

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\_PlayStation\_VR\_Compatible\_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 “Guidelines\_PS4\_PlayStation\_VR\_Compatible\_Coversheet” pdf document within the “Guidelines” folder of your template package.

**IMPORTANT:** It is the publisher’s responsibility to confirm whether additional labelling requirements may apply to their game’s software packaging as a result of Brexit and should obtain their own independent legal advice.

**LEGAL LINE COLOUR KEY**  
Mandatory : ●●●●○  
To be included if required (3rd party)\*: ●●●●●  
(\*The SIEE address line is required on the German SKU. Please refer to the template guidelines.)  
-All text is to be set to black once the fields have been completed.  
-For more details, please refer to the Legal line section on the relevant Coversheet template guidelines.

**VOUCHER DISCLAIMER TEXT COLOUR KEY** ●●●●●  
To be included when we have a DLC voucher. Refer to the template guidelines for guidance on whether a voucher expiry date should be included.  
\*Set field colour as the appropriate background once completed.

**VOUCHER DISCLAIMER**

**IMPORTANT: THIS IS FOR 1ST PARTY TITLES ONLY. FOR 3RD PARTY TITLES, PLEASE REFER TO THE LATEST INFORMATION AT TPR NET, WHICH ALSO INCLUDES INSTRUCTIONS FOR CREATING FRONT OF BOX ELEMENTS.**

\*Scaricabile da PlayStation®Store usando il codice voucher incluso. Sono necessari un account di PlayStation®Network e una connessione a Internet ad alta velocità. Scadenza: DD/MM/YYYY. [Replace with correct user age restriction disclaimer listed below.] Visita playstation.com/legal per maggiori informazioni sui termini di utilizzo e la disponibilità su PS Store.

**For paid-for content REMOVE EXPIRY DATE. \*Scadenza: DD/MM/YYYY\***

PEGI/GCAM/ NMC	ACB (AU)	USK (DE)	RARS (RU)	USER AGE RESTRICTION DISCLAIMER (Replace with correct user age restriction disclaimer listed below.)
18	18+	18	18	Gl utenti devono avere almeno 18 anni.
16	15+	16	16	Gl utenti devono avere almeno 16 anni.
---	M	---	---	N/A
12	---	12	12	Gl utenti devono avere almeno 12 anni.
7	G, PG	6	6	Gl utenti devono avere almeno 7 anni.
3		0	0	

**Compatibility legal and stacking options**

**PS Plus required variant**  
Replace current box with this variant if a PS Plus subscription is required. B3 compatibility is mandatory. B3 cannot be used when B1 and B2 cannot be used when B3 is present.

\*Passa alla versione digitale del gioco per PS5™ senza costi aggiuntivi. Per aggiornare le copie su disco per PS4™ idonee, i giocatori devono disporre di una console PS5™ con unità disco. PlayStation.com/help

PlayStation®VR crea una sensazione di presenza ed immersione totale nell'universo virtuale. Se usate VR per la prima volta, vi raccomandiamo di accontentarsi a questa esperienza in maniera graduale, facendo delle pause regolari. Alcuni utenti potrebbero sperimentare una sensazione di disagio durante la visualizzazione dei contenuti. Usabilità limitata, sebbene le reazioni possano variare da caso a caso.

SOLO PER USO DOMESTICO: questo software viene concesso in licenza esclusivamente per il gioco sulle console PlayStation®4 autorizzate. Potrebbe essere necessario aggiornare il software della console PlayStation®4. Tutti gli accessi, gli usi o i trasferimenti non autorizzati del prodotto o delle sue opere protette da copyright e marchi sono vietati. Per i diritti di utilizzo completi, visitare la pagina playstation.com/legal. I cataloghi di programmi C2023 e i suoi Sony Interactive Entertainment Inc. sono concessi in licenza esclusiva a Sony Interactive Entertainment Europe Limited (SIEE). LA RENDITA E IL NOLEGGIO SONO VENUTI SALVO ESPRESSA AUTORIZZAZIONE DI SIEE.

La funzionalità di rete richiede un account per PlayStation®Network e una connessione Internet ad alta velocità. Gl utenti devono avere almeno 7 anni di età e necessitano del consenso dei genitori se minori di 18 anni. PlayStation®Network e PlayStation®Store sono soggetti a condizioni d'uso e non sono disponibili in tutte le lingue e i paesi. Ulteriori informazioni all'indirizzo playstation.com/legal. La disponibilità del servizio non è garantita.

