

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\_Standard\_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

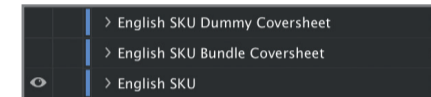
### LAYER COLOUR CODE INDICATOR

**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*).

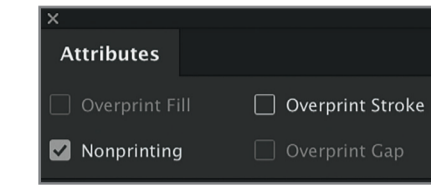
### DUMMY AND BUNDLE COVERSHEET

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.



Please refer to the "Guidelines\_PS4\_Standard\_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** ●, ●, ●

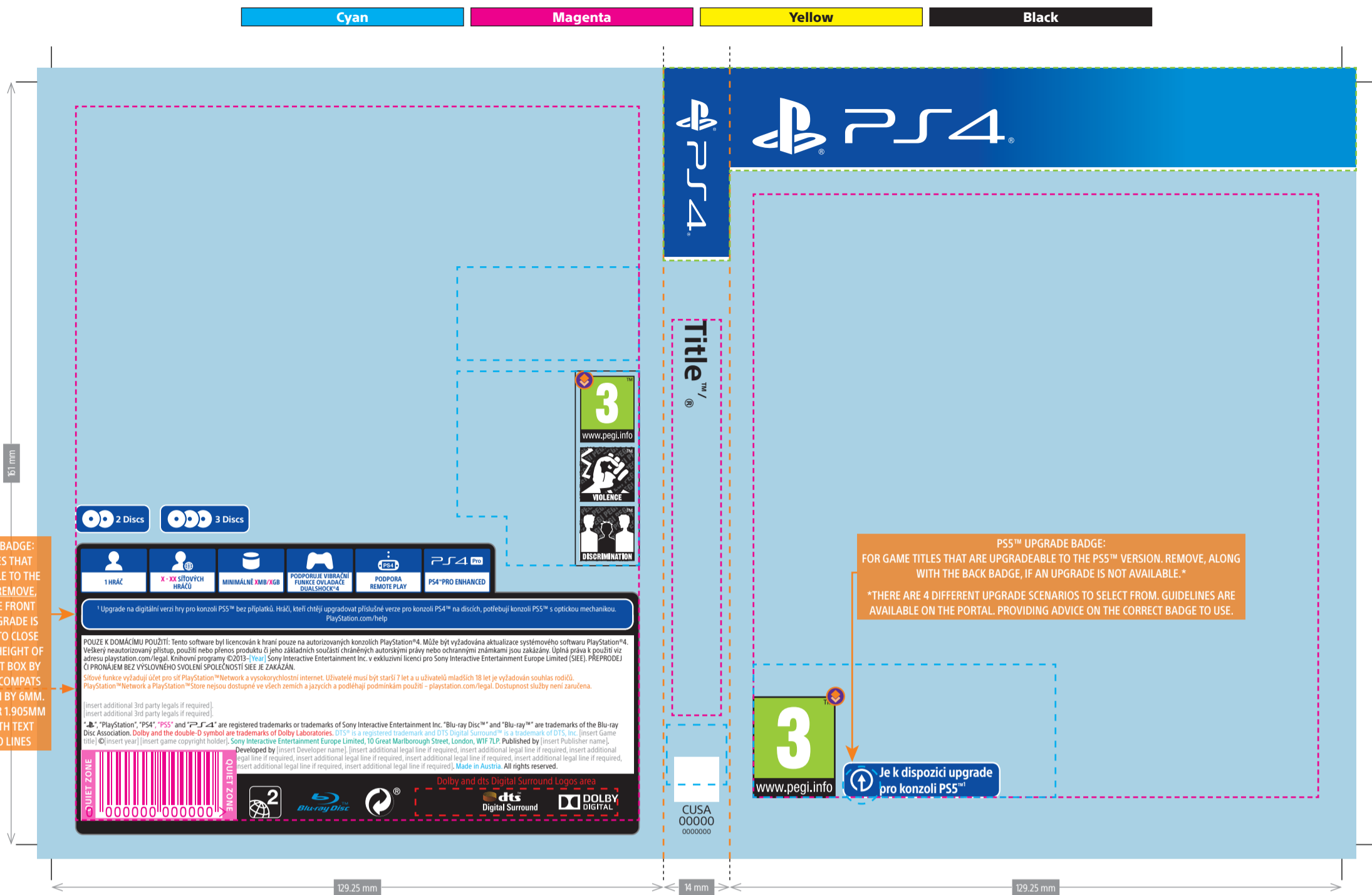
To be included when we have a DLC voucher. Refer to the template guidelines for guidance on whether a voucher expiry date should be included.

