

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.



Please refer to the "Guidelines_PS4_Standard_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.







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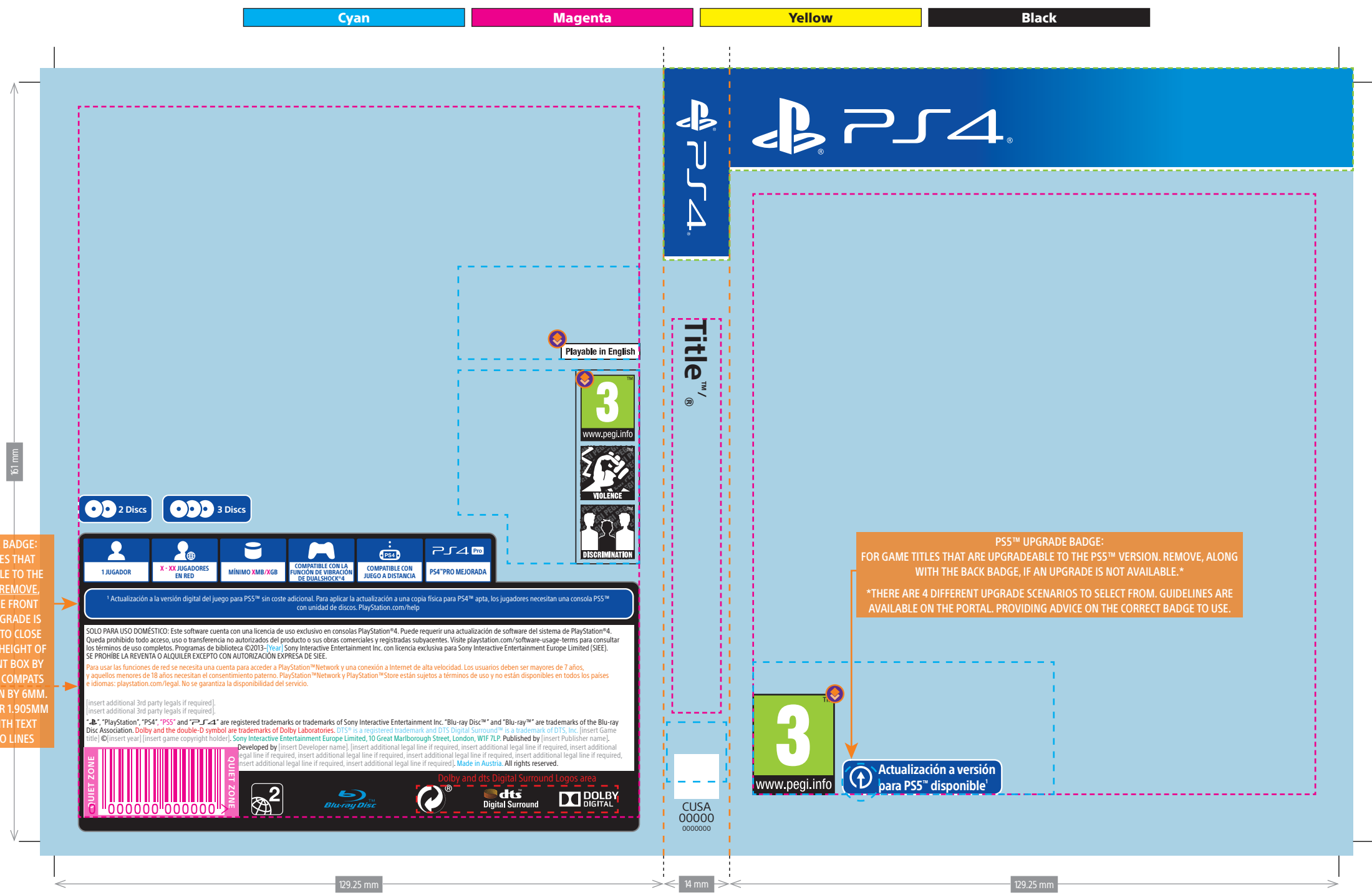
VOUCHER DISCLAIMER TEXT COLOUR KEY ●, ●, ●

To be included when we have a DLC voucher. Refer to the template guidelines for guidance

*Set field colour as the appropriate background once completed.

