

SUMMARY OF REASONS FOR DECISION

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

HEADNOTE

Title of publication:	Battlefield V
Other known title(s):	Not stated
OFLC ref:	1800361.000
Medium:	Console Game
Classification:	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.
Descriptive note:	Contains violence and offensive language.
Display conditions:	None

Battlefield V is a first person shooter video game developed for modern consoles and PC. It is a visually impressive game set in World War Two. The game is split into singleplayer War Stories and numerous large-scale multiplayer modes, which the series is known for. The War Stories are typically three-act campaigns which follow individual soldiers and resistance fighters as they battle to achieve their missions. Traditional multiplayer pitches teams of up to thirty-two players each against each other in fights for territory. A twist on this is the Grand Operations mode, where each match is a series of maps, each influencing the next. Additionally there is a co-op mode, known as Combined Arms, which presents four players with missions to accomplish, requiring teamwork to survive.

As a first person shooter, the game primarily deals with violence and the infliction of serious physical harm. This violence occurs to a high extent but moderate degree. Players are able to equip a variety of WW2-era weaponry, such as machine guns, pistols, rifles, shotguns, flamethrowers, grenades and RPGs. Melee weapons include combat knives, axes and short swords.

When shooting an enemy, a blood plume sprays in the air. Once killed, they collapse realistically to the ground. The effect is bloody but not overly realistic due to a lack of wounding, and no post-mortem damage. The use of explosives propel bodies through the air but again do not inflict injuries. The use of flamethrowers add only a brief element of cruelty to the violence, as opponents emit a scream as they collapse. Melee weapons elicit a spurt of blood as enemies are stabbed in the chest or back. While these do not inflict wounds, it remains rather violent.

Alongside infantry combat, which can vary from the close-up chaos of storming through trenches and bunkers, to the distant killings of sniper fire, players can use military vehicles like tanks and planes to kill their opponents. Yet the more distant violence of an airplane strafing run, or the obscuring explosions of cannon fire means the degree of violence is reduced. Despite the sheer scale of the game's environments, with the series' hallmark high player counts and objective-based gameplay, means the overall effect is of frequent bloody war violence.

There is also some use of highly offensive language. While this is not widely used in the game, it is a regular occurrence in the *Under No Flag* scenario. Characters Billy and Mason regularly use the expletive “fuck” and its variants. Examples vary from “I fucked up”, “What the fucking hell was that?” and “Glory? There ain’t no fucking glory son.” This is unsuitable for children, and exposure to highly offensive language poses a risk of inuring impressionable audiences to its use. This increases the risk of imitation, and the likelihood of social harms, such as intimidation or alienation.

Battlefield V is a spectacular vision of the chaos and struggle of World War Two. Through its singleplayer and multiplayer combat it depicts frequent and repetitive acts of bloody war violence. Repeated exposure to violence has a potential attitudinal harm of inuring impressionable audiences to violence. As a result, the unrestricted availability of the publication is likely to be injurious to the public good. The use of highly offensive language is also likely to negatively affect the social lives of a younger audiences if imitated. 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 *Battlefield V* 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:	1800361.000
Submission channel:	s12(1)

Title of publication:	Battlefield V
Other known title:	Not stated
Medium:	Console Game
Distributor:	Electronic Arts
Country of origin:	Sweden
Language:	English
Applicant:	Film & Video Labelling Body

Examination transcript No:	703, p299
Examination date:	16 August 2018
Other identifying information:	

COMPONENTS OF FILM

Components of film originally examined:

	Components	Running time
Game:	Battlefield V	
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>Battlefield V</i> is a first person shooter video game developed for modern consoles and PC. It is a visually impressive game set in World War Two. The game is split into singleplayer War Stories and numerous large-scale multiplayer modes, which the series is known for. The War Stories are typically three-act campaigns which follow individual soldiers and resistance fighters as they battle to achieve their missions. Traditional multiplayer pitches teams of up to thirty-two players each against each other in fights for territory. A twist on this is the Grand Operations mode, where each match is a series of maps, each influencing the next. Additionally there is a co-op mode, known as Combined Arms, which presents four players with missions to accomplish, requiring teamwork to survive.</p>

Section 3(1): the Subject Matter Gateway	
Does the publication describe, depict, express, or otherwise deal with matters such as:	
—	Sex ¹
—	Horror
—	Crime
✓	Cruelty
There is some cruelty in relation to some of the weapons, which is considered with violence below.	
✓	Violence

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

The game primarily depicts acts of violence. This is considered under s3(3)(a)(i) below.

— None of the above, proceed to s 3A and s 3B

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

— 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?

Section 3(2): Certain publications are "deemed to be objectionable"	
—	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>As a first person shooter, the game primarily deals with violence and the infliction of serious physical harm. This violence occurs to a high extent but moderate degree. Players are able to equip a variety of WW2-era weaponry, such as machine guns, pistols, rifles, shotguns, flamethrowers, grenades and RPGs. Melee weapons include combat knives, axes and short swords.</p> <p>When shooting an enemy, a blood plume sprays in the air. Once killed, they collapse realistically to the ground. The effect is bloody but not overly realistic due to a lack of wounding, and no post-mortem damage. The use of explosives propel bodies through the air but again do not inflict injuries. The use of flamethrowers add only a brief element of cruelty to the violence, as opponents emit a scream as they collapse. Melee weapons elicit a spurt of blood as enemies are stabbed in the chest or back. While these do not inflict wounds, it remains rather violent.</p> <p>Alongside infantry combat, with can vary from the close-up chaos of storming through trenches and bunkers, to the distant killings of sniper fire, players can use military vehicles like tanks and planes to kill their opponents. Yet the more distant violence of an airplane strafing run, or the obscuring explosions of cannon fire means the degree of violence is reduced. Despite the sheer scale of the game's environments, with the series' hallmark high player counts and objective-based gameplay, means the overall effect is of frequent bloody war violence.</p>	
—	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

