SCEA Third Party Quality Assurance
Pre-Technical Approval Checklist

Title	<File Missing>	Disc Ver		Version Date	
Publisher		Product code			
Account Exec		Date Performed			

Master ID Check

The following can be verified using the Mcheck software available on the Developer's website.
- [ ] Disc Name field contains SCEA assigned product code. (i.e. SLUS-12345)
- [ ] Producer Name field contains a company name, NOT the actual Producer's name.
- [ ] Copyright field contains the company name of the legal copyright holder.
- [ ] Creation date is accurate.
- [ ] Licensing Area contains a CAPITAL "A" for North America.

Memory Card Check

The following items can be verified using the Memory Card Manager available on the Developer's website.
- [ ] The Save file *File List* is named using the SCEA assigned product code. (i.e BASLUS-12345)
- [ ] The Save file *Document Name* uses Shift-JIS format.
- [ ] Upon detecting an unformatted Memory Card the game informs the user and offers the option of formatting the Memory Card. The default choice is to NOT format the card.
  (i.e. "NO"/"EXIT"/"CANCEL"/ "DO NOT FORMAT"/etc.)

Symbol List Check

- [ ] A symbol list file has been provided.

Copyright/Licensing/Piracy Protection

- [ ] The executable file is named using the SCEA assigned product code. (i.e SLUS_123.45;1)
- [ ] The executable file lists "North America" as the territory for distribution. This can be done by using the /CA switch when using CPE2X.
- [ ] The system.cnf file lists the correct boot path for the executable file.

General

- [ ] The disc is for use with NTSC PlayStation and Television systems.
- [ ] The Correct License file has been used. (*Licensea.dat* for North America)

NOTE: Discs prepared for distribution outside North America will not be accepted.
All above items must be checked or the title may be rejected for Pre-Technical Approval.

Third Party Representative

Date