

## SUMMARY OF REASONS FOR DECISION

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

### HEADNOTE

<b>Title of publication:</b>	Tom Clancy's Ghost Recon Breakpoint
<b>Other known title(s):</b>	Not stated
<b>OFLC ref:</b>	1900351.000
<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 offensive language.
<b>Display conditions:</b>	None

*Tom Clancy's Ghost Recon Breakpoint (Breakpoint)* is an open world third person shooter set on a remote set of islands in the South Pacific. The islands are heavily invested in by a tech billionaire whose security team has built autonomous drones. But when his security forces stage a coup, the drones are set up as a defence network and attack a passing US Navy ship. In response, the US sends in the Ghosts, an elite team of Special Forces, to discover what happened. But on their way in, their helicopters are shot down and many of the Ghosts are killed. From the wreckage, player character Nomad sets out to figure out this mess. The game can be played as a single player campaign, or tackled co-operatively with up to three other players. A 4v4 online format also allows teams of players to go head to head in competitive play. A representative portion of the game was examined on PC. It is also set to release on modern consoles and streaming platforms.

The game primarily deals with matters of violence and some related cruelty. Cruelty mainly arises from themes and scenarios dealt with during the unfolding story. This varies from the fear expressed by civilians as they face an uncertain future trapped on the islands, to an opening sequence where mercenaries ruthlessly gun down the surviving soldiers of downed helicopters. A particularly notable scene of cruelty arises as main antagonist Walker finds some of his soldiers partying with some women. One of the women is toying around with a pistol, in clear breach of operational security. Interrupting the revelry and taking the weapon, Walker pistol whips one of his soldiers, and after a speech shoots him in the knee. The man is pained and bleeds as he clutches his leg. Walker then puts the gun on the ground, to fight with the others. After a brief melee of punches and elbows, Walker pulls out his knife and slashes and stabs two of the soldiers in the neck and back, to bloody effect, before breaking the neck of the injured man. The others run off in fear. Another cutscene shows a man being questioned and tortured, strapped in to a chair – although only his convulsions are visible due to the camera framing.

Aside from the cruel violence of the story driven scenes, the game plays out with frequent combat scenarios. From the main missions which progress the storyline, to side missions which flesh out characters and places, players are confronted with mercenaries and robotic drones to

overcome. In this open world game, players will also regularly encounter patrolling troops and heavily guarded settlements as they traverse the vast islands of Aurora.

The end result is the potential for a high extent of military combat through the game's play time. However, *Breakpoint* also allows players flexibility in their approach to these combat scenarios. Faced with overwhelming odds, players might choose to hunker down in camouflage and wait for the soldiers to move on, or use cover, explosives and high powered weapons to take on their foes. With a robust stealth system, players can kill only those necessary to slip through defences, hide their body, and complete their objectives without raising an alarm from the entire base. Players can equip themselves with a variety of modern day military weapons like pistols, assault rifles, sniper rifles, shotguns and machine guns. Grenades and military drones also feature, to assist players with larger groups of enemies. By killing their opponents and completing objectives, players earn a currency with which they can purchase new weapons and add-ons which can stabilise bullet spread, silence gunfire, increase range and provide better optics.

When shooting human enemies, there are blood bursts and blood splatters across the environment. Engagements are fast paced and deadly, with a bullet to the head making quick work of most opponents. Bodies remain where they fall, but cannot be injured further. The use of explosives will hurl enemies through the air but there is no decapitation or dismemberment. When the player is shot, a directional blood effect tints the screen, and players may suffer injuries as a result. These show bloody bullet wounds or cuts on the player, which remain until healing items are used. These injuries also impact the player's movement and abilities, causing Nomad to move slower, limping and grunting as he struggles to perform his usual actions. When killed, Nomad simply collapses as the screen desaturates and the game reloads.

