

# EPIC GAMES - FORTNITE

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## HOW TO INSTALL FORTNITE

1. Go to <https://www.epicgames.com/>
2. Click the “Get Epic Games” button at the top right to download and install the launcher
3. Open the launcher and login using the credentials provided
  - a. s47 - commercially valuable information - All content unlocked
  - b. s47 - commercially valuable information - Brand new account
4. Once logged in, click on the “Fortnite” tab in the launcher
5. From the drop down on the right side, select the “Fortnite Livetesting” server and then select Download

## FORTNITE TUTORIAL

If you play on the s47 - commercially valuable information epicgames.com account, you will have full access to the tutorial that will teach you how to play Fortnite. To start the tutorial, we’ll meet Ray and Ramirez who will take you through some backstory on how the world of Fortnite came to be. Your fight begins by learning how to shoot husks, destroy and harvest materials, build, search objects, craft weapons, place traps, activate objectives, and much more. Next you’ll visit your Homebase. Ray will take you through how to build a formidable fort to defend against husks. She’ll also show you once more how to build specific pieces, place traps, and edit walls. Once your base is ready you need to activate the storm shield to defend against the husks.

## BASIC CONTROLS (KEYBOARD AND MOUSE)

**W** - Move Forward

**S** - Move Backward

**D** - Move Right

**A** - Move Left

**Spacebar** - Jump

**Left Shift** - Sprint

**Left Mouse Button** - Fire

**Right Mouse Button** - Target

**R** - Reload  
**M** - Map  
**I** - Inventory  
**G** - Building Edit  
**F** - Repair/Upgrade  
**1** - Harvesting tool  
**2-4** - Weapon Slots 2-4  
**X** - Ability 1  
**Z** - Ability 2  
**5 & 6** - Gadget 1 and 2  
**F1** - Build Walls  
**F2** - Build Floors  
**F3** - Build Stairs  
**F4** - Build Ceilings  
**F5** - Traps  
**Enter** - Chat

### BASIC CONTROLS (CONTROLLER)

Below are the controller settings for Fortnite. You can also view these controls in game by hitting ESC > "Settings" > "Controller"





## HOME SCREEN MENUS

- Home
  - Location of the home screen and Fortnite related news
- Map
  - From the map tab you can select which zone you'd like to visit. Stonewood is the first zone you will encounter while playing through Fortnite. The next zones you unlock (in order) are: Plankerton, Canny Valley, and Twine Peaks.
- Heroes
  - In this section you will see all of the Heroes you currently have equipped plus the stats and bonuses they give you. Each slot will be unlocked by earning the skill points and unlocking them through the Skill Trees. Receive new heroes by completing missions or opening card packs (Ilamas).
- Squads
  - Survivor Squads
    - Survivors will increase your fortitude, offense, resistance, and tech. The more Survivors you have, the stronger you become. Just like schematics and heroes, Survivors have increased rarity which makes them more powerful the higher tiered they [word]. Unlock Survivor slots by progressing through the Skill Trees. Receive new Survivors by completing missions or opening card packs (Ilamas).
  - Defender Squads
    - Defenders can be deployed in your missions or in your Homebase to help you defeat husks. Each Defender requires a Defender Sentry Post (under

traps), specific weapon in line with their class, and ammo to go with it. Unlock Defender slots by progressing through the Skill Trees. Receive new Defenders by completing missions or opening card packs (llamas).

- Expedition Squads
  - Expeditions have a chance to provide you with resources, items, and experience. These are completed by assigning Survivors to a vehicle and sending them out on a mission. The chance of completion is based on threat levels and the environment.
- Armory
  - Schematics
    - Schematics are the plans you use to build specific types of items. Once you have a schematic, you can build that item in-game as long as you have the crafting materials required. You can click on a specific schematic to compare it to another item, recycle it to receive schematic XP (to level up other items), or inspect it to see more information.
  - Resources
    - Resources like XP boosts (accelerate your XP gain), Hero XP (used to level heroes and defenders), and Schematic XP (used to level schematics) are found here.
  - Transform
    - The Transform function allows you to create items using items you no longer desire to keep.
- Skills
  - Skill Tree: Tier 1 - 4
    - In these Skill Trees you can unlock things such as Defender slots, Survivor slots, abilities, upgrades, and more.
  - Research: Tier 1 - 4
    - In these Research Trees you can unlock things such as increases in fortitude, tech, and more.
- Store
  - Here you can purchase llamas with v-bucks and receive a variety of items and upgrade materials.

## GAME TYPES

- Fight the Storm
  - In this mission you will need to find the target location, deploy an ATLAS device on the target location (once you've found it on the map), power the ATLAS with BluGlo, then construct a fort around the device! When you're ready, you'll need to activate the objective and defend the ATLAS while the laser charges.
- Retrieve the Data
  - In this mission you will need to search the world for the location of the incoming data balloon. Before the balloon drops you will need to prepare a fort around the landing zone to prevent enemy husks from corrupting the files. Be careful, the balloon will drop after the timer hits zero so don't lose track of time!

- To expedite this process, you can also use a sniper rifle to shoot down the balloon. Be sure your defenses are in place first! The encounter begins the moment the balloon touches down.
- Ride the Lightning
  - In this mission you will need to find Lars' Van, as this is your key to victory. Search the zone and complete secondary objectives to obtain BluGlo to power the van. Bring that BluGlo to the van and deposit it, then construct a fort around it! When you're ready, start the objective and keep the van safe during each stage!
- Destroy the Encampments
  - In this mission you will explore the map looking for husk encampments. There will be one active husk encampment at a time, but you can still explore to find all of their locations. Head to the active encampment and defeat to unlock the next one. Be careful, the difficulty of each encampment increases as each one is destroyed!
- Rescue the Survivors
  - In this mission you will need to explore the zone for survivors to be evacuated. Be sure to reach the survivors before the husks do! While some survivors need no convincing that they need to evacuate, other survivors will ask you to gather some of their personal items before they leave.
- Outpost Defense

## HOW TO BUILD

To start building first make sure you are in a mission with your hero. Once you're loaded pressing the **Q** button will bring up the building menu. From here you can select **F1** (wall), **F2** (floor), **F3** (stairs), or **F4** (roof) to select the type of piece you want to build. After deciding which piece you'd like to build you have a few options. **G** will allow you to edit the piece by selecting/deselecting portions of the piece. **R** will allow you to rotate the piece. **Right Click** will allow you to switch the material that the piece will be built out of. Once you are satisfied with how it should be built, **Left Click** will confirm and start building. Once a piece has been built, you can edit it by approaching it and hitting **G**.

## HOW TO CRAFT

To start crafting first make sure you are in a mission with your hero. Once you're loaded in pressing the **I** button will bring up your Inventory. From here click on **Crafting**. In this screen you can see all of the schematics that you own, the weapons/traps/ammo you are currently able to craft. After you've selected a schematic you'd like to craft, click on **Info** on the specified item to see which materials you need. If you have the correct amount of materials, you will be able to create that item by clicking **Craft** in the bottom right.

Hello!

