







LEGEND

-  1. Green dashed marquee lines indicate the fixed position of the Branding Bar.
-  2. Magenta dashed marquee lines indicate where software marketing messages are permitted to be placed. Marketing communications should not be placed over or interfere with disc template elements.
-  3. Cyan dashed marquee lines indicate areas where template elements are placed. Marketing communications should not be placed over or interfere with these areas.
-  4. The dark blue marquee lines indicate where additional logos may be placed.
-  5. The violet dashed marquee line indicates the spacing baseline for any additional logos to align.
-  6. Orange solid line indicates the DIE LINE.

IMPORTANT: PLEASE READ THE INFORMATION PAGE INCLUDED IN THE TEMPLATE PACKAGE.

COVERSHEET & 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.

OBJECT LAYER OPTIONS

IMPORTANT:

1. This document uses '**Object Layer Options**' where applicable.
2. To adjust; select your link then go to; **Object> Object Layer Options** and turn OFF/ON your correct layer.

TEMPLATE SPACING

**IMPORTANT: REQUIRED SPACING FOR THE BRANDING BAR
AND IMPORTANT LOGOS.
THESE ARE GUIDES AND SHOULD NOT BE PRINTED.**

Below is the spacing colour code indicator between the branding bar and logos.

1. Safe zone spacing (2mm)

4 LEGAL AREA

Colour Code for legal area.

- **1. For Positional Only (FPO). Mandatory:** The copy within these brackets [] should be filled in where applicable and changed to black. **REMOVE BRACKETS AFTER USE []**.
- **2. 1st Party Use Only.** Mandatory: insert the "SIE logo". Also, insert the "PlayStation Studios logo" when required.
3rd Party publishers MUST REMOVE the PlayStation Studios logo, the SIE logo and the associated sentences.
- **3. ALL TEXT MUST BE SET TO BLACK (100%K) ONCE THE FIELDS HAVE BEEN COMPLETED.**
- 4. Text colour can be changed to white for legibility purposes only.

8 PLAY DISC / DATA DISC - MULTIPLE DISC USE

**IMPORTANT: MANDATORY FOR TITLES THAT INCLUDE 2 OR 3 DISCS.
POSITION IS FIXED. IF THE PLAY DISC / DATA DISC GRAPHIC IS NOT
REQUIRED, THIS AREA CAN BE USED FOR ADDITIONAL GAME LOGOS.**

Data Disc 1**Data Disc 2**

Play Disc