

Date 14 July 2021

QFLC Ref 2100260

Title FarCry 6

Other Known title(s) _____

Medium Console Game

Director(s) _____

Producer(s) _____

Country(ies) France

Language(s) English

FarCry 6

Yara island in Caribbean! 1967 - Gueilla 47 years later.

Antón Castillo - leader.

cls as AC makes announcement TV. Tell Viviro - anti cancer med. drafts (aka slaves)

FPV. Lita & Alejo talk AC. make talk.

Dani, fuck my smelly.

Dani Rojas

see soldiers + talk rive. summary execute civilians on street.

"fuckin' blockouts." "you fuckin' fuckin'" "if you wasn't such a fuckin' P."

▷ Steak run & flee across streets, rooftops & sewers. to reach boat w/ Lita. meet Marco.

"wtf" "Fuck Castillo!"

↳ Alejo shot by soldiers.

cls on boat. hear someone shot overhead.

see civilians executed. bloody guts in sewers.

wtf / m for / f.

Antón Castillo, of all people, enters.

screams. fear. chaos & murders.

Older woman shot in head. ^{- 13 y/o} Diego was on board - trace of presence.
had gunfire into boat - water pours in, "were fucked"
blood spurts as ppl killed.

▷ Dani wakes captive on shore. finds Lita, wounded. Good + bullet wound f.f.
'gives Dani phone, talks Clara (Julio / Libertad. (rebels).
→ Title Faraday 6 (except cops, cops) Lita dies. Srd.

o Isla Santuario.

① get . pistol (+ machete) - stab soldiers in back & front
quiet, bloody & gurgly.

Make way up to Clara Garcia
& group of rebels. (6 of them).
CG explains plan to Dani.

o Find Juan Cortez. (v. useful spy guy)

eat bar. hee pit guitar... who savages
Tougher rat a soldier - yelling
w/f. but conc.
- Lets get the feds out of here -
Goo drops severed leg.
blodderat

② Grapple soldiers
blood splatter - + bloody bullet
+ return to Clara. deceals learn about weapon crafting - suppressor.

Liberate checkpoint. → tower then meet Raiza at
a rebel airport.

She wants to steal uranium.

Can bribe double agents. for info.

graffiti - Feds
Castillo

Stare part. kill soldiers
get uranium
Juan has rocket launcher return to base
Supernova & a
Tostador - flame thrower
backback, upgrades & items.
tough info will be fucking
superhero Dani

③ if done - third person, greyed out - can slow bleed loss or
accelerate it.

takeout AA emplacement & a two ship blockade. "frederick" did it

- o Presidio from Esperanza.
- (v) ds Julio, blooded & cuffed. AC enters w/ Diego. Julio punched several times. AC gives D gun to kill him.
- (c) Diego doesn't shoot so AC takes gun & his soldier repeatedly tortures Julio (hands & pain)... to death (offscreen)

Clara talks through Libertad plan & the zones, enaves & allies in Yara

Admiral Benitez (BAS)
 McKay Industries.
 El Tigre - ally potential.
 Máximas Matanzas (PA)
 José Castillo. (BAS)

Go to visit first. Pully Barzaga. (ally).
 w/ fixing condition - etc.
 sat to see

La Espada Mantro - has killed a lot of soldiers. Questioning man - punches & then skips in high pain.
 meet Carlos Mantro, gator wrestling but he kills it for dinner.

(c) José Castillo under-lighthouse torture chamber.
 (torture) Spt cuffed. one strung up dead one hanged one begging life w/ soldier blood & torture implements
 Find Alejandro, screentest w/ Castillo.
 Mantro

o side quest - retrieve 3 idols. one has a spooky house, other can earn a Grotost CAT

o Rescue Máximas Matanzas. Talia & Paolo
 visit Priest - Benito. No. Robo debt.
 black market smuggler.

o Met El Tigre. & Lucky Mama & Lorenzo Carasco.
 meet Jarrón w/ other rebel part La Moral

Anton Carillo making speech. Juan has plan to kill him.

Learn Juan working w/ CIA
behind Clara's back

(doesn't work - both the mission
& narrative)

(later story explaining wasn't
AC there, but D.C.).

* Game crashes. *
freeze.

Battle of Hispanza. - attack the city as
cls as AC coughing blood

focused on architectural legacy, not defence

battle through streets, into tower.

Fault w/ Anton. Diego there

AC shoots Diego in chest & then cuts his own throat. Shady.

Don tries to help Diego but he dies.

talk on how poor vacuum will have AC's hangers looking to gain power.
credit ending was dialogue about Vaas (from FC3).

Post Game

Every week, province retaken by Castillo forces (now
insurgents)

complete obj's to find the
leader & then eliminate them.

cool game.

