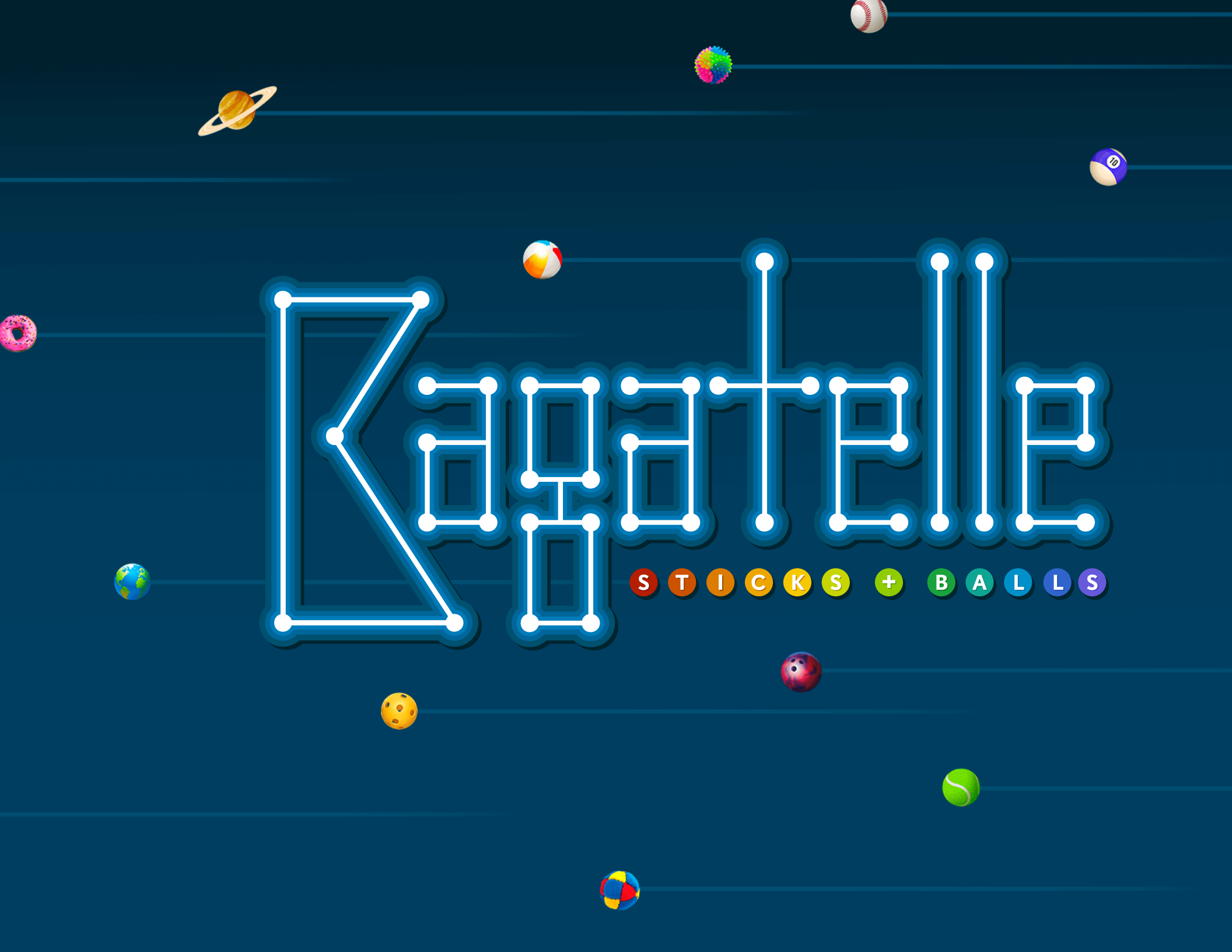
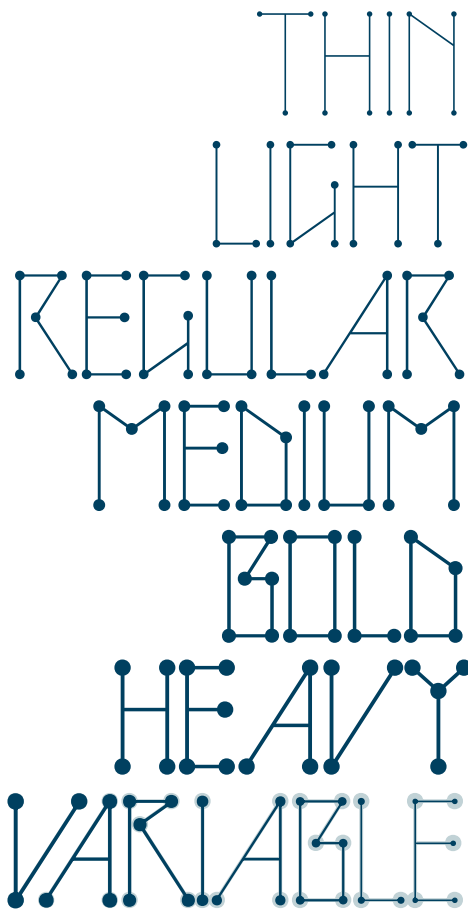
