



**40th MEETING
11 DECEMBER 2001**

**23-33 MARY STREET
SURRY HILLS, NSW**

MEMBERS: Ms Maureen Shelley (Convenor),
Ms Dawn Grassick,
Ms Kathryn Smith

APPLICANT: Take 2 Interactive Pty Ltd
Represented by Mr James Ellingford (Managing Director), Ms Julia Baird (Barrister),
Dr Gary Banks (Clinical and Forensic Psychologist), Ms Megan McGregor (Corrs
Chambers Westgarth)

BUSINESS:

To review the decision of the Classification Board to assign the classification RC under the Classification (Publications, Films and Computer Games) Act 1995 to the computer game Grand Theft Auto III.

DECISION AND REASONS FOR DECISION

1. Decision

The Classification Review Board upheld the decision of the Classification Board to classify the computer game RC but for reasons different to those provided by the Classification Board.

2. Legislative provisions

The *Classification (Publications, Film and Computer Games) Act 1995* (the Act) governs the classification of computer games and the review of classification decisions. The Act provides that computer games be classified in accordance with the National Classification Code (the Code) and the classification guidelines (the Guidelines).

3. Procedure

A tribunal of the Review Board was empanelled and viewed one and a half hours of excerpts of the game play at its meeting on 11 December 2001.

The Review Board heard oral submissions and received a written summary from Ms Baird (Barrister) and received a written report and supporting academic papers from Dr G Banks (forensic psychologist) representing the applicant. Mr Ellingford and Ms McGregor provided detailed answers to questions from the Review Board.

4. Matters taken into account

In reaching its decision the Review Board had regard to the following:

- (i) The applicant's Application for Review (including oral and written submissions, and a written report by Dr Banks and the academic papers "The Psychology of Criminal Conduct" by Ronald Blackburn John Wiley & Sons publishers - undated excerpt and "Clinical Approaches to Violence" - chapter 9, eds Kevin Howells and Clive R Hollin, John Wiley and Sons - undated excerpt)
- (ii) Gamers' websites reviews of Grand Theft Auto III in particular "Grand Theft Auto III Review" by Jeff Gertsman, Gamespot VG October 24 2001 <http://gamespot.com>; and "Grand Theft Auto III review" by Doug Perry ign ps2 October 22 2001 <http://www.ign.com> which is linked to the website of the publisher of the game, Rockstar; and discussions on the game at www.gamepro.com and www.gametalk.com
- (iii) Excerpts of the game play as supplied by the applicant
- (iv) The relevant provisions in the Act
- (v) The relevant provisions in the National Classification Code as amended in accordance with Section 6 of the Act.
- (vi) The *Guidelines for the Classification of Computer Games* determined under Section 12 of the Act.

5. Findings on material questions of fact

The plot

In his review Jeff Gerstmann states

"GTA 3 takes place in a fictional metropolis known as Liberty City. Liberty City is a largely corrupt place, with several warring factions spread throughout its boroughs. You're (the gamer) a small-time crook who gets set up by your girlfriend during a heist (theft). You take the fall (are charged with) for the crime but manage to escape when a posse of thugs overtake the paddy wagon (police van) that you, along with a few other prisoners, are travelling in. This is where you hook up with the demolitions expert known as 8-ball, who takes you to meet a friend in the early portion of the game, which also serves as a tutorial of sorts to help you get acclimated (sic - acclimatised?) to the rules of the world. That friend is involved with the Mafia, of course, and he gives you tasks of increasing difficulty. Each mission starts with a cutscene (introductory or establishment scene) that sets up your challenge nicely, explaining why it needs to be done to help "the family" and giving your missions - which include such tasks as delivering an item, tailing a suspected security leak and wiping out

(killing) the leaders of opposing gangs - real sense of purpose. As you progress, you'll meet other people in the business of breaking the law, who will also have jobs for you. This gives you the options, as you can either do every available mission from each of your contacts or skip around from boss to boss and do the jobs in whatever order you please. Since certain missions trigger plot points, it's entirely possible to miss some missions throughout the course of the game. As you proceed, other portions of the city will open up, giving you access to new missions, cars and terrain."

The aim of the game is to successfully complete "missions" (i.e. commit crimes of increasing levels of sophistication) to gain money the total of which is shown on-screen. Another feature is the accumulation of "stars" that is the "wanted meter" up to a maximum of six. These stars demonstrate when the gamer has been sighted committing a crime by the police. To successfully complete "missions" the gamer will inevitably come to the attention of the police. However, if the gamer attracts too much attention (that is 6 stars) then the gamer will be "wasted" (die, but can be "refreshed" come back to life, any number of times).