Consideration Sheet

| | |
|---------------------|-------------|
| OFLC ref: | 2100260.000 |
| Submission channel: | s12(1) |

| | |
|-----------------------|-----------------------------|
| Title of publication: | Far Cry 6 |
| Other known title: | Not stated |
| Medium: | Computer Game |
| Distributor: | Fiveight Distribution Ltd |
| Country of origin: | France |
| Language: | English |
| Applicant: | Film & Video Labelling Body |

| | |
|--------------------------------|--------------|
| Examination transcript No: | 763, p357 |
| Examination date: | 15 July 2021 |
| Other identifying information: | |

Components Of Film

Components of film originally examined:

| | Components | Running time |
|---------------------|------------|--------------|
| Game: | Far Cry 6 | |
| Total running time: | | |

Components of film excised:

Consideration of the Publication under the Films, Videos, and Publications
Classification Act 1994 (FVPC Act)

| Description |
|--|
| <p><i>Far Cry 6</i> is a beautifully crafted open-world first person shooter set in the fictional Caribbean nation of Yara. Ruled by the dictator Antón Castillo, the people of Yara are being forced into tobacco production. Against the cruelty and violence of this brutal regime, players join the resistance group Libertad and work to free Yara from tyranny.</p> <p>Depending on the gender chosen, players assume the role of Dani or Danny Rojas. Opening with a daring escape from a brutal crackdown on the city of Esperanza, players end up awash on an island with the goal to assist Libertad. Along the way they'll gain allies, liberate towns, take over outposts, take down checkpoints and expand their area of influence.</p> <p><i>Far Cry 6</i> is primarily a narrative driven game, but supports a wide range of activities for players, including racing challenges, side stories, gathering challenges and so on. A robust crafting system with numerous upgrades to clothing, weapons and equipment, encourages players to explore and collect resources. After a few early missions, the game also unlocks the ability to play co-operatively with other players. With a plethora of activities and challenges available to the player, the game does not finish after the end of the main story either. In the wake of revolutionary action, each week a different region of Yara will fall to another would-be Castillo, requiring players to reclaim the outposts and identify and kill the leader.</p> <p>A representative portion of the game was examined on the PlayStation series of consoles, with the final version set to release on modern consoles and PC.</p> |

| Section 3(1): the Subject Matter Gateway | |
|---|------------------|
| Does the publication describe, depict, express, or otherwise deal with matters such as: | |
| - | Sex ¹ |
| | |
| - | Horror |
| | |

¹ 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 | |
|---|--|
| ✓ | Crime |
| Crimes of destruction of property, murder, and rebellion, are dealt with in the context of a story of revolution against a brutal dictatorship. As a result there is little relation to everyday crime. | |
| ✓ | Cruelty |
| The game features numerous acts of cruelty, largely in conjunction with violence or the threat of violence. This is considered under s3(3)(a)(i) below. | |
| ✓ | Violence |
| As a first person shooter the game frequently has players engage violent combat. This is considered under s3(3)(a)(i) below. | |
| - | 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 |
| | |
| - | s 3(2)(d) The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct |
| | |

| Section 3(2): Certain publications are "deemed to be objectionable" | |
|--|---|
| - | 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> |

| 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 |
| <p>The game deals with violence to a high extent and moderate degree. Cruelty is a constant low level theme of the Castillo regime, with occasional spikes of cruelty showing that.</p> <p>Examples of cruelty include Castillo soldiers rounding up civilians to force them to work in the tobacco fields. In the chaos of the opening sequences we see soldiers brutalising the civilian populace, some are bashed to the ground, or lined up and shot, while others simply murdered on the street. In one closer example a man begs for his life, but the soldier callously shoots him in the head. Later in the game, after the player has joined the resistance movement Libertad, one of their friends is captured by Castillo forces. A cutscene shows him cuffed in a cell, bloodied and bruised. Castillo himself shows up with his young son Diego, and tries to get Diego to execute the 'traitor'. When Diego cannot, Castillo makes his son watch as one of his soldiers beats their prisoner to death instead. While the soldier bends over his victim, obscuring the blows, the sounds of thuds and pained cries remain both violent and cruel. The scene then cuts to evidence of his death on a Libertad phone - sent as a vicious message.</p> | |

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

During gameplay, players use various modern military firearms and explosives, as well as some oddball makeshift weaponry. Use of a CD launcher in combat has the effect of making the game somewhat ludicrous. However much of the combat involves the use of pistols, machineguns, rifles, shotguns and munitions. Blood spurts with each impact, splatters on nearby environments and stains the bodies with bullet wounds. When closer, blood may stain the player's screen, weapons and hands, though this effect quickly fades away. Explosives fling bodies about, and the use of molotovs or a flamethrower sets enemies on fire. These flame weapons add an element of cruelty to the combat as victims scream and flail until death. A lesser but still cruel aspect to combat is how players can wound but not kill their opponents. These downed enemies are shown with a counting down health symbol, and writhe on the ground clutching themselves. No wounds are visible, and eventually they still in death. However these downed enemies may be used to bait other enemies into trying to save them – only to be killed in turn.

