

# BRAND GUIDELINES

JANUARY 2023

# 2.0 OUR BRAND WORLD

### **BRAND WORLD INTRODUCTION**

With the launch of the Immagina campaign and to meet our ambition to become an icon of Italian style, there is a need to elevate and own a distinctive brand world with personality. It is an evolution, not a revolution. Malfy is still a nascent brand, consistency is crucial to build memory structure.

All the brand materials are inspired by the effortlessly chic, Italian lifestyle, aiming to transport you to a colourful, bright and sensorial world.

<ul> <li>Brand logos evolution</li> <li>Malfy arch</li> <li>Photographic real arch tiles</li> <li>Key visuals design</li> <li>Photography style</li> <li>Brand patterns usage</li> </ul>	<ul> <li>Colour palette</li> <li>Typography</li> <li>Brand patterns</li> <li>Brand materials</li> </ul>
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#### MALFY - BRAND GUIDELINES - VISUAL WORLD























THE MALFY VISUAL WORLD







MALFY - BRAND GUIDELINES - MALFY WORLD

### MALFY WORLD

### THE MALFY WORLD IS...



### COLOURFUL

Inspired by nature, vibrant, textured, sensorial.



### SENSORIAL

So you can immerse yourself in the smell of the botanicals, and taste of the ingredients.



### ENERGETIC

Life has a tempo and dynamism, but it's ever frenetic.



### CONVIVIAL

Not a solo experience, it is enjoyed together.



### STYLISH

Aspirational, but never out of reach.



### NOT JUST ONE PLACE A wisp of several

places with a touch of heightened reality.

### **TONE OF VOICE**

**BRAND GUIDELI** 

Our tone of voice is our way of immersing our audience into the world of Malfy. Half drink, half dream, where all the right elements magically infuse together - we reference the place, the style and the Italian ingredients.

This effortless attitude should come through everywhere, whether it is a headline, a longer piece of website copy or a point of sale, we use language to help anyone Immagina Malfy. Because we see the best in all things, from our friends, to our junipers. We live life through Rosa-tinted sunglasses. In Malfy, we are forever stylish, whatever your style.

WEARE	WE ARE NOT
• Inviting	• Judgemental
• Dreamy	• In a hurry
Aspirational	• Shouty
• Stylish	Over-indulgent
• Fresh	Frivolous
• With an Italian wink	Complicated
Convivial	Pretentious
• Sharable	

# **3.0 BRAND ASSETS**

# **BRAND LOGOS** OVERVIEW

There are three core brand logos that can be used across L3F applications. When a L3F space displays more than one flavour variant of Malfy Gin, a combination of these two core logos may be used to brand the space.

In physical L3F applications, logos should be created as 3D signage in premium materials where possible.

For maximum standout in L3F, a yellow logo has been selected to be used as a core logo – for use when more than one variant is displayed.

#### ARCHED LOGO



### The arched logo is the priority logo.

It is the first consideration and should be used in an arch wherever possible. E.g. Key visuals / L3F application. **CIRCULAR LOGO** 



Used to create variety, this should be prioritized when there are no Malfy bottles in close proximity to avoid over use of the circle logo. E.g. POS materials / murals / TVC

# BRAND LOGOS TRANSITIONS

Some of the logo details that have changed are minor, so it is important to ensure the logos being used are up to date.







GQDI has been replaced with 'GIN FROM ITALY', which is signals our origin more clearly to consumers. It also brings consistency between the core brand logo and the Immagina campaign logo.

Text in roundel changed to 'MALFY GIN DI QUALITA' DALL'ITALIA' for legal requirements. This will be changed across all packaging and POS in the coming months but exact date is TBC.

# ARCHED LOGO USAGE

The arched logo is the priority logo.

It is the first consideration and should be used in an arch wherever possible. E.g. Key visuals / L3F application.

#### Full colour:

The logo should be applied in full colour wherever possible.

#### Embossed / 3d:

It should be embossed or made into a 3d object such as a sign in L3F applications.

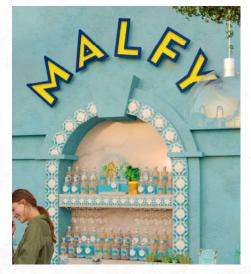
#### Stencil / Mural:

On brick or concrete walls, the logo may be applied as a large stencil, so long as it isn't becoming repetitive in any given space.

### FULL COLOUR

EMBOSSED / 3D





SINGLE COLOUR STENCIL / MURAL





Aim to apply stencil in full colour, however this can also be applied in single colour if visibility is high enough. MALFY - BRAND GUIDELINES - BRAND LOGOS

# **ARCH LOGO** USAGE DON'T'S



Don't mix variant colour logo & backgrounds.