In the course of the game, the gamer must keep in good health. A maximum of 125 points are achievable. If the health points sink too low the gamer is "wasted".

The jacket cover of Grand Theft Auto III (the game) states that you (an unnamed character in the game known only as kid or friend and representing the gamer - that is one who plays the game) have been betrayed and left for dead and now are taking revenge. In the introduction to the game the betrayal is undertaken by the gamer's girlfriend who says, "I'm an ambitious girl and you're small time" and who shoots the gamer and leaves him to be caught by the police after a botched hold up. The unnamed girlfriend has a similar appearance to one of the two "skin" (randomly generated game characters who have no identified personalities) sex worker-types who walk the streets of the Red Light District of Liberty City between the hours of 10pm and 6am.

A feature of this version of Grand Theft Auto is the change from "bird's eye view" or a top-down approach, to a personal or "first person" view. Whilst nine views are available to the gamer, much of the action takes place in first-person view. This is considered to add to the gamer's pleasure in the game, making it more personal, and in the view of the Review Board giving the action of the game greater impact. The Convenor of the Review Board has personal experience of playing Grand Theft Auto (the original release).

Jeff Gerstmann states "The previous incarnations of the game were cursed with poor mission design that never really made you feel like you were working toward any sort of greater goal. You merely drove around, causing trouble, occasionally doing odd jobs for local criminal masterminds until you had collected enough cash to proceed."

This importance of "missions" in the game and the jacket introduction that the gamer has been betrayed and is "now taking revenge", which is supported by graphical and storyline features, increases the impact of the game on the individual gamer (that is the person operating the console) in the view of the Review Board. The game jacket states "You'll have to rob, steal and kill just to stay out of serious trouble".

A feature of this version of Game Theft Auto is its realistic graphics and the challenge and complexity to gamers offered which, according to Doug Perry of www.ign.com,

puts it in a different league to other games. The Review Board believed that it provided quite a sophisticated level of graphics and that the game holds some inherent artistic merit due to its high production values - this game has a plot, some development of characters, quite high level graphics, reasonable animation, challenging game play, some three hours of music and sound which can be altered at the will of the gamer and offers a challenge to gamers which would take many hours (over 70 in a single session according to some game sites) to complete. It is a game that can be played as a straight driving game (the most popular for 12 to 17- year-olds according to "Computer Games and Australians Today" commissioned by the Office of Film and Literature Classification) as there are some 50 different vehicles which can be stolen and crashed, or as a pursuit game or purely as a game of violence.

During the course of game play, the gamer undertakes a number of missions or interacts with the environment - graphical features which whilst not part of a mission add to the game's complexity and challenge. Activities which a gamer can undertake include stealing police cars and ambulances, killing police officers, running over pedestrians, obtaining 11 different weapons (baseball bat, hand gun, automatic weapons including Uzis, AK-47s, M16, sniper rifles, shotguns, Bazookas or rocket launchers, Molotov Cocktails, flamethrowers and hand grenades) as well as using fists, feet - for kicking, the head for head-butting, and explosives which are all used to attack pedestrians or other crime figures.

An attack on a pedestrian (male or female) can be undertaken with most of these weapons and can be repeated at the will of the gamer. If a pedestrian is attacked then the gamer decides how long the attack will continue. If the attack is prolonged red fluid will pool around the figure, who will become prone, being attacked. Attacks viewed by the Review Board ranged from a simple punch in the face, to repeated kicking of the groin of a prone male pedestrian accompanied by pooled red fluid, shooting and killing of police officers including shots to faces of those officers at close range and to the running over of a sex worker and then the repeated bashing of that same sex worker. According to game sites the preferred weapon is a gun and the preferred method of killing is shooting at close range.

In his review Doug Perry writing at www.ign.com states: "You can shoot gang members with simple 9s [9 millimetre guns] or run them over in a car (accompanied by a funny squish sound - Mr Perry's quote) or toss a grenade at their feet, and watch them split apart at the seams, transforming into a puddle of blood."

Changes in features of characters or skins do not occur when attacked. As part of the action of the game these characters or skins may reappear at other locations where they can be beaten again or left unmolested by the gamer - at the gamer's direction and choice.

