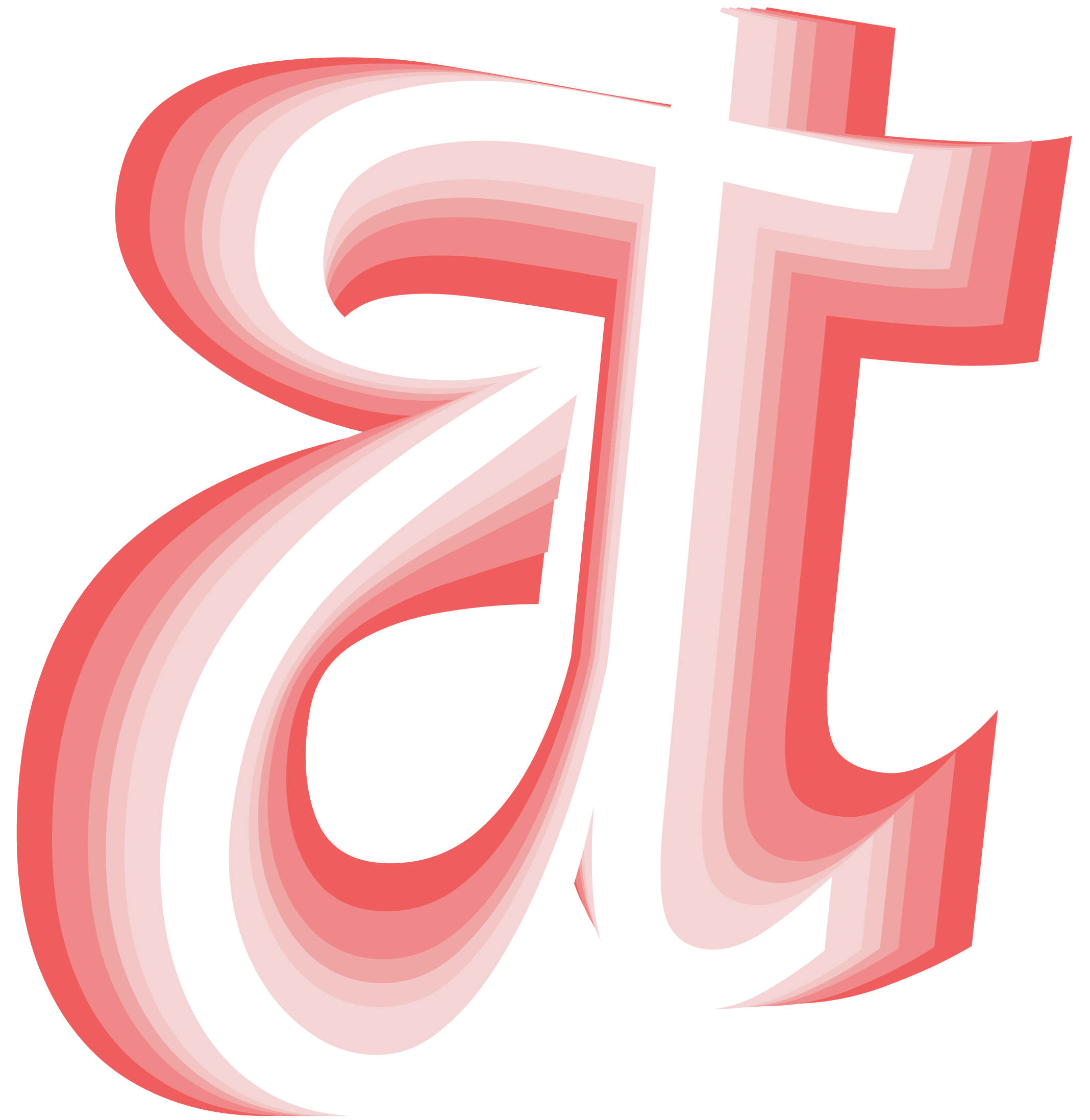


LITHE

BEAM TYPE FOUNDRY

BM Lithe is a display sans serif that was originally designed by Felix Bamforth during his studies at TypeMedia. Drawn with very dynamic curves, BM Lithe is a condensed Sans with a large x-height and capital letters that descend below the baseline, giving the typeface a unique look. Composed of 6 upright weights each complemented by an italic made of rotated, rather than slanted letters, BM Lithe offers 12 styles with several alternates to help your communication look alive, modern and loud.



