

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.

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#### VOUCHER DISCLAIMER TEXT COLOUR KEY ●●●●●

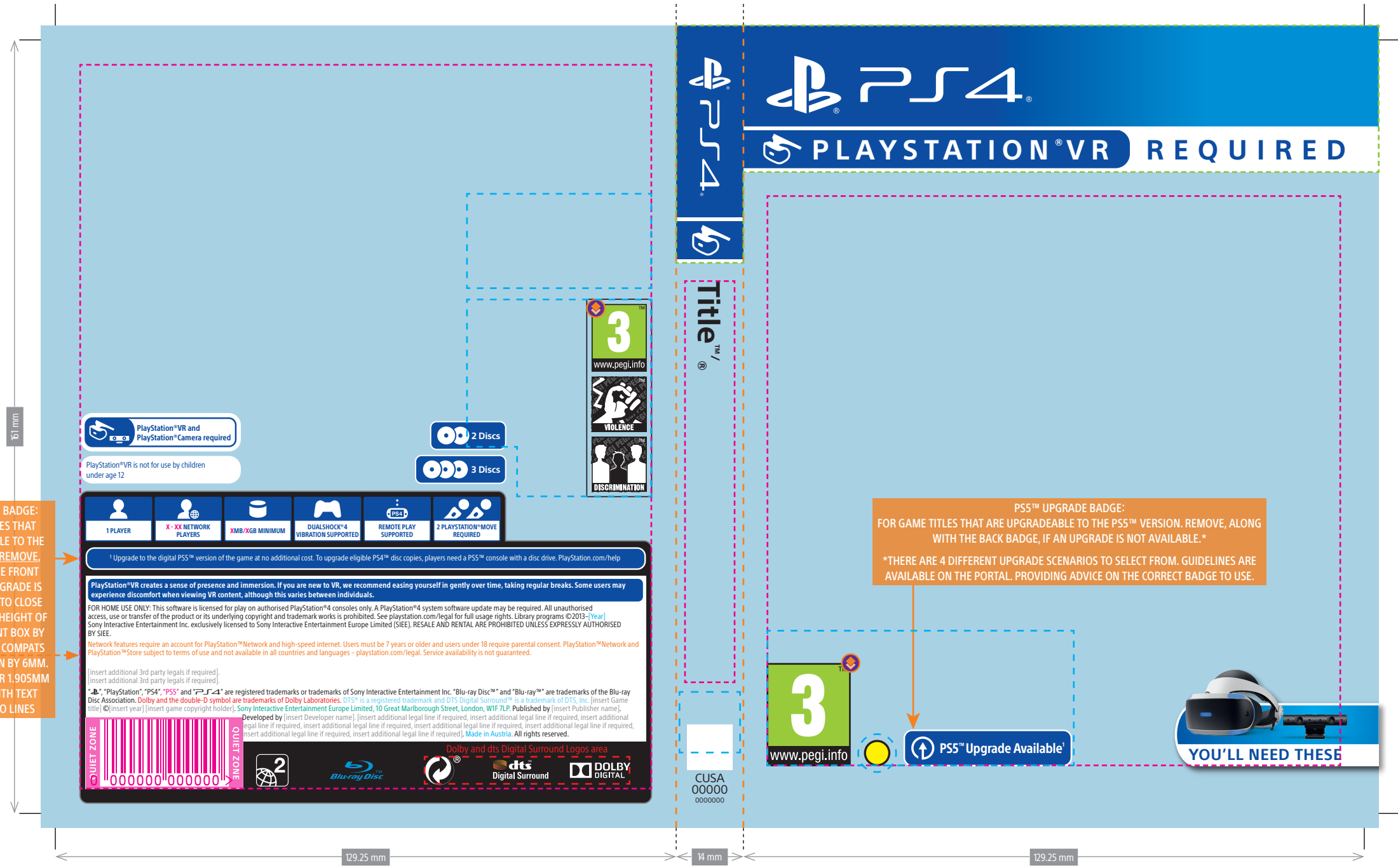
To be included when we have a DLC voucher. Refer to the template guidelines for guidance on whether a voucher expiry date should be included.

