

Peridot

A 120-style Cyrillic, Greek, and Latin
multifaceted sans serif family

Peridot

Mesmerised by the sparkling greenish-yellow mineral called Olivine hidden within the black basalt of Lanzarote's lava fields, we named the gem of our library after this natural beauty.

Peridot is not just another typeface – it's a multifaceted sans serif type system crafted with passion and precision by Foundry5. Painstakingly developed through long hours and a keen focus on every minute detail, this typeface boasts a high-quality 10 weight family with matching italics in 6 widths, and the highly versatile variable format. Brimming with character, Peridot invites you to experiment with its various stylistic variants, allowing you to tailor the typographic tone to fit your creative vision perfectly. The diverse range of widths and styles in Peridot offers a dynamic typographic toolbox, ready to inspire and captivate even the most innovative designers.

Peridot PE supports Cyrillic, Greek, and Latin and covers over 370 languages. It includes all required localised variants, tabular numerals and currencies, fractions, clever discretionary ligatures and many more features. Peridot performs in varied environments – from branding, display, corporate use, editorial, advertising, poster, web, screen usage etc. Think of any other use case as well, and Peridot will perform.

Peridot comprises 120 static fonts, family packages, and variable support. It is the gem you ought to have in your collection.

Designed by:

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Kostas Bartsokas

Devanagari designed by:

Pria Ravichandran

Post-production: Kostas Bartsokas

Version: 1.001

Release date: 2022, 2023

Script support:

Ελληνικά, Latin, Кириллица

Languages: 379

Styles: 120

★ EBGE (EBΓE) 2023
Original Greek Typeface
Greek Communication Design
Awards

★ Award of Excellence
Typography Competition 2024
Communication Arts

Other Versions:

Peridot Devanagari
(Devanagari, Latin)

Family overview

Compressed

Thin

Thin Italic

ExtraLight

ExtraLight Italic

Light

Light Italic

Regular

Italic

Medium

Medium Italic

SemiBold

SemiBold Italic

Bold

Bold Italic

ExtraBold

ExtraBold Italic

Black

Black Italic

Heavy

Heavy Italic

Condensed

Thin

Thin Italic

ExtraLight

ExtraLight Italic

Light

Light Italic

Regular

Italic

Medium

Medium Italic

SemiBold

SemiBold Italic

Bold

Bold Italic

ExtraBold

ExtraBold Italic

Black

Black Italic

Heavy

Heavy Italic

Narrow

Thin

Thin Italic

ExtraLight

ExtraLight Italic

Light

Light Italic

Regular

Italic

Medium

Medium Italic

SemiBold

SemiBold Italic

Bold

Bold Italic

ExtraBold

ExtraBold Italic

Black

Black Italic

Heavy

Heavy Italic

Normal

Thin

Thin Italic

ExtraLight

ExtraLight Italic

Light

Light Italic

Regular

Italic

Medium

Medium Italic

SemiBold

SemiBold Italic

Bold

Bold Italic

ExtraBold

ExtraBold Italic

Black

Black Italic

Heavy

Heavy Italic

Family overview

Wide

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ExtraLight Italic

Light

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Black Italic

Heavy

Heavy Italic

Extended

Thin

Thin Italic

ExtraLight

ExtraLight Italic

Light

Light Italic

Regular

Italic

Medium

Medium Italic

SemiBold

SemiBold Italic

Bold

Bold Italic

ExtraBold

ExtraBold Italic

Black

Black Italic

Heavy

Heavy Italic

Supported formats

.otf, .ttf, .woff, .woff2.

Peridot is available in individual styles as well as the following packages:

Peridot PanEuropean (PE) Full Family

Peridot PE Compressed Family

Peridot PE Condensed Family

Peridot PE Narrow Family

Peridot PE Normal Family

Peridot PE Wide Family

Peridot PE Extended Family

Peridot Latin Full Family

Peridot Latin Compressed Family

Peridot Latin Condensed Family

Peridot Latin Narrow Family

Peridot Latin Normal Family

Peridot Latin Wide Family

Peridot Latin Extended Family

Each Family package contains the corresponding variable font.