Other examples of stronger combat violence includes the 'stealthy' melee kills. Using a machete, the player can execute an unaware enemy, triggering one of several stabbing or slashing animations. These are very wet-sounding and bloody kills, made more impactful by the grunts and close up blood spray. Melee kills can also be used in regular combat, with repeated blade slashes, or a killing animation where the machete is lodged into the skull and yanked out. While bloody and impactful due to the violence of the act, wounding is not depicted.

To a far lesser degree, players may use vehicles (or horses) to run down enemy soldiers, though their bodies simply ragdoll in death. Comparatively, when the player is injured they suffer strained breathing sounds, and a red tint to the screen. When they run out of health, they are downed and a third person camera shows their body as the screen turns black and white. This is to give a co-operative player the opportunity to rescue their friend before they are killed and reload at a previous checkpoint.

| | |
|---|---|
| - | 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 |

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

- 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 regular use of highly offensive language. The expletive "fuck" and its variations are used mainly as emphasis or exclamation. Common phrases include "[what/how/why] the fuck", or "get the fuck out [of here]". To a lesser extent it is used in an aggressive manner with insults like "fuck you" or "motherfucker". Offensive language can also be seen in revolutionary graffiti with slogans of "Fuck Castillo" sprayed around the place. Repeated exposure to such language increases the risk of inurement, and in turn the likelihood of imitation by an impressionable audience. This has the potential to negatively affect the social interactions of younger players if they imitate its use.



| | |
|---|--|
| 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). |
| At the end of the game, facing death or trial, Antón Castillo slashes his own throat with a curved blade and dies. | |
| - | 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 |
| <p>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?</p> <ul style="list-style-type: none"> ▪ 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. <p>Discuss likely harm/s or why the content is unlikely to cause these harms:</p> <p>Given the heightened drama of a fallen dictatorship, this depiction of Antón Castillo's suicide is not likely to increase the risk of imitation. However it remains likely to momentarily shock most audiences, and has the potential to raise negative emotions in those affected by suicide.</p> | |

| 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 |
|---|
| <ul style="list-style-type: none"> ▪ 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 |
| <p><i>Far Cry 6</i> presents a tale of violent revolution against a cruel regime. It portrays brutality with a level of cruelty which is likely to shock and disturb younger audiences. The frequent and repetitively bloody combat is also likely to inure younger audiences towards violence in general. Regular use of highly offensive language further supports a restriction. As a result, the unrestricted availability of the publication is likely to be injurious to the public good. The risk of harm is balanced with the right to freedom of expression. Older teenagers and adults have the maturity and media literacy to be able to deal with this stronger content without being unduly affected. With this in mind, <i>Far Cry 6</i> is restricted to those aged 16 years and over. This is the lowest reasonable restriction which can be applied in order to prevent injury to the public good.</p> |

| |
|--|
| Classification |
| R16 |
| Descriptive note to cover: Violence, cruelty and offensive language. |

| |
|---------------------------|
| 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: | |
| | |

- Outline
- Requests
- Addressees
- Related Publications
- Versions
- Decisions
- History

Publication Outline for Far Cry 6

URGENCY MET

Print Summary

Publication Number: 2100260.000

* Publication Title: Far Cry 6

Other Known Titles:

* Submission Channel: s12(1)

* Medium: Computer Game

Is Associated Advertising?:

Language:

- Abkhazian ^
- Aboriginal v
- Afar v
- Afrikaans v

Add >>
<< Remove

English

Country of Origin:

- Afghanistan ^
- Albania v
- Algeria v
- American Samoa v

Add >>
<< Remove

France

Film Festival Name:

CRN:

Date of Court Order:

Publication Status: Complete

Assigned To:

Examination Transcript No: 763, p357

ISBN:

Record Source: CDA

File Notes

Remove Print Add

Select Date: Created By: File Note:

Fee Details

Expected Fee (\$): 2146.65 Base Fee (\$): 1431.10
 Less (-) Plus (+)
 Fee Waiver: Urgency Amount (\$): 715.55
 Recovery (\$):

Corrigendum Details

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

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Submission form - Far Cry 6.pdf

Publish Document?

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Addresssees for Far Cry 6

2100260.000 Computer Game

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Film & Video Labelling Body

Organisation

Address:

97a Manukau Road, Epsom AUCKLAND, Aotearoa New Zealand

* Addressee Role:

Applicant

Work

09 3613882

Applicant to Labelling Bod

Artist

Author

Create Document

Select Document:

Fiveight Distribution Ltd

Organisation

Contact Name:

s 9(2)(a)

Address:

Unit B 39 Westpoint Drive Hobsonville, Aotearoa New Zealand

* Addressee Role:

Applicant

Email:

s 9(2)(a)

Applicant to Labelling Bod

Work

09 479 1530

Artist

Author

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Select Document:

