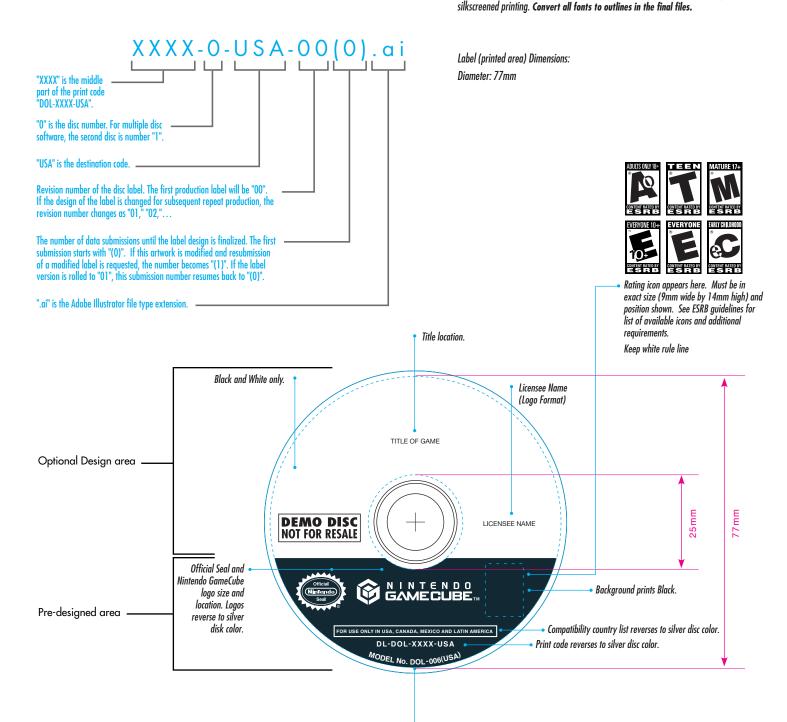
FILE FORMATS AND VERSION: Save the Nintendo GAMECUBE Game Disc label in Adobe Illustrator v8.0 format. Linked files must be in TIFF file format.

FILE NAMING: Name the Nintendo GAMECUBE Game Disc label file according to the rule described below. Linked tiff files can have any name but add ".tif" to the end of the name, to identify the file type.



Model Number.

Nintendo of America, Design Services

The demo disc label is silkscreen printed in Black and White. Do not alter the pre-designed area. The area between the inner and outer dashed cyan lines indicates the boundary of ink coverage for the template. Keep text, icons and all other layout items within the dashed lines. Title, publisher name or logo, and disc number must appear in the optional design area. A NOTE ON FONT SIZES: Do not use very small font sizes or line widths. For example when

overprinting do not use a line width smaller than 0.15 mm, a Regular Helvetica font smaller

above 5 pt. Do not condense the fonts' character spacing which can cause illegibility in the

than 5 pt, or a Bold Helvetica smaller than 3.5 pt. When using a "knock-out" or reverse process keep the line widths above 0.25 mm, a Regular Helvetica above 8 pt and a Bold Helvetica

Pg. No: 2.0

DOL-62-0677-001C

NINTENDO GAMECUBE DEMO DISC LABEL TEMPLATE