

PLAYSTATION®5 SOFTWARE INFORMATION - DISC

WELCOME TO THE PLAYSTATION®5 DISC TEMPLATE INFORMATION PAGE. THE AIM OF THIS DOCUMENT IS TO EDUCATE USERS ABOUT THE PSS™ TEMPLATES AND THE DIFFERENT SECTIONS THAT FORM A PSS™ SOFTWARE DISC.
IMPORTANT: PLEASE READ THE ENTIRE INFORMATION PAGE BEFORE USING THE TEMPLATE.

COVERSHEET & 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.

LEGEND

- 1. Green dashed marquee lines indicate the fixed position of the Branding Bar.
- 2. Magenta dashed marquee lines indicate where software marketing messages are permitted to be placed. Marketing communications should not be placed over or interfere with disc template elements.
- 3. Cyan dashed marquee lines indicate areas where template elements are placed. Marketing communications should not be placed over or interfere with these areas.
- 4. The dark blue marquee lines indicate where additional logos may be placed.
- 5. The violet dashed marquee line indicates the spacing baseline for any additional logos to align to.
- 6. Orange solid line indicates the DIE LINE.

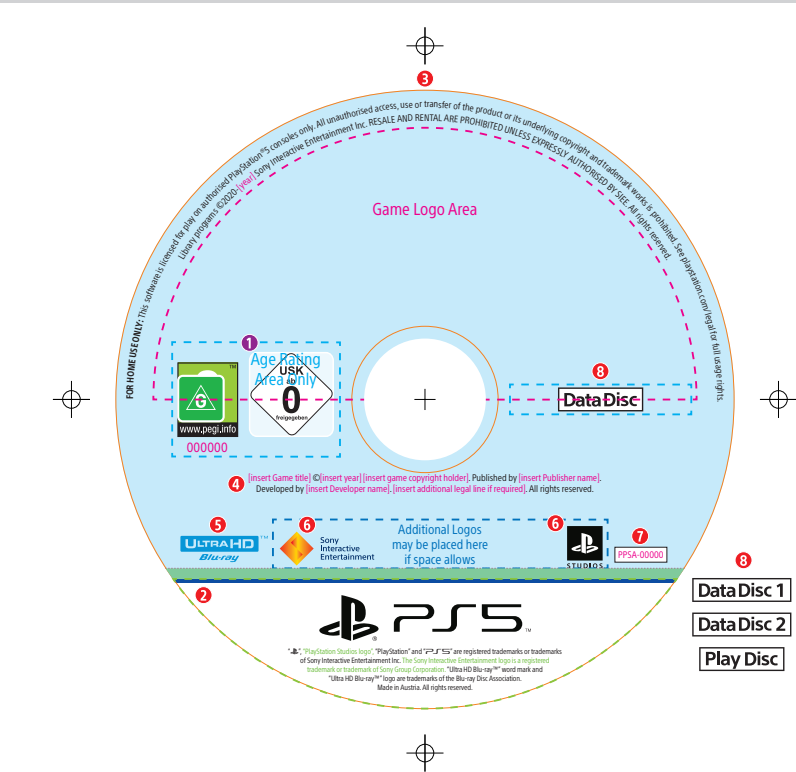
TEMPLATE SPACING

IMPORTANT: REQUIRED SPACING FOR THE BRANDING BAR AND IMPORTANT LOGOS. THESE ARE GUIDES AND SHOULD NOT BE PRINTED.
Below is the spacing colour code indicator between the branding bar and logos.

- 1. Safe zone spacing (2mm)

OBJECT LAYER OPTIONS

- 1. This document uses 'Object Layer Options' where applicable.
- 2. To adjust; select your link then go to; **Object> Object Layer Options** and turn OFF/ON your correct layer.



1 AGE RATINGS

IMPORTANT: POSITIONS AND SIZES ARE FIXED.

- 1. All ratings have been applied to this document.
- 2. 'Object Layer Options' have been applied to the ratings where applicable.
- 3. PEGI registration number [000000] will need to be applied once confirmed. Colour = black or white.
- 4. This area should not include any other publisher/developer logos or other graphical elements.

2 BRANDING BAR

IMPORTANT: REQUIRED ON ALL GAMES. POSITION IS FIXED. THE BAR AND LOGOS ARE INCORPORATED AND MUST NOT BE ALTERED.

- 1. Do not add logos or key art elements to this area.
- 2. The black legal copy within this area is MANDATORY and must not be removed or adjusted.