The game world also holds various civilians, who will cower when near gunfire. Players are able to shoot and kill up to three of them at which point the mission fails and the game loads at the last checkpoint. Players are warned against killing civilians, and they are clearly presented with a different UI element to indicate they are non-combatants. That they can be killed is more about encouraging players to watch their fire, and to allow scenarios where rescuing or protecting civilians can have a failure state. Some young people also exist in this world, but beyond performing a generic cowering pose when in the vicinity of gunfire, they cannot be damaged or killed.

In addition, the game contains infrequent clusters of highly offensive language. These play out in some dialogue and cutscenes which give context to missions, but are spread out by long periods of playing through the missions and exploring the world. The expletive "fuck" and variants are mainly used in tense and aggressive situations. Examples include "You're a worthless fucking human being", "These are our fucking allies" and "what the fuck?" This aggressive use of highly offensive language has the potential to be disturbing to younger players, or to negatively affect their social interactions should they use it to bully or intimidate others.

All things considered, *Tom Clancy's Ghost Recon Breakpoint* presents a military fantasy island with diverse places to explore, missions to complete, and combat challenges to overcome. The game's frequent and bloody military violence is likely to disturb younger players, and has the potential to inure them to real life violence and suffering. As a result the unrestricted availability of the game is likely to be injurious to the public good. The use of highly offensive language further supports a restriction. 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 game to older teenagers and adults is the lowest reasonable restriction which can be applied in order to prevent injury to the public good.

**Note:**

Copyright Office of Film and Literature Classification. This document may be reproduced in whole but not in part without written permission except for brief quotations embodied in articles, reports or reviews.

Date 16 July 2019.

OFLC Ref 1900351

Title Tom Clancy's Ghost Recon Breakpoint

Other Known title(s)

Medium Computer Game

Director (s) \_\_\_\_\_

Producer (s) \_\_\_\_\_

Country (ies) ~~USA~~ France

Language (s) English

is about Aurora Skell Tech a something 7 figt.

TR GR Breakpoint

CIA sends troops in. xtr creator: "Genetic" Man.

Helicopter crashes. dead soldiers and blood.

(40 COOP / 404 actual camp)

3rd person. lamp w/ spines.

on death, simply collapse & "killed in Action" - no load - (dis of work)

get to camp/base in secret maintain camo thing.

dr. blood effects on screen xtr looks blooded.

can talk w/ ppl.

upgrades. finding / items

weaps = down

xtr cust aviator.

Free helicopter!

- no detail / drish incl. eq

Huge open world patrols (to engage)

NB Short - blood splat/bur of some splat.

messy.

+ drones / armed robots

if close to env.

244

f/b

to Vaughn, soldier. in house w/ dead civilian woman.

"These are our fucking allies"

"You fucking over"

f. You have wasted too much of my fucking time  
as it is

U tries putting knife in hand. <sup>random</sup> screams  
claims she was attacking.

"You're not the fucking hero  
being"

U tries to shoot Walker.

Walker thanks, shoots Vaughn in head.

Flight into Skill Labs. find him hiding under desk.

Walker turns up... w/ Jossiah.

WTF.

escape w/ Jace Skill to Greenham. talk w/ Mads.

they talk Sentinel taking over Anava

Fox shows

video from smart glasses.

Soldiers holding Sentinels under arms. Man gets held down.

"I want home and my 'ghosts' crying like a virgin on prom night."

CEO Trey Stone of Sentinel.