Don't change the logo colours



Don't overlay the logo on a busy image



Don't distort the logo



Don't create unapproved patterns

# CIRCULAR LOGO USAGE

The circular logo is used as an accompanying logo at L3F. Its main uses are:

#### Embossed:

The logo can be printed or applied as a sign over tiles to create variation vs. the arch logo.

### Embossed:

The one colour version of the circular logo can be embossed into a terracotta stone texture or other Amalfi inspired materials for an authentic look.

#### Fabric:

The logo can be applied to fabrics such as cushions or parasols.

#### Mosaic:

The one colour version of the circular logo can also be used as a mosaic branded tabletop, or mosaic floor.

#### Single colour:

The logo can be applied in single colour over wood or other textures to give an authentic & textural aesthetic.



**MOSAIC TILES** 

EMBOSSED INTO STONE



SINGLE COLOUR PRINT







FABRIC

**EMBOSSED INTO TERRACOTTA** 





# **CIRCULAR LOGO** USAGE DON'T'S



Don't mix variant colour logo & backgrounds.



Don't change the logo colours



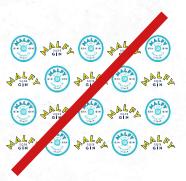
Don't distort the logo



Don't change the logo lockup



Don't overlay the logo on a busy image



Don't create unapproved patterns

# BRAND LOGOS HORIZONTAL

A horizontal logo has been created for when space is too limited for the arch logo to fit comfortably and at a large enough scale.

HORIZONTAL LOGO

GIN FROM ITALY

HORIZONTAL LOGO (PACKAGING ONLY)



Use the horizontal logo when space is too limited for the arch logo to fit comfortably and at a large enough scale. This logo appears exclusively on packaging but should not appear elsewhere at any point.

# IMMAGINA LOGOS OVERVIEW

The Immagina Malfy logo set has been created for use in markets that are utilising the 'Immagina Malfy' campaign. These are not to replace the core brand logos and should only ever be used in the context of the Immagina campaign. The Immagina logo and tagline is replacing the previous "Ciao Malfy!" tagline.

In physical L3F applications, logos should be created as 3D signage in premium materials where possible. HORIZONTAL LOGO - IMMAGINA HO

For maximum standout in L3F, this yellow logo has been selected to be used as a core logo – for use when more than one variant is displayed.

The Immagina marque can also be used in white if it aids in standout, particularly on a dark backdrop.

This version is highlighting the word 'gin' in Immagina. This should be used in a colour combination of white and navy only.

When animated, the word 'immagina' appears to be handwritten, appearing from left to right in a smooth and free-flowing way.

# IMMAGINA LOGO USAGE

The arched version of the Immagina logo is the primary logo in context of the Immagina campaign.

### Full colour: The logo should be applied in full colour wherever possible.

### Embossed / 3d:

It should be embossed or made into a 3d object such as a sign in L3F applications.

### Stencil:

On brick or concrete walls, the logo may be applied as a large stencil, so long as it isn't becoming repetitive in any given space.

### FULL COLOUR



EMBOSSED / 3D

STENCIL / MURAL





Aim to apply stencil in full colour, however this can also be applied in single colour if visibility is high enough (Navy / teal / white).

# **IMMAGINA LOGO** USAGE DON'T'S



Don't mix variant colour logo & backgrounds.



Don't change the logo lockup



Don't change the logo colours



Don't overlay the logo on a busy image



Don't distort the logo



Don't create unapproved patterns

### VARIANT LOGOS OVERVIEW

When a L3F space or individual wall bay / shelving unit displays just one flavour variant of Malfy Gin, the relevant variant logo should be used.

In most instances where the bottle is being displayed, e.g. wall bays or shelving units, the Arched Logo should be used to avoid over repetition of the circular logo already used on the bottle.

This will also ensure maximum standout as it can be used at a larger size.



# **RTD LOGOS** OVERVIEW

A logo set has been created for consideration when the primary focus is on the Malfy RTD's.

The name 'Gin & Tonica' conveys Italian provenance where we can't state that the drink is from or made in Italy.

In physical L3F applications, logos should be created as 3D signage in premium materials where possible

If RTD's are placed in a larger display with core range products, the core brand / variant logos should be used, not the RTD logo. ARCHED LOGO - RTD

ARCHED LOGO - RTD - IMMAGINA





For maximum standout in L3F, this yellow logo has been selected to be used as a core logo – for use when more than one variant is displayed.



