

SUMMARY OF REASONS FOR DECISION

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

HEADNOTE

Title of publication:	Gears Of War: Judgment
Other known title(s):	Gears Of War: Judgement
OFLC ref:	1300003.000
Medium:	Console Game
Classification:	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 18 years.
Descriptive note:	Contains violence.
Display conditions:	None

Gears Of War: Judgment is a third-person shooter game developed by Epic Games in collaboration with People Can Fly. It is formatted for play on the Xbox 360 console, and is the latest instalment in a line of popular science-fiction games. It contains a single player campaign mode and a range of online multiplayer modes. The focus of this examination was campaign mode, though exploration of online/multiplayer modes provided much the same experience.

Set in the future on the distant planet of Sera, *Judgment* takes place some 14 years prior to the events of the original *Gears Of War* game (OFLC No. 602086). *Judgment* is set at the emergence of a great fictional war (the bases for all other iterations of the game) between an alien race known as Locusts, and humanity's last hope - a select group of human super soldiers known as Gears. The story opens with members of the Gears 'Kilo' squad on trial for treason, desertion, and theft of military technology. Each of the characters' testimonies leads into a scenario which the player must complete in order to progress through the story. The missions are centred in and around the fictional Sera port of Halvo Bay, with the player traversing a series of gothic-style palaces, museums and futuristic docks while engaging in frenetic gunfights with Locust soldiers. Some of the enemies are like large insects but a number of them behave like humans, 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. At the beginning of each mission the player has the option to 'declassify'. This adds a time constraint to the mission but, if achieved, unlocks additional weaponry and skills. There is also the option in the main menu to turn the 'mature content' (language and gore) off. The game is cinematic and well rendered.

The games treatment of crime, cruelty and violence bring it within the s3(1) subject gateway criteria. Several characters are accused of committing war crimes and must stand trial. This is part of the game's plot but has little to do with the actual gaming experience.

Violence, and to a lesser extent cruelty, is unavoidable and must be undertaken to complete any of the given missions. The game's treatment of the infliction of serious physical harm and acts of significant cruelty are discussed under s3(3)(a)(i).

The game frequently deals with extreme violence (s3(2)) but the science-fiction fantasy context in which this occurs is a well-known and highly structured fictional tale and does not translate to any real-world scenarios. For these reasons the game does not promote or support, or tend to promote or support, the infliction of extreme violence.

The game repeatedly requires the player to engage in the infliction of serious physical harm and acts of significant cruelty, for reasons such as securing an enemy base or rescuing a captured ally. As players explore the various environments, they use machine guns, shotguns, sniper rifles, flamethrowers, and grenades to kill enemy soldiers during waves of frenetic combat. The game's violence is consistently over the top and the series is well known for its hyperbole. Enemies can be blown into chunks, eviscerated by explosives, and burned to death. The player also has the option of cutting them in two or impaling them on the chainsaw attached to the standard issue assault rifle. Sight of innards is commonplace and they have a certain cartoonish appearance. 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. While some enemy characters emit gold plasma when shot, the majority of shootings are met with large bursts of humanlike blood which often splatters onto the player's screen. Greater strength weapons become available as the player progresses and the kills become more brutal. The level of blood and gore reflects this. Battles are highlighted by realistic gunfire, screams of pain, and plumes of smoke and fire.

The greatest impact comes from special 'execution' moves performed on fallen or weakened enemies, where the player selects a button on the controller to initiate a cinematic death scene. This may involve snapping an opponent's neck, stomping on their head, bashing them to death or severing their torso with a chainsaw. Blood is copious during these moves, and the player is afforded more time to revel in the action than during the game's standard displays of combat.

According to the Entertainment Software Ratings Board, the game is purported to contain highly offensive language (s3A) including the word 'fuck', however, this was not experienced during the Office's examination.

The dominant effect is a fantasy science-fiction war simulation driven by a frenetic and often overwhelming barrage of gunfire, explosions and gore. Children and teenagers will be shocked and disturbed by the game's intense violence and extensive gore. Repeated exposure to the game's exciting and rewarding killing for entertainment's sake is likely to play a part in inuring impressionable children and teenagers to media violence more generally, and may lead to a desensitisation in attitudes towards violent behaviour and its consequence in real life. While it is arguable that the game's violent content will have an effect on all players, this is unlikely to be long-lasting for adults. Adults are considered more capable of recognising the game as a contrived experience that is distinctly separate from the real world. Therefore *Gears Of War Judgment* is classified as objectionable except if the availability is restricted to persons who have attained the age of 18 years.

Note:

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CONSIDERATION SHEET

OFLC ref: 1300003.000

Submission channel: s12(1)

Title of publication: Gears Of War: Judgment

Other known title: Gears Of War: Judgement

Medium: Console Game

Distributor: Microsoft New Zealand Limited


Country of origin: United States

Language: English

Applicant: Film & Video Labelling Body

Examination transcript No: 591 p 073

Examination date: 10 January 2013

Classification Officer(s): 

Other identifying information:

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

	Components	Running time
Game:	Gears of War Judgment	
Total running time:		

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 Judgment is a third-person shooter game developed by Epic Games in collaboration with People Can Fly. It is formatted for play on the Xbox 360 console, and is the latest instalment in a line of popular science-fiction games. It contains a single player story mode and a range of online multiplayer modes.

