

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.

*Te downloaden bij PlayStation®Store met een meegedeelde tegoedbonddata. Account voor PlayStation®Network en een breedbandverbinding vereist. Geldig tot DD/MM/YYYY
(Replace with correct user age restriction disclaimer listed below.) De volledige voorwaarden zijn van toepassing. Zie playstation.com/legal voor de voorwaarden en info over de beschikbaarheid van PS Store.

For paid-for content REMOVE EXPIRY DATE: *Geldig tot DD/MM/YYYY*

PEGI/GC/AM/ MMC	ACB (AU)	USK (DE)	RARS (RU)	USER AGE RESTRICTION DISCLAIMER (Replace with correct user age restriction disclaimer listed below.)
18	18+	18	18	Gebruikers moeten 18 jaar of ouder zijn.
16	15+	16	16	Gebruikers moeten 16 jaar of ouder zijn.
---	M	---	---	N/A
12	---	12	12	Gebruikers moeten 12 jaar of ouder zijn.
7	G, PG	6	6	Gebruikers moeten 7 jaar of ouder zijn.
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. Compatibilities B1 and B2 cannot be used when B3 is present.

1 Upgrade zonder extra kosten naar de digitale PS™-versie van de game. Spelers moeten een PS™-systeem met een disc-speler hebben om in aanmerking komende PS4™-discs te kunnen upgraden. PlayStation.com/help

PlayStation®VR geeft je het gevoel dat je er echt bij bent. Als je nog geen ervaring hebt met VR, raden we je aan er rustig aan te wennen en regelmatig pauze te nemen. Sommige gebruikers ervaren klachten als ze VR-content bekijken, maar dat is voor iedereen verschillend.

ALLEN VOOR THUISGEBRUIK: deze software is alleen voor gebruik op geautoriseerde PlayStation®4-console geïntendeerd. Mogelijk is een systeemsoftware-update voor de PlayStation®4-console vereist. Alle ongeoorloofde toegang, gebruik of overname van het product of de onderliggende auteursrechten en handelsmerken is verboden. Zie playstation.com/legal voor de volledige gebruiksvoorwaarden. Bibliotheekprogramma's ©2013 - 14 Sony Interactive Entertainment Europe Limited (SIEE) onder exclusieve licentie van Sony Interactive Entertainment Inc. WEDERVENSCOP EN VERHUUR ZIJN VERBODEN. NIET VOOR KUNSTELIJKE TOESTELLING IS VERLEEND DOOR SIEE.

Online Multiplayer is alleen beschikbaar in landen met toegang tot een account voor PlayStation®Network, PlayStation®Store, betaalde PlayStation®Plus-abonnement en snel internet. Content en services beschikbaar via PlayStation®Plus kunnen per gebied van de afname verschillen. Gebruikers moeten ouder zijn dan 7 jaar en gebruikers jonger dan 18 jaar hebben toestemming van een ouder nodig. PlayStation®Network, PlayStation®Store en PlayStation®Plus zijn onderhevig aan gebruiksbeperkingen en zijn niet beschikbaar in alle landen en talen - playstation.com/legal. Beschikbaarheid van services is niet gegarandeerd.