\*Set field colour as the appropriate background once completed.

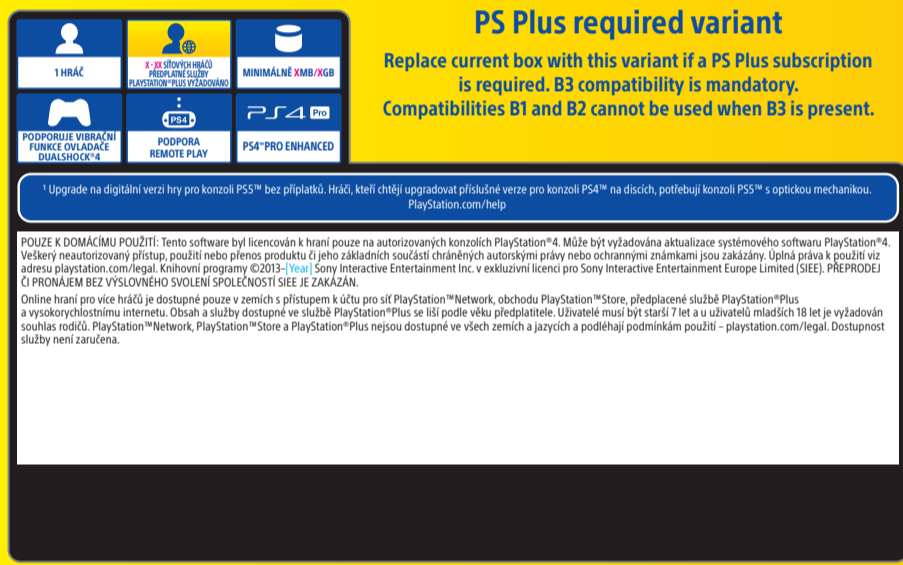
### LEGEND

-  BRANDING BAR area only
-  GRAPHICS and TEXT area
-  TEMPLATE ELEMENTS area
-  BACKGROUND GRAPHICS area only
-  FOLDING lines
-  BARCODE QUIET ZONE must be free of any printing, to allow barcode scanning

