

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_Insert_DS4config.pdf** document within the **Guidelines** folder of your template package.

CONTENTS

Page 1 = Contents
Page 2 = Default Controls
Page 3 = **3rd Party** Graphics and/or Advertisement

LAYER COLOUR CODE INDICATOR

BLUE = CONTENT - DO NOT PRINT

RED = ALWAYS ON

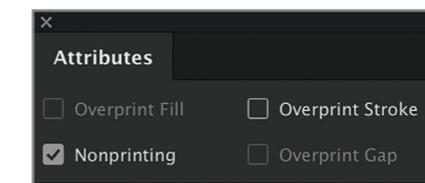
GREEN = 3RD PARTY

LIGHT BLUE = SKU RELATED

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).

PREVIEW

Template Guides



IMPORTANT

- Legal text coloured black should be 100% k (not rich black)
- Set all black text to overprint.
- Please delete this page after reading. Final high res file for print should only contain 2 pages. Page 1: Default Controls, page 2: **3rd Party** Graphics and/or Advertisement

GUIDE
Please refer to the "Guidelines_PS4_Insert_DS4config" pdf document within the "Guidelines" folder of your template package.

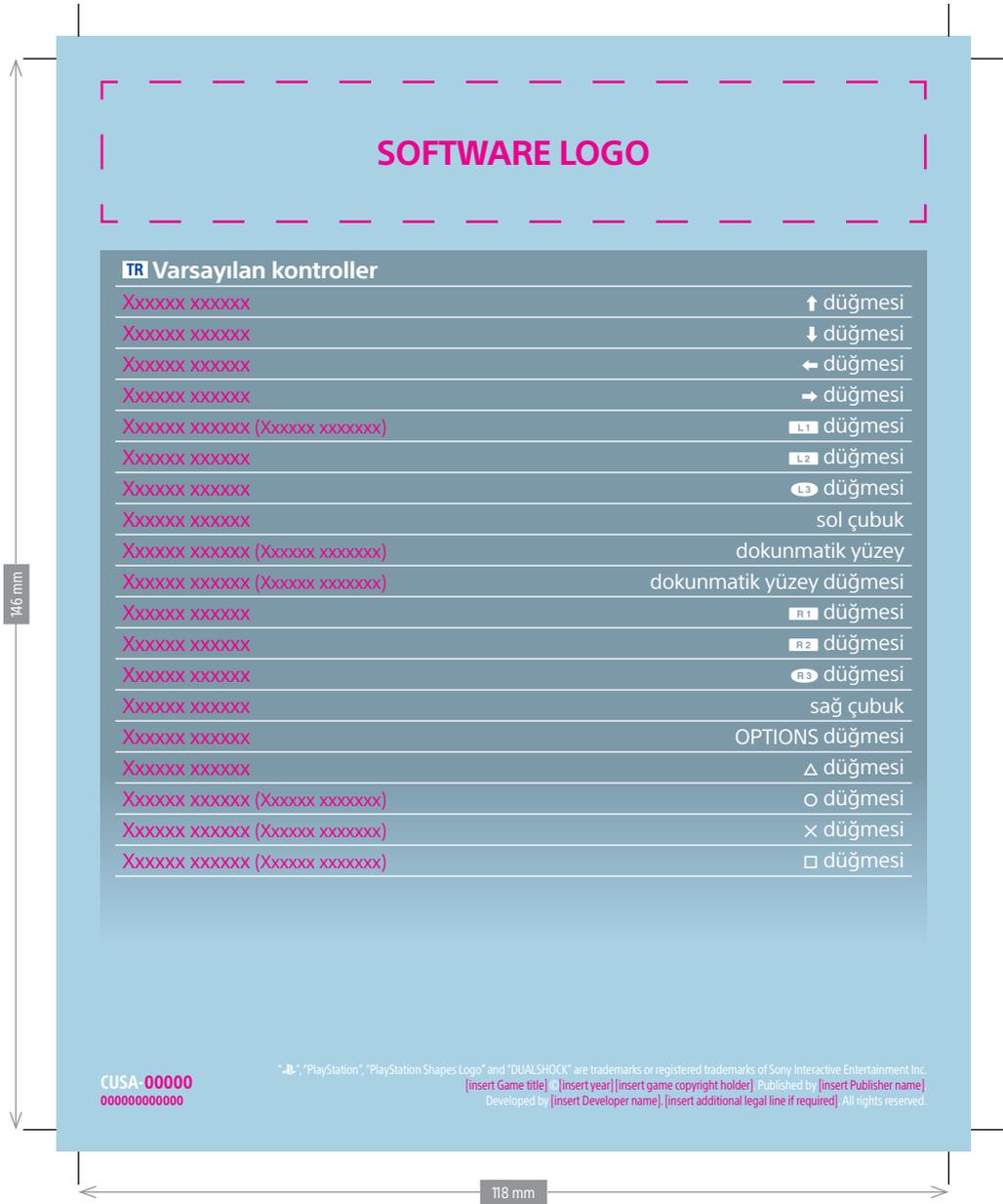
LEGEND

-  TITLE LOGO area
-  BACKGROUND GRAPHICS area only

LEGAL LINE ○, ●

All text is to be set to white once the fields have been completed.
-For more details, please refer to the Legal line section on the Config Insert template guidelines.

DESIGNER'S NOTE:
You may list the default controls in any order. If your game does not support a DUALSHOCK®4 wireless controller, then it is fine to head up the controls with text such as "PlayStation®Move motion controller: default controls"



SOFTWARE LOGO

TR Varsayılan kontroller

Xxxxxx xxxxxx	↑ düğmesi
Xxxxxx xxxxxx	↓ düğmesi
Xxxxxx xxxxxx	← düğmesi
Xxxxxx xxxxxx	→ düğmesi
Xxxxxx xxxxxx (Xxxxxx xxxxxxx)	L1 düğmesi
Xxxxxx xxxxxx	L2 düğmesi
Xxxxxx xxxxxx	L3 düğmesi
Xxxxxx xxxxxx	sol çubuk
Xxxxxx xxxxxx (Xxxxxx xxxxxxx)	dokunmatik yüzey
Xxxxxx xxxxxx (Xxxxxx xxxxxxx)	dokunmatik yüzey düğmesi
Xxxxxx xxxxxx	R1 düğmesi
Xxxxxx xxxxxx	R2 düğmesi
Xxxxxx xxxxxx	R3 düğmesi
Xxxxxx xxxxxx	sağ çubuk
Xxxxxx xxxxxx	OPTIONS düğmesi
Xxxxxx xxxxxx	△ düğmesi
Xxxxxx xxxxxx (Xxxxxx xxxxxxx)	○ düğmesi
Xxxxxx xxxxxx (Xxxxxx xxxxxxx)	× düğmesi
Xxxxxx xxxxxx (Xxxxxx xxxxxxx)	□ düğmesi

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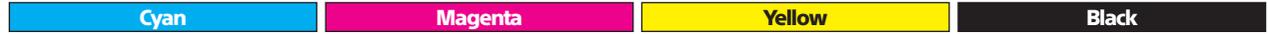
™, ®, "PlayStation", "PlayStation Shapes Logo" and "DUALSHOCK" are trademarks or registered trademarks of Sony Interactive Entertainment Inc. [insert Game title] © [insert year] [insert game copyright holder]. Published by [insert Publisher name]. Developed by [insert Developer name]. [insert additional legal line if required]. All rights reserved.

146 mm

118 mm

INSERT BACK

3RD PARTY OPTIONAL space to add Advertisement



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