To access the video of intro cinematics and gameplay, please follow these steps:

1. Navigate to s47 - commercially
2. Log in with the following credentials
  - a. s47 -
  - b. s47 - commercially
3. Choose s47 - commercially valuable
  - a. s47 - may be the easier option in this case depending on your setup
4. Click "Ok"
5. Click on s47 - commercially valuable to download

The intro to the game will play first, to provide context to what the gameplay is attempting to accomplish. After this, we show approximately 10 minutes of gameplay from each theater of difficulty.

0:05:11 -- tutorial videos on how to build structures.

Gameplay begins at 0:06:28. This depicts a typical player-built fort and defense. We've included combat with a variety of ranged and melee weapons, and show both enemy and player injury and death.

0:10:37 -- use of a sniper rifle and the appearance of enemies when looking down the scope.

0:13:03 -- enemy death by spike trap.

0:15:17 -- "Rescue a Survivor" encounter (failed). This depicts the damage to vehicles that and survivor death.

0:20:30 -- "Rescue a Survivor" encounter (success)

0:28:20 -- Player death

0:29:41 -- Mission failure/defeat

0:30:25 -- Defender requesting assault rifle (this cycles through several cues until the player gives the defender the weapon they can use. Defender will continue to request weapon if none is given).

0:35:25 -- Player death with resurrection sequence

After the gameplay video is footage from our store (0:36:26), where players break open loot llama pinatas to get goodies. This particular line was chosen ("Take from my booty what you will") as it is intended to indicate the treasure inside the pinata, but some could interpret "booty" as a slang term for someone's buttocks.

# Application for Classification of a Computer Game

This form is to be used for an application for classification of a computer game under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act).

## FORTNITE

Applicant: EPIC GAMES

Contact: s47F - personal

Phone: s47F - personal

Email: s47F - personal @EPICGAMES.COM  
 privacy

### Details of the computer game

**File number:** TBA

**Format:** Online

**Title:** FORTNITE

**Alternate title:**

**Publisher:** EPIC GAMES

**Developer:** EPIC GAMES

**Language:** ENGLISH

**Country of origin:** USA

**Year of production:** 2017

**Comments:**

### Priority

**Priority:** 5 working days after receipt by the Board of a valid application

### Category

**Does the game have online capability** Yes

**and/or other connectivity?:**

**Application type:** Computer Game: Level 2

### Fees

**Prescribed fee:** \$1,310.00

**Payment method:** Existing account balance

**Declaration**

- I submit a copy of the computer game at my own risk and expense.
- I am aware that the application for classification is not valid until I have supplied the Classification Board with a copy of the computer game and if an add-on, a copy of the original game and add-on, an adequate description of the gameplay and if applicable, particulars of any contentious material and how that material may be accessed or a separate recording of that material.
- I have the authority to authorise the Classification Board to debit my, or the company's account for the full value of the classification fee. I acknowledge that the Classification Board has the right to determine the actual fee for the application, which may be different to that estimated in this application.
- I confirm that the information contained in the application form is not false or misleading in any way.

The Classification Board will destroy the supplied copy of the film 90 days after a classification decision is made, unless arrangements are made to retrieve the copy within 90 days (at my own cost).

By post to:

The Director

Classification Board

**Locked Bag 3,  
HAYMARKET NSW 1240**

OR

By courier to:

The Director

Classification Board

**Level 5, 23-33 Mary St  
SURRY HILLS NSW 2010**

**Notice under Information Privacy Principle 2 of the *Privacy Act 1988***

The Department of Communications and the Arts is collecting the information on this form to process an application for classification. This is authorised by s 17 of the *Classification (Publications, Films and Computer Games) Act 1995*.

The Department gives some or all of this information to the Classification Board and, on review, to the Classification Review Board.



## Pertinent Dialog:

Certain characters utilize mild to moderate violent language while others do not. All instances are in response to events or encounters in game, triggered by contextual events.

Pertinent Language			
Character	Context	Frequency	Scripted Line(s)
RAY	Onboarding flow	Low. This phrase occurs once.	"Dang, commander. Respect."
RAY	Onboarding flow	Low. This phrase occurs once.	"Incinerate 'em!"
RAY	Reading review left by survivor	Low. This phrase occurs once.	"After days of hiding in an abandoned shack, I expected to be torn apart by rabid storm monsters."
Weather Balloon	Character dialog	Low. This phrase occurs once.	"DIE REBEL SCUM"
Weather Balloon	Character dialog	Low. Occurs once.	"I WILL DESTROY YOU!"
Weather Balloon	Character dialog	Low. Occurs once.	"PEACE WAS NEVER AN OPTION"
Dr. Blackwell	Character dialog	Low. This phrase occurs once.	"When they rip our arms off, we race to find the cure"
Ray	Character dialog	Low	"Truth be told, it's basically a bomb"
Female Constructor	Upon spotting general husks	Moderate. Dialog cycles through several different cues upon encounter.	"Storm freaks!"
Female Constructor	Upon encountering a rift.	Low. Dialog cycles through cues upon random encounter.	"Let's bomb that right!"
Female Constructor	Said while killing enemies	High. While dialog cycles through cues, killing husks is a common activity.	"Die, weirdies"
Female Constructor	Said while killing enemies	High. While dialog cycles through cues, killing husks is a common activity.	"Just dealing a bit of death"
Female Constructor	When injured, down but not out	Moderate. While dialog cycles through cues, this depends how often the player dies.	"Ow. War hurts."
Female Constructor	Team Interaction	Low. Said to other characters on the same team.	"Husk murderin' time again already?"
Female Constructor	Greet/Respond	Low. Said to other characters on the same team.	"Ah shut up ya muppet"
Female Constructor	When finding a rare weapon..	Low. Said to other characters on the same team.	"The baddies will hate this one"

Female Constructor	When finding a rare weapon..	Low. Said to other characters on the same team.	"Want me to <b>loot</b> the place? I'll do it."
Female Constructor	Character Reaction	Moderate. Dialog is cued when character is added to a poorly matched squad.	"These <b>jerks</b> ? Really? Really? (sigh)"
Female Ninja	Character dialog on intro.	Moderate. Dialog cycles through several different cues upon encounter.	"Hey Storm. Hey. Gonna <b>kill</b> ya."
Female Ninja	Character dialog on intro.	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Stab stab stab</b> and so forth"
Female Ninja	Character dialog on intro.	Moderate. Dialog cycles through several different cues upon encounter.	Se evil, hear evil, <b>destroy</b> evil."
Female Ninja	Character dialog on intro.	Moderate. Dialog cycles through several different cues upon encounter.	"Just your friendly neighborhood <b>anarchist</b> slash ninja slash thought leader."
Female Ninja	Character dialog on intro.	Moderate. Dialog cycles through several different cues upon encounter.	"When in doubt, rain down <b>death from above</b> ."
Female Ninja	Upon seeing a smasher	Moderate. Dialog cycles through several different cues upon encounter.	"Back off you ham fisted <b>freak</b> ."
Female Ninja	Was stolen from by troll.	Moderate. Dialog cycles through several different cues upon encounter.	"Hey - I <b>looted</b> that fair and square!"
Female Ninja	Encountering a Taker	Moderate. Dialog cycles through several different cues upon encounter.	"Soul <b>Sucker!</b> "
Female Ninja	Spotting a rift	Moderate. Dialog cycles through several different cues upon encounter.	"If you can't understand it, <b>blow it up</b> ."
Female Ninja	Encountering a Flinger	Moderate. Dialog cycles through several different cues upon encounter.	"Take out the <b>Tosser!</b> "
Female Ninja	Encountering a Flinger	Moderate. Dialog cycles through several different cues upon encounter.	"I <b>hate</b> flingers"
Female Ninja	Spotting a lobber (that throws skull projectiles)	Moderate. Dialog cycles through several different cues upon encounter.	"It's raining <b>skulls!</b> "
Female Ninja	Upon killing an enemy	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Die</b> already."
Female Ninja	Upon killing an enemy with critical hit.	Moderate. Dialog cycles through several different cues upon encounter.	"You're <b>killing</b> it today."
Female Ninja	Character dialog upon finding ammo	Moderate. Dialog cycles through several different cues upon encounter.	"Let's <b>kill</b> something."
Female Ninja	Low health callout status	Moderate. Dialog cycles	"Don't <b>die, idiot</b> ."