Set in the future on the distant planet of Sera, *Judgement* takes place some 14 years prior to the events of the original *Gears Of War* game (OFLC No. 602086). *Judgment* is set at the emergence of a great fictional war (the bases for all other iterations of the game) between an alien race known as Locusts, and humanities last hope - a select group of human super soldiers known as Gears. The story opens with members the Gears Kilo squad on trial for treason, desertion, and theft of military technology. Each of the characters' testimonies leads into a scenario which the player must complete in order to progress through the story. The missions are centred in and around the fictional Sera port of Halvo Bay, with the player traversing a series of gothic-style palaces, museums and futuristic docks while engaging in frenetic gunfights with Locust soldiers. Some of the enemies are like large insects but a number of them behave like humans, 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	X
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Section 21 Other Assistance

None Requested	X
See Record of Assistance	

Other Relevant Information

None Considered

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.

Previous decisions			
Classification Body	OFLC	<input checked="" type="checkbox"/>	VRA
	Chief Censor of Film	<input type="checkbox"/>	IPT
Title:			
Gears Of War 3			
<i>Used as a reference for this decision given the similarity in content, presentation and gaming experience.</i>			
Publication/Certificate/Decision No.			
1100446.000			

Other Sources (please specify and reference):
Highly Offensive Language
<i>According the Entertainment Software Ratings Board the game is purported to contain highly offensive language.</i>
<u>http://www.esrb.org/ratings/synopsis.jsp?Certificate=32708&Title=Gears%20of%20War%203A%20Judgment&searchkeyword=gears%20of%20war%20judgment</u>
General Game Information
www.wikipedia.org
www.ign.com
www.gearsowar.xbox.com

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

Several characters are accused of committing war crimes and must stand trial. This is part of the game's plot but has little to do with the actual gaming experience.

Matters such as cruelty

Discussed in conjunction with matters of violence.

Matters such as violence

The game deals with matters of cruelty and violence, primarily the killing of animated enemies. The game's treatment of 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"¹ 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.²

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.

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

² Above n2 at para 29.

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:

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.³

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.*

The game frequently deals with the infliction of extreme violence but the science-fiction fantasy context in which this occurs is a well-known and highly structured fictional tale and does not translate to any real-world scenarios. For these reasons the game does not promote or support, or tend to promote or support, the infliction of extreme violence.

³ *Moonen v Film and Literature Board of Review* [2002] 2 NZLR 754 at para 40.

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 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 acts of significant cruelty. The mainstay of the game lies in killing hordes of enemy soldiers, for reasons such as securing an enemy base or rescuing a captured ally. Violence is unavoidable and must be undertaken to complete any of the given missions.

As players explore the various environments, they use machine guns, shotguns, sniper rifles, flamethrowers, and grenades to kill enemy soldiers during waves of frenetic combat. The game's violence is consistently over-the-top and the series is well known for its hyperbole. Enemies can be blown into chunks, eviscerated by explosives, and burned to death. The player also has the option of cutting them in two or impaling them on the chainsaw attached to the standard issue assault rifle. Site of innards, entrails and bone are commonplace. 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. While some enemy characters emit gold plasma when shot, the majority of shootings are met with large bursts of humanlike blood which often splatter onto the player's screen. Blood letting is widespread in all facets of the game. As the player progresses, greater strength weapons become available and the kills become more brutal. The level of blood and gore reflects this. Battles are highlighted by realistic gunfire, screams of pain, and plumes of smoke and fire.

The greatest impact comes from special 'execution' moves performed on fallen or weakened enemies, where the player selects a button on the controller to initiate a cinematic death scene. This may involve snapping an opponent's neck, stomping on their head, bashing them to death or severing their torso with a chainsaw. Blood is copious during these moves. The player is afforded more time to revel in the action than during the game's standard displays of combat.

On the whole the online/multiplayer modes give the player much the same experience as that of campaign mode.

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 1993.⁴

N/A

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

⁴ 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(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.*

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

The game is purported to contain highly offensive language (s3A) including the word 'fuck', however this was not experience during the Office's examination (refer to *Other Relevant Information*).

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 is a fantasy science-fiction war simulation driven by a frenetic and often overwhelming barrage of gunfire, explosions and gore.

- 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 technological 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 intense violence indicates that it is intended for adults, though the game will appeal to younger players also.

- 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 of the FVPC Act have been weighed against the right to freedom of expression set out in s14 of the NZBR Act. Sustained depictions of graphic violence accompanied with highly offensive language render 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:

R18.

Children and teenagers will be shocked and disturbed by the game's graphic violence and copious gore. Repeated exposure to the game's exciting and rewarding killing for entertainment's sake is likely to play a part in inuring impressionable children and teenagers to media violence more generally, and may lead to a desensitisation in attitudes towards violent behaviour and its consequence in real life. The inclusion of highly offensive language adds to the effect and supports the need for a restricted classification. Adults are considered more capable of recognising the game as a contrived experience that is distinctly separate from the real world. While it is arguable that the game's violent content will have an effect on all players, this is unlikely to be lasting for adults. For these reasons, adults are considered able to play the game without being harmed. Therefore *Gears Of War Judgment* is classified as objectionable except if the availability is restricted to persons 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.

