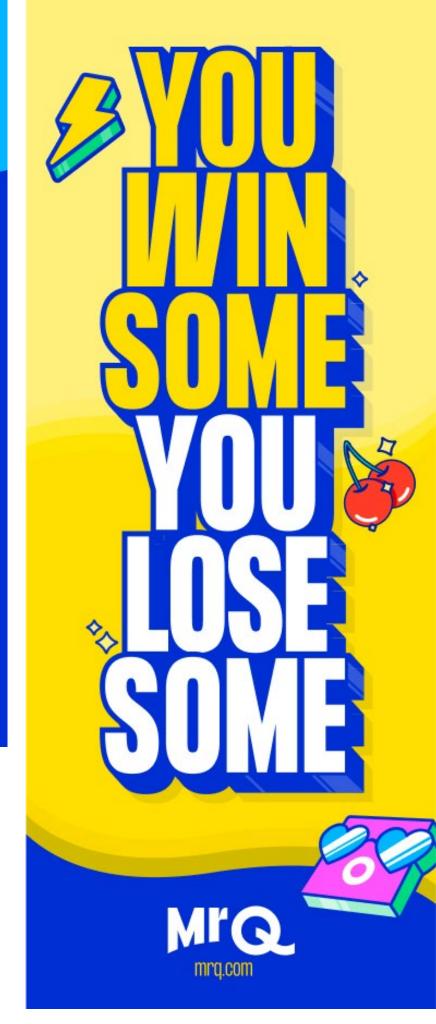


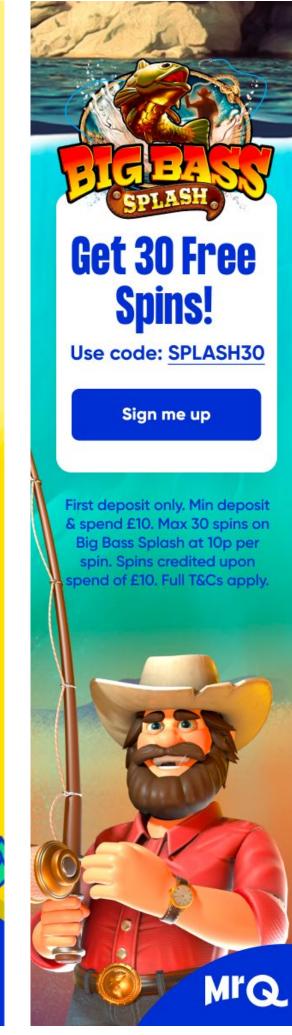


2.6 **Logo** Examples of use











Colour



- 3.2 Colour Palette
 3.3 Examples of use
 3.4 Extended Palette
 3.5 Colour contrast
- 3.6 Themes



Colour plays a huge part in establishing the right look & feel for the brand. It strengthens visual consistency across all applications, becoming a visual signifier for the brand