		through several different cues upon encounter.	
Female Ninja	Upon finding equipment	Moderate. Dialog cycles through several different cues upon encounter.	"Why hello, my gorgeous and <b>deadly</b> friend."
Female Ninja	Character dialog when using ability	Moderate. Dialog cycles through several different cues upon encounter.	"Please <b>DIE!</b> Thank you."
Female Ninja	Character dialog when using ability	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Hack and slash!</b> "
Female Ninja	Character dialog when using ability	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Fillet and slay!</b> "
Female Ninja	Said when re-attempting a failed mission.	Moderate. Dialog cycles through several different cues upon retry.	"Mama didn't raise no <b>scrubs</b> "
Female Ninja	Said when trying a cosmetic feature.	Moderate. Dialog cycles through cues when trying on cosmetic features.	"Can I <b>steal</b> this, commander?"
Female Ninja	Dialog while idle in vault.	Moderate. Dialog cycles through cues while idle.	"Can I <b>go to war</b> , please."
Female Ninja	Dialog while idle in lobby.	Moderate. Dialog cycles through cues while idle.	"If you need me, I'll be visualizing the <b>death of our enemies.</b> "
Female Ninja	Character dialog when adding to a mismatched squad	Moderate. Dialog cycles through several different cues.	"Hey uh commander... we all <b>hate</b> each other."
Female Ninja	Said at the beginning of explorative mission.	Moderate. Dialog cycles through several different cues.	"Want me to <b>kill</b> 'em all?"
Female Ninja	Said when reviving defenders.	Moderate. Dialog cycles through several different cues.	"You're not <b>dead</b> yet."
Female Ninja	Said when reviving defenders.	Moderate. Dialog cycles through several different cues.	"Less dying, more <b>killing.</b> "
Female Ninja	Said upon seeing husk variant	Moderate. Dialog cycles through several different cues.	" <b>Cut 'em down!</b> "
Female Ninja	Said upon seeing smasher variant	Moderate. Dialog cycles through several different cues.	"I <b>hate</b> that guy"
Female Outlander	Character dialog on intro.	Moderate. Dialog cycles through several different cues.	"I could get used to <b>anarchy</b> "
Female Outlander	Character dialog on intro.	Moderate. Dialog cycles through several different cues.	"Shoot to <b>kill</b> . Floss regularly. Those are my mottos."
Female Outlander	Character dialog on intro.	Moderate. Dialog cycles through several different cues.	"Let's <b>loot</b> "
Female Outlander	Character dialog on intro.	Moderate. Dialog cycles through several different	"Get busy finding or get busy <b>dying</b> "

		<b>cues.</b>	
<b>Female Outlander</b>	Upon spotting general husks	<b>Moderate. Dialog cycles through several different cues upon encounter.</b>	"Relax, <b>weirdos</b> "
<b>Female Outlander</b>	Upon spotting general husks	<b>Moderate. Dialog cycles through several different cues upon encounter.</b>	"It's like herding cats... and then <b>blowing up cats.</b> "
<b>Female Outlander</b>	Upon killing an enemy	<b>Moderate. Dialog cycles through several different cues upon encounter.</b>	"Be afraid, <b>creepers!</b> "
<b>Female Outlander</b>	Status callout for low health.	<b>Moderate. Dialog cycles through several different cues upon encounter.</b>	"I will be so upset if you <b>kill</b> me"
<b>Female Outlander</b>	Upon finding equipment	<b>Moderate. Dialog cycles through several different cues upon encounter.</b>	"Ha. Nice and <b>murdery.</b> "
<b>Female Outlander</b>	Upon finding equipment	<b>Moderate. Dialog cycles through several different cues upon encounter.</b>	"I could <b>kill</b> a husk with that"
<b>Female Outlander</b>	Class based dialog	<b>Low. One of seven cues when using class ability.</b>	"Teddy bear <b>massacre!</b> "
<b>Female Outlander</b>	Class based dialog	<b>Low. One of seven cues when using class ability.</b>	"Cuddles.... <b>kill.</b> "
<b>Female Outlander</b>	Class based dialog	<b>Low. One of seven cues when using class ability.</b>	"He's cute, but he'll <b>shoot</b> ya"
<b>Female Outlander</b>	Class based dialog	<b>Low. One of seven cues when using class ability.</b>	"Hey look, it's a <b>murder bear</b> "
<b>Female Outlander</b>	Class based dialog	<b>Low. One of seven cues when using class ability.</b>	"Llama's here. <b>Bring the pain!</b> "
<b>Female Outlander</b>	Team Interaction	<b>Low. Said to other characters on the same team.</b>	"Leave the <b>looting</b> to me"
<b>Female Outlander</b>	Greet/Respond	<b>Low. Said to other characters on the same team.</b>	"Hey, <b>jerks</b> "
<b>Female Outlander</b>	Said when selection is confirmed	<b>Moderate. Dialog cycles through several different cues upon selection confirmation.</b>	"Time to <b>shoot</b> things"
<b>Female Outlander</b>	Dialog while idle in lobby.	<b>Moderate. Dialog cycles through several different cues upon selection confirmation.</b>	"I'm bored and I want to <b>shoot something.</b> "
<b>Female Outlander</b>	Dialog when removed from squad.	<b>Moderate. Dialog cycles through several different cues upon selection confirmation.</b>	"Don't get <b>murdered</b> out there."
<b>Female Outlander</b>	Dance cue	<b>Low. One of five cues when using dance function.</b>	"If you try to take my loot... <b>!l cut you.</b> Not a joke."
<b>Female Outlander</b>	Said upon seeing a husk variant.	<b>Moderate. Dialog cycles through several different cues.</b>	"Flaming <b>weirdos!</b> "

