

From: [REDACTED]

Sent: Friday, 2 August 2019 7:53 a.m.

To: 'Sharon' <sharon@fvlb.org.nz>; 'Nicola Denney' <nicola@fvlb.org.nz>

Subject: Good morning. Nice and cold again but at least it is dry.

Please find attached a copy of the Classification Decision(s) for (Hunt: Showdown ). The Classification Office directs the Film & Video Labelling Body under s 36 of the Films, Videos, and Publications Classification Act 1993 to issue a label for this/these publication(s).


Regards

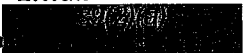
[REDACTED]

Office of Film and Literature Classification Te Tari Whakarōpū Tukuata, Tuhihinga

[REDACTED] | [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

Reply Reply To All Forward Send To Me View Images Print

 Email

From:   
To: Submissions  
CC: Games  
Subject: RE: HUNT: SHOWDOWN

Sent: 26/07/2019 8:58:35 AM

Message

Kia ora,

Game is installed. It appears to be an online game though so haven't tested the game -while it is in a map- but I can boot the game up and click buttons and settings etc with little issue so I'm going to say this probably will work fine.

Hope I don't have to eat my words!



From: Submissions  
Sent: Thursday, 25 July 2019 9:26 AM

  
Subject: RE: HUNT: SHOWDOWN

Can you please see if this works.

Kind Regards



Subject: HUNT: SHOWDOWN

Good morning

Please see below Steam key



Cheers  
Sharon

Sharon Walling  
General Manager

Cheers  
Sharon

Sharon Walling  
General Manager

Reply

Reply To All

Forward

Send To Me

View Images

Print



 Email

**From:** Sharon  
**To:** Submissions ; Games ; Jared Mullen  
**Subject:** HUNT: SHOWDOWN

Sent: 24/07/2019 8:30:31 AM



Attachments may contain viruses that are harmful to your computer. Attachments may not display correctly.

 image003.jpg (4Kb)  Urgency Request Form HUNT SHOWDOWN.pdf (52Kb)

Message

Good morning

I have updated the status and google doc with the above game. Urgency request attached.

They have yet to confirm how they will be providing a copy of the game for examination.

Regards  
Sharon

Sharon Walling  
General Manager

**\*\*Effective Friday 24<sup>th</sup> May 2019 our new address is: Site 3, 30 St Benedict's Street,  
Newton, Auckland 1010\*\***

 fvlb-logo-final-smi

[www.fvlb.org.nz](http://www.fvlb.org.nz) | Site 3, 30 St Benedict's Street, Newton, Auckland, New Zealand | DDI  
+64 9 300-4860



PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL


Date: 24 July 2019

**URGENCY REQUEST**  
(Pursuant to Regulation 4, Films, Videos, And Publications  
Classification (Fees) Regulations 1994)

Jared Mullen  
Deputy Chief Censor of Film and Literature  
Office of Film and Literature Classification  
PO Box 1999  
WELLINGTON

The following titles below are the preferred urgent titles for examination listed in order of priority.

	WEEK COMMENCING	TITLE	MEDIUM	RUNNING TIME	APPLICANT
1	29 <sup>TH</sup> JULY	HUNT: SHOWDOWN	GAME		CRYTEK GMBH
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

Signed   
Representative of Film & Video Labelling Body Inc.

## CLASSIFICATION OFFICE DECISION

**Title of publication:** Hunt: Showdown  
**Other known title(s):** Not stated  
**OFLC ref:** 1900405.000  
**Medium:** Computer Game  
**Distributor:** Crytek GmbH  
**Developer:** Crytek GmbH  
**FVLB Applicant:** Crytek GmbH  
**Publisher:** Crytek GmbH  
**Country of origin:** Germany  
**Language:** English  
**Applicant:** Film & Video Labelling Body

<b>Classification:</b>	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.
------------------------	---

**Excisions:** No excisions recommended

**Descriptive note:** Contains violence and horror.

**Display conditions:** None

**Date of entry in Register:** 01 August 2019

**Date of direction to issue a label:** No direction to issue a label has been issued

**Date of notice of decision:** No notice of decision has been issued

	Components	Running time
<b>Game:</b>	Hunt: Showdown	
<b>Total running time:</b>		

**Summary of reasons for decision:**

Not applicable.

## SUMMARY OF REASONS FOR DECISION

Under the Films, Videos, and Publications Classification Act 1993 (FVPC Act)

### HEADNOTE

<b>Title of publication:</b>	Hunt: Showdown
<b>Other known title(s):</b>	Not stated
<b>OFLC ref:</b>	1900405.000
<b>Medium:</b>	Computer Game
<b>Classification:</b>	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.
<b>Descriptive note:</b>	Contains violence and horror.
<b>Display conditions:</b>	None

*Hunt: Showdown (Hunt)* is an online first-person shooter game that is set in a gothic horror bayou setting. Players are put in the place of characters in a secret hunting society that tracks and kills creatures for a bounty. They can customise and recruit a variety of player characters. The game uses a mixture of PvE (player versus environment) and PvP (player versus player) game mechanics, with the game feeling like a cross between a purely co-operative game such as *The Order: 1886* (OFLC Ref. 1401017) and a battle royale game such as *Playerunknown's Battleground* (OFLC Ref. 1700691).

The primary mode of play in *Hunt* is "bounty hunt". Matches of bounty hunt are split into three phases. The first sees players trying to activate glowing blue areas that help players track down a boss monster that is on the map. The second phase sees players banishing the boss monster to hell, which makes those clear targets of and easily tracked by other players in the match. In the third phase, the hunters who banish the boss monster have to reach the exit point alive in order to win the game. If players die in bounty hunt, they lose their player character permanently, including any equipment and abilities that player character had.

A secondary mode, "quick play", can only be played solo and removes the permanent death mechanic. In this mode, players try to activate a "wellspring" which they carry on them. If the player has the wellspring when the match ends, then they win and can keep all the equipment and other upgrades that they scavenge during the match.

The game was examined on PC but will also be available for PlayStation 4 and Xbox One. Given the volatility of online matches, some video footage from YouTube was also observed.

The game primarily deals with matters of horror and violence. The game also contains some cruelty as the environments the animals are in are decrepit and cruel. There are some dismembered animals with entrails. This is not the focus of the game but adds to the bleak and horrific nature of the setting.

The gothic setting of the game is horrific. Players are confronted by zombies that are at various stages of decrepitude through the course of exploring the grim, run-down, and often bloodied environments. The creatures shuffle and groan in an inhuman manner. Some of the zombies are especially horrific in appearance. As an example, one of the enemy types is called a "Hive". The hive is a woman who has been bisected; her ribs are exposed and her upper torso and head hangs to the side of her abdomen. She is surrounded by a swarm of flying insects and sends them towards the player when they draw her attention. The insects obscure the player's point of view, turning it green. Another enemy type is the "Meathead", a shambling decapitated corpse with leeches spilling out through a massive upper chest wound. A boss monster, the "Butcher", is a large zombie who wears a butcher's apron and a mutilated pig's head, with sharpened sticks speared through the skull, over its head. Intestines and viscera hang over his left shoulder.

The game contains a moderate degree of violence that involves the infliction of serious physical harm. When players attack non-player characters (zombies and other such creatures), they are able to decapitate them with headshots, which leaves a bloody neck stump. They disappear quickly from the environment. There is no ability to perform this kind of injury on player characters. When players attack each other a quantity of red blood spurts, spraying into the air for readability. Blood decals add some realism to the attacks. However, the realism is moderated as players in a team are able to revive their downed teammates.

While the game presents this to a moderate degree, the extent remains variable. The game's intention in its initial stages of bounty hunt and during quick play is for players to be sneaky and avoid engagements as much as possible. However, the monsters will engage players in combat if they are too close, and this will give their location away to other players. Furthermore, towards the end of each match, when antagonistic players close in on a common target, the frequency is almost certainly going to increase, and adds a further tension to the violence.

It is of note that violence is the sole aim of the game – there is little other point to the game, which increases its impact on players.

*Hunt: Showdown* is an engaging and slower-paced take on the battle royale genre that sets itself in a grim and bloody environment. It is likely to be injurious to the public good unless restricted. The game's horrific depictions of creatures and of physical harm are likely to shock and disturb children and younger teens. The extent and degree of the violence is likely to inure younger, more impressionable audiences towards violence and its consequences more generally. Older teenagers and adults are likely to have the experience and maturity to contextualise this material as part of a competitive horror game, which mitigates its potential impacts.

The game is classified R16. This is a limitation on the right to freedom of expression but is reasonable and justified given the risk of injury to the public good.

