

47F

From: Classification Branch Applications <applications@classification.gov.au>
Sent: s47G
To: 47F
Cc: 47F Classification Branch Applications
Subject: s47G [SEC=UNCLASSIFIED]

Hi all

FILE NO#	TITLE	TYPE	PRIORITY	Media type	MINS
T20/3115	CALL OF DUTY: BLACK OPS COLD WAR	CG2	Y	BOX	45

22



47F
 Client Services Officer / Operations / Classifications Branch
 Department of Infrastructure, Transport, Regional Development and Communications
 47F

Level 6, 23-33 Mary Street, Surry Hills, NSW 2010
 Locked Bag 3, Haymarket, NSW 1240

communications.gov.au / @CommsAu
 arts.gov.au / @artsculturegov

I would like to acknowledge the traditional custodians of this land on which we meet, work and live. I recognise and respect their continuing connection to the land, waters and communities. I pay my respect to Elders past and present and to all Aboriginal and Torres Strait Islanders.

UNCLASSIFIED

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Sent: s47G
To: 47F
Cc: 47F
Subject: 47F Classification Branch Applications
s47G [SEC=UNCLASSIFIED]

Hi All

s47G

Number	Title	Type	Applicant	Media
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s22

s22

s22

s22

s22

T20/3115	NEW - Computer Game Standard - Level 2	CALL OF DUTY: BLACK OPS COLD WAR	ACTIVISION PUBLISHING	enixon	0	Considering Application
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s22



47F

Client Liaison Officer / Operations / Classifications Branch
Department of Infrastructure, Transport, Regional Development and Communications

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Sent: s47G
To: 47F
Cc: Classification Branch Applications; 47F
Subject: s47G [SEC=UNCLASSIFIED]

Good Morning all

A handful of applications overnight, mostly film other.

s47G

Number	Title	Type	Applicant	Media
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22

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s47G

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T20/3115	NEW - Computer Game Standard - Level 2	CALL OF DUTY: BLACK OPS COLD WAR	ACTIVISION PUBLISHING

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May we please request the decision report for this classification?

Thanks in advance,

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-----Original Message-----

From: bossadmin@communications.gov.au <bossadmin@communications.gov.au>
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Subject: Certificate email [SEC=UNCLASSIFIED] [SEC=UNCLASSIFIED]

Dear ACTIVISION PUBLISHING,

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Please contact your Client Liaison Officer if you have any queries

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47F

From: Classification Branch Applications <applications@classification.gov.au>
Sent: s47G
To: 47F Classification Branch Applications
Subject: RE: Certificate email [SEC=UNCLASSIFIED]
Attachments: DECISION REPORT - Games.PDF

Hi 47F

Please see attached.

Kind regards

47F



Client Services Officer / Operations / Classifications Branch
Department of Infrastructure, Transport, Regional Development and Communications

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INTERNATIONAL YEAR OF
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www.arts.gov.au/IY2019

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File No: T20/3115

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: CALL OF DUTY: BLACK OPS COLD WAR
Alternate titles:
Publisher: ACTIVISION PUBLISHING
Programmer: INFINITY WARD
Production Company:
Year of Production: 2020
Duration: VARIABLE
Version: ORIGINAL
Country/ies of origin: USA
Language/s: ENGLISH
Application type: CG2
Applicant: ACTIVISION PUBLISHING

Dates:

Date application received by the Classification Board: s47G
Date of decision: s47G

Decision:

Classification: MA 15+
Consumer advice: Strong violence, online interactivity and in-game purchases

Synopsis:

Call of Duty: Black Ops Cold War is a military-style first-person shooter set during the Cold War. The game contains online interactivity in the form of multiplayer modes as well as voice chat. The game contains in-game purchasing in the form of buying credits with real currency.

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 MA 15+ classification as, in accordance with Item 3 of the Computer Games Table of the National Classification Code, it is unsuitable for playing by persons under 15.

Pursuant to the Guidelines for the Classification of Computer Games, this computer game is classified MA 15+ as the impact of the classifiable elements is strong. Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

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

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified MA 15+.

VIOLENCE

The game contains violence that is strong in impact and justified by context. Strong and realistic violence should not be frequent or unduly repetitive. The game contains no sexual violence – implied or otherwise.

The game uses a first-person perspective and a 3D graphics engine to depict characters and real-world environments in semi-realistic detail. Gameplay consists of completing various objective-based missions. Cut scenes (using the in-game engine) are also used to advance the narrative.

Violence involves the use of real-world military weapons including automatic rifles, shotguns, explosives and sniper rifles in order to kill enemy combatants and protect civilians. The player is able to shoot prisoners, civilians and other "non-threat" targets; however, such action is not rewarded and immediately results in the failure of the player's current mission.

Gunshots are routinely accompanied by stylised blood effects, including blood sprays and splatters across environmental objects such as walls and doors. If the player's character is shot, blood will also spray across the screen to indicate damage.

More elaborate kills are possible, including using a rocket-propelled grenade launcher and close-quarters use of a knife. The use of the RPG causes the target to explode and their body falls to the ground in pieces. Limited blood detail is splashed in the environment. The use of the knife can include a strike to the throat, accompanied by a spray of blood detail, viewed in close-up due to proximity.