Modifications, extensions, and subsetted fonts are available on request.

Compressed Heavy

SWEETS?

Extended Thin Italic

BANING

Narrow Bold

LOOKS 511

Black, Compressed ExtraLight

ss09

ΔΗΜΟΠΛΩ

η βασική σας επιλογή στο ψωμί από το 1947

ss05

Extended Heavy

**ВΛΕΞ
СЕΓΑ**

ss03

Compressed Light Italic

Sectiunea Efemera / Sekcja Efemeryd

ss01

Wide SemiBold

**Sõida™
№96**

Narrow Medium

(123.40.01) Έπιπλο Κουζίνας Mango

dlig

ss02

Thin

(Bruised item)

ss02

Condensed Black

Tại sao con gà băng qua đường?

Compressed Heavy, Compressed Thin Italic

**Миха Мадидјев де
Барбазание.....†1358**

ss04

Extended ExtraLight

Αὐτὴν δε εἰς θρόνον εἷσεν
ἄγων, ὑπὸ λίτα πετάσσας.

ss01

Narrow SemiBold Italic, Narrow ExtraBold Italic

***Rufen Sie uns regelmäßig
unter 0049-299-200149***

ss02

Compressed Heavy Italic

Ring!

Condensed Light

Well, you are “allowed” to track it

Bold, Light

ss02

Рис.....	₹086.50
Газ.....	\$000.37
Утка...	€252.73

Wide Black

Podívejte se nahoru a můžete vidět oblohu

Narrow ExtraLight

Τα Μεζεδάρια

Extended Heavy Italic

***I TILT TO
THE LEFT***

Narrow Black

¡Busco inspiración!

Compressed Thin

Współpracowaliśmy

Narrow Black

розбийте її на частини

ss05

**The game's
object is
to score as
many points
as possible
by hitting
these
targets.**

ss01

The very first pinball games appeared in the early 1930s and did not have flippers; after launching the ball simply proceeded down the playfield, directed by static nails (or “pins”) to one of several scoring areas. (*These pins gave the game its name.*) In 1947, the first mechanical flippers appeared on **Gottlieb's Humpty Dumpty**⁵¹ and by the early 1950s, the standard two-flipper configuration had become standard with the flippers at the bottom of the playfield above the center drain. Some pinball models also have a third or fourth flipper. A few later machines even have flippers that the machine's software could operate

Narrow Light, Narrow Bold

Condensed Medium Italic

Флипер е вид електромеханична аркадна игра, в която играчът набира точки, като управлява едно или няколко метални топчета с помощта на лостчета (флипер) върху игралното поле. Основната цел е набирането на възможно повече точки. Втората цел е максимално удължаване на времетраенето на играта, което зависи от удържането на топчето в игралното поле и от появата на допълнителни топчета, което може да доведе до безплатна игра. **Самите лостчета се контролират механично или електромеханично и са с дължина 3 – 7 см.** С тяхното задвижване се направлява движението на топчето и те са единственият начин за контрол от страна на играча. Точната преценка на времето на удара позволява на играча да насочи топчето така, че да уцели раз-