**Note:**

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## CONSIDERATION SHEET

**OFLC ref:** 1900405.000

**Submission channel:** s12(1)

**Title of publication:** Hunt: Showdown

**Other known title:** Not stated

**Medium:** Computer Game

**Distributor:** Crytek GmbH

**Developer:** Crytek GmbH

**Publisher:** Crytek GmbH

**Country of origin:** Germany

**Language:** English

**Applicant:** Film & Video Labelling Body

**Examination transcript No:** 751 p93

**Examination date:** 31 July 2019

**Other identifying  
information:**

## COMPONENTS OF FILM

Components of film originally examined:

	Components	Running time
Game:	Hunt: Showdown	
Total running time:		

Components of film excised:

**CONSIDERATION OF THE PUBLICATION UNDER THE FILMS,  
VIDEOS, AND PUBLICATIONS CLASSIFICATION ACT 1994 (FVPC ACT)**

<b>Description</b>
<p><i>Hunt: Showdown</i> is an online first-person shooter game that is set in a gothic horror bayou setting. Players are put in the place of characters in a secret hunting society that tracks and kills creatures for a bounty. They can customise and recruit a variety of player characters. The game uses a mixture of PvE (player versus environment) and PvP (player versus player) game mechanics, with the game feeling like a cross between a co-operative game such as <i>The Order: 1886</i> (OFLC Ref. 1401017) and a battle royale game such as <i>Playerunknown's Battleground</i> (OFLC Ref. 1700691).</p> <p>The primary mode of play in <i>Hunt</i> is "bounty hunt". Matches of bounty hunt are split into three phases. The first sees players trying to activate glowing blue areas that help players track down a boss monster that is on the map. The second phase sees players banishing the boss monster to hell, which makes those clear targets of and easily tracked by other players in the match. In the third phase, the hunters who banish the boss monster have to reach the exit point alive in order to win the game. If players die in bounty hunt, they lose their player character permanently, including any equipment and abilities that player character had.</p> <p>A secondary mode, "quick play", can only be played solo and removes the permanent death mechanic. In this mode, players try to activate a "wellspring" which they carry on them. If the player has the wellspring when the match ends, then they win and can keep all the equipment and other upgrades that they scavenge during the match.</p> <p>The game was examined on the PC but will also be available for PlayStation 4 and Xbox One. Given the volatility of online matches, some video footage from YouTube was also observed.</p>

<b>Section 3(1): the Subject Matter Gateway</b>	
Does the publication describe, depict, express, or otherwise deal with matters such as:	
—	Sex <sup>1</sup>
✓	Horror
The gothic horror setting of the game is horrific. Players are confronted by zombies that are at various stages of decrepitude through the course of exploring the grim, run-down, and often bloodied environments. The ghouls shuffle and groan in an inhuman manner. Some of the zombies	

<sup>1</sup> Note that a publication can be found to deal with a matter such as sex if (a) the publication is or contains 1 or more visual images of 1 or more children or young persons who are nude or partially nude; and (b) those 1 or more visual images are, alone, or together with any other contents of the publication, reasonably capable of being regarded as sexual in nature. (s 3(1A)).

### Section 3(1): the Subject Matter Gateway

are especially horrific in appearance. As an example, one of the enemy types is called a "Hive". The hive is a woman who has been bisected; her ribs are exposed and her upper torso and head hangs to the side of her abdomen. She is surrounded by a swarm of flying insects and sends them towards the player when they draw her attention. The insects obscure the player's point of view, turning it green. Another enemy type is the "Meathead", a shambling decapitated corpse with leeches spilling out through a massive upper chest wound. A boss monster, the "Butcher", is a large zombie who wears a butcher's apron and a mutilated pig's head, with sharpened sticks speared through the skull, over its head. Intestines and viscera hang over his left shoulder.

—	Crime
✓	Cruelty
The game contains some cruelty as the environments the animals are decrepit and cruel. This is not the focus of the game but adds to the bleak and horrific nature of the setting.	
✓	Violence
Discussed under s 3(3)(a)(i).	
—	None of the above, <u>proceed to s 3A and s 3B</u>

### Section 3(2): Certain publications are "deemed to be objectionable"

Does the content of the publication raise any of these issues? If it does, discuss, and conclude whether the publication promotes or supports, or tends to promote or support, that matter.

—	s 3(2)(a) The exploitation of children or young persons for sexual purposes
—	s 3(2)(b) The use of violence or coercion to compel a person to participate in, or submit to, sexual conduct
—	s 3(2)(c) Sexual conduct with or upon the body of a dead person

<b>Section 3(2): Certain publications are "deemed to be objectionable"</b>	
—	s 3(2)(d) The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct
—	s 3(2)(e) Bestiality
—	s 3(2)(f) Acts of torture or the infliction of extreme violence or extreme cruelty
✓	None of the above
If the publication promotes or supports (or tends to) any of these matters, could excisions be used to remove the problematic content?	
—	Yes. Consider the rest of the publication under s 3(3) and s 3(4) and discuss the required excisions in the conclusion.
—	No. The publication is deemed to be objectionable. <u>Proceed to Conclusion</u>

<b>Section 3(3): Matters to be given particular weight</b>	
If any of the following criteria apply, discuss in terms of the extent and degree to which, and the manner in which, the publication:	
✓	s 3(3)(a)(i) Deals with the infliction of torture, serious physical harm, significant cruelty
<p>The game contains a moderate degree of violence. When players attack non-player characters (zombies and other such ghouls), they are able to decapitate them with headshots, which leaves a bloody neck stump. There is no ability to perform this kind of injury on player characters. When players attack each other a diffuse amount of red blood spurts, spraying into the air for readability. Blood decals add some realism to the attacks. However, the realism is moderated as players in a team are able to revive their downed teammates.</p> <p>While the game presents a moderate degree of violence, the extent remains variable. The game's intention in its initial stages of bounty hunt and during quick play is for players to be sneaky and avoid engagements as much as possible. However, the monsters will engage players in combat if they are too close, and this will give their location away to other players. Furthermore, towards the</p>	

**Section 3(3): Matters to be given particular weight**

end of each match, when antagonistic players close in on a common target, the frequency is almost certainly going to increase, and adds a further tension to the violence.

It is of note that violence is the sole aim of the game – there is little other point to the game, which increases its impact on players.

—	s 3(3)(a)(ii) Deals with sexual violence or sexual coercion, or violence or coercion in association with sexual conduct
—	s 3(3)(a)(iii) Deals with other sexual or physical conduct of a degrading or dehumanising or demeaning nature
—	s 3(3)(a)(iv) Deals with sexual conduct with or by children or young persons
—	s 3(3)(a)(v) Deals with physical conduct in which sexual satisfaction is derived from inflicting or suffering cruelty or pain
—	s 3(3)(b) Exploits the nudity of children or young persons
—	s 3(3)(c) Degrades or dehumanises or demeans any person
—	s 3(3)(d) Promotes or encourages criminal acts or acts of terrorism
—	s 3(3)(e) Represents that members of any particular class of the public are inherently inferior to other members of the public by reason of an characteristic that is a prohibited ground of discrimination specified in s 21(1) of the Human Rights Act 1993
—	The publication doesn't deal with any s 3(3) criteria

**Section 3A:**

Does the publication contain highly offensive language to such an extent or degree that it is likely to seriously harm viewers under a certain age?  Yes

No

Discuss (including any necessary consideration of offensive language that is not 'highly offensive' or any highly offensive language which is not likely to cause serious harm to young viewers):

**Section 3B:**

Does the publication contain any of the following material?

— Harm to a person's body, including self-inflicted death, self-mutilation or harmful body modification (other than any already discussed under s 3(3) criteria).

— Conduct that, if imitated, would pose a risk of serious harm to self or others (other than any already discussed under s 3(3) criteria).

— Physical conduct of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).

— Visual images of a person's body that alone or with any other contents of the publication are of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).

✓ None of the above

**Section 3B:**

Does the extent and degree of the material make the publication likely to cause any of the following harms to young people under a specified age because of their general levels of emotional and intellectual development and maturity?

- Cause them to be greatly disturbed or shocked
- Increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both
- Encourage them to treat or regard themselves, others, or both, as degraded, dehumanised or demeaned.

Discuss likely harm/s or why the content is unlikely to cause these harms:

**Submissions & consultations (if applicable)**

—	Consultation or enquiries required under s 21
—	Submissions received from interested parties under s 20

**Any other information to be taken into account (if relevant)**

(e.g. previous OFLC decisions, decisions of other classification bodies, research, books, articles, reviews, etc.)



## Conclusion

- In addition to all of the above matters, consider relevant s 3(4) matters: the dominant effect of the publication, character of the publication (including any merit, value or importance), impact of the medium, intended or likely audience, intended purpose, and any other relevant circumstances relating to its use
- Identify any likely injury to the public good from the unrestricted availability of the publication
- Determine the classification, taking into account the New Zealand Bill of Rights Act 1990 (NZBORA) and the need to impose the least restrictive limitation on the right to freedom of expression that will prevent injury to the public good

The game is an engaging and slower-paced take on the battle royale genre that sets itself in a grim and bloody environment. It is likely to injure the public good if left unrestricted. The game's horrific depictions are likely to shock and disturb younger players. The extent and degree of violence is further likely to inure younger, more impressionable audiences towards violence and its consequences more generally. Older teenagers and adults are likely to have the experience and maturity to contextualise this material as part of a competitive horror game, which mitigates its potential impacts.

The game is classified R16. This is a limitation on the right to freedom of expression but is reasonable and justified given the risk of injury to the public good.

## Classification

R16

**Descriptive note to cover:** Violence and horror

## Excisions (if applicable)

## Display conditions (restricted publications only)

Are display conditions necessary?	<input type="checkbox"/>	Yes
	<input checked="" type="checkbox"/>	No

Reason for any display conditions:

Date 31/07

OFLC Ref 1900405

Title Hunt: She and down

Other Known title(s)

Medium None

Director (s)

Producer (s)

Country (ies) Armenia

Language (s) English

copy - not in same hunt. She and down. Still in  
copy access  
Trainer made.

Armenian newspaper. Article also.

"Party"

Report ... description

Bundy - not. On copy - Armenia

Rule. Money. Death - very. Sky chi...

death - single source. Online... provided the.

sent to me...

With Reut. Spectral photos.

Attached in FP. Re. Attack. Re.

Armed news...

Old-timey. Peak attack. Attached by name.

Page content.

linked by link. Not true.

attached  
copy  
↓

Single centering. Needs explode. Little  
 protection input.

- Hunt: showdown - Trues (iv = N107 p - r Q ev A " )

- centering.

- Nettle Bayde zone. Right v other hunters.

- work at v-op. Bayde.

