Dieline Eng. Spec: S003423
Third Party
Xbox 360
Outer wrap: Inside (Safety/ Warranty/Customer Support) (Amaray/Coversheet) Template

v6.1

DO NOT ALTER OR MOVE TEMPLATE ITEMS

XBOX_360_3P_OWP_Inside_v6.1.indd 05 Nov '12

>> Up to date?
Check the Xbox 360 brand site at https://www.microsoftprosource.com/brandbook/ for the latest information, templates, and more!

Artwork Creator: Ultimate responsibility lies with you (your company) to ensure that the final packaging complies with both Age Rating Body and Local Laws of the particular region that your product will be distributed into.

LANG. ID	LANGUAGE
CHT	TRAD. CHINESE
CS	CZECH
DA	DANISH
DE	GERMAN
EL	GREEK
EN	ENGLISH
ES	SPANISH (EUROPE)
FI	FINNISH

LANG. ID	LANGUAGE
FR	FRENCH (EUROPE)
HU	HUNGARIAN
IT	ITALIAN
JA	JAPANESE
KO	KOREAN
NL	DUTCH
NO	NORWEGIAN
PL	POLISH

LANG. ID	LANGUAGE
PT	PORTUGUESE IBERIAN
RU	RUSSIAN
TR	TURKISH
SK	SLOVAKIAN
SV	SWEDISH
XC	BRAZILIAN PORTUGUESE
XD	FRENCH CANADIAN
XX	SPANISH (LAT-AM)

MS Color Bar V.7 02182011

CYAN MAGENTA YELLOW BLACK

360 123 172 279 XBOX Kinect 100 75 75,66,66 50 50,40,40 25 25,19,19 100 75 50 25 100 75 50 25 100 75 50 25 100 75 50 25

Dieline

1 **WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. **www.xbox.com/support.**

2 **Important Health Warning: Photosensitive Seizures**
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

3 Publisher will replace this text with a warranty to the original end user of the game stating that the game will perform in accordance with its documentation or publisher will refund the purchase price or provide a replacement game at no charge.
NOTE: Publishers must provide a minimum 90-day warranty for North America and 180-day warranty for Korea. Publisher should check with their legal department to ensure that minimum warranty periods are met for each other specific country the package will be distributed into, but must provide no less than a 30 day warranty.

4 Publisher will provide contact information as outlined in the call out on the right (see "INS: Outer Wrap (Inside).

警告 在您開始玩遊戲之前，請詳讀 Xbox 360® 主機說明、Xbox 360 Kinect® 感應器手冊、以及其他任何周邊裝置手冊上的重要安全與健康須知。請妥善保留所有手冊，以供日後參考之用。如需替換硬體手冊，請前往 **www.xbox.com/support**。

進行視訊遊戲的重要健康警告。

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

REMOVE THIS COVER SHEET FOR IMPORTANT GAME AND SAFETY INFORMATION
5 **請移除此保護層以獲得重要的遊戲與安全資訊。**

SPINE AREA

MICROSOFT EPS NUMBER: S003423.EPS
24-JUN-04 REV: D

1 **"OUTER WRAP: INSIDE" TEMPLATE**
Background should not contain any art/background color.

2 **SAFETY WARNING**
Font size should be increased to fit available space.
Font must be Segoe Pro and minimum 6pt.
Safety Warning text should wrap around "quiet zones" as indentified on the "INS: Quiet Zone" layers to ensure text is not obstructed by DVD case clips, etc. Please adjust quiet zones to suit the style of your specific DVD case supplier.

3 **WARRANTY**
Warranty should be provided to the original end user of the game stating that the game will perform in accordance with its documentation or publisher will refund the purchase price or provide a replacement game at no charge.
NOTE: Publishers must provide minimum 90-day warranty for North America and 180-day warranty for Korea. Publisher should check with their legal department to ensure that minimum warranty periods are met for each other specific country the package will be distributed into, but must provide no less than a 30 day warranty.

4 **PRODUCT SUPPORT**
Publishers are required to supply adequate levels of customer support for end users. The following levels of support must be included in all game manuals:
Preferred: Web/email address + phone number (ideally local rate, premium or international call/toll charges should be disclosed) + Postal Address.
Minimum: Phone number (ideally local rate, premium or international call/toll charges should be disclosed).

5 **"OUTER WRAP: INSIDE" NOTIFIER**
The text provided is intended to alert users that they should remove the outer wrap to read the information contained within. Please ensure this notice is present on your printed product.

6 **GENERAL RECOMMENDATIONS**
Microsoft recommends that you coordinate with your own legal counsel on the unique content you include.

TYPE SIZES
Microsoft recommends that as a best practise you should increase the type size of the Safety Warning, Warranty and Product Support information should space permit.