Outline



Decision for Far Cry 6

2100260.000 Computer Game

* Classification Type: Standard

Publication Status: Complete

No Excisions Decision

Classification Body: OFLC

Version Number: 1

* Standard Classification:

R16

Descriptive Note:

Violence, cruelty and offensive language

Summary of Reasons
for Classification
(Register Page):

Not applicable

Date Decision
Registered:

16/07/2021

Additional Information:

Display Conditions

s27(5) Display Conditions:

Add

s27(5) Display Conditions on any film poster:

Add

Batched Publications for Written Reasons

Batch

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Decisions for Far Cry 6

2100260.000 Computer Game

Decision Summary

Clone Con Sheet

| Create Date | Body | Classification | Type | Excision Status |
|-------------|-------------|---|--------------|-----------------|
| 16/07/2021 | <u>OFLC</u> | Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years. | No Excisions | |

Consultation

Consultation Required:

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Consideration Sheet



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Publication History for Far Cry 6

2100260.000 Computer Game

Status History

| Status | User Name | Date |
|---------------------|------------|------------|
| Complete | s9(2)(a) | 02/08/2021 |
| Decision Registered | | 16/07/2021 |
| Classified & Signed | | 16/07/2021 |
| Decision Affirmed | | 16/07/2021 |
| Draft Complete | | 16/07/2021 |
| Drafting Decision | | 15/07/2021 |
| Examined | | 15/07/2021 |
| Examining | | 14/07/2021 |
| Queued | | 13/07/2021 |
| Logged | 02/07/2021 | |

Publication Movements

| Movement | User Name | Date | Notes |
|-------------------------|-----------|------------|---|
| Pub Received | s9(2)(a) | 13/07/2021 | Received and confirmed as working, by Games |
| Direction Emailed to LB | | 16/07/2021 | |
| Disposal Action Destroy | | 16/07/2021 | |
| Final Docs Dispatched | | 16/07/2021 | |

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Menu

Back

Publication Search Screen > Publication

Reset

Outline

Requests

Addressees

Related Publications

Versions

Decisions

History



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Menu

Back

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Outline

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| Awaiting Approval | ss(2)(a) | 02/07/2021 |
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Menu

Back

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Request No.: R2100192

Request Type: Urgency

Date Created: 02/07/2021

Reason for Application:

* Request Status:

Granted

Status Date: 02/07/2021

Reason for Decision:

Publication Details

2100260.000

Far Cry 6

Computer Game

Applicant Details

Applicant Name: Film & Video Labelling Body

Organisation

Applicant Address: 97a Manukau Road, Epsom AUCKLAND, Aotearoa New Zealand

Phone Type: Number: Email:

Work 09 3613882

Applicant to Labelling Body Details

Applicant Name: Fiveight Distribution Ltd

Organisation

Contact Name: s9(2)(a)

Applicant Address: Unit B 39 Westpoint Drive Hobsonville, Aotearoa New Zealand

Phone Type: Number: Email: s9(2)(a)

Work 09 479 1530

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22

Outline for Urgency

Request No.: R2100192
Request Type: Urgency Date Created: 02/07/2021

Reason for Application:

* Request Status: Status Date: 02/07/2021

Reason for Decision:

Publication Details

2100260.000 Far Cry 6 Computer Game

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Welcome s9(2)(a)

Menu

Back

Publication Search Screen > Publication

Reset

Outline

Requests

Addressees

Related Publications

Versions

Decisions

History



Requests for Far Cry 6

2100260.000 Computer Game

| | | | | |
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| Request No. | Request Type | Status | Status Date | Applicant |
| R2100192 | Urgency | Granted | 02/07/2021 | Film & Video Labelling Body |



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77 Farquhar Street, Toronto, Ontario

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Back

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Menu

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Reset

- Outline
- Requests
- Addressees
- Related Publications
- Versions**
- Decisions
- History

Publication Versions for Far Cry 6

2100260.000 Computer Game

Version 1

Publication Copied: Date Copied:

Add Version Remove

Add Excision Add Component Remove

* Type
 Game

* Description

Far Cry 6

Running Time
Mins Secs

Total Running Time

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From: s9(2)(a)
To: Submissions
Subject: Re: [OFLC 2100259] RAINBOW SIX EXTRACTION, under urgency
Date: Friday, 2 July 2021 2:18:24 PM
Attachments: image003.png
image005.jpg
image001.png

Hi

FAR CRY SIX is for the following week.

Cheers

s9(2)(a)

Sent from my iPhone

On 2/07/2021, at 2:16 PM, Submissions
<submissions@classificationoffice.govt.nz> wrote:

Hi s9(2)(a)

The urgency lists Far Cry Six as well.

Should only the urgency for Rainbow Six Extraction be processed at this stage?

