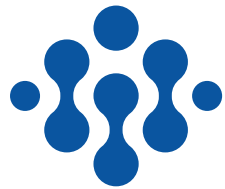
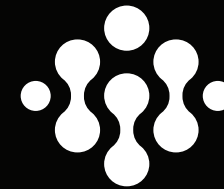


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VARIANT FOR IN-GAME CREDITS

This is the **only** logo we permit developers to use for in-game credits.

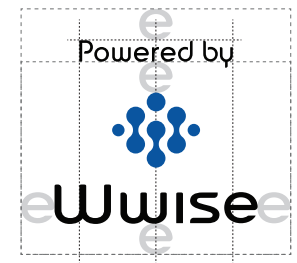
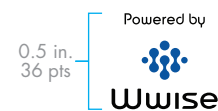


BLUE
100-66-0-0
PMS 2945
#00549F



BLACK
0-0-0-100
Process Black
#000000

Colours



Buffer Zone & Construction Lines