\*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

Cyan Magenta Yellow Black



Template: PS4 Coversheet PlayStation VR Required 3rd party SKU: Export 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.



#### 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.**

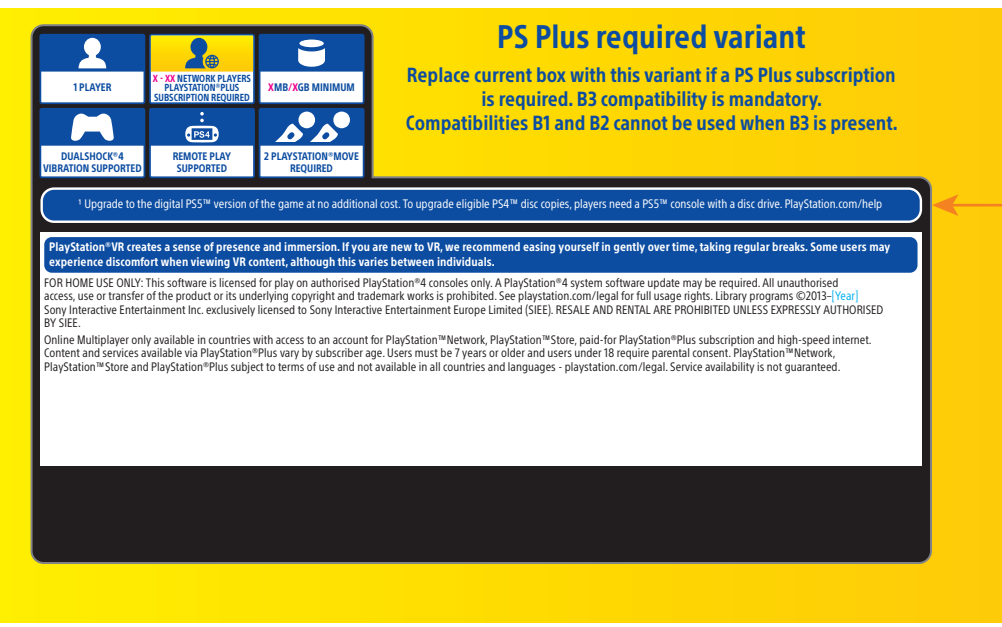
- Localisation logo can be placed within the marketing promotion area.
- The logo shouldn't interfere with the Software Artwork.
- There are two options available: Stacked and Horizontal.
- These have to be placed at 100%

Fully Localised Primary Option Fully Localised Secondary Option

Fully Localised Subtitles Primary Option Fully Localised Subtitles Secondary Option