LEGEND

-  BRANDING BAR area only
-  GRAPHICS and TEXT area
-  TEMPLATE ELEMENTS area
-  BACKGROUND GRAPHICS area only
-  FOLDING lines
-  BARCODE QUIET ZONE must be free of any printing, to allow barcode scanning

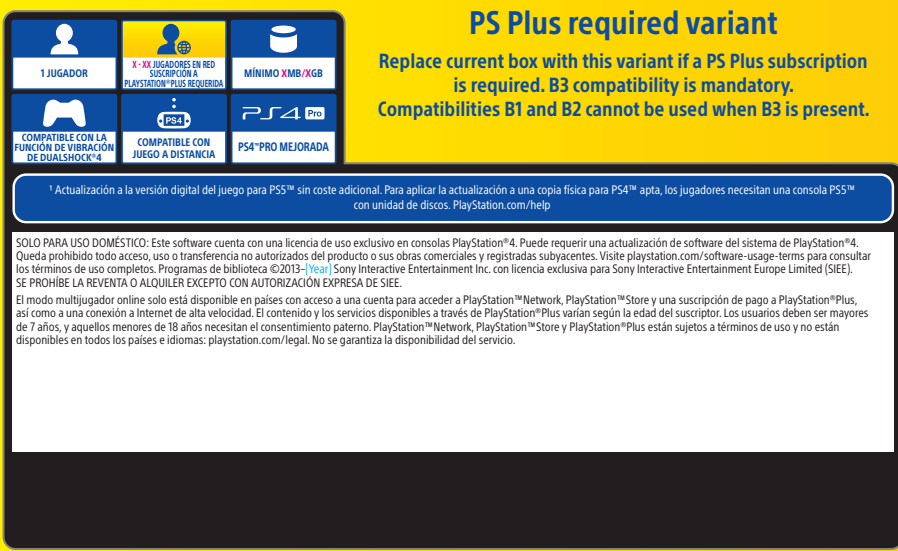


PS5™ UPGRADE BADGE:
FOR GAME TITLES THAT
ARE UPGRADEABLE TO THE
PS5™ VERSION. REMOVE,
ALONG WITH THE FRONT
BADGE, IF AN UPGRADE IS
NOT AVAILABLE. TO CLOSE
GAP REDUCE THE HEIGHT OF
THE CONTAINMENT BOX BY
6MM AND BRING COMPATS
AND LOGOS DOWN BY 6MM.
REDUCE A FURTHER 1.905MM
FOR BADGES WITH TEXT
SPLIT OVER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

