

PLAYSTATION®5 SOFTWARE INFORMATION - DLC VOUCHER & DUAL PS5™ / PS4® DLC VOUCHER

WELCOME TO THE PLAYSTATION®5 DLC (DOWNLOADABLE CONTENT) VOUCHER TEMPLATE INFORMATION PAGE. THE AIM OF THIS DOCUMENT IS TO EDUCATE USERS ABOUT THE PS5™ TEMPLATES AND THE DIFFERENT SECTIONS THAT FORM A PS5™ SOFTWARE VOUCHER.

IMPORTANT: PLEASE READ THE ENTIRE INFORMATION PAGE BEFORE USING THE TEMPLATE.

LEGEND

1. Green dashed marquee lines indicate the PS Family + PS5™ logo area.
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 voucher 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 where possible.
4. The dark blue marquee lines indicate where additional logos may be placed on the front.
 - 5. 20% cyan indicates the background graphics area.
 - 6. White indicates the important text and legal area. MUST remain white.

OBJECT LAYER OPTIONS

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.



1 PS FAMILY + PS5™ LOGO LOCK UP / DUAL PS5™ + PS4® LOGO LOCK UP

IMPORTANT: REQUIRED ON ALL GAMES. POSITION IS FIXED. LOGOS ARE LOCKED TOGETHER.

1. Select the correct platform layer as per the below.
 - Generic Template - PS5** - To be used for single platform PS5 only game titles.
 - Generic Template - Dual PS4/PS5** - To be used for cross platform PS4 / PS5 game titles.
2. Selecting the correct platform layer will also change the legal area on the reverse (bullet point 9) to inculcate the PS4 or PS4 / PS5 logo/s.
3. Use black or white version as appropriate to background color.
4. 'Object Layer Options' have been applied so select correct color.

2 AGE RATINGS

IMPORTANT: POSITIONS AND SIZES ARE FIXED. REQUIRED ON THE FRONT OF VOUCHER ONLY.

1. 'Object Layer Options' have been applied to each rating where applicable.
2. Cyan dashed marquee lines indicate rating area.
3. Further information regarding specific territory ratings can be found below.

PEGI - pegi.info/
ACB Australia - www.classification.gov.au/
USK Germany - usk.de/en/

3 ADDITIONAL LOGO AREA

PLACEMENT AREA FOR ADDITIONAL LOGOS AND 3RD PARTY PUBLISHER LOGOS.

1. 1st party PS Studio logo's height should be 11mm high. The right side of the studio logo excluding (™'s or ®'s) should align to the right edge of magenta dashed marquee.

4 VOUCHER SERIAL BOX

IMPORTANT: POSITION AND SIZES ARE FIXED. KEEP AREA CLEAR.

5 VOUCHER TITLE

IMPORTANT: INSERT IN UPPERCASE (EXCEPTIONS CAN BE MADE FOR BRANDED NAMES AND GAME TITLES).

1. Set text to black (100%K) once the field has been completed.

CONTACT

SHOULD YOU NEED ANY FURTHER INFORMATION, PLEASE CONTACT SIE.TEMPLATE.QUERIES@SONY.COM

IMPORTANT: VOUCHER OPTIONS

IMPORTANT: THERE ARE TWO OPTIONS OF VOUCHER TEMPLATE.

OPTION 1 - GEN Voucher Booklet

TEMPLATE: X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_GEN

Voucher Booklet combining all languages that are required for the game title. The languages required vary for each game title. The one booklet will be packaged in each SKU Amaray Case.

1. Remove non required languages.
2. Page count MUST be a multiple of 4, including front and back cover.

OPTION 2 - Single SKU Voucher Inserts

TEMPLATE: X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_SINGLE

Single SKU Voucher Inserts are for use when vouchers are to match the game title SKU breakdowns. Each voucher insert will be packaged with the correct SKU specific Amaray Case.

OPTION 2 - Multi SKU Voucher Inserts

TEMPLATE: X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_MULTI_4_LANGUAGES / X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_MULTI_5_LANGUAGES

Multi SKU Voucher Inserts are for use when vouchers are to match the game title SKU breakdowns. Each voucher insert will be packaged with the correct SKU specific Amaray Case.

1ST PARTY: Templates for FIXED Multi language breakdowns have been provided. Page count is always 8 for 1st Party, including front and back cover.

3RD PARTY: 4 and 5 Language layouts have been provided for 3rd Party to create their own language combinations.