Publication Outline for Tom Clancy's Ghost Recon Breakpoint

URGENCY MET  
 19000351.000

Print Summary Add Recon

Publication Number: 19000351.000  
 Publication Title: Tom Clancy's Ghost Recon Breakpoint

Other Known Titles: [Empty field]

Submission Channel: s12(1) Medium: Computer Game

Is Associated Advertising:

Language: [Dropdown: Abkhazian, Afar, African, Albanian, English]

Country of Origin: [Dropdown: Afghanistan, Albania, Algeria, American Samoa, France]

Film Festival Name: [Empty field]

CR#: [Empty field]

Publication Status: [Dropdown: Complete]

Examination Transcript No: 746, p233

Record Source: CDA

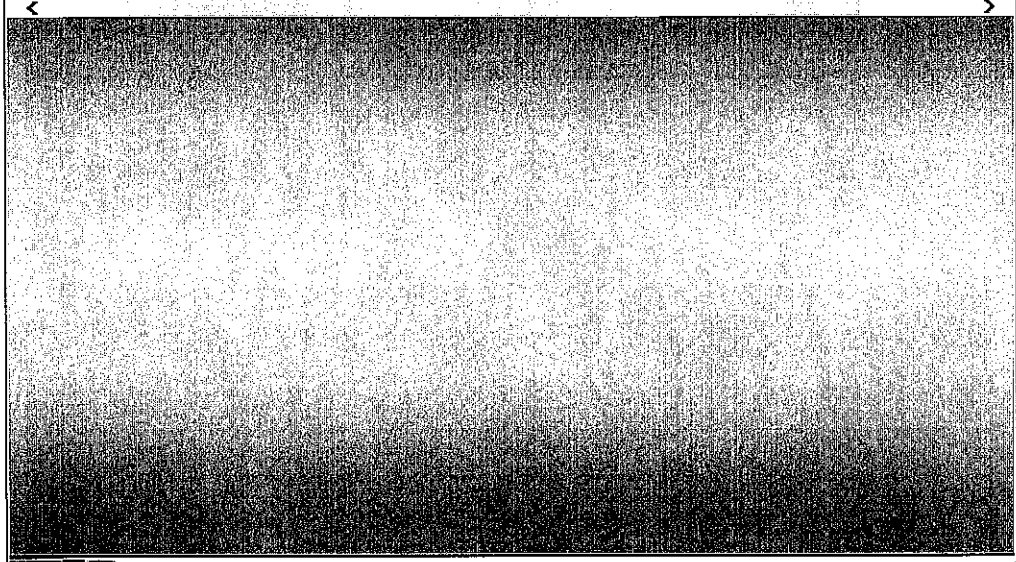
Date of Court Order: [Empty field]

Assigned To: [Empty field]

Result of Urgency: Met

File Notes [Empty field]

Fee Details [Empty field]



Other Known Titles

\* Submission Channel: s1241 Medium: Computer Game  
 Is Associated Advertising:

Languages: ← Afghani → Add  Remove   
← Afrikaans →  
← Albanian →

Country of Origin: ← Afghanistan → Add   
← Albania →  
← Algeria →  
← American Samoa → France

Film Festival Names:  Add

CRN:  Date of Court Order:

Publication Status: Complete Assigned To:

Examination Transcript No: 748\_p293 ISBN:

Record Source: CDA Result of Urgency: Met

File Notes:  Remove  Print  Add

Select  Date:  Created By:  File Note:

File Details:
 

Expected Fee (\$):	2546.45	Base Fee (\$):	1431.10
Less (-):		Plus (+):	
Fee Waiver:		Urgency Amount (\$):	715.55
		Recovery (\$):	

Corrigendum Details:  Add  Remove

Date Created:  Created By:  \* Type:  \* Status:

Upload Document:  Add  Remove

LUCK\_EARCH

CLASSIFICATION DATABASE APPLICATION

OFFICE OF FILM & LITERATURE

Work Items = 59

Publication Search Screen - Publication

Outline Requests Addressses Related Publications Versions Decisions History

Requests for Tom Clancy's Ghost Recon Breakpoint

Request No. R1900299 Request Type URGENCY Status Granted Status Date 21/06/2019 Applicant Film & Video Labelling Body

1900351-000-Computer Game

Reset

Copyright © 2015 OFCL. All rights reserved.



