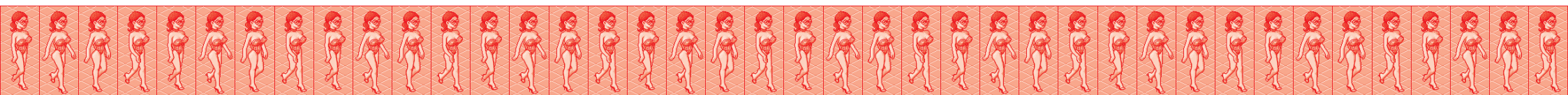
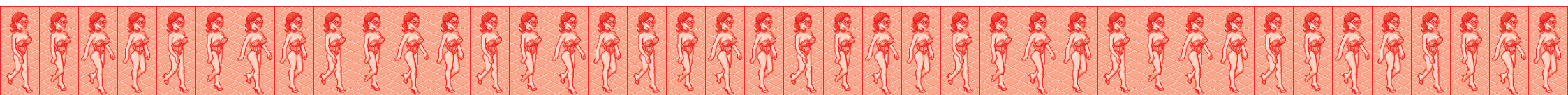
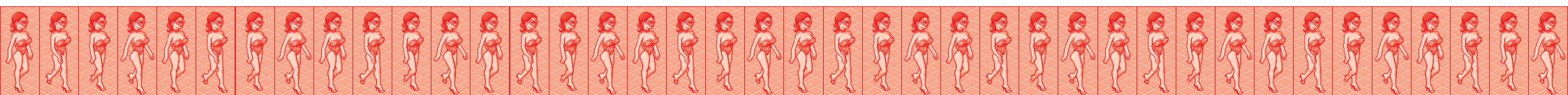
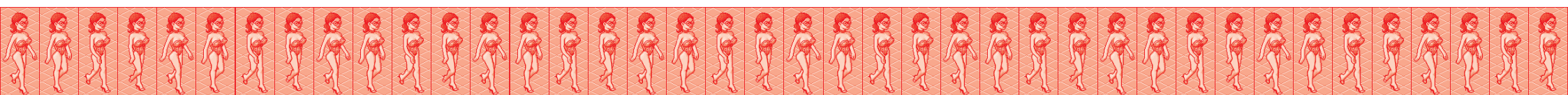
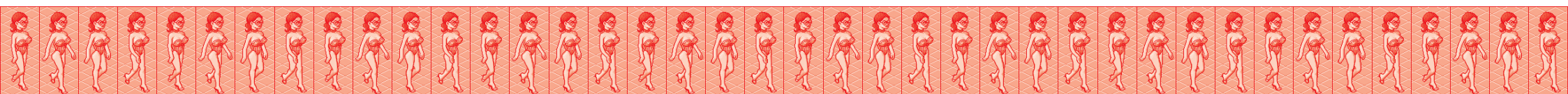
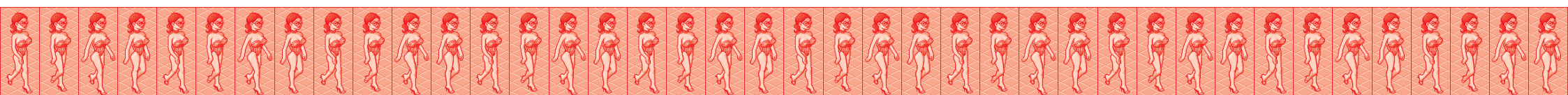
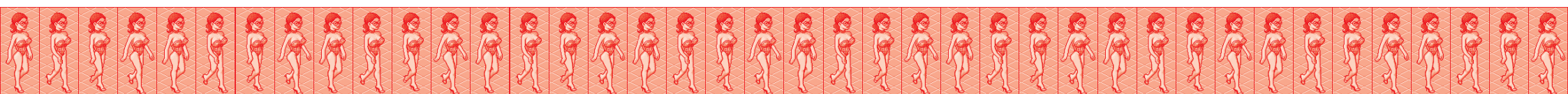
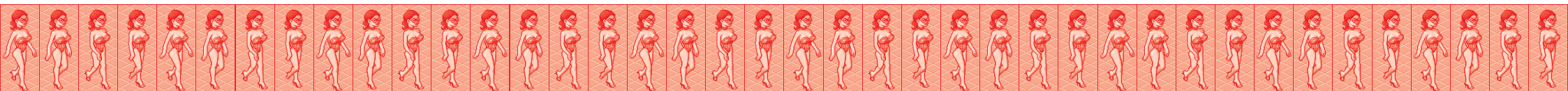


Animation: Frame 1: 0.4 sec., Frame 2: 0.2 sec., Frame 3: 0.4 sec., Frame 4: 0.2 sec. Continuous loop: >F1>F2>F3>F4>On\_endframe\_go\_to\_F1.



