

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_Required_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.

*Downloadable from PlayStation®Store using the enclosed voucher code. Account for PlayStation®Network and high-speed internet required. Expires DD/MM/YYYY. (Replace with correct user age restriction disclaimer listed below). Full terms apply - see playstation.com/legal for terms of use and PS Store availability.				
For paid-for content REMOVE EXPIRY DATE. *Expires DD/MM/YYYY.				
PEGI/GC/M/ NMC	ACB (AU)	USK (DE)	RARS (RU)	USER AGE RESTRICTION DISCLAIMER (Replace with correct user age restriction disclaimer listed below.)
18	18+	18	18	Users must be 18 years or older.
16	15+	16	16	Users must be 16 years or older.
---	M	---	---	Users must be 15 years or older.
12	---	12	12	Users must be 12 years or older.
7	---	6	6	Users must be 7 years or older.
3	G, PG	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 to the digital PS5™ version of the game at no additional cost. To upgrade eligible PS4™ disc copies, players need a PS5™ console with a disc drive. PlayStation.com/help

PlayStation®VR creates a sense of presence and immersion. If you are new to VR, we recommend easing yourself in gently over time, taking regular breaks. Some users may experience discomfort when viewing VR content, although this varies between individuals.

FOR HOME USE ONLY: This software is licensed for play on authorised PlayStation®4 consoles only. A PlayStation®4 system software update may be required. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See playstation.com/legal for full usage rights. Library programs ©2013-19 Sony Interactive Entertainment Inc. exclusively licensed to Sony Interactive Entertainment Europe Limited (SIEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SIEE.

Online Multiplayer only available in countries with access to an account for PlayStation®Network. PlayStation®Store, paid-for PlayStation®Plus subscription and high-speed internet. Content and services available via PlayStation®Plus vary by subscriber age. Users must be 7 years or older and users under 18 require parental consent. PlayStation®Network, PlayStation®Store and PlayStation®Plus subject to terms of use and not available in all countries and languages - playstation.com/legal. Service availability is not guaranteed.

ANZ manufacturer line. Replace "Made in Austria" with "Made in Austria. Assembled in Australia." Change to 100% Black.

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.


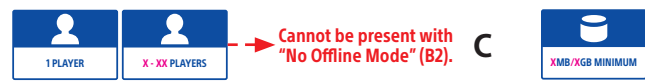






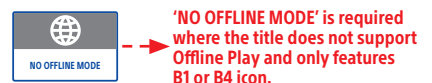



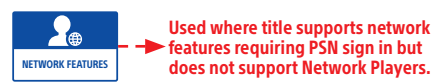






1 Upgrade to the digital PS5™ version of the game at no additional cost. To upgrade eligible PS4™ disc copies, players need a PS5™ console with a disc drive. PlayStation.com/help

PlayStation®VR creates a sense of presence and immersion. If you are new to VR, we recommend easing yourself in gently over time, taking regular breaks. Some users may experience discomfort when viewing VR content, although this varies between individuals.

FOR HOME USE ONLY: This software is licensed for play on authorised PlayStation®4 consoles only. A PlayStation®4 system software update may be required. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See playstation.com/legal for full usage rights. Library programs ©2013-19 Sony Interactive Entertainment Inc. exclusively licensed to Sony Interactive Entertainment Europe Limited (SIEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SIEE.

ANZ manufacturer line. Replace "Made in Austria" with "Made in Austria. Assembled in Australia." Change to 100% Black.

COMPATIBILITIES

A A1 A2  → Cannot be present with "No Offline Mode" (B2).	C 	G 	L 
B B1  → Cannot be present with B3 nor B4.	D 	H 	M 
B B2  → 'NO OFFLINE MODE' is required where the title does not support Offline Play and only features B1 or B4 icon.	E E1 E2 E3 E4 E5 E6 	I I1 I2 	N N1 N2 
B B3  → Used where title supports network features requiring PSN sign in but does not support Network Players.	F 	J J1 J2 J3 J4 	O O1 O2 
B B4  → Mandatory for Games that require PS Plus subscription to play.		K K1 K2 	P 

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

PS5™ UPGRADE BADGE: FOR GAME TITLES THAT ARE UPGRADEABLE TO THE PS5™ 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

PS5™ UPGRADE BADGE: FOR GAME TITLES THAT ARE UPGRADEABLE TO THE PS5™ 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.

YOU'LL NEED THESE

Template: PS4 Coversheet PlayStation VR Required

3rd party

SKU: ANZ

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.

