

P r o t e s t

G r o t e s k.®

M o n o

Protest	Grotesk	Mono	Black 250
Protest	Grotesk	Mono	Heavy 220
Protest	Grotesk	Mono	Bold 190
Protest	Grotesk	Mono	Medium 160
Protest	Grotesk	Mono	Book 130
Protest	Grotesk	Mono	Regular 100
Protest	Grotesk	Mono	Light 070
Protest	Grotesk	Mono	Thin 040

Protest Grotesk Mono is a rendition derived from the proportional variant of the Protest Grotesk typeface. Rooted in the essence of a geometrical sans-serif font, it boasts a skeletal structure tailored for optimal performance at smaller point sizes. Embracing the challenge of creating a monospaced version, we ingeniously expanded its body to facilitate the uniform distribution of white space among various letterforms.

The intentional widening of the characters bestowed upon Protest Grotesk Mono a truly unique and remarkable identity, setting it apart from its counterparts. This thoughtful adaptation preserved its inherent legibility, ensuring that even at reduced point sizes, the text remains clear and readable.

By striking the perfect balance between form and function, Protest Grotesk Mono serves as a testament to the harmonious blend of artistry and practicality in typeface design. Its expanded width and precise geometrical construction pave the way for a visually distinctive yet accessible font, making it an ideal choice for a wide range of design applications.

→ Credits

Name:	Protest Grotesk Mono
Year:	2023
Design:	Mark Julien Hahn
Mastering:	Stereo Typefaces
Characters:	599
Styles:	7
Variable:	1 Axis (Weight)

→ Open Type

aalt (Access All Alternates)
ss01 (Alternative a)
ss02 (Alternative g)
ss03 (Alternative @ and ©)
subs (Subscript)
sinf (Scientific Inferiors)
sups (Superscript)
frac (Fractions)
ordn (Ordinals)
liga (Standard Ligatures)
zero (Slashed Zero)
calt (Contextual Alternates)
dnom (Denominators)
case (Case-Sensitive Forms)

→ Licensing

Licenses are available according to the Stereo Typefaces licensing terms. (stereotypefaces.com/licensing)

→ 208 Languages

Abenaki, Afaan Oromo, Afar, Afrikaans, Albanian, Alsatian, Amis, Anuta, Aragonese, Aranese, Aromanian, Arrernte, Arvanitic, Asturian, Atayal, Aymara, Azerbaijani, Bashkir, Basque, Belarusian, Bemba, Bicol, Bislama, Bosnian, Breton, Bulgarian Romanization, Cape Verdean, Catalan, Cebuano, Chamorro, Chavacano, Chichewa, Chickasaw, Cimbrian, Cofan, Corsican, Creek, Crimean Tatar, Croatian, Czech, Danish, Dawan, Delaware, Dholuo, Drehu, Dutch, English, Esperanto, Estonian, Faroese, Fijian, Filipino, Finnish, Folkspraak, French, Frisian, Friulian, Gagauz, Galician, Ganda, Genoese, German, Gikuyu, Gooniyandi, Greenlandic, Guadeloupean, Gwichin, Haitian Creole, Han, Hawaiian, Hiligaynon, Hopi, Hotcak, Hungarian, Icelandic, Ido, Ilocano, Indonesian, Interglossa, Interlingua, Irish, Istroromanian, Italian, Jamaican, Javanese, Jerriais, Kaingang, Kala Lagaw Ya, Kapampangan, Kaqchikel, Karakalpak, Karelian, Kikongo, Kinyarwanda, Kiribati, Kirundi, Klingon, Kurdish, Ladin, Latin, Latino Sine, Latvian, Lojban, Lombard, Low Saxon, Luxembourgish, Maasai, Makhuwa, Malay, Manx, Maori, Marquesan, Meglenoromanian, Meriam Mir, Mirandese, Mohawk, Moldovan, Montagnais, Montenegrin, Murrinhpatha, Nagamese Creole, Ndebele, Neapolitan, Ngiyambaa, Niuean, Noongar, Norwegian, Novial, Occidental, Occitan, Oshiwambo, Ossetian, Palauan, Papiamentu, Piedmontese, Portuguese, Potawatomi, Qeqchi, Quechua, Rarotongan, Romanian, Romansh, Rotokas, Sami Inari, Sami Lule, Sami Northern, Sami Southern, Samoan, Sango, Saramaccan, Sardinian, Scottish Gaelic, Serbian, Seri, Seychellois, Shawnee, Shona, Sicilian, Slovak, Slovenian, Slovio, Somali, Sorbian Lower, Sorbian Upper, Sotho Northern, Sotho Southern, Spanish, Sranan, Sundanese, Swahili, Swazi, Swedish, Tagalog, Tahitian, Tetum, Tok Pisin, Tokelauan, Tongan, Tshiluba, Tsonga, Tswana, Tumbuka, Turkish, Turkmen, Tuvaluan, Tzotzil, Ukrainian, Uzbek, Venetian, Vepsian, Volapuk, Voro, Wallisian, Walloon, Waraywaray, Warlpiri, Wayuu, Welsh, Wikmungkan, Wiradjuri, Wolof, Xavante, Xhosa, Yapese, Yindjibarndi, Zapotec, Zulu, Zuni