**ФЛИПЕР Е
НЕВЕРОЯТНА
ИГРА ЗА
ЦЯЛОТО
СЕМЕЙСТВО**

Τα πρώιμα αυτά φλίπερ γενικεύτηκαν κατά τα τέλη της δεκαετίας του 1920 στην Αμερική και μετά το Κραχ του 1929 γνώρισαν ιδιαίτερη επιτυχία. Τότε, το 1931, εμφανίζεται το πρώτο φλίπερ με κερματοδέκτη από την αμερικανική Automatic Industries, που το έλεγε «**Whiffle Board**». Μέχρι τότε το ξύλινο παιχνίδι τοποθετούνταν πάνω σε πάγκους και τώρα (1932) είχε τα δικά του πόδια, την ίδια στιγμή που η λειτουργία του ακολουθούσε σταθερά την εκδοχή του Redgrave. Η βιομηχανία του φλίπερ εκτοξεύτηκε στα μέσα της δεκαετίας του 1930 με την εμφάνιση μιας νέας εκδοχής, του περίφημου «Ballyhoο». «Πατέρας» του ήταν ο εφευρέτης *Raymond Maloney*, ο οποίος σύντομα θα ίδρυε στο Σικάγο την

Το Φλιπεράκι έγινε η κραυγή της επανάστασης και της ελευθερίας στο περιδώριο της κοινωνίας

ss05

Compressed ExtraBold Italic

Medium, ExtraBold

Tilt

Tilt

Pinball veya tilt, bir tür arcade oyunudur. Genellikle jetonla oynanan oyunda pinball makinesi denen cam kaplı bir kabinin içindeki bir oyun alanında bir veya daha fazla çelik top oyuncu tarafından hareket ettirilerek puan kazanılmaya çalışılır. Oyunun temel amacı mümkün olduğunca çok puan elde etmektir. Top oyun alanında ne kadar farklı hedefi vurursa o nispette puan kazandırır. Oyun makinesinin alt tarafında oyuncu tarafından kontrol edilen plastik sopalar ile topların tahliye

PINBALL

История пинбола начинается со времен правления французского короля Людовика XIV. Однажды кто-то из его современников додумался уменьшить бильярдный стол и наткать в одном его конце булавок. С противоположной стороны игроки должны были кием выстреливать шар в их направлении — тот отскакивал от препятствий и попадал в лузы, обладавшие разной ценностью. Правильно рассчитывая углы отскока, мастера отправляли шары в нужные им отверстия, а сам процесс сильно напоминал карамболь. В 1777 году на одной из дворцовых вечеринок, проходивших в имении Шато Де Багатель, гостям предложили на пробу новое развлечение. Все остались довольны, и брат короля тут же назвал игру в честь своего поместья. «Безделушка» (именно так переводится с французского «bagatelle») пришлась по душе не только знати, но и простому наро-

ду, разойдясь по стране в короткий срок. *Французские солдаты даже брали багатель с собой в поход, когда отправлялись в Америку воевать против британцев за свои колонии.* Благодаря им игра распространилась и по Новому Свету, став там настолько популярной, что на её тему начали рисовать политические карикатуры.

ss01

1869 году британский изобретатель по имени **Монтагью Редгрейв** поселился в Америке и создал мануфактуру по производству столов для игры в багатель в Цинциннати, штат Огайо. В 1871 году Редгрейв получил американский патент #115,357 «Усовершенствования в Багателле» («Improvements In Bagatelle»): отверстия, в которые надо попадать, заменены пружинами (бамперами, bumpers), а кий в конце стола был заменен плунжером. Игрок запускал шар на наклоненное игровое

Wide Italic

SemiBold, Black

Pinball là một trò chơi arcade mà người chơi sử dụng bằng cách điều khiển một hoặc nhiều quả bóng sắt trên một sàn chơi bên trong một tủ kính.

ss02

Mục tiêu chính của trò chơi là người chơi ghi càng nhiều điểm càng tốt. Nhiều máy chơi pinball hiện đại có tích hợp một “câu chuyện” mà người chơi phải hoàn thành các mục tiêu nhất định theo cách nào đó để hoàn thành trò chơi. Người chơi thường kiếm được nhiều điểm bằng cách chinh phục trò chơi bằng nhiều phương pháp khác nhau. Mỗi một mục tiêu mà bóng đập trúng sẽ cho người chơi một số điểm nhất định. Dưới cùng của sàn trò chơi pinball có một cái rãnh, người chơi phải ngăn không cho bóng rơi xuống cái rãnh đó bằng các tay đập được kết nối với các nút bấm bên ngoài để người chơi bấm. Trò chơi sẽ kết thúc khi bóng rơi xuống rãnh một số lần nhất định. Ngoài ra trò chơi còn có các mục tiêu phụ để tối đa hóa thời gian chơi (**bằng cách kiếm thêm “bóng” và giữ bóng lâu nhất có thể**), và có thể kiếm thêm xu bằng cách đạt điểm số cao hoặc qua các phương pháp khác.

