Logo guidelines

1 · Logo versions



Horizontal · first choice
Headers, signage, partner pages, in-game.



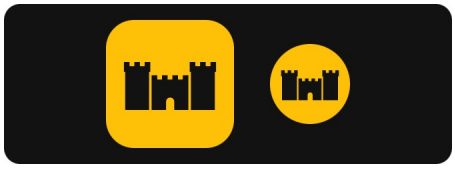
Stacked
Footers, sign-in, email, social cards.



Official hosting partner
Game studios' sites, launchers and games.



Castle alone
Only where "Rampart" is written close by.



App icon
Home screens, Discord and Steam avatars.



Favicon
Browser tabs: its own 16 × 16 px drawing.

2 · Colour

Rampart yellow
#FFC107 · RGB 255 193 7 · CMYK 0 24 97 0 (approx.)

Ink
#121212 · RGB 18 18 18 · CMYK 0 0 0 93 (approx.)

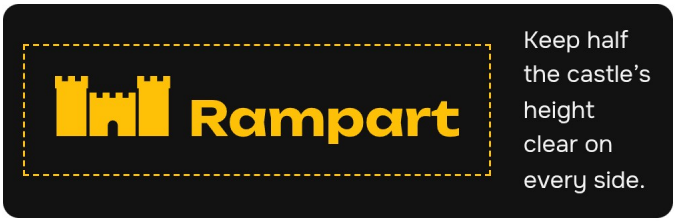
White
#FFFFFF · RGB 255 255 255

The four allowed combinations



Yellow on ink · White on photos · Ink on light · Ink on yellow

3 · Space and size

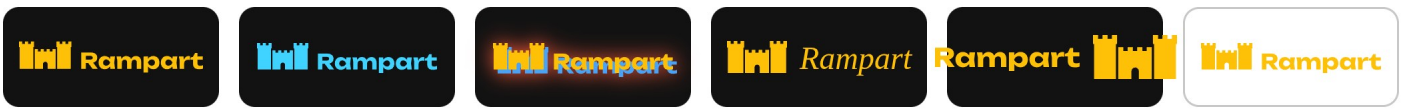


Smallest size	Screen (tall)	Print (tall)
Horizontal	24 px	6 mm
Official hosting partner	48 px	12 mm
Stacked	96 px	20 mm
Castle alone	16 px	4 mm

4 · Using it well

- Top-left in headers, linking home. One logo per view.
- "Rampart" is artwork: never retype or translate it.
- On photos: a calm area, or a dark scrim of 60% or more.
- Use the supplied files; scale them, never redraw them.

5 · Don't



✕ Stretch · ✕ Recolour · ✕ Add effects · ✕ Retype the name · ✕ Rearrange · ✕ Yellow on light

1 · The partner logo

Use this lockup as supplied, never the plain logo with a label of your own. Pick the colour for its background:

OFFICIAL HOSTING PARTNER Rampart

White · dark sites, game menus, video

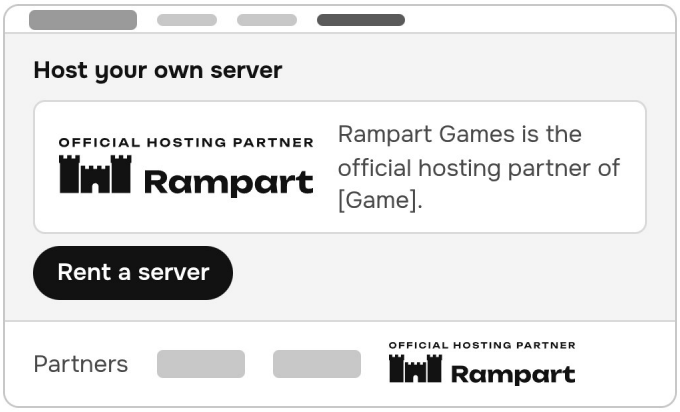
OFFICIAL HOSTING PARTNER Rampart

Ink · light sites, print

OFFICIAL HOSTING PARTNER Rampart

Yellow · only on near-black, where colour helps

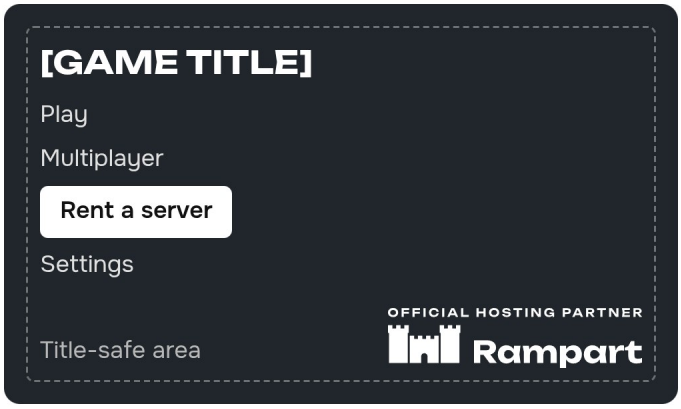
2 · On your website



Example: a server page and the footer partner row of a light website.