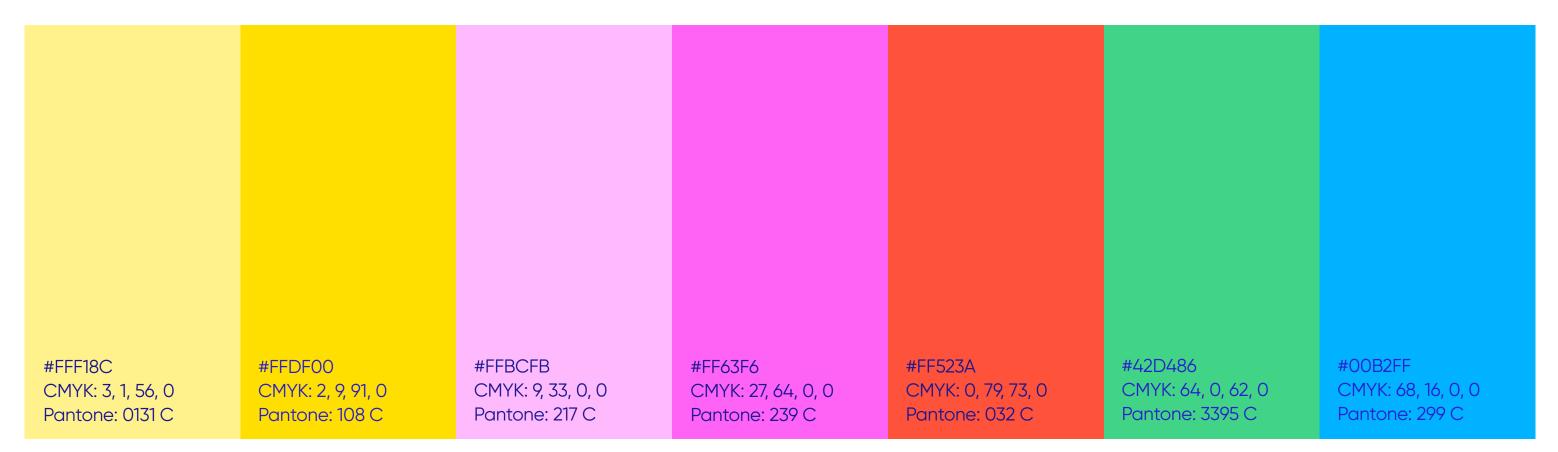
3.2 **Colour** Primary

Colour Palette

MrQ has a primary colour palette, that is used throughout all marketing communication, such as CRM, Affiliation and Social. The extended colour palette is is used solely for illustration purposes in order to have a wider range of shades to choose from.

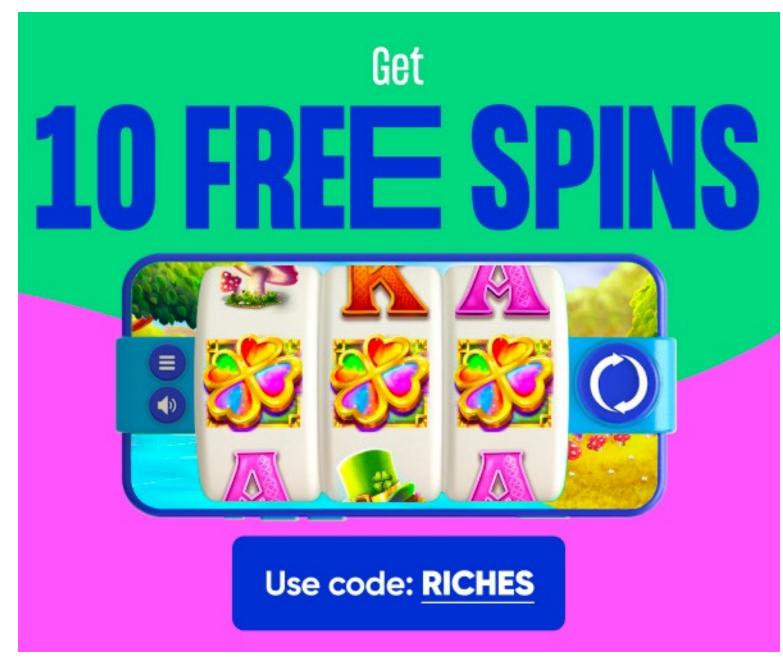
Dark Blue is the main colour which is also used in the logo. Please follow the approved values and codes when designing and never deviate or alter the values in any way.







18 3.4 Colour Examples of use













Ignography



- 4.2 Primary Typeface
- 4.3 Primary Typeface Variables
- 4.4 The Zero Conundrum
- 4.5 Secondary Typeface
- 4.6 Examples of use4.7 Weights



MrQ's typographic style is bold & expressive, capturing the brand essence.

There are two main brand fonts; Formula & Gilroy



Condensed Bold & Light



There must always be a balance between imagery and the typeface. Both used in abundance at the same time will come off as 'too much'.

We use Formula Bold and Light with a 2% kerning in Figma or 30pt kerning in Abobe Illustrator for increased legibility. Tracking should be tight and legibility is key.

Formula Condensed Bold

Gg Hh li Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Www Xx Yy Zz 1234567890!

Formula Condensed Light

Aa Bh Cc Dd Ee Ff Aa Bh Cc Dd Ee Ff Gg Hh Ii J j Kk Ll Mm Nn0o Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz 1234567890!

Main information

Secondary information



SHOCKINGLY GODCASINO



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Primary Typeface Variables

The formula font contains variable widths of all characters. They are to be used sparingly in order to enhance what we are trying to say in a way that's almost animated.

Expressive headlines are used mostly for communicative pieces, such as campaigns, social posts, merchandise and banners.

We use variable characters as display type - in large artboards with no use of image or illustration and when the user has time to read.

Uppercase or sentence case?