# RTD VARIANT LOGOS OVERVIEW

ARCHED LOGOS

IMAGINA

ARCHED LOGOS

When a L3F space or individual wall bay / shelving unit displays just one flavour variant of Malfy Gin, the relevant variant logo should be used.

In most instances where the bottle is being displayed, e.g., wall bays or shelving units, the Arched Logo should be used to avoid over repetition of the circular logo already used on the bottle.

This will also ensure maximum standout as it can be used at a larger size. CON LIMONE



ROSA







# ARCHED LOGOS OVERVIEW

In most instances where the bottle is being displayed, e.g., wall bays or shelving units, the Arched Logo should be used to avoid over repetition of the circular logo already used on the bottle.

Where possible, the logo should be framed within the tiled arch, however in certain environments, the logo may be placed above an arch or on an arched frame, as seen in L3F application.

The yellow logo is used for the core brand for maximum standout and a pop of colour. If only one variant flavour is seen, the colours should change to reference each variant, as well as being locked up with the variant name. **CORE BRAND** 



A separate arch lockup has

been created for Malfy Gin &

Tonica, to be used when Gin

Tonica is the focal point.

**CON LIMONE** 



#### CON ARANCIA



ORIGINALE

**GIN ROSA** 

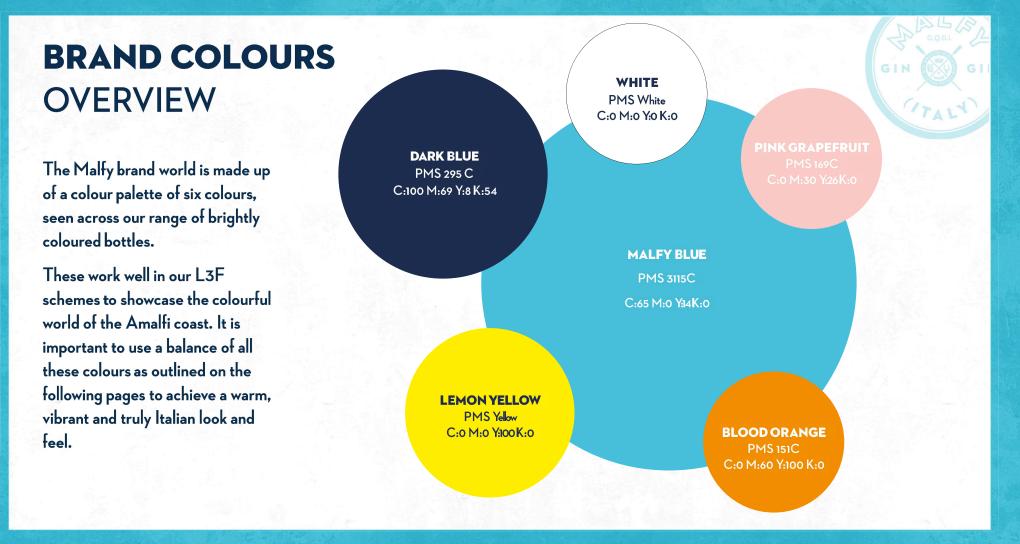


CON LIMONE GIN & TONICA



**GIN ROSA GIN & TONICA** 





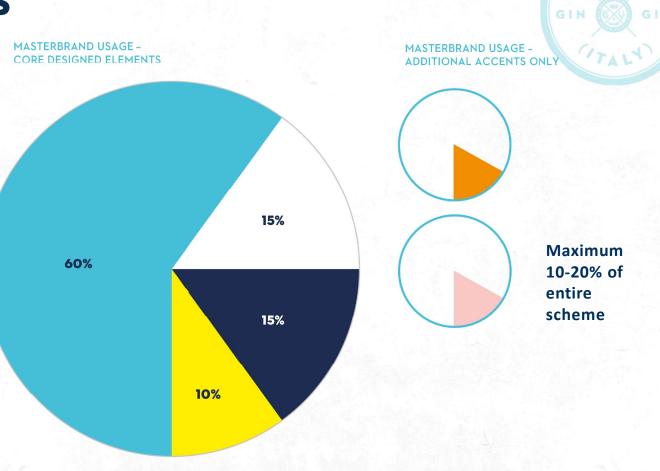
# BRAND COLOURS OVERVIEW

Our core master brand colours (used when displaying more than one variant) include Malfy Blue, Dark Blue and White.

An additional pop of Lemon Yellow is also recommended for L3F usage. This is due to the contrast and standout that can be achieved in a physical 3D space.