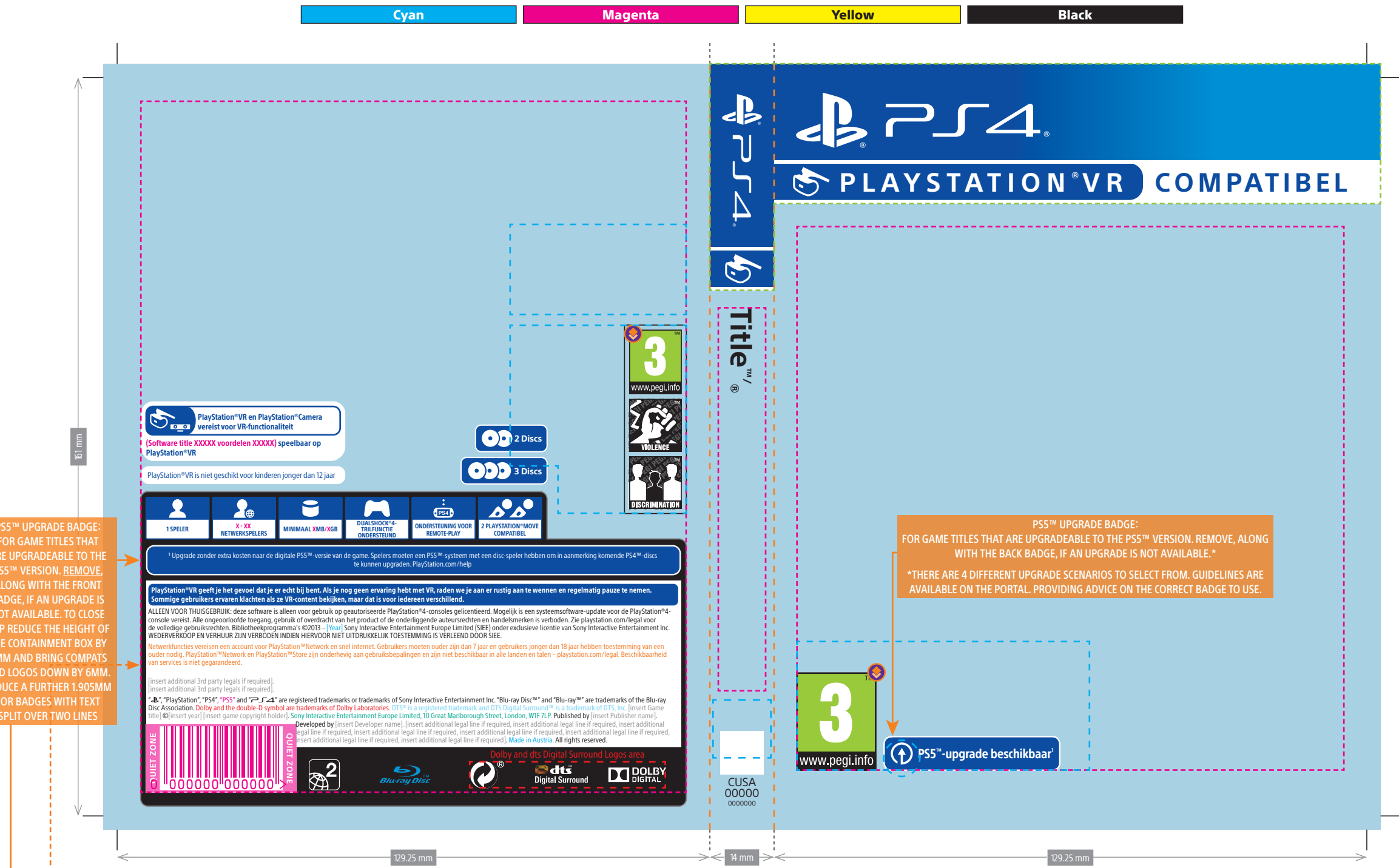
Network Features variant
This variant is to be used if a game has network features or online play that does not require a PS Plus subscription.

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

1 Upgrade zonder extra kosten naar de digitale PS™-versie van de game. Spelers moeten een PS™-systeem met een disc-speler hebben om in aanmerking komende PS4™-discs te kunnen upgraden. PlayStation.com/help

PlayStation®VR geeft je het gevoel dat je er echt bij bent. Als je nog geen ervaring hebt met VR, raden we je aan er rustig aan te wennen en regelmatig pauze te nemen. Sommige gebruikers ervaren klachten als ze VR-content bekijken, maar dat is voor iedereen verschillend.

ALLEN VOOR THUISGEBRUIK: deze software is alleen voor gebruik op geautoriseerde PlayStation®4-console geïntendeerd. Mogelijk is een systeemsoftware-update voor de PlayStation®4-console vereist. Alle ongeoorloofde toegang, gebruik of overname van het product of de onderliggende auteursrechten en handelsmerken is verboden. Zie playstation.com/legal voor de volledige gebruiksvoorwaarden. Bibliotheekprogramma's ©2013 - 14 Sony Interactive Entertainment Europe Limited (SIEE) onder exclusieve licentie van Sony Interactive Entertainment Inc. WEDERVENSCOP EN VERHUUR ZIJN VERBODEN. NIET VOOR KUNSTELIJKE TOESTELLING IS VERLEEND DOOR SIEE.