## Page 2 of 2



## Compatibility legal and stacking options

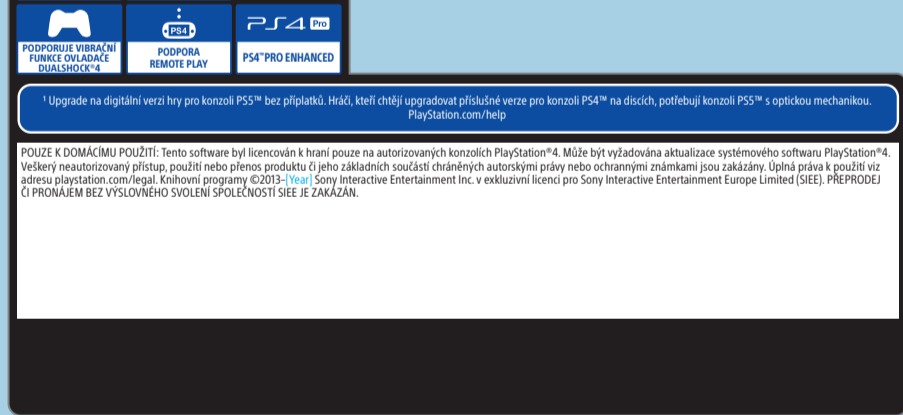


## Network Features variant















































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

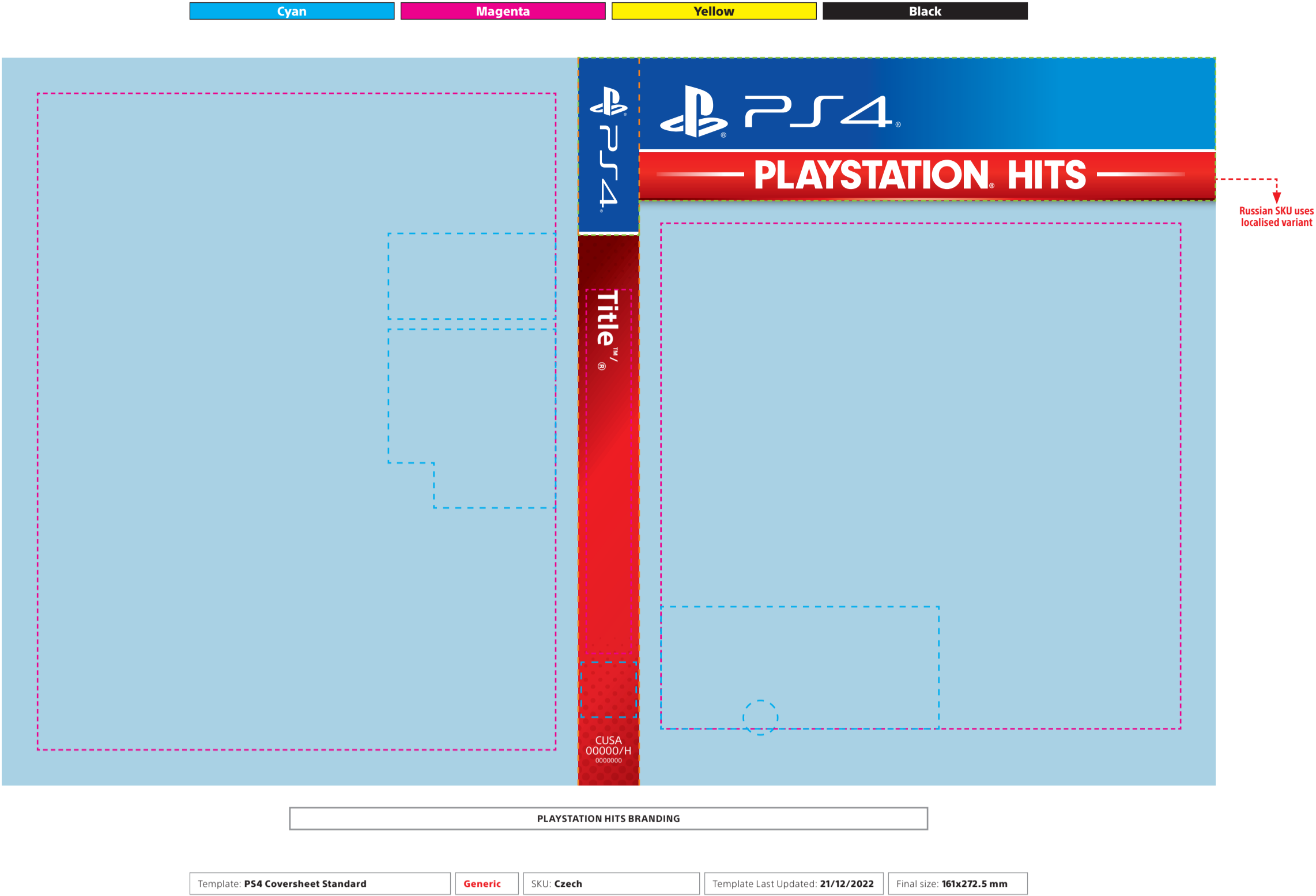
### Offline only variant

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



## COMPATIBILITIES

A1 A2	 	→ Cannot be present with "No Offline Mode" (B2).	C		MINIMALNE ZNAČENJE	G		PODPOREJENI PLAY	L		ROKUPNE IZJAVE	5 POKLOPI
B		→ Cannot be present with B3 nor B4.	D	 	PODPOREJENI VRHUNJSKI POKLOPI VRHUNJSKI POKLOPI VRHUNJSKI POKLOPI	H		NEPODPOREJENI VRHUNJSKI POKLOPI PS4+PS VITA	M		ROKUPNE IZJAVE	5 POKLOPI
B1			E	   	PSVR USE ONLY PSVR USE ONLY PSVR USE ONLY PSVR USE ONLY	I	 	VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI	N	 	ROKUPNE IZJAVE	5 POKLOPI
B2		→ "NO OFFLINE MODE" is required where the title does not support Offline Play and only features B1 or B4 icon.	E1 E2 E3 E4 E5 E6	   	PSVR USE ONLY PSVR USE ONLY PSVR USE ONLY PSVR USE ONLY	J	 	VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI	N1 N2	 	ROKUPNE IZJAVE	5 POKLOPI
B		→ Used where title supports network features requiring PSN sign in but does not support Network Players.		 	PSVR USE ONLY PSVR USE ONLY	J1 J2 J3 J4	 	VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI	O1 O2	 	ROKUPNE IZJAVE	5 POKLOPI
B3				 	PSVR USE ONLY PSVR USE ONLY	K	 	VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI	P	 	ROKUPNE IZJAVE	5 POKLOPI
B4		→ Mandatory for Games that require PS Plus subscription to play.	F		VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI	K1 K2	 	VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI/VRIGRAČKI PLATFORMI				



**Please refer to the precautions page of the P54 Coversheet Guidelines pdf document within the "Guidelines" folder of your template package.**

 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. White 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**.

