

On receipt of this template it is advised to copy all elements to your specific **Server** or **Hard Drive** and relink all links and save prior to proceeding.

### TEMPLATE PROCESS

- When using this template please ensure you have the correct layers turned ON as indicated by the: **LAYER COLOUR CODE INDICATOR**.
- This document uses: **Object Layer Options** if you see the following icon you are able to change the LINK as required.



To adjust; select your link and go to;  
**Object> Object Layer Options** and turn OFF/ON your correct layer.

Each **Object Layer Options** icon is set to nonprinting throughout this template.

### GUIDELINES

Please refer to the **Guidelines\_PS4\_Standard\_Coversheet.pdf** document within the **Guidelines** folder of your template package.

### CONTENTS

Page 1 = Contents  
Page 2 = PS4 Outer Coversheet  
Page 3 = PlayStation Hits Branding  
Page 4 = PS4 Reverse Coversheet Precautions

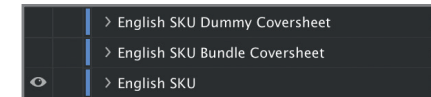
### LAYER COLOUR CODE INDICATOR

**BLUE** = CONTENT - DO NOT PRINT  
**ORANGE** = STICKERS - DO NOT PRINT  
**RED** = ALWAYS ON  
**GREEN** = 3RD PARTY  
**LIGHT BLUE** = SKU RELATED  
**PURPLE** = RATINGS

**PLEASE NOTE:** The **Template Guides** are set to Nonprinting within the Attributes panel.  
To view them you will need to set your Screen Mode to Normal or you can toggle your view by pushing (w) on your keyboard.  
(see *preview column*).

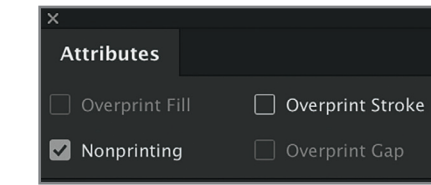
### DUMMY AND BUNDLE COVERSHEET

When Dummy and/or Bundle Coversheets are required turn off the **BARCODE** layer and turn on the **SKU Dummy/Bundle Coversheet** layers provided. If a layer is not available for a SKU revert to English.



### PREVIEW

#### Template Guides



### IMPORTANT

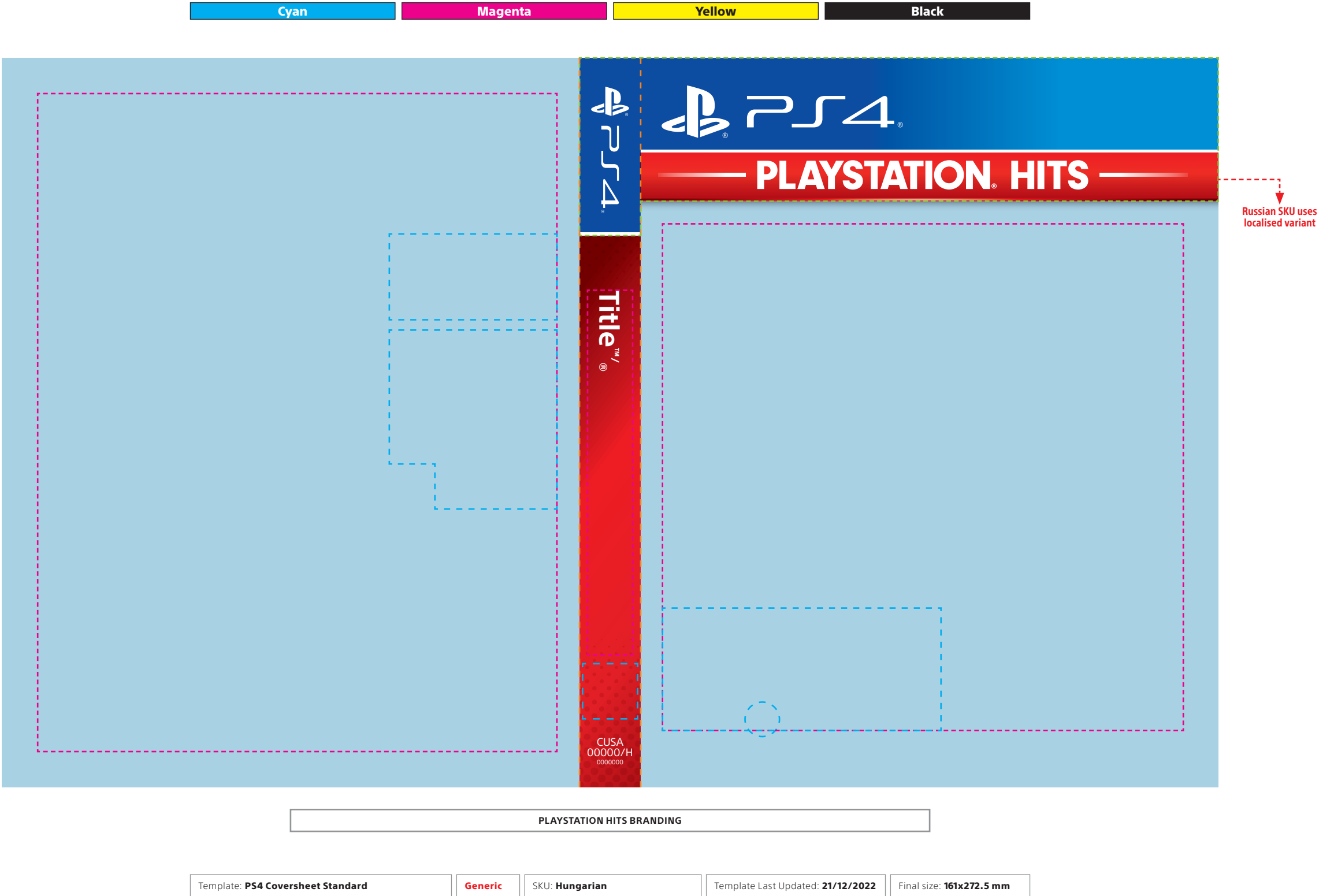
- All legal disclosures text and the UPC BARCODE should be 100% k (not rich black)
- Set all black text to overprint.
- Please delete this page after reading.  
The PlayStation Hits Branding page must also be deleted. Final high res file for print should only contain 2 pages.  
Page 1: PS4 Outer Coversheet  
Page 2: PS4 Reverse Coversheet Precautions.













