

Kuro

A precisely rendered sans-serif type family

Press START to begin

Regular / DemiBold

Modern geometric forms combined with subtle detailing create a **charming**, straightforward and **versatile** design.

8 WEIGHTS

*AUTO-SAVE FUNCTION ENABLED

RPG

80pt Light

FPS

80pt Regular

INDIE

80pt Medium

ACTION

80pt DemiBold

MMO

80pt Bold

FIGHTING

80pt ExtraBold

STRATEGY

80pt Heavy

RACING

80pt Black

(B) Back

(A) Continue

Kuro Light

1 2 3 4 5 6 7 8 9 0
a b c d e f g h i j
k l m n o p q r s t
u v w x y z

A B C D E G H I J
K L N O P Q R S T
U V W X Y Z

Y

Français

Español

X

B

> **English**

Italiano

A

Čeština

Kuro Regular

The lighter weights bring a contemporary touch to body copy while the bold weights add the strength of character to branding, identity and packaging.

◀ ž à á â ã ä é ▶

◀ ñ ò ó ô õ ö ù ▶

The game theory strategy.

☰ Home

Light

Game theory, the study of strategic decision-making, brings together disparate disciplines such as math, psychology and philosophy. The Game theory was invented by John von Neumann and Oskar Morgenstern in 1944 and has come a long way since then.

The importance of game theory to modern analysis and decision-making can be gauged by the fact that since 1970, as many as 12 leading economists and scientists have been awarded the Nobel Prize in Economic Sciences for their contributions.

Medium

Deadlock differs from Prisoner's Dilemma in that the action of greatest mutual benefit (i.e. both defect) is also the dominant strategy. A dominant strategy for a player is defined as one that produces the highest payoff of any available strategy, regardless of the strategies employed by the other players.

Regular

Prisoner's Dilemma – In a Nutshell One of the most popular and basic game theory strategies is Prisoner's Dilemma. This concept explores the decision-making strategy taken by two individuals who, by acting in their own individual best interest, end up with worse outcomes than if they had cooperated with each other in the first place.

In the Prisoner's Dilemma, two suspects who have been apprehended for a crime are held in separate rooms and cannot communicate with each other. The prosecutor informs each of them individually that if he (call him Suspect 1) confesses and testifies against the other, he can go free, but if he does not cooperate and Suspect 2 does, Suspect 1 will be sentenced to three years in prison. If both confess, they will get a two-year sentence, and if neither confesses, they will be sentenced to one year in prison.

Assist +50
+50

"A dominant strategy for a player is defined"

Loot +200
+100

*Auto-save enabled_ **Saving** please don't turn of the console

Kuro Type Family

K K K K K K K K K

U U U U U U U U U

R R R R R R R R R

O O O O O O O O O

Regular / DemiBold / ExtraBold / Black

1 2 3 !



Figures & Symbols

Position **2nd**

Time **3:24**

1st

5m 43s

2nd

5m.50s

4th

6m.25s

6th

7m.02s

3rd

5m.53s

5th

6m.47s

7th

DNF

Finished 2nd

Level	24
Exp points	1379

Next level **21**

Exp points needed **21**

Bag:

£3500.00

\$5328.09

€4993.04

¥937307.18

+ 100

x Bonus

÷ No Penalty

= 150

1/4 Damage Res

1/2 Agility boost

3/4 Water Res

1/3 Blindfire

1/5 Health Boost

Completion:

60%

* / This is not a
demo, this is the
complete regular
font for FREE/*

Award Unlocked

Kuro Regular Free download

AaBbCcDd

abcdefghijklmnopqrstuvwxyz

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Upgrade to Continue

GEOMETRIC

your choices, your game

Difficulty level

BETA.DEMO

Third restart, Fourth restart, repeat

FUNCTIONAL

AUTOSAVE FUNCTION

Eight weights

450 characters

Manually edited kerning

Opentype features

DemiBold

Medium

Regular

Light

Kuro

A precisely rendered sans-serif type family