Spaces should always lead with our strongly recognisable Malfy Blue, but not rely solely on this.

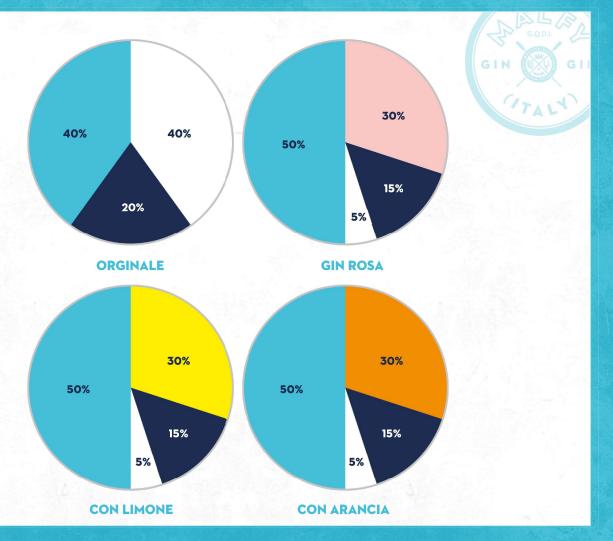
When displaying more than one variant in a space, we also recommend including the secondary colours of Pink Grapefruit and Sicilian Orange to bring in the warmth of our 'Amalfi Coastal' scheme. However, these additional colours should be used in propping only, e.g., chairs, cushions, bunting and crates.



# **BRAND COLOURS** VARIANT USAGE

When displaying only one variant product, e.g. on a wall bay, the surrounding colours should be taken from that variant's specific colour palette, as seen on pack.

The balance of colour should be used as shown here. Malfy Blue is still our hero colour throughout due to its ownable nature.



# **TYPOGRAPHY** HEADLINES

For most titling at L3F we use 'Neutraface Display Titling' (tracking +40) in all caps.

Occasionally to pull out specific lines, the type can be given a coloured outline, similar to our 'MALFY' wordmark. This should be used sparingly across a design.

When some more variation is required, 'Landmark Inline' (tracking +20) can also be used for titling.

These should always be used in all caps.

NEUTRA DISPLAY TITLING

# ABCDEFGHIJKLMN OPQRSTUVWXYZ

NEUTRA DISPLAY TITLING OUTLINED

ABCDEFGHIJKLMN OPQRSTUVWXYZ

# **TYPOGRAPHY** BODY COPY

For body copy we use 'Neutraface 2 Display Bold' sentence case (tracking 0).

NEUTRAFACE 2 DISPLAY BOLD

# ABCDEFGHIJKLMN OPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz



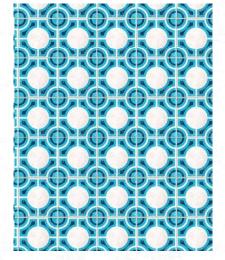
# **BRAND PATTERNS** OVERVIEW

Found on walls and buildings all over the Amalfi coast, our patterned tiles are a great way of creating ownable Malfy spaces as well as injecting vibrant colour and energy.

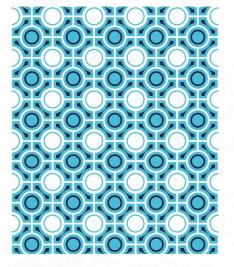
There are two types of pattern that can be used, one uses photographic tiles, the other is a graphic pattern. **PHOTOGRAPHIC / REAL ARCH TILES** 



This should be the primary consideration when applying The tile pattern. If the scenario befits the tiled arch, it should be used. This can also be used for borders. **PHOTOGRAPHIC / REAL TILES** 



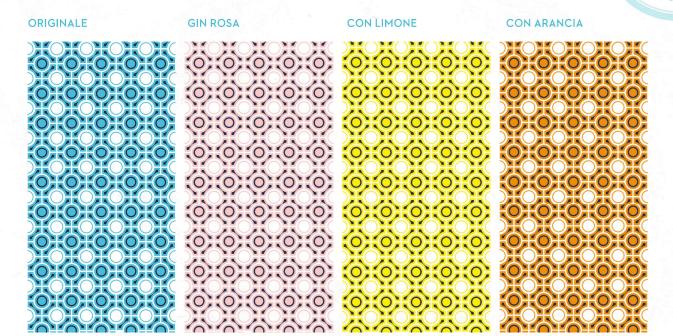
Derived from the tiled archways, the photographic tile pattern can be used for decorative physical elements such as bar fronts. GRAPHIC TILE PATTERN



The graphic tiles pattern should only be used for fabrics and areas in which the photographic tile is not easily applied such as pillow cases. This should be used sparingly.