TOP 10 PLAYER-RATED SOLID STATE GAMES

- #01..... **Twilight Moon** (Sally, 1993)
- #02..... **Star Ship: Project Obliteration** (Launders, 1993)
- #03..... **Cinema of Gouls** (Sally, 1995)
- #04..... **Renaissance Madness** (Launders, 1997)
- #05..... **Scarred Jelly** (Sally, 1996)
- #06..... **Johny Adventure: The Last Hero** (Launders, 1993)
- #07..... **The Evans Bunch** (Sally, 1992)
- #08..... **Monster Mash** (Launders, 1998)
- #09..... **Deep Throttle** (Launders, 1993)
- #10..... **Global Warming Nights** (Launders, 1996)

ss02

Regular, Extended ExtraBold

Les joueurs de flipper peuvent être tentés de secouer la machine pour conserver la bille. Pour contrecarrer cette pratique, les fabricants ont inventé le tilt. On doit cette innovation à Harry E. Williams en 1935, le fondateur de la Williams Manufacturing Company.

Des coups disproportionnés et/ou des secousses excessives sont sanctionnés par la machine sous la forme d'un tilt: les éléments du décor et les flippers sont alors inopérants, l'ensemble des billes en jeu retombant en bas du plateau.

On trouve aussi d'autres systèmes de sanction pour des actions plus graves, comme un capteur placé sur la porte du monnayeur, le slam tilt, et qui réagit en fonction d'un choc important (coup de genou par exemple) en faisant perdre au joueur l'ensemble de ses crédits ainsi que la ou les billes en cours de jeu (les éléments du décor et les flippers sont alors inopérants tout comme lors d'un tilt basique). Lors d'un slam tilt, on

El origen del pinball se remonta al siglo XVIII con un juego bastante rudimentario llamado Bagatelle. Este juego consistía en un tablero de puntería, montado sobre una mesa, que tenía una serie de hoyos y topes de madera, que determinaban el recorrido de una bola.

A mediados del siglo XIX en Estados Unidos, se reemplazaron los topes de madera del Bagatelle por clavos metálicos, lo que le dio el nombre de pinball, nombre con el que se los conoce también en Hispanoamérica.

Entre 1930 y 1940 dos ingenieros de Automatic Industries, Arthur Paulin Whiffle y David Gottlieb, comenzaron a dar su aspecto moderno al juego, colocándolo en una caja de madera con mampara de vidrio y dotándolo de mecanismos ocultos que permitían una mayor diversión al jugador. En 1932, otro ingeniero, Harry Williams, inventó un sistema electroimantado de bobinas denominado Tilt (falta) que permitía denunciar al jugador

Stylistic Set 1 (Grotesque drops)

Quantity Quantity
Ублажение Ήυδρε Ублажение Ήυδρε
πηγάζει ξινός πηγάζει ξινός

Stylistic Set 2 (Full Geometric)

& utæker & utæker
ήυδρε ήυδρε
επιλέξατε δημοτικό επιλέξατε δημοτικό

Stylistic Set 3 (Bulgarian localised forms)

ЛФвгджзийй ЛФβγδζηζυϊϋ
κλπтцшщъю κληтцшщъю

Stylistic Set 4 (Serbian/Makedonian localised forms)

самбо самдо

Stylistic Set 5 (Olympia alternates)

побежал побεжал
γαβάθα γαβάδα

Stylistic Set 6 (Triangular Д and Л)