- Short, sweet and expressive uppercase and variables.
- Headline of 3+ or more words Sentence case

Formula Condensed Bold

Aa Bb Cc Dd Ee Ff Gg Hh li Jj KK LI Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

Variables

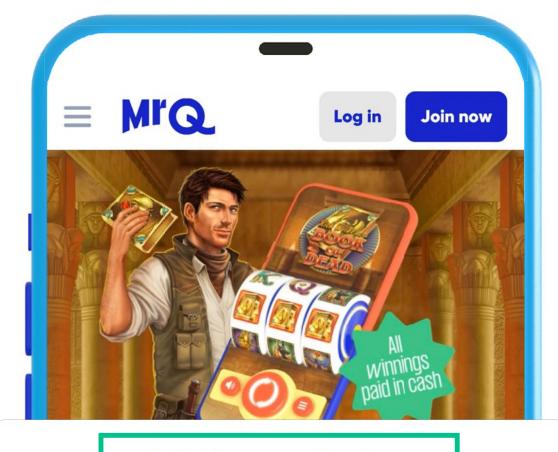
AA BB CC DD EE FF GG HH II JJ KK LL MM NN 10 PP QQ RR SSTTUUVV WV/XXYYZZ



4.4 **Typography**The Zero Conundrum

ZERØ or ZERO?

The formula font 0 is quite peculiar and can at times look like an 8. We do love a bit of quirk. To avoid confusion – in cases when the creative is an image (eg: CRM or social) we use uppercase O, and in cases when the font is typed or part of the CMS (eg: on mrq.com) we use 0.

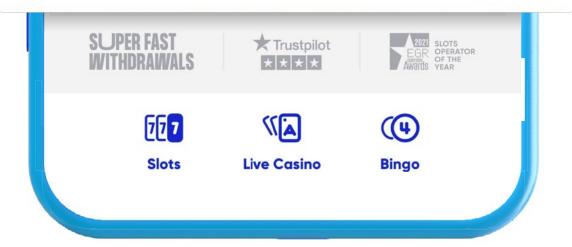


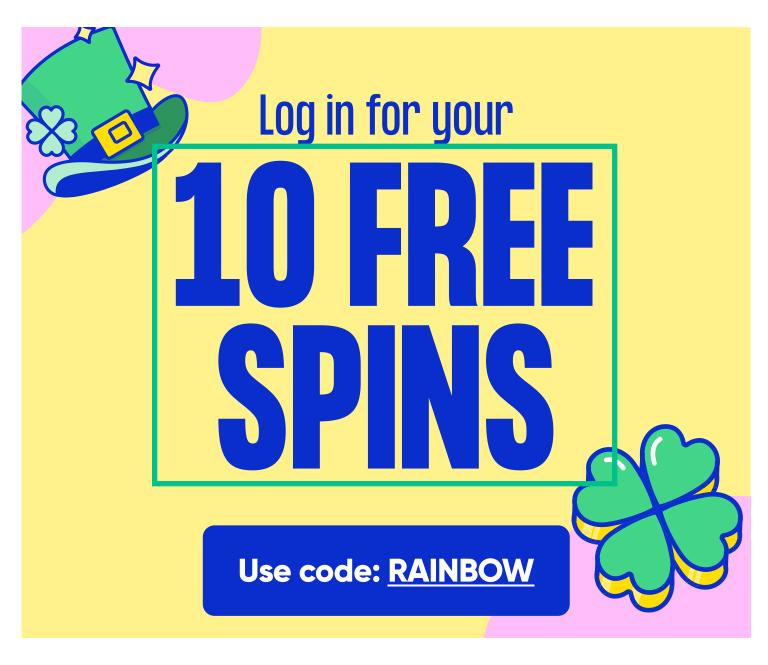
20 Free Spins With your first deposit*

Join now

*20 Free Spins credited upon your first £10 deposit on Book of Dead slot only, valued at 10p per spin. Free Spins must be used within 48 hours of qualifying. All winnings are uncapped and credited to your real money balance.

Full T&Cs apply. 18+. BeGambleaware.org









4.5 **Typography**Secondary Typeface



Bold, Semi Bold & Extra Bold



Secondary Typeface

For body copy or secondary headers we use Gilroy. In instances where copy exceeds one single sentence, we refrain from using Formula in order to avoid visual fatugue.

For CTAs and T&Cs Gilroy is also used.

Gilroy Bold

Aa Bb Cc Dd Ee Ff Gg Hh li Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz 1234567890 =!@#£€%&*+