In the Board's opinion, the treatment of violence as described above is mitigated by the game's visual stylisation (so that realistic injury detail is not depicted) and imparts an impact which does not exceed strong.

OTHER MATTERS CONSIDERED OR NOTED

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 and language that can be accommodated within a lower classification.

Decision:

This computer game is classified MA 15+ with consumer advice of strong violence, online interactivity and in-game purchases.



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Have a good weekend.

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Sent: s47G
To: 47F ; Classification Branch Applications
Subject: RE: Certificate email [SEC=UNCLASSIFIED]

Hi 47F

Please see attached.

Kind regards

s47F



s47F

Client Services Officer / Operations / Classifications Branch
Department of Infrastructure, Transport, Regional Development and Communications

47F

applications@classification.gov.au

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From: 47F [redacted]
Sent: s47G [redacted]
To: Classification Branch Applications <applications@classification.gov.au>
Subject: RE: Certificate email [SEC=UNCLASSIFIED] [SEC=UNCLASSIFIED]

Hi team,

May we please request the decision report for this classification?

Thanks in advance,

47F [redacted]

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From: bossadmin@communications.gov.au <bossadmin@communications.gov.au>
Sent: s47G [redacted]
To: 47F [redacted]
Subject: Certificate email [SEC=UNCLASSIFIED] [SEC=UNCLASSIFIED]

Dear ACTIVISION PUBLISHING,

Attached to this email is the certificate for:

CALL OF DUTY: BLACK OPS COLD WAR

Please contact your Client Liaison Officer if you have any queries

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From: 47F
Sent: s47G
To: Classification Branch Applications
Subject: RE: Certificate email [SEC=UNCLASSIFIED]
Attachments: CLASSIFICATION CERTIFICATE - Computer Game.PDF

Hi Team,

It's been flagged that the "programmer" for Call of Duty: Black Ops Cold War should be: "*Treyarch and Raven*" instead of "*Infinity Ward*".

Can we please adjust?

Thanks in advance,

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Sent: s47G
To: 47F; Classification Branch Applications <applications@classification.gov.au>
Subject: RE: Certificate email [SEC=UNCLASSIFIED]

Hi 47F

Please see attached.

Kind regards

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applications@classification.gov.au

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Australian Government
Classification Board

File No: **T20/3115**
Classification No: **290512**

Attention: **s47F**
ACTIVISION PUBLISHING
50-52 PIRRAMA RD
PYRMONT NSW 2009

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

I refer to an application under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title: **CALL OF DUTY: BLACK OPS COLD WAR**
Version: **ORIGINAL**
Running time: **VARIABLE**
Publisher: **ACTIVISION PUBLISHING**
Programmer: **INFINITY WARD**
Country of origin: **USA**
Classification: **MA 15+**
Consumer Advice: **Strong violence, online interactivity and in-game purchases**

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the *Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2014*. The Determination is available at www.classification.gov.au or by contacting the Classification Branch on (02) 9289 7100.

Certified

s47F

Acting Director

s47G

TITLE (and Known Alternative Titles)
CALL OF DUTY: BLACK OPS COLD WAR

CLASSIFICATION: MA 15+

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.

47F

From: 47F
Sent: s47G
To: Classification Branch Applications
Subject: RE: Certificate email [SEC=UNCLASSIFIED]

Hi team – bumping on the below, could we please confirm as soon as possible?

Thanks,

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Subject: RE: Certificate email [SEC=UNCLASSIFIED]

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Kind regards

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Department of Infrastructure, Transport, Regional Development and Communications

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From: Classification Branch Applications <applications@classification.gov.au>
Sent: s47G
To: 47F
Cc: Classification Branch Applications
Subject: Call of Duty: Black Ops Cold War - Change of Programmer [SEC=UNCLASSIFIED]

Hi 47F,

In reference to your request below, it is not normal practice for the Classification Board (the Board) to change the information that appears on the Classification Certificate once a compute game is classified. The Board rely on the accuracy of the information provided with each application, including the details that may appear on the screen of a game build or gameplay footage. Following is a screenshot of the details provided to the Board in the written application submitted for this game:



Unfortunately we cannot change the programmer's details without the approval of the Board. For this reason, we have forwarded your request to the Director of the Board for their consideration.

We will be in touch as soon as we hear back from the Director of the Board.

Cheers,

47F



47F

Client Services Officer / Operations / Classification Branch
 Department of Infrastructure, Transport, Regional Development and Communications

47F

The Classification Branch has updated its website. Please refer to the website for revised application forms.