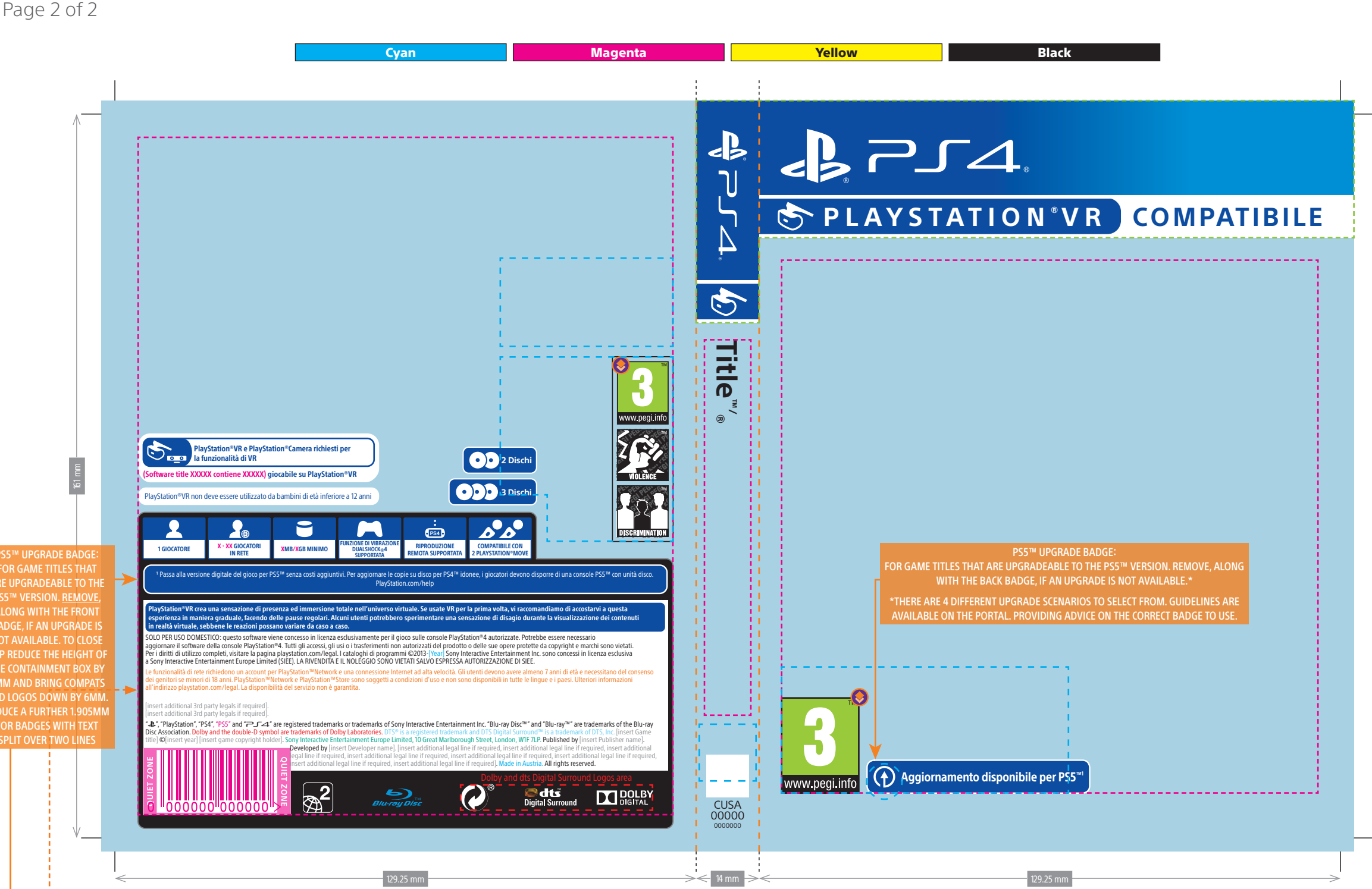
**Network Features variant**  
This variant is to be used if a game has network features or online play that does not require a PS Plus subscription.

**Offline only variant**  
Replace current box with this variant if the title is Offline only.

\*Passa alla versione digitale del gioco per PS5™ senza costi aggiuntivi. Per aggiornare le copie su disco per PS4™ idonee, i giocatori devono disporre di una console PS5™ con unità disco. PlayStation.com/help

PlayStation®VR crea una sensazione di presenza ed immersione totale nell'universo virtuale. Se usate VR per la prima volta, vi raccomandiamo di accontentarsi a questa esperienza in maniera graduale, facendo delle pause regolari. Alcuni utenti potrebbero sperimentare una sensazione di disagio durante la visualizzazione dei contenuti. Usabilità limitata, sebbene le reazioni possano variare da caso a caso.

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Template: PS4 Coversheet PlayStation VR Compatible 3rd party SKU: Italian Template Last Updated: 21/12/2022 Final size: 161x272.5 mm

**DOLBY LOGOS** - should only appear on the packaging if Dolby encoding is included within the software title. Trademark notice needs to be included when the logo is presented: Dolby and the double-D symbol are trademarks of Dolby Laboratories.