Gilroy Semi Bold

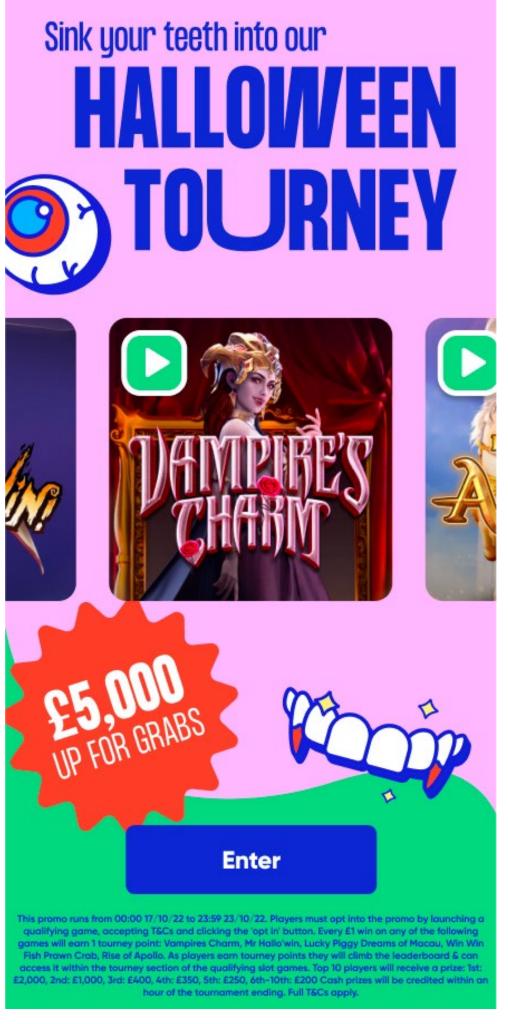
Aa Bb Cc Dd Ee Ff Gg Hh li Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz 1234567890 =!@#£€%&*+ Gilroy Extra Bold

Aa Bb Cc Dd Ee Ff Gg Hh li Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz 1234567890 =!@#£€%&*+

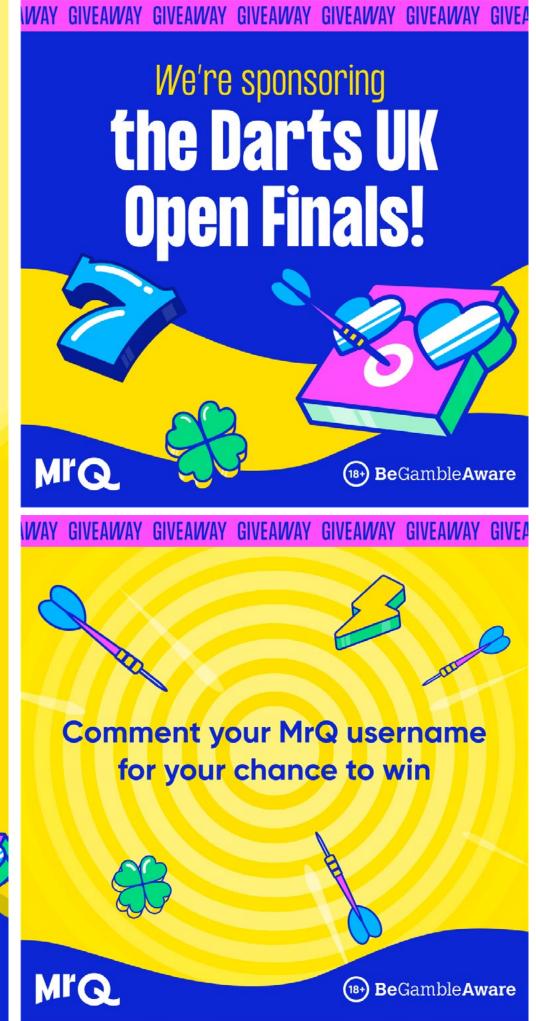














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Design Style



5.2 2D Vector Assets

5.3 3D Assets

5.4 Badges5.5 Image Treatment5.6 Composition5.7 Examples of use



A style that's bold, cheeky, fun & designed with care.

It's a balanced combination of 3D assets, vector graphics, game assets, treated photography & typography



5.2 **Design Style** 2D Vector Assets

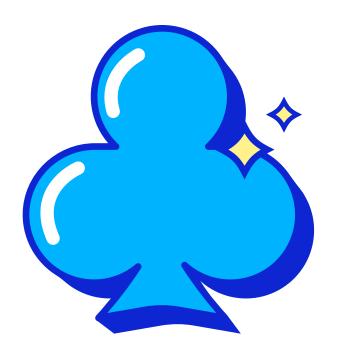
2D Vector Assets

The brand style, in line with the typographic style, is very expressive, playful and bold. There is a cheeky element to assets created and each one is done with intention - we care by design.

Our 2D assets are never meant to take centre stage. They are merely there to support the copy/offer we are communicating. In cases when we are promoting a specifc slot and using game assets, 2D vector assets are placed as a way to represent the brand.

2D assets are designed with a shadow in order to create depth and have a blue stroke. The assets can also be skewed at an angle in order to create a more realistic composition.



