GUIDE

Please refer to the precautions page of the PS4 Coversheet Guidelines pdf document within the "Guidelines" folder of your template package.

LEGEND

- GRAPHICS and TEXT area
- BACKGROUND GRAPHICS area only
- FOLDING lines

PRECAUTIONS PAGE - INNER

IMPORTANT: ALL TEXT SHOULD REMAIN AS SUPPLIED AND SHOULD NOT BE CHANGED OR AMENDED WITHOUT APPROVAL FROM SONY.

1. Write container box can be changed to no fill if using inner artwork.
2. Text colour can be adjusted to allow legibility if inner artwork is used.
3. Position of the last bullet point must be kept to the left page and it must align to the bottom of the guides. This line needs to be on the coversheet, even when inner artwork is used.
  - This case may include recycled materials which may result in minor cosmetic imperfections without impacting function.
4. When the inner artwork is used, please turn OFF Precautions within the SKU Sub Layer and turn ON Recycle Line Only.

|   |                   |    |
|---|-------------------|----|
| ➤ | English SKU       | 10 |
| ➤ | Precautions       | 11 |
| ➤ | Recycle Line Only | 12 |
| ➤ | SKU: English      | 13 |

5. The template precautions text must be included in the SW package as a separate insert if the inner artwork is used.

3RD PARTY MULTI SKU

The "Multi SKU 4 language" and "Multi SKU 5 Language" layers within this template are both canvases for 3rd Party publishers to construct any required combination of languages to create a briefed multi SKU.

Accompanying these layers, is the 'PS4\_Multi\_Coversheet\_Components' document. The 'PS4\_Multi\_Coversheet\_Components' document contains auxiliary materials, broken down into sections, that can be copied and pasted straight into the positions indicated on the 'Multi SKU' layers. For precautions, please refer to page 11, 12 and 13 of the 'PS4\_Multi\_Coversheet\_Components' document.

Page 11 - Multi SKU 4 Language layout

Page 12 - Multi SKU 5 Language layout

Page 13 - Language Variations

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CREATION

The format for the translations has been set up so that it will fit both the 4 and 5 language layouts.

The text boxes on both layouts are one linked text box so that the languages can flow continuously when pasted in.

If all of the required languages have been inserted into the correct layout and there is a space issue, simply select all of the text and reduce the leading and/or paragraph space after.