### **BRAND PATTERNS** GRAPHIC COLOURS

Whilst the primary consideration for any pattern application should be the photographic tiles, the simplified graphic pattern should be used to bring out accent colours where possible.



# **BRAND PATTERNS** USAGE

The following examples show PHOTOGRAPHIC ARCH / REAL TILES

pattern usage to provide some understanding of the context in which they should be used.



**PHOTOGRAPHIC / REAL TILES** 

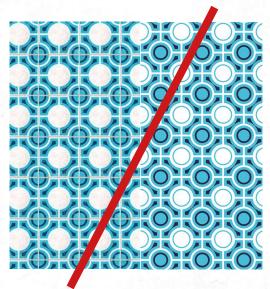


**GRAPHIC TILE** 

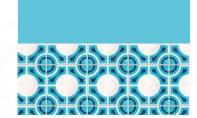


# **BRAND PATTERNS** USAGE

The following examples show pattern usage to provide some understanding of the context in which they should not be used.



The real / photographic style arch or pattern should never be applied to the same object as the graphic pattern. This is to prevent a clash of styles. The tile pattern should never take up 100% of a scheme or backdrop. Visual 'space' is needed around the pattern for it to breathe.



The tile pattern should take up a recommended 25% and maximum 50% of a scheme to allow the pattern and product visual clarity.

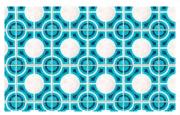
# **BRAND MATERIALS** PALLETE

To really give our experiences the true feel of the Amalfi Coast, tactile textures and materials are used.

It is important to try and achieve a premium finish when using the following materials, where budget allows.

E.g., when using the printed tiles, real tiles would be preferred to a vinyl application.







**BLUE / WHITE STUCCO TEXTURE** TILES









**BLUE BRICKS** 



WICKER

**TERRACOTTA** MOSAIC TILES

**OFF WHITE / PATTERNED CANVAS FABRIC** 

**BLUE METAL** FRAMEWORK





NATURAL / WHITE / BLUE WOOD

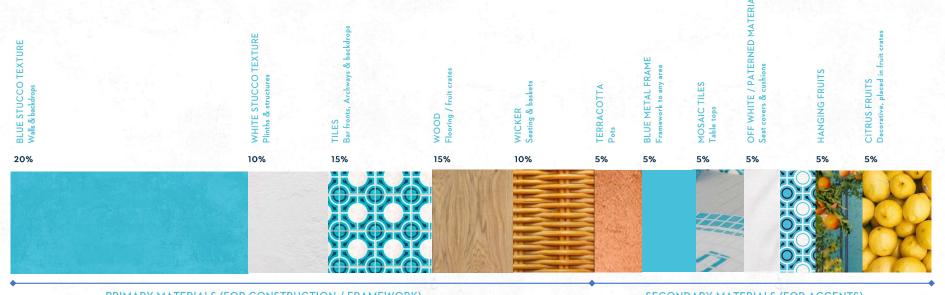


**CITRUS FRUITS** 

HANGING / CLIMBING FRUITS

# **BRAND MATERIALS** USAGE

The following diagram gives approximate guidance into how much of each material should be used across a physical L3F space. It is important have a strong blue colour presence in any space.



PRIMARY MATERIALS (FOR CONSTRUCTION / FRAMEWORK)

SECONDARY MATERIALS (FOR ACCENTS)

### **MALFY ARCH**

The iconic Malfy archway offers a portal into the world we are creating: the world of Malfy. With Immagina campaign, we have updated it from a graphic 2D shape, to one that feels more authentic and three dimensional.

The wall behind it has a slightly weathered texture which signals an Italian town. The Malfy pattern has also been given a less computerised and graphic update, by being incorporated into the tiles which frame the archway. These also evoke a sense of authentic Italy and have been made to look slightly weathered and imperfect.

Our arch is always framed by lemons, grapefruits or oranges, and this changes depending on the hero flavour of the gin being featured in the advertising. The fruit serves to bring our botanical flavour cues into each piece of comms. Its presence adds freshness and drives crave-ability of the product - again nodding to our Italian roots. The arch is now applied across all touchpoints as a <u>consistent brand</u> device to build memory structure.