Female Outlander	Said upon seeing a husk variant.	Moderate. Dialog cycles through several different cues.	"Frosted <b>freaks!</b> "
Female Soldier	Character dialog on intro	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Kill</b> husks. Rescue survivors. <b>Blow stuff up.</b> "
Female Soldier	Dialog when using class ability.	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Mow 'em down.</b> "
Female Soldier	Team Interaction	Moderate. Dialog cycles through several different cues upon encounter.	"Time to <b>kill</b> some husks!"
Female Survivor	Upon dying	Low.	" <b>Darnit</b> - well, thans for trying to help, commander."
Female Survivor	Calling out from being trapped	Low.	"Help, I'm trapped under this <b>damned</b> thing!"
Female Survivor	Dialog when found.	Low.	"I had <b>resigned myself to dying</b> here, but this is better."
Female Survivor	Dialog at outpost	Low.	" <b>Kill</b> some husks for me!"
Female Survivor	Dialog at outpost	Low.	"What are you doing here? Go <b>kill</b> more husks!"
Female Defender	Needs melee weapon out of combat.	Moderate/High. Dialog cycles through cues. If player ignores call for weapon, dialog will cycle indefinitely.	"Got anything I could <b>bash</b> a husk with?"
Female Defender	Needs shotgun out of combat.	Moderate/High. Dialog cycles through cues. If player ignores call for weapon, dialog will cycle indefinitely.	"Can't do any <b>crowd control</b> without a <b>shotgun.</b> "
Female Defender	Needs sniper rifle out of combat.	Moderate/High. Dialog cycles through cues. If player ignores call for weapon, dialog will cycle indefinitely.	"Can't <b>snipe</b> without a sniper rifle"
Female Defender	Low health callout status	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Dying</b> here!"
Male Constructor	Upon seeing a Smasher	Low	"I <b>hate</b> that guy"
Male Constructor	Upon seeing a Smasher	Low	"Hey. Guy. <b>Hate</b> you."
Male Constructor	Spotting a lobber (that throws skull projectiles)	Low	"I think they're throwing <b>skulls.</b> "
Male Constructor	Spotting a lobber (that throws skull projectiles)	Low	"Whose <b>skulls</b> are those anyway?"
Male Constructor	Spotting a lobber (that throws skull projectiles)	Low	"Where are you even getting those <b>skulls!</b> "
Male Constructor	Low health callout status	Moderate. Dialog cycles through several different cues upon encounter	"Yup. <b>Dying.</b> "
Male Constructor	Dialog when health is replenished.	Moderate. Dialog cycles through several different	"Hey. I'm not <b>bleeding</b> anymore. Nice

		cues upon encounter	development."
Male Constructor	Upon finding equipment	Moderate. Dialog cycles through several different cues upon encounter	"So <b>deadly</b> . So beautiful."
Male Constructor	Character intro	Moderate. Dialog cycles through several different cues upon encounter	"That's not saying I won't bring the rumpus if we're getting <b>jackhammered by cloud creeps</b> "
Male Constructor	Dance cue	Low. One of six cues when using dance function.	"My <b>moneymaker</b> ... it's shakin'!"
Male Ninja	Character dialog, cycles on intro.	Moderate. Dialog cycles through several different cues upon encounter.	"Speak softly, <b>stab quietly</b> -- you know, enjoy the little things."
Male Ninja	Character dialog, cycles on intro.	Moderate. Dialog cycles through several different cues upon encounter.	" <b>Death</b> from above!"
Male Ninja	Upon spotting general husks	Moderate. Dialog cycles through different cues upon encounter.	"Storm <b>freaks</b> !"
Male Ninja	Upon spotting general husks	Moderate. Dialog cycles through different cues upon encounter.	"I <b>hate</b> monsters."
Male Ninja	Upon spotting a blaster.	Moderate. Dialog cycles through different cues upon encounter.	"Shut your mouth."
Male Ninja	Upon seeing a Taker	Low.	"Soul <b>sucker</b> !"
Male Ninja	Upon seeing a Taker	Low	"Kill that soul <b>sucker</b> !"
Male Ninja	Upon seeing a Taker	Low	"Hate those guys."
Male Ninja	Spotting a lobber (that throws skull projectiles)	Low.	"They're <b>losing their heads</b> ."
Male Ninja	Player has low health	Low.	"Losing <b>blood</b> ."
Male Ninja	Player has low health	Low.	"Definitely <b>dying</b> ."
Male Ninja	When injured, down but not out	Moderate. Dialog cycles through different cues upon encounter.	"Can't <b>kill</b> when you're dead"
Male Ninja	When injured, down but not out	Moderate. Dialog cycles through different cues upon encounter.	" <b>Dead</b> ninja over here - come on!"
Male Ninja	Dialog when exiting Down But Not Out	Moderate. Dialog cycles through different cues upon encounter.	"Nobody <b>kills</b> me and lives. Yeah, you heard me."
Male Ninja	Said when selection is confirmed	Moderate. Dialog cycles through several different cues upon selection confirmation.	" <b>Death</b> from above! And all that good stuff..."
Male Ninja	Reviving team mate.	Moderate. Dialog cycles through different cues upon encounter.	"Stop being <b>dead</b> ."
Male Ninja	Reviving team mate.	Moderate. Dialog cycles through different cues upon encounter.	"You're not <b>dead</b> ."

Male Ninja	Reviving team mate.	Moderate. Dialog cycles through different cues upon encounter.	"Don't sweat it, everyone <b>dies</b> ."
Male Ninja	Upon finding a rare weapon.	Low. Weapons are rare. Dialog cycles through different cues upon encounter.	"Ooh, this'll bring some <b>pain</b> ."
Male Ninja	Said when trying a cosmetic feature.	Moderate. Dialog cycles through cues when trying on cosmetic features.	"In my hands, this is a weapon."
Male Ninja	Dialog while idle in lobby.	Moderate. Dialog cycles through several different cues. Frequency depends on how long player is idle.	"Have I mentioned that I <b>hate</b> the storm?"
Male Ninja	Dialog while reviving a defender	Moderate. Dialog cycles through different cues upon encounter.	"They <b>die</b> . We don't."
Male Ninja 2	Dialog upon spotting a rift.	Moderate. Dialog cycles through different cues upon encounter.	"We should <b>blow that up</b> ."
Male Ninja 2	Spotting a lobber (that throws skull projectiles)	Low.	" <b>Skull bombs!</b> "
Male Outlander	Character dialog, cycles on intro.	Moderate. Dialog cycles through different cues.	" <b>Loot</b> it or <b>shoot</b> it!"
Male Outlander	Dialog upon spotting a taker.	Moderate. Dialog cycles through different cues.	" <b>Kill it. Kill it kill it kill it.</b> "
Male Outlander	Spotting a lobber (that throws skull projectiles)	Low	" <b>Skull rockets</b> , in flight."
Male Outlander	Spotting a lobber (that throws skull projectiles)	Low	" <b>Headshots</b> needed!"
Male Outlander	Dialog upon killing an enemy.	Moderate. Dialog cycles through different cues.	"Alright, I'll <b>kill</b> ya."
Male Outlander	Dialog upon killing an enemy.	Moderate. Dialog cycles through different cues.	"You're <b>dead</b> ."
Male Outlander	Dialog upon killing an enemy.	Moderate. Dialog cycles through different cues.	"One step closer to <b>extinction</b> "
Male Outlander	Dialog upon killing an enemy.	Moderate. Dialog cycles through different cues.	"Aaand, you're <b>dead</b> ."
Male Outlander	Low health callout status	Moderate. Dialog cycles through different cues.	"I'm <b>dying</b> ?"
Male Outlander	Low health callout status	Moderate. Dialog cycles through different cues.	"Ow, my organs!"
Male Outlander	Dialog when health is replenished.	Moderate. Dialog cycles through different cues.	"I didn't <b>die</b> . I was just playin'"
Male Outlander	Dialog when out of ammo.	Moderate. Dialog cycles through different cues.	"I'd love to <b>shoot</b> you, but I'm out of bullets"
Male Outlander	Dialog when out of ammo.	Moderate. Dialog cycles through different cues.	"Craft, find, <b>steal</b> , anything. I need bullets!"
Male Outlander	Dialog when exiting Down But Not Out	Moderate. Dialog cycles through different cues.	"Reboot and <b>shoot!</b> "
Male Outlander	Dialog when exiting Down	Moderate. Dialog cycles	"Once more with <b>killing</b> ."