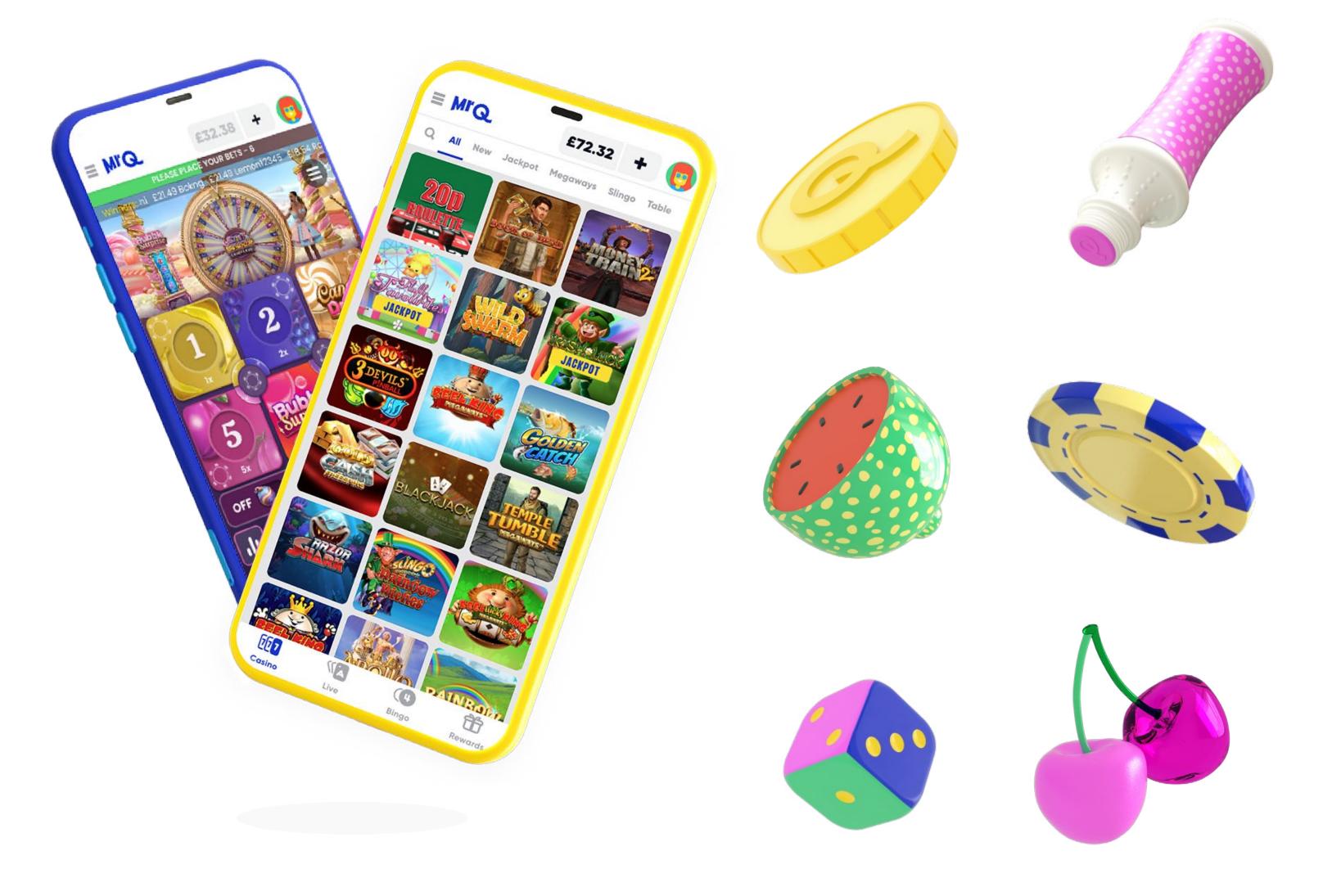
5.3 **Design Style** 3D Assets

3D Assets

Our 3D assets have more of a utilitarian function. We use mobile containers mostly as a way of promoting specific slot games and a series of various assets that compliment the content.

The 3D style makes of a plastic material with angled lighting in order to create a more realistic composition. Playfulness comes in especially when working with colour.

Mixing 2D and 3D assets is rarely done, but there are a few occassions when this is allowed. For example, a 3D mobile placed with a few 2D assets in a composition is allowed. Please avoid using multiple assets of the same object; for example, 2D cherries and 3D cherries in the same composition.





Badges

Badges are also used as way of reinforcing the message conveyed. They are also used as a way of highlighting something important that needs to be communicated.

One badge per composition is used, and the copy is always short and sweet. Badges are our colourful way of engaging with the user whilst expressing our brand tone of voice.

As a rule of thumb, badges should always have a rounded radius and only our primary font Formula should be used.