- making. Amms core, very degs. P in cut wood

from nesting zone. Much bag...

- Stab...

Slow pond. Little zone outside of inlet canal.

- Distinct hutch.

Amms kept in spider, bleed a minimum. Capres  
 being eaten by spiders.

- Gut parts - map - dots. "Hunt". Attack by puc and  
 pp.

Repeat his journey. Little vna.

- Chest or patch through walls.

Next etc. Shaking each other capres to be bleed  
 sp. to last no damage.

### CLASSIFICATION DATABASE APPLICATION


Publication Outlines for Hunt: Showdown

**URGENCY MET**  
000408.00

Publication Number: 000408.00  
Publication Title: Hunt: Showdown  
Other Known Titles:  
Submission Channel: 41271  
Is Accepted Advertisement:   
Language: English  
Country of Origin: Germany  
File Field Name: Add  
CRR: Add  
Publication Status: Add  
Download Transcription: 281 893  
Resource: CNA  
Date of Court Order: Add  
Judge Ref To: Add  
GDR: Add  
Result of Urgency: Add

Print Summary Add Record





**CLASSIFICATION DATABASE**  
 APPLICATION

OFFICE OF FIAM & LITERATURE  
 CLASSIFICATION

CLICK SEARCH

Menu

Publication Search Screen > Publication

Work Items = 20

Outline

Requests

Addresses

Related Publications

Versions

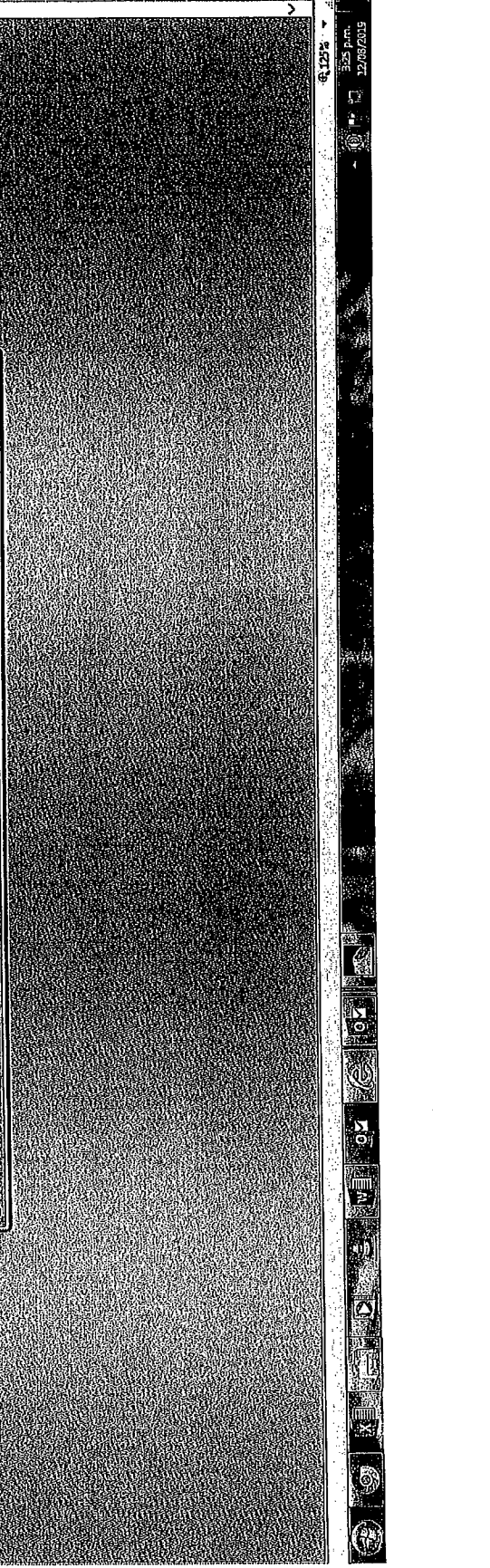
Decisions

History

**Requests for Hunt: Showdown**

Request No.	Request Type	Status	Status Date	Applicant
R1900357	Urgency	Granted	24/07/2019	Film & Video Labelling Body

1900405.000 Computer Game



# CLASSIFICATION DATABASE APPLICATION

UICK & ERCE  
Publication

Wick Hans - 20

Publication Search Screen > Publication

Outline | Requests | Addresses | Related Publications | Versions | Decisions | History

## Addressees for Hunt: Showdown

- Film & Video Labeling Body Applicant
- Crytek GmbH Applicant to Labeling Body, Developer, Distributor, Publisher

1900-05-000 Computer Game

Add Search Remove Save Reset

Save Reset

# CLASSIFICATION DATABASE APPLICATION

UICC SEARCH Publication

Work Item = 26

Menu

Publication Search Screen Publication

Outline Requests Addresses Related Publications Versions Decisions History

Save Reset

1900+05.000 Computer Game

Add Search Remove

Save Reset

Related Publications for Hunt: Showdown

UICC



**CLASSIFICATION DATABASE APPLICATION**  
OFFICE OF DEPARTMENT OF DEFENSE CLASSIFICATION

WICK BARCH  
Publication  
Work Items - 20

Menu  
Publication Search Screen - Publication

Outline | Requests | Addresses | Related Publications | Versions | Decisions | History

**Publication Versions for Hunt: Showdown**  
1900-405.000 Computer Game

Version 1

Publication Copied:  Date Copied: \_\_\_\_\_

\* Type  
 Game

\* Description  
Hunt: Showdown

Running Time: \_\_\_\_\_  
Hits: \_\_\_\_\_  
Size: \_\_\_\_\_

Total Running Time: \_\_\_\_\_

Buttons: Add Version, Clone Version, Remove, Add Exclusion, Add Component, Remove, Add Exclusion, Add Component, Remove, Generate, Save, Reset

### CLASSIFICATION DATABASE APPLICATION

Decision Search Screen - Publication

1900-402.000 Computer Game

Create Date	Body	Classification	Type	Exclusion Status
1/08/2009	OFLC	Objectable except if the availability of the publication is restricted to persons who have attained the age of 16 years.	No Exclusions	

Consultation

Consideration Required:

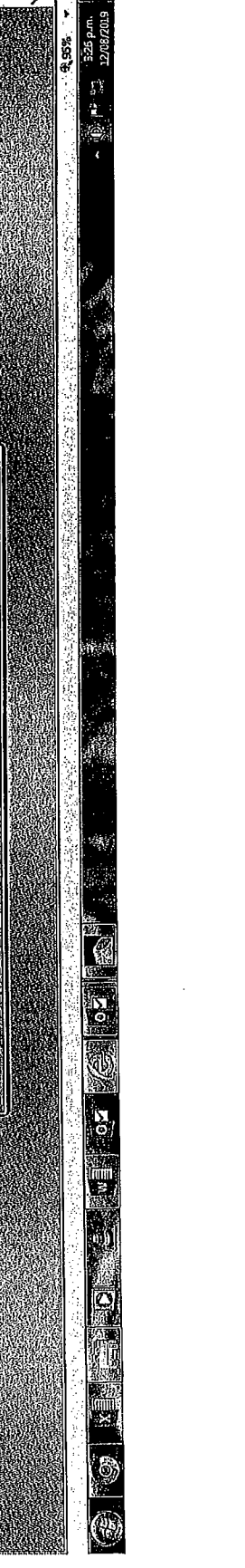
Create Document

Select Document:

Generated Documents

- Consideration Sheet
- 512 Summary of Reasons
- Register Page

Buttons: Search, Back, Print, Refresh, Delete





OFLC Publication - Hunt S... x  
 OFLC Bookings - Google...  
 OFLC Labelling...  
 OFLC Video Labelling...  
 OFLC Site Gallery...

CLASSIFICATION DATABASE APPLICATION  
 SEARCH

1900-025\_000 Computer Game

Status History	User Name	Date
Decision Registered		01/02/2019
Classified & Signed		01/03/2019
Decision Affirmed		01/02/2019
Draft Complete		01/03/2019
Drafting Decision		31/07/2019
Examined		31/07/2019
Examining		31/07/2019
Queued		25/07/2019
Logged		24/07/2019

Publication Movements  
 Movement  
 Pub Received  
 Final Date Dispatched  
 Disposal Action Destroy

Add  
 Save  
 Refresh

# Film and Game Submission Form



OFFICE OF FILM  
& LITERATURE CLASSIFICATION  
*Te Tari Whakarōpū Tikinaha, Tebituhinga*

**Title:** Hunt: Showdown

Feature     Trailer     Game     Poster / Slick

**Translated Title or A.K.A.:** \_\_\_\_\_

**Director:** not stated

**Producer:** not stated      **Year of Production:** 2018

**Country of Origin:** Germany      **Release Date:** 27/08/2019

**Language:** English      **Running Time:** 0.00

**Media:** Computer Game      **Format/Zone:** \_\_\_\_\_


**For Theatrical:**

**# of Trailers/Extra Footage:** 0      **Barcode:** 4020628737436      **Catalogue Number:** \_\_\_\_\_

**Request for Urgency**       **Request for Waiver or Group Submission**       **Digital Label Required**

No files chosen

**For Office Use Only**

**Received by:**       **Publication #:** 1900405

**Date Received:** 24/7/19

**Applicant Information**

**Applicant:** Crytek GmbH      **Phone:** +49 69 219 77 66 1071

**Contact:** Jens Schaefer      **Email:** jens@crytek.com

**Address:** Hugo-Junkers-Strasse 3  
60386 Frankfurt am Main  
Germany      **Application Date:** 4/07/2019

**Purchase Order:** \_\_\_\_\_

Contents	Run Time
Hunt: Showdown	

No extra footage chosen

**Distributor Declaration**

The following components of the publication submitted for examination will NOT appear on the version that is to be made available to the public:

Please specify -- e.g. burnt-in time code, trade on promotional notices, trailer, etc.