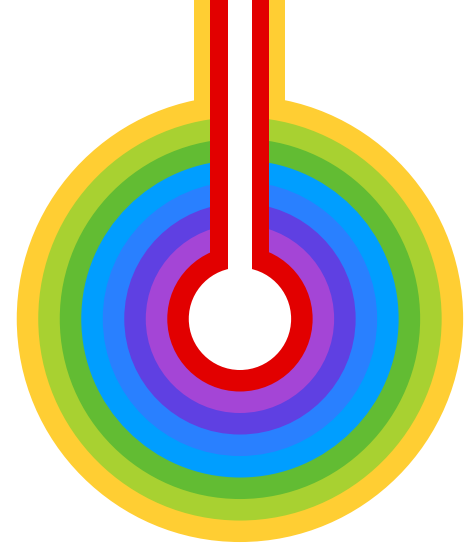
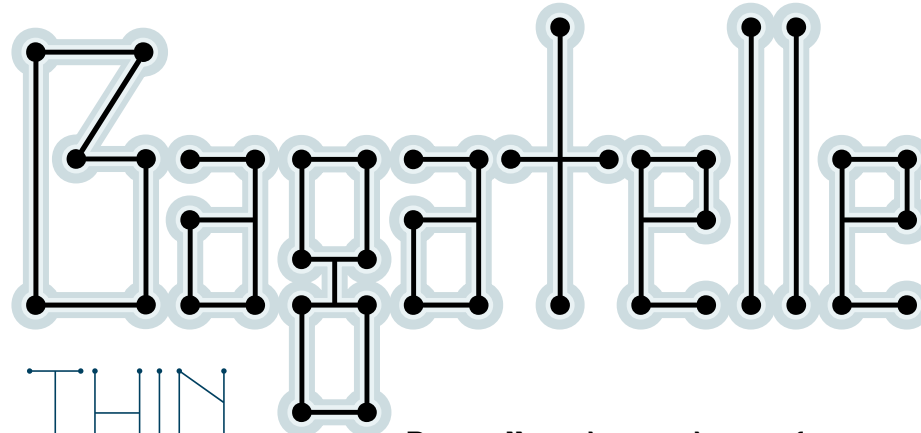