**CLASSIFICATION DATABASE APPLICATION**

WICK BARCH  
Publication

1900331.000 Computer Game

Addresses for Tom Clancy's Ghost Recon Breakpoint

- Film & Video Labelling Body Applicant
- Firefight Distribution Ltd Applicant to Labelling Body, Distributor

1900331.000 Computer Game

Add Search Remove

Reset

Outline Requests Addresses Related Publications Versions Decisions History

Publication Year of Screen Publication

Copyright © 2017 OFCA. All rights reserved.

**CLASSIFICATION DATABASE APPLICATION**

WORKSHEETS & LITERATURE CLASSIFICATION

LUCK SEARCH

Work Items: 99

Publication Search Screen > Publication

Menu

Outline Requests Addresses Related Publications Versions Decisions History

Related Publications for Tom Clancy's Ghost Recon Breakpoint

1900351.A00 Computer Game

Add Search Remove

Reset

Copyright © 2015 OFLC. All Rights Reserved.

**CLASSIFICATION DATABASE APPLICATION**

CONTRACT RELEASE AGREEMENT  
CLASSIFICATION DATABASE APPLICATION

Quick Search: [Publication] [Word Lists = 55] [Reset]

Navigation: Outlines | Requests | Addresses | Related Publications | Versions | Decisions | History

### Publication Versions for Tom Clancy's Ghost Recon Breakpoint

1900351.000 Computer Game

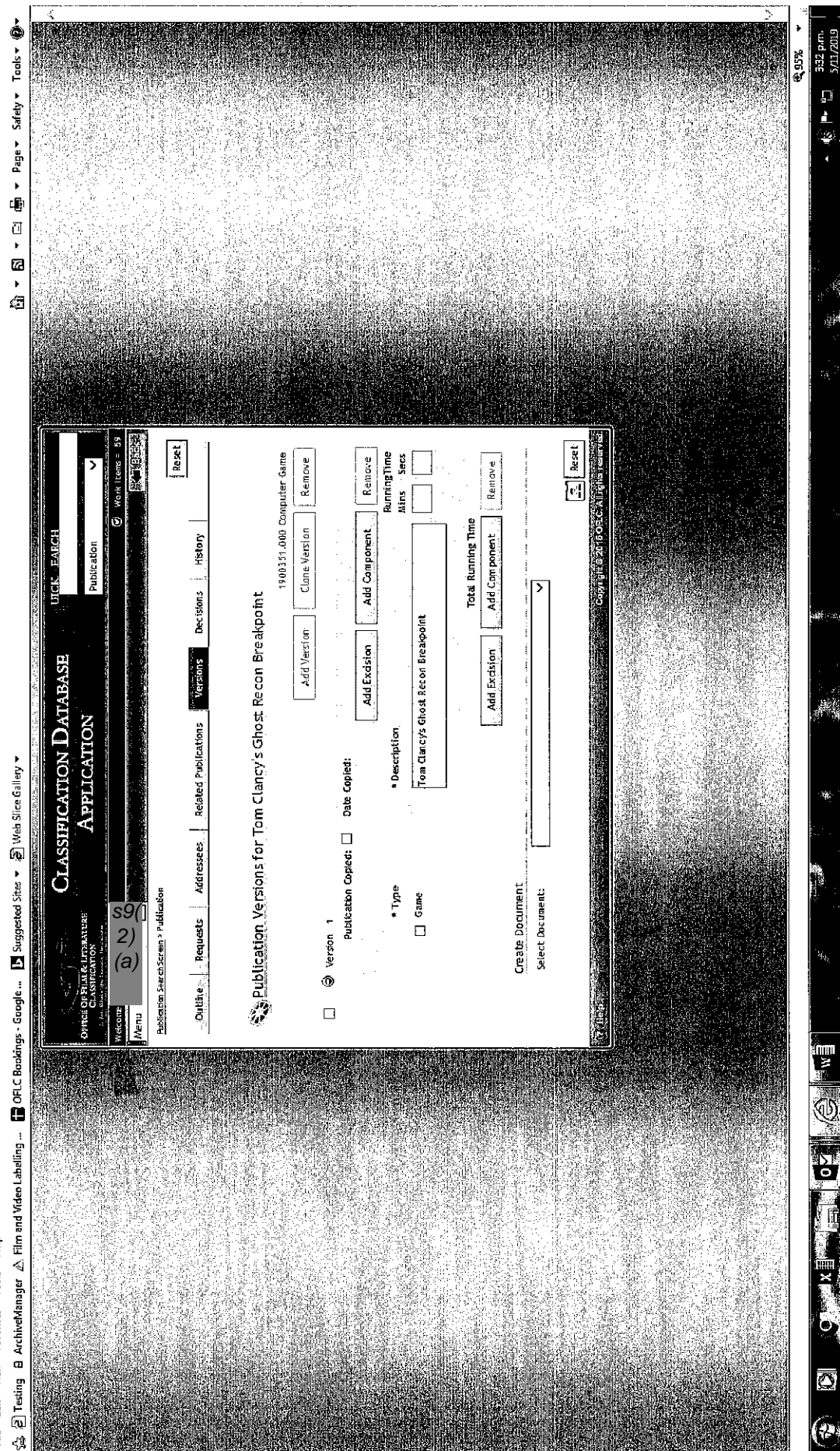
Version 1  
Publication Copied:  Date Copied: [ ]

