

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

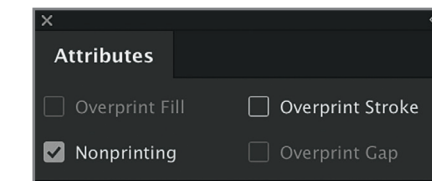
**GREEN** = 3RD PARTY

**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"

146 mm


SOFTWARE LOGO

Comandi di base


Xxxxxx xxxxxxx

tasto 


Xxxxxx xxxxxxx

tasto 


Xxxxxx xxxxxxx

tasto 


Xxxxxx xxxxxxx

tasto 


Xxxxxx xxxxxxx (Xxxxxx xxxxxxx)

tasto 

Xxxxxx xxxxxxx

tasto 

Xxxxxx xxxxxxx

tasto 

Xxxxxx xxxxxxx

levetta sinistra


Xxxxxx xxxxxxx (Xxxxxx xxxxxxx)

touch pad


Xxxxxx xxxxxxx (Xxxxxx xxxxxxx)

pulsante touch pad


Xxxxxx xxxxxxx

tasto 

Xxxxxx xxxxxxx

tasto 

Xxxxxx xxxxxxx

tasto 


Xxxxxx xxxxxxx

levetta destra


Xxxxxx xxxxxxx

tasto OPTIONS


Xxxxxx xxxxxxx

tasto 


Xxxxxx xxxxxxx (Xxxxxx xxxxxxx)

tasto 

Xxxxxx xxxxxxx (Xxxxxx xxxxxxx)

tasto 

Xxxxxx xxxxxxx (Xxxxxx xxxxxxx)

tasto 

CUSA-00000

000000000000

“D.”, “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.

118 mm

INSERT BACK

3RD PARTY OPTIONAL space to add  
Advertisement