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infrastructure.gov.au / @infra_regional

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* T - 5 3 - 2 9 0 5 1 2 - E N I X O N *

Title: **CALL OF DUTY: BLACK OPS COLD WAR**

Producer(s): **ACTIVISION PUBLISHING**

Director(s): **INFINITY WARD**

Applicant: **ACTIVISION PUBLISHING**

FILMS/COMPUTER GAMES

Classification: **MA 15+**



Consumer Advice: Strong violence, in-game purchases and online interactivity

Classification matrix (films/computer games only)

	None	G	PG	M	MA15+	R18+	
Themes				X			
Violence					X		<input type="checkbox"/> 1(a)
Sex			X				<input type="checkbox"/> 1(b)
Language				X			<input type="checkbox"/> 1(b)
Drug Use			X				
Nudity	X						<input type="checkbox"/> 1(c)

File Number
T20/3115

Panel Member
47F

Application Type
CG2

Format
MULTI PLATFORM

Duration
0

Version
ORIGINAL

Country
USA

Language
ENGLISH

Production Date
2020

Viewing Room
DESK

Viewing Date
s47G

Notes:

Signature: 47F

Date: s47G

T - M
 V - MAIST
 S - PG
 C - M
 D - PG
 N - none

✓ in-game purchasing - credits. ✓ online
 single player campaign.
 Multiplayer campaign - Deathmatch, Domination, Kill Confirmed.
 Zombies mode.

95:00.

cut scene.

1st person.

guns. upshot. Advers. so of control.

3 sniper. large amount. red flares. blood spray.

technical. large. small. dodging.

4 small. recovery.

move to fire. stay near. then they all need.

7 life is that. shot. no port water cage. recovery

fast - till gotader.

11 powered too.

12 broke necks.

U 13 freezing state. life 6 hat. dodging. small spot. was.

14 rescue hostage.

16 sniper. looks like. never is emminent.

medical pro.

17 injectors - play desk. blood spray kills scores.

19 sniper. Vichar. very.

20 dodging in scene.

minute broke. looks afraid.

21 P P. reply scenario. begin scene. blood spray.

23 frustrated. no more P around. P people.

red light alert. surrounded pttas du.

25 multiple. small spy. spy a scene.

agrees. at. gone. odd coprode.

U

- 26 don't. Street sign - post number.
gather. under full.
- 28 entire job - full - 500000.
cannot contact. collect dog tags. (P).
- let. very full. simply see.
let. full. simple doll.
- 30 capture zone.
- 31 Street sign. let - full. let. under. full. full. road.
- 32 let. full. under.
- 33 close under eye and Street sign. full. Street sign a series.
- 34 let. simple. full.
reply details.
- 36 clear with dog tags. last - full of road. white road a bed.
post with Street sign.
- 37 Here there. screen full. down Street.
- 38 proceed - full of road.
zone. eye Street sign. dog tags. full
an out of full. eye. full. full. Street sign.
eye of full Street sign.
- 40 need a answer. Street sign. full. full.
full eye of full - (full).
eye Street sign
6+ w. Street sign. eye full.
- 42 by don't out for eye of full.
head at road. road. full. full. eye of full Street sign.
- 45 End.



* T - 5 3 - 2 9 0 5 1 2 - T M A N N *

Title: **CALL OF DUTY: BLACK OPS COLD WAR**

Producer(s): **ACTIVISION PUBLISHING**

Director(s): **INFINITY WARD**

Applicant: **ACTIVISION PUBLISHING**

FILMS/COMPUTER GAMES

Classification: MA 15+ **G** **PG** **M** **MA15+** **R** **18+** **X** **18+** **RC**

Consumer Advice: Strong violence, on line inter activity
and in-game purchases

Classification matrix (films/computer games only)

	None	G	PG	M	MA15+	R18+	RC
Themes				/			
Violence					/		<input type="checkbox"/> 1(a)
Sex			/				
Language				/			<input type="checkbox"/> 1(b)
Drug Use			/				
Nudity	/						<input type="checkbox"/> 1(c)

*online
in game purchases*

1st person shooter

single player + multi player modes

Zombie mode

Sexual ref - red light district

Crack language

medical use of drugs - morph etc

File Number T20/3115
Panel Member 47F
Application Type CG2
Format MULTI PLATFORM
Duration 0
Version ORIGINAL
Country USA
Language ENGLISH
Production Date 2020
Viewing Room Desk
Viewing Date s47G

Signature: **47F**

Date: **s47G**

- 0:13 graph content enabled
- first person walking through bar
- 2:28 aimed in alley
- (C) 'drop shot'
- 'sun of a bitch'
- (C) 3:22 gun fires bodies fall
- blood splatter on lens
- 3:38 take down work - used as 'neck shield'
- (C) 3:58 team held over @ edge of building - man thrown from roof
- (C) 6:22 head starts silence
- (C) 7:22 killed a by accident not allowed
- (C) 8:51 through seats blood burst
- like body
- 9:44 powder in road
- (C) 10:24 - chokes falls & floor gasps
- (C) 11:57 silent take down, neck injuries snipped
- (C) 13 shoots blood bursts
- funnel through neck
- (C) 14:25 'smoke on the dies' precision placement
- return gun
- (C) 15:43 explosion gun fire in slam action
- 17:27 body on ground
- (C) 'half ass'
- injects directly to the brain - injects off camera
- murdered

(9) 17 blood house / place on camera
vict on flash back
(C) jungle battle gun fire & blood splatters

(V) 220 but repeated bolts on fire

(C) 'fucking'
each fuck.

