

The standard disc label is silkscreen printed in no more than two colors. A one color design is acceptable. The color of the pre-designed area can be selected from the approved color list. Do not alter the pre-designed area other than changing the print code or color.

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.

Game title, Licensee (or Publisher) name or logo, and disc number (in the case of multiple discs) 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 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 above 5 pt. Do not condense the fonts' character spacing which can cause illegibility in the silkscreened printing. Convert all fonts to outlines in the final files.

If a halftone image is used please use the correct method and screen ruling as described on page 9.0.

Label (printed area) Dimensions:

Diameter: 77 mm

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.

XXXX-0-USA-00(0).ai

"XXXX" is the middle part of the print code "DOL-XXXX-USA".

"0" is the disc number. For multiple disc software, the second disc is number "1".

"USA" is the destination code.

Revision number of the disc label. The first production label will be "00". If the design of the label is changed for subsequent repeat production, the revision number changes as "01," "02," ...

The number of data submissions until the label design is finalized. The first submission starts with "(0)". If this artwork is modified and resubmission of a modified label is requested, the number becomes "(1)". If the label version is rolled to "01", this submission number resumes back to "(0)".

".ai" is the Adobe Illustrator file type extension.



Rating icon appears here. Must be in exact size (9mm wide by 14mm high) and position shown. See ESRB guidelines for list of available icons and additional requirements.

Do not add rule line around icon unless background is 100% Black.

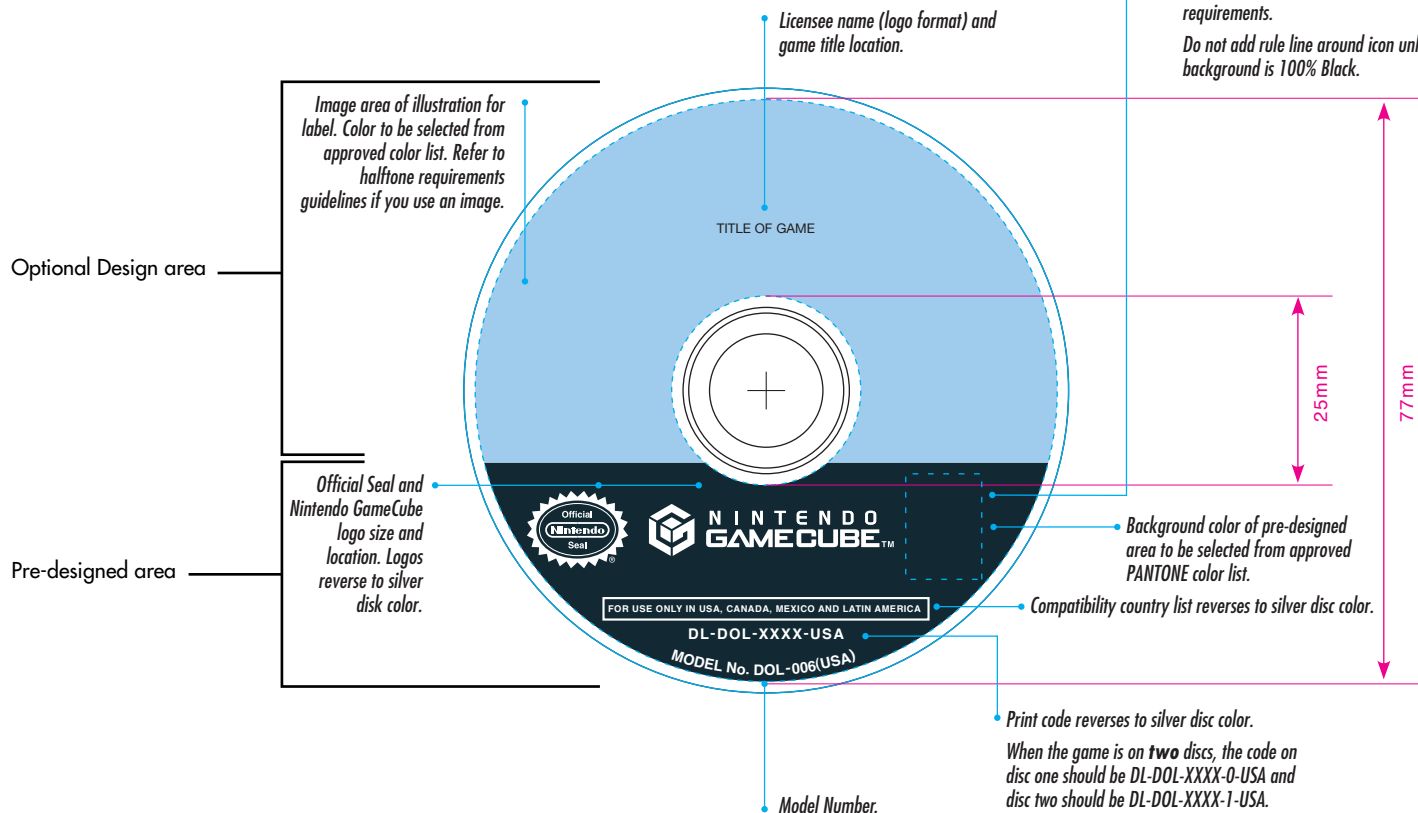


Image area of illustration for label. Color to be selected from approved color list. Refer to halftone requirements guidelines if you use an image.

Optional Design area

Pre-designed area

Official Seal and Nintendo GameCube logo size and location. Logos reverse to silver disc color.

TITLE OF GAME

Licensee name (logo format) and game title location.

Background color of pre-designed area to be selected from approved PANTONE color list.

Compatibility country list reverses to silver disc color.

Print code reverses to silver disc color.

When the game is on two discs, the code on disc one should be DL-DOL-XXXX-0-USA and disc two should be DL-DOL-XXXX-1-USA.

Model Number.