Regards,

<image003.png>

s9(2)(a)

Registrar
Classification Office | Te Mana Whakaatu
044716770
www.classificationoffice.govt.nz

From: s9(2)(a)
Sent: Friday, 2 July 2021 1:55 pm
To: Submissions <submissions@classificationoffice.govt.nz>
Cc: Games <Games@classificationoffice.govt.nz>
Subject: [OFLC 2100259] RAINBOW SIX EXTRACTION, under urgency

<image001.png>

Details on how to install the build are attached.

Here are the login codes for the wellington to access -
email password userID

s 9(2)(b)

s9(2)(a) will be in contact directly with games to arrange the Sydney players.

Kind Regards

s9(2)(a)

s9(2)(a)

Assistant General Manager

<image005.jpg>

www.fvlb.org.nz | PO Box 37754, Parnell, Auckland 1151, New Zealand | DDI +64 9 300-4861 (s9(2)(a))



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From: s9(2)(a)
To: Censors
Cc: Comms
Subject: Queue list (+ please update your Trello by 2pm :)
Date: Thursday, 8 July 2021 9:38:34 AM

Also an urgent Fiveight game, FAR CRY 6

| s12(1) | | | | |
|----------------------------------|-----------------------|---------------|---|--|
| Goethe-Institut | | | | |
| 2100265.000 | Berlin Alexanderplatz | Film (online) | 3 | |
| Jesse Ung | | | | |
| 2100262.000 | Firsts | Film (online) | 2 | |
| Madman Cinema | | | | |
| 2100266.000 | Pig | Film (online) | 3 | |
| Signature Entertainment | | | | |
| 2100267.000 | Black Medicine | Online Film | 2 | |
| 2100268.000 | The Birthday Cake | Online Film | 2 | |
| Sony Pictures Home Entertainment | | | | |
| 2100258.000 | Creation Stories | Online Film | 5 | |
| Universal Pictures | | | | |
| 2100250.000 | Embattled | Online Film | 2 | |
| Universal Pictures Video | | | | |
| 2100218.000 | Fatale | Online Film | 2 | |
| Zenimax Australia Pty Ltd | | | | |
| 2100264.000 | Deathloop | Computer Game | 1 | |

Out of scope

Out of scope

From: s 9(2)(a)
To: Submissions
Cc: Games
Subject: [OFLC 2100260] Ready for OFLC - FAR CRY 6, under urgency
Date: Thursday, 8 July 2021 1:58:09 PM
Attachments: image001.png
image002.jpg



Code will be sent directly to Games. Urgency request sent last week.

Kind Regards

s 9(2)(a)

fvlb-logo-final-smi



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s 9(2)(a)

s 9(2)(a)



PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL

From: Submissions
To: Games
Subject: RE: Far Cry 6 Submission
Date: Tuesday, 13 July 2021 2:50:48 PM
Attachments: [image004.png](#)
[image005.jpg](#)
[image006.png](#)
[image007.jpg](#)

Thanks **s 9(2)(a)**

It is now queued.

Will you continue to examine and meet Urgency for this week?

Regards,



s 9(2)(a)

Registrar
Classification Office | Te Mana Whakaatu
044716770
www.classificationoffice.govt.nz

From: Games
Sent: Tuesday, 13 July 2021 2:32 pm
To: Submissions <submissions@classificationoffice.govt.nz>
Subject: RE: Far Cry 6 Submission

Hi!

This is ready to be queued :)

Thanks,

s 9(2)(a)

From: Games
Sent: Tuesday, July 13, 2021 2:31 PM
To: **s 9(2)(a)** Games <Games@classificationoffice.govt.nz>
Cc: **s 9(2)(a)**
Subject: RE: Far Cry 6 Submission

Hey all,

Game downloaded fine and works

Cheers,

s 9(2)(a)

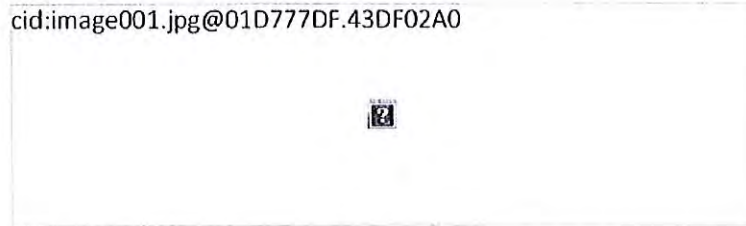
From: s 9(2)(a)
Sent: Monday, July 12, 2021 3:48 PM
To: Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Hey s 9(2)(a)

Thank you. I'm sending the build now, please confirm once you receive it.

Cheers

cid:image001.jpg@01D777DF.43DF02A0



From: Games <Games@classificationoffice.govt.nz>
Sent: Monday, 12 July 2021 1:21 PM
To: s 9(2)(a) Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Hi this has downloaded fine.

Cheers,

s 9(2)(a)

From: s 9(2)(a)
Sent: Monday, July 12, 2021 3:13 PM
To: Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: FW: Far Cry 6 Submission
Importance: High

Hi classification office,

s 9(2)(a) from Ubisoft Australia will be sending you a test file to download from their internal digital delivery portal.