DOLBY DIGITAL

DOLBY DIGITAL

dts Digital Surround

PS VR PERIPHERAL COMPATIBILITY GUIDE

E1. Use where we know that a PS VR game requires DSA.

E2 and E3. Use where game can be played with either a PS Move motion controller or a DSA.

E4. Use where game can be played with either a PS Aim controller or a DSA.

E5 and E6. Use where game can be played with either a PS VR aim controller, PS Move motion controller or a DSA.

J1 and J3. Use where game can be played with one/two PS Move motion controllers only.

- 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

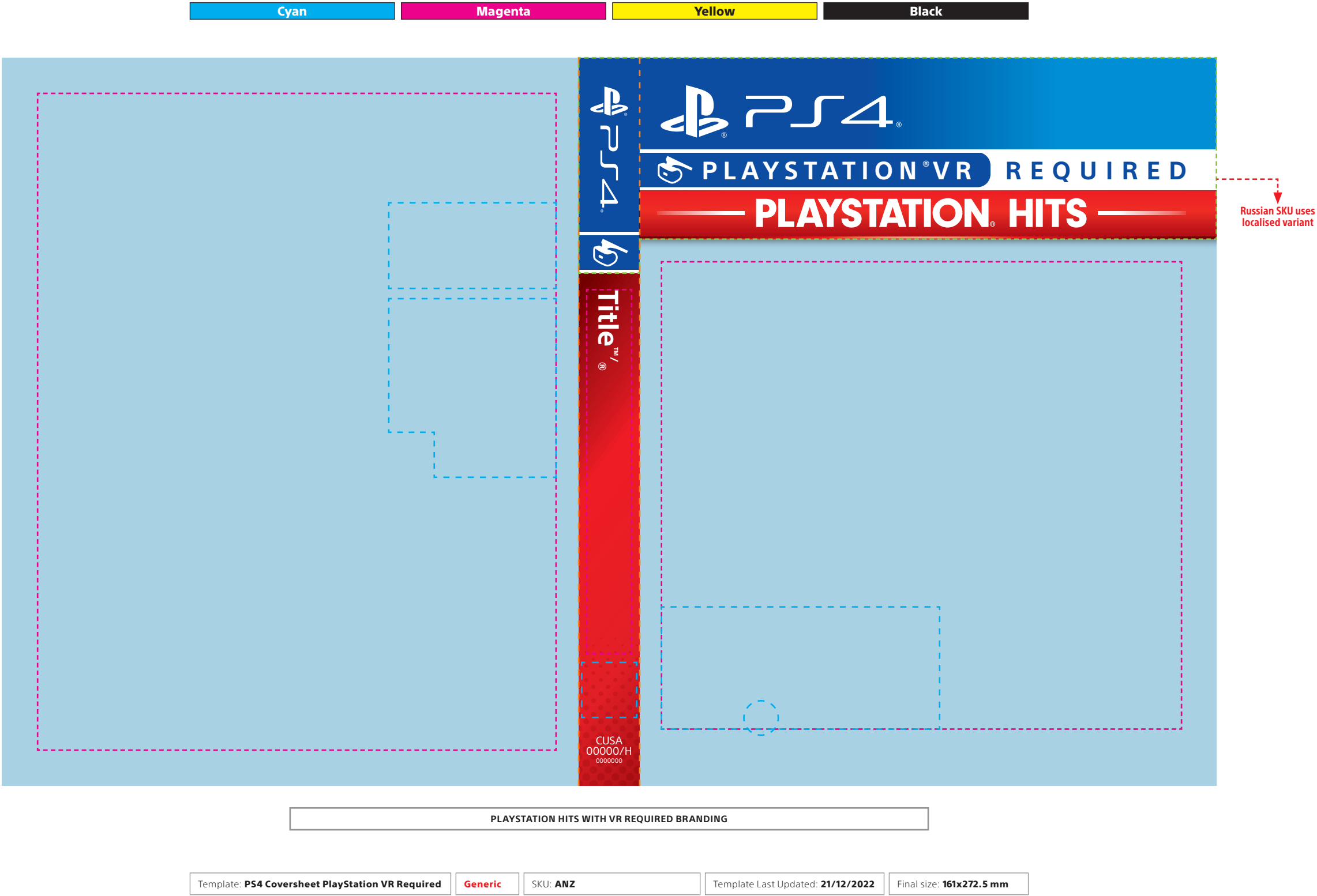
Fully Localised Secondary Option

Fully Localised Subtitles Primary Option

Fully Localised Subtitles Secondary Option

YOU'LL NEED THESE

YOU'LL NEED THESE



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	10
Recycle Line Only	10
SKU English	10

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.