	But Not Out	through different cues.	
Male Outlander	Class based dialog	Moderate. Dialog cycles through different cues.	"Take this, storm <b>freaks!</b> "
Male Outlander	Class based dialog	Moderate. Dialog cycles through different cues.	"Oh yeah, this is <b>gonna hurt!</b> "
Male Outlander	Mission start	Moderate. Dialog cycles through different cues.	"If you need me, I'll be <b>looting.</b> "
Male Outlander	Dialog while idle in lobby.	Moderate. Dialog cycles through several different cues. Frequency depends on how long player is idle.	"The <b>looting</b> , it calls me."
Male Outlander	Dance cue	Low. One of six cues when using dance function.	"Wake up, <b>loot</b> , find stuff, <b>loot</b> , old house, big cave, <b>loot</b> . Got a world full of storms and I thrive in it."
Male Soldier	Character dialog, cycles on intro.	Moderate. Dialog cycles through different cues.	"Naqoyqatsi, ya jags." -- Flagged for clarity: This is a Hopi word meaning "Life as war" or (or sometimes "civilized violence") and is a reference to a 2002 movie directed by Godfrey Reggio
Male Soldier	Character dialog, cycles on intro.	Moderate. Dialog cycles through different cues.	"I want to trip over the <b>skulls</b> of our enemies!"
Male Soldier	Character dialog, cycles on intro.	Moderate. Dialog cycles through different cues.	"My fists are registered as <b>deadly weapons</b> . My weapons (psht) they're registered as <b>vengeful gods.</b> "
Male Soldier	Character dialog, cycles on intro.	Moderate. Dialog cycles through different cues.	" <b>Violence absolutely solves everything.</b> "
Male Soldier	Upon spotting general husks	Moderate. Dialog cycles through different cues.	"Alright, I'll <b>shoot</b> you."
Male Soldier	Upon spotting a smasher.	Moderate. Dialog cycles through different cues.	"Smasher's gotta <b>die</b> "
Male Soldier	Upon spotting a blaster.	Moderate. Dialog cycles through different cues.	" <b>Die</b> , dog breath."
Male Soldier	Spotting a lobber (that throws skull projectiles)	Low	" <b>Shoot</b> the skulls:
Male Soldier	Spotting a lobber (that throws skull projectiles)	Low	"If you see something, <b>shoot</b> something."
Male Soldier	Low health callout status	Moderate. Dialog cycles through different cues.	" <b>Losing... so much blood.</b> "
Male Soldier	When injured, down but not out	Moderate. Dialog cycles through different cues.	"So many husks left <b>unshot</b> "
Male Soldier	When injured, down but not out	Moderate. Dialog cycles through different cues.	" <b>Death</b> is boring"
Male Soldier	Class based dialog when throwing grenade.	Moderate. Dialog cycles through different cues.	"You're gonna <b>hate</b> this."
Male Soldier	Class based dialog	Moderate. Dialog cycles through different cues.	"Everybody's getting <b>shot.</b> "
Male Soldier	Class based dialog	Moderate. Dialog cycles	" <b>Carnage and chaos!</b> "



		through different cues.	
Male soldier	Said when selection is confirmed	Moderate. Dialog cycles through several different cues upon selection confirmation.	"Ah <b>kill</b> ing. So good."
Male soldier	Reviving team mate.	Moderate. Dialog cycles through different cues.	"They <b>die</b> . We live."
Male soldier	Dialog in lobby.	Moderate. Dialog cycles through different cues.	"It's <b>war</b> !"
Male soldier	Dance cue	Low. One of six cues when using dance function.	"I intend to <b>win this war</b> . That's what all these guns are for."
RAY	Onboarding flow	Low. Occurs once.	"Whenever something is blocking your path, <b>try destroying it</b> ."
RAY	Onboarding flow	Low. Occurs once.	"If we can't find a way out of here soon... we're all as <b>good as dead</b> ."
RAY	Onboarding flow	Low. Occurs once.	"Great, now get outside before you're <b>engulfed in flaming rocket exhaust</b> ."
Lenny	Onboarding flow	Low. Occurs once.	"What the <b>hell</b> is that thing?"
Ramirez	Onboarding flow	Low. Occurs once.	" <b>Damn</b> , commander."
Balloon	Quest Flow	Low. Occurs once.	"I WILL <b>DESTROY YOU</b> !"
RAY	Character dialog.	Low. Occurs once.	"But if it melts down and <b>kills us</b> , I do not care. At least we'll be taking BigBase42 along for the ride."
Scavenger	Character dialog.	Low. Occurs once.	"There's so much <b>looting</b> to do, and I'm stuck here with a busted leg."
Pop	Character dialog	Low. Occurs once.	**Muffled robot <b>screaming</b> **
RAY	Character dialog	Low. Occurs once.	"Let's just say it <b>fell off a truck</b> " (suggests that rocket was stolen)
RAY	Character dialog	Low. Occurs once.	"Swing away, and <b>loot</b> those llamas!"
RAY	Character dialog	Low. Occurs once.	"Keep your <b>cold dead hands</b> off our laser!"
RAY	Character dialog	Low. Occurs once.	"What? You got <b>robbed</b> !"
RAY	Character dialog	Low. Occurs once.	" <b>Shoot</b> it, <b>stab</b> it, or fix it, we got trouble!"
RAY	Character dialog	Low. Occurs once.	"At least some husks <b>died</b> ."
RAY	Character dialog	Low. Occurs once.	"Abort! Abort! It <b>hates</b> you."
RAY	Character dialog	Low. Occurs once.	"Truth be told, it's basically a <b>bomb</b> ."
RAY	Character dialog	Low. Occurs once.	"So this upgrade might <b>kill</b> us all... but hear me out. It might not. "
RAY	Character dialog	Low. Occurs once.	"You were <b>robbed</b> ."
RAY	Character dialog	Low. Occurs once.	"It's time to fight the storm,