Once test file has been downloaded if you could confirm all is ok and then s 9(2)(a) will send you Far Cry 6 build for PS4.

Any questions please let us know.

Thanks

s 9(2)(a)

Five Eight Distribution Limited

DDI: +64 9 479 1539

s 9(2)(a)

F: +64 9 479 4965

s 9(2)(a)



Unit B, 39 Westpoint Drive, Hobsonville, Auckland, 0618
PO Box 317093, Clark Road, Hobsonville, 0616

From:

s 9(2)(a)

Sent: Thursday, 8 July 2021 1:56 p.m.

To:

s 9(2)(a)

Subject: RE: Far Cry 6 Submission

Hi

s 9(2)(a)

Yes, you sure can. Send it to Games Games@classificationoffice.govt.nz

Kind Regards

s 9(2)(a)

fvlb-logo-final-sml



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9(2)(a)



PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL

From:

s 9(2)(a)

Sent: Thursday, 8 July 2021 1:50 pm

To:

s 9(2)(a)

Subject: Far Cry 6 Submission

Importance: High

Hey

s 9(2)(a)

I have the PS4 code build for Far Cry 6. Am I able to send a link to Wellington for download?

Let me know

s 9(2)(a)

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s 9(2)(a)

F: +64 9 479 4965

s 9(2)(a)



Unit B, 39 Westpoint Drive, Hobsonville, Auckland, 0618
PO Box 317093, Clark Road, Hobsonville, 0616

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From: Games
To: s 9(2)(a)
Cc:
Subject: RE: Far Cry 6 Submission
Date: Thursday, 15 July 2021 2:26:57 PM
Attachments: [image001.jpg](#)
[image002.png](#)
[image003.jpg](#)

Thanks :)

From: s 9(2)(a)
Sent: Thursday, July 15, 2021 2:17 PM
To: Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Hi s 9(2)(a)

Just sent you the doc via mediashuttle.

Cheers



From: Games <Games@classificationoffice.govt.nz>
Sent: Thursday, 15 July 2021 10:20 AM
To: s 9(2)(a) Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Thanks s 9(2)(a)

The game says 'debug shortcuts enabled' do you have the button combo for this?

Cheers,

s 9(2)(a)

From: s 9(2)(a)
Sent: Tuesday, July 13, 2021 2:56 PM
To: Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Thanks for confirming s 9(2)(a)

Let us know if you need anything. Cheers



From: Games <Games@classificationoffice.govt.nz>
Sent: Tuesday, 13 July 2021 12:31 PM
To: s 9(2)(a) Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Hey all,

Game downloaded fine and works

Cheers,

s 9(2)(a)

From: s 9(2)(a)
Sent: Monday, July 12, 2021 3:48 PM
To: Games <Games@classificationoffice.govt.nz>
Cc: s 9(2)(a)
Subject: RE: Far Cry 6 Submission

Hey s 9(2)(a)

Thank you. I'm sending the build now, please confirm once you receive it.

Cheers

From: Games <Games@classificationoffice.govt.nz>
Sent: Monday, 12 July 2021 1:21 PM
To: s 9(2)(a) Games <Games@classificationoffice.govt.nz>

Cc: [Redacted] s 9(2)(a)

Subject: RE: Far Cry 6 Submission

Hi this has downloaded fine.

Cheers,

[Redacted] s 9(2)(a)

From: [Redacted] s 9(2)(a)

Sent: Monday, July 12, 2021 3:13 PM

To: Games <Games@classificationoffice.govt.nz>

Cc: [Redacted] s 9(2)(a)

Subject: FW: Far Cry 6 Submission

Importance: High

Hi classification office,

[Redacted] s 9(2)(a) from Ubisoft Australia will be sending you a test file to download from their internal digital delivery portal.

Once test file has been downloaded if you could confirm all is ok and then [Redacted] s 9(2)(a) will send you Far Cry 6 build for PS4.

Any questions please let us know.

Thanks

[Redacted] s 9(2)(a)

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DDI: +64 9 479 1539 [Redacted] s 9(2)(a)

F: +64 9 479 4965 [Redacted] s 9(2)(a)



Unit B, 39 Westpoint Drive, Hobsonville, Auckland, 0618
PO Box 317093, Clark Road, Hobsonville, 0616

From: [Redacted] s 9(2)(a)

Sent: Thursday, 8 July 2021 1:56 p.m.

To: [Redacted] s 9(2)(a)

Subject: RE: Far Cry 6 Submission

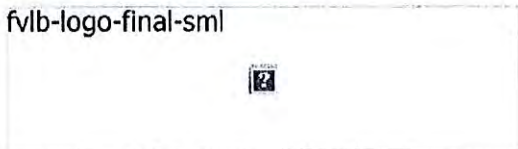
Hi [Redacted] s 9(2)(a)

Yes, you sure can. Send it to Games Games@classificationoffice.govt.nz

Kind Regards

s 9(2)(a)

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s 9(2)(a)



PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL

From: s 9(2)(a)

Sent: Thursday, 8 July 2021 1:50 pm

To: s 9(2)(a)

Subject: Far Cry 6 Submission

Importance: High

Hey s 9(2)(a)

I have the PS4 code build for Far Cry 6. Am I able to send a link to Wellington for download?

