

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 (Side 1)

Page 3 = Default Controls (Side 2)

## LAYER COLOUR CODE INDICATOR

BLUE = CONTENT - DO NOT PRINT

RED = ALWAYS ON

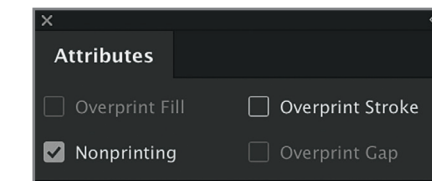
GREEN = 3RD PARTY

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

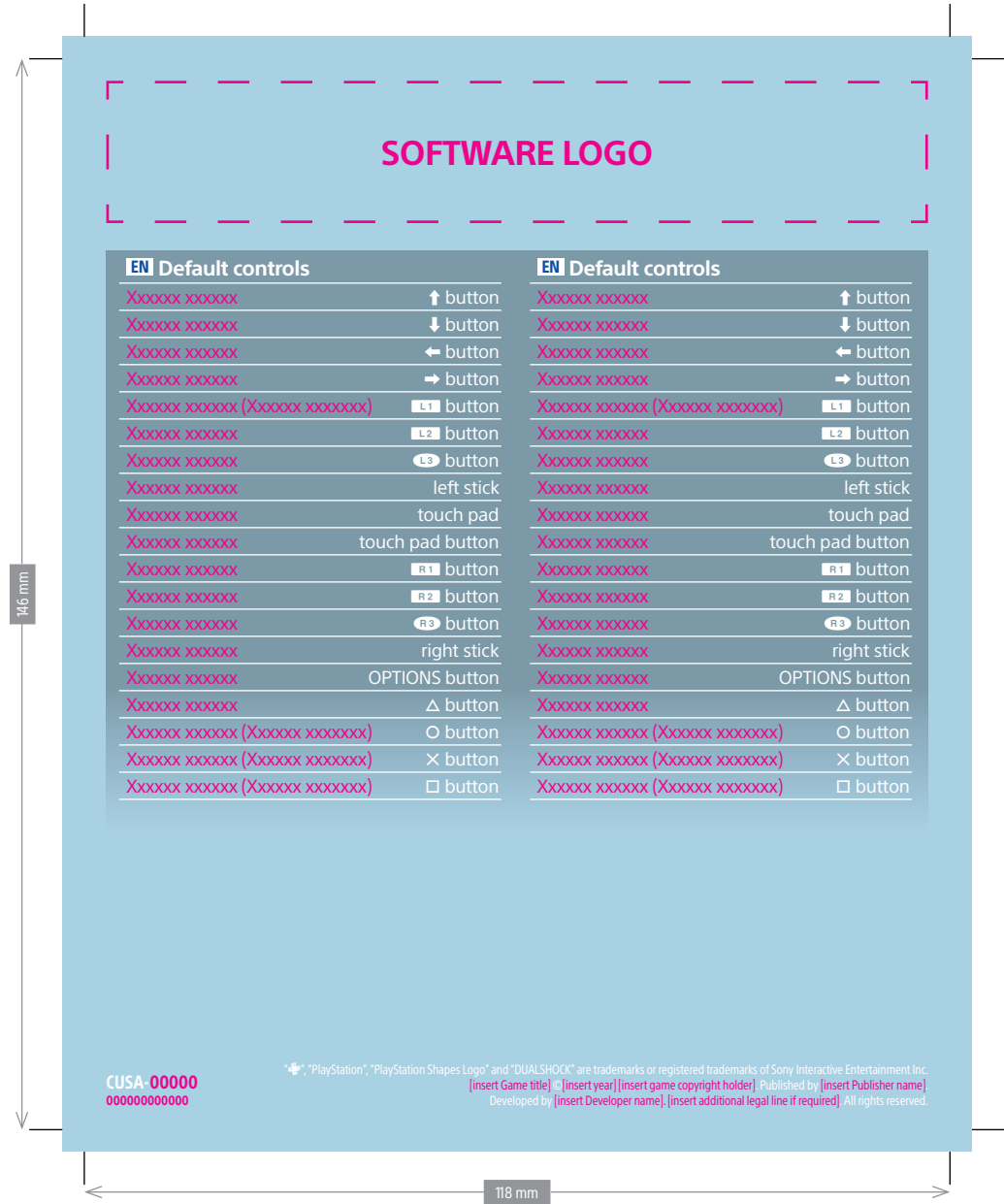
**LEGAL LINE** ○, ●

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"



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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"

118 mm

146 mm

EN Default controls

Xxxxxx xxxxxxxx↑ button

Xxxxxx xxxxxxxx↓ button

Xxxxxx xxxxxxxx← button

Xxxxxx xxxxxxxx→ button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) L1 button

Xxxxxx xxxxxxxx L2 button

Xxxxxx xxxxxxxx L3 button

Xxxxxx xxxxxxxx left stick

Xxxxxx xxxxxxxx touch pad

Xxxxxx xxxxxxxx touch pad button

Xxxxxx xxxxxxxx R1 button

Xxxxxx xxxxxxxx R2 button

Xxxxxx xxxxxxxx R3 button

Xxxxxx xxxxxxxx right stick

Xxxxxx xxxxxxxx OPTIONS button

Xxxxxx xxxxxxxx Δ button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) ○ button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) × button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) □ button

EN Default controls

Xxxxxx xxxxxxxx↑ button

Xxxxxx xxxxxxxx↓ button

Xxxxxx xxxxxxxx← button

Xxxxxx xxxxxxxx→ button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) L1 button

Xxxxxx xxxxxxxx L2 button

Xxxxxx xxxxxxxx L3 button

Xxxxxx xxxxxxxx left stick

Xxxxxx xxxxxxxx touch pad

Xxxxxx xxxxxxxx touch pad button

Xxxxxx xxxxxxxx R1 button

Xxxxxx xxxxxxxx R2 button

Xxxxxx xxxxxxxx R3 button

Xxxxxx xxxxxxxx right stick

Xxxxxx xxxxxxxx OPTIONS button

Xxxxxx xxxxxxxx Δ button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) ○ button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) × button

Xxxxxx xxxxxxxx (Xxxxxx xxxxxxxx) □ button