

Pixel fonts: Press Start 2P, Pixelify Sans, Silkscreen, VT323

ID	GP-004
Type	Pixel Font Set
Category	K. Gaming and Pixel Art
Source	https://fonts.google.com/specimen/Press+Start+2P
Licence	SIL Open Font License 1.1 (all four families, per their google/fonts METADATA and OFL.txt)
Commercial use	Yes (OFL)
Attribution	Not required in UI; ship OFL.txt with font files
Redistribution	Yes, bundled with software; not sold on their own
Delivery	Google Fonts CSS API or TTF files from github.com/google/fonts
Updated	2026-10-24

Notes

Four open-licensed bitmap-style families for game UI: Press Start 2P (8-bit arcade), Pixelify Sans (variable-weight pixel sans), Silkscreen (small-caps HUD labels) and VT323 (terminal). Specimen set by us.

Our analysis

Our capture of the Press Start 2P specimen on Google Fonts and our own specimen sheet. The four families cover different jobs: Press Start 2P for titles and scores, Pixelify Sans for longer UI text (it has real weights), Silkscreen for tiny caps labels, VT323 for terminal/console moods. Strength: OFL means you can self-host, subset and ship them in a game. Risk: pixel fonts only look sharp at multiples of their design size; in between they blur.

Best practices

- Use pixel fonts at whole multiples of their design size (Press Start 2P looks right at 8, 16, 24 px) and switch off smoothing where the platform allows (OURS, see our specimen).
- Pick Pixelify Sans when you need weights: it is a variable font (wght axis), unlike the other three (OFFICIAL, google/fonts METADATA).
- Check language coverage first: Press Start 2P includes Cyrillic and Greek subsets, Silkscreen only Latin and Latin-ext (OFFICIAL, METADATA subsets).
- Self-host with the OFL.txt next to the files; the OFL lets you bundle them in a game but not sell them on their own (OFFICIAL, <https://openfontlicense.org/>).

How to use

```
<link href="https://fonts.googleapis.com/css2?
family=Press+Start+2P&family=Pixelify+Sans:wght@400..700&family=Silkscreen:wght@400;700&family=VT323&display=swap"
rel="stylesheet">
h1{font-family:'Press Start 2P',monospace;font-size:16px} /* use integer multiples of the design size */
body{-webkit-font-smoothing:none}
```

Figures and reference captures



Specimen set by Design Library with the four OFL pixel fonts (font files from github.com/google/fonts, SIL Open Font License 1.1). Sample text is ours. Source: <https://fonts.google.com/specimen/Press+Start+2P>. Our specimen. Fonts under SIL OFL 1.1.



Reference capture of <https://fonts.google.com/specimen/Press+Start+2P> (landing view), taken 2026-10-24 16:41 (UTC+8) by this library with a headless browser at 1440x900, reduced to 1200px. Fair-use reference for design analysis only; the page, its artwork and marks belong to Google Fonts / the type designers. Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://fonts.google.com/specimen/Press+Start+2P>. Fair-use reference capture; content © Google Fonts / the type designers. Entry license: SIL Open Font License 1.1 (all four families, per their google/fonts METADATA and OFL.txt)

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.

Pixel fonts: Press Start 2P, Pixelify Sans, Silkscreen, VT323: 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.

Our analysis

Our capture of the Press Start 2P specimen on Google Fonts and our own specimen sheet. The four families cover different jobs: Press Start 2P for titles and scores, Pixelify Sans for longer UI text (it has real weights), Silkscreen for tiny caps labels, VT323 for terminal/console moods. Strength: OFL means you can self-host, subset and ship them in a game. Risk: pixel fonts only look sharp at multiples of their design size; in between they blur.

Best practices

- Use pixel fonts at whole multiples of their design size (Press Start 2P looks right at 8, 16, 24 px) and switch off smoothing where the platform allows (OURS, see our specimen).
- Pick Pixelify Sans when you need weights: it is a variable font (wght axis), unlike the other three (OFFICIAL, google/fonts METADATA).
- Check language coverage first: Press Start 2P includes Cyrillic and Greek subsets, Silkscreen only Latin and Latin-ext (OFFICIAL, METADATA subsets).
- Self-host with the OFL.txt next to the files; the OFL lets you bundle them in a game but not sell them on their own (OFFICIAL, <https://openfontlicense.org/>).

The four families **OFFICIAL**

- Press Start 2P: designer CodeMan38, OFL, added to Google Fonts 2012-04-04, weight 400, subsets incl. Cyrillic and Greek.
- Pixelify Sans: Stefie Justprince, OFL (© 2021), added 2023-09-13, variable wght axis.
- Silkscreen: Jason Kottke, OFL (© 2001), added 2022-06-23, weights 400 and 700, Latin only.
- VT323: Peter Hull, OFL (© 2011), added 2011-03-02, weight 400.

Source: <https://github.com/google/fonts/tree/main/ofl/>

Licence **OFFICIAL**

- SIL Open Font License 1.1: use, bundle and modify; the fonts may not be sold by themselves; 'Press Start 2P' is a Reserved Font Name, so a modified version must be renamed.

Source: <https://openfontlicense.org/>

How to choose **OURS**

- Titles and scores: Press Start 2P. Body UI in a pixel style: Pixelify Sans. Tiny HUD labels: Silkscreen. Terminal/console flavour: VT323.

- Always test at the final scale; pixel fonts blur at non-integer sizes.

Source: <https://fonts.google.com/specimen/Pixelify+Sans>