Let me know

s 9(2)(a)

Five Eight Distribution Limited

DDI: +64 9 479 1539 | s 9(2)(a)
F: +64 9 479 4965 | s 9(2)(a)



Unit B, 39 Westpoint Drive, Hobsonville, Auckland, 0618
PO Box 317093, Clark Road, Hobsonville, 0616

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From: Submissions
To: Games
Subject: RE: Far Cry 6 and Shin Megami Tensei V
Date: Friday, 9 July 2021 1:51:47 PM
Attachments: image001.png

Kia ora for that s 9(2)(a)

I will set myself a little reminder to update the FVLB Submissions Management site when you begin Far Cry 6

Ngā mihi

s 9(2)(a)



Registrar
Classification Office | Te Mana Whakaatu
044716770
www.classificationoffice.govt.nz

From: Games
Sent: Friday, 9 July 2021 1:48 pm
To: Submissions <submissions@classificationoffice.govt.nz>
Subject: RE: Far Cry 6 and Shin Megami Tensei V

Haven't had Far Cry come through yet, am examining SMTV now.

From: Submissions
Sent: Friday, July 9, 2021 1:46 PM
To: Games <Games@classificationoffice.govt.nz>
Subject: Far Cry 6 and Shin Megami Tensei V

Hi s 9(2)(a)

Is Far Cry 6 received, and up and running?

Also checking, you started Shin Megami Tensei V this week when I queued it?

Ngā mihi

s 9(2)(a)



Registrar
Classification Office | Te Mana Whakaatu
044716770
www.classificationoffice.govt.nz

From: [Ubisoft global portal Media Shuttle Portal](#)
To: [Games](#)
Subject: Content ready: hi there,
Date: Monday, 12 July 2021 8:07:42 PM



Ubisoft Global Portal

s 9(2)(a)

has sent you content via
Media Shuttle.



Download



hi there,

*i am sending the Far Cry 6 PS4 code on behalf of **s 9(2)(a)** n cc.*

Let me know if there are any issues in downloading this code.

kind regards,

s 9(2)(a)

Interested parties (will not receive a download link):

s 9(2)(a)

This delivery contains the following content:

Far Cry 6 - Build PS4

Total delivery size: 44.4 GB

Content available until: July 19, 2021



[Privacy Policy](#)

91 Hartwell Avenue,
Lexington, MA 02421, USA
mediashuttle.com

From: Submissions
To: s 9(2)(a)
Subject: Decision - Far Cry 6
Date: Friday, 16 July 2021 2:58:18 PM
Attachments: [198618_35_4_122274.pdf](#)
[image001.png](#)

Kia ora

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:

Far Cry 6

Per the attached Classification Decision.

Regards,



s 9(2)(a)

Registrar
Classification Office | Te Mana Whakaatu
044716770
www.classificationoffice.govt.nz

Classification Office Decision

Title of publication: Far Cry 6

Other known title(s): Not stated

OFLC ref: 2100260.000

Medium: Computer Game

Distributor: Fiveight Distribution Ltd

FVLB Applicant: Fiveight Distribution Ltd

Country of origin: France

Language: English

Applicant: Film & Video Labelling Body

Classification: 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: Violence, cruelty and offensive language

Display conditions: None

Date of entry in Register: 16 July 2021

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 |
|---------------------|------------|--------------|
| Game: | Far Cry 6 | |
| Total running time: | | |

Summary of reasons for decision:

Not applicable

From: [Ubisoft Global Portal Media Shuttle Portal](#)
To: [Games](#)
Subject: Content ready: FarCry6_Install Build Guide.docx
Date: Monday, 12 July 2021 6:43:30 PM



Ubisoft Global Portal

s 9(2)(a)

has sent you content via Media Shuttle.



Download

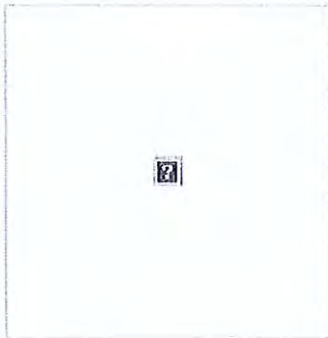


This delivery contains the following content:

FarCry6_Install Build Guide.docx

Total delivery size: 3.7 MB

Content available until: July 19, 2021



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91 Hartwell Avenue,
Lexington, MA 02421, USA
mediashuttle.com

From: [Ubisoft Global Portal Media Shuttle Portal](#)
To: [Games](#)
Subject: Content ready: Hi there,
Date: Monday, 12 July 2021 3:11:52 PM



Ubisoft Global Portal

s 9(2)(a)com has sent you content via Media Shuttle.



