

## SUMMARY OF REASONS FOR DECISION

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

### HEADNOTE

<b>Title of publication:</b>	Gears Of War 3
<b>Other known title(s):</b>	Not stated
<b>OFLC ref:</b>	1100446.000
<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 18 years.
<b>Descriptive note:</b>	Contains violence and offensive language.
<b>Display conditions:</b>	None

*Gears Of War 3* is a third-person "shooter" game developed by Epic games. It is formatted for play on the Xbox 360 console, and is the latest instalment in a line of popular sci-fi games. The game contains single player story mode and a range of online multiplayer modes.

Eighteen months after the fall of the final human stronghold (a city called Jacinto) at the hands of the Locusts (an enemy alien race), a select group of super soldiers known as Gears have moved to the island of Vectes and are living aboard a converted aircraft carrier called the Raven's Nest. With the fall of the city, so too comes the demise of the Coalition of Organised Governments (COG), an entity that governed what remains of the human race. Something has infected members of the Locust race, causing them to mutate into Lambent. The Lambent are evolving into a new enemy that threatens both the Locust and humanity. In a battle for survival the Gears face off against an old foe and a new, more determined enemy. Some of the enemies are like large insects but a number of them appear human, albeit heavily armoured. While there are some puzzle-solving aspects and each major enemy requires different tactics and weapons to overcome them, repetitive shooting and killing is the predominant way to advance in the game. The game contains sharp and realistic animation images, and cinematic quality storyline and music.

Matters of cruelty and violence are discussed under s3(1). The game deals with matters of cruelty and violence, primarily violent killing. The infliction of serious physical harm and acts of significant cruelty are discussed under s3(3)(a)(i).

There is nothing that requires discussion under s3(2) of the FVPC Act.

The game repeatedly depicts the infliction of serious physical harm and acts of significant cruelty (s3(3)(a)(i)). The mainstay of the game lies in killing hordes of opponents that take both human form and non-human form, for reasons such as securing an enemy base or rescuing a captured ally.

Violence inflicted in the game varies from weapon to weapon, and is consistently over-the-top in the manner of its depiction. Enemies can be literally shot to pieces, obliterated by grenade and impaled by sharp objects. Enemies must be killed, not just injured, or they will continue their attack. Blood-letting is widespread in all facets of the game. Corpses can be shot, and depending on the strength of the weapon, it is possible to reduce an enemy's body from corpse to bloody pulp.

Campaign (or story) mode is divided into five acts, each comprising regular enemy attacks that the player must repel. Combat is much the same throughout but in the first act alien blood is bright gold. This makes their deaths a little cartoonish. However, in subsequent acts alien blood is red and there seems to be an increased focus on gore. Greater strength weapons become available and kills are more brutal. The level of blood and gore reflects this.

The greatest impact comes from multiplayer/online (M/O) modes, which are by far the larger part of the game. In these modes the player has a high degree of control over the method and timing of an attack, and there seems to be more time to revel in the carnage and take-in the violence around them. Kills are also more visually impressive. The player is able to use weakened human adversaries as shields against enemy fire, and they have the ability to perform graphic finishing moves with relative ease and regularity. This may involve snapping an opponent's neck or stomping on their head, but more often sees the player punching an opponent's face until their head explodes, tearing off their arm and bashing them to death or severing their torso with a chainsaw. There is also a weapon that burrows underground until it reaches its target, then enters the chest cavity and explodes their head.

The game contains infrequent highly offensive language (s3A), mainly "fuck" and its derivatives. It is in context with the game's combat theme and narrative. There is risk of serious harm to young people who may hear the language and repeat it in an everyday context, unaware of the potentially negative social ramifications.

The dominant effect of the publication is a frenetic, violent third-person shooter game. The online aspect adds some unpredictability and adds to the rapid nature of the gaming experience. The depictions of violence are graphic and bloody, and involve elements of cruelty. This content would be disturbing to children or teenagers, and is likely to have the effect of trivialising violence by presenting it as entertaining and exciting. Constant exposure to the frenzied images of violence, in which the player is an active participant, has the potential to desensitise or inure young audiences and may have a detrimental effect of their attitudes to violent behaviour in real life. Adults are more able to put this kind of material in the context of an entertaining but violent science fiction/combat console game. Therefore the *Gears Of War 3* is classified as objectionable unless its availability is restricted to person who have attained the age of 18 years.