**dts DIGITAL SURROUND** - should only appear on the packaging if dts Digital Surround encoding is included within the software title. Trademark notice needs to be included when the logo is presented: DTS® is a registered trademark and DTS Digital Surround® is a trademark of DTS, Inc.



**PlayStation®VR and PlayStation®Camera Compatible**

**Dark Background**

PlayStation®VR e PlayStation®Camera richiesti per la funzionalità di VR  
(Software title XXXXX contiene XXXXX) giocabile su PlayStation®VR  
PlayStation®VR non deve essere utilizzato da bambini di età inferiore a 12 anni

**PlayStation®VR and PlayStation®Camera Compatible. PlayStation®Move Required**

PlayStation®VR e PlayStation®Camera richiesti per la funzionalità di VR  
(Software title XXXXX contiene XXXXX) giocabile su PlayStation®VR  
PlayStation®VR non deve essere utilizzato da bambini di età inferiore a 12 anni

**PlayStation®VR and PlayStation®Camera Compatible. 2 PlayStation®Move Required**

PlayStation®VR e PlayStation®Camera richiesti per la funzionalità di VR  
(Software title XXXXX contiene XXXXX) giocabile su PlayStation®VR  
PlayStation®VR non deve essere utilizzato da bambini di età inferiore a 12 anni

**PlayStation®VR Aim Controller Required**

Controller di mira PlayStation®VR richiesto

**PlayStation®VR and PlayStation®Camera Compatible**

**Light Background**

PlayStation®VR e PlayStation®Camera richiesti per la funzionalità di VR  
(Software title XXXXX contiene XXXXX) giocabile su PlayStation®VR  
PlayStation®VR non deve essere utilizzato da bambini di età inferiore a 12 anni

**PlayStation®VR and PlayStation®Camera Compatible. PlayStation®Move Required**

PlayStation®VR e PlayStation®Camera richiesti per la funzionalità di VR  
(Software title XXXXX contiene XXXXX) giocabile su PlayStation®VR  
PlayStation®VR non deve essere utilizzato da bambini di età inferiore a 12 anni

**PlayStation®VR and PlayStation®Camera Compatible. 2 PlayStation®Move Required**

PlayStation®VR e PlayStation®Camera richiesti per la funzionalità di VR  
(Software title XXXXX contiene XXXXX) giocabile su PlayStation®VR  
PlayStation®VR non deve essere utilizzato da bambini di età inferiore a 12 anni

**PlayStation®VR Aim Controller Required**

Controller di mira PlayStation®VR richiesto

**PS VR PERIPHERAL COMPATIBILITY GUIDE**

**E1.** Use where we know that a PS VR game requires DSA.

**E2 and E3.** Use where game can be played with either a PS Move motion controller or a DSA.

**E4.** Use where game can be played with either a PS Aim controller or a DSA.

**E5 and E6.** Use where game can be played with either a PS VR aim controller, PS Move motion controller or a DSA.

**J1 and J3.** Use where game can be played with one/two PS Move motion controllers only.

**COMPATIBILITIES**

**A** A1 A2 **Cannot be present with "No Offline Mode" (B2).**

**B** B1 **Cannot be present with B3 nor B4.**

**B** B2 **'NO OFFLINE MODE' is required where the title does not support Offline Play and only features B1 or B4 icon.**

**B** B3 **Used where title supports network features requiring PSN sign in but does not support Network Players.**

**B** B4 **Mandatory for Games that require PS Plus subscription to play.**

**C** C1 C2 C3 C4 C5 C6 C7 C8 C9 C10 C11 C12 C13 C14 C15 C16 C17 C18 C19 C20 C21 C22 C23 C24 C25 C26 C27 C28 C29 C30 C31 C32 C33 C34 C35 C36 C37 C38 C39 C40 C41 C42 C43 C44 C45 C46 C47 C48 C49 C50 C51 C52 C53 C54 C55 C56 C57 C58 C59 C60 C61 C62 C63 C64 C65 C66 C67 C68 C69 C70 C71 C72 C73 C74 C75 C76 C77 C78 C79 C80 C81 C82 C83 C84 C85 C86 C87 C88 C89 C90 C91 C92 C93 C94 C95 C96 C97 C98 C99 C100

**COVERSHEET AND DISC LABEL**

- Permitted logos on front Coversheet and disc label: Publisher, Distributor, Developer(s), IP holder(s)
- Publisher logo permitted on Coversheet spine
- Middleware company logos permitted on back Coversheet only
- Multiple developer credits permitted in legal lines

Please also refer the guidelines in the template package.