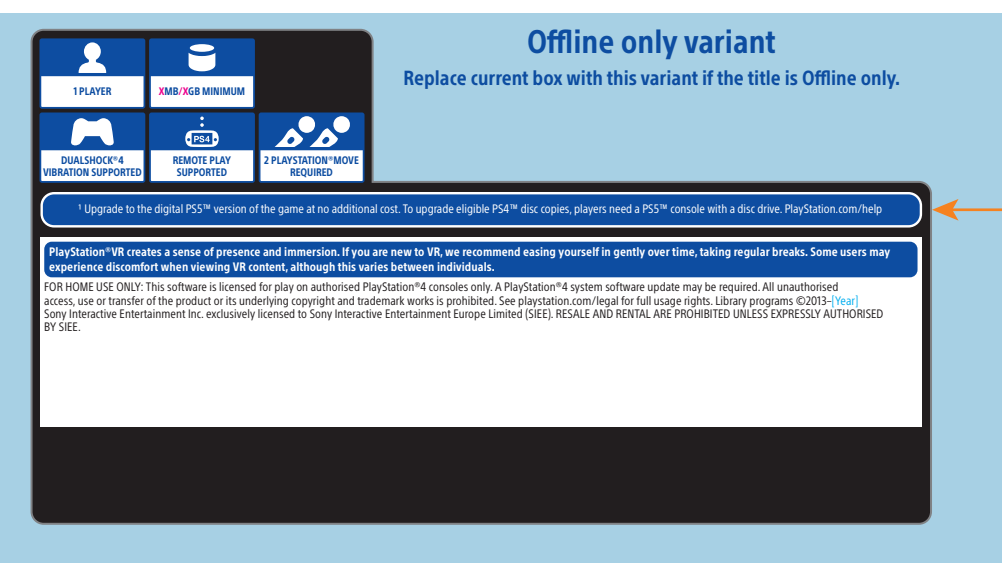


#### Compatibility legal and stacking options