\* Type  
 Game

\* Description  
Tom Clancy's Ghost Recon Breakpoint

Buttons: Add Version, Clone Version, Remove, Add Exclusion, Add Component, Remove, Running Time, Mins, Secs, Total Running Time, Add Exclusion, Add Component, Remove

Creates Document: Select Document: [ ] [Reset]





### Decision for Tom Clancy's Ghost Recon Breakpoint

19007351.080 Computer Game

\* Classification Type:  Standard  Customised Publication Status: Complete  
No Exclusions Decision

Classification Body: OFLC Version Number: 1

\* Standard Classification: R16

Descriptive Note: Violence and offensive language

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

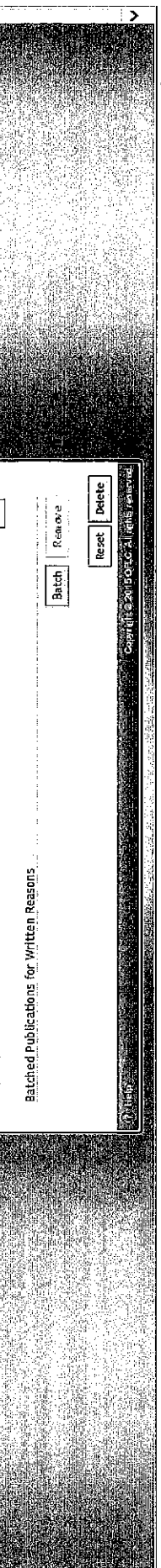
Date Decision Registered: 16/07/2019

Additional Information:

Display Conditions: Add

\$276) Display Conditions on any film poster: Add

Batched Publications for Written Reasons: Batch Remove  
Reset Delete







FILE MESSAGE ATTACHMENTS

Open Quick Save Save All Remove Attachments Attachment As Attachments Attachment All Selection

Print As Attachments Attachment All Selection

Show Message Message

File name: Urgency Request Form TOM CLANCY GHOST RECON.pdf  
 Size: 145 KB  
 Last changed: Friday, 21 June 2019

Urgency Request Form TOM CLANCY GHOST RECON.pdf [145 KB]

Date: 21 June 2019

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

Jared Mulen  
 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 8 <sup>th</sup> JULY	TOM CLANCY'S GHOST RECON BREAKPOINT	GAME		FIVEIGHT DISTRIBUTION
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

Signed *Sharon Blair Witch*  
 Representative of Film & Video Labeling Body Inc.