-----

Reply Reply To All Forward Send To Me View Images Print



✉ Email

From: [Redacted]  
To: Sharon ; Submissions  
Subject: RE: Hi sharon

Sent: 2/07/2019 10:57:40 AM



Attachments may contain viruses that are harmful to your computer.  
Attachments may not display correctly.

image001.png (1Kb)

Message

Hi Sharon.  
Okay will wait until we hear from you.

Kind Regards

OFLCIcon072

[Redacted]  
Office of Film and Literature Classification  
Te Tari Whakarōpū Tukuata, Tuhihuinga  
[Redacted] [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

Follow us on [Facebook](#) and [Twitter](#)

From: Sharon [mailto:sharon@fvlb.org.nz]  
Sent: Tuesday, 2 July 2019 10:41 a.m.  
To: [Redacted]  
Subject: RE: Hi sharon

Hi [Redacted]

I don't think there is an Auckland office for Microsoft anymore. I will get in touch with them and find out if they want it returned.

Cheers  
Sharon

From: [Redacted]  
Sent: Monday, 1 July 2019 12:14 PM  
To: Sharon <sharon@fvlb.org.nz>  
Subject: Hi sharon

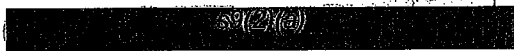
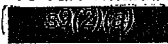
Office of Scope

We have a replacement drive for Gears 5. This appears to have come from Microsoft in Australia. Do you want me to return this to Microsoft Auckland or do you want to get them to organise for it to be picked up from our office.

I am leaving at 1pm today but will be back tomorrow about 8.

Kind Regards

 OFLCIcon072

  
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\*\*\*\*\*



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Email

From: [Redacted]  
To: Film & Video Labelling Body ; Nicola Denney  
CC: Submissions  
Subject: Dispatching

Sent: 28/06/2019 8:54:29 AM



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DOC062819-06282019085404.pdf (63Kb)

Message

Please find attached a copy of the Classification Decision for [Greedfall; The Dark Pictures Anthology: Man of Medan; Gears 5]. The Classification Office directs the Film & Video Labelling Body under s 36 of the Films, Videos, and Publications Classification Act 1993 to issue a label for this publication.

Ngā mihi,

[Redacted]  
Office of Film and Literature Classification  
Te Tari Whakarōpū Tukuata, Tuhituhinga  
[Redacted] www.classificationoffice.govt.nz

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-----Original Message-----

From: Office of Film & Literature, CORPORATE [Redacted]  
Sent: Friday, 28 June 2019 8:54 a.m.  
To: [Redacted]  
Subject: Send data from CORPORATE 06/28/2019 08:54

Scanned from CORPORATE  
Date:06/28/2019 08:54  
Pages:4  
Resolution:200x200 DPI

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Email

From: Sharon  
To: Submissions  
Subject: GEAR 5

Sent: 28/06/2019 8:25:01 AM



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image001.jpg (9Kb)

Message

Hi

Can I have an ETA on this please. The distributor is urgently chasing.

Thanks  
Sharon

Sharon Walling  
General Manager

**\*\*Effective Friday 24<sup>th</sup> May 2019 our new address is: Site 3, 30 St Benedict's Street,  
Newton, Auckland 1010\*\***

fvlb-logo-final-smi

[www.fvlb.org.nz](http://www.fvlb.org.nz) | Site 3, 30 St Benedict's Street, Newton, Auckland, New Zealand | DDI  
+64 9 300-4860



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Email

From: Games  
To: Sharon  
CC: Games ; Submissions  
Subject: RE: Hard drive Gear 5

Sent: 12/06/2019 12:57:06 PM



**Attachments may contain viruses that are harmful to your computer.  
Attachments may not display correctly.**

image001.png (1Kb)

Message

Thanks Sharon,

Gears works now & is ready to queue.

Cheers,

From: Sharon [mailto:sharon@fvlb.org.nz]  
Sent: Wednesday, 12 June 2019 7:49 a.m.  
To: Games <Games@classificationoffice.govt.nz>  
Cc: Submissions <submissions@classificationoffice.govt.nz>  
Subject: RE: Hard drive Gear 5

Morning

Can you please check:

Please check that the sandbox.id setting is set to TUSK.4

Thanks  
Sharon

From: Games <Games@classificationoffice.govt.nz>  
Sent: Tuesday, 11 June 2019 12:01 PM  
To: Sharon <sharon@fvlb.org.nz>  
Cc: Games <Games@classificationoffice.govt.nz>; Submissions <submissions@classificationoffice.govt.nz>  
Subject: RE: Hard drive Gear 5

Yes we are. Online and offline the results are the same.

Thanks,

**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Tuesday, 11 June 2019 11:29 a.m.  
**To:** Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive Gear 5

Hi ya

They said:

Are they using the accounts in the document provided?

Cheers  
Sharon

**From:** Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Sent:** Friday, 7 June 2019 5:01 PM  
**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
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Hi Sharon,

Good news! The game no longer crashes.

Bad news! It's still broken, but now spits out an authorisation error.


I've attached a screenshot of the problem (which happens with all three supplied Xbox logins).

I've also included a text dump of the Xbox One settings, in case there's something in there which helps Microsoft fix the issue.


Thanks,



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**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive Gear 5

Hi Sharon   
Replacement hard drive with Gear 5 has arrived.  
Will get it checked and confirm if we are all go!

Cheers  


**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Thursday, 6 June 2019 2:26 p.m.  
**To:** 

Cc: Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
Subject: RE: Hard drive Gear 5

Hi

They are sending another hard drive. Should arrive tomorrow.

Cheers  
Sharon

From: [REDACTED]  
Sent: Thursday, 6 June 2019 1:30 PM  
To: Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
Cc: Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
Subject: RE: Hard drive Gear 5

We don't have one, but if they're worried about security with something like google drive, they can always zip it into split files (with encryption + encrypt file names turned on) and email us the link and password separately.

Just please make sure they don't use dropbox because we can't download from there.

Cheers,

[REDACTED]

From: Sharon [<mailto:sharon@fvlb.org.nz>]  
Sent: Thursday, 6 June 2019 1:26 p.m.  
To: [REDACTED]  
Cc: Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
Subject: RE: Hard drive Gear 5

Hi

They said:

I have a new build.  
Is there a remote and secure share I can upload it to rather than sending another harddrive?

Cheers  
Sharon

From: [REDACTED]  
Sent: Wednesday, 5 June 2019 5:40 PM  
To: Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
Cc: Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
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Unfortunately this happens when the Xbox is connected to Xbox Live, and when it's Offline. I doubt it makes a difference, but this also happens when launched from both Dev and Retail dashboards.

If Microsoft could please advise that would be great.

For their reference: the Xbox One has been updated with the May 2019 firmware.

Thanks,


[Redacted]

**From:** Submissions  
**Sent:** Wednesday, 5 June 2019 2:57 p.m.  
**To:** [Redacted]  
**Subject:** FW: Hard drive Gear 5

[Redacted]

Here is the password for Gear 5. Can you let me know if this works.

Ngā mihi,

 OFLCicon072 [Redacted]  
**Office of Film and Literature Classification**  
*Te Tari Whakarōpū Tukuata, Tuhituhinga*  
04 471 6778 | [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

Follow us on [Facebook](#) and [Twitter](#)

**From:** Sharon [mailto:sharon@fvlb.org.nz]  
**Sent:** Wednesday, 5 June 2019 2:49 p.m.  
**To:** [Redacted]  
**Cc:** Submissions <submissions@classificationoffice.govt.nz>  
**Subject:** RE: Hard drive

It's <[Redacted]>

**From:** [Redacted]  
**Sent:** Wednesday, 5 June 2019 2:35 PM  
**To:** Sharon <sharon@fvlb.org.nz>

**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive

Thanks

---

**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Wednesday, 5 June 2019 1:49 p.m.  
**To:** Steve Gracie <[Steve.Gracie@classificationoffice.govt.nz](mailto:Steve.Gracie@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive

Hi ya

I have asked for the password. Will let you know as soon as it comes through.

Cheers  
Sharon

---

**From:** [REDACTED]  
**Sent:** Wednesday, 5 June 2019 1:16 PM  
**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
**Subject:** RE: Hard drive

Hi Sharon - do you have a password?

---

**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Tuesday, 4 June 2019 11:48 a.m.  
**To:** [REDACTED]  
**Subject:** RE: Hard drive

Hi Steve

This is probably for the game submitted last week, GEARS 5.

Cheers  
Sharon

---

**From:** [REDACTED]  
**Sent:** Tuesday, 4 June 2019 11:11 AM  
**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
**Subject:** Hard drive

Hi Sharon

How are you?

I'm hoping you can help me with something.

We just received a courier package from Microsoft Australia. It was addressed to David but he is not expecting anything.

It contains a hard drive. And has no paperwork at all. It is encrypted so I can't see what is on it.

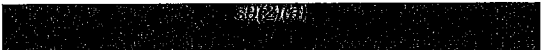
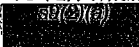
We are not expecting any games/movies today. What do you think?

Cheers



Ngā mihi,

 OFLCIcon072

  
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[Reply](#)[Reply To All](#)[Forward](#)[Send To Me](#)[View Images](#)[Print](#) **Email**

**From:** Sharon  
**To:** Games  
**CC:** Submissions  
**Subject:** RE: Hard drive Gear 5

Sent: 7/06/2019 5:40:26 PM



Attachments may contain viruses that are harmful to your computer. Attachments may not display correctly.

image001.png (1Kb)

Message

Hi

I just heard that he is away until 19<sup>th</sup> June so we won't have a solution anytime soon.