АДЕЛАИДА АДЕЛАИДА

Stylistic Set 7 (Greek prosgegrammeni)

’Ωδῆ ’ΩΔῆ ’Ωιδῆ ’Ωιδῆι

Stylistic Set 8 (Greek prosgegrammeni Capital adscript)

’ΩΔῆ ΩΙΔῆι

Stylistic Set 9 (Greek uppercase OY)

ΠΑΠΑΔΟΠΟΥΛΟΥ ΠΑΠΑΔΟΠϺΛϺ

Latin support

Acheron, Achinese, Achuar-Shiwiar, Afar, Afrikaans, Aguaruna, Amahuaca, Amarakaeri, Amis, Andaandi Dongolawi, Anuta, Ao Naga, Apinayé, Aragonese, Arbëreshë Albanian, Arvanitika Albanian, Asháninka, Ashéninka Perené, Asu (Tanzania), Atayal, Balinese, Bari, Basque, Batak Dairi, Batak Karo, Batak Mandailing, Batak Simalungun, Batak Toba, Bemba (Zambia), Bena (Tanzania), Bikol, Bini, Bislama, Borana-Arsi-Guji Oromo, Bosnian, Breton, Buginese, Candoshi-Shapra, Caquinte, Caribbean Hindustani, Cashibo-Cacataibo, Cashinahua, Catalan, Cebuano, Central Aymara, Central Kurdish, Central Nahuatl, Chachi, Chamorro, Chavacano, Chiga, Chiltepec Chinantec, Chokwe, Chuukese, Cimbrian, Cofán, Congo Swahili, Cook Islands Māori, Cornish, Corsican, Creek, Crimean Tatar, Croatian, Czech, Danish, Dehu, Dimli, Dutch, Eastern Abnaki, Eastern Arrernte, Eastern Oromo, Embu, English, Ese Ejja, Falam Chin, Faroese, Fijian, Filipino, Finnish, French, Friulian, Gagauz, Galician, Ganda, Garifuna, Ga'anda, German, Gheg Albanian, Gilbertese, Gooniyandi, Guadeloupean Creole French, Gusii, Gwich'in, Haitian, Hakha Chin, Hani, Hawaiian, Hiligaynon, Ho-Chunk, Hopi, Huastec, Hungarian, Icelandic, Igbo, Iloko, Inari Sami, Indonesian, Irish, Istro Romanian, Italian, Ixcatlán Mazatec, Jamaican Creole English, Japanese, Javanese, Jola-Fonyi, K'iche', Kabuverdianu, Kaingang, Kala Lagaw Ya, Kalaallisut, Kalenjin, Kamba (Kenya), Kaonde, Kaqchikel, Kara-Kalpak, Karelian, Kashubian, Kekchí, Kenzi Mattokki, Khasi, Kikuyu, Kimbundu, Kinyarwanda, Kirmanjki, Kituba (DRC), Kongo, Konzo, Kuanyama, Kven Finnish, Kölsch, Ladin, Ladino, Latgalian, Latin, Ligurian, Lithuanian, Lombard, Low German, Lower Sorbian, Lozi, Luba-Lulua, Lule Sami, Luo (Kenya and Tanzania), Luxembourgish, Macedo-Romanian, Madurese, Makhuwa, Makhuwa-Meetto, Makonde, Makwe, Malagasy, Malaysian, Maltese, Manx, Maore Comorian, Maori, Mapudungun, Marshallese, Matsés, Mauritian Creole, Meriam Mir, Meru, Minangkabau, Mirandese, Mizo, Mohawk, Montagnais, Montenegrin, Munsee, Murrinh-Patha, Muslim Tat, Mwani, Mískito, Naga Pidgin, Navajo, Ndonga, Neapolitan, Ngazidja Comorian, Niuean, Nobiin, Nomatsiguenga, North Azerbaijani, North Ndebele, Northern Kurdish, Northern Qiangdong Miao, Northern Sami, Northern Uzbek, Norwegian, Nyanja, Nyankole, Occitan, Ojtlán Chinantec, Orma, Oroqen, Otuho, Palauan, Paluan, Pampanga, Papantla Totonac, Papiamento, Paraguayan Guaraní, Pedi, Picard, Pichis Ashéninka, Piemontese, Pijin, Pintupi-Luritja, Pipil, Pite Sami, Pohnpeian, Polish, Portuguese, Potawatomi, Purepecha, Páez, Quechua, Romanian, Romansh, Rotokas, Rundi, Rwa, Samburu, Samoan, Sango, Sangu (Tanzania), Saramaccan, Sardinian, Scottish Gaelic, Sena, Serbian, Seri, Seselwa Creole French, Shambala,

