FILE FORMATS AND VERSION: Save the Wii Game Disc label in Adobe Illustrator CS1 format. Linked files must be in TIFF file format.

FILE NAMING: Name the Wii 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-0A-0-USA-A0(0).ai

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

"0" is the disc number. For multiple disc software, the second disc is number "1". "A" is for single sided discs "B" for double sided.

Game program version.

"USA" is the destination code.

Revision number of the disc label. The first Digit is "A". The first production label will be "A0". If the design of the label is changed for subsequent repeat production, the revision number changes as "A1," "A2,"…

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.

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 elements other than changing the print code or color.

Game title, 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 2.0.

Label (printed area) Dimensions:

Diameter: 116 mm

image area

Reverses to silver disk color

Wii™

TITLE OF GAME

EVERYONE
E
CONTENT RATED BY
ESRB

Official Nintendo Seal

15mm

120mm

ALTERNATE PLACEMENT FOR TITLE OF GAME

FOR USE ONLY IN USA, CANADA, MEXICO AND LATIN AMERICA   RVL-XXXX-USA   MODEL NO. RVL-006(USA)
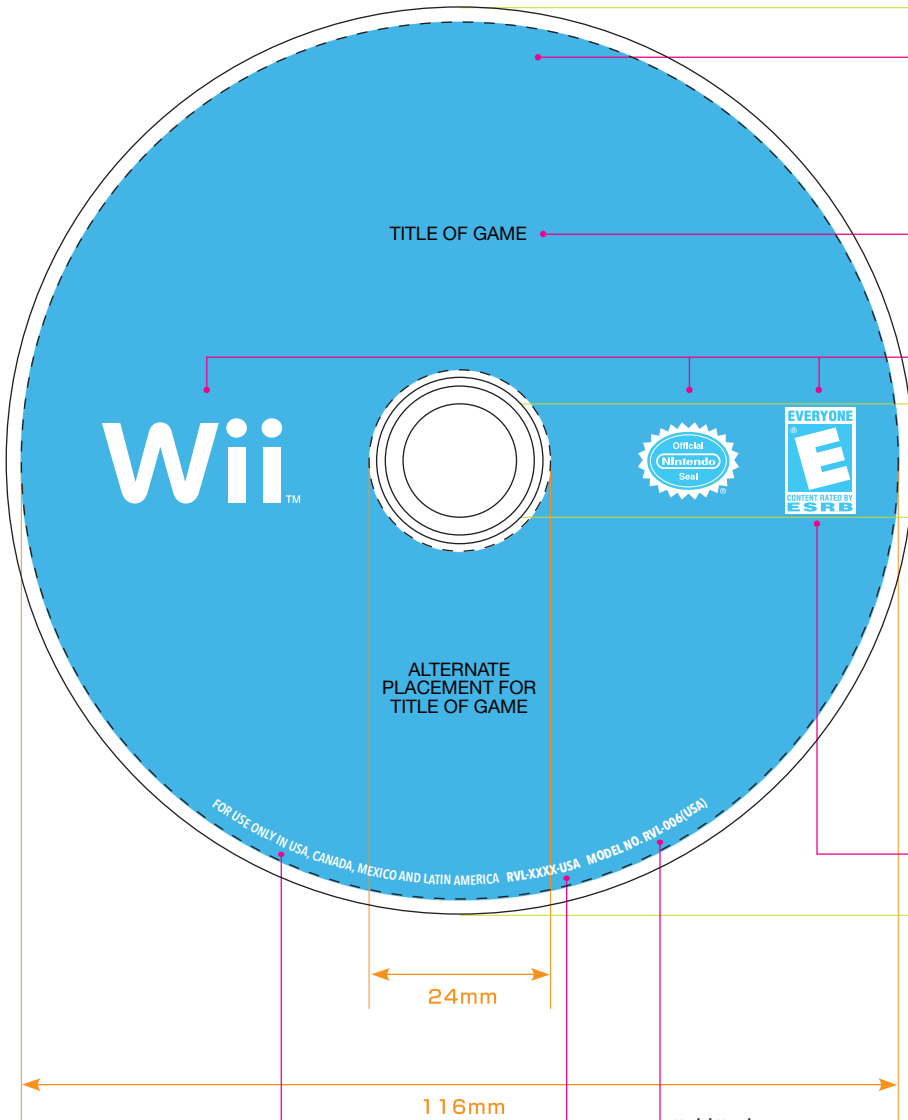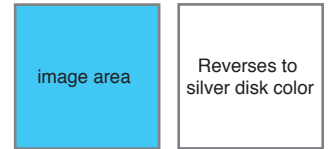
24mm

116mm

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

Licensee name (logo format) game title location.

Wii logo, Official Seal and ESRB size and location. Logos reverse to silver disc color. If background is halftone, add 1 pt stroke of background color around logos.

Wii™

Nintendo Seal

E
CONTENT RATED BY
ESRB

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

TEEN
T
CONTENT RATED BY
ESRB

MATURE 17+
M
CONTENT RATED BY
ESRB

EVERYONE 10+
E 10+
CONTENT RATED BY
ESRB

EVERYONE
E
CONTENT RATED BY
ESRB

EARLY CHILDHOOD
eC
CONTENT RATED BY
ESRB

Model Number.

Print code reverses to silver disc color.

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

Compatibility country list reverses to silver disc color.