3 OUTER RIM COPY

IMPORTANT: REQUIRED ON ALL GAMES.

- 1. Replace [Year] with correct year.
- 2. Do not adjust size of font.
- 3. Text colour can be changed to white for legibility purposes only.

4 LEGAL AREA

IMPORTANT: REQUIRED ON ALL GAMES.

- 1. Font family fixed as SST Condensed with an optimal point size of 5pt.
- 2. Paragraph Styles / Character Styles have all been created.

Colour Code for legal area.

- 1. For Positional Only (FPO). Mandatory: The copy within these brackets [] should be filled in where applicable and changed to black. **REMOVE BRACKETS AFTER USE []**.
- 2. 1st Party Use Only. Mandatory: insert the "SIE logo". Also, insert the "PlayStation Studios logo" when required. 3rd Party publishers **MUST REMOVE** the PlayStation Studios logo, the SIE logo and the associated sentences.
- 3. **ALL TEXT MUST BE SET TO BLACK (100%K) ONCE THE FIELDS HAVE BEEN COMPLETED.**
- 4. Text colour can be changed to white for legibility purposes only.

5 ULTRA HD BLU-RAY™ LOGO

IMPORTANT: REQUIRED ON ALL GAMES. POSITION IS FIXED. DO NOT ALTER SIZE.

- 1. Position is fixed.
- 2. Please be aware of the punched out text on the UHD BD logo.
- 3. Avoid any busy visuals behind the logo if possible.
- 4. 'Object Layer Options' have been applied for optional black or white logo when legibility is at risk. Blue is the preference.

6 SIE MARK / PS STUDIOS - 1ST PARTY USE

IMPORTANT: REQUIRED ON ALL 1ST PARTY GAMES ONLY. DO NOT ALTER SIZES.

- 1. SIE Mark position is fixed. PS Studios positioned in the dark blue dashed marquee, placed on the left of publisher logo.
- 2. Isolation zones have been applied to each logo and cannot be altered.
- 3. Remove for 3rd Party use.
- 4. 'Object Layer Options' have been applied for optional white logo when legibility is at risk.

7 PRODUCT CODES - PPSA CODE / SKU CODE

IMPORTANT: REQUIRED ON ALL GAMES. SIZE, FONT STYLE AND POSITION IS FIXED.
PPSA Code.

- 1. 5-digit PPSA Code = 5pt SST Condensed. Colour = black or white.
- 2. SKU code can be added to distinguish localised Disc Labels that share a PPSA code. See 'Australia New Zealand SKU' and 'Russian RSC SKU' layers.
- 3. Colours can be inverted for darker backgrounds. Black box, white outline, white text.

8 PLAY DISC / DATA DISC - MULTIPLE DISC USE

IMPORTANT: MANDATORY FOR TITLES THAT INCLUDE 2 OR 3 DISCS. POSITION IS FIXED. IF THE PLAY DISC / DATA DISC GRAPHIC IS NOT REQUIRED, THIS AREA CAN BE USED FOR ADDITIONAL GAME LOGOS.

- 1. 'Object Layer Options' have been applied to these icons for inverse colour option.
- 2. Position of logo and copy lockup is changeable within cyan dotted line.
- 2 DISC LABELS: Disc 1: DATA DISC, Disc 2: PLAY DISC
- 3 DISC LABELS: Disc 1: DATA DISC 1, Disc 2: DATA DISC 2, Disc 3: PLAY DISC

LANGUAGE SPECIFIC DISC LABELS

IMPORTANT: MAJORITY OF SKUS CAN SHARE A DISC LABEL. THERE ARE SOME SKUS, LISTED BELOW, THAT REQUIRE THEIR OWN LANGUAGE SPECIFIC DISC LABEL.

Australia New Zealand.

'Ratings ACB - Australia' to be the only rating included. 'ANZ' after the PPSA code.

Russian RSC.

No rating. 'RSC' after the PPSA code. Localised 'Outer Rim Copy'.

Localised Game Title.

For SKUs that translate the game title: Localised game title logo. SKU specific rating. SKU code after the PPSA code. Localised 'Outer Rim Copy'.

Unique PPSA Code.

For SKUs that have a unique PPSA code: SKU specific rating. Localised 'Outer Rim Copy'. SKU code is not required after the PPSA code.

CONTACT

SHOULD YOU NEED ANY FURTHER INFORMATION, PLEASE CONTACT
SIE.TEMPLATE.QUERIES@SONY.COM