# Keqatelle

S T I C K S + B A L L S



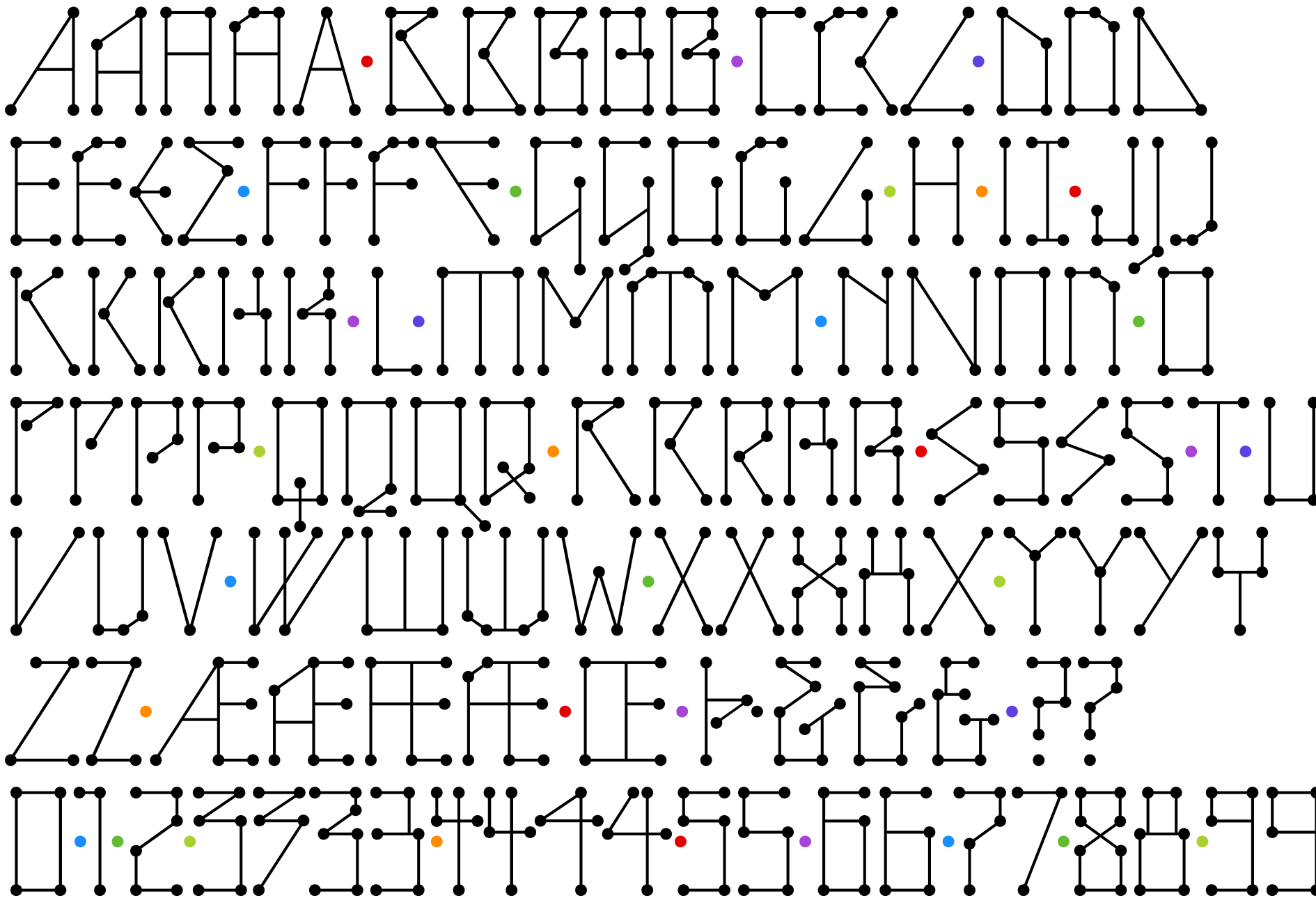


**Bagatelle** is the simple manifestation of an alphabet constructed with basic line-and-circle geometry then taken to its aesthetic and technological extremes. Its idea is rooted in decades-old designer debates about the merits of drawing letter-forms with a ruler and a compass, overall transformational subtleties in typography, and the limits of adaptive morphing in current technologies. The alphabet takes its skeletal cue from a logo mark designed by Fabio Nicoli in 1974 for Supertramp's breakthrough album *Crime of the Century*, which was playing on repeat during the design and engineering process.

The development of Bagatelle (named after the forefather of so many ball-and-stick table games) was an ideal interpolative playground. The design movement control works along two axes – a **sticks** axis changing the weight of the lines and a **balls** one changing the weight of the circles. The final product is a six-font family ranging in weight from Thin to Heavy, along with a variable font that allows the discerning expert typographer easily controlled precision within those weights.

