







## 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.

|                                |                                |                                  |
|--------------------------------|--------------------------------|----------------------------------|
| Created: <b>YYYY.MM.DD</b>     | Artwork version: <b>v1</b>     | Game Title: <b>XXXXXXX_xxxxx</b> |
| Ref: <b>XXXXXXX_xxxxx</b>      | Language: <b>XXXXXXX_xxxxx</b> |                                  |
| Designer: <b>XXXXXXX XXXXX</b> |                                |                                  |

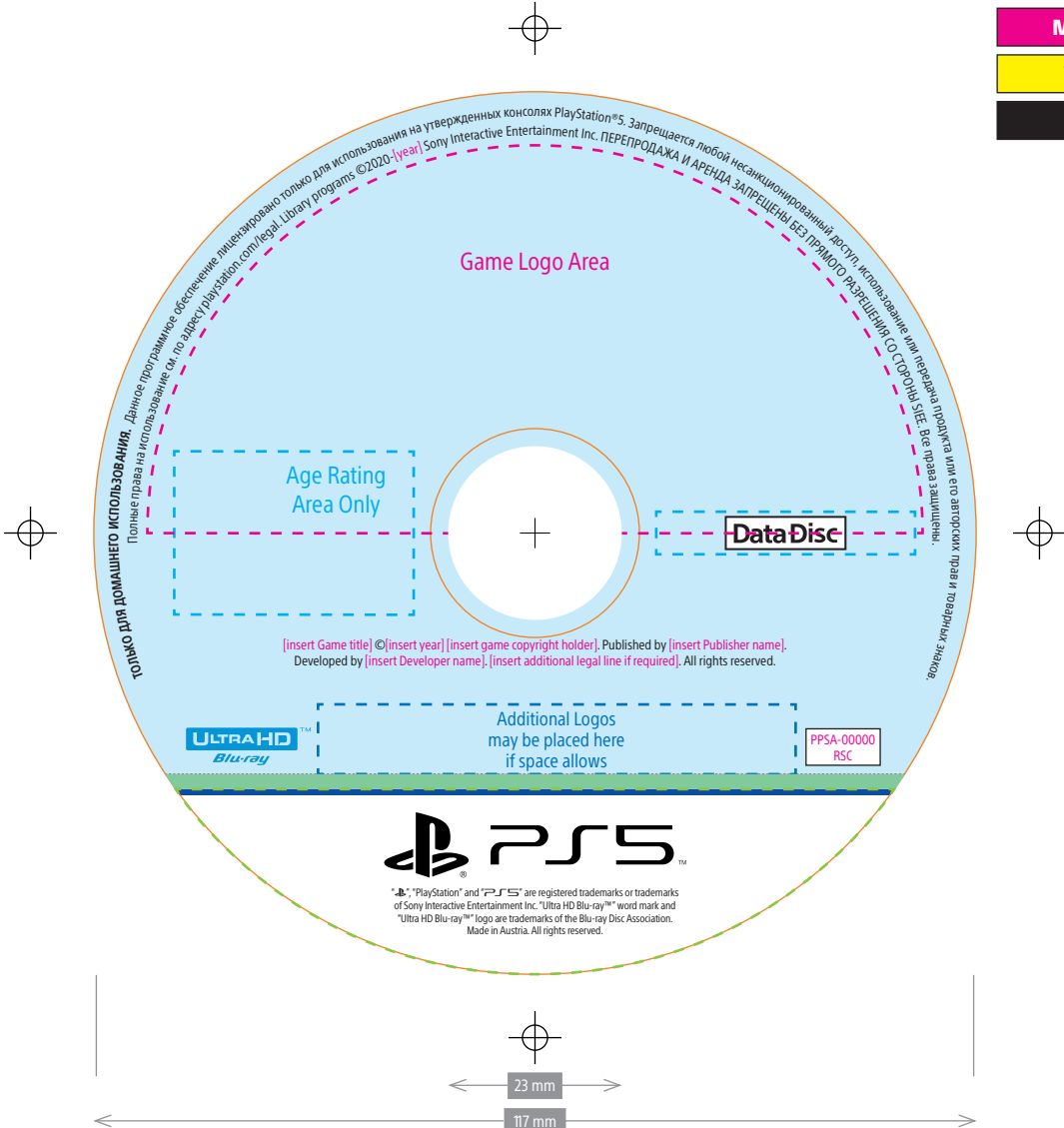


Diagram of a PS5 Disc Template. The disc is circular with a central hole. The outer ring is labeled 'Game Logo Area'. The inner ring is labeled 'Age Rating Area Only'. The center area is labeled 'Data Disc'. The disc is divided into four quadrants by a dashed line. The top-left quadrant is labeled 'Ultra HD Blu-ray'. The top-right quadrant is labeled 'Additional Logos may be placed here if space allows'. The bottom-left quadrant is labeled 'PPSA-0000 RSC'. The bottom-right quadrant is labeled 'PS5'. The disc is surrounded by a black border with registration marks. The disc is labeled 'PS5' at the bottom.

|         |
|---------|
| Cyan    |
| Magenta |
| Yellow  |
| Black   |

|                                  |           |                     |                     |  |
|----------------------------------|-----------|---------------------|---------------------|--|
| Template: <b>PS5 Disc Retail</b> | 3rd party | Region: <b>EMEA</b> | SKU: <b>Russian</b> | Template Last Updated: <b>2022.07.01</b> |
|----------------------------------|-----------|---------------------|---------------------|--|

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

## COVERSHEET &amp; 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