Stereo
audio is
the
standard
at all
modern Music

→ 90 pt

FÖLD
DUBB_r™
» Hang

→ 65 pt

Demain®
OPP-1 ←
BERALD
» bec «

→ 30 pt

Mono and stereo are two commonly used terms in audio reproduction that refer

→ 20 pt

The primary distinction between mono and stereo lies in the spatial perception of sound. Mono sound lacks spatial separation, as all

→ 15 pt

Mono, short for monophonic, refers to a single audio channel used for recording, mixing, and playback. In mono sound, all audio signals are combined at

→ 10 pt

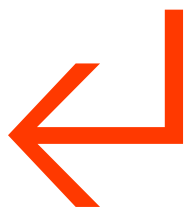
Stereo, on the other hand, stands for stereophonic and involves the use of two or more audio channels. It aims to create a more immersive and realistic sound experience by capturing and reproducing audio from different directions. Stereo recordings audio signals into two

MVP N400 ←

(Ty) ayan t é

→ eme r g → T o

» b e c « 1 e ↔



BERALD

→ 90 pt

FÖLD
DUBR™
» Hang

→ 65 pt

Demain®
OP-1
BERALD
» bec «

→ 30 pt

Mono and stereo are two commonly used terms in audio reproduction that refer

→ 20 pt

The primary distinction between mono and stereo lies in the spatial perception of sound. Mono sound lacks spatial separation, as all

→ 15 pt

Mono, short for monophonic, refers to a single audio channel used for recording, mixing, and playback. In mono sound, all audio signals are combined at

→ 10 pt

Stereo, on the other hand, stands for stereophonic and involves the use of two or more audio channels. It aims to create a more immersive and realistic sound experience by capturing and reproducing audio from different directions. Stereo recordings audio signals into two

→ groundbreaking
technology, [generate]
gratifying. Through
gauging signals,
grant a genuine,
gratifying
experience

→ 90 pt

FÖLD
DUB™
» Hang

→ 65 pt

Demain®
OP-1
BERALD
» bec «

→ 30 pt

Mono and stereo are two commonly used terms in audio reproduction that refer

→ 20 pt

The primary distinction between mono and stereo lies in the spatial perception of sound. Mono sound lacks spatial separation, as all

→ 15 pt

Mono, short for monophonic, refers to a single audio channel used for recording, mixing, and playback. In mono sound, all audio signals are combined at

→ 10 pt

Stereo, on the other hand, stands for stereophonic and involves the use of two or more audio channels. It aims to create a more immersive and realistic sound experience by capturing and reproducing audio from different directions. Stereo recordings audio signals into two

```
fetch(url, {  
  method: "POST",  
  headers: headers,  
  body: body  
});
```

```
const params = {  
  ip_address: "",  
  country: "0",  
  region: "CA",  
  zip: "12051",  
};
```

→ 90 pt

FÖLD
DUB™
» Hang

→ 65 pt

Demain®
OP-1
BERALD
» bec «

→ 30 pt

Mono and stereo are two commonly used terms in audio reproduction that refer

→ 20 pt

The primary distinction between mono and stereo lies in the spatial perception of sound. Mono sound lacks spatial separation, as all