Pan-European language support (Latin, Cyrillic and Greek, with more than 1500 glyphs per font) is included in Bagatelle, along with plenty of OpenType features, from ligatures of the standard and discretionary varieties all the way to a plethora of stylistic variants (alternates, swashes, unicas forms and so on). This document is a pleasant dip into the versatility of this multi-faceted typeface and a showcase of its various stylistic and typographic features.

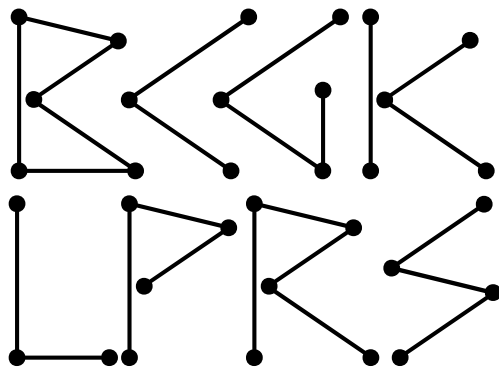
# STYLISTIC ALTERNATES



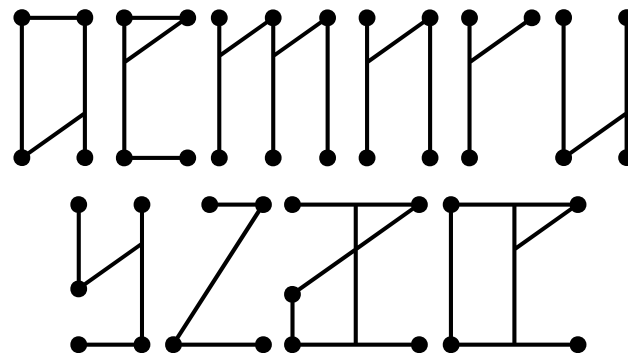