Windows taskbar showing system tray icons, date/time (3:43 PM 5/11/2019), and window management buttons.



FILE MESSAGE
   
 Delete Reply Reply Forward Meeting More
   
 Move to Manager Done Create New
   
 Move Actions Unread Tags
   
 Mark Categorize Follow Up
   
 Find Find Related Select
   
 Translate
   
 Zoom Zoom

Delete Respond
   
 Thu 11/07/2019 9:17 a.m.

Sharon <sharon@vlib.org.nz>
   
 TOM CLANCY'S GHOST RECON BREAKPOINT

To: Submissions; Jared Muller; Games
   
 Bing Maps Action Items

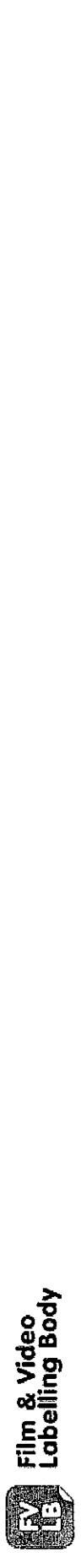
Good morning

The distributor has advised that the courier company has lost the build for this game. They have tried downloading another copy but it crashed. They are working on a solution and will get the game down to you asap.

Cheers
   
 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 10110 \*\*



[www.vlib.org.nz](http://www.vlib.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

Sharon BLAIR WITCH
   
 3:43 p.m.
   
 5/7/2019

FILE MESSAGE

Ignore Delete Reply Forward Meeting More

Junk Reply Forward Meeting More

Move To Manager Done Create New

Rules Translate Select

Tags Categorize Follow Up

Unread Editing Zoom

Quick Steps

Thu 11/07/2019 3:18 p.m.

Sharon <sharon@fmlb.org.nz>  
 TOM CLANCY'S GHOST RECON BREAKPOINT - Update

To: Submissions; Games; Jared Haden  
 This message was sent with High Importance.

Action Items

Hi

The Distributor has advised:

I am sending a \$4000 laptop to Wellington now that will arrive tomorrow.

Instructions:

Laptop passwords:

Username: [redacted]  
 Email: [redacted]  
 Password: [redacted]

Go to Games and click on Ghost Recon Breakpoint. Then push Play.  
 That should be all and the game will load.

At the end if they could:  
 Logout of Uplay account  
 Delete Uplay  
 Delete BBC folder from "Documents" on hard drive  
 Then send back to me in Auckland.

Please note this laptop is on loan so if they could try and keep it like brand knew it would be appreciated.  
 Thanks for your help and apologies again. Any issues I will be on mobile.

Cheers  
 Sharon

Sharon BLAIR WITCH

Delete + Get more apps  
 Thu 11/07/2019 3:19 p.m.  
**Jared Mullen**  
 RE: TOM CLANCY'S GHOST RECON BREAKPOINT - Update  
 To: 'Sharon', Submissions; Games

Action Items

Thanks Sharon.  
 I feel for the distributor on this one.  
 We should be able to commence examination as soon as the game arrives.

Regards



**Jared Mullen | Deputy Chief Censor**  
 Office of Film and Literature Classification  
 Te Tari Whakaraopā Tukuata, Tūhūhinga  
 0508 235 767 | Mobile 027 490 6537  
[www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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

**From:** Sharon [[mailto:sharon@fvlb.org.nz](mailto:mailto:sharon@fvlb.org.nz)]  
**Sent:** Thursday, 11 July 2019 3:18 p.m.  
**To:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>; Jared Mullen <[Jared.Mullen@classificationoffice.govt.nz](mailto:Jared.Mullen@classificationoffice.govt.nz)>  
**Subject:** TOM CLANCY'S GHOST RECON BREAKPOINT - Update  
**Importance:** High

Hi

The Distributor has advised:

I am sending a \$4000 laptop to Wellington now that will arrive tomorrow:

Instructions:

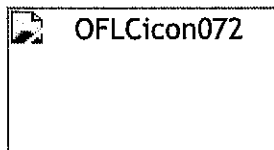
Laptop password: **59(2)(b)**

Jared Mullen FW: RED DEAD REDEMPTION II

I feel for the distributor on this one.