**Note:**

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**CONSIDERATION SHEET**

**OFLC ref:** 1100446.000

**Submission channel:** s12(1)

**Title of publication:** Gears Of War 3

**Other known title:** Not stated

**Medium:** Console Game

**Distributor:** Microsoft New Zealand Limited


**Country of origin:** United States

**Language:** English

**Applicant:** Film & Video Labelling Body

**Examination transcript No:** 551 p 075

**Examination date:** 11 May 2011

**Classification Officer(s):** 

**Other identifying information:**

**COMPONENTS OF FILM****Components of film originally examined:**

	<b>Components</b>	<b>Running time</b>
<b>Game:</b>	Gears Of War 3	
<b>Total running time:</b>		

**Components of film excised:**

## EXAMINATION

### Section 23 Examination and classification –

...the Classification Office shall examine the publication to determine the classification of the publication.

### Section 24 Soundtrack to be considered -

Where a film is intended to be viewed with an accompanying soundtrack (whether or not the soundtrack is an integral part of the film), an examination of the film under s23 of the Act shall also take into account the content of the soundtrack and its relationship to the film.

### Description of Publication:

*Gears Of War 3* is a third-person "shooter" game developed by Epic games. It is formatted for play on the Xbox 360 console, and is the latest instalment in a line of popular sci-fi games. The game contains single player story mode and a range of online multiplayer modes.

Eighteen months after the fall of the final human stronghold (a city called Jacinto) at the hands of the Locusts (an enemy alien race), a select group of super soldiers known as Gears have moved to the island of Vectes and are living aboard a converted aircraft carrier called the Raven's Nest. With the fall of the city, so to came the demise of the Coalition of Organised Governments (COG), the entity that governed what remained of the human race. Something has infected members of the Locust, causing them to mutate into Lambent. The Lambent are evolving into a new enemy that threatens both the Locust and humanity. In a battle for survival the Gears face off against an old foe and a new, more determined enemy. Some of the enemies are like large insects but a number of them appear human, albeit heavily armoured. While there are some puzzle-solving aspects and each major enemy requires different tactics and weapons to overcome them, repetitive shooting and killing is the predominant way to advance in the game. The game contains sharp and realistic animation images, and cinematic quality storyline and music.

Statutory Submissions

**Section 20 – Synopsis of Written Submissions**

Not Applicable	<b>X</b>
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**Section 21 Other Assistance**

None Requested	<b>X</b>
See Record of Assistance	

**Other Relevant Information**

None Considered	<input type="checkbox"/>
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In reaching a classification decision the Classification Office may consider a variety of information including **previous decisions** of the Classification Office or other **censorship bodies, research, books, articles, reviews,** and information obtained from the **Internet**. If you have used any of this information please record this below.

<b>Previous decisions</b>				
<b>Classification Body</b>	OFLC	<input checked="" type="checkbox"/>	VRA	<input type="checkbox"/>
	Chief Censor of Film	<input type="checkbox"/>	IPT	<input type="checkbox"/>
<b>Title:</b>				
Gears Of War 2 Gears Of War 3: Online Beta				
<b>Publication/Certificate/Decision No.</b>				
801711 1100173.000				

<b>Other Sources</b> (please specify and reference):
www.wikipedia.org www.gearsowar.xbox.com/default.htm

## CLASSIFICATION

### Section 3 Meaning of “objectionable”-

*s3(1) ... a publication is objectionable if it describes, depicts, expresses, or otherwise deals with matters such as sex, horror, crime, cruelty, or violence in such a manner that the availability of the publication is likely to be injurious to the public good.*

### Subject Matter Gateway

The Court of Appeal's interpretation of the words "matters such as sex, horror, crime, cruelty or violence" in s3(1), as set out in *Living Word Distributors v Human Rights Action Group (Wellington)* [2000] 3 NZLR 570; (2000) 6 HRNZ 28, must also be taken in to account in the classification of any publication:

[27] The words "matters such as" in context are both expanding and limiting. They expand the qualifying content beyond a bare focus on one of the five categories specified. But the expression "such as" is narrower than "includes", which was the term used in defining "indecent" in the repealed Indecent Publications Act 1963. Given the similarity of the content description in the successive statutes, "such as" was a deliberate departure from the unrestricting "includes".