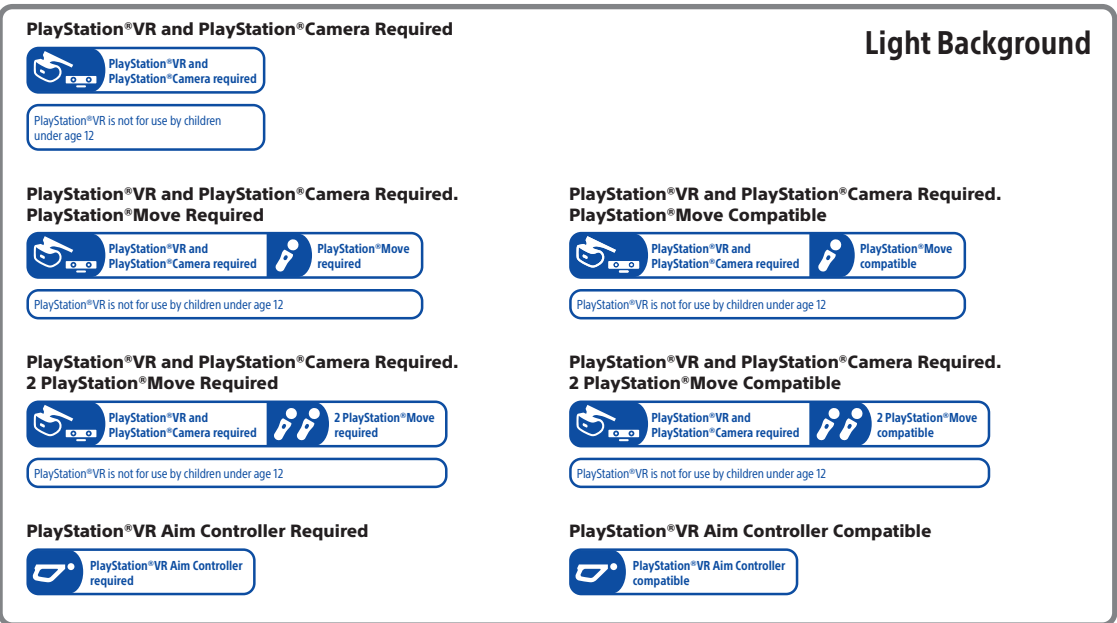
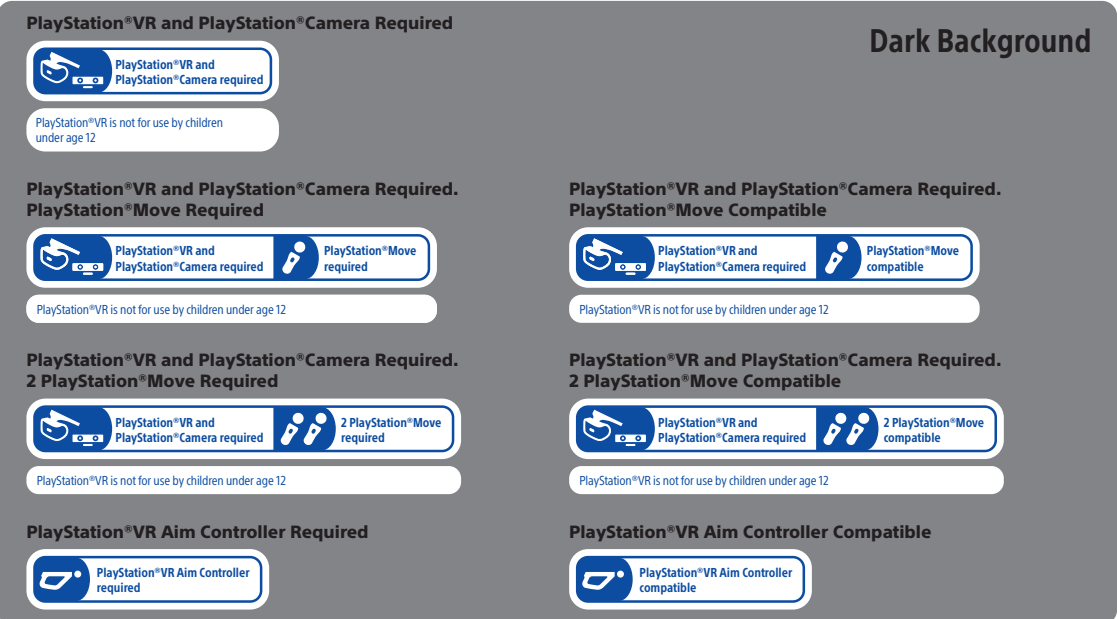
#### Network Features variant