220 heart rate spikes, hazy view

(C) 2310 no more fucks around!
fucking

(S) 24 red light direction, insane photos of it

(C) 25 shoot out & descend gun fire
multiplexed red vs blue

(C) 28 'backwards'

30 30 confusion to secure zones

(C) blood splatters on camera

32 half time - multi player battle

350 shooting up bar

36 drug cartel

(D) white powder on benches
cocaine packages / benches

(V) 370 flame thrower

(V) 37 driver drove over bus & in super

(V) 38 zombie walk zombie burst blood explosion

① 41

shirts

② 41.5

head shoot blood burst

③ 42

top. dan arm butt k

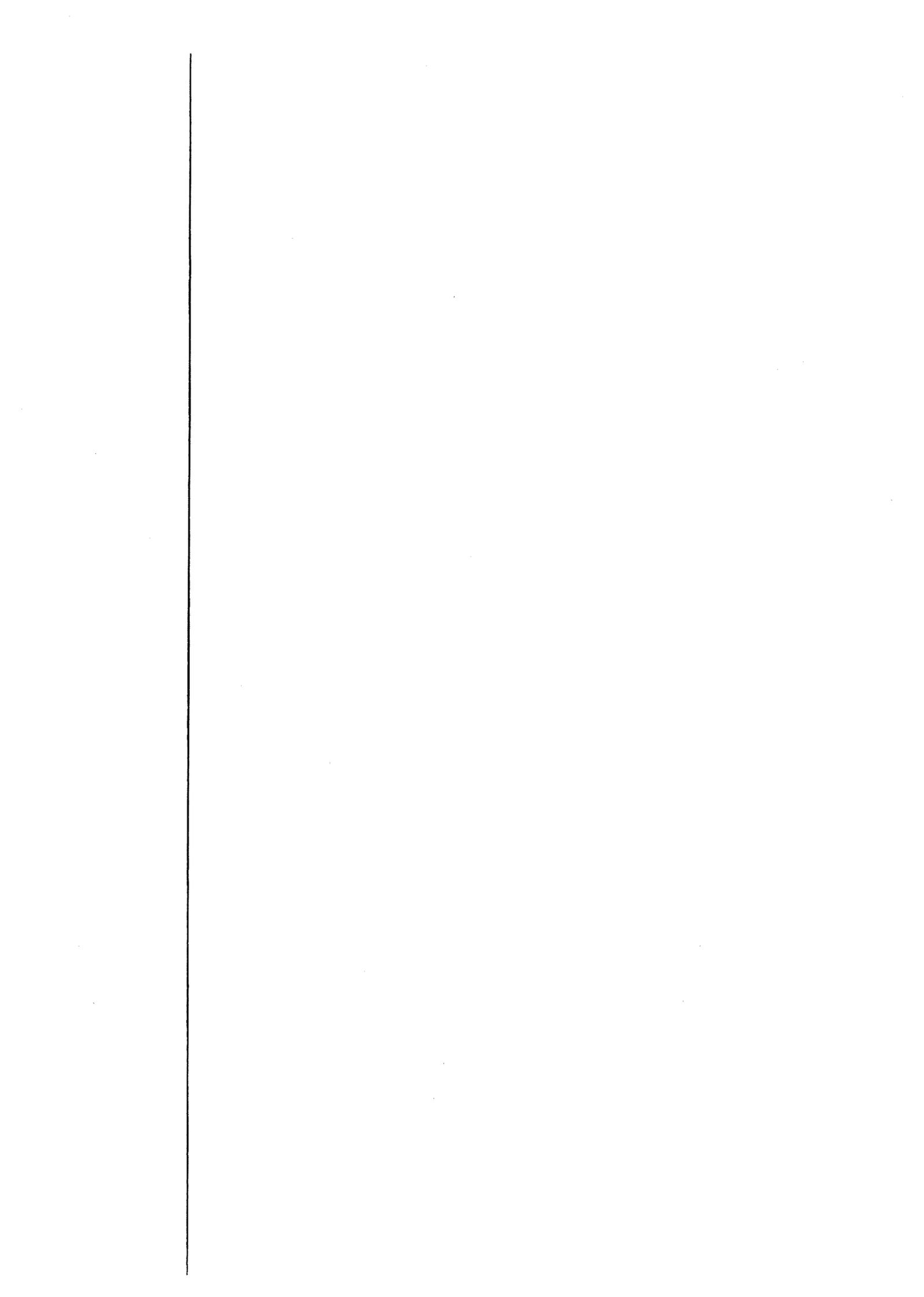
zouk

blood burst & splashes

blood detail disappears

45

ends





* T - 5 3 - 2 9 0 5 1 2 - T M A N N *

Title: **CALL OF DUTY: BLACK OPS COLD WAR**

Producer(s): **ACTIVISION PUBLISHING**

Director(s): **INFINITY WARD**

Applicant: **ACTIVISION PUBLISHING**

FILMS/COMPUTER GAMES

Classification: MA 15+ **G** **PG** **M** **MA15+** **R** 18+ **X** 18+ **RC**

Consumer Advice: Strong violence, on line inter activity
and in-game purchases

Classification matrix (films/computer games only)

	None	G	PG	M	MA15+	R18+	RC
Themes				/			
Violence					/		<input type="checkbox"/> 1(a)
Sex			/				
Language				/			<input type="checkbox"/> 1(b)
Drug Use			/				
Nudity	/						<input type="checkbox"/> 1(c)