## STYLISTIC ALTERNATES



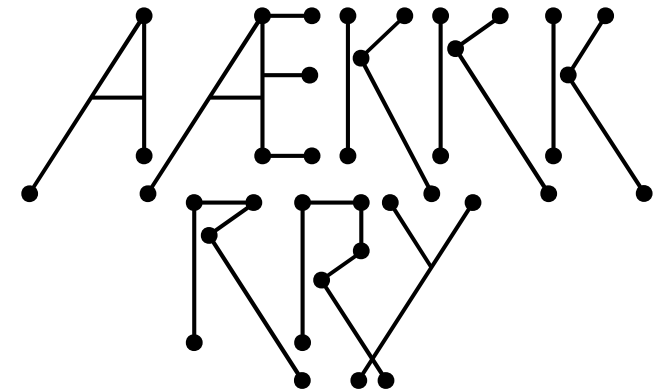
## INITIAL CAPS



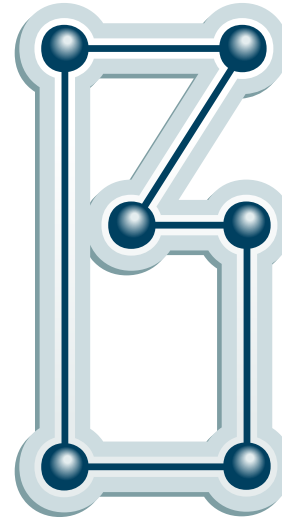
## UNICASE FORMS



## SWASH CAPS



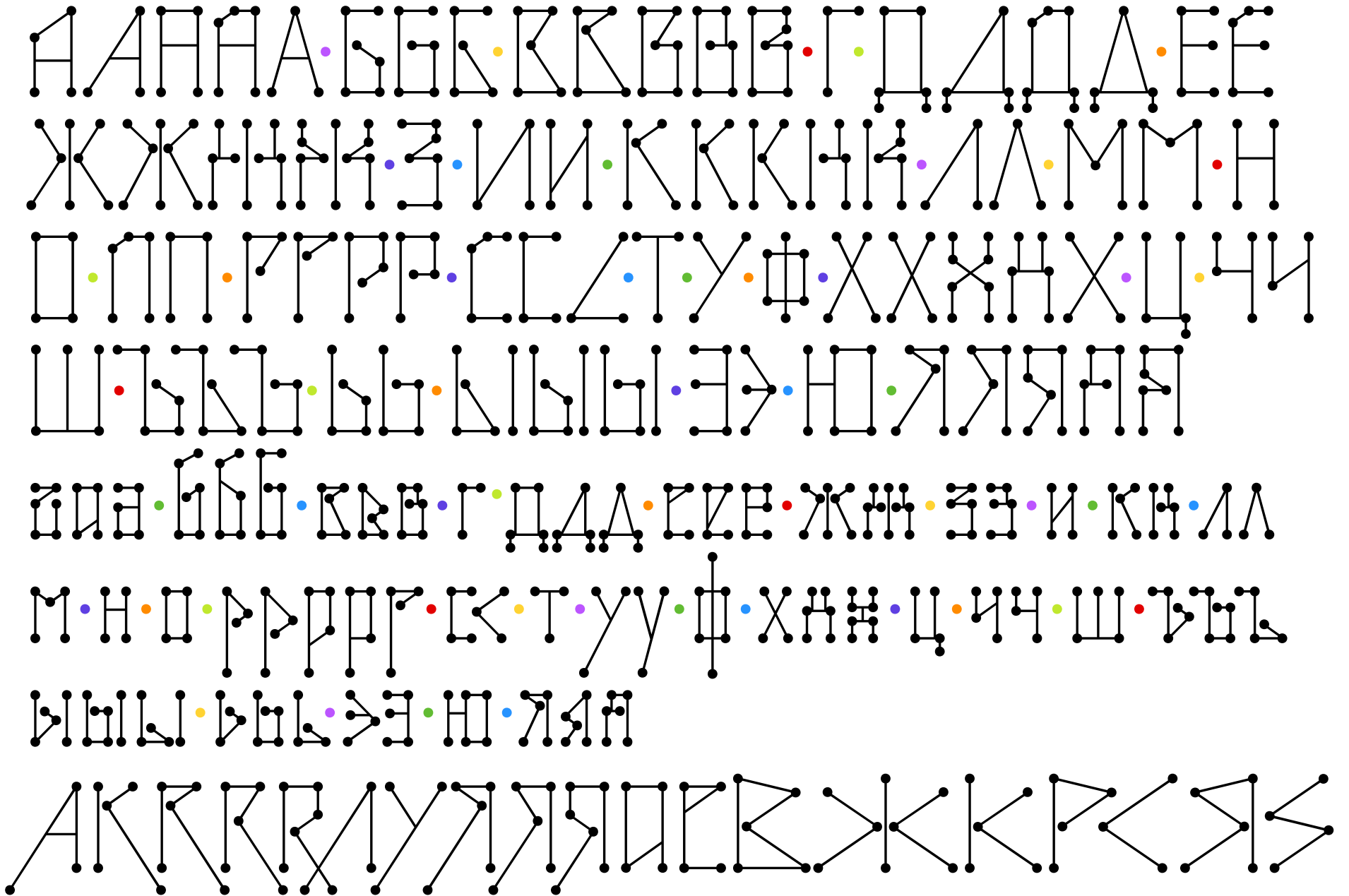




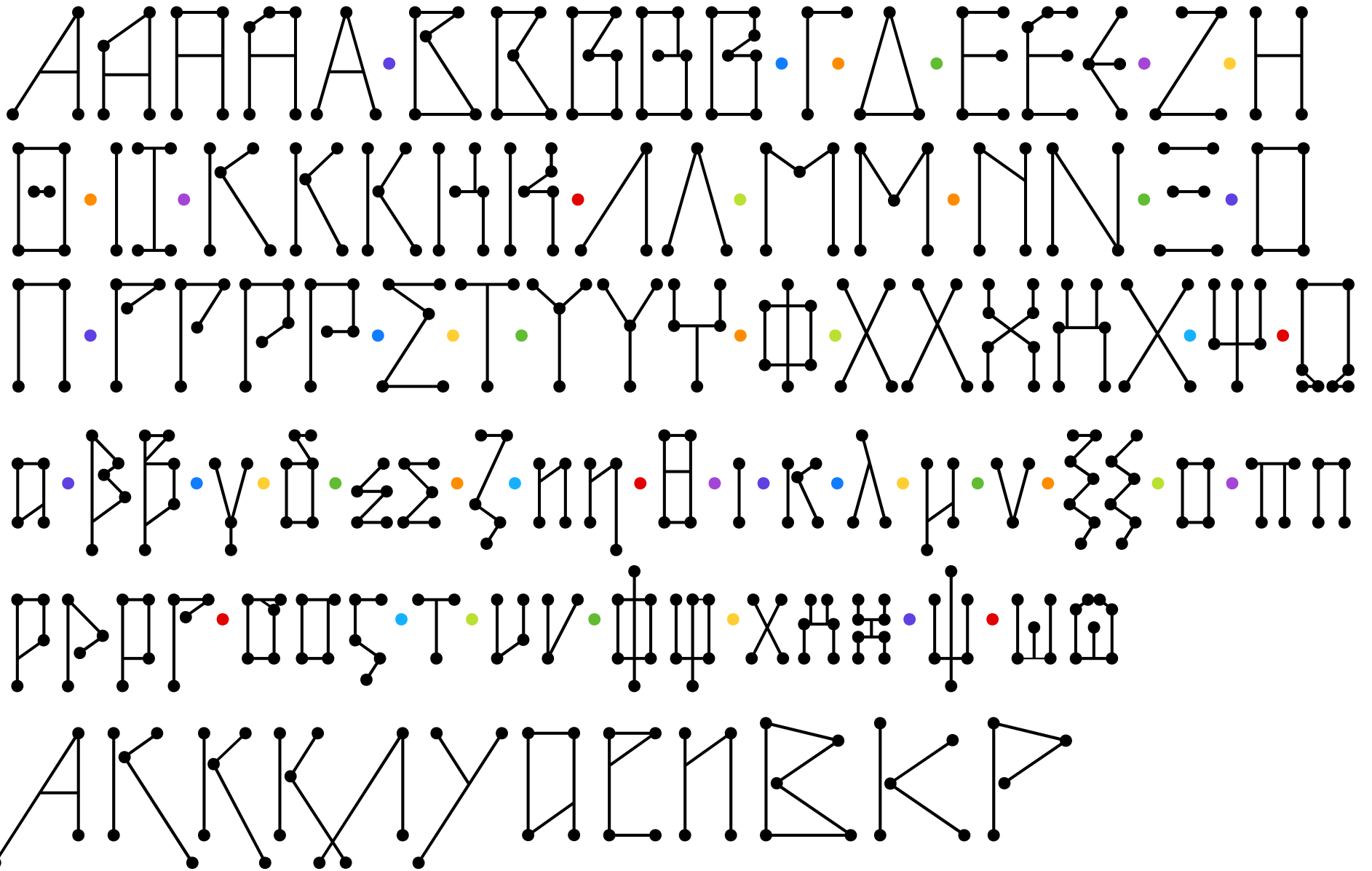
**Bagatelle** is the great grandfather of the current parlor games pinball and pachinko. In 1700s France, many table games involving sticks and balls were played indoors when inclement weather prohibited such outdoor pastimes as croquet and ground billiards.

Originally, players would strike ivory balls up a nine foot inclined table with sticks or cues, avoiding pins to ricochet balls into target holes. A number of variations on this theme were developed and eventually a portable version evolved using small steel ball bearings and a stationary plunger. The game became popular in America when French soldiers carried their favorite bagatelle tables with them while helping to fight the British during the Revolutionary War. Today vintage bagatelle boards can be found in antique shops and there are still a few specialty toy manufacturers that produce them in their natural wooden form.