Download



Hi there,

This transfer is a test to make sure you can safely receive files from Ubisoft via our media exchange platform.

Thank you

s 9(2)(a)

This delivery contains the following content:

Ubisoft OFLC MediaShuttle Test.docx

Total delivery size: 11.9 KB

Content available until: **July 19, 2021**



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Lexington, MA 02421, USA
mediashuttle.com

From: [Ubisoft Global Portal Media Shuttle Portal](#)
To: [Games](#)
Subject: Password reset request: Ubisoft Global Portal
Date: Monday, 12 July 2021 3:17:33 PM



You recently requested a password reset.

This will allow you to change the password for your Media Shuttle account.

If you didn't ask for this, don't worry, you can safely ignore this email.

Thank you.

Please click the following button
to reset your password:



Reset

Having trouble with the link? Copy and paste the following URL into your browser:

s 9(2)(b)



[Privacy Policy](#)

91 Hartwell Avenue,
Lexington, MA 02421, USA
mediashuttle.com

From: [Ubisoft Global Portal Media Shuttle Portal](#)
To: [Games](#)
Subject: Content ready: Hi [s 9\(2\)\(a\)](#)
Date: Thursday, 15 July 2021 2:16:48 PM



Ubisoft Global Portal

s 9(2)(a)

has sent you content via Media Shuttle.



Download



Hi **s 9(2)(a)**

Debug doc attached.

Thanks mate



Interested parties (will not receive a download link):

s 9(2)(a)



This delivery contains the following content:

FarCry6_Cheats_Console_Commands.pdf

Total delivery size: 1.5 MB

Content available until: **July 22, 2021**



91 Hartwell Avenue,
Lexington, MA 02421, USA
mediashuttle.com

[Privacy Policy](#)

Classification Office Decision

Title of publication: Far Cry 6

Other known title(s): Not stated

OFLC ref: 2100260.000

Medium: Computer Game

Distributor: Fiveight Distribution Ltd

FVLB Applicant: Fiveight Distribution Ltd

Country of origin: France

Language: English

Applicant: Film & Video Labelling Body

| | |
|------------------------|---|
| Classification: | 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: Violence, cruelty and offensive language

Display conditions: None

Date of entry in Register: 16 July 2021

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 |
|---------------------|------------|--------------|
| Game: | Far Cry 6 | |
| Total running time: | | |

Summary of reasons for decision:

Not applicable

Film and Game Submission Form



OFFICE OF FILM
& LITERATURE CLASSIFICATION
Tē Tari Whakarōpū Tukuata, Tuhituhinga

| | | | | | |
|-------------------------------------|----------------------------------|----------------------------------|--|---|-------|
| Title: | Far Cry 6 | | | | |
| | <input type="checkbox"/> Feature | <input type="checkbox"/> Trailer | <input checked="" type="checkbox"/> Game | <input type="checkbox"/> Poster / Slick | |
| Translated Title or A.K.A.: | ----- | | | | |
| Director: | Ubisoft | | | | |
| Producer: | | Year of Production: | 2021 | | |
| Country of Origin: | France | Release Date: | ----- | | |
| Language: | English | Running Time: | 0.00 | | |
| Media: | Computer Game | Format/Zone: | ----- | | |
| For Theatrical: | <input type="checkbox"/> | | | | |
| # of Trailers/Extra Footage: | 0 | Barcode | 3307216186076 | Catalogue Number: | ----- |

| | | |
|--|--|--|
| Request for Urgency <input checked="" type="checkbox"/> | Request for Waiver or Group Submission <input type="checkbox"/> | Digital Label Required <input type="checkbox"/> |
|--|--|--|

No files chosen

| | |
|----------------------------|-----------------------------------|
| For Office Use Only | Publication #: 2100260.000 |
| Received by: HG | |
| Date Received: | |
| 08/07/2021 | |

| | |
|---|-------------------------------------|
| Applicant Information | |
| Applicant: Fiveight Distribution Ltd | Phone: 479 1530 |
| Contact: s 9(2)(a) | Email: s 9(2)(a) |
| Address: Unit B 39 Westpoint Drive Hobsonville Auckland | Application Date: 29/06/2021 |
| | Purchase Order: |

| | |
|-----------------|-----------------|
| Contents | Run Time |
| Far Cry 6 | |

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.

Date: 29 June 2021

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

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 | 5 TH JULY | RAINBOW SIX EXTRACTION | GAME | | FIVEIGHT |
| 2 | 12 TH JULY | FAR CRY SIX | GAME | | FIVEIGHT |
| 3 | | | | | |
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| 13 | | | | | |
| 14 | | | | | |
| 15 | | | | | |
| 16 | | | | | |

Signed
[Redacted Signature]
Representative of Film & Video Labelling Body Inc.