

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_Required_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.				
*Descargable desde PlayStation™Store con el código adjunto. Se necesita una cuenta para acceder a PlayStation™Network y conexión a Internet de alta velocidad. Códigos de DD/MM/YYYY. (Replace with correct user age restriction disclaimer listed below.) Se aplican las condiciones correspondientes: consulta en playstation.com/legal las condiciones de uso y la disponibilidad en PS Store.				
For paid-for content REMOVE EXPIRY DATE: *Códigos de DD/MM/YYYY*				
PEGI/G/CAM/ MMC	ACB (AU)	USK (DE)	RARS (RU)	USER AGE RESTRICTION DISCLAIMER (Replace with correct user age restriction disclaimer listed below.)
18	18+	18	18	Los usuarios deben ser mayores de 18 años.
16	15+	16	16	Los usuarios deben ser mayores de 16 años.
---	M	---	---	N/A
12	---	12	12	Los usuarios deben ser mayores de 12 años.
7		6	6	Los usuarios deben ser mayores de 7 años.
3	G, PG	0	0	

Compatibility legal and stacking options

1 JUGADOR

1-15 PERSONAS EN RED

MÍNIMO 1MM/1GB

COMPATIBLE CON LA FUNCIÓN DE VIBRACIÓN DE DUALSHOCK®4

COMPATIBLE CON JUEGO A DISTANCIA

REQUIERE 2 PLAYSTATION®MOVE

PS Plus required variant

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

1 Actualización a la versión digital del juego para PS5™ sin coste adicional. Para aplicar la actualización a una copia física para PS4™ apta, los jugadores necesitan una consola PS5™ con unidad de discos. PlayStation.com/help

PlayStation®VR crea una sensación de presencia e inmersión. Si eres nuevo en la VR, te recomendamos que te relajes y juegues poco a poco, tomando descansos. Algunos usuarios pueden experimentar molestias al ver contenido de VR, aunque esto varía mucho de un individuo a otro.

SOLO PARA USO DOMÉSTICO: Este software cuenta con una licencia de uso exclusivo en consolas PlayStation®4. Puede requerir una actualización de software del sistema de PlayStation®4. Queda prohibido todo acceso, uso o transferencia no autorizados del producto o sus datos comerciales y registradas subsiguientes. Visite playstation.com/software-usage-terms para consultar los términos de uso completos. Programas de biblioteca C2013-1101 Sony Interactive Entertainment Inc. con licencia exclusiva para Sony Interactive Entertainment Europe Limited (SIEE). SE PROHIBE LA REVENTA O ALQUILER EXCEPTO CON AUTORIZACIÓN EXPRESA DE SIEE.

El modo multijugador online solo está disponible en países con acceso a una cuenta para acceder a PlayStation®Network. PlayStation®Move y una suscripción de pago a PlayStation®Plus, así como a una consola a Internet de alta velocidad. El contenido y los servicios disponibles a través de PlayStation®Plus varían según la edad del suscriptor. Los usuarios deben ser mayores de 7 años, y aquellos menores de 18 años necesitan el consentimiento parental. PlayStation®Network, PlayStation®Store y PlayStation®Plus están sujetos a términos de uso y no están disponibles en todos los países e idiomas. playstation.com/legal. No se garantiza la disponibilidad del servicio.

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.