3RD PARTY: 4 Language

1. Template: X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_MULTI_4_LANGUAGES.
2. Open single language template, X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_SINGLE, and 'Copy' and 'Paste in Place' the required languages.
3. Final page count: 8 pages.

3RD PARTY: 5 Language

1. Template: X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_MULTI_5_LANGUAGES.
2. Open single language template, X_PS5_PS4_EU_TEMPLATE_SW_VCH_DLC_SINGLE, and 'Copy' and 'Paste in Place' the required languages.
3. BACK Cover: Include legal and product code only. Inside BACK Cover: Include game title imagery, rating and additional logos only.
4. Final page count: 12 pages.

Reasons for the 2 options are: PS5™ amaray cases have a space restriction for paper parts packed into it. Restriction of 1.8mm thickness, equivalent to 32 pages saddle-stitched. For 2 individual vouchers are required, only one can be a GEN Voucher Booklet and the other must be a Single/Multi SKU voucher in order to fit inside the PS5™ amaray case.

IMPORTANT INFORMATION:

1. It is preferable to separate the Arabic and Hebrew texts.
2. For printing and assembling reasons, ANZ requires a separate voucher.
3. Pagination (Paging) info to be included for printers reference.

IMPORTANT INFORMATION - FINAL PRINT SUPPLY - GEN VOUCHER BOOKLET AND MULTI SKU VOUCHER INSERT:

1. Front and Back cover must stay as a spread, followed by single pages for the inner pages.
2. Page count MUST be a multiple of 4, including front and back cover.
3. Pagination (Paging) info to be included for printers reference.

VOUCHER OPTIONS TABLE

IMPORTANT: THE TABLE BELOW SHOWS A BREAKDOWN OF SKUS AVAILABLE FOR EACH VOUCHER TEMPLATE. HIGHLIGHTED IN RED ARE SKUS THAT ARE NOT SUPPLIED FOR THOSE PARTIES.

OPTION 1 (MAX. 32 PAGES SADDLE STITCHED)		OPTION 2 (USE IF THERE IS NO SPACE FOR MULTI BOOKLET IN THE AMARAY CASE)			
MULTI BOOKLET		MULTI VOUCHER		SINGLE VOUCHER	
1ST PARTY	3RD PARTY	1ST PARTY	3RD PARTY	1ST PARTY	3RD PARTY
EN/ANZ/EXP	EN/ANZ/EXP	CEN (NL/DE/IT/FR)	CEN (NL/DE/IT/FR)	EN/ANZ/EXP	EN/ANZ/EXP
FR	FR			FR	FR
IT	IT			IT	IT
DE	DE			DE	DE
NL	NL	MEA/KSA/UAE (EN/FR/PT/ARA)	MEA/KSA/UAE (EN/FR/PT/ARA)	NL	NL
ES	ES			ES	ES
PT	PT			PT	PT
PL	PL			PL	PL
RU	RU			RU	RU
UA	UA			UA	UA
SE	SE			SE	SE
DK	DK			DK	DK
FI	FI			FI	FI
NO	NO			NO	NO
GR	GR			GR (OCCASIONAL)	GR
HE	HE			HE	HE
ARA	ARA			ARA	ARA
TR	TR			TR (OCCASIONAL)	TR
HU	HU			HU	HU
CZ	CZ			CZ	CZ
SK	SK			SK	SK
BG	BG			BG	BG
HR	HR			HR	HR
RO	RO			RO	RO
SL	SL			SL	SL

IF ADDITIONAL LANGUAGES ARE REQUIRED, PLEASE CONTACT SIE.

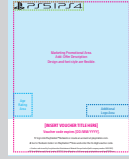
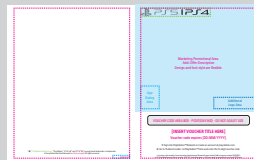
3RD PARTY MULTI INSERT PAGINATION INFORMATION - 4 AND 5 LANGUAGE

IMPORTANT: PREVIEW FOR 4 AND 5 LANGUAGE 3RD PARTY MULTI INSERTS. SEE USAGE DETAILS UNDER 'IMPORTANT: VOUCHER OPTIONS'.

Pagination Info: Appears just outside of the page crop marks on each page. These are there for guidance to organise the languages correctly. Example below. Fill in [Insert Language] for Printers use.

Language 1 - FRONT Cover - [Insert Language]

3RD PARTY MULTI INSERT LAYOUT 5 LANGUAGE



3RD PARTY MULTI INSERT LAYOUT 4 LANGUAGE