[28] The words used in s3 limit the qualifying publications to those that can fairly be described as dealing with matters of the kinds listed. In that regard, too, the collocation of words "sex, horror, crime, cruelty or violence", as the matters dealt with, tends to point to activity rather than to the expression of opinion or attitude.

[29] That, in our view, is the scope of the subject matter gateway.

The content of the publication must bring it within the "subject matter gateway". In classifying the publication therefore, the question is whether or not it deals with the following:

#### *Matters such as sex*

Included as a "matter such as sex" is any publication that in terms of s3(1A) –

- (a) ... 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.

N/A

#### *Matters such as horror*

N/A

#### *Matters such as crime*

N/A



*Matters such as cruelty*

Cruelty is discussed in conjunction with matters of violence.

*Matters such as violence*

The game deals with matters of cruelty and violence, primarily violent killing. The infliction of serious physical harm and acts of significant cruelty are discussed under s3(3)(a)(i).

Or – The content of the publication does not bring it within any "subject matter gateway".

For publications that fall outside the "subject matter gateway" go to s3A and s3B

**Section 3(2) Certain publications are deemed to be objectionable –**

Under s3(2) of the FVPC Act, a publication is deemed to be objectionable if it promotes or supports, or tends to promote or support, certain activities listed in that subsection.

In *Moonen v Film and Literature Board of Review (Moonen I)*, the Court of Appeal stated that the words "promotes or supports" must be given "such available meaning as impinges as little as possible on the freedom of expression"<sup>1</sup> in order to be consistent with the Bill of Rights. The Court then set out how a publication may come within a definition of "promotes or supports" in s3(2) that impinges as little as possible on the freedom of expression:

Description and depiction ... of a prohibited activity do not of themselves necessarily amount to promotion of or support for that activity. There must be something about the way the prohibited activity is described, depicted or otherwise dealt with, which can fairly be said to have the effect of promoting or supporting that activity.<sup>2</sup>

Mere depiction or description of any of the s3(2) matters will generally not be enough to deem a publication to be objectionable under s3(2). When used in conjunction with an activity, the Classification Office defines "promote" to mean the advancement or encouragement of that activity. The Classification Office interprets the word "support" to mean the upholding and strengthening of something so that it is more likely to endure. A publication must therefore advance, encourage, uphold or strengthen, rather than merely depict, describe or deal with, one of the matters listed in s3(2) for it to be deemed to be objectionable under that provision.

*s3(2)(a) The exploitation of children, or young persons, or both, for sexual purposes.*

In *Moonen v Film and Literature Board of Review (Moonen II)* [2002] 2 NZLR 754, the Court of Appeal stated that the absence of definitions of "young persons" and "children" in s3(2)(a) was deliberate. The provision does not require proof of the models' ages; it requires an assessment of whether or not the publication in which the models appear promotes or supports the exploitation of children or young persons for sexual purposes:

<sup>1</sup> *Moonen v Film and Literature Board of Review* [2000] 2 NZLR 9 at para 27.

<sup>2</sup> Above n2 at para 29.

The legislation is concerned with the vulnerability of young people and with the corrosive injury to the public good of depicting persons perceived to be children or young people as subjects for exploitation. The Board properly assessed whether the publication of the photographs would tend to promote or support the exploitation of children or young persons, not limited to the impact on the particular persons photographed. The inquiry under s3 does not require the ascertainment of the precise age of the person photographed.<sup>3</sup>

It was Parliament's intention therefore that s3(2)(a) should apply to any publication as defined in the Act, that promotes, supports, or tends to promote or support, the exploitation of children or young persons for sexual purposes. As long as a publication at least tends to promote or support such exploitation, whether or not it depicts underage models, no underage models or no models at all is irrelevant to the proper application of s3(2)(a). The issue is whether, on the evidence presented by the publication itself, the publication at least tends to promote or support the exploitation of children or young persons for sexual purposes.