# Tale of 40 & 20.

## Tale Forty

!"#\$%&'()\*+,-./0123456789:;<=>?@  
ABCDEFGHIJKLMN OPQRSTUVWXYZ[\]^\_`  
abcdefghijklmnopqrst uvwxyz{|}~ÄÅÇÉÑÖÜ  
àáâãäåçèéêëëîíîñóôõöùúûüÿ°€£§•¶¸@©  
™ª«¬®¯°±²³´µ¶·¸¹º»¼½¾¿ÀÁÂÃÄÅÆÇÈÉ  
ÊËÌÍÎÏÐÑÒÓÔÕÖ×ØÙÚÛÜÝÞßàáâãäåæçèé  
êëìíîïðñòóôõö÷øùúûüýþÿˆ˜˘˙˚˛˜˝˞˟ˠˡˢˣˤ˥˦˧˨˩˪˫ˬ˭ˮ˯˰˱˲˳˴˵˶˷˸˹˺˻˼˽˾˿˰˱˲˳˴˵˶˷˸˹˺˻˼˽˾˿

## Tale Twenty

!"#\$%&'()\*+,-./0123456789:;<=>?@  
ABCDEFGHIJKLMN OPQRSTUVWXYZ[\]^\_`  
abcdefghijklmnopqrst uvwxyz{|}~ÄÅÇÉÑÖÜ  
àáâãäåçèéêëëîíîñóôõöùúûüÿ°€£§•¶¸@©  
ª«¬®¯°±²³´µ¶·¸¹º»¼½¾¿ÀÁÂÃÄÅÆÇÈÉ  
ÊËÌÍÎÏÐÑÒÓÔÕÖ×ØÙÚÛÜÝÞßàáâãäåæçèé  
êëìíîïðñòóôõö÷øùúûüýþÿˆ˜˘˙˚˛˜˝˞˟ˠˡˢˣˤ˥˦˧˨˩˪˫ˬ˭ˮ˯˰˱˲˳˴˵˶˷˸˹˺˻˼˽˾˿

## Story Twenty

!"#\$%&'()\*+,-./0123456789:;<=>?@  
ABCDEFGHIJKLMN OPQRSTUVWXYZ[\]^\_`  
abcdefghijklmnopqrst uvwxyz{|}~ÄÅÇÉÑÖÜ  
àáâãäåçèéêëëîíîñóôõöùúûüÿ°€£§•¶¸@©  
ª«¬®¯°±²³´µ¶·¸¹º»¼½¾¿ÀÁÂÃÄÅÆÇÈÉ  
ÊËÌÍÎÏÐÑÒÓÔÕÖ×ØÙÚÛÜÝÞßàáâãäåæçèé  
êëìíîïðñòóôõö÷øùúûüýþÿˆ˜˘˙˚˛˜˝˞˟ˠˡˢˣˤ˥˦˧˨˩˪˫ˬ˭ˮ˯˰˱˲˳˴˵˶˷˸˹˺˻˼˽˾˿



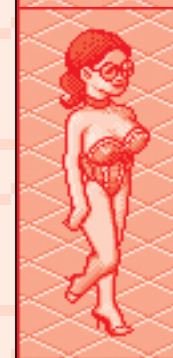
Frame 1  
0.4 sec.



Frame 2  
0.2 sec.



Frame 3  
0.4 sec.



Frame 4  
0.4 sec.

Tale font is an experiment to convert the script style gallicraphy into bitmap format.

The two variants have the same dimensions, but (as the naming suggests), Forty has double amount of pixels in her when compared to Twenty.

Both variants have hand made bitmaps to compliment these correlating point sizes, and you can always get the appropriate bitmaps by multiplying with two.

Story is an extension to tale experiment. It has less script-like features, but with a very small x-height, it makes an interesting addition to tale font.