Back of the queue buddy!

Cheers  
Sharon

---

**From:** Games <Games@classificationoffice.govt.nz>  
**Sent:** Friday, 7 June 2019 5:01 PM  
**To:** Sharon <sharon@fvlb.org.nz>  
**Cc:** Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
**Subject:** RE: Hard drive Gear 5

Hi Sharon,

Good news! The game no longer crashes.

Bad news! It's still broken, but now spits out an authorisation error.

I've attached a screenshot of the problem (which happens with all three supplied Xbox logins).

I've also included a text dump of the Xbox One settings, in case there's something in there which helps Microsoft fix the issue.

Thanks,

---

**From:** Submissions  
**Sent:** Friday, 7 June 2019 11:34 a.m.  
**To:** Sharon <sharon@fvlb.org.nz>; Games <Games@classificationoffice.govt.nz>  
**Cc:** Submissions <submissions@classificationoffice.govt.nz>  
**Subject:** RE: Hard drive Gear 5

Hi Sharon( [REDACTED] )  
Replacement hard drive with Gear 5 has arrived.  
Will get it checked and confirm if we are all good!  
Cheers  
[REDACTED]

From: Sharon [mailto:sharon@fvlb.org.nz]  
Sent: Thursday, 6 June 2019 2:26 p.m.  
To: [REDACTED]  
Cc: Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
Subject: RE: Hard drive Gear 5

Hi

They are sending another hard drive. Should arrive tomorrow.

Cheers  
Sharon

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Cc: Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
Subject: RE: Hard drive Gear 5

We don't have one, but if they're worried about security with something like google drive, they can always zip it into split files (with encryption + encrypt file names turned on) and email us the link and password separately.

Just please make sure they don't use dropbox because we can't download from there.

Cheers,

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Unfortunately this happens when the Xbox is connected to Xbox Live, and when it's Offline. I doubt it makes a difference, but this also happens when launched from both Dev and Retail dashboards.

If Microsoft could please advise that would be great.

For their reference: the Xbox One has been updated with the May 2019 firmware.

Thanks,

[REDACTED]

From: Submissions  
Sent: Wednesday, 5 June 2019 2:57 p.m.  
To: Hayden Hunt <Hayden.Hunt@classificationoffice.govt.nz>  
Subject: FW: Hard drive Gear 5

Hi [REDACTED]

Here is the password for Gear 5. Can you let me know if this works.

Ngā mihi,

OFLCIcon072

[REDACTED]  
Office of Film and Literature Classification  
Te Tari Whakarōpū Tukuata, Tuhihuinga  
[REDACTED] [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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**From:** Sharon [mailto:sharon@fvlb.org.nz]  
**Sent:** Wednesday, 5 June 2019 2:49 p.m.  
**To:** [REDACTED]  
**Cc:** Submissions <submissions@classificationoffice.govt.nz>  
**Subject:** RE: Hard drive

It's <[REDACTED]>

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**Sent:** Wednesday, 5 June 2019 2:35 PM  
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**Subject:** RE: Hard drive

Thanks

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We are not expecting any games/movies today. What do you think?

Cheers

[Redacted]

Ngā mihi,

 OFLCIcon072

[Redacted]  
**Office of Film and Literature Classification**  
Te Tari Whakarōpū Tukuata, Tuhituhinga  
[Redacted] [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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## Email

**From:** Sharon  
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**CC:** Submissions  
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Sent: 7/06/2019 5:06:27 PM



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image001.png (1Kb)

## Message

Hey

You lulled me into a false sense of security! I read the first line and thought hallelujah!

Next minute, I read the second line and come crashing back down to reality. **\*sad face\***

I will go back to the ~~numpty~~ distributor and get back to you asap.

Sorry about this.

Cheers

Sharon

---

**From:** Games <Games@classificationoffice.govt.nz>  
**Sent:** Friday, 7 June 2019 5:01 PM  
**To:** Sharon <sharon@fylb.org.nz>  
**Cc:** Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
**Subject:** RE: Hard drive Gear 5

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Bad news! It's still broken, but now spits out an authorisation error.

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**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
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**To:** [REDACTED]  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive Gear 5

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**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive Gear 5

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**Sent:** Thursday, 6 June 2019 1:26 p.m.  
**To:** [REDACTED]  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive Gear 5

Hi

They said:

Sharon

**From:** [REDACTED]  
**Sent:** Wednesday, 5 June 2019 5:40 PM  
**To:** Sharon <sharon@fvlb.org.nz>  
**Cc:** Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
**Subject:** RE: Hard drive Gear 5

Hi Sharon,

Could you please let Microsoft know that Gears 5 installs fine on the Xbox One, and launches with the test accounts supplied.

However, after pressing A at the start screen, the game either instantly crashes, or attempts to sync save games and then crashes. With some quick button presses I was able to cancel syncing, but then it crashes anyway.

Unfortunately this happens when the Xbox is connected to Xbox Live, and when it's Offline. I doubt it makes a difference, but this also happens when launched from both Dev and Retail dashboards.

If Microsoft could please advise that would be great.

For their reference: the Xbox One has been updated with the May 2019 firmware.

Thanks,

[REDACTED]

**From:** Submissions  
**Sent:** Wednesday, 5 June 2019 2:57 p.m.  
**To:** [REDACTED]  
**Subject:** FW: Hard drive Gear 5

Hi [REDACTED]

Here is the password for Gear 5. Can you let me know if this works.

Ngā mihi,

 OFLCicon072

[REDACTED]  
**Office of Film and Literature Classification**  
Te Tari Whakarōpū Tukuata, Tuhihinga  
[REDACTED] [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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**From:** Sharon [mailto:sharon@fvlb.org.nz]  
**Sent:** Wednesday, 5 June 2019 2:49 p.m.

**To:** [REDACTED]  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive

It's <[REDACTED]>

**From:** [REDACTED]  
**Sent:** Wednesday, 5 June 2019 2:35 PM  
**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
**Cc:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** RE: Hard drive

Thanks

**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Wednesday, 5 June 2019 1:49 p.m.

**To:** [REDACTED]  
**Subject:** RE: Hard drive

Hi ya

I have asked for the password. Will let you know as soon as it comes through.

Cheers  
Sharon

**From:** [REDACTED]  
**Sent:** Wednesday, 5 June 2019 1:16 PM  
**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
**Subject:** RE: Hard drive

Hi Sharon - do you have a password?

**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Tuesday, 4 June 2019 11:48 a.m.

**To:** [REDACTED]  
**Subject:** RE: Hard drive

Hi Steve

This is probably for the game submitted last week, GEARS 5.

Cheers  
Sharon

**From:** [REDACTED]  
**Sent:** Tuesday, 4 June 2019 11:11 AM  
**To:** Sharon <[sharon@fvlb.org.nz](mailto:sharon@fvlb.org.nz)>  
**Subject:** Hard drive

Hi Sharon

To: Sharon <sharon@fvlb.org.nz>  
Subject: Hard drive

Hi Sharon

How are you?

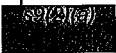
I'm hoping you can help me with something.

We just received a courier package from Microsoft Australia. It was addressed to David but he is not expecting anything.

It contains a hard drive. And has no paperwork at all. It is encrypted so I can't see what is on it.



We are not expecting any games/movies today. What do you think?

Cheers



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Reply Reply To All Forward Send To Me View Images Print



✉ Email

From: Sharon  
To: [Redacted]  
CC: Submissions ; Games  
Subject: RE: Hard drive Gear 5

Sent: 6/06/2019 8:50:03 AM



Attachments may contain viruses that are harmful to your computer. Attachments may not display correctly.

image001.png (1Kb)

Message

Morning

Geez this guy is useless!!! I have emailed him and will let you know when he responds.

Cheers  
Sharon



From: [Redacted] s9(2)(a)  
Sent: Wednesday, 5 June 2019 5:40 PM  
To: Sharon <sharon@fvlb.org.nz>  
Cc: Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
Subject: RE: Hard drive Gear 5

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Cheers

[REDACTED]

Ngā mihi,

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## CLASSIFICATION OFFICE DECISION

**Title of publication:** Gears 5  
**Other known title(s):** Gears of War 5  
**OFLC ref:** 1900321.000  
**Medium:** Console Game  
**Distributor:** Microsoft New Zealand Limited  
**FVLB Applicant:** Microsoft New Zealand Limited  
**Country of origin:** Canada  
**Language:** English  
**Applicant:** Film & Video Labelling Body

<b>Classification:</b>	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.
------------------------	---

**Excisions:** No excisions recommended  
**Descriptive note:** Contains graphic violence.  
**Display conditions:** None  
**Date of entry in Register:** 27 June 2019  
**Date of direction to issue a label:** No direction to issue a label has been issued  
**Date of notice of decision:** No notice of decision has been issued

	Components	Running time
<b>Game:</b>	Gears 5	
<b>Total running time:</b>		

**Summary of reasons for decision:**

Not applicable

## SUMMARY OF REASONS FOR DECISION

Under the Films, Videos, and Publications Classification Act 1993 (FVPC Act)

### HEADNOTE

<b>Title of publication:</b>	Gears 5
<b>Other known title(s):</b>	Gears of War 5
<b>OFLC ref:</b>	1900321.000
<b>Medium:</b>	Console Game
<b>Classification:</b>	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.
<b>Descriptive note:</b>	Contains graphic violence.
<b>Display conditions:</b>	None

*Gears 5* is the fifth mainline game of the popular *Gears of War* series of video games. It has been developed for the Xbox One series of consoles, as well as PC. This is a third-person cover shooter where players assume the roles of JD and then Kait as they battle against the monstrous Swarm creatures for control of the planet Sera. Alongside the story-driven campaign are numerous co-operative and competitive multiplayer options. These include series staples of Horde mode, wave-based co-operative challenge; and team-based modes where players compete to complete objectives and rack up kills. New to this game is a modular level builder called Escape, where players can snap pre-built rooms together, populate them with the various monsters of the game, and challenge themselves and others to make it to the exit.