N/A

s3(2)(b) *The use of violence or coercion to compel any person to participate in, or submit to, sexual conduct.*

N/A

s3(2)(c) *Sexual conduct with or upon the body of a dead person.*

N/A

s3(2)(d) *The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct.*

N/A

s3(2)(e) *Bestiality.*

N/A

s3(2)(f) *Acts of torture or the infliction of extreme violence or extreme cruelty.*

N/A

If the publication promotes and supports, or tends to promote and support, any of the 3(2) provisions above and is deemed objectionable go to the Bill of Rights section.

However, section 32 of the FVPC Act directs the Classification Office to consider whether it would classify the publication differently if the material falling under s3(2) were excised or altered. If an excision were made, the publication would no longer fall under 3(2) of the FVPC Act. If the

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<sup>3</sup> *Mooney v Film and Literature Board of Review* [2002] 2 NZLR 754 at para 40.

publication contains material that falls under 3(2) which can be excised or altered, go the Excisions section and then return to s3(3) and 3(4) below.

Otherwise, if the publication does not fall under s3(2) consider the following matters:

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

In determining, for the purposes of the Act, whether or not any publication (other than a publication to which subsection 3(2) of this section applies) is objectionable or should in accordance with section 23(2) be given a classification other than objectionable, the following matters shall also be considered:

...particular weight shall be given to the **extent** and **degree** to which, and the **manner** in which, the publication describes, depicts, or otherwise deals with...

*s3(3)(a)(i) Acts of torture, the infliction of serious physical harm, or acts of significant cruelty.*

The game repeatedly depicts the infliction of serious physical harm and cruelty. The mainstay of the game lies in killing hordes of opponents that take both human form and non-human form, for reasons such as securing an enemy base or rescuing a captured ally.

Violence inflicted in the game varies from weapon to weapon, and is consistently over-the-top in the manner of its depiction. Enemies can be literally shot to pieces, obliterated by grenade and impaled by sharp objects. Enemies must be killed, not just injured, or they will continue their attack. Blood letting is widespread in all facets of the game. Corpses can be shot, and depending on the strength of the weapon, it is possible to reduce an enemy's body from corpse to bloody pulp.

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The greatest impact comes from multiplayer/online (M/O) modes, which are by far the larger part of the game. In these modes the player has a high degree of control over the method and timing of an attack, and there seems to be more time to revel in the carnage and take-in the violence around them. Kills are also more visually impressive. The player is able to use weakened human adversaries as shields against enemy fire, and they have the ability to perform graphic finishing moves with relative ease and regularity. This may involve snapping an opponent's neck or stomping on their head, but more often sees the player punching an opponent's face until their head explodes, tearing off their arm and bashing them to death or severing their torso with a chainsaw. There is also a weapon that burrows underground until it reaches its target, then enters the chest cavity and explodes their head.

*s3(3)(a)(ii) Sexual violence or sexual coercion, or violence or coercion in association with sexual conduct.*

N/A

s3(3)(a)(iii) *Other sexual or physical conduct of a degrading or dehumanising or demeaning nature.*

N/A

s3(3)(a)(iv) *Sexual conduct with or by children, or young persons, or both.*

N/A

s3(3)(a)(v) *Physical conduct in which sexual satisfaction is derived from inflicting or suffering cruelty or pain.*

N/A

...particular weight shall be given to the **extent** and **degree** to which, and the **manner** in which, the publication

s3(3)(b) *Exploits the nudity of children or young persons, or both.*

N/A

s3(3)(c) *Degrades, dehumanises or demeans any person.*

N/A

s3(3)(d) *Promotes or encourages criminal acts or acts of terrorism.*

N/A

s3(3)(e) *Represents (whether directly or by implication) that members of any particular class of the public are inherently inferior to other members of the public by reason of any characteristic of members of that class, being a characteristic that is a prohibited ground of discrimination specified in section 21(1) of the Human Rights Act 1993.<sup>4</sup>*

N/A

**3A Publication may be age-restricted if it contains highly offensive language likely to cause serious harm**

3A(1) A publication to which subsection 3A(2) applies may be classified as a restricted publication under section 23(2)(c)(i).