We should be able to commence examination as soon as the game arrives.

Regards



**Jared Mullen | Deputy Chief Censor**  
**Office of Film and Literature Classification**  
*Te Tari Whakarōpū Tukuata, Tuhituhinga*  
0508 236 767 | Mobile 027 490 6627  
[www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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

---

**From:** Sharon [<mailto:sharon@fvlb.org.nz>]  
**Sent:** Thursday, 11 July 2019 3:18 p.m.  
**To:** Submissions <[submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>; Games <[Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>; Jared Mullen <[Jared.Mullen@classificationoffice.govt.nz](mailto:Jared.Mullen@classificationoffice.govt.nz)>  
**Subject:** TOM CLANCY'S GHOST RECON BREAKPOINT - Update  
**Importance:** High

Hi

The Distributor has advised:

I am sending a \$4000 laptop to Wellington now that will arrive tomorrow:

Instructions:

**Laptop password:**

s9(2)(b)

Launch Uplay with the below logins:

**Username:**

s9(2)(b)

**Email:**

s9(2)(b)

**Password:**

s9(2)(b)

Go to Games and click on Ghost Recon Breakpoint. Then push Play.

That should be all and the game will load.

At the end if they could:

Logout of Uplay account

Delete Uplay

Delete BBC folder from "Documents" on hard drive

Then send back to me in Auckland.

Please note this laptop is on loan so if they could try and keep it like brand knew it would be appreciated.

Thanks for your help and apologies again. Any issues I will be on mobile.

Cheers  
Sharon


✉ Email

**From:** Submissions  
**To:** Sharon  
**Subject:** RE: TOM CLANCY'S GHOST RECON BREAKPOINT - Update

Sent: 7/12/2019 1:12:52 PM



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

 image001.png (1Kb)

All good

Kind Regards

 OFLCicon072

s9(2)(a)

Technical Officer

Office of Film and Literature Classification  
Te Tari Whakarōpū Tukuata, Tuhituhinga  
(04) 4716771 | [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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

---

**From:** Sharon [mailto:sharon@fvlb.org.nz]  
**Sent:** Friday, 12 July 2019 12:19 p.m.  
**To:** Submissions <submissions@classificationoffice.govt.nz>  
**Subject:** RE: TOM CLANCY'S GHOST RECON BREAKPOINT - Update

Thanks  s9(2)(a) it has been a bit stressful for the distributor so I will let him know.

---

**From:** Submissions <submissions@classificationoffice.govt.nz>  
**Sent:** Friday, 12 July 2019 9:04 AM  
**To:** Sharon <sharon@fvlb.org.nz>  
**Subject:** FW: TOM CLANCY'S GHOST RECON BREAKPOINT - Update

Just letting you know we have received the laptop with the game.

Kind Regards

 OFLCicon072

s9(2)(a)

Technical Officer

Office of Film and Literature Classification  
Te Tari Whakarōpū Tukuata, Tuhituhinga  
(04) 4716771 | [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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

---

**From:** Jared Mullen  
**Sent:** Thursday, 11 July 2019 3:19 p.m.  
**To:** 'Sharon' <sharon@fvlb.org.nz>; Submissions <submissions@classificationoffice.govt.nz>; Games <Games@classificationoffice.govt.nz>  
**Subject:** RE: TOM CLANCY'S GHOST RECON BREAKPOINT - Update

Thanks Sharon.