### FROM





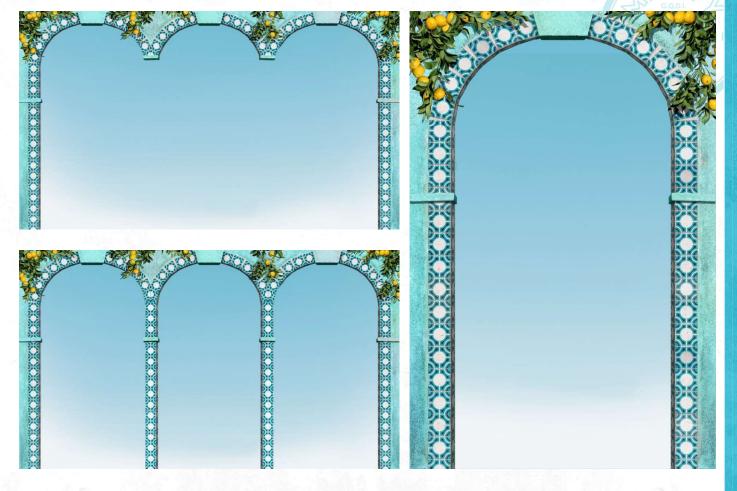
TO

### MALFY ARCH FORMATS

The arch comes in 3 different designs to suit both portrait and landscape formats.

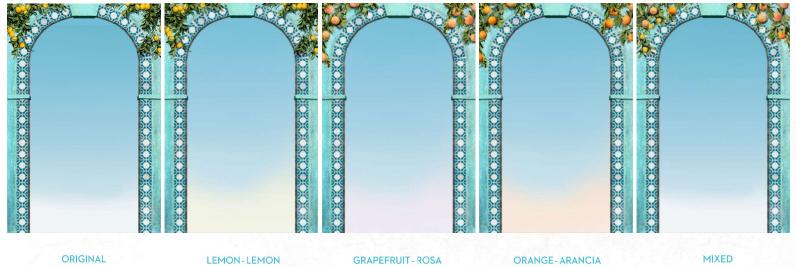
A double arch has been created for product key visuals only, seen on page 42.

The 'triple arch' is used to showcase three different images.



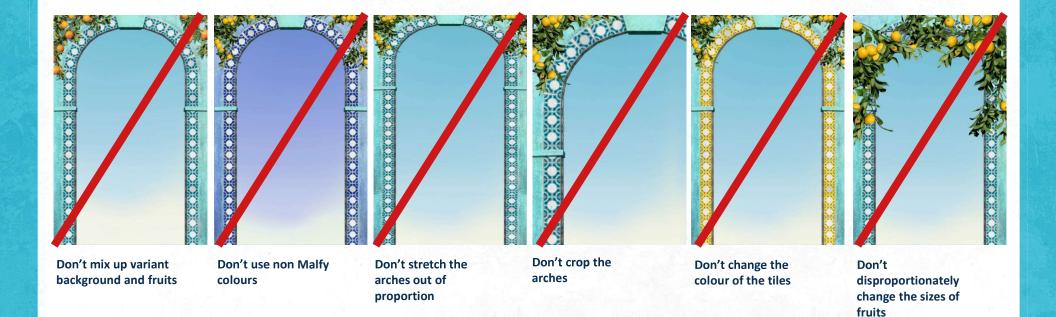
# MALFY ARCH VARIANTS

The arch is available in each hero botanical and a mixed botanical, each colour gradient is paired with a matching botanical, or mixed when multiple products. are on show:



MALFY - BRAND GUIDELINES - MALFY ARCH & KV'S

### MALFY ARCH USAGE & DON'T'S



## MALFY ARCH BOTANICALS

There are five different botanical types that can be used. These can be used in key visuals and digital comms, or in L3F physical

#### spaces. PRINT & DIGITAL

Used to frame the archway. The Botanicals should reflect whichever product is the main focus e.g. Con Limone should use Lemon botanicals. If there are a number of different flavours on show, mixed botanicals may be used.

### L3F & PHYSICAL

In physical spaces, hanging botanicals should be used as much as possible to create a sense of life and colour. PRINT & DIGITAL



Botanicals used should match the variant on show.



Mixed botanical clusters are used when multiple variants are on show.

L3F & PHYSICAL



Botanicals should be hung from the arched framework in physical spaces.

### MALFY ARCH PRODUCT KEY VISUALS

A range of key visuals have been created in landscape and portrait format to be used as a guide for any formats or NPDs in the future.



### MALFY ARCH PRODUCT KEY VISUAL ANATOMY

Each element of the key visuals has been considered to provide the best balance of product stand out and variant differentiation, while allowing space for a clear logo and messaging.

#### **BOTANICAL CLUSTERS**

Matches the product on display. Placed in the top corners at the same size as in the files provided.