3A(2) *This subsection applies to a publication that contains highly offensive language to such an extent or degree that the availability of the publication would be likely, if not restricted to persons who have attained a specified age, to cause serious harm to persons under that age.*

<sup>4</sup> The grounds of discrimination prohibited by s21(1) of the Human Rights Act 1993 are sex, marital status, religious belief, ethical belief, colour, race, ethnic or national origins, disability, age, political opinion, employment status, family status and sexual orientation.

3A(3) *In this section, **highly offensive language** means language that is highly offensive to the public in general.*

The game contains very infrequent highly offensive language, mainly "fuck" and its derivatives. It is in context with the games combat theme and narrative. There is risk of serious harm to young people who may hear the language and repeat it in an everyday context, unaware of the potentially negative social ramifications.

**3B Publication may be age-restricted if likely to be injurious to public good for specified reasons**

3B(2) This subsection applies to a publication that contains material specified in subsection (3) to such an extent or degree that the availability of the publication would, if not restricted to persons who have attained a specified age, be likely to be injurious to the public good for any or all of the reasons specified in subsection (4).

3B(3) *The material referred to in subsection (2) is material that*

3B(3)(a) *describes, depicts, expresses, or otherwise deals with—*

3B(3)(a)(i) *Harm to a person's body whether it involves infliction of pain or not (for example, self-mutilation or similarly harmful body modification) or self-inflicted death.*

Discussed elsewhere.

3B(3)(a)(ii) *Conduct that, if imitated, would pose a real risk of serious harm to self or others or both.*

N/A

3B(3)(a)(iii) *Physical conduct of a degrading or dehumanising or demeaning nature.*

N/A

3B(3)(b) *is or includes 1 or more visual images—*

3B(3)(b)(i) *of a person's body; and*

3B(3)(b)(ii) *that, alone, or together with any other contents of the publication, are of a degrading or dehumanising or demeaning nature.*

N/A

3B(4) The reasons referred to in subsection (2) are that the general levels of emotional and intellectual development and maturity of persons under the specified age mean that the availability of the publication to those persons would be likely to—

3B(4)(a) *Cause them to be greatly disturbed or shocked; or*

- 3B(4)(b) *Increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both; or*
- 3B(4)(c) *Encourage them to treat or regard themselves, others, or both, as degraded or dehumanised or demeaned.*

See conclusion.

### 3C Procedure for classification under sections 3A and 3B

In determining whether to classify a publication as a restricted publication in accordance with section 3A or section 3B, the Classification Office must consider the matters specified in paragraphs (a) to (f) of section 3(4).

#### Section 3(4) Additional matters to be considered –

In determining, for the purposes of the Act, whether or not any publication (other than a publication to which subsection 3(2) of this section applies) is objectionable or should in accordance with section 23(2) be given a classification other than objectionable, the following matters shall also be considered:

- s3(4)(a) *The dominant effect of the publication as a whole.*

The dominant effect of the publication is a frenetic, violent third-person shooter game. The online aspect adds some unpredictability and adds to the rapid nature of the gaming experience.

- s3(4)(b) *The impact of the medium in which the publication is presented.*

The game is designed for use on Xbox 360 allowing for complex and sophisticated game-play with realistic graphics and sound effects contained within a semi-portable device or disc.

- s3(4)(c) *The character of the publication, including any merit, value or importance it has in relation to literary, artistic, social, cultural, educational, scientific or other matters.*

The game has some artistic and technical merit.

- s3(4)(d) *The persons, classes of persons, or age groups of the persons to whom the publication is intended or is likely to be made available.*

The game's graphically violent nature indicates that it is intended for adults.

- s3(4)(e) *The purpose for which the publication is intended to be used.*

The game is intended to be used as entertainment.

- s3(4)(f) *Any other relevant circumstances relating to the intended or likely use of the publication.*

None.