Shawnee, Shipibo-Conibo, Shona, Shuar, Sicilian, Silesian, Slovak, Slovenian, Soga, Somali, Soninke, South Azerbaijani, South Ndebele, Southern Aymara, Southern Qiangdong Miao, Southern Sami, Southern Sotho, Spanish, Sranan Tongo, Standard Estonian, Standard Latvian, Standard Malay, Sundanese, Swahili, Swati, Swedish, Swiss German, Tagalog, Tahitian, Taita, Talysh, Tedim Chin, Teso, Tetum, Tetun Dili, Tiv, Toba, Tok Pisin, Tokelau, Tonga (Tonga Islands), Tonga (Zambia), Tosk Albanian, Tsakhur, Tsonga, Tswana, Tumbuka, Turkish, Turkmen, Tzeltal, Tzotzil, Uab Meto, Umbundu, Ume Sami, Upper Guinea Crioulo, Upper Sorbian, Venetian, Veps, Vietnamese, Võro, Walloon, Walser, Wangaaybuwan-Ngiyambaa, Waorani, Waray (Philippines), Warlpiri, Wayuu, Welsh, West Central Oromo, Western Abnaki, Western Frisian, Wik-Mungkan, Wiradjuri, Wolof, Xavánte, Xhosa, Yanasha', Yao, Yapese, Yindjibarndi, Yoruba, Yucateco, Zapotec, Zulu, Zuni, Záparo.

Cyrillic support

Abaza, Adyghe, Aghul, Andi, Archi, Avaric, Belarusian, Bezhta, Budukh, Bulgarian, Chamalal, Chechen, Chinese Buriat, Crimean Tatar, Dargwa, Dido, Dungan, Erzya, Halh Mongolian, Ingush, Judeo-Tat, Kabardian, Kalmyk, Karachay-Balkar, Karata, Kazakh, Khinalugh, Kirghiz, Kumyk, Lak, Lezghian, Macedonian, Moksha, Mongolian Buriat, Montenegrin, Muslim Tat, Nogai, Russian, Russian Buriat, Rusyn, Rutul, Serbian, Shughni, Tabassaran, Tajik, Tatar, Tsakhur, Tuvinian, Ukrainian.

Greek support

Monotonic, Polytonic.

F5 are a group of type designers from Syria, India, and Greece. Our multicultural background makes us committed to offering our fonts in extensive script support at globally accessible price points.

Follow us on social media to know more about upcoming releases, script support, and offers.

Licences:

Foundry5 offers appropriate and hassle-free licensing packages such as desktop, web, app, and ebook licences in its e-shop. For other types of commercial licences, please get in touch with us.

Complimentary and discounted fonts:

Foundry5 offers three types of complimentary licences. A temporary license for testing our fonts, a 50% discount on all typefaces for its use in education and a complimentary licence for NGO's, charities (particularly cancer related), etc. To know more, please contact us.

Custom work:

We offer customisations to existing font families from the Foundry5 catalogue as well as the development of new custom fonts, font families, logotypes, and individual script additions that afford wider coverage to existing typefaces.

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