✉ Email

**From:** s9(2)(a)  
**To:** Sharon  
**Subject:** I am off for the day.

Sent: 7/16/2019 1:31:05 PM



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

 image001.png (1Kb)

I have asked s9(2)(a) to package up the computer with the game and return Tom Clancy's & let you know the courier and number etc.

Cheers

Kind Regards

 OFLCicon072

s9(2)(a)

*Technical Officer*

**Office of Film and Literature Classification**

*Te Tari Whakarōpū Tukuata, Tuhituhinga*

(04) 4716771 | [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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

✉ Email

From: s9(2)(a)  
To: Sharon  
Subject: RE: Dispatch - resent?

Sent: 7/17/2019 11:43:49 AM

Thanks Sharon,

s9(2)(a) asked me to contact you about returning this. I see by the email on the 11th that it might have been it was signed off by you but written by Ben.

So I will contact him.

Sorry for confusion.

s9(2)(a)

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

From: Sharon [mailto:sharon@fvlb.org.nz]  
Sent: Wednesday, 17 July 2019 10:50 AM  
To: s9(2)(a)@classificationoffice.govt.nz; Submissions <submissions@classificationoffice.govt.nz>; Nicola Denney <nicola@fvlb.org.nz>  
Subject: RE: Dispatch - resent?

Hi s9(2)(a)

s9(2)(a) said she gave you instructions on this yesterday. This needs to be sent back to the distributor as per sent on 11/7/19.

Cheers  
Sharon

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

From: s9(2)(a)@classificationoffice.govt.nz  
Sent: Wednesday, 17 July 2019 8:52 AM  
To: Sharon <sharon@fvlb.org.nz>; Submissions <submissions@classificationoffice.govt.nz>; Nicola Denney <nicola@fvlb.org.nz>  
Subject: Dispatch - resent?

Good Morning Sharon,

Not sure if this was sent yesterday as not in our submissions folder so resending in case:) What would you like with the Laptop - the game has been erased (as Fiveight requested).

Should I send it up to you ?

s9(2)(a)

Please find attached a copy of the Classification Decision(s) for ( Tom Clancy's Ghost Recon Breakpoint ). 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).

Kind regards,

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

From: Office of Film & Literature, CORPORATE [mailto:steve@classificationoffice.govt.nz]  
Sent: Wednesday, 17 July 2019 8:54 AM  
To: s9(2)(a)@classificationoffice.govt.nz  
Subject: Send data from CORPORATE 07/17/2019 08:54

Scanned from CORPORATE  
Date: 07/17/2019 08:54  
Pages: 1  
Resolution: 200x200 DPI


-----  
The information contained in this email message is intended only for the addressee and does not necessarily represent the official view of the Office of Film and Literature Classification. If you are not the intended recipient, please do not disseminate this communication, destroy any copies of it, and do not use, disclose, copy or distribute any of the information contained within it.

✉ Email

**From:** s9(2)(a)  
**To:** Sharon ; Nicola Denney  
**Subject:** Here is the game decision

Sent: 7/16/2019 1:26:24 PM

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

 DOC071619-07162019133324.pdf (18Kb)

Please find attached a copy of the Classification Decision(s) for ( Tom Clancy's Ghost Recon Breakpoint. 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

s9(2)(a) Technical Officer  
Office of Film and Literature Classification  
Te Tari Whakarōpū Tukuata, Tuhihinga  
(04) 4716771 | [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)



## CLASSIFICATION OFFICE DECISION

**Title of publication:** Tom Clancy's Ghost Recon Breakpoint

**Other known title(s):** Not stated

**OFLC ref:** 1900351.000

**Medium:** Computer Game

**Distributor:** Fiveight Distribution Ltd

**FVLB Applicant:** Fiveight Distribution Ltd

**Country of origin:** France

**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 offensive language.

**Display conditions:** None

**Date of entry in Register:** 16 July 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>	Tom Clancy's Ghost Recon Breakpoint	
<b>Total running time:</b>		

**Summary of reasons for decision:**

Not applicable