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

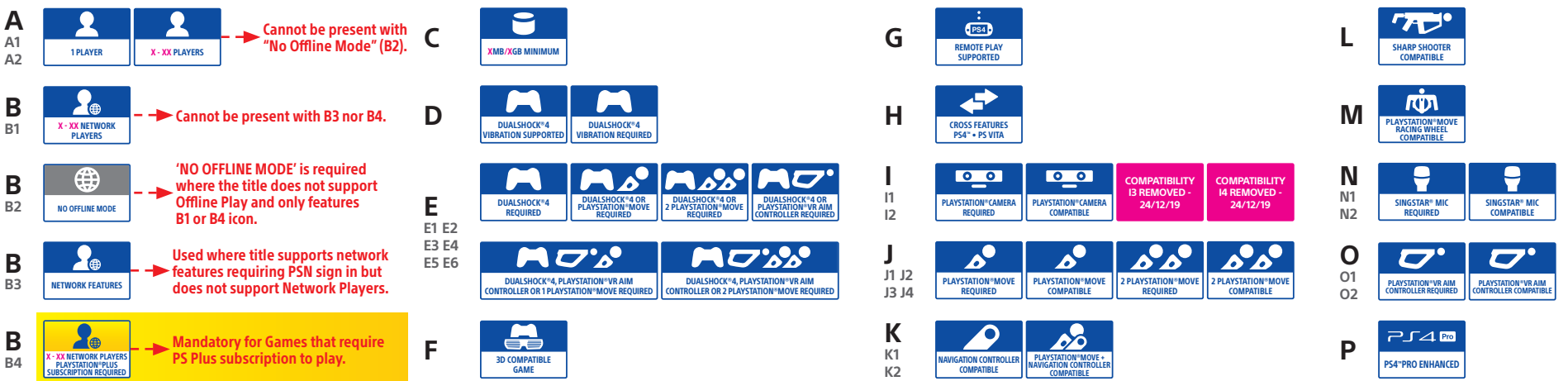


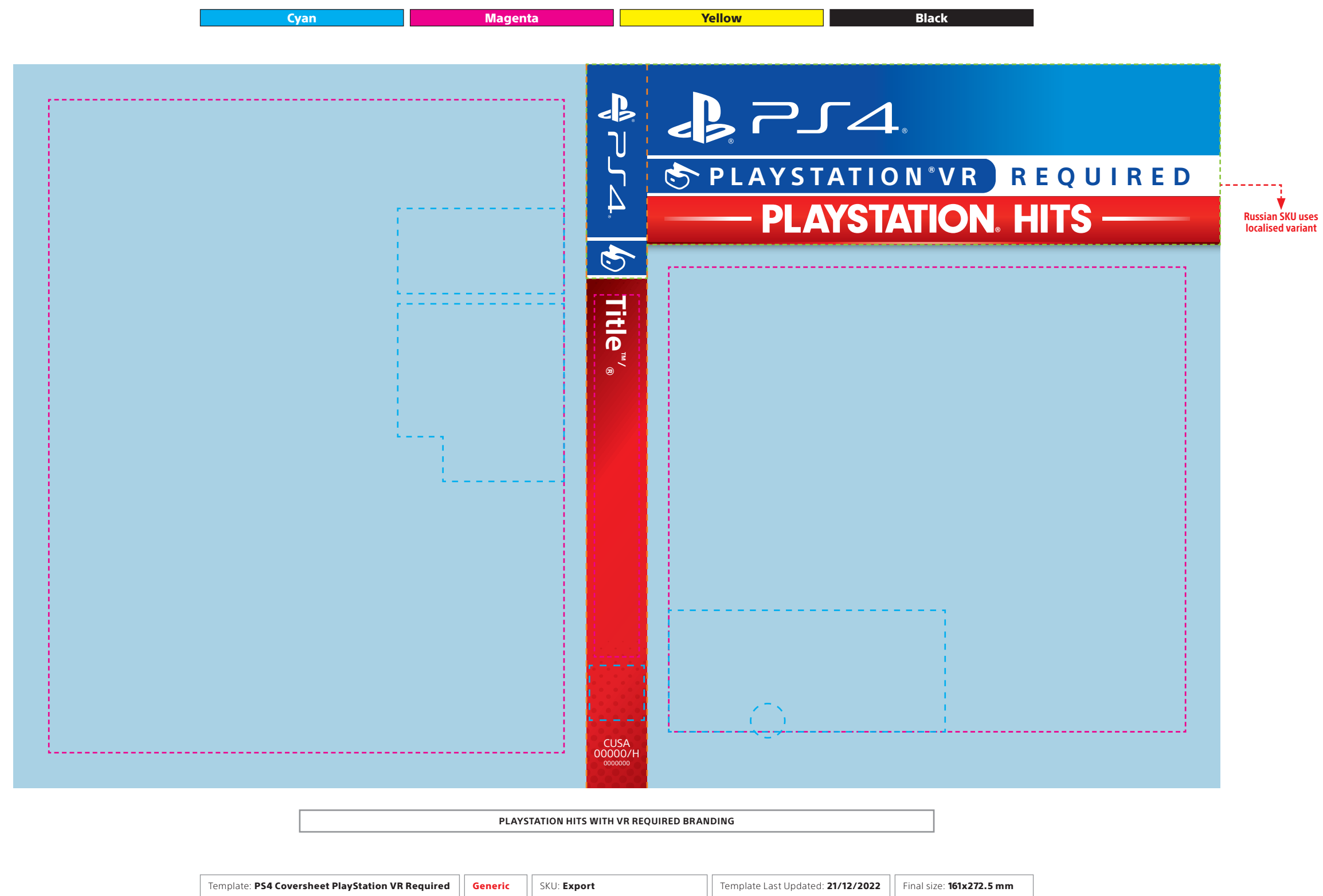
#### PS VR PERIPHERAL COMPATIBILITY GUIDE

- E1.** Use where we know that a PS VR game requires D54.
- E2 and E3.** Use where game can be played with either a PS Move motion controller or a D54.
- E4.** Use where game can be played with either a PS Aim controller or a D54.
- E5 and E6.** Use where game can be played with either a PS VR aim controller, PS Move motion controller or a D54.
- J1 and J3.** Use where game can be played with one/two PS Move motion controllers only.



#### COMPATIBILITIES





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. 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**.

English SKU	10
Precautions	11
Recycle Line Only	12
SKU: English	13

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.