The Swarm are a mix of hulking humanoids, tentacled arthropods and flocks of flying leech-like creatures. Their grotesque appearance and animations add a mild horror theme to the game. Some environments lean more heavily on a horror theme, with one decrepit blacksite facility telling a tale of historic human experimentation as doctors tested Swarm-based serums on children. However the majority of the game is presented with a sense of scale and decaying grandeur, as players fight their way through the ever-present Swarm.

In this way, the game's primary draw is its third-person combat, which deals with violence and the infliction of serious physical harm to a high extent and degree. During combat, players move from cover to cover, firing at enemies as they pop out from their own hiding spots and throwing grenades and other explosives to flush them out. Weapons used include genre staples like machine guns, shotguns, sniper rifles and handguns, each with their own sci-fi twist. Each bullet impact results in large gouts of blood, and with concentrated blasts or sustained fire will decapitate or dismember opponents.

These explode or separate with large blood bursts and remain in the environment for a time, revealing meaty stumps. As these injuries instantly kill the opponents, causing them to collapse in a death animation, there is no sense of cruelty to these gory injuries. Alongside gunfire, or explosive dismemberment with the use of grenades and rocket launchers, players can use melee

combat to kill their enemies. Sneaking up on them from behind shows a brief throat slitting animation. However players may also execute downed opponents – where humanoid enemies have been damaged enough to collapse to hands and knees, but not enough to kill or decapitate them. This can also be done to players, should they be downed before their allies can reach them and help them up. These executions vary according to the weapon equipped, and can include bisection by a chainsaw attached to a machinegun, point blank gunshots, and a repeated bashing with a rifle stock, causing the head to explode in blood, amongst others. As with close combat, blood spatters the screen, somewhat obscuring these executions. This level of gory decapitation and dismemberment is consistent across the game modes, meaning the players on the Swarm team in competitive multiplayer will be involved in gunning down, decapitating and executing the various human characters on the other team.

In addition, the game contains some limited use of highly offensive language. The expletive “fuck” is used in a few story sequences. One example is a sequence of two guys sparring and posturing with some use of “fuck off”. Such language is unlikely to cause serious harm to the mature audience the game is so obviously intended for, but remains unsuitable for younger players.

*Gears 5* is an epic but violent adventure through the ruins of a sci-fi world. It consists of repetitive and gory third person shooting, punctuated by bloody decapitation, dismemberment and brutal executions. The popularity of the series’ multiplayer modes is also likely to significantly increase the extent of this repetitious violent gameplay. The graphic and bloody violence depicted is likely to disturb younger audiences, and poses a risk of inuring players to violence. As a result, the unrestricted availability of the publication is likely to be injurious to the public good. Balancing these harms against the right to freedom of expression as set out in the New Zealand Bill of Rights Act 1990, a restriction on the availability of the publication to older teenagers and adults is the lowest reasonable restriction which can be applied in order to prevent injury to the public good. Therefore *Gears 5* is classified as objectionable unless its availability is restricted to persons who have attained the age of 16 years.

**Note:**

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## CONSIDERATION SHEET

**OFLC ref:** 1900321.000

**Submission channel:** s12(1)

**Title of publication:** Gears 5

**Other known title:** Gears of War 5

**Medium:** Console Game

**Distributor:** Microsoft New Zealand Limited

**Country of origin:** Canada

**Language:** English

**Applicant:** Film & Video Labelling Body

**Examination transcript No:** 748, p203

**Examination date:** 24 June 2019

**Other identifying  
information:**

## COMPONENTS OF FILM

Components of film originally examined:

	Components	Running time
Game:	Gears 5	
Total running time:		

Components of film excised:

**CONSIDERATION OF THE PUBLICATION UNDER THE FILMS,  
VIDEOS, AND PUBLICATIONS CLASSIFICATION ACT 1994 (FVPC ACT)**

<b>Description</b>
<p><i>Gears 5</i> is the fifth mainline game of the popular <i>Gears of War</i> series of video games. It has been developed for the Xbox One series of consoles, as well as PC. This is a third-person cover shooter where players assume the roles of JD and then Kait as they battle against the monstrous Swarm creatures for control of the planet Sera. Alongside the story-driven campaign are numerous co-operative and competitive multiplayer options. These include series staples of Horde mode, wave-based co-operative challenge; and team-based modes where players compete to complete objectives and rack up kills. New to this game is a modular level builder called Escape, where players can snap pre-built rooms together, populate them with the various monsters of the game, and challenge themselves and others to make it to the exit.</p>

<b>Section 3(1): the Subject Matter Gateway</b>	
Does the publication describe, depict, express, or otherwise deal with matters such as:	
—	Sex <sup>1</sup>
✓	Horror
<p>The Swarm are a mix of hulking humanoids, tentacled arthropods and flocks of flying leech-like creatures. Their grotesque appearance and animations add a mild horror theme to the game. Some environments lean more heavily on a horror theme, with one decrepit blacksite facility telling a tale of historic human experimentation as doctors tested Swarm-based serums on children. However the majority of the game is presented with a sense of scale and decaying grandeur, as players fight their way through the ever-present Swarm.</p>	
—	Crime
—	Cruelty

<sup>1</sup> Note that a publication can be found to deal with a matter such as sex if (a) the publication is or contains 1 or more visual images of 1 or more children or young persons who are nude or partially nude; and (b) those 1 or more visual images are, alone, or together with any other contents of the publication, reasonably capable of being regarded as sexual in nature. (s 3(1A)).

<b>Section 3(1): the Subject Matter Gateway</b>	
✓	Violence
Please see s3(3)(a)(i).	
—	None of the above, <u>proceed to s 3A and s 3B</u>

<b>Section 3(2): Certain publications are "deemed to be objectionable"</b>	
Does the content of the publication raise any of these issues? If it does, discuss, and conclude whether the publication promotes or supports, or tends to promote or support, that matter.	
—	s 3(2)(a) The exploitation of children or young persons for sexual purposes
—	s 3(2)(b) The use of violence or coercion to compel a person to participate in, or submit to, sexual conduct
—	s 3(2)(c) Sexual conduct with or upon the body of a dead person
—	s 3(2)(d) The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct
—	s 3(2)(e) Bestiality
—	s 3(2)(f) Acts of torture or the infliction of extreme violence or extreme cruelty
✓	None of the above



### Section 3(2): Certain publications are "deemed to be objectionable"

If the publication promotes or supports (or tends to) any of these matters, could excisions be used to remove the problematic content?

—	Yes. Consider the rest of the publication under s 3(3) and s 3(4) and discuss the required excisions in the conclusion.
—	No. The publication is deemed to be objectionable. <u>Proceed to Conclusion</u>

### Section 3(3): Matters to be given particular weight

If any of the following criteria apply, discuss in terms of the extent and degree to which, and the manner in which, the publication:

✓	s 3(3)(a)(i) Deals with the infliction of torture, serious physical harm, significant cruelty
---	---

The game's primary draw is its third-person combat, which deals with violence and the infliction of serious physical harm to a high extent and degree. During combat, players move from cover to cover, firing at enemies as they pop out from their own hiding spots and throwing grenades and other explosives to flush them out. Weapons used include genre staples like machine guns, shotguns, sniper rifles and handguns, each with their own sci-fi twist. Each bullet impact results in large gouts of blood, and with concentrated blasts or sustained fire will decapitate or dismember opponents.

These explode or separate with large blood bursts and remain in the environment for a time, revealing meaty stumps. As these injuries instantly kill the opponents, causing them to collapse in a death animation, there is no sense of cruelty to these gory injuries. Alongside gunfire, or explosive dismemberment with the use of grenades and rocket launchers, players can use melee combat to kill their enemies. Sneaking up on them from behind shows a brief throat slitting animation. However players may also execute downed opponents – where humanoid enemies have been damaged enough to collapse to hands and knees, but not enough to kill or decapitate them. This can also be done to players, should they be downed before their allies can reach them and help them up. These executions vary according to the weapon equipped, and can include bisection by a chainsaw attached to a machinegun, point blank gunshots, and a repeated bashing with a rifle stock, causing the head to explode in blood, amongst others. As with close combat, blood spatters the screen, somewhat obscuring these executions. This level of gory decapitation and dismemberment is consistent across the game modes, meaning the players on the Swarm team in competitive multiplayer will be involved in gunning down, decapitating and executing the various human characters on the other team.

**Section 3(3): Matters to be given particular weight**

—	s 3(3)(a)(ii) Deals with sexual violence or sexual coercion, or violence or coercion in association with sexual conduct
—	s 3(3)(a)(iii) Deals with other sexual or physical conduct of a degrading or dehumanising or demeaning nature
—	s 3(3)(a)(iv) Deals with sexual conduct with or by children or young persons
—	s 3(3)(a)(v) Deals with physical conduct in which sexual satisfaction is derived from inflicting or suffering cruelty or pain
—	s 3(3)(b) Exploits the nudity of children or young persons
—	s 3(3)(c) Degrades or dehumanises or demeans any person
—	s 3(3)(d) Promotes or encourages criminal acts or acts of terrorism
—	s 3(3)(e) Represents that members of any particular class of the public are inherently inferior to other members of the public by reason of an characteristic that is a prohibited ground of discrimination specified in s 21(1) of the Human Rights Act 1993
—	The publication doesn't deal with any s 3(3) criteria

**Section 3A:**

Does the publication contain highly offensive language to such an extent or degree that it is likely to seriously harm viewers under a certain age?  Yes  
 No

Discuss (including any necessary consideration of offensive language that is not 'highly offensive' or any highly offensive language which is not likely to cause serious harm to young viewers):

The game contains some limited use of highly offensive language, but not to an extent or degree that is likely to cause lasting harm. The expletive "fuck" is used in a few story sequences. One example is a sequence of two guys posturing with "fuck off". Such language is unlikely to cause serious harm to the mature audience the game is so obviously intended for, but remains unsuitable for younger players.