# CYRILLIC



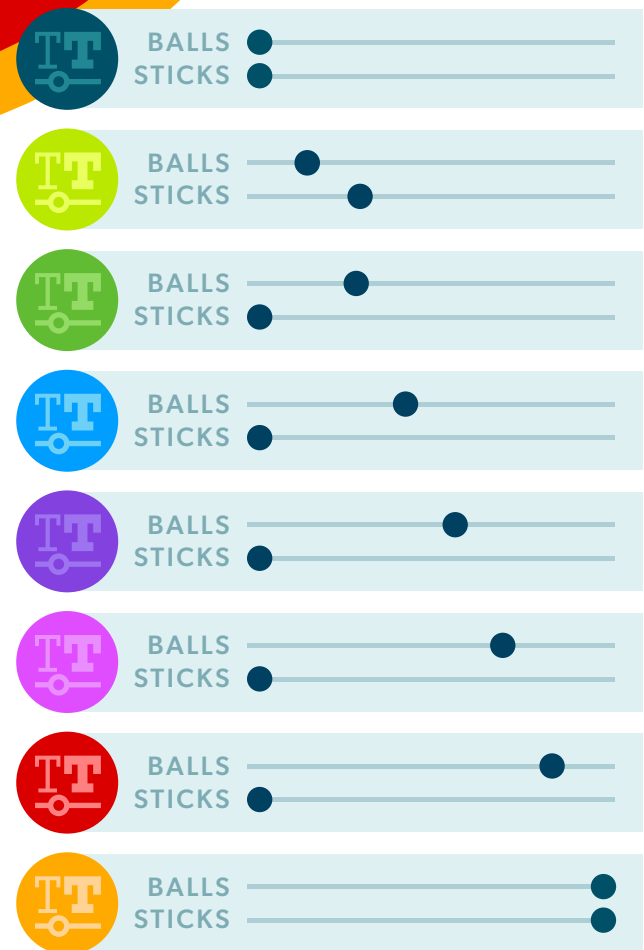
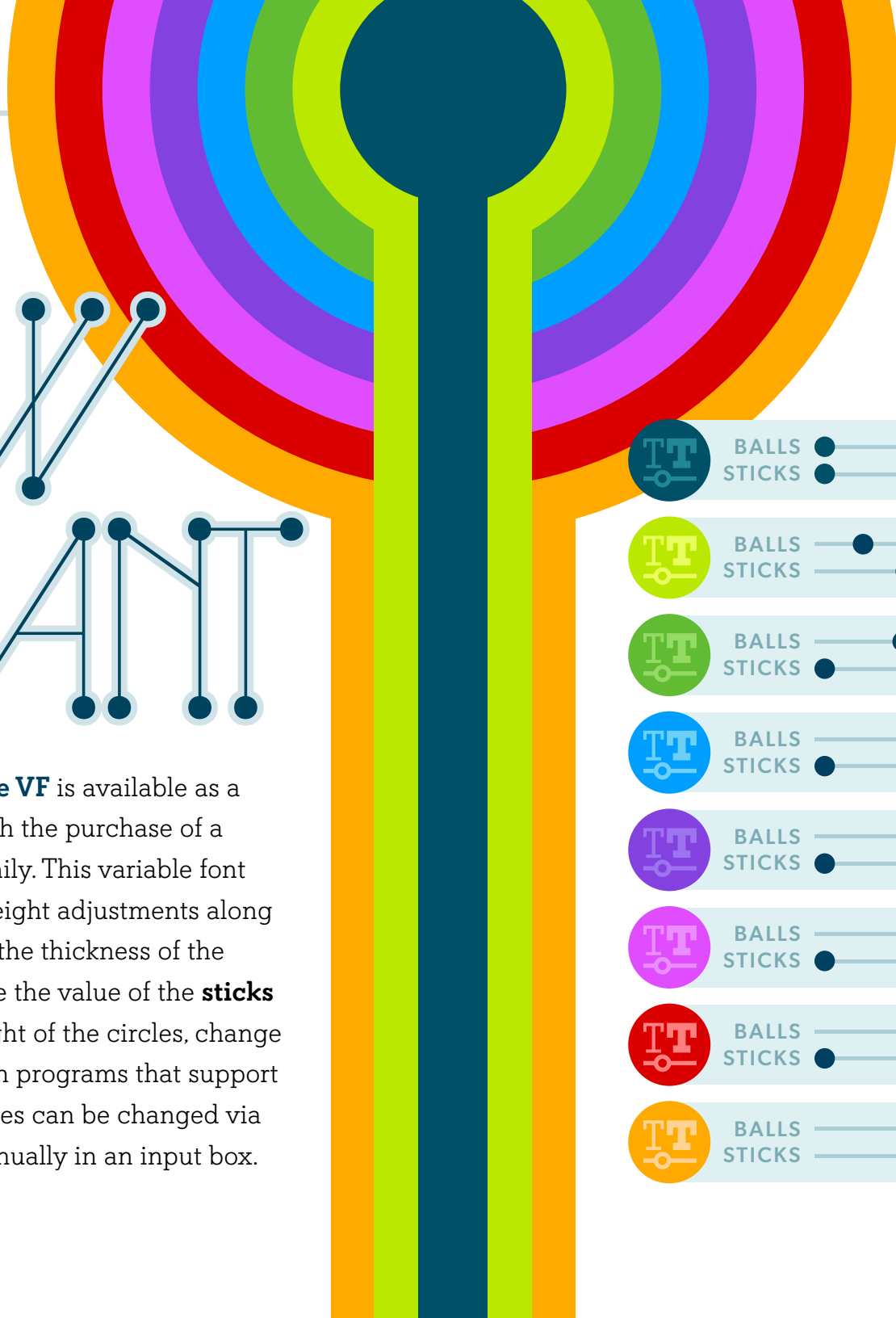
# GREEK