EXCISIONS SUMMARY	
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"/>
Number of Excisions/Alterations:	
Brief Description:	

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 classified as restricted due primarily to its treatment of violence.

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 10/01/2015 UNCL Ref. 1500003 VR 2

Applicant FULB

Distributor Microsoft

Title Gears of War: Judgment

Other Known Title(s) Gears of War: Judgment

Director(s) Not stated

Producer(s) Not stated

Medium Console Game Language(s) _____

Country(ies) United States English

Disc Image? Yes No

Classification <u>R18</u>	Descriptive notes <u>Contains violence</u>		
Cultural criteria	No. of excisions	Excisions made?	Are excisions cleared
Other information			
Total running time <u>N/A</u>	Total running time after excisions		

Gears of War Judgment

notes: Campaign, Survival, Versus, Character Setup, Stats & Awards, Xbox Live online play (no buy full parts etc.)

Gore/Language - Turn off + Eff. on.

3rd-person perspective - "Action Shooter"

FWW - Adepta drop in lands - rebels characters - Armored futuristic warriors.

Story - Handcutted Lt Beard -

Story Tribunal for Lt Beard - convicted trial.

Concept: Player acts out scenarios that lead to
 death - as actual gameplay w/ Band
 narrating story.

(W) Dead for body cut up - Able to feel &
 emit blood but not physical death beyond
 some blood on skin.

Blood used to show harm. Quite realistic.

Objective of picking up gun from dead soldier (Bloodied).

Firefight Shoot enemies w/ frantic gun fire. Lots of
 blood splatter. Animalistic screams.

Disembowelment - Shoot characters w/ shotgun up close,
 explode into pile of limbs & bones.

(V)
Character Reptilian humanoids - Aggressive & always
 initiate war.

Gore Limbs, blood & flesh. Characteristic but some
 detail.

(V)
Special kill Melee enemy w/ chainsaw/gun.
 Sever in half - detached govt. Blood
 inside. Eventually disappear.

Objective Complete mission in 4:00 minutes or
 less.

↳ Scream enemies, player & comrades
 hit in waves of enemy attacks.

- Frantic & loud - realistic sound
 of war.

- Larger than life characters.

Melee kill - Player smashes enemy w/ butt of
 gun - enemy explodes (O)

Q (V) Player kills downed enemy egre. Then
 returns chainsaw into base for
 bloody death. - Lots of blood makes
 detail hard to see.

Headshots Highly effective, bloody but more difficult
 to eff. execute.

Mission complete.

Narrative of mission (a: trial) conts.

Healing Kantus - Type of boss character that
 heals if avoid shots.

Waves of enemy cont - frenetic combat.

Grenades Cause widespread damage + lead to
 dismemberment.

(N) * Numerous close-range dismemberment w/
 shotguns.

Environment Large, palace grounds w/ statues +
 dark for hiding stay stay.

Special kill - Snap enemy neck -

Super Weapon - One shot, one kill. Eviscerates
 enemy in large burst of blood +
 gobbets of jiblets.

Frenetic firefight lasting approximately five minutes.

Collect ammo + weapons during down time.

Player obtains massive cleaver.

Player tries to get to location in time to save team members.

Location - MUSEUM OF MILITARY ARTS.

Frantic fire fight.

Enemies - Small creatures dropped w/ explosives.

Health - Regenerates w/ cover.

When player shot, screen saturates w/ blood.

Objective - Hold room + protect from enemy advances.

- Player dies -

↳ Caught by two large explosions from enemy weapons.

Enormous mechanical/organic beast walks past window

Giant antipede type enemy destroyed.
Lots of white/green neuro fluid in place of blood. Platters etc.

Enemies use flamethrower on player
burned + health lowered. Appears dagger

(V) to
Flame thrower
Player evokes screams from victims.

Travel through basement floor of museum.
Mission - make it to ground level + escape.

Player dies in frantic battle.

Giant avianid crushes soldier + ground
across ground w/ bloody trail of
down.

Player acts as woman named
Cadet -

Mission to complete combat in
little ammo + no long-range weapons
↳ focus on bloody melee battle.

(10)

Increased difficulty. Lots more blood as all
fully completed up close.

Player now getting gun to kill multiple
enemies:

(2)

Creative transforms in type of spiky
Jagernaut. Needs more shooting
to kill.

(10)

Plays like level to activate electronic
gizmo that electrates + darts
enemy.

(Electrochui)

Survivor

Dead on ground. Can pick + cause blood to thig
but no further harm (x multiple).

Locate ~~1~~ beacon. Must extract beacon
robot w/out it being destroyed by
enemy.

Cadet Hendrick - f. (Player's deaeter)

Player successfully transports robot across
Academy campus.

⊗

MULTIPLAYER/CO-OP

Arena based free-for-all. Players battle
one another for most kills. Gameplay
much the same as in campaign but
human on human.

⊗