

NES.css

ID	GP-001
Type	CSS Framework
Category	K. Gaming and Pixel Art
Source	https://nostalgic-css.github.io/NES.css/
Licence	MIT (code © 2018 B.C.Rikko); docs under Creative Commons per the README. The bundled character icons (Mario, Kirby, Pokémon...) depict third-party trademarks the MIT licence cannot grant
Commercial use	Yes (MIT)
Attribution	Keep the copyright and MIT notice in the CSS you ship
Redistribution	Yes, with the licence notice; character icons excepted (trademarks)
Delivery	npm, Yarn or unpkg CDN
Updated	2026-10-24

Notes

CSS-only, NES-style (8-bit) component framework: buttons, containers, dialogs, inputs, progress bars, balloons and pixel icons. No JavaScript; you bring your own layout and font (Press Start 2P recommended).

Our analysis

Our 1440 capture of the NES.css docs: a white page, black 4 px pixel borders, Press Start 2P everywhere and a short column of live component demos (buttons, containers, inputs) with copyable code. The primary/success/warning/error colours are flat and saturated, like a console palette. Strength: instant retro feel with one CSS file and no JS. Risk: Press Start 2P at body size is tiring to read and covers English only (the README says so), and the thick borders eat space on small screens.

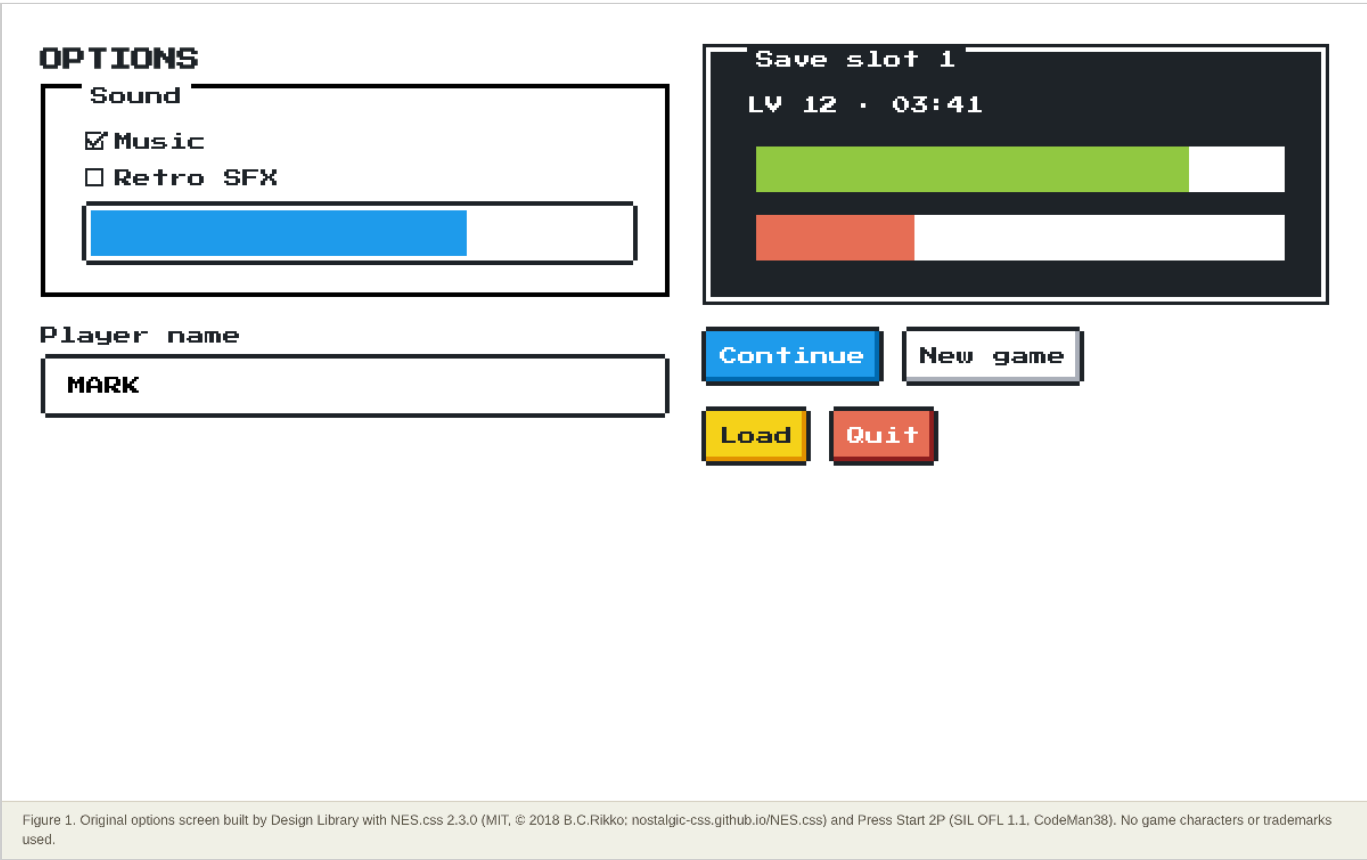
Best practices

- Load Press Start 2P only for headings, buttons and numbers; use a readable font for paragraphs, because the README itself notes Press Start 2P supports English only (OFFICIAL, <https://github.com/nostalgic-css/NES.css>).
- Define your own layout: 'NES.css only provides components' (OFFICIAL, README). Pair it with a simple CSS grid.
- Skip the .nes-mario, .nes-kirby, .nes-pokeball-style icons in a product: they are MIT-licensed CSS drawings of other companies' characters (OURS).
- Pin the version (2.3.0) in the CDN URL; the minified file is about 288 KB raw / 31 KB gzip (ESTIMATED, our download).

How to use

```
npm install nes.css
<link href="https://fonts.googleapis.com/css?family=Press+Start+2P" rel="stylesheet">
<link href="https://unpkg.com/nes.css@2.3.0/css/nes.min.css" rel="stylesheet">
<button type="button" class="nes-btn is-primary">Continue</button>
```

Figures and reference captures



Original options screen built by Design Library with NES.css 2.3.0 (MIT, © 2018 B.C.Rikko; nostalgic-css.github.io/NES.css) and Press Start 2P (SIL OFL 1.1, CodeMan38). No game characters or trademarks used. Source: <https://nostalgic-css.github.io/NES.css/>. Our mockup. Uses NES.css 2.3.0 (MIT) and Press Start 2P (OFL 1.1); credit Design Library if reused.



NES.css

NES-style CSS Framework.

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About

NES.css is NES-style (8bit-like) CSS Framework.

Installation