## **BILL OF RIGHTS CONSIDERATIONS**

### **New Zealand Bill of Rights Act 1990**

#### Section 14 Freedom of expression -

*Everyone has the right to freedom of expression, including the freedom to seek, receive, and impart information and opinions of any kind in any form.*

#### Section 5 Justified limitations -

*Subject to section 4 of this Bill of Rights, the rights and freedoms contained in this Bill of Rights may be subject only to such reasonable limits prescribed by law as can be demonstrably justified in a free and democratic society.*

#### Section 6 Interpretation consistent with Bill of Rights to be preferred -

*Wherever an enactment can be given a meaning consistent with the rights and freedoms contained in this Bill of Rights, that meaning shall be preferred to any other meaning.*

### **Discussion of Bill of Rights Considerations:**

Considerations under s3(1), s3(3)(a)(i), s3A and s3B of the FVPC Act have been weighed against the right to freedom of expression set out in s14 of the NZBR Act. Interactive graphic violence renders the availability of the publication likely to be injurious to the public good unless it is restricted to adults. This restriction is reasonable, justified and in accordance with the law.

## CONCLUSION

### Injury

If s3(1) applies to the publication the question is whether or not it deals with the matters discussed in a manner that **the availability of the publication is likely to be injurious to the public good**. In discussing injury consider the nature and severity of that injury, the likelihood of it occurring and who would be injured by the publication's availability. The classification recommended must remedy the injury identified.

If s3B applies to the publication, **the injury to the public good** must be explained in terms of s3B(4) of the FVPC Act.

If s3A applies to the publication, explain the age restriction in terms of **how the language is likely to cause serious harm to persons under the age of the restriction**.

Classification:

The depictions of violence are graphic and bloody, and involve elements of cruelty. This content would be disturbing to children or teenagers, and may have the effect of trivialising violence by presenting it as entertaining and exciting. Constant exposure to the frenzied images of violence, in which the player is an active participant, has the potential to desensitise or inure young audiences and may have a detrimental effect of their attitudes to violent behaviour in real life. Adults are more able to put this kind of material in the context of an entertaining but violent science fiction/combat console game. Therefore the *Gears Of War 3* is classified as objectionable unless its availability is restricted to person who have attained the age of 18 years.



## EXCISIONS/ ALTERATIONS

### Section 32 - Excisions from and alterations to film –

In the case of a film submitted for classification under any part of the Act other than s29(1) and 41(3) (court referrals), if the Classification is of the opinion that it would classify the film differently according to whether any specified part or parts of the film are excised from or left in the film, it shall, before making a final determination in respect of the classification of the film, follow the procedure prescribed by section 33.

Section 33(1) directs the Classification Office to notify the authorised distributor of the film of the classification that would be given if part or parts of the film were excised or altered, and, the classification that would be given if the specified part or parts were not excised or altered.

Section 33(5) provides that, in deciding whether or not to propose excisions or alterations, the Classification Office may consider the effect that any such excision or alteration may have on the continuity of the film or on its overall effect.

<b>EXCISIONS SUMMARY</b>	
None (for non-moving image and s29(1) / 41(3) publications)	<input type="checkbox"/>
No excisions recommended (for all other moving image publications)	<input checked="" type="checkbox"/>
Excisions/alterations recommended	<input type="checkbox"/>
<b>Number of Excisions/Alterations:</b>	
<b>Brief Description:</b>	

**PUBLIC DISPLAY CONDITIONS**

Not Applicable	
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**Section 27 Conditions relating to the display of restricted publications –**

Where the Classification Office classifies any publication as restricted, the Office shall in every case consider whether or not to impose conditions on the public display of that publication, and may impose such conditions at the time of classifying the publication.

In determining whether or not conditions in respect of public display should be imposed, the Classification Office must have regard to:

*s27(2)(a) The reasons for classifying the publication as a restricted publication.*

The game is restricted due to its treatment of violence, cruelty and highly offensive language.

*s27(2)(b) The terms of the classification given to the publication.*

R18.

*s27(2)(c) The likelihood that the public display of the publication, if not subject to conditions or, as the case may be, any particular condition, would cause offence to reasonable members of the public.*

The public display of the game is not likely to cause offence to reasonable members of the public.

Section 27(3) directs that where the Classification Office considers that the public display of the publication, if not subject to conditions under this section, would be likely to cause offence to reasonable members of the public, the Classification Office shall, at the time of classifying the publication, impose such conditions under this section in respect of the public display of that publication as it considers necessary to avoid the causing of such offence.