*online
in game purchases*

1st person shooter

single player + multi player modes

Zombie mode

Sexual ref - red light district

French language

medical use of drugs - morph etc

File Number T20/3115
Panel Member 47F
Application Type CG2
Format MULTI PLATFORM
Duration 0
Version ORIGINAL
Country USA
Language ENGLISH
Production Date 2020
Viewing Room Desk
Viewing Date s47G

Signature: **47F**

Date: **s47G**

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- first person walking through bar
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- (C) 7:22 killed a by-stander not allowed
- (C) 8:51 through seats blood burst
- like body
- 9:44 powder in road
- (C) 10:24 - chokes falls & floor gasps
- (C) 11:57 silent take down, neck injuries snipped
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(9) 17 blood house / place on camera
vict on flash back
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(V) 220 but suspended balls on fire

(C) 'fucking'
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(C) 2310 no more fucks around!
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(S) 24 red light direction, insane photos of it

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(C) blood splatters on camera

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(D) white powder on benches

cocaine packages / benches

(V) 370 flame thrower

(V) 37 driver drove over bus & in super

(V) 38 zombie walk zombie burst blood explosion

① 41

shirts

② 41.5

head shoot blood burst

③ 42

top. dan even butt k

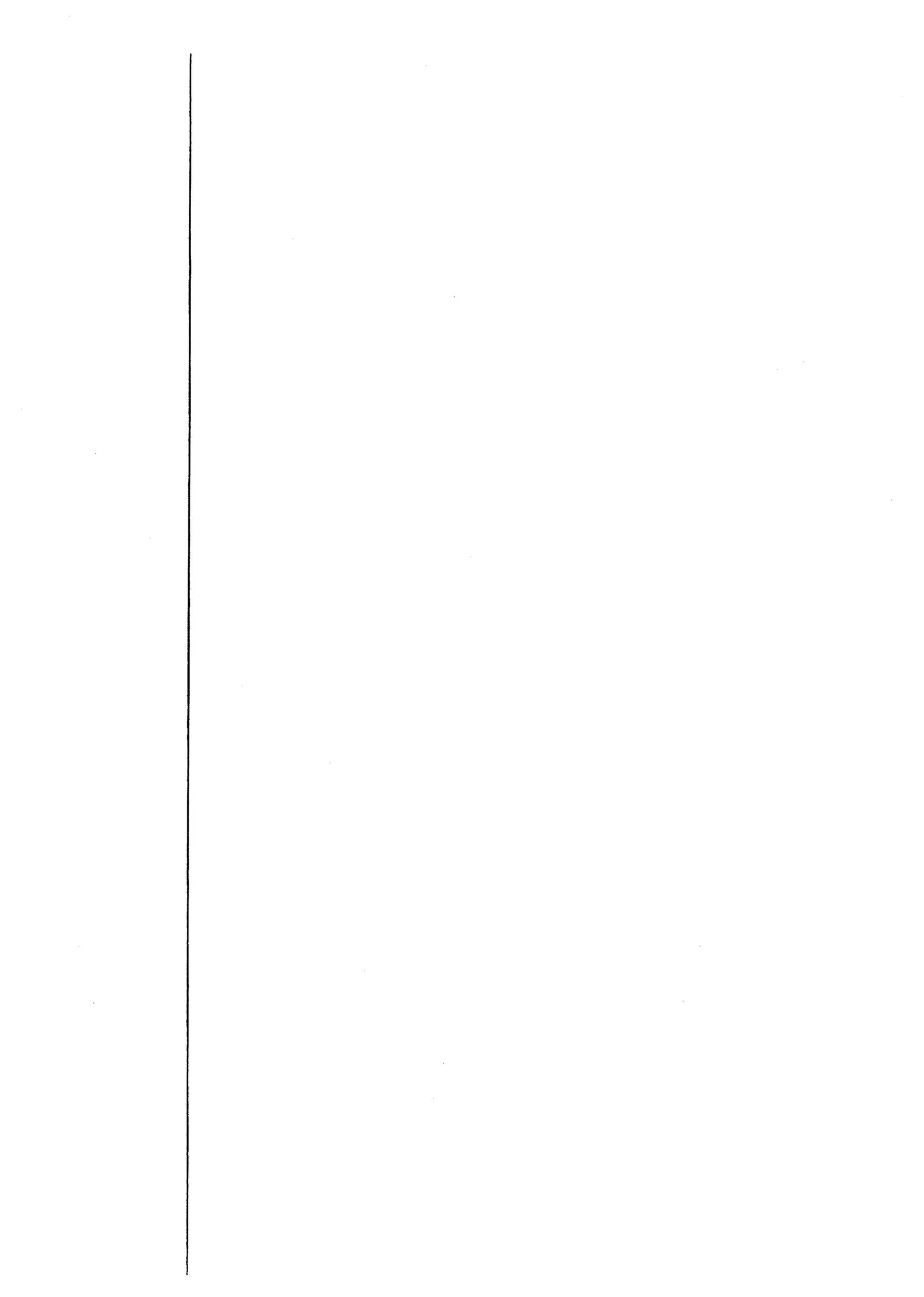
200g

blood burst & splashes

blood clear dis appears

45

ends





File No: T20/3115

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: CALL OF DUTY: BLACK OPS COLD WAR
Alternate titles:
Publisher: ACTIVISION PUBLISHING
Programmer: TREYARCH AND RAVEN
Production Company:
Year of Production: 2020
Duration: VARIABLE
Version: ORIGINAL
Country/ies of origin: USA
Language/s: ENGLISH
Application type: CG2
Applicant: ACTIVISION PUBLISHING