PS™ UPGRADE BADGE: FOR GAME TITLES THAT ARE UPGRADEABLE TO THE PS™ 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

PS™ UPGRADE BADGE: FOR GAME TITLES THAT ARE UPGRADEABLE TO THE PS™ 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 Compatible 3rd party SKU: Dutch 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

PlayStation®VR en PlayStation®Camera vereist voor VR-functionaliteit

(Software title XXXXX voordelen XXXXX) speelbaar op PlayStation®VR

PlayStation®VR is niet geschikt voor kinderen jonger dan 12 jaar

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

PlayStation®VR en PlayStation®Camera vereist voor VR-functionaliteit

(Software title XXXXX voordelen XXXXX) speelbaar op PlayStation®VR

PlayStation®VR is niet geschikt voor kinderen jonger dan 12 jaar

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

PlayStation®VR en PlayStation®Camera vereist voor VR-functionaliteit

(Software title XXXXX voordelen XXXXX) speelbaar op PlayStation®VR

PlayStation®VR is niet geschikt voor kinderen jonger dan 12 jaar

PlayStation®VR Aim Controller Required

PlayStation®VR-richtcontroller vereist

Dark Background

PlayStation®VR and PlayStation®Camera Compatible

PlayStation®VR en PlayStation®Camera vereist voor VR-functionaliteit

(Software title XXXXX voordelen XXXXX) speelbaar op PlayStation®VR

PlayStation®VR is niet geschikt voor kinderen jonger dan 12 jaar

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

PlayStation®VR en PlayStation®Camera vereist voor VR-functionaliteit

(Software title XXXXX voordelen XXXXX) speelbaar op PlayStation®VR

PlayStation®VR is niet geschikt voor kinderen jonger dan 12 jaar

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

PlayStation®VR en PlayStation®Camera vereist voor VR-functionaliteit

(Software title XXXXX voordelen XXXXX) speelbaar op PlayStation®VR

PlayStation®VR is niet geschikt voor kinderen jonger dan 12 jaar

PlayStation®VR Aim Controller Required

PlayStation®VR-richtcontroller vereist

Light Background

COMPATIBILITIES

A 1 SPLAYER 2 SPLAYER → Cannot be present with "No Offline Mode" (B2).

B 1 X-XX NETWORKPLAYERS → Cannot be present with B3 nor B4.

B 2 GEEN OFFLINE SPECIFIC → 'NO OFFLINE MODE' is required where the title does not support Offline Play and only features B1 or B4 icon.

B 3 NETWORKFUNCTIONS → Used where title supports network features requiring PSN sign in but does not support Network Players.

B 4 1 X-XX NETWORKPLAYERS PLAYSTATION PLUS ABONNEMENT VEREIST → Mandatory for Games that require PS Plus subscription to play.

C MINIMAAL 1MM X-XX

D DUALSHOCK®4 TRILFUNCTIE VEREIST DUALSHOCK®4 TRILFUNCTIE VEREIST

E 1 2 3 4 DUALSHOCK®4 TRILFUNCTIE VEREIST DUALSHOCK®4 TRILFUNCTIE VEREIST DUALSHOCK®4 TRILFUNCTIE VEREIST DUALSHOCK®4 TRILFUNCTIE VEREIST

F 3D COMPATIBEL GAME

G COMPATIBEL MET REMOTE PLAY

H COMPATIBEL FUNCTIE VOOR PS4™ + PS VR

I 1 2 PLAYSTATION®CAMERA VEREIST COMPATIBEL MET PLAYSTATION®CAMERA

J 1 2 3 4 PLAYSTATION®MOVE VEREIST COMPATIBEL MET PLAYSTATION®MOVE VEREIST 1 PLAYSTATION®MOVE VEREIST 2 PLAYSTATION®MOVE VEREIST 3 PLAYSTATION®MOVE VEREIST 4 PLAYSTATION®MOVE VEREIST

K 1 2 NAVIGATIECONTROLLER OPTIOMEEL PLAYSTATION®MOVE + NAVIGATIECONTROLLER OPTIOMEEL

L COMPATIBEL MET SHOOTER

M COMPATIBEL MET PLAYSTATION®MOVE BACKSLASH

N 1 2 SENSORY MICROPHONE VEREIST COMPATIBEL MET SENSORY MICROPHONE

O 1 2 PLAYSTATION®AIM CONTROLLER VEREIST COMPATIBEL MET PLAYSTATION®AIM CONTROLLER

P PS4 PRO ENHANCED

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.