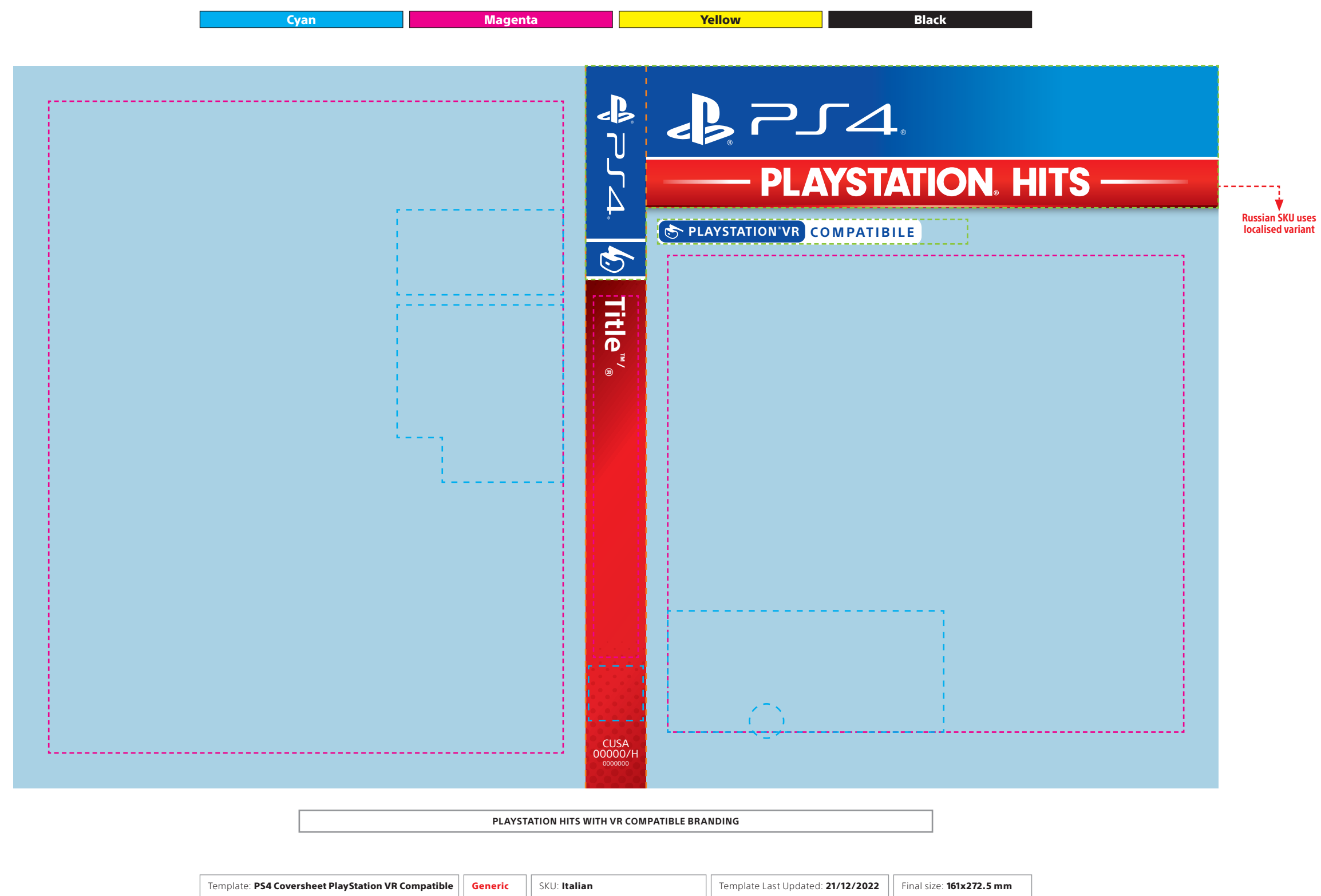
**LOCALISATION LOGO AREA - 1ST PARTY USE**

**IMPORTANT: DO NOT ALTER THE SIZE OF THESE ICONS.**

1. Localisation logo can be placed within the marketing promotion area.
2. The logo shouldn't interfere with the Software Artwork.
3. There are two options available: Stacked and Horizontal.
4. These have to be placed at 100%

**Fully Localised Primary Option** **Fully Localised Secondary Option**

**Fully Localised Subtitles Primary Option** **Fully Localised Subtitles Secondary Option**



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. White 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	1
→	Precautions	2
→	Recycle Line Only	3
→	SKU: English	4

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.

ITALIAN SKU - RECYCLING INFORMATION QR CODE AND TEXT

**IMPORTANT: MANDATORY FOR ITALIAN SKU, BOTH 1ST AND 3RD PARTY.**

1. Can be placed within the marketing promotion area, unless the artwork has full precautions. If the artwork has full precautions, the QR code placement is fixed.
2. The logo shouldn't interfere with the Software Artwork.
3. For lighter backgrounds, the white background margin can be removed using **Object Layer Options**. Positioning will adjust accordingly.
4. This has to be placed at 100%.