Mr Ellingford, for the applicant, stated that if the gamer stays around the scene of an attack long enough an ambulance would attend the scene and the character or skin would be "cured" and will walk off. Whilst, the Review Board accepts that this may be the case it did not view this in the game play excerpts supplied. This occurrence was not mentioned in any of the game sites reviewed by the Convenor - which may mean that the gamers have not viewed such action or they don't believe it is worth mentioning.

As a number of questions regarding the game and courses of actions which might be possible could not be answered by the applicants during the meeting, reference to

gamesites were raised by the Convenor. Mr Ellingford agreed that comment/discussion/tips and clues regarding the game would be available on the Internet.

The pedestrians, police or other officials, or crime figures attacked may fight back and the gamer can sustain injury or be killed. The gamer's health level will deteriorate the more he is injured. The health level can be increased by resting (driving around and not being wounded), booking into a hospital or clinic - this was not witnessed by the Review Board but has been noted on the advice of Mr Ellingford for the applicant, or having sex with a sex worker.

In one scene, the gamer attacks a group of four or five pedestrians which includes at least one woman. She says, "Oh, it's you again" and the gamer then repeatedly attacks the members of the group including the woman. She calls out, "Please somebody, help". The gamer continues the attack, as she calls for assistance, until all members of the group are lying on the ground in pools of red fluid. Mr Ellingford for the applicant said - on the advice of a gamer in his office - that the statement "Oh, it's you again" is randomly generated and he (the applicant's in-house gamer) had not come across any female character in his game play where the on-screen gamer meets this character, apart from this scene.

I would note at this point that the presence of an experienced gamer, particularly one experienced in the version of the game under review, at the Review Board's consideration of the application for review would have greatly assisted the deliberations of the Review Board. There was some delay and inconvenience experienced by the Review Board because none of the persons representing the applicant had the required level of knowledge of the game under review to satisfactorily answer the Review Board's questions. When a game has over 100 hours of game play, it is incumbent on the applicant to provide to the Review Board with all possible assistance to ensure a reasonable assessment of the game is undertaken.

After one series of attacks by the gamer, the gamer returns to the car and the radio station voice-over says "Wasn't that just great". The tone of the female voice is almost sexual in its pleasure. The radio voice-over continues on the item which appears unrelated to the attacks by the gamer but is, in the opinion of the Review Board, most unfortunately juxtaposed.

Another scene shows the gamer talking to a mechanic who is giving him instructions about a crime he is to commit. In the background is a sex worker-type, a character named Misty, who is sitting with her legs spread, her torso forward and the nipples of her breasts exposed. In another version of the same scene, Misty says to the mechanic "Are you going to let me play with your big end again?"

One mission the gamer undertakes is the bombing of a rival gang boss's car and killing of the crime boss. After successfully completing this mission the gamer scores a bonus worth thousands of dollars.

In another scene, the gamer is being briefed on some action he is to take against a character who is "Pimpin' some scuzzy bitches" in "the back yard" of a crime boss. Mr Ellingford (after consultation with his in-house gamer) stated that "scuzzy" means disgusting or filthy. The Review Board gathered that this language meant that one crime figure had sex workers (possibly of an inferior standard) soliciting in an area controlled by another crime figure.

In another scene a crime figure briefs the gamer on a “Triad gimp”. Mr Ellingford (after consultation with his in-house gamer) stated that “gimp” meant an idiot. The Convenor sought clarification of the term from another person who advised that “gimp” also meant cripple or person with a disability.

In one scene, of which the Review Board took particular note, the gamer stops to pick up a sex worker. The sex worker was of the type depicted with ‘punk-style’ hair, shorts and long boots - similar in appearance to the girlfriend who betrays the gamer in the introduction. She agrees to get into the car and the gamer drives onto a grassed, treed area. The car begins rocking and exhaust fumes are emitted in increasing amounts. The Review Board took this imagery to be a suggestion of sexual activity.

The scene was accompanied by the gamer’s money decreasing for the duration of the sex worker’s time in the car and by his health rating improving (several versions of this scene were demonstrated by the applicant including one in which the gamer had a maximum health rating of 125 - in this version his health did not improve).

After the sex worker leaves the car the gamer first drives off, then changes his mind and pursues her through the trees. A circle of white (which Ms Baird for the applicant stated was a spotlight from a helicopter) appears on the ground. The sex worker is run over by the car and she is spread-eagled in this circle of light/white.