Compatibility legal and stacking options











































Network Features variant

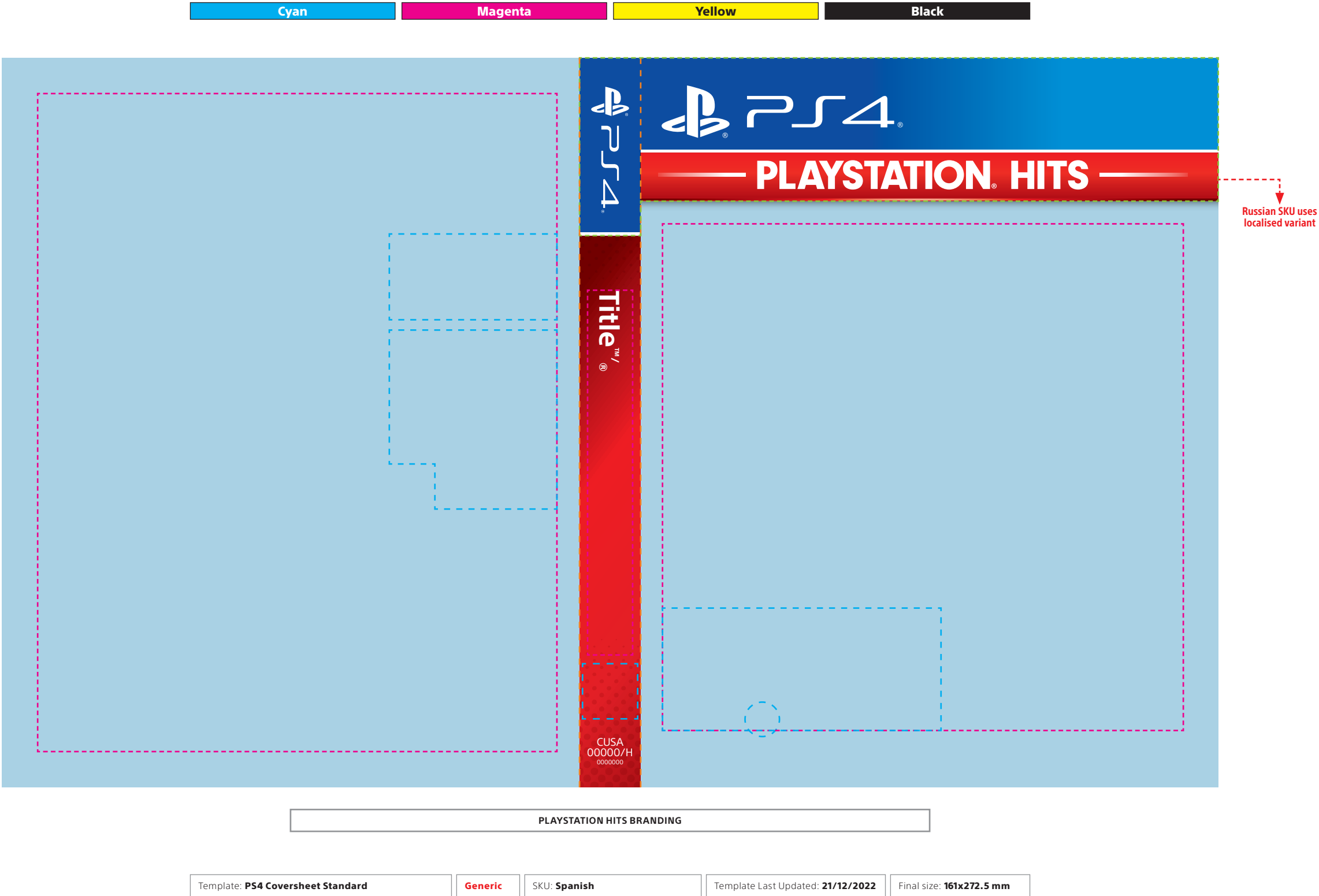
Offline only variant

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



COMPATIBILITIES

<p>A1   → Cannot be present with "No Offline Mode" (B2).</p> <p>B1  → Cannot be present with B3 nor B4.</p> <p>B2  → "NO OFFLINE MODE" is required where the title does not support Offline Play and only features B1 or B4 icon.</p> <p>B3  → Used where title supports network features requiring PSN sign in but does not support Network Players.</p> <p>B4  → Mandatory for Games that require PS Plus subscription to play.</p>	<p>C   </p> <p>D  </p> <p>E    </p> <p>E1  E2  E3  E4  E5 </p> <p>F </p>	<p>G </p> <p>H </p> <p>I    </p> <p>J    </p> <p>K  </p>	<p>L </p> <p>M </p> <p>N  </p> <p>O  </p> <p>P </p>
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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	12
➤	Precautions	13
➤	Recycle Line Only	14
➤	SKU: English	15

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.

