

# Package ‘gameR’

May 8, 2026

**Title** Color Palettes Inspired by Video Games

**Version** 0.0.7

**Description** Palettes based on video games.

**License** GPL (>= 3)

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**Suggests** testthat (>= 3.0.0), ggplot2, magrittr, palmerpenguins,  
knitr, rmarkdown, spelling

**Config/testthat/edition** 3

**URL** <https://www.constantine-cooke.com/gameR/>,  
<https://github.com/nathansam/gameR/>

**BugReports** <https://github.com/nathansam/gameR/issues>

**VignetteBuilder** knitr

**Language** en-US

**NeedsCompilation** no

**Author** Nathan Constantine-Cooke [aut, cre] (ORCID:  
<<https://orcid.org/0000-0002-4437-8713>>),  
Hugh Warden [ctb] (ORCID: <<https://orcid.org/0000-0002-4308-7316>>),  
Sergej Ruff [ctb] (ORCID: <<https://orcid.org/0009-0000-8264-6347>>)

**Maintainer** Nathan Constantine-Cooke <nathan.constantine-cooke@ed.ac.uk>

**Repository** CRAN

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gameR_cols	<i>Choose a gameR palette</i>
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**Description**

Choose a gameR palette

**Usage**

```
gameR_cols(palette = NULL, reverse = FALSE)
```

**Arguments**

palette	Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, frisk, gris, human_rev, kirby, new_horizon, ocarina, okami, p3r, p4g, papyrus, pman, radio, rayman, sans, sonic, spirit, splat, superbros, wow
reverse	Logical. Should the palette be reversed? Defaults to FALSE.

**Value**

Vector containing a hex color code representation for the chosen palette

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gameR_cont	<i>Generate continuous palette from a discrete gameR palette</i>
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**Description**

Generate continuous palette from a discrete gameR palette

**Usage**

```
gameR_cont(  
  n,  
  palette = NULL,  
  reverse = FALSE,  
  bias = NULL,  
  interpolate = "spline"  
)
```

**Arguments**

n	Number of colors to be generated
palette	Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, frisk, gris, human_rev, kirby, new_horizon, ocarina, okami, p3r, p4g, papyrus, pman, radio, rayman, sans, sonic, spirit, splat, superbros, wow
reverse	Logical. Should the palette be reversed? Defaults to FALSE.
bias	Passed to <a href="#">colorRamp</a> . A positive number. Higher values give more widely spaced colors at the high end.
interpolate	Passed to <a href="#">colorRamp</a> . Use spline or linear interpolation

**Value**

Vector containing a hex color code representation for the chosen palette interpolated across n values

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