Dates:

Date application received by the Classification Board: s47G
Date of decision: s47G

Decision:

Classification: MA 15+
Consumer advice: Strong violence, online interactivity and in-game purchases

Synopsis:

Call of Duty: Black Ops Cold War is a military-style first-person shooter set during the Cold War. The game contains online interactivity in the form of multiplayer modes as well as voice chat. The game contains in-game purchasing in the form of buying credits with real currency.

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 MA 15+ classification as, in accordance with Item 3 of the Computer Games Table of the National Classification Code, it is unsuitable for playing by persons under 15.

Pursuant to the Guidelines for the Classification of Computer Games, this computer game is classified MA 15+ as the impact of the classifiable elements is strong. Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

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

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified MA 15+.

VIOLENCE

The game contains violence that is strong in impact and justified by context. Strong and realistic violence should not be frequent or unduly repetitive. The game contains no sexual violence – implied or otherwise.

The game uses a first-person perspective and a 3D graphics engine to depict characters and real-world environments in semi-realistic detail. Gameplay consists of completing various objective-based missions. Cut scenes (using the in-game engine) are also used to advance the narrative.

Violence involves the use of real-world military weapons including automatic rifles, shotguns, explosives and sniper rifles in order to kill enemy combatants and protect civilians. The player is able to shoot prisoners, civilians and other “non-threat” targets; however, such action is not rewarded and immediately results in the failure of the player’s current mission.

Gunshots are routinely accompanied by stylised blood effects, including blood sprays and splatters across environmental objects such as walls and doors. If the player’s character is shot, blood will also spray across the screen to indicate damage.

More elaborate kills are possible, including using a rocket-propelled grenade launcher and close-quarters use of a knife. The use of the RPG causes the target to explode and their body falls to the ground in pieces. Limited blood detail is splashed in the environment. The use of the knife can include a strike to the throat, accompanied by a spray of blood detail, viewed in close-up due to proximity.

In the Board’s opinion, the treatment of violence as described above is mitigated by the game’s visual stylisation (so that realistic injury detail is not depicted) and imparts an impact which does not exceed strong.

OTHER MATTERS CONSIDERED OR NOTED

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 and language that can be accommodated within a lower classification.

Decision:

This computer game is classified MA 15+ with consumer advice of strong violence, online interactivity and in-game purchases.

Names of panel members constituted for decision:

47F [Redacted]

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

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).

CALL OF DUTY: BLACK OPS COLD WAR

Applicant: ACTIVISION PUBLISHING

Contact: 47F

Details of the computer game

File number: TBA

Format: Playstation 4

Title: CALL OF DUTY: BLACK OPS COLD WAR

Alternate title:

Publisher: ACTIVISION PUBLISHING

Developer: INFINITY WARD

Language: ENGLISH

Country of origin: USA

Year of production: 2020

Comments:

Priority

Priority: s47G

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 declare that:

- I have submitted all material at my own risk and expense.
- I am aware that this application cannot be processed until I have supplied the Classification Board with:
 - a copy of the computer game (upload preferred), and if an add-on, a copy of the original game and add-on
 - an adequate description of the gameplay in English
 - particulars of any contentious material and how it may be accessed (if applicable), or a separate recording of that material
 - if applicable, a completed Authorised Assessor (Computer games) Recommendation report, which satisfies section 17(3) of the Act.
- I understand that the Board has the right to determine the actual fee for the application, which may be different from that estimated in this application.
- I am authorising the department to debit my account, or the company's account, for the full value of the fee.
- The information contained in the application is true and correct and is not false or misleading in any way.
- In the instance that I provide my media on a physical device, I will include a printed copy of the summary PDF by either post or courier.

The Classification Board will destroy the supplied copy of the computer game within 12 months from when an application is made, unless arrangements are made to retrieve the copy within 12 months (physical media items, at your 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**

Privacy Notice – Privacy Act 1988

The Department of Communications and the Arts is collecting personal information on this form to process an application for classification. This is authorised by s 17(1) of the *Classification (Publications, Films and Computer Games) Act 1995*.

If the personal information of the applicant and/or individual is not provided, the department may not be able to process the application.

The department places some or all of this information on the National Classification Database and gives some or all of this information to the Classification Board and, on review, to the Classification Review Board.

For more information about the department's privacy practices, including how to access or correct your personal information or make a complaint, see the privacy policy at www.classification.gov.au or contact our Privacy Contact Officer:

Privacy Contact Officer
Department of Communications and the Arts
GPO Box 2154
CANBERRA ACT 2601

Call: 02 6271 1929

Email: privacy@communications.gov.au



Online interactivity

Provide the following details about any 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 (e.g.: 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 (e.g.: email address) with or by third parties;
- such other opportunities to expand any aspect of the gaming experience to include third party interactions.