			or <b>die</b> tryin!"
RAY	Character dialog	Low. Occurs once.	"Hey now... looks like our tech support guy was developing <b>experimental weapons</b> ... Normally I'd find that sort of thing disturbing, but these days I'm all about it."
RAY	Character dialog	Low. Occurs once.	"Who even knows what awaits us out there in the storm. <b>Certain death?</b> Puppies? Something in between?"
RAY	Character dialog	Low. Occurs once.	"It's time to get <b>ballistic!</b> "
RAY	Character dialog	Low. Occurs once.	"Stop husking up our data, you stupid storm!"
RAY	Character dialog	Low. Occurs once.	"This calls for some good ol' fashioned searchin' and <b>destroyin'</b> , Commander."
RAY	Character dialog	Low. Occurs once.	"More humans. Fewer <b>corpses</b> . Win win. "
RAY	Character dialog	Low. Occurs once.	"That thing <b>hates</b> you."
RAY	Character dialog	Low. Occurs once.	"Be very careful, the <b>bomb</b> is... a <b>bomb</b> ."
RAY	Character dialog	Low. Occurs once.	"(sigh) I could <b>blow up</b> all of my problems with that thing. "
OI' Timey Llama	First appears in store. NOTE: Llama is a piñata.	Low.	"An auspicious day for a <b>bludgeoning</b> ."
OI' Timey Llama	First impact in store. NOTE: Llama is a piñata.	Low.	" <b>Slag</b> off ya <b>lummo</b> x."
OI' Timey Llama	First impact in store. NOTE: Llama is a piñata.	Low.	"Away you ol' <b>loiter sack!</b> "
OI' Timey Llama	Last impact in store. NOTE: Llama is a piñata.	Low.	"A proud <b>booty</b> indeed." (he is referencing the loot inside him as he is a loot llama piñata)
OI' Timey Llama	Last impact in store. NOTE: Llama is a piñata.	Low.	"Take from my <b>booty</b> what you will!" (he is referencing the loot inside of him as he is a loot llama piñata)
OI' Timey Llama	Said when you have a garden hoe, which is a weapon in-game. NOTE: Llama is a piñata.	Low.	" <b>Till me like topsoil</b> , ol' sport." (Tilling is referencing the garden hoe used to break him open)
Mobllama	Hover in store. NOTE: Llama is a piñata.	Low.	"I got some things, <b>fell off a truck</b> ." (suggests theft)
Mobllama	First impact in store. NOTE: Llama is a piñata.	Low.	"Go <b>fort</b> yourself." (minced oath that references our game title)
Mobllama	First impact in store. NOTE: Llama is a piñata.	Low.	"No fugazi here" (Flagged for clarity: fugazi is Italian parlance for "fake" or "false things")

### Pertinent Humor:

Please note that there is no drug use, explicit or implied, in our game.

Pertinent Humor			
Character	Context	Frequency	Scripted Line(s)
	Character dialog, doctor requesting supplies	Low	"First aid guides, medical files, gently used scalpels, something.. anything.."
Dr. Blackwell	Character dialog, reading title of medical journal	Low	"Limb reattachment for beginners."
Dr. Blackwell	Character dialog, reading title of medical journal	Low	"Who needs lungs?"
Dr. Blackwell	Character dialog, reading title of medical journal	Low	"Have you seen my key? A mid-surgery checklist."
Dr. Blackwell	Character dialog, requesting you bring survivors	Low	"Now go out there and save some survivors. The more beat up the better, we need the practice!"
Llama Pinata	Said in store	Moderate	"That hurts but just keep doing it"
Llama Pinata	Said in store	Moderate	"What up, death"
Female Ninja	Character dialog when throwing smoke bomb. Note: There is no depiction of tobacco use in Fortnite.	Low. Is cycled when ability is used.	"The dangers of second hand smoke"
SEE-bot	Character dialog, upon seeing a pile of broken robots.	Low	RAY: "SEE-bot, what do you see?" SEE-bot: "A PILE OF SEE-BOTS. WHY WOULD YOU MAKE ME SEE THIS?"
Llama Pinata	Said in store	Low	"Life is pain" (implies Llama piñata does not want to be hit)
Llama Pinata	Said in store	Low	"Go to town, jerk."
Moblama	Impact with sledgehammer in store. NOTE: Llama is a piñata.	Low.	"There go my kneecaps." (While as a piñata the llama does not have kneecaps, this is a reference to a fairly terrible mob thing involving sledgehammers, which is what you're hitting him with in store)



# Attachment two—contentious material statement

Refer to online user guidelines for completing this section ‘User notes for completing Attachment Two: Contentious material’.

If any part of the computer game is likely to be regarded as containing contentious material (that is, material likely to cause it to be classified M or higher), the application **must** be accompanied by particulars of that material **and** of the means by which access to it may be gained; **or** a separate recording of that material. You must tick **one** of the following boxes.

I have supplied a separate recording of contentious material and typical gameplay:

Duration:

minutes

Format:

**OR** Please see completed table below:

**OR** I have attached a completed Authorised Assessor Report:

**OR** I have detailed contentious material and the means by which to access it in the written description of gameplay:

**OR** I do not believe this game contains any contentious material:

Please tick relevant boxes for classifiable elements likely to cause the game to be classified M or higher:

**Themes**  
Eg: suicide, child abuse, alcoholism, etc.

**Violence**  
Eg: is it fantasy, animated, gory, sexual violence? Etc.

**Sex**  
Eg: verbal or visual references, sex scenes, etc.

**Language**  
Eg: detail all coarse language and its context (is it aggressive?)

**Drug Use**  
Eg: are there verbal references? type of drug used? Etc.

**Nudity**  
Eg: is it sexualised, naturalistic, incidental? Etc.

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# Attachment one—detailed written description of gameplay

**Synopsis** (including type of game, main aim of game play, storyline, main characters and settings):

Fortnite is an action building RPG that takes place in the world after the apocolypse. 98% of the population has vanished and the world is full of monsters that arrive with a storm of ominous purple clouds. Team up with other players to build massive forts and battle against hordes of monsters at the end of the world, all while crafting and looting abandoned structures in giant worlds where no two games are ever the same. Explore the world as a Soldier, Constructor, Ninja, or Outlander. Rescue survivors. Make hundreds of guns, swords, and things that go boom. Make impregnable forts. Tastefully decorate with sniper perches, poison gas traps, and jump pads. Take back the world from the hordes of monsters that now inhabit it, and be sure to invite your friends.

**You must** answer the following five questions **and** complete the table below by providing the most impactful examples of each classifiable element in the game—see [Guidelines for the Classification of Computer Games 2012](#). If there are no instances of a particular classifiable element, write ‘none’.

**‘Incentives’ or ‘rewards’ may include**, but are not limited to: the awarding of additional points; achievement unlocks; new skills or increases in attributes such as strength; making tasks easier to accomplish; accumulating rare forms of game equipment; plot animations and pictures as rewards following an event/action.

Does the game contain **gambling themes and/or elements** (whether real or simulated)?

YES, provide detailed description in the table below.

NO

Does the game contain **references to or depictions of sexual violence or sexualised violence** (refer to definitions in table below)?

YES, provide detailed description in the table below.

NO

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Does the game offer any **incentives or rewards relating to sex**?

YES, provide detailed description in the table below.

NO

Does the game contain **drug use related to incentives or rewards**?

YES, provide detailed description in the table below.

NO

Does the game contain **nudity related to incentives or rewards**?

YES, provide detailed description in the table below.

NO

**Classifiable element**

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

**Themes**

Themes may include the following kinds of social issues or events: use of alcohol or tobacco; gambling or simulated gambling or gambling references; medical treatments or surgical procedures; crude humour (eg flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (eg hooliganism, abduction, blackmail, robbery, murder, torture, paedophilia); sexual infidelity; abortion; family breakdown; drug and/or alcohol dependency; injury or illness; suicide; death; discrimination; warfare; destruction (of objects/buildings eg by explosion); killing or harming of animals; predatory animal behaviour.

