



The logo for zibbo.com features the word "zibbo" in a bold, rounded, purple font. Above the letter "i" are two stylized, overlapping leaf-like shapes in a darker shade of purple. The ".com" is in a smaller, simpler purple font.

Style guide - Games

Brand Requirements for Games

This part describes how to use the Zibbo.com logo in a game. This applies to games developed internally, by 3rd party developers and licensed games.

(Max time from first interaction (click) to gameplay should never be more than 30 seconds)



1. Loading screen – during loading of the game.
2. Branded splash animation
3. More games button – in the main menu of the game.
4. More games button in the game – in the end screen of the game.

Branding main menu & Games

Requirements

- The main menu should have a more games button linking to zibbo.com
- The main menu should contain zibbo.com branding
- The game should have zibbo.com branding on all the screens in the game
- Within the game itself, put the zibbo.com logo in a non-intrusive spot on the screen (if there are no non-intrusive spots, don't put it in – common sense example)
- The logo has to be visible during gameplay
- All the zibbo.com logo's should be clickable and should open a new tab redirecting to <http://zibbo.com>

Game requirements

- Flash game related: Max file size: 12mb (initial load)
- Flash game related: Frame rate: recommendation is a minimum of 16 FPS
- Flash game related: Game should be compatible with the latest flash/unity version (V10/V11)
- Game should be scalable. When the window is resized, the game screen should be resized accordingly, while keeping the correct aspect ration
- The game should use the latest version of the API
The game should use tracking tags when branding is clicked from an external source.
- Please deliver extra thumbnails in the sizes:
 - Small: 70x70 px
 - Small:100x75 px
 - Medium :120 x 90 px
 - Large: 200 x 120 px
- Please deliver visuals of the game in order to create banners in psd format.

Branded splash animation

- In the developers guide the animation is available in AS2 and AS3, please pick the most suitable one.
- The AS3 version contains an event after the branding animation is complete. You can create a listener and display your game once the event "BRANDING_ANIMATION_COMPLETED" is called.
- Advised frame rate: 30 frames per second

Instructions for the developer:

- 1) Add the ZibboBranding.swc to your coding project.
 - When using Flash Builder: Project -> Properties -> ActionScript Library Build Path -> Add SWC...
 - When using Flash Develop: In the Project panel, right-click the SWC file > "Add to Library"
- 2) Create a new instance of the ZibboBranding class, pass a reference to the stage and a callback function. Sample Code Included
- 3) Start the game in the callback function

Color

The logo for zibbo.com features the text "zibbo.com" in a rounded, lowercase, purple font. Above the letter "i" are two stylized, overlapping leaf-like shapes, also in purple, with a gradient effect. The ".com" part of the domain is smaller than the "zibbo" part.

zibbo.com

Greyscale

The logo for zibbo.com features the word "zibbo" in a bold, lowercase, sans-serif font. Above the "i" are two stylized leaves, one larger than the other, both pointing towards the right. To the right of "zibbo" is ".com" in a smaller, lowercase, sans-serif font. The entire logo is rendered in a dark grey color.

zibbo.com

Silhouette

zibbo.com

Colors – colored backgrounds



When the background color is not white, the included white border keeps the logo readable



Colors

zibbo.com



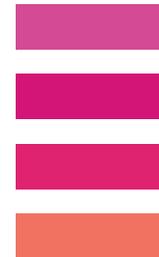
Fontcolor

R - 181

G - 34

B - 137

hex # b52289



Gradient leaves/wings

Color 1, hex # d44b94

Color 2, hex # d31578

Color 3, hex # df2370

Color 4, hex # f27261

Logo on website

zibbo.com
we love games

Home Alle spellen

Spel zoeken

Schatten uit de diepzee
Als je van piraten en van puzzelen houdt, is dit het perfecte spel voor jou!

[Speel nu](#)



TREASURES OF THE MYSTIC SEA

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MAHJONG SOLITAIRE

1001 Arabian Nights

FreeCell Solitaire

Snow Queen

Butterfly Kyodai

Nieuw

Populaire spellen

Advertentie



Jewel Genie
Bubble World



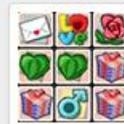
Iedere dag een
picma



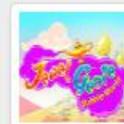
Ark of
Treasure



1001 Arabische
nachten



Liefdesschakels



Jewel Genie
Bubble World



Sizes

The standard in game API logo space is 202 by 38 pixels .



The logo must be used with the white border.



Minimum size is 20 pixels in height.



Maximum size is ...

Do's and don'ts

DO:

Leave enough space around the logo



DON'T

Don't rotate the logo



Don't overlap



Questions? Please contact

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