Does the game have any “online interactivity” (as defined by the Classification Board)?

Yes
 No

If yes, describe the online interactivity:

Via the use of an online connection, users can engage in user-to-user communication to facilitate team-based aspects within the multiplayer features of the game.

Can the online interactivity change the impact of any of the six 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 players, then this may alter the impact of the classifiable element of language in the game.)

Yes
 No

If yes, specify the way/manner in which the online interactivity impacts the classifiable elements:

N/A

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

Yes
 No

If your game includes VR or AR gameplay, describe whether it is optional or a requirement to undertake certain gameplay or mechanics.

N/A





Contentious material—computer games

The 6 classifiable elements

In the table on the next page, you need to list the most impactful examples of the six classifiable elements which are defined below.

If you have played your computer game in its entirety and believe that there are no classifiable elements at all (i.e. that your computer game warrants a G classification with consumer advice of 'General') then you must tick the 'no' box above the table and upload this form.

Classifiable elements: definitions

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, surgical procedures, or misuse of prescription medication (e.g. painkillers); crude humour (e.g. flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (e.g. 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 e.g. by explosion); killing or harming of animals; predatory animal behaviour; natural phenomena (e.g. earthquake, tsunami, melting ice caps); historical events.

Violence

Violence is defined as 'acts of violence; the threat or effects of violence'. **Sexual violence** is defined as '**sexual assault or aggression**, in which the victim does not consent'. **Sexualised Violence** means 'where sex and violence are connected in the story, although sexual violence may not necessarily occur'. **Sexual assault or aggression may include**: the fondling of genitals; masturbation; oral sex; vaginal or anal penetration by a penis, finger or any other object; fondling of breasts; voyeurism; exhibitionism; and exposure to pornography.

Sex

Sexual activity is defined as 'matters pertaining to sexual acts, but not limited to sexual intercourse'. It includes sexual references (may be visual and/or verbal, or sound effects, e.g. gestures or dialogue), as well as innuendo and sexualised imagery. Sex does NOT include sexual violence—assess under VIOLENCE.

Coarse language

Coarse language includes words considered to be vulgarities, and those used to curse and swear. Such words are considered to be impolite, rude or offensive. It does **not** include blasphemy.

Some common coarse language in Australia includes, but is not limited to: ass; arsehole; balls; bastard; bitch; bloody; bullshit; butt; cock; crap; cunt; damn; dickhead; douchebag; freakin'/friggin'; fuck; heck; hell; jerk-off; knob; mother-fucker; pissed off; prick; pussy; root; screw; shit; skank; slut; tits; turd; twat; wanker; whore.



Drug Use

Drug Use is the use of **proscribed (illegal in Australia) drugs**, e.g.: cannabis (marijuana); ecstasy/MDMA (molly); meth/amphetamine (crystal meth/ice/speed); cocaine; hallucinogens; heroin; amyl nitrite; anabolic steroids; ayahuasca; GHB; kava; ketamine; LSD.

Drug use also includes **fictional drugs which mimic the real world drugs listed above and their effects**. **Drug Use includes drug references**, which may be visual or verbal. Drug use may include preparation, drug taking, and effects of drug taking. It may also include **images** e.g. a cannabis leaf on a T-shirt; shisha pipe; bong; foils, spoons, and syringes. Drug use and drug references do **not** include references to tobacco, caffeine, alcohol or prescription medication. You do not need to disclose tobacco or caffeine use in Australia. Alcohol or prescription medication needs to be assessed under THEMES.

Nudity

Nudity includes: partial (e.g. side female breast exposed); full-on (e.g. front or back, male and female); may be sexualised, naturalistic, or artistic/stylised (e.g. painting). **Nudity** does **not** include male nipples or areolas ('moobs'/'man-boobs').

Title of computer game: CALL OF DUTY: BLACK OPS COLD WAR

No—this computer game contains no classifiable elements at all.

Feature/section /cut scene	Time code (of gameplay)	Element	Description
Campaign	Throughout	Violence / Coarse language / Themes	game contains numerous instances
Multiplayer	Throughout	Violence / Coarse language / Themes	game contains numerous instances
Zombies	Throughout	Violence / Coarse language / Themes	game contains numerous instances

Feature/section /cut scene	Time code (of gameplay)	Element	Description



Detailed written description of gameplay

Details about the game—you must answer all of the following:

Title of computer game:

Call of Duty®: Black Ops Cold War

Alternate title (if any—e.g. title changes in English; and/or foreign language title):

N/A

Platforms:

(e.g. PC, XBox One, PS4, Nintendo Switch, Nintendo Wii U, Nintendo 3DS, Arcade, other.)

PC, XBOX, PLAYSTATION

Type of game:

You can tick more than one box.
List continues over page.