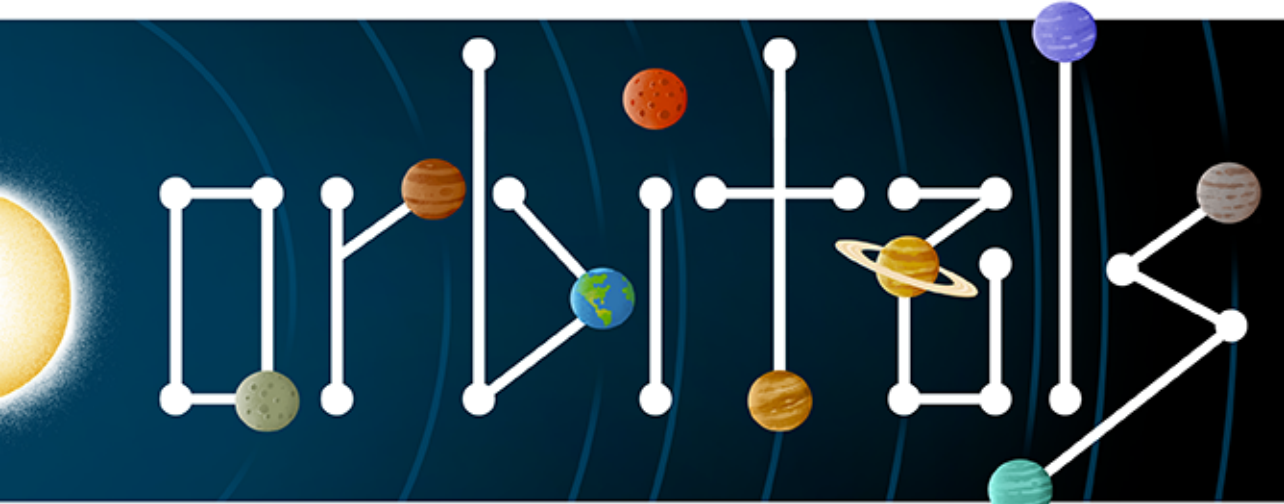






The variable font **Bagatelle VF** is available as a complementary offering with the purchase of a license for the Bagatelle family. This variable font allows for precise optical weight adjustments along two design axes. To control the thickness of the straight lines, simply change the value of the **sticks** axis, and to control the weight of the circles, change the value of the **balls** axis. In programs that support variable fonts, the axes' values can be changed via scrollbars if available or manually in an input box.





The four outer planets farthest from the Sun, Jupiter, Saturn, Uranus and Neptune are much larger than the inner planets and are made primarily of gases and liquids, so they are called the **Gas Giants**.