1 JUGADOR

MÍNIMO 1MM/1GB

COMPATIBLE CON LA FUNCIÓN DE VIBRACIÓN DE DUALSHOCK®4

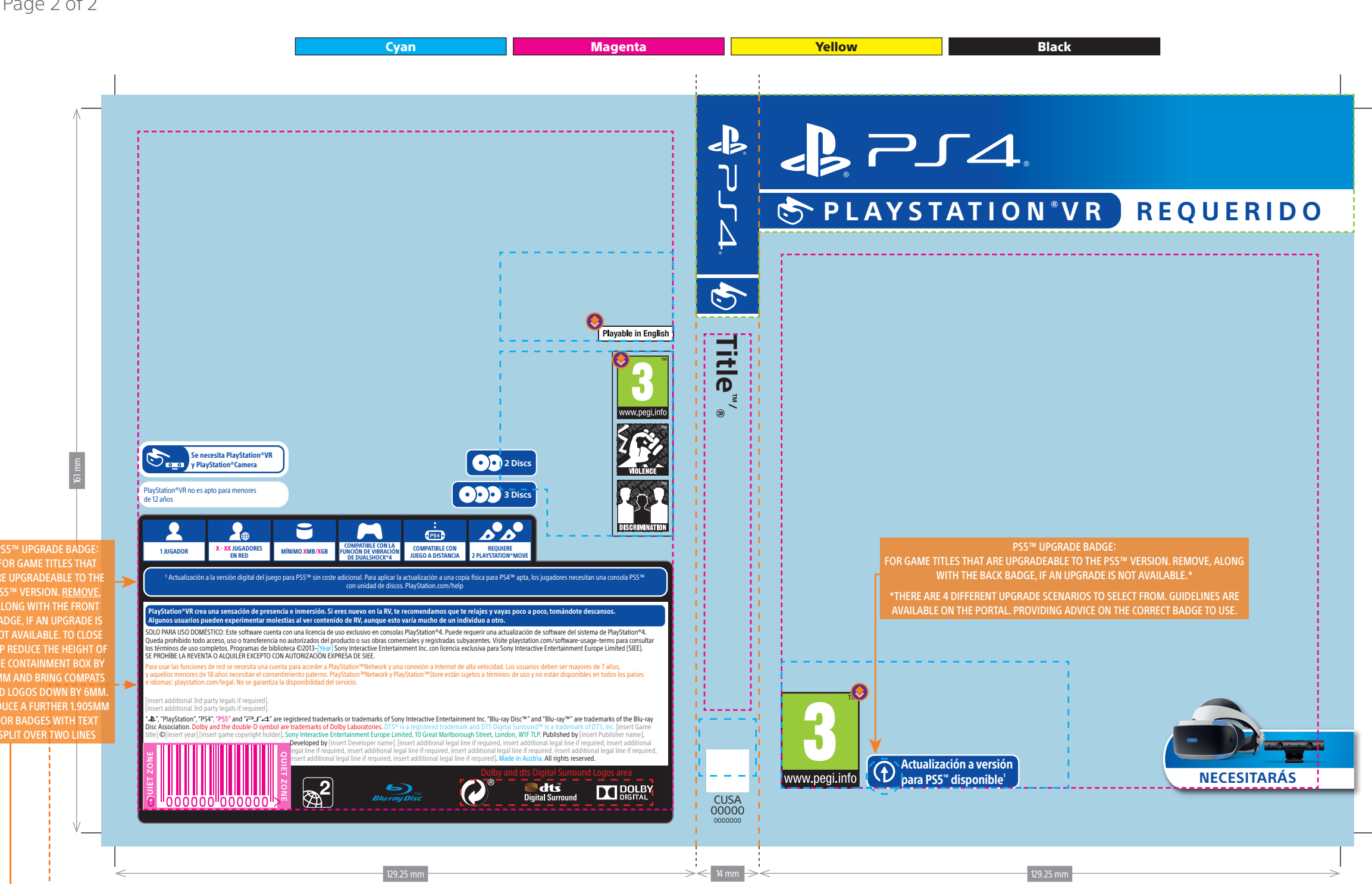
COMPATIBLE CON JUEGO A DISTANCIA

REQUIERE 2 PLAYSTATION®MOVE

1 Actualización a la versión digital del juego para PS5™ sin coste adicional. Para aplicar la actualización a una copia física para PS4™ apta, los jugadores necesitan una consola PS5™ con unidad de discos. PlayStation.com/help