→ 15 pt

Mono, short for monophonic, refers to a single audio channel used for recording, mixing, and playback. In mono sound, all audio signals are combined at

→ 10 pt

Stereo, on the other hand, stands for stereophonic and involves the use of two or more audio channels. It aims to create a more immersive and realistic sound experience by capturing and reproducing audio from different directions. Stereo recordings audio signals into two

App License :

130,00 €

141,60 \$

0,000035 ₿

111,34 £

20.462,93 ¥

14.160 ₡

→ 90 pt

F ñ 1 D
D u B r™
» H a n g

→ 65 pt

D e m a i n ®
O P - 1 ←
B E R A L D
» b e c «

→ 30 pt

Mono and stereo
are two commonly
used terms in
audio reproduction
that refer

→ 20 pt

The primary distinction
between mono and stereo
lies in the spatial
perception of sound.
Mono sound lacks spatial
separation, as all

→ 15 pt

Mono, short for
monophonic, refers
to a single audio
channel used for
recording, mixing,
and playback. In
mono sound, all
audio signals are
combined at

→ 10 pt

Stereo, on the other
hand, stands for
stereophonic and
involves the use of
two or more audio
channels. It aims to
create a more
immersive and
realistic sound
experience by
capturing and
reproducing audio
from different
directions. Stereo
recordings audio
signals into two

[Tone] Balance * - 0 7

2 0 2 3

MONO StereoTypefaces™

1 0 2 KHz + 8 0 GB

7 0 0 GhZ

Grotesk®

→ 1 2 0 5 1

Kana1 MISSING

→ 90 pt

F ñ 1 D
D u B r™
» H a n g

→ 65 pt

D e m a i n ®
O P - 1 ←
B E R A L D
» b e c «

→ 30 pt

Mono and stereo
are two commonly
used terms in
audio reproduction
that refer

→ 20 pt

The primary distinction
between mono and stereo
lies in the spatial
perception of sound.
Mono sound lacks spatial
separation, as all

→ 15 pt

Mono, short for
monophonic, refers
to a single audio
channel used for
recording, mixing,
and playback. In
mono sound, all
audio signals are
combined at

→ 10 pt

Stereo, on the other
hand, stands for
stereophonic and
involves the use of
two or more audio
channels. It aims to
create a more
immersive and
realistic sound
experience by
capturing and
reproducing audio
from different
directions. Stereo
recordings audio
signals into two

➔ **B L U R** [**T F T**]
(**G B £**) + **Æ G**
P o s t { **N A W** }
[**O F F - P**]
E X P (**O**) **R** { **B** }

→ 90 pt

FÖLD
DUB™
»Hang

→ 65 pt

Demain®
OP-1 ←
BERALD
»bec«

→ 30 pt

Mono and stereo
are two commonly
used terms in
audio reproduction
that refer

→ 20 pt

The primary distinction
between mono and stereo
lies in the spatial
perception of sound.
Mono sound lacks spatial
separation, as all

→ 15 pt

Mono, short for
monophonic, refers
to a single audio
channel used for
recording, mixing,
and playback. In
mono sound, all
audio signals are
combined at

→ 10 pt

Stereo, on the other
hand, stands for
stereophonic and
involves the use of
two or more audio
channels. It aims to
create a more
immersive and
realistic sound
experience by
capturing and
reproducing audio
from different
directions. Stereo
recordings audio
signals into two

HO 2 C 4 H 7

(H 2 O) 3

C 2 1 H 3 0 O 2

→ 90 pt

**FÖLD
DUB™
»Hang**

→ 65 pt

**Demain®
OP-1 ←
BERALD
»bec«**

→ 30 pt

**Mono and stereo
are two commonly
used terms in
audio reproduction that refer**

→ 20 pt

**The primary distinction
between mono and stereo
lies in the spatial
perception of sound.
Mono sound lacks spatial
separation, as all**

→ 15 pt

**Mono, short for
monophonic, refers to a single
audio channel
used for recording,
mixing, and playback. In
mono sound, all
audio signals
are combined at**

→ 10 pt

**Stereo, on the other
hand, stands for stereophonic
and involves the use of two or
more audio channels. It
aims to create a more
immersive and realistic
sound experience by
capturing and reproducing
audio from different
directions. Stereo recordings
audio signals into two**