**Section 3B:**

Does the publication contain any of the following material?

—	Harm to a person's body, including self-inflicted death, self-mutilation or harmful body modification (other than any already discussed under s 3(3) criteria).
—	Conduct that, if imitated, would pose a risk of serious harm to self or others (other than any already discussed under s 3(3) criteria).
—	Physical conduct of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).
—	Visual images of a person's body that alone or with any other contents of the publication are of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).
✓	None of the above

**Section 3B:**

Does the extent and degree of the material make the publication likely to cause any of the following harms to young people under a specified age because of their general levels of emotional and intellectual development and maturity?

- Cause them to be greatly disturbed or shocked
- Increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both
- Encourage them to treat or regard themselves, others, or both, as degraded, dehumanised or demeaned.

Discuss likely harm/s or why the content is unlikely to cause these harms:

**Submissions & consultations (if applicable)**

—	Consultation or enquiries required under s 21
—	Submissions received from interested parties under s 20

**Any other information to be taken into account (if relevant)**

(e.g. previous OFLC decisions, decisions of other classification bodies, research, books, articles, reviews, etc.)

--

## Conclusion

- In addition to all of the above matters, consider relevant s 3(4) matters: the dominant effect of the publication, character of the publication (including any merit, value or importance), impact of the medium, intended or likely audience, intended purpose, and any other relevant circumstances relating to its use
- Identify any likely injury to the public good from the unrestricted availability of the publication
- Determine the classification, taking into account the New Zealand Bill of Rights Act 1990 (NZBORA) and the need to impose the least restrictive limitation on the right to freedom of expression that will prevent injury to the public good

*Gears 5* is an epic but violent adventure through the ruins of a sci-fi world. It consists of repetitive and gory third person shooting, punctuated by bloody decapitation, dismemberment and brutal executions. The popularity of the series' multiplayer modes is also likely to significantly increase the extent of this repetitious violent gameplay. The violence depicted is likely to disturb younger audiences, and poses a risk of inuring players to violence. As a result, the unrestricted availability of the publication is likely to be injurious to the public good. Balancing these harms against the right to freedom of expression as set out in the New Zealand Bill of Rights Act 1990, a restriction on the availability of the publication to older teenagers and adults is the lowest reasonable restriction which can be applied in order to prevent injury to the public good. Therefore *Gears 5* is classified as objectionable unless its availability is restricted to persons who have attained the age of 16 years.

## Classification

R16

**Descriptive note to cover:** Graphic violence

## Excisions (if applicable)

## Display conditions (restricted publications only)

Are display conditions necessary?

- Yes  
 No

Reason for any display conditions:

--







**CLASSIFICATION DATABASE APPLICATION**  
OFFICE OF SPECIAL OPERATIONS  
UNITED STATES MARSHALS SERVICE

Work Items = 20

Publication Search Screen • Publication

Outline: **Requests** | Addresses | Related Publications | Versions | Decisions | History

**Requests for Gears 5**

Request No.	Request Type	Status	Status Date	Applicant
1900321.000	Console Game	Applicant		

OFCL

**CLASSIFICATION DATABASE APPLICATION**

Office of Film & Literature Classification  
1900321.000 Console Game

UICK BARCH  
Publication

Work Items: 20

Publication Search Screen > Publication

Reset

Outline Requests Addresses Related Publications Versions Decisions History

Addresses for Gears 5

- Film & Video Labelling Body Applicant
- Microsoft New Zealand Limited Applicant to Labelling Body, Distributor

1900321.000 Console Game

Add Search Remove

Reset

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# CLASSIFICATION DATABASE APPLICATION

ORL CLASSIFICATION SYSTEM

Publication Search Screen > Publication

DUCK - FARGE  
Publication

World Items = 26

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Outline Requests Addresses Related Publications Versions Decisions History

1900321.000 Console Game

Add Search Remove

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Related Publications for Gears 5

ORL CLASSIFICATION SYSTEM

**CLASSIFICATION DATABASE APPLICATION**  
OFFICE OF EARLY & LITERATURE CLASSIFICATION  
5200 Parkway, Fairfax, VA 22031  
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Publication Search Screen > Publication  
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Outlines Requests Addresses Related Publications Versions Decisions History

### Publication Versions for Gears 5

Version 1  
1900321.000 Console Game  
Add Version Clone Version Remove

Publication Copied:  Date Copied:   
\* Type  Game  
\* Description  
Gears 5  
Running Time: Mins  Secs   
Add Excision Add Component Remove  
Total Running Time: Add Excision Add Component Remove

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Reset

CLASSIFICATION DATABASE APPLICATION  
OFLC Publications  
Work Items = 20

Publication Search Screens > Publication  
Outline Requests Addresses Related Publications Versions Designs History  
Reset

### Decisions for Gears 5

1900321.000 Console Game

Create Date	Body	Classification	Type	Excision Status
24/05/2019	OFLC	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 15 years.	No Excisions	

Consultation

Consultation Required:

Create Document

Select Document

- Generated Documents
- Consideration Sheet
  - s12 Summary of Reasons
  - Register Page

Clone/Can Sheet

**CLASSIFICATION DATABASE APPLICATION**

196321,000 Create Game

Standard  Customized Publication Status: Complete

Classification Type: the Exclusions Decision

Classification Body: OPLC

Standard Classification: 816

Version Number: 1

Classification Notes: Graphic violence

Summary of Reasons for Classification: Not applicable

Registration Page#: 27/65/2219

Date Decision Registered: Additional Information:

Display Conditions: s278 Display Conditions: Add

Batched Publications for Written Reasons: s278 Display Conditions on my file page: Add

Batch Remove Reset Delete

Publication History for Gears 5

Status History

Status	User Name	Date
Complete	[REDACTED]	01/07/2019
Decision Registered	[REDACTED]	27/06/2019
Classified & Signed	[REDACTED]	27/06/2019
Decision Affirmed	[REDACTED]	27/06/2019
Draft Complete	[REDACTED]	24/06/2019
Drafting Decision	[REDACTED]	24/06/2019
Examined	[REDACTED]	19/06/2019
Examining	[REDACTED]	19/06/2019
Quoted	[REDACTED]	19/06/2019
Logged	[REDACTED]	31/05/2019

Publication Movements

Movement	User Name	Date	Notes
Pub Reviewed	[REDACTED]	07/06/2019	Replacement hard drive received. With Hyvona for checking
Final Docs Dispatched	[REDACTED]	28/06/2019	
Direction Emailed to LB	[REDACTED]	28/06/2019	
Disposal Action Destroy	[REDACTED]	28/06/2019	
Pub Dispatched	[REDACTED]	04/07/2019	Two portable storage units returned to Microsoft, Level 5, 23 Vauxhall Harbour Ave, Ascot Manor, NZ Coverts 590 37603922.

### CLASSIFICATION DATABASE APPLICATION

Publication Status: Administration

Publication Outline for Hunt: Showdown

**URGENCY MET**

Publication Number: 100404.MO  
Publication Title: Hunt Showdown  
Other Known Titles:   
Submission Channel: 11211  
Is Associated Advertising:

Language:   
Country of Origin:   
Film Festival Name:   
GIC:   
Publication Source:   
Distribution Transmittal: PFI PFI  
Record Source: CIA

Medium: Computer Game  
Language: English  
Category: Secondary

Date of Court Order:   
Assigned To:   
GSI:   
Result of Urgency: Act

Buttons: Print Summary, Add Media, Save, Report

Navigation: Home, Back, Forward, Stop, Refresh, Print, etc.