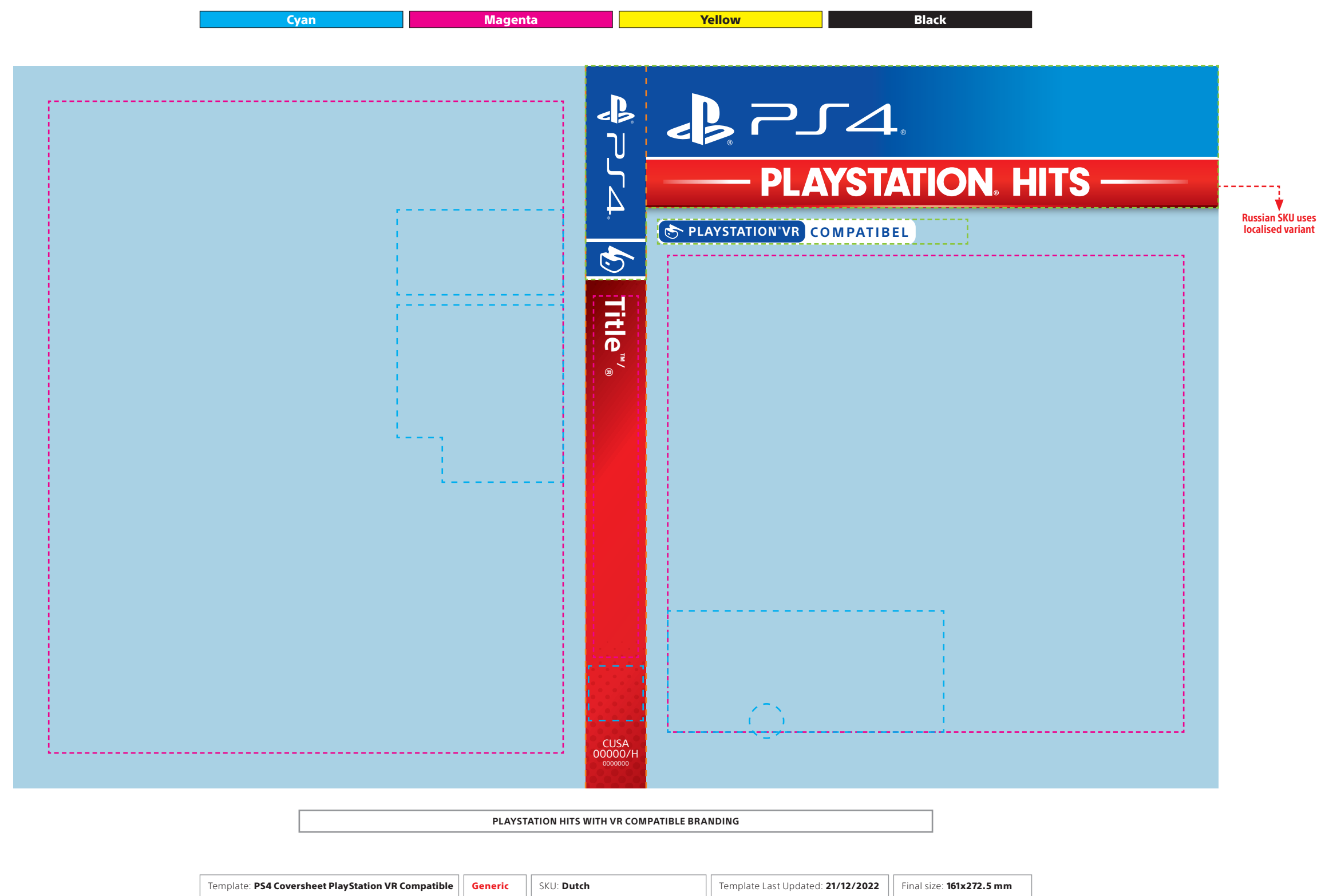
LOCALISATION LOGO AREA - 1ST PARTY USE

IMPORTANT: DO NOT ALTER THE SIZE OF THESE ICONS.

- Localisation logo can be placed within the marketing promotion area.
- The logo shouldn't interfere with the Software Artwork.
- There are two options available. Stacked and Horizontal.
- 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. 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.