NES.css is available via either npm or Yarn, or a CDN.

Please read [README.md](#).

Usage

NES.css only provides components. You will need to define your own layout.



Reference capture of <https://nostalgic-css.github.io/NES.css/> (landing view), taken 2026-10-24 16:41 (UTC+8) by this library with a headless browser at 1440×900, reduced to 1200px. Fair-use reference for design analysis only; the page, its artwork and marks belong to the NES.css contributors (B.C.Rikko). Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://nostalgic-css.github.io/NES.css/>. Fair-use reference capture; content © the NES.css contributors (B.C.Rikko). Entry license: MIT (code © 2018 B.C.Rikko); docs under Creative Commons per the README. The bundled character icons (Mario, Kirby, Pokémon...) depict third-party trademarks the MIT licence cannot grant

Reference captures are fair-use screenshots for design analysis, credited to their source; no asset files are redistributed in this PDF. Licence summaries are not legal advice: read the source's licence before use.

NES.css: deep dive

Gaming & Pixel Art deep dive, checked 2026-10-24 (UTC+8). OFFICIAL = stated on the cited official page, README, licence or package file; ESTIMATED = measured by Design Library (file sizes, counts, contrast); OURS = our interpretation, not legal advice. Earlier pages hold notes, analysis, best practices and captioned figures with sources.

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What it is and who it’s for OURS

- A CSS-only component kit that makes buttons, panels and inputs look like an NES-era game.
- For game-jam sites, retro portfolios, event pages and playful internal tools.

Source: <https://nostalgic-css.github.io/NES.css/>

Licence and package OFFICIAL

- ‘Code released under the MIT License. Docs released under Creative Commons.’ Copyright 2018 B.C.Rikko.
- npm nes.css 2.3.0; CDN unpkg.com/nes.css@2.3.0/css/nes.min.css; ‘NES.css only requires CSS and doesn’t depend on any JavaScript’.
- Browser support listed: newest Chrome, Firefox, Safari; IE/Edge untested.

Source: <https://github.com/nostalgic-css/NES.css>

Measured ESTIMATED

- nes.min.css 2.3.0: 288,523 bytes raw, 31,355 bytes gzip -9 (our download, 2026-10-24).

- 30 distinct .nes-* class names, 8 of them character/brand icons: ash, bulbasaur, charmander, kirby, mario, octocat, pokeball, squirtle (our count).

Source: <https://www.npmjs.com/package/nes.css>

Pitfalls and lessons OURS

- MIT covers the CSS, not the characters it draws: leave the character icons out of commercial products.
- Press Start 2P is the README's default but English-only; the README lists alternatives for Japanese, Korean and Chinese.

Source: <https://nostalgic-css.github.io/NES.css/>