Fortnite contains potentially scary content in the form of unrealistic fantasy/supernatural creatures, potentially scary sounds made by those creatures, and spooky environments. In combat, sounds and enemy attacks can be scary.

We have a doctor in-game who sends a player on a mission to retrieve medical manuals. There are no medical procedures or treatments that come from this -- it simply unlocks the "medical squad" that boosts health stats when players slot survivors.

Destruction of objects/buildings: Players harvest resources (with some variety of pickaxe) in Fortnite to build forts, weapons, traps, and other items. As such, nearly every object in our game world can provide a player with a resource of some kind. This is a core element of our game and cannot be avoided if a player intends to accomplish any game objective. Damage is indicated in a non-realistic way, as cracks appear on the surface of the object before it is destroyed in a puff of smoke and players receive resources.

**Violence**

Violence is defined as 'acts of violence; the threat or effects of violence'. It includes sexual violence and sexualised violence. Sexual violence is defined as 'sexual assault or aggression in which the victim does not consent'. Sexualised violence means 'where sex and violence

Humans are regularly attacked by enemies (called husks) in the game. Players can encounter dormant husks in the world that do not attack unless the player gets close to them or makes loud noises near them. Players may also encounter patrols, where packs of roving husks traverse through the world and attack any humans they encounter. Finally, there are waves of husk attack associated with mission objectives. These are integral parts of the game that cannot be avoided in in natural gameplay. Additionally, the player is called upon

<p><b>Classifiable element</b></p>	<p>Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.</p>
<p>are connected in the story, although sexual violence may not necessarily occur'.</p>	<p>to rescue survivors in the world of Fortnite. These survivors can be stranded on vehicles that are being attacked by husks, or players can find them in the open world, running from a pack of enemies. All attacks are non-realistic, have no physical wounds or injury depicted, and (at most) result in a character dropped to the ground (either on hands and knees or prone) to denote death. No blood, gore, or wounds are depicted.</p> <p>Players are rewarded for violence against enemies. There are missions to kill X amount of husks that players get mission rewards for, and we have bonuses for continuous headshots (killing husks by shooting them in the head).</p> <p>There is absolutely no instance of sexualised violence in Fortnite.</p>
<p><b>Sex</b></p> <p>Sexual activity is defined as 'matters pertaining to sexual acts, but not limited to sexual intercourse'. It includes sexual references, innuendo and sexualised imagery, including sexualised costumes.</p> <p>Include details of sex related to incentives and rewards, and/or explicit sexual activity or realistic depictions of simulated sexual activity.</p>	<p>NONE</p>
<p><b>Coarse Language</b></p> <p>Includes words considered to be vulgarities, and those used to curse and swear at others. Such words are considered to be impolite, rude or offensive.</p>	<p>We have very minimal cursing in Fortnite, as well as softer versions of swear words (dang, darn, etc).</p> <p>Examples (with frequency of occurrence &amp; context):</p> <p>"Help, I'm trapped under this damned thing!" - Low, survivor calling out from being trapped.</p> <p>"What the hell is that thing?" - Low, occurs once in onboarding flow.</p> <p>"Damn, commander." - Low, occurs once in onboarding flow.</p> <p>"Dang, look at you." - Low, said by ninja when deploying gadget</p>

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<p><b>Classifiable element</b></p>	<p>Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.</p>
	<p>"Darnit - well, thanks for trying to help, commander." - Low, said by survivor when player fails to saves them.</p> <p>"Storm freaks!" - Moderate , said by one of our heroes when seeing general husks. Cycles through several cues.</p> <p>"Die, weirdies" - High. One of many dialog options said while killing enemies.</p> <p>"These jerks? Really? Really? (sigh)" - Low, said when player creates mis-matched personalities on a squad.</p> <p>We also have some references to violence in character dialog. Some examples:</p> <p>"Husk murderin' time again already?" - Low, said to other characters on the same team as team interaction.</p> <p>"Let's kill something." Moderate, dialod cycles through several cues when character finds ammuniton.</p> <p>"Kill husks. Rescue survivors. Blow stuff up." Moderate. Dialog cycles through several different cues on character intro.</p> <p>Note: we have many references to harming the enemy, but none are graphic. I've included a complete list of pertinent dialog in the "other" attachments category that lists all violent language and pertinent humor. All three instances of swearing have been declared on this form.</p>
<p><b>Drug Use</b></p> <p>Includes visual or verbal references.</p> <p>Include details of drug use related to incentives and rewards, and/or interactive illicit or proscribed drug use, implied or otherwise. Specify whether drug use is interactive.</p>	<p>NONE</p>
<p><b>Nudity</b></p>	<p>NONE</p>

## Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

For example, breast, buttock or genital nudity.

Include details of nudity related to incentives and rewards.

**Describe the gameplay** (including: newly added content in a modified game; how many levels; time for an average player to complete the game; signature moves; multiplayer options; the type of graphics used; cut scenes; depictions or references to sexual violence; presence of simulated gambling content for reward; footage of real people; sexual activity and/or drug use related to incentives or reward etcetera).

As a player, you can choose from multiple heroes to play. You acquire more of these heroes as the game progresses. Not all have names, but your first hero is Ramirez, a soldier who you first play while she's trying to rescue survivors.

You also have a support crew of robots led by Ray, a friendly and somewhat nervous robot who stays at your homebase and gives you instructions and guidance in the world of Fortnite.

Typical gameplay involves:

1. Harvesting: a player obtains resources through in-world harvesting, which is completed by using a pickaxe to destroy rocks, trees, cars, buildings, etc (almost everything in the world of Fortnite can be destroyed and used as a resource).

2. Building: Players use their resources to build forts to defend against waves of enemies. The mission objectives usually direct the type of structures that are created. Missions can be to defend an ATLAS (technology that clears the storm) from attack, launching a weather balloon/van, rescue survivors, defend/rebuild a survivor shelter, etc.

3. Crafting: Players find/earn schematics for weapons, traps, etc. that help them in their efforts to fight off husks and defend their forts. Bullets, healing stations, machetes -- you name it, players can craft it (eventually!)

4. Rescuing: A primary objective in the game is to find and rescue survivors. These found people build your pool of resources as defenders and squads who help boost your base power and defend you in missions.

5. Fighting: You can't have a good end of the world game without fighting! Players defend their forts and survivors from a variety of husks using ranged (firearms, rocket launchers, etc) or melee (swords, garden rakes, axes made

## Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

from stop signs, etc) weapons. Players cannot harm each other and do not harm other humans or animals.

There are three primary theaters in Fortnite: Stonewood, Plankerton, and Canny Valley. In each of these theaters, players can choose from hex tiles that represent different mission types. These levels are procedurally generated so that no two games will ever be identical. In addition to the hex tiles in each theater, the player will have an outpost that they run defenses on. These outposts have a shield generator that slowly pushes back the storm and allows players to access more hex tiles. When expanding their shield (called Outpost Defense), waves of husks attack from multiple directions, targeting both the shield generator and amplifiers. These defenses get progressively more difficult as you progress.

