01 / BRAND STORY

EVERY TICK COUNTS.

A rhythm runner built around the pulse of Solana.

One token. One beat. 400 milliseconds to react.

Arcade energy with trading terminal precision.

02 / THE RISING TICK

FIVE ELEMENTS. ONE BEAT.

Four ascending bars and a separate circular tick.

Signal orange is the only primary mark colour.

The mark is an original geometric construction.



03 / GEOMETRY

120 × 120

Bars begin at x = 22 with 12 unit height and 6 unit gaps.

45° cuts remove the top right corner of each bar.

Circle: centre 79, 24, radius 9.



04 / COLOUR SYSTEM

HOT SIGNAL. DARK FIELD.

INK	#07070B	SIGNAL	#FF6A1A
BONE	#F0F0F5	CYAN	#3DF0FF
PANEL	#0E0F15	VIOLET	#9B6BFF
ASH	#9A9CAB	GOLD	#FFC94A

05 / TYPOGRAPHY

PRECISE & LOUD.

Display: Unbounded ExtraBold 800, tracking -5%.

Body: Manrope SemiBold.

Data: JetBrains Mono SemiBold, uppercase +16%.

Pack wordmark is outlined fallback due to local font availability.

06 / LOCKUPS

HORIZONTAL & STACKED.

Horizontal for nav and compact brand presentations.

Stacked for opening screens and large hero moments.

Minimum mark size: 16 px. Lockup: 96 px wide.



07 / CLEAR SPACE

KEEP THE SIGNAL CLEAR.

Protect a margin equal to the circle diameter (18 units).

Never stretch, tilt, outline or apply a gradient to the flat mark.

Never set Signal directly on a Violet field.



08 / DIGITAL APPLICATION

BUILT FOR INTERFACES.

Use Ink or Panel as the UI base.

Use Signal for actions, not continuous body copy.

Reserve Cyan for perfect hits and game feedback.

09 / GAME WORLD

FIVE LANES. ONE RHYTHM.

Dark perspective grids and discrete glowing beat lines.

Signal lane structure with Violet obstacle geometry.

Original runner craft with distinct cosmetic finishes.

10 / DELIVERY NOTES

PRODUCTION READY SOURCES.

Paths and coordinates are defined in config/brand.ts.

SVG marks ship with scalable raster exports.

Illustrations are conceptual renders, not actual game captures.

Replace handle placeholder and confirm onchain launch claims.