

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_Slipcase_Double_Disc_Standard.pdf** document within the **Guidelines** folder of your template package.

CONTENTS

Page 1 = Contents
Page 2 = PS4 Double Disc Slipcase

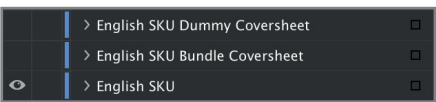
LAYER COLOUR CODE INDICATOR

BLUE = CONTENT - 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).

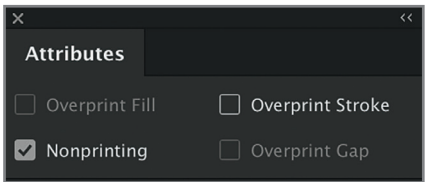
DUMMY AND BUNDLE COVERSHEET

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.



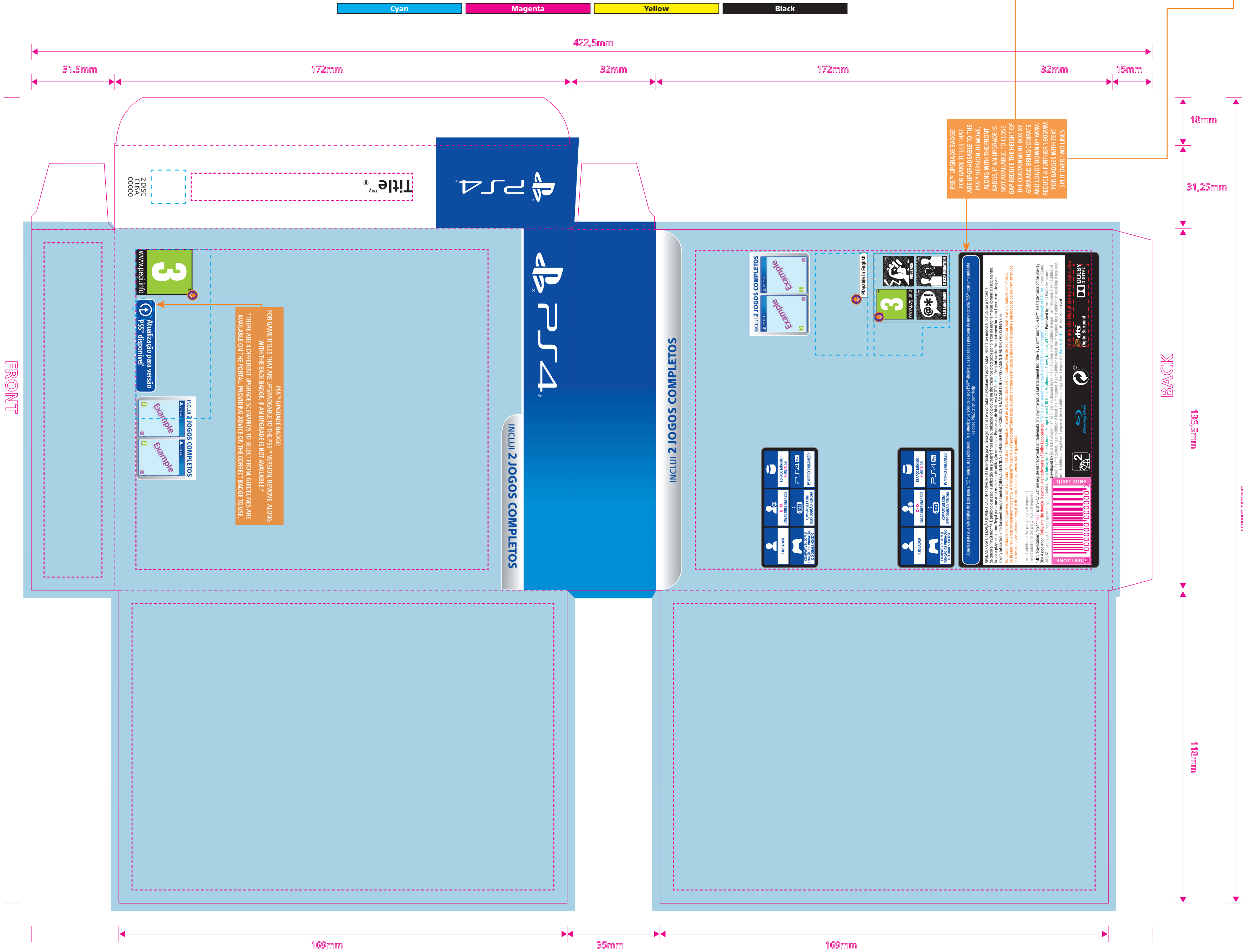
PREVIEW

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. Final high res file for print should only contain 1 page. Page 1: PS4 Double Disc Slipcase



GUIDE

Please refer to the “Guidelines_Slipcase_Double_Disc_Standard” 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.

LEGEND

- 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

DOLBY LOGOS - should only appear on the packaging if Dolby encoding is included within this software title.

DOLBY DIGITAL SURROUND - should only appear on the packaging if Dolby Digital Surround encoding is included within the software title.

Trademark notice needs to be included when the logo is presented.

For more information on the legal requirements, please refer to the relevant legislation.

COMPATIBILITIES										
A1	FACEBOOK	1+ ONWARDS	→ Cannot be present with "No Offline Mode" (B2).	C	EUROPEAN REGIONAL COMPATIBILITY	8 INCHES	G	EUROPEAN REGIONAL COMPATIBILITY	L	EUROPEAN REGIONAL COMPATIBILITY
A2	FACEBOOK	FACEBOOK								
B	FACEBOOK	FACEBOOK	→ Cannot be present with B3 nor B4.	D	EUROPEAN REGIONAL COMPATIBILITY	8 INCHES	H	EUROPEAN REGIONAL COMPATIBILITY	M	EUROPEAN REGIONAL COMPATIBILITY
B1	FACEBOOK	FACEBOOK								
B2	FACEBOOK	FACEBOOK	'NO OFFLINE MODE' is required where the title does not support 'No Offline Mode' and only features B1 or B4 from.	E	EUROPEAN REGIONAL COMPATIBILITY	8 INCHES	I	EUROPEAN REGIONAL COMPATIBILITY	N	EUROPEAN REGIONAL COMPATIBILITY
B3	FACEBOOK	FACEBOOK	Used where title supports network play but does not support Network Play.	F	EUROPEAN REGIONAL COMPATIBILITY	8 INCHES	J	EUROPEAN REGIONAL COMPATIBILITY	O	EUROPEAN REGIONAL COMPATIBILITY
B4	FACEBOOK	FACEBOOK	→ Mandatory for Games that require PS Plus subscription to play.				K	EUROPEAN REGIONAL COMPATIBILITY	P	EUROPEAN REGIONAL COMPATIBILITY