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Snack → Snack
Crack → Crack
Kalk → Kalk Kalk
Ghost → Ghost
Selfie → Selfie
Theft → Theft Theft
Snuggle → Snuggle

Jean-Jacques Sempé, usually known as Sempé (17 August 1932 – 11 August 2022), was a French cartoonist. He is known for the series of children's books he created with René Goscinny, *Le Petit Nicolas*, and also for his poster-like illustrations, usually drawn from a distant or high viewpoint depicting detailed countrysides or cities. For decades, he created covers for *The New Yorker*. His career started in France within the context of the Franco-Belgian comics industry. His "mute" watercolours or single image sketches, where the characters speak in pictures or not at all (but somehow manage to convey a rich story) slowly gained international attention. He won his first award in 1952 which is given to encourage young amateur artists to turn professional.

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Ocarina of Time was developed by Nintendo's Entertainment Analysis & Development division. It was led by five directors, including Eiji Aonuma and Yoshiaki Koizumi, produced by series co-creator Shigeru Miyamoto, and written by Kensuke Tanabe. Series composer Koji Kondo wrote its soundtrack. The player controls Link in the realm of Hyrule on a quest to stop the evil king Ganondorf by traveling through time and navigating dungeons and an overworld. The game introduced features such as a target-lock system and context-sensitive buttons, which have since become common in 3D adventure games. The player must play songs on an ocarina to progress.

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According to Gregg Mayles, who served as the head designer for both characters, "We came up with the [...] idea that a pair of wings could appear from his backpack to help him perform a second jump. We also wanted Banjo to be able to run very fast when required [so] we added a pair of 'fast-running' legs that appeared from the bottom of the backpack. [And soon after] we came up with the logical conclusion that these could belong to another character, one that actually lived in Banjo's backpack." The character was named after a kazoo, which was considered an annoying instrument, "much like the personality of the bird," Mayles explained.

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GoldenEye 007 is a 1997 first-person shooter game developed by Rare and published by Nintendo for the Nintendo 64. It is based on the 1995 James Bond film GoldenEye, with the player controlling the secret agent James Bond to prevent a criminal syndicate from using a satellite weapon. They navigate a series of levels to complete objectives, such as recovering or destroying objects, while shooting enemies. In a multiplayer mode, up to four players compete in several deathmatch scenarios via split-screen.

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Mario Kart 64 is a 1996 kart racing game for the Nintendo 64 (N64). Developed and published by Nintendo, it is the second instalment in the Mario Kart series after 1992's Super Mario Kart. The game retains the gameplay of its predecessor: the player, controlling a Mario franchise character, races opponents around tracks based on locales from the Super Mario platform games. Tracks contain obstacles to slow the player down and item boxes which give the player power-ups to aid in their progress.

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Oddworld: Abe's Oddysee was widely acclaimed for having innovative gameplay, good art direction and engaging cutscenes; however, its difficult learning curve and system of only saving at checkpoints received criticism. By December 2012, the game sold 3.5 million copies worldwide, thus making it one of the best-selling PlayStation video games of all time. It was the first game in the planned five-part Oddworld series, which includes the direct sequels Abe's Exoddus (1998), Munch's Oddysee (2001) and Stranger's Wrath (2005).

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Assis en tailleur, voilà
des heures que je
médite

*Sur ma montagne et je
n'arrive pas à faire
le vide*

Je focalise sur le
diaphragme,

*Je viens de terminer
ma préparation
mentale*

Ils vont goûter à
l'incomparable
style du Serval

*j'augmente
mon énergie*

Réveille la bête
qui dans mon âme
est tapie

*Le souffle des quatre
vents décuple ma
puissance*

**De longs mois
de travail ont
exacerbé
mes sens**

***J'ai créé un
déséquilibre
interne
volontairement***

**Afin que le
côté Yang soit
le dominant**

**Les pieds
solidement
ancrés dans
la Terre**