Language:	English
Country of Origin:	Germany
Plan Festival Name:	
CRN:	
Publication Status:	Decision Registered
Examination Transcript No:	751 p93
Record Source:	CDA
Date of Court Order:	
Assigned To:	
ISBN:	
Result of Urgency:	Met

**File Notes**

Select	Date	Created By:	File Note:
<input type="checkbox"/>			

**Fee Details**


Expected Fee (\$):	2446.65	Base Fee (\$):	1431.10
Less (-):		Plus (+):	
Fee Waiver:		Urgency Amount (\$):	715.55
		Recovery (\$):	

**Upload Document**

Browse... Upload

Remove Print Add

Save Release



**CLASSIFICATION DATABASE APPLICATION**

OFFICE OF FILM & LITERATURE CLASSIFICATION

LOCK - EARCH

publication

Menu

Work Items - 20

Publication Search Screen > Publication

Save | Reset

Outline

Addresses

Related Publications

Versions

Decisions

History

### Requests for Hunt: Showdown

1900405.000 Computer Game

Request No.	Request Type	Status	Status Date	Applicant
R1900357	Urgency	Granted	24/07/2019	Film & Video Labelling Body

Save | Reset

Save | Reset

**Classification Database Application**

Publication Search Screen > Publication

Quick Search: Publication

Work Items: 20

Save Reset

Outline Requests: Addresses: Related Publications: Versions: Decisions: History

**Addresses for Hunt: Showdown**

- 1900405.000 Computer Game  
Add Search Remove Save Reset
- Film & Video Labelling Body Applicant
- Crytek GmbH Applicant to Labelling Body, Developer, Distributor, Publisher  
Save Reset

**CLASSIFICATION DATABASE APPLICATION**

General Search & Alternatives  
Classification  
Publications

Work Items = 26


Menu  
Publication Search Screen - Publication

Outline Requests Addresses Related Publications Versions Decisions History

Save Search Add Remove Save Reset

19.00-05.000 Computer Game

Related Publications for Hunt: Showdown



**CLASSIFICATION DATABASE APPLICATION**  
OFFICE OF CLASSIFICATION  
CLASSIFICATION

1900-405.000 Computer Game

1900-405.000 Computer Game

Menu

Publication Search Screen > Publication

Outline Requests Addresses Related publications Versions Decisions History

Save Reset

Version 1

Publication Copied:  Date Copied:

\* Type  Game

\* Description

Hunt Showdown

Running Time:  Alpha:

Add Version Clone Version Remove

Add Excision Add Component Remove

Total Running Time

Add Excision Add Component Remove

Create Document Select Document:

Generate Save Reset



Decision for Hunt: Showdown

1916-95,000 Computer Game

Publication Status: Decision Registered

Classification Type:  Standard  Customised

Re Exclusions Decisions

Classification Body: ORLC

Version Number: 1

Standard Classification: RTB

Descriptive Notes: Violence and Horror

Summary of Reasons for Classification (Register Report): Not applicable

Date Decision Registered: 01/05/2019

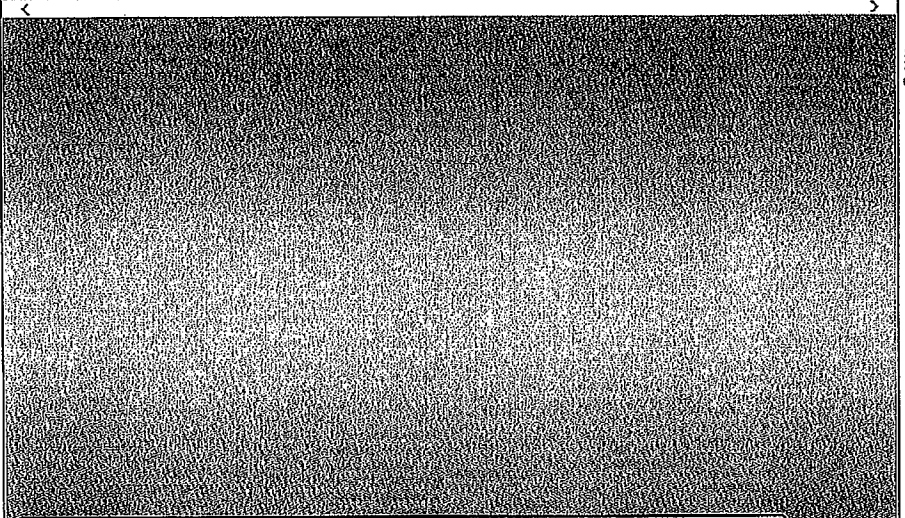
Additional Information:

Display Conditions: \$270 Display Conditions on any film poster

\$270 Display Conditions:

Batched Publications for Written Reasons:

Batch	Remove	Save	Reset	Delete



**CLASSIFICATION DATABASE APPLICATION**

1903-05-006 Computer Game

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**Publication History for Hunt: Showdown**

**Status History**

Status	Date
Decision Registered	01/08/2019
Classified & Signed	01/08/2019
Decision Affirmed	01/08/2019
Draft Complete	01/08/2019
Drafting Decision	31/07/2019
Examined	31/07/2019
Quoted	25/07/2019
Logged	24/07/2019

**Publication Movements**

Movement	Date	Notes
Pub Received	25/07/2019	Please see below Steam key AV9TE-NDV4E-RR9PG
Final Doc Digitized	02/08/2019	
Disposal Action Directed	02/08/2019	

**User Name**

[REDACTED]

[Add](#) [Save](#) [Reset](#)



Date 19 June 2016

OFLC Ref 1908721

Title Gears 5

Other Known title(s) Gears of War 5

Medium Console game.

Director (s) The Coalition

Producer (s) Microsoft Game Studios

Country (ies) Canada

Language (s) English.

### GEARS 5

- Campaign
- Nexus - ttm / CTF / freeze / leaders / belation etc etc. lots of custom of the
- Escape - tile-based levels. challenge.
- Horde - 50 waves v 25. 5 players. + custom matches.
- Galaxy

Campaign Newsworld (Gears 4)

Helicopter etc <sup>Kaid</sup> ~~Helicopter~~ <sup>assets</sup> ~~Helicopter~~ <sup>JD</sup> ~~Helicopter~~ <sup>concerned about needs,</sup> <sup>Marcus there, talks w/ K.</sup>

Act 1 ch 1 Start in the dark.

Play as JD. Azura - old program facility Done, flying robot ship left

Shoot some <sup>loot?</sup> <sup>humans</sup>

battle through <sup>swarm</sup> facility to launch rocket. (satellite).

Act 1 ch 2. → New Sphynx City. c/s have to report to Jim.

Board there gives a new <sup>obj</sup> <sup>task</sup>. improved.

→ Gym. see Fahr packing boxing - 1 bbf.  
"All right, fuck off." - Fahr wants to spar.

as punches. as JD defeat F. F named "fuck off!"

→ First Minister Jinn. - doesn't want Hammer of Dawn back online.  
news Settlement 2 under attack. none out.

crash land. shoot down. "Get them feeling the effort!"

bethe through street. Del wary at Fahr over F having prev.

multiple waves around.

opened for a protest.

Help Lizzy w/ enemies. & then swarm attack, flying.

in CLR. soldiers get decapitated by bugs.

the Dee Bee robot get disabled by shop.

del 1 call the tide turn.

lots of car corpses & CGR corpses.

Bethe through streets. into beach.

Grant completed + blood splatter.

Swarms attack army.

street fighter. car drives motorcycle out of work.

bedies everywhere.

shoot it - explosive decap.

blood splatter

JD ordered first shot to protesters.

Del & Kait v. disappointed.

Convoy attacked.

JD spurs through between Swarms as  
Bard fires hammer of Dawn, tracing JD.

Swarms explode. jets, blood & meat.

Hammer of Dawn out of control. hits convoy.

(this is on orbital base)

→ Four Months Later.

Kait & Del → her old Settlement

Act 2 ch 1.

Aftersword skeleton - Outside village.

→ Playas ~~Kait~~ Kait

See restricted view of Settlement  
608.

walk stammerly through leaving village.

Kait talks w/ Oscar. bottle beds. check point breaks.

~~Chapter II~~ - on shift, on ice up north. search for an outpost.

Head into underground outpost. battle with holdup.

land in prison. take on lab imprisoned & experimented on minor children  
old rusted surgery. led at restaurant by Dr Niles Sanson.  
mosque.

"Looks like Niles had a favorite test subject."

notes on w/ observations on d. camera kids jump & bed.  
- had given 7mulsion no cell degradation 'CV-184-9'

find lab w/ Sparta files. - "Sires" made

keep underground. Niles an AI construct - determines facility.  
K & Del flee.

Reach the tower through mulsion. Kait sees vision (D. red.)

find signal tower 2 (combat, levered, dialogues).

& signal mulsion get pushed in one direction (bug)  
rest.

**Film and Game Submission Form**



**OFFICE OF FILM  
& LITERATURE CLASSIFICATION**  
*Te Tari Whakarōpū Tukuato, Tuhituhinga*

<b>Title:</b> Gears 5	
<input type="checkbox"/> Feature <input type="checkbox"/> Trailer <input checked="" type="checkbox"/> Game <input type="checkbox"/> Poster / Slick	
<b>Translated Title or A.K.A.:</b> Gears of War 5	
<b>Director:</b> The Coalition	
<b>Producer:</b>	<b>Year of Production:</b> 2019
<b>Country of Origin:</b> USA	<b>Release Date:</b>
<b>Language:</b> English	<b>Running Time:</b> 0.00
<b>Media:</b> Computer Game	<b>Format/Zone:</b>
<b>For Theatrical:</b> <input type="checkbox"/>	
<b># of Trailers/Extra Footage:</b> 0	<b>Barcode:</b> <b>Catalogue Number:</b>

<b>Request for Urgency</b> <input type="checkbox"/>	<b>Request for Waiver or Group Submission</b> <input type="checkbox"/>	<b>Digital Label Required</b> <input checked="" type="checkbox"/>
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No files chosen

<b>For Office Use Only</b>	
<b>Received by:</b> <span style="background-color: black; color: black;">[REDACTED]</span>	<b>Publication #:</b> 1900321
<b>Date Received:</b> 31/5/19	

<b>Applicant Information</b>	
<b>Applicant:</b> Microsoft NZ	<b>Phone:</b> +61 416 144 077
<b>Contact:</b> Mark Pakula	<b>Email:</b> a-mapaku@microsoft.com
<b>Address:</b> 1 Epping Road, North Ryde NSW 2113 Australia	<b>Application Date:</b> 30/05/2019
	<b>Purchase Order:</b>

Contents	Run Time
Computer Game	

No extra footage chosen

**Distributor Declaration**

FILM AND GAME SUBMISSION FORM



OFFICE OF FILM  
& LITERATURE CLASSIFICATION  
*To Tari Winkaripih Tukuata, Tubitubinga*

The following components of the publication submitted for examination will NOT appear on the version that is to be made available to the public:  
Please specify – e.g. burnt-in time code, trade on promotional notices, trailer, etc.