Secondary quests: these are smaller objectives that players complete in-game to acquire BluGlow, a glowing blue plasma substance that is used to fuel various primary objectives in-game. These secondary quests include finding all the shards of an anomaly and breaking them (small purple crystals in various locations around its core), playing a game reminiscent of "whack a mole" with a ground-dwelling enemy who has taken the BlueGlow you've tried to harvest, and defeating encampments (a small structure from which enemies emerge in waves).

Unless a player chooses to play solo or "friends only," they will be matchmade into missions with other players.

Our graphics are stylized fantasy/cartoonish and the camera view is third person, over the hero's shoulder.

We also have gameplay focusing on increasing your power level by slotting survivors into squads or sending them out on expeditions to gather resources. These functions are performed on a menu screen, and the survivors are represented as cards to be slotted. Likewise, we have a collection book portion of our gameplay that involves slotting heroes, survivors, schematics for weapons, traps, and other items into a collection book from which they may not be retrieved. Players receive rewards equivalent to the level of completion within those books. All items are

## Classifiable element

Describe the most impactful examples of this element in the game and include descriptions of content where you answered 'yes' to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

represented in this function as cards slotted onto a screen in a similar manner as a sticker book.

Our store tab allows players to buy "Loot Llama" pinatas that, upon breaking open, reveal cards for survivors, weapons, XP, etc. Mini llama pinatas are occasionally granted as rewards for completing missions and quests. On occasion, a player will encounter a "choice card pack" that allows them to choose between card types. These cards are represented as typical cards with question marks on them, with a type indicator (melee or ranged, for example) that allows them to choose the class of item they receive.

There are no depictions or gameplay involving sexual violence, gambling, footage of real people, sexual activity, and/or any depiction of drug use related to incentives or rewards in our game at all.



## Attachment three—online interactivity

### Step 4: Online interactivity

'**Online interactivity**' is a general statement used by the Board which may encompass any or all of the following practices and technologies, in, or related to playing, a game:

- user-to-user communication (eg: texting, or audio or video chat), and media sharing, via social media and networks
- user-generated content
- links to external or third party websites
- exchange or collection of personal information (eg: email address) with or by third parties
- such other opportunities to expand any aspect of the gaming experience to include third party interactions.

1. Does the game have any 'online interactivity' (as defined by the Classification Board)?

Yes  
 No

Specify the details of the online interactivity:

We have in-game chat where users may discuss gameplay. This chat has a profanity filter and does not allow coarse language to be used.

Players build forts based on their own design; this is a form of user-generated content in that there are not restrictions on the format of these structures. However, no user-generated assets or code is involved in this process. Players may alter the shape of their walls and floors based on pre-designed templates and arrange those structures in any form they wish (so long as they have the in-game resources to build them).

2. Can the online interactivity change the impact of any of the 6 classifiable elements? (For example, if a player can name a character using coarse language and that character's name can be viewed online by other player, then this may alter the impact of the classifiable element of language in the game.)

Yes  
 No

Specify the way/manner in which the online interactivity impacts the classifiable elements:

None

3. Does the game have any Virtual Reality (VR) or Augmented Reality (AR) capability?

Yes  
 No



Describe the VR or AR capability

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None

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**Australian Government**  
**Classification Board**

## Decision Report

Classification decisions are made in accordance with the *Classification (Publications, Films and Computer Games) Act 1995* (the Act), the National Classification Code and the Classification Guidelines.

### Production Details:

Title: FORTNITE  
 Alternate titles:  
 Publisher: EPIC GAMES  
 Programmer: EPIC GAMES  
 Production Company:  
 Year of Production: 2017  
 Duration: VARIABLE  
 Version: ORIGINAL  
 Country/ies of origin: USA  
 Language/s: ENGLISH  
 Application type: CG2  
 Applicant: EPIC GAMES

### Dates:

Date application received by the Classification Board: 16 June 2017  
 Date of decision: 26 June 2017

### Decision:

Classification: M  
 Consumer advice: Violence, online interactivity

## Synopsis:

Fortnite is a third-person action role-playing game, in which the player attempts to build and defend a fort during the apocalypse. The game contains online interactivity in the form of a multiplayer mode and chat capability.

## Reasons for the Decision:

In making this decision, the Classification Board has applied the Classification (Publications, Films and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Computer Games 2012 (the Guidelines).

In the Board's view this computer game warrants an M classification as, in accordance with item 4 of the computer games table of the National Classification Code, it cannot be recommended for playing by persons who are under 15.

Pursuant to the Guidelines for the Classification of Computer Games, this computer game is classified M as the impact of the classifiable elements is moderate. Material classified M is not recommended for persons under 15 years of age. There are no legal restrictions on access.

The classifiable element is violence that is moderate in playing impact.

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified M.

### VIOLENCE

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The game contains moderate violence that is justified by context. The game contains no sexual violence – implied or otherwise.

The game utilises a third-person perspective and highly stylised, cartoonish graphics to depict a post-apocalyptic setting, in which the player must build and defend a fort against "husks", which are zombie-like creatures. Resources can be collected through destroying structures, vehicles and collecting components which can be crafted into weapons, traps and new useful structures.

Violence occurs when the player encounters husks, which range in behaviour from dormant to aggressive. They make growling noises and slam their hands against the player to damage them. The player can use a wide variety of ranged and melee weapons to dispatch husks, including swords, sniper-rifles, automatic weapons and grenade-launchers. The player can rescue other survivors, who are depicted standing on top of cars calling for help, while husks surround the vehicle on the ground. Dispatching the husks rescues the survivor, who joins in to defend the fort. The bodies of defeated enemies do not remain in the environment, disappearing instantly. No blood or injury detail is depicted, however, some weapons cause enemies to disintegrate into a shower of bright red sparks which float into the air. Other weapons turns enemies to piles of ash.

Player death is depicted through the player's character falling to one knee, with their head bowed, and appearing to pant. Text appears which reads, "You died!" After a short countdown, the player can choose to respawn on the spot or resurrect elsewhere.

In the opinion of the Board, despite the cartoonish graphics and lack of injury and blood detail, the frequency of the violence exceeds that which can be accommodated at PG, which requires that violence should be mild and infrequent. Therefore, a classification of M is warranted.

### OTHER MATTERS CONSIDERED OR NOTED

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The Board notes that section 21A of the Classification (Publications, Films and Computer Games) Act 1995 states that if the Board is of the opinion that a classified computer game contains contentious material (whether activated through use of a code or otherwise) that was not brought to the Board's attention in accordance with subsection 14(4) or 17(2) before the classification was made and if the Board had been aware of the material before the classification was made, it would have given the game a different classification, the Board must revoke the classification.

The Board notes that the game contains themes that can be accommodated within a lower classification.



**Decision:**

This computer game is classified M with consumer advice of violence, online interactivity.

Classification Board use only

Names of panel members constituted for decision:

s22(1)(a)(ii) - irrelevant material

Details of opinions (including minority views):

Unanimous

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board’s decision and any minority opinions.

Decision signed off by a senior panellist.

Decision signed off by Director .....Date ...../...../.....

(required for all enforcement applications, commercial RC decisions and non-ISP ACMA RC decisions)