The gamer then collects a bonus. Mr Ellingford stated that this bonus was part of the scenery and the gamer would get the bonus if he was simply walking past the same point. That is, it is not necessarily part of the game that the gamer needs to run over the sex worker to receive the bonus - simply that this was the case in this version of play.

The sex worker then recovers and starts walking away. The gamer then leaves the car and accosts her by beating her repeatedly until she is prone on the ground and surrounded by red fluid. The gamer then takes the sex worker’s money. This scene, from when she leaves the car until when the gamer returns to the car after assaulting her for the second time, takes over 2 minutes.

The Review Board noted the juxtaposition of the sexual imagery of the rocking/revving/smoking car and the assault on the sex worker. The Review Board considered that this juxtaposition gave the attack greater impact than if the two images had been widely separated by other game play.

One way to increase the amount of money a gamer holds is by beating up pedestrians. One group of pedestrians that the gamer knows have money on them are sex workers. The Review Board was shown scenes where the gamer beat up other pedestrians who didn’t have any money on them and the gamer’s monetary rewards do not increase. All sex workers who were beaten, that the Review Board saw demonstrated, increased the monetary reward of the gamer.

At www.gamepro “cheats” are offered to gamers. Cheats are ways to get around problems in the game. One is listed as Free Health Points “To get more health, find a hooker and drive up to her (make sure you’re not driving a cop cruiser, van or taxi) and she’ll walk to your window to talk to you before getting in. Drive to a dark, abandoned area and the car will start to rock, increasing your health. By this time, your money will have decreased a bit. When she’s done, quickly walk out of the car and beat your money out of her - free life points.”

This game was released on October 23 in the United States. Already, extensive guides and cheats are offered to gamers including codes to increase the gore in the game, how to kill police officers more efficiently and suggestions such as the above. Also, according to the Australian release version's jacket cover a 1902 information help-line is available where assistance can be accessed.

The sites reviewed by the Convenor are well-established gamer sites published by reputable companies. They are not necessarily the province of extreme game players or those of aberrant behaviour. The site www.gamepro.com is operated by IDG Games media group which states it is the leading global provider of IT media research, conferences and expositions. IDG publishes more than 290 computer newspapers and magazines and 700 books including the ". . . For Dummies" series and magazines such as PC World and MacWorld.

It was the opinion of the Review Board that the developers and the publishers of the game must be well aware of the game's possibilities given that they created the code which allows the gaming action.

6. Reasons for the Decision

The Classification Review Board decided unanimously that the game should be refused classification under section 1(d) of the Code, that is that the game is unsuitable for a minor to see or play.

In reaching this decision the Review Board took into account the Guidelines which state "These guidelines are, at the direction of Commonwealth, State and Territory Ministers, to be applied more strictly than those for the classification of film and videotape. The Ministers are concerned that games, because of their 'interactive nature', may have greater impact, and therefore greater potential for harm or detriment, on young minds than film and videotape."

The Guidelines state further that

"Under this scheme, classification decisions are to give effect, as far as is possible, to the principles spelled out in the Code that:

- (a) adults should be able to read, hear and see what they want;
- (b) minors should be protected from material likely to harm or disturb them; and
- (d) the need to take account of community concerns about: depictions which condone or incite violence and, in particular, sexual violence; and the portrayal or persons in a demeaning manner."

Grand Theft Auto III is a violent game which requires a mature perspective from the gamer. The Review Board considered that possibly most of the game's target audience would have this mature perspective (that is those over 18 and some people aged 15 and over, but not most 15, 16 and 17 year olds).

It is possible to play this game as a pure vendetta against sex workers and attack them to take money, particularly after what has the appearance of having sex with them for which the gamer has paid. However, the Review Board believed that while the only women depicted in the game are a crime boss, sex workers and victims that the denigration of women, or portrayal of women in demeaning roles, is not the game's purpose and that gamers who indulged in extremes of such play would not be

following the game as intended. The Review Board has to consider the likely impact on the majority of gamers. Indeed, all the people in the game (male, female, or any or all races) are either criminals or victims.

The Review Board is required to consider under Section 11 of the Act part (d) “the persons or class of persons to or amongst whom it (the game) is published or is intended or likely to be published”. This can mean its intended audience or the audience or market which would legally have access to the game.