- **Where:** your game's server or multiplayer page, the footer partner row, your press kit.
- **Size:** at least 48 px tall; 64–96 px on a server page.
- **Link** the logo and the button to your game's page, e.g. rampart.games/en/product/life-is-feudal-your-own (swap *en* for your players' language), with your referral code if we gave you one. For a paid partnership, add `rel="sponsored"`.
- **Alt text:** "Rampart Games, official hosting partner".
- **Words:** "Rampart Games is the official hosting partner of [Game]." Button: "Rent a server".

3 · In your game



Example: the main menu, with the logo in the corner and a "Rent a server" entry.

- **Where:** a main-menu corner, the server browser's "Rent a server" entry, loading screens, the credits. In-world signs only if they suit the game's world.
- **Size at 1080p:** 64–96 px tall in menus, 48–64 px on loading screens, never under 48 px. Double it at 4K.
- **Placement:** inside the title-safe area (the inner 90%), clear of the HUD. Over busy art, add a dark scrim of 60% or more.
- **Files:** the SVG where your engine imports it, else the PNG textures. Godot, Unity and Unreal steps are on page 3.
- **"Rent a server"** opens your game's page on rampart.games in the player's browser or the Steam overlay.

4 · Before you ship

- ✓ Send screenshots for approval to directors@rampart.games.
- ✓ Use the partner pack files and test every link and button.
- ✓ Claim only what your agreement covers; remove the logo when it ends.

SVG first, PNG where needed

The SVG files are lossless and stay sharp at any size. Use them wherever the engine imports SVG; elsewhere use the PNG textures made from them.

Our SVGs are plain filled shapes (no text, fonts, filters or images), so every SVG importer reads them exactly as drawn.

Engine	Menus and HUD	Signs in the world
Godot 4	SVG	SVG with mipmaps
Unity 6.3+	SVG	SVG or PNG
Unity, older	SVG + Vector Graphics	PNG
Unreal 5	PNG (no SVG import)	PNG, power of two

Godot 4

Menus and HUD

1. Copy the SVG into `res://brand/`.
2. 4.5+: Import dock › *Import As* **DPITexture** (experimental) › Reimport. Sharp at every UI scale.
3. Earlier 4.x: **Texture2D**. It imports at its own size (horizontal logo ≈ 1796 × 302 px); raise *SVG › Scale* only to show it larger.
4. Show it in a **TextureRect**, Stretch Mode *Keep Aspect Centered*.

Signs in the world

- Texture2D, *Mipmaps › Generate* on, *VRAM Compressed*.
- On a Sprite3D, or a plane or decal with transparency.

“Rent a server” button

```
OS.shell_open("https://rampart.games/en/product/[your-game]")
```

Unity

Menus and HUD

1. Unity 6.3+ imports SVG built in. Drop it into `Assets/Brand/`.
2. **UI Toolkit:** import as *UI Toolkit Vector Image*; sharp at any size.
3. **uGUI or Sprites:** add the Vector Graphics package (3.0 preview on 6.3+, 2.0 preview on 2018.1–6.2) and import as a Sprite.

Signs in the world

- SVG as *Texture2D* (6.3+), or the 2048 × 512 PNG.
- Generate Mip Maps and Alpha Is Transparency on.

“Rent a server” button

```
Application.OpenURL("https://rampart.games/en/product/[your-game]");
```

Unreal Engine 5

Menus and HUD (UMG)

1. No built-in SVG import: use the unreal/ PNGs, lossless renders of the SVG.
2. Compression *UserInterface2D*, Texture Group *UI*, no mipmaps.
3. An **Image** widget in a **Size Box**, aspect ratio kept.
4. Another size? Render a new PNG from the SVG; never scale a PNG up.

Signs in the world

- The 2048 × 512 texture: *Default (BC7)*, sRGB, mipmaps on.
- Material *Masked*, opacity from alpha (clip ≈ 0.33).

“Rent a server” button

```
Blueprint: Launch URL
C++:
FPlatformProcess::LaunchURL(TEXT("…"), nullptr, nullptr);
```