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PS5™ UPGRADE BADGE: FOR GAME TITLES THAT ARE UPGRADEABLE TO THE PS5™ VERSION. REMOVE ALONG WITH THE FRONT BADGE. IF AN UPGRADE IS NOT AVAILABLE. TO CLOSE GAP, REDUCE THE HEIGHT OF THE CONTAINMENT BOX BY 6MM AND BRING COMPATS AND LOGOS DOWN BY 6MM. REDUCE A FURTHER 1.905MM FOR BADGES WITH TEXT SPLIT OVER TWO LINES

PS5™ UPGRADE BADGE: FOR GAME TITLES THAT ARE UPGRADEABLE TO THE PS5™ VERSION. REMOVE, ALONG WITH THE BACK BADGE, IF AN UPGRADE IS NOT AVAILABLE.*
*THERE ARE 4 DIFFERENT UPGRADE SCENARIOS TO SELECT FROM. GUIDELINES ARE AVAILABLE ON THE PORTAL, PROVIDING ADVICE ON THE CORRECT BADGE TO USE.

Template: PS4 Coversheet PlayStation VR Required 3rd party SKU: Spanish 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.



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



PS VR PERIPHERAL COMPATIBILITY GUIDE

E1. Use where we know that a PS VR game requires D54.
E2 and E3. Use where game can be played with either a PS Move motion controller or a D54.
E4. Use where game can be played with either a PS Aim controller or a D54.
E5 and E6. Use where game can be played with either a PS VR aim controllers, PS Move motion controller or a D54.
J1 and J3. Use where game can be played with one/two PS Move motion controllers only.

COMPATIBILITIES

A1 A2

1 JUGADOR

X-XX JUGADORES

Cannot be present with "No Offline Mode" (B2).

B1

X-XX JUGADORES EN RED

Cannot be present with B3 nor B4.

B2

SIN MODO OFFLINE

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

B3

FUNCIONES DE RED

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

B4

1-15 JUGADORES EN RED

1-15 PERSONAS EN RED

Mandatory for Games that require PS Plus subscription to play.