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

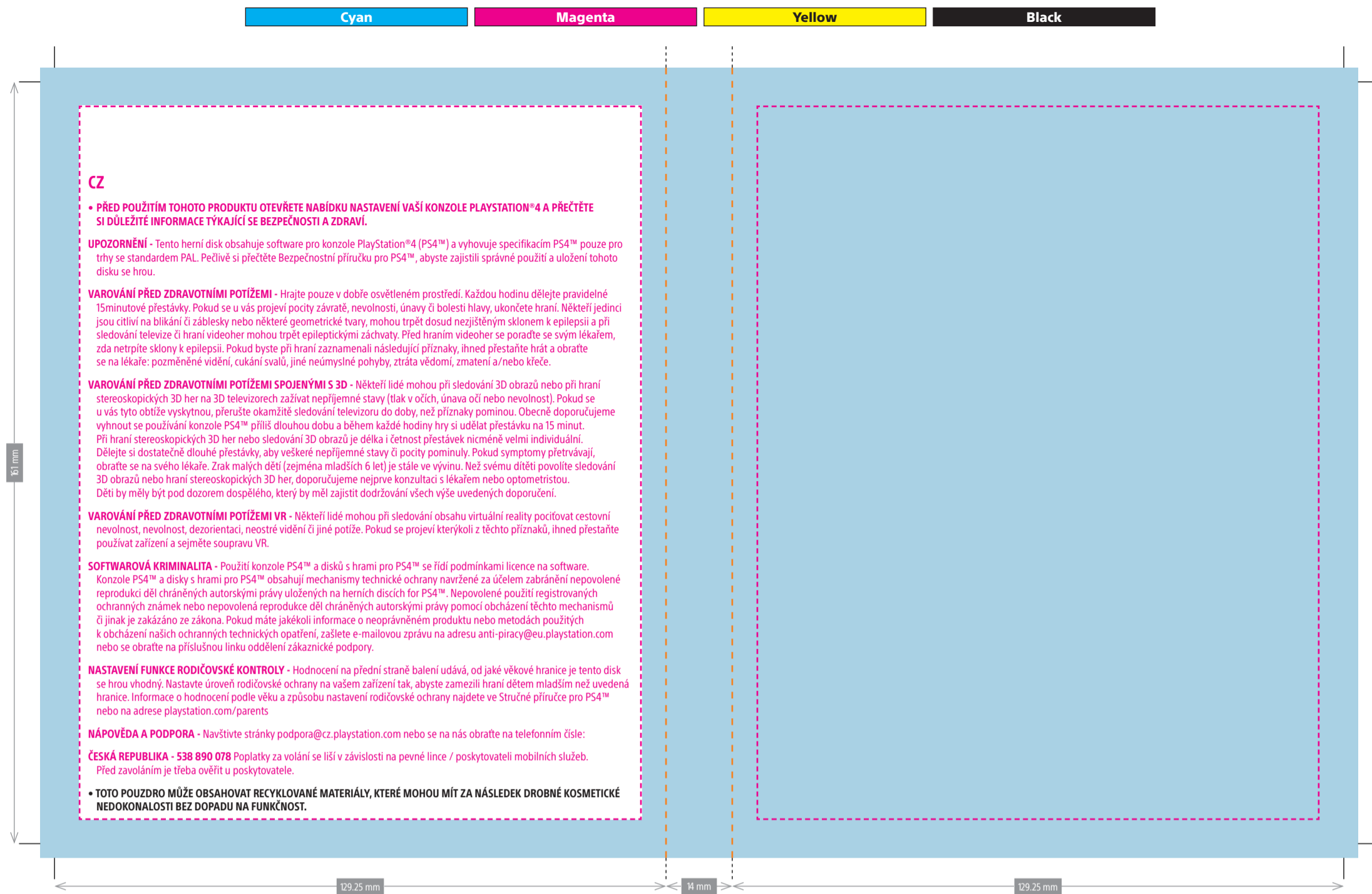
Page 13 - Language Variations

## 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.



Template: <b>PS4 Coversheet Reverse Precautions</b>	<b>Generic</b>	SKU: <b>Czech</b>	Template Last Updated: <b>21/12/2022</b>	Final size: <b>161x272.5 mm</b>
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