Section 3(3): Matters to be given particular weight	
—	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?	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> 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):	
<p>Highly offensive language is not widely used in the game, but is a regular occurrence in <i>Under No Flag</i> scenario. Characters Billy and Mason regularly use the expletive "fuck" and its variants. Examples vary from "I fucked up", "What the fucking hell was that?" and "Glory? There ain't no</p>	

Section 3A:

fucking glory son.” This is unsuitable for children, and exposure to highly offensive language poses a risk of inuring impressionable audiences to its use. This increases the risk of imitation, and the likelihood of social harms, such as intimidation or alienation.

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

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.)

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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

Battlefield V is a spectacular vision of the chaos and struggle of World War Two. Through its singleplayer and multiplayer combat it depicts frequent and repetitive acts of bloody war violence. Repeated exposure to violence has a potential attitudinal harm of inuring impressionable audiences to violence. As a result, the unrestricted availability of the publication is likely to be injurious to the public good. The use of highly offensive language is also likely to negatively affect the social lives of a younger audiences if imitated. 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 *Battlefield V* 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: Violence and offensive language

Excisions (if applicable)

Display conditions (restricted publications only)

Are display conditions necessary?

Yes

No

Reason for any display conditions:

Date 15 August 2018

OFLC Ref 1800361

Title Battlefield V.

Other Known title(s) _____

Medium Console Game

Director (s) DICE

Producer (s) EA

Country (ies) Sweden

Language (s) English

Battlefield V.

Prologue cl. soldiers die. War Started "So We Go"

Montage BBC radio interview w/ authors / filmmaker. (very unpushed).
cut w/ scenes soldiers in war (WW2).

FPV. in plane, Norway, 1940.

transition to tank, Libya ^{fight through snow.} get shot on bridge
Algeria 1942 ^{fighting Allied tanks} get sniped.

play as sniper ambushing a couple of trucks.
frame rate slows way way down at game crashes.

in plane. battle to the sun bunkers.

France 1944. soldier w/ tanks in battle
soldier → Norwegian (young). & gives abandoned Mot.
man wakes

- ~~that~~ it reloads lagoon...
- So we go (as prep)
- Under No Flag. 1942. boat ashore to fight Luftwaffe
- Tirailleur 1944. Infantry - operation Dragon!! Southern France
- The Last Tiger. 1945 tank battle vs. Allies @ Rhine
- Nordleys. 1943 Norway.

↳ Under No Flag. text about XRS of hot air. otherwise usual
 ck. prison. ~~stuck~~ held down for military. could

Billy ^{stuck} ~~prison~~ held down for explosives + tank "give me the fudy money"
 Bridge "you're gonna fucking die"
 Arrive on beach, follow Masan "fucking Masan?"

get stuck w/ binoculars. restart...
 explosive doesn't blow. f. f
 are fucking thing
 what the fucking hell
 was that?"

Billy Bridge & Masan get to AA gun. shot by sniper
 walk off. "this is your fucking fault" because Masan
 f. useless

they grab German in truck
 reach large area take out fuel, ammo, radar, ^{& good} bunker
 for HQ's

they speak off.
 "I fucked up"
 "yeah you fucked up"
 f. f. f.
 "you haven't killed any
 which of the 3rd fucking
 fuck exactly where we are"

last stand at a hill.
 Bridge! It's the
 fucking cavalry!
 were saved!..

text about their Special Boat Section,
 exploits in WW2.
 blueprint for Modern Special Forces.

▷ New Mission select.

Nordlys:

CS woman falls in river.

* Nazi soldier talks w/ woman in factory.

a scores of soldiers killed from life.

▷ Play as resistance fighter to rescue her.
St down to factory.

talk or sent to Germany to "talk"

Solveig.

battle or sneak through base. rescue Astrid, mother.

* sabotage hard water making.
move to escape. but crashes

ending ds. Mother throws Solveig from bridge w/ docs.

run from fire to fire in howling cold.

fall from cliff, into water. crawl out.

sequence where walk through

woods, hear mother's voice echoing.

collapse in trail.

-▷ FPV bust into cabin, choke soldier w/ gun. & KO.

take out blueprint

take out heavy water supply / transport

take out bunker.

chase supplies to... a u-boat.

CS as mother taken. she's shot in back on deck has grenade next to last barrel of

CS. explosion (at coordinates) of things making.

Deaton & pulls the pin

- text about the mission. from WU2 crash

▷ Tirailleur

▷ Provence, France Arthur (actor)

Dave & Idessa reunited

CS. man screams as taken out feet on stretcher.

crushed

battle up hill, trenches, & take our bunker.
take supplies.

reel ground

(unfished) CS as Dorne being comming through to push forward & take
fight through forest & take AA bases. AA gun emplacement

CS as D#7 decide to do the unexpected & capture
Chateau (Goman base) instead.

take out radios. End up flare charge.

game crashes &
stop ahead. Air & heartbeat as 70000 dead at Chateau
very unfished CS as enter hall, to find only the
wounded.

final text about how the Tinseltown
are still not fully recognized for the
part they

▷ The Last Tiger Rhine-Ruhr region. 1945.
Nazis ordered to band together
& hold to the last bullet

stop ahead. unfished ^{reviz} CS - alleyway where Nazi soldiers hanged
but simple models w/ hands behind backs. (traitors).

ends w/ surrender.

MP Not available.
Combined Arms not available.

⊗