#### **TILED ARCH**

If this must be scaled to fit the space, it must be done proportionately.

#### FLOOR

The floor must remain in the navy blue, textured colour provided, and should come no more than 1/5 up the height of the KV.





MALFY LOGO Placed at the top of the KV, centred within the arch.

BACKGROUND The sky gradient in the background matches the product on show.

### **PRODUCT SHOT**

Use product shots provided, including shadows and highlights. The bottle should be placed centrally within the arch.

### MALFY ARCH PRODUCT KEY VISUAL TEXT PLACEMENT

Each element of the key visuals has been considered to provide the best balance of product stand out and variant differentiation, while allowing space for a clear logo and messaging.







### TEXT PLACEMENT

Any copy should be placed between the logo and the product shot. The logo has been reduced by 70% and the product shot moved down slightly to allow space for text.

### MALFY ARCH PRODUCT KEY VISUAL ANATOMY

Each element of the key visuals has been considered to provide the best balance of product stand out and variant differentiation, while allowing space for a clear logo and messaging. **BOTANICAL CLUSTERS** 

Matches the product on display. Placed in the top corners at the same size as in the files provided.

#### LOGO

The base of the logo lockup sits halfway up the height of the key visual.

### BACKGROUND

The sky gradient in the background matches the product on show.

#### FLOOR

The floor must remain in the navy blue, textured colour provided, and should come no more than 1/4 up the height of the KV.





#### **TILED ARCH**

For this particular format, 2 archways have been used. This allows for a clear space for logo and product placement.

#### **PRODUCT SHOT**

Use product shots provided, including shadows and highlights. The bottle / glass should be placed under the right hand arch.

### MALFY ARCH PRODUCT KEY VISUAL TEXT PLACEMENT

Each element of the key visuals has been considered to provide the best balance of product stand out and variant differentiation, while allowing space for a clear logo and messaging.

#### TEXT PLACEMENT

The logo has been moved just above halfway up the height of the KV to allow space for text beneath.



## MALFY ARCH LIFESTYLE KEY VISUALS



G

### MALFY ARCH LIFESTYLE KEY VISUALS



### MALFY ARCH LIFESTYLE KEY VISUALS



## MALFY ARCH PRODUCT LIFESTYLE KEY VISUALS



# 4.0 PHOTOGRAPHY STYLE

### PHOTOGRAPHY-LIFESTYLE

Our lifestyle photography aims to be aspirational, candid and convivial. The settings should feel warm, inviting and Italian.

Our cast is a diverse crew of friendly characters. The product is always central to the image and shown in a way that feels natural, adding to the social moment. Our brand is bold and colourful, and this should be reflected in the styling and colour choices, using our key colours of turquoise, yellow and pink where possible.





### PHOTOGRAPHY-PRODUCT LIFESTYLE

Our product photography brings our products and cocktails into our Malfy world. Products sit on realistic surfaces ideally tiled with our Malfy pattern.

The backdrop should feel like we are somewhere in Italy, be it an urban or coastal environment. Details like Amalfi pink flowers can be used to help frame the scene. Around the drinks, we sometimes use Aperitivo snacks to make the image feel more inviting and convivial, like part of a genuine moment between friends. The drinks always look cold and refreshing with fresh and bright ice, and the appropriate garnishes. For bottles only, a more simple and graphic approach is taken, keeping the full focus on the product. We bring in the feeling of 'heightened reality' by pushing the bold colours (like sky, flowers, turquoise).



## PHOTOGRAPHY-PRODUCT

Our product photography is shot on a clear white background, with a clear focus on the bottle label. All graphic elements of the bottle must be in focus.





