

**Dashed black line indicates maximum area available for 'compatibility icons'. Add icons, starting on the left, as necessary. Icons print black or white, whichever is most legible on background color. Do not change location of icons.**

Adjust block number according to number of blocks needed for game.

When using this icon, add additional copy to back panel detailing compatibility/connectivity.

Game description location.

Typical back panel layout. For example only.

Game screenshot use is optional. Style, font, size and color of game related descriptive text is optional. For games that require reading, add the following text:  
**Basic reading ability is needed to fully enjoy this game.**  
 Size, style and location is optional. Add additional copy, icons or images of compatible accessory products not included in list of icons above.  
 Size, style and location is optional.

"IMPORTANT!", "WARNING" and "FOR SALE" information sizes and locations. Must appear in exact sizes and styles shown here.

Licensee Name (Logo Format)

Licensee address and country of manufacture prints white. Change supplemental barcode when country of manufacture is changed.

Part Number. Revision letter must be changed when artwork is revised.

Dolby logo.  
 Use only when game has met Dolby's standards for technical quality assurance.  
 When using the Dolby Pro Logic II logo, make sure to include the following text in the trademark notice:  
 Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

Background prints black. Rule line above background prints white. Do not change.

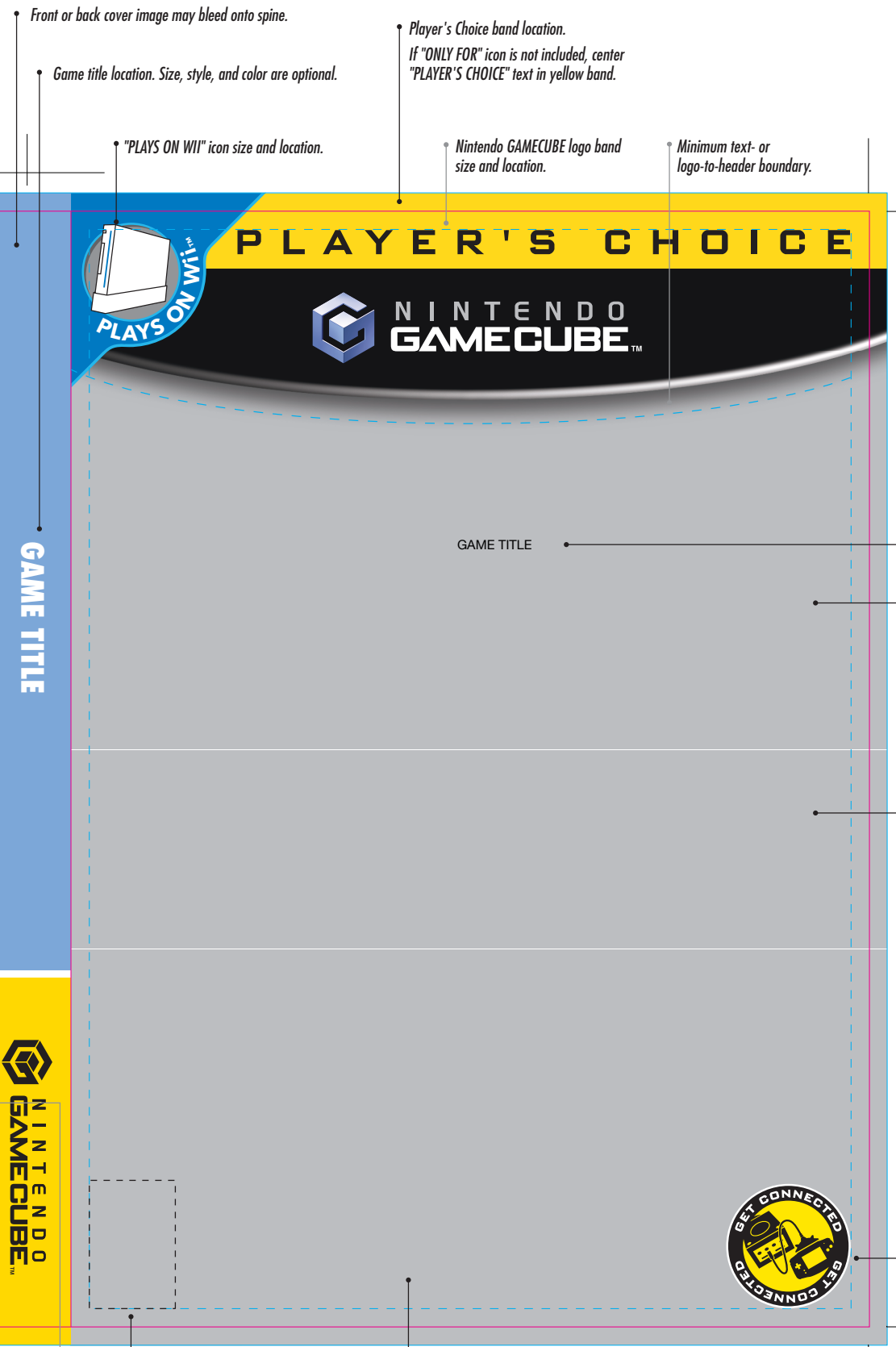
Nintendo recommends that you include text or contact information regarding customer service, repair and warranty questions.

"Licensed by Nintendo", trademark and copyright text followed by Licensee's copyright information must appear here.

Official Nintendo Seal, copy size and location.  
 Seal prints (gold): PANTONE 872.  
 Interior of oval reverses to white stock.

Universal Product Code size and location. File must be submitted with artwork.  
 Check printing proofs to be sure proper UPC code has been used. Lines and numbers print black. Background rectangle reverses to white stock.  
 See Nintendo document "DOL-62-0072-001", (DOL Game Pak Printed Material Specification, Title Sheet), for barcode specifications.  
 Supplemental barcode (to right of UPC) must be changed when country of manufacture is changed or artwork is revised.

Item code.



Black keylines are for position only (fpo). Do not print.  
 The inner dashed cyan lines indicate the minimum text-to-edge boundary. Do not print. This is 3mm inside all trim and fold lines. Keep text, icons and all other layout items within the dashed lines.  
 Magenta lines indicate trim line. Do not print.

Dimensions:  
 Width: 276 mm  
 Height: 183 mm

**GOLD** prints Metallic Gold: Pantone 872-C.

Game title location.

Front panel illustration image butts to Nintendo GAMECUBE logo band on top, to spine on left, and bleeds off to right side and bottom. Shadow under Nintendo GAMECUBE logo band is part of the front panel illustration image. Shadow specifications can be found inside the Photoshop layered file for front panel image illustrations. Do not change the shadow specifications.

Background color should be specified as a CMYK process separation or a PANTONE spot color.



Add "Get Connected" icon to front, location optional, when game includes Game Boy Advance compatible features/connectivity. Color and size as shown.

Rating icon appears here. Must be in exact size (14 mm wide by 21 mm high) and position shown. See ESRB guidelines for list of available icons and additional requirements. Do not add white rule line around icon unless background is 100% black.

ESRB Descriptor (if necessary) size and location. See ESRB guidelines for list of available icons and additional requirements. Keep white rule line.

Licensee name (logo format) must appear on front of title sheet.

If more than three descriptors are required, the "large" size descriptor box must be used (available from ESRB). Place in lower left corner, under trademark text.