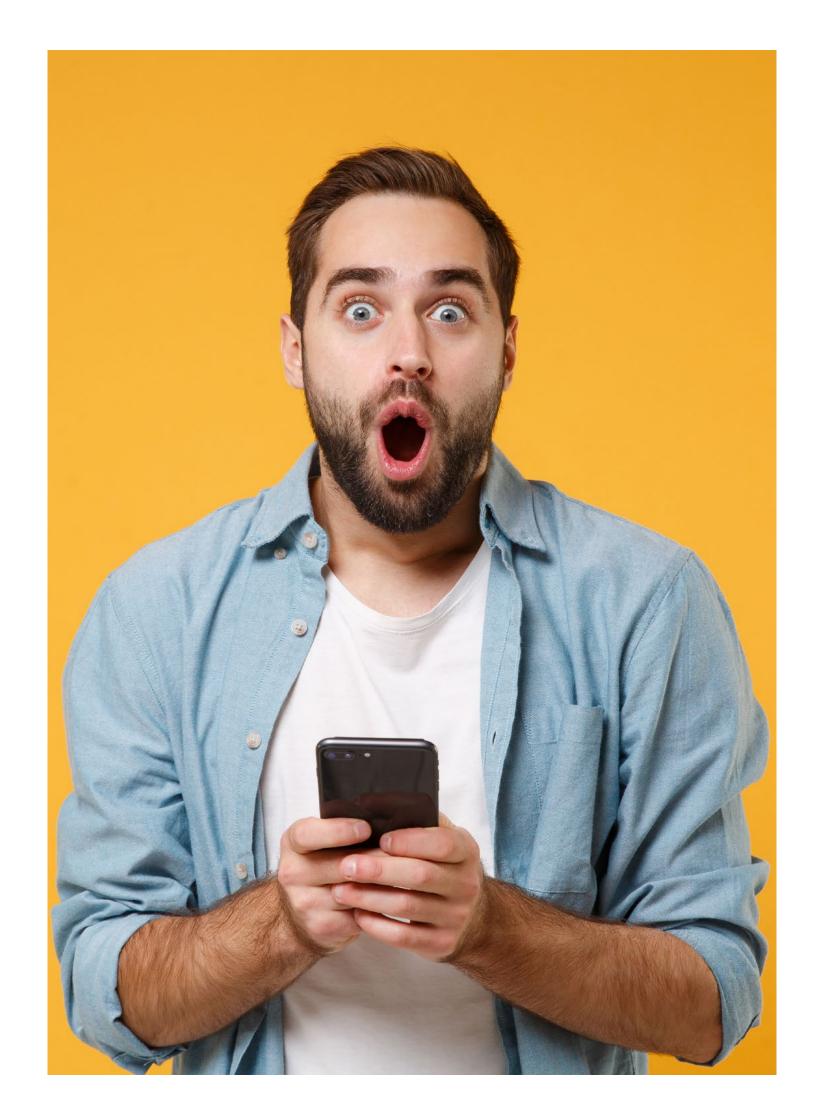


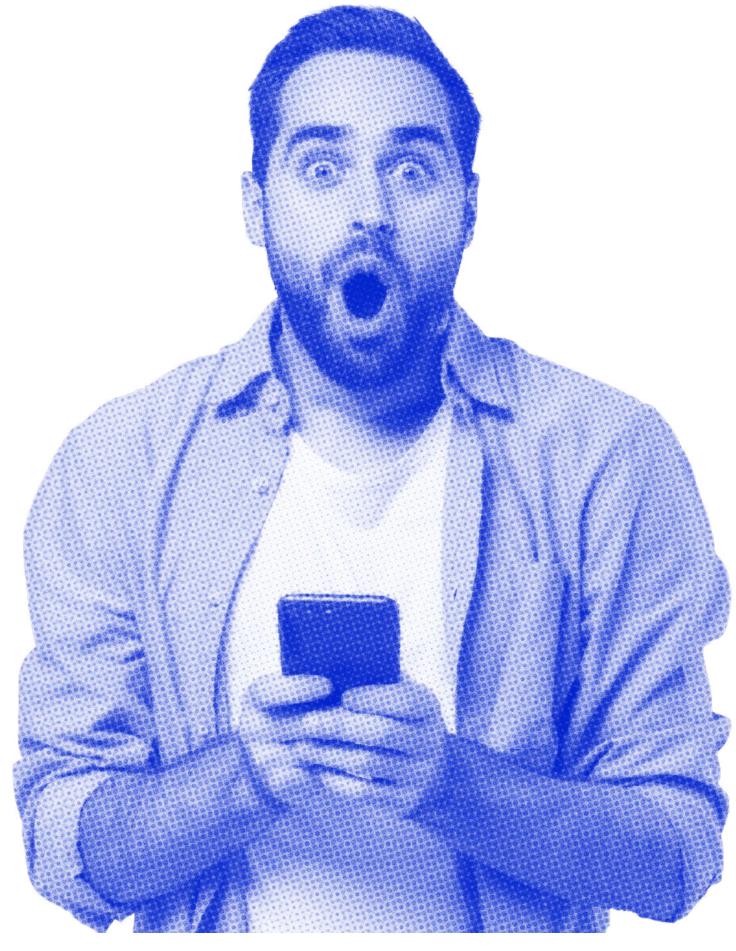
Image Treatment

Sometimes stock imagery is used as part of our design style in order to add a human element.

Images are treated as per below:

- 1. In photoshop route the subject
- 2. Duplicate layer and add a filter > pixelate > colour > halftone at 4 pixels. Leave channels as is.
- **3.** Set layer to 10% opacity
- 4. Add a gradient map layer with one of the brand colours in the foreground and white as a background (make sure contrast is high blue is suggested).