Date	11/05/2011	OFLC Ref.	1100446	VR	2
Applicant	FVLB				
Distributor	Microsoft New Zealand Ltd				
Title	Gears of War 3				
Other known title(s)	Not stated				
Director(s)	Not stated				
Producer(s)	Not stated				
Medium	Console Game	Language(s)			
Country(ies)	United States	English			
Disc Image?	Yes (No) On console				

Classification	Descriptive note		
R18	Contains violence + off language		
Cut/ban criteria	No. of excisions	Excisions made?	Date excisions cleared
/	/	/	/
Other information			
/			
Total running time	N/A	Total running time after excisions	
/			

GEARS OF WAR 3

Game comprises "5 Acts" in campaign mode.

NAME Content: Language + Gore On/off

⊗ Act I

FMV ♀ breaks Marcus Phoenix out of prison cell.

Marcus searches premises of heavily fortified area. - Atlas

FMV - Dream M comes to save his father.

076

(V)

Gunfight: Shooting shadows creatures causes them to explode in plume of blade smoke

Quant mechanical spider scales skins

Voice-over narration

3rd "3rd-person shooter"

Marcus wakes, collects \$, moves through resistance headquarters

4th

Marcus, \$ + other prepare to enter hostile environment.

Spiders attack by lowest level of arachnid creatures. - explode when shot into bright orange plasma.

Core

Dead <sup>body</sup> ~~body~~ blood, damaged limbs - more blood letting w no additional "chucking"

Damage

Blood splatter, reeling etc.

Combat

Frenetic, loud, confusing. Required to seek cover. More strategically.

Bodies

Little environment, dismembered but already like that.

Enemy

Mixtures of alien creatures & armored, humanlike beings. (still alien)

HUD

directions, health/ammo.

Marcus's father may still be alive, previously thought to be dead.

"finish these assholes"

Injury

Player's screen shows blood splatter + staining when shot. Health is self-replenishing when using cover.

As departs

Same game in stages.

Secondary Objectives - Put out fire w extinguisher

"Piece of shit!"

Frenzied battles as player + team move through facility. Heavy blood splatter when player shot.

Children

Shoot children, explode. Criblets, feathers + blood. ✓

"Holy shit" - Leviathan's tentacle grabs helicopter from hanger + crushes it.

(L)

"Sink that bitch"

Huge fire on deck of ship. Turn tap to activate water pipes to put out fire.

'Body-Pop'

Man explodes when tank explodes.

Fight massive Leviathan (tentacled beast)

"Lure that bitch to the front end"

Waresuit

Arm war suit - medical ability suit w heavy machine gun, rockets + added strength. Slow moving.

Combat continues.

"I'll give you a piece of bacon for her!" - 07 offers bacon for ♀.

ⓐ

Increase in strength of alien opp. School ground.

078

(L)

"Fuck" Dominant

Chainsaw - Cuts into enemy's torso, causing it to explode.

Clear outdoor area, enter Dopping mall.

Injury

- Player severely hurt. Red screen, hand + knees + drag self to teammate who heals you.

Pull cog + activate door to outside. Under attack. Using mechanical unit to transport food supplies.

R Secure pickup/evac location. Waves of enemies attack. Freke gunplay.

Gunplay in open courtyard. Projectile, fire balls, need to be dodged to avoid damage.

\* (L)

"What the fuck!"

Accuracy

Headshot greater impact than body. Some kills require hitting designated area on body.

⊗

### Co-Operative Play

(L)

⊗ Blood effects, more human based (Stronger than Campaign)  
Use of blade.

Chainsaw causes heavy blood letting but no tearing or dismemberment.

\*

Body explodes under heavy fire/ use of chainsaw.

Explodes. "Meatshield" human shield.

# Co-op ~~us~~

## Impaling

~~##~~ Execution, impaling - chainsaw to death

(v) \* Punch head until it detaches & explodes.  
needs visera + gore visible

Gore.

(x)

## BEAST (2-Player)

Play as aliens, kill human opponents.

- Match game
- 2 person vs others.

"~~That's~~ gotta hurt master fider"

(x)

- Console "Crash"
- Console restart.

- viscera + innards visible. Temporary, disappear from screen.

(v) \*

Arm ripped off, + beaten to death with it.  
Blood on screen. (shakes) red.

\* "Bayonet charge"

(x)

Other levels more bloody, more gore.

(x)