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# 5.0 IN APPLICATION

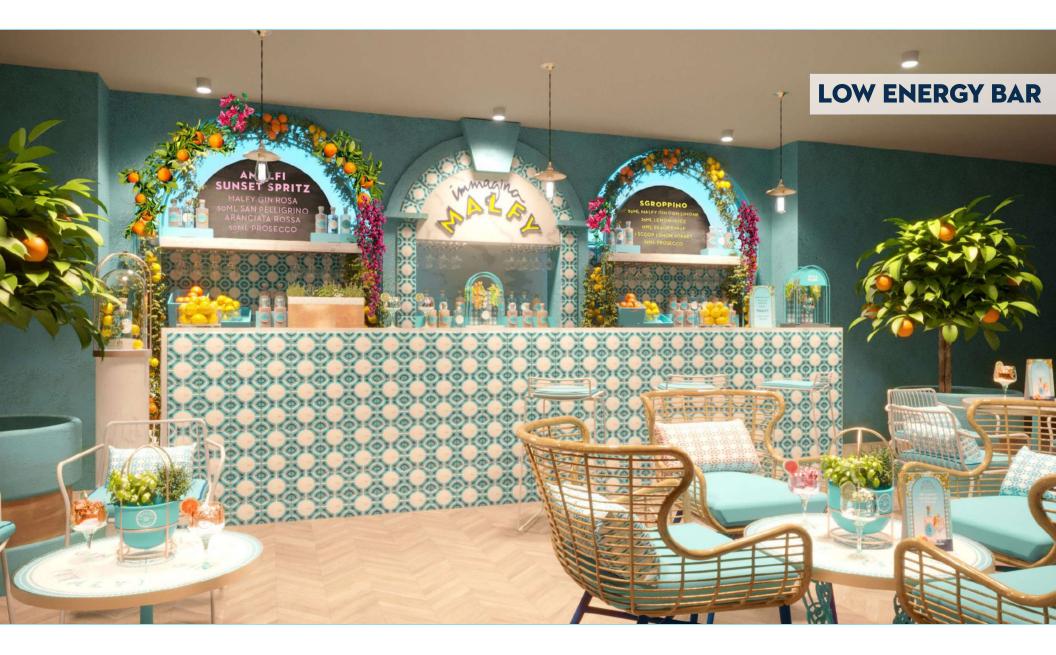
61

# 5.1 ON TRADE









# **ON TRADE POS** PALLETE

These assets<sup>\*</sup> have been created for the POS catalogue and are available to purchase

\* Only a selection of POS shown here please view POS catalogue for more.



**BAR BLADES** 

GLASSWARE



BOTTLE GLORIFIER



#### **BAR RUNNER**

ICE BUCKET



MALFY - BRAND GUIDELINES- ON TRADE

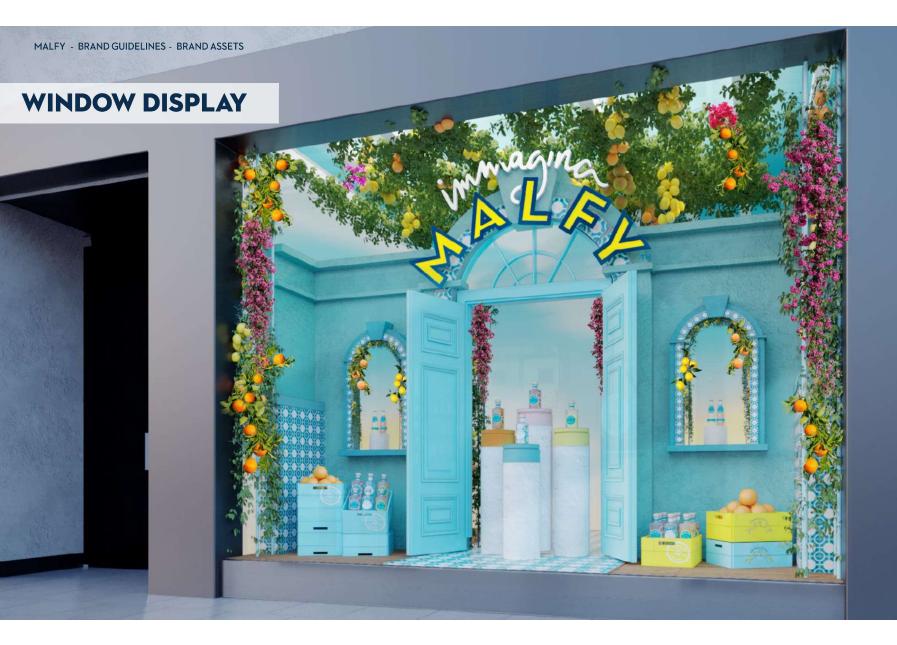


MALFY - BRAND GUIDELINES- ON TRADE



# 5.2 OFF TRADE

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MALFY - BRAND GUIDELINES - BRAND ASSETS

### FRONT OF STORE TAKEOVER





MALFY - BRAND GUIDELINES - CONTENT LINKS

# LINKS

**01. MASTERBRAND LOGOS** 

MASTERBRAND LOGOS

4.0 MALFY BOTANICALS

MALFY BOTANICALS

02. VARIANT LOGOS

VARIANT LOGOS

5.0 MALFY BRAND PATTERNS

MALFY BRAND PATTERNS

**03. IMMAGINA LOGOS** 

**IMMAGINA LOGOS** 

6.0 KEY VISUALS

KEY VISUALS

### 7.0 MALFY FONTS

MALFY FONTS