The Review Board believes that the primary market for the game is males. Whilst some females may play this game it has few rewards for women and according to the study commissioned by the OFLC women are not attracted to driving games. Women are not portrayed in valued roles, except for one female Asian (albeit crime) boss.

Women can take an active part as a sex worker or girlfriend but it was the submission of the applicant that the main character is a male and his appearance cannot be changed. However, a cursory search of the game sites showed that experienced gamers can use codes to change to a different male character (as described at Gametalk). Such characters are not “fully featured” that is there is some restrictions on what the character can then do. One gamer found a “black dude” who was quite good but the consensus was the male character as shown in the introduction allowed the most flexibility in pursuing gaming action.

The Review Board considered the applicant’s request to classify the game at MA15+. To provide such a classification would mean that the game could be seen and played by gamers, most likely to be male, over the age of 15, that is - the game could be played by minors. In the Convenor’s research it was noted that some 50% of PlayStation 2 game players are over the age of 30. However, the applicant made no submission as to the age of gamers. A submission related to the ages of gamers such as 50% of gamers are over 30, X% are over 20, X% are over 18 etc would have assisted the Review Board in its deliberations. Also it was noted that once a classification was given to the PlayStation 2 version a PC version, due for release in mid-2002, would gain the same rating unless it was modified. A PC version would have a much wider playing audience than the ps2 version.

The Review Board is required to reflect contemporary community standards in its decisions. To assist in the consideration of the game the Convenor undertook a search of internet reviews of Grand Theft Auto III, prior to the Review Board’s meeting. In all, some 12 reviews were read and particular note taken of that by Jeff Gertsmann of gamespot.com - a popular gamers’ site - whose article was the basis for a number of other reviews. Some of the issues raised by the reviews were discussed by the Review Board when reaching its decision.

In his article Mr Gertsmann, who is an admirer of the game and describes it as one of “the most amazing PlayStation 2 games to be released this year”, states “Before we go any further, there’s one thing everyone should know about Grand Theft Auto III before purchasing it. It is easily the most “mature” M-rated game [Convenor’s explanation: US Entertainment Software Ratings Board rating - sales prohibited to those under 17 years of age] on the market today. More often than not, its storyline revolves around rather violent acts of crime, and if you stray from the storyline and just go on a crime spree or your own, the game becomes an absolute bloodbath. On top of that, the game contains adult language and situations, including drugs, prostitution, and a heaping helping of sexual innuendo. If R-rated crime sagas such as

Goodfellas or Heat are too much for you, then this isn't the game for you. The game and its dialogue have (sic) been written specifically for an adult audience, and it definitely isn't for kids."

On a site directly linked to Rockstar, the publisher of the game, www.ign.com the reviewer Doug Perry, who is a fan of the game and played it for 50 hours in one session, states in a section: "It's rated M for mature, which means if you monitor the kind of content in games that your kids play (if you're a parent - Mr Perry's comment), you definitely want to check this out before buying it. But the point is that this is a video game, it is a form of entertainment. Like movies or comic books, or TV. It's aimed at a mature audience and it's got mature themes".

The Review Board considered the possibility of a gamer choosing only the most violent action or only the action which targeted women, or of choosing to target people of a specific race. It is possible in this game to pursue all of these courses of action until, as Mr Gertsman describes, the game becomes an "absolute bloodbath". However, the Review Board is required to consider what is likely to be the action of most people using the game. The Review Board believed that most gamers would want to pursue the missions as set and achieve success by this means and not concentrate on the purely violent aspects of the game. Indeed, the gamers' sites refer to people using it purely as a driving game and pursuing "perfectly insane stunt bonus points" - to the exclusion of all else.

The Review Board also considered whether the "revenge" on women or women who looked like the girlfriend (ie sex workers) was a specific aim of the game. Whilst this is possible and is rewarded by money and increasing health if sex workers are targeted (the only group which gives this benefit), the Review Board considered that gamers would not necessarily pursue this action. However, given the easily available advice on how to improve health by beating sex workers it is possible that this would be a common action by gamers.

The Review Board considered whether the game should be refused classification on the ground of "sexualised violence" as outlined by the Classification Board. The representatives of the applicant devoted much of their time and expertise to definitions of sexual violence, the non-appearance of the use of the term "sexualised violence" in the computer games classification guidelines, and to what Ms Baird described in the written summary of her submission as "the fatal bashing of the prostitute".