- **5.** Depending on the image quality you might have to increase the contrast by adding a brightness and contrast layer and adjusting the image manually until it becomes sharper.







Composition

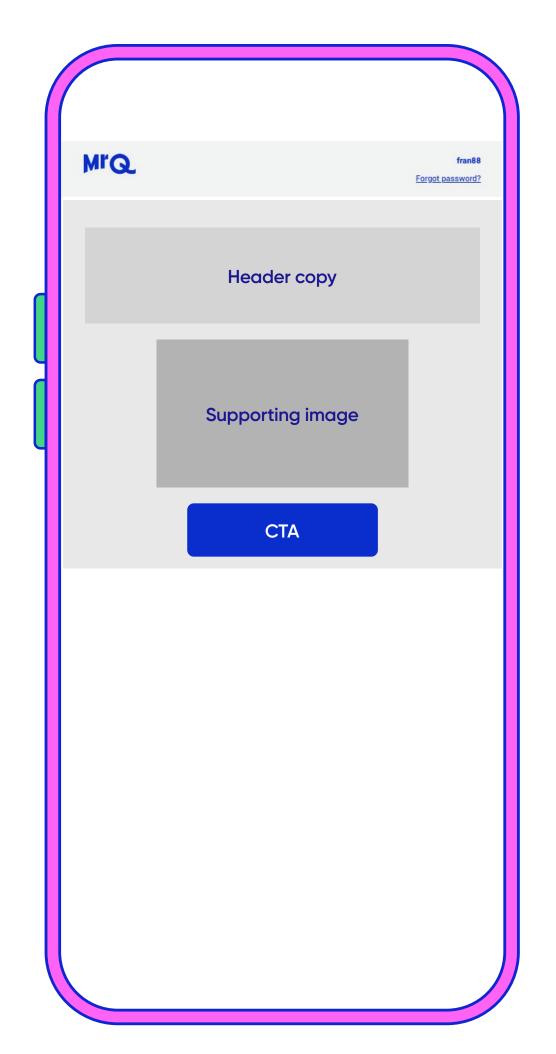
35

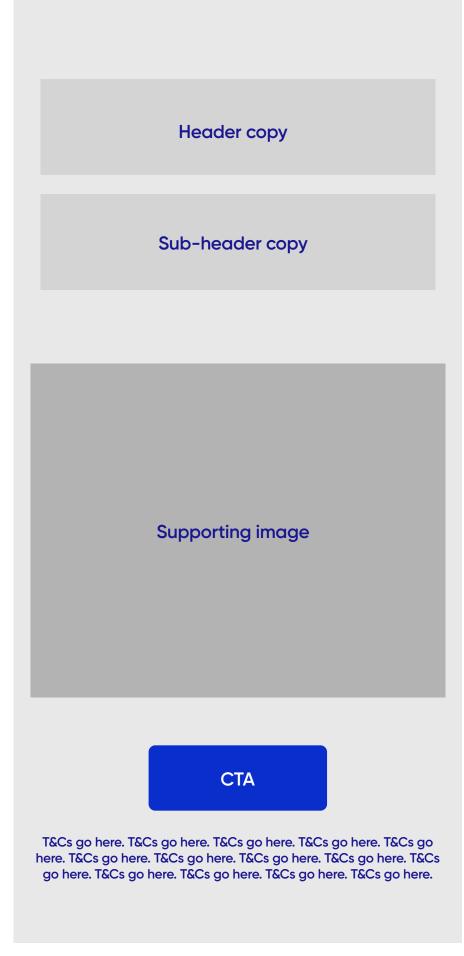
When putting together a composition; either for a CRM email, or a lobby banner, social post etc, the most important thing to keep in mind is the heirarchy of information.