C

MÍNIMO 1MM/1GB

D

COMPATIBLE CON LA FUNCIÓN DE VIBRACIÓN DE DUALSHOCK®4

REQUIERE LA FUNCIÓN DE VIBRACIÓN DE DUALSHOCK®4

E1 E2 E3 E4 E5 E6

REQUIERE DUALSHOCK®4 MANDO PS MOVE

REQUIERE DUALSHOCK®4 MANDO PS MOVE

REQUIERE DUALSHOCK®4 MANDO PS MOVE

REQUIERE DUALSHOCK®4 MANDO PS MOVE

F

JUEGO COMPATIBLE CON VR

G

COMPATIBLE CON JUEGO A DISTANCIA

H

REQUIERE LA FUNCIÓN DE VIBRACIÓN DE DUALSHOCK®4

I1 I2

REQUIERE PLAYSTATION®CAMERA

COMPATIBLE CON PLAYSTATION®CAMERA

J1 J2 J3 J4

REQUIERE PLAYSTATION®MOVE

COMPATIBLE CON 2 PLAYSTATION®MOVE

REQUIERE 2 PLAYSTATION®MOVE

COMPATIBLE CON 2 PLAYSTATION®MOVE

K1 K2

MANDO DE NAVEGACIÓN OPCIONAL

PLAYSTATION®MOVE+ MANDOS

L

COMPATIBLE CON TRAZADOR DE PRECISION

M

COMPATIBLE CON PS MOVE

REQUIERE 2 PLAYSTATION®MOVE

N1 N2

REQUIERE MANDO PS MOVE

COMPATIBLE CON MANDO PS MOVE

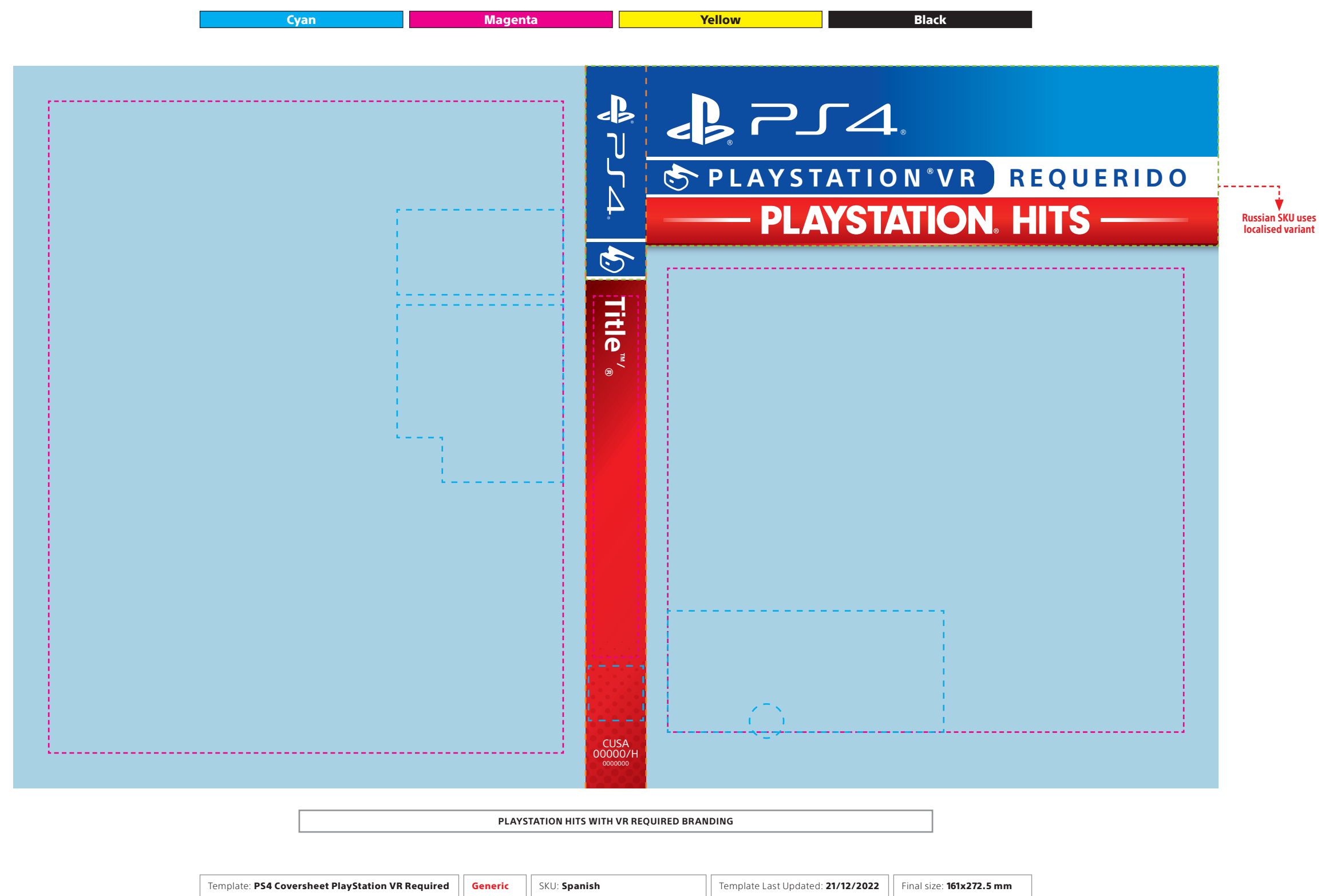
O1 O2

REQUIERE MANDO PS MOVE

COMPATIBLE CON MANDO PS MOVE

P

PS4 PRO MENSAJERA



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

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.