The Review Board viewed the assault on the sex worker as a violent scene the impact of which was greater because of its juxtaposition to the sexual imagery portrayed earlier.

In response to the applicant's submission that the term "sexualised violence" was not used in the computer game classification guidelines and should therefore be disregarded, the Review Board sought legal advice from Marcus Bezzi, a Senior Government Solicitor with the Australian Government Solicitor (Sydney Office).

It was Mr Bezzi's view that it would be desirable for the Review Board to be consistent in its deliberations and if the Review Board found the a glossary of terms such as those listed in the film and videotape guidelines useful then such consistency could be achieved. The Review Board found such advice to be of assistance.

The applicant in its submission stated Grand Theft Auto III was a game involving violence. On the game cover it had incorrectly applied a sticker which reads MA15+ High level animated violence. Whether Grand Theft Auto III is a violent game was not disputed by the applicant as was re-iterated by Ms Baird in her oral submission.

The game is one which is violent throughout and which depicts some detail of criminal behaviour. The animation and graphics are realistic. The game retains some almost “cartoon-like” characteristics, although it is possible to become very involved in the game play to the extent that some might consider it harmful.

The game has more than high-level animated violence. The impact of the violence goes beyond that which most people would consider reasonable, particularly if some of the cheats and guides are used to increase the gore levels, even for this type of game. The description by Mr Perry, although not seen by the Review Board, of a person splitting in half and transforming into a puddle of blood goes beyond high-level violence and could be described as excessive and serious violence.

The fact that sex workers as targets provide multiple benefits is a most unfortunate piece of coding on behalf of the game’s creators. Sex workers are the only group which provide these multiple benefits. They are not part of the “mission” of the game but, in a sense, are innocent by-standers.

The Review Board watched one and a half hours of game play in total. Whilst this was time consuming, and had some negative impact on most of those viewing the game, such that Ms Baird asked at the end of the viewing “Can we please have a break?” and two of the applicant’s representatives left the room during the screening, it was considered that such viewing would not be an unrealistic period for an average gamer to be sitting at the console playing the game, and should represent a reasonable experience of a skilled player.

The Review Board then turned its attention to the National Classification Code, in particular the section Computer Games 1(d) which states a computer game is to be classified RC (refused classification) if it is unsuitable for a minor to see or play.

Section 11 of the Act requires the Review Board to also consider in part (a) “the standards of morality, decency, and propriety generally accepted by reasonable adults.”

In considering all the evidence before it, it was the decision of the Review Board that Grand Theft Auto III contained material which, on a cumulative basis and given the high degree of flexibility and control by the gamer who could increase the already serious levels of violence, was unsuitable for a minor to see or play. The description of Mr Gertsmann as the game having been “written specifically for an adult audience and it definitely isn’t for kids” was one held by all members of the Review Board who participated in the review.

In the absence of an R rating for computer games, as is available to the Review Board for films and videotapes, the Review Board classified the game RC. The Review Board was unable, in this instance, to uphold the other part of its duties in the classification of computer games, that being that adults should be able to read, hear and see what they want. The availability of an R rating would have seen this game released for adult consumption.

There is anecdotal evidence that Grand Theft Auto III is already being pirated by some of those who obtained copies during the period the game was on retail shelves

and have access to CD burners, and that the refusal of classification of the game has led to what is reported to be a flourishing black market. On one gamer site a player posted a notice on Thursday 13 December (two days after the Review Board's meeting) "now that its (Grand Theft Auto III) been banned in oz, could I play the euro version on an aussie ps2 (PlayStation 2 console)".

In "Computer Games and Australians Today" a report commissioned by the Office of Film and Literature Classification in 1999, the authors state: "Games that contain themes or other content which may warrant restriction to adults only are not currently permitted, even though comparable content in other media is permitted. It appears anomalous, and without scientific basis, to treat one medium as different from others in this respect."

Perhaps the Ministers responsible would give consideration to an R rating for computer games, as is available in films and videotapes, so that adults may see and hear and play what they want - legally.

7. Summary

The Review Board's decision is to classify the computer game Refused Classification (RC) on the ground that it is unsuitable for minors to see or play.

This decision is taken after full consideration of the applicant's submission, and after assessing the computer game as a whole, based on the excerpts as supplied and demonstrated by the applicant, against the relevant legislative criteria, including those contained in the Code, and in the Guidelines for the Classification of Computer Games determined under section 12 of the Act.



Maureen Shelley
Convenor