One question to ask is:

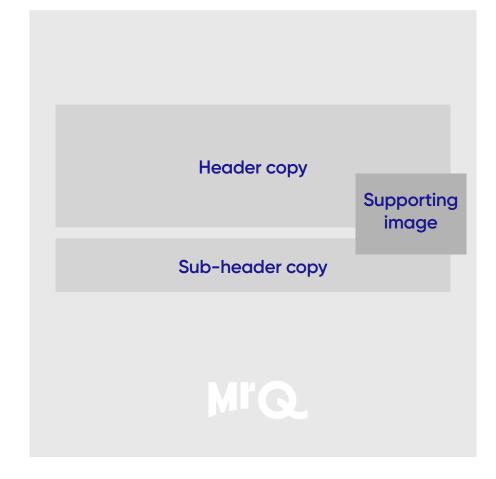
Is this clear enough for the player?

80% of the time, the copy and CTA will be the heros of the communication piece, therefore it is important that they are clear, legible and within brand guidelines. Any other assets or images are there to support whatever we are trying to communicate.



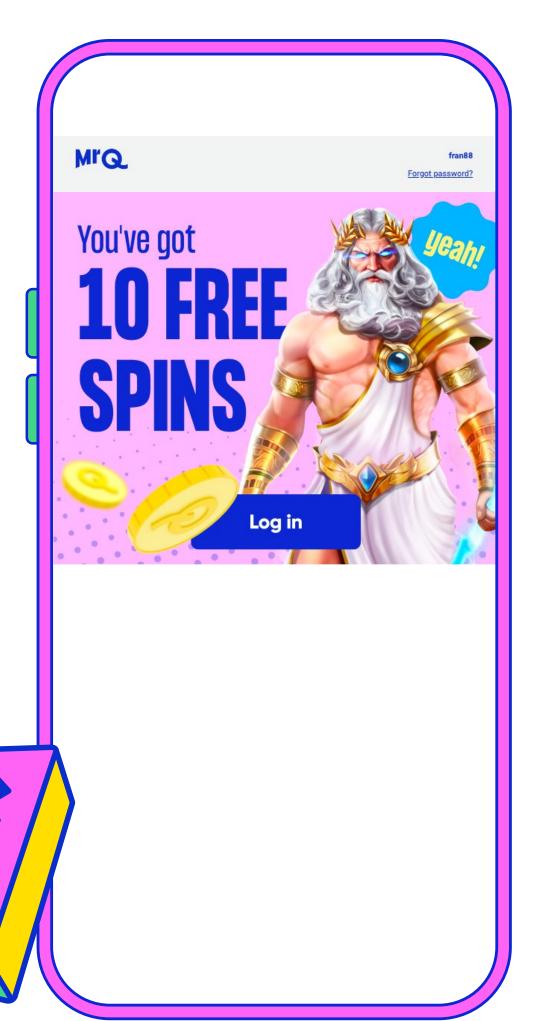


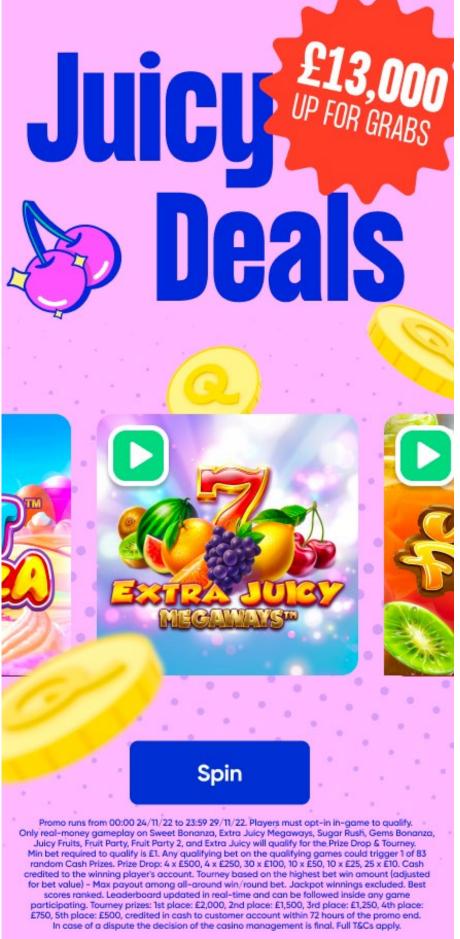


















CRM email header example

Lobby Banner example

Social posts

Pact Finance