- 1st Person Shooter
- 3rd Person Shooter
- Action
- Adventure
- Augmented Reality (AR)
- 'Beat 'em Up'
- Board
- Brawler
- Casino/Gambling
- Classic/console emulator
- Collecting
- Combat/'looter shooter'
- Comedy
- Driving
- Dungeon Crawler
- Educational
- 'Hack 'n Slash'
- Horror
- Music/Karaoke
- Massively Multiplayer Online (MMO)
- MMORPG
- Multiplayer Online Battle Arena (MOBA)
- Narrative
- Open world
- Platformer
- Puzzle
- Real-time strategy/tactics
- Role playing game (RPG)
- Sandbox
- Simulation (provide type in 'other' box)
- Strategy and war
- Sports
- Survival



	<input type="checkbox"/> Thriller/psychological
	<input type="checkbox"/> Turn-based strategy/tactics
	<input type="checkbox"/> Virtual Reality (VR)
	<input type="checkbox"/> Visual novel
	<input type="checkbox"/> Other

Other type of game:	N/A
---------------------	-----

Does the game contain in-game purchasing ?	<input checked="" type="checkbox"/> Yes
	<input type="checkbox"/> No

If yes, what does the in-game purchasing consist of:	<input type="checkbox"/> Using or transacting in real world money
	<input checked="" type="checkbox"/> Purchase of credits
	<input type="checkbox"/> Purchase of objects
	<input type="checkbox"/> Purchase of randomised content
	<input type="checkbox"/> Other

Other type of in-game purchasing:	N/A
-----------------------------------	-----

Details about the structure of the game

The questions below are designed to elicit the following details about the structure of the game:

e.g.: Number of levels; time for an average player to complete the game; signature moves; multi-player options; the type of graphics used; cut scenes; depictions or references to sexual violence; presence of simulated non-online gambling content.

Synopsis (including game genre, storyline, main characters, places/settings and time period):

Single Player Campaign:

Call of Duty®: Black Ops Cold War is a first-person shooter in the Black Ops universe. The setting is the shadowy underbelly of the Cold War era. The gray area between right and wrong overshadows many of the scenarios the player witnesses. Themes of espionage, truth, war strategy, and drug induced mind control play out for our hero character.

We first meet ourselves and Adler, our commanding officer, in a bar just before a raid on some terrorists held up in West Germany. After confronting the target, the troops head off to their next destination. Following a few more leads reveals that there is a mastermind, Perseus, behind everything. Pulling on a few more stings leads to East Germany where they must infiltrate a mark's home to plant a tracking device to get closer to Perseus. Eventually, this leads to infiltrating the KGB and performing a daring shoot 'em up escape to return to safety. Our hero is wounded in the line of duty and much of what he knows and has experienced is called into question. Who is Adler, what is the truth, and which side of the equation is the player on in the end?

The player can approach most scenarios with guns blazing. Enemies can be used as body shields and even as stumbling time bombs by attaching a grenade to their chest and tossing them back to their comrades. The player will have access to a variety of military grade weaponry throughout the campaign.

Multiplayer:

Players will be able to enter skirmishes with other players as both teammates and opponent and compete for the highest score. There will be a variety of game modes like Team Deathmatch, Domination, and Kill Confirmed. Points are awarded by kills, completing objectives, or performing special actions. Some examples are; picking up enemy dog tags, capturing points, keeping the enemy out of a location for a set duration, destroying vehicles, headshots, direct hits with explosives, and radar assisted team kills.

Describe the **main aim** of the game:

The arsenal and equipment available in multiplayer are the most versatile. Players will have access to all manner of weaponry, SMGs, LMGs, assault rifles, pistols, grenades, explosives, knives, and more.

Zombies:

The Zombies mode is round survival or objective based gameplay. The player can test their skills against hordes of undead creatures or explore the environment and solve puzzles – while having to fend for their life from zombies of course. It's mostly first-person shooter but there is a top down mode called Dead Ops that behaves like an arcade twin stick shooter.

Describe all of the **perspectives available** (e.g. 1st person, 3rd person, top-down, isometric, side-scrolling, sniper, etcetera):

Main aim of the game is to successfully complete missions and matches to progress through the game to ultimately defeat your enemies to secure the safety of the free world.

Describe the game play (including how many levels, how long it takes to complete an average game, the type of graphics used):

1st person for the majority of the content with top-down views available for modes such as 'Dead Ops'

The game is typical of the Call of Duty franchise, using up-to-date graphics based on current console limitations. Campaign mode features 11 levels, and would take a gamer around 5-10 hours to complete depending on skill level. Multiplayer modes are round based and offer limitless play time.

Describe features of the game (including: cut scenes; footage of real people; signature moves; multi-player options; links to online chat software/apps; micro-transactions; simulated or real world gambling):

Cut scenes are used through the game to set the tone and inform players of the context within a espionage-style setting. Footage of real-live people are utilised within the introductory loading screens of the footage however they are historical archive footage that has been appropriately cleared to ground the game within the 80's time period.

There are instances within the gameplay were players are able to perceive time in slow-motion as an effect of 'adrenalin'.

There are elements of science-fiction where memories are 'extracted' via fictional medical technology and re-lived by the player enabling them to 'travel' back to the 60's. Within these sequences player actions are fantastical and unrealistic for example: doors falling from the sky, sequences played in 'fast-forward' and characters frozen in time.

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

Yes
 No

If your game includes VR or AR gameplay, describe whether it is optional or a requirement to undertake certain gameplay or mechanics.

N/A

Incentives and rewards

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.

I have read the above definition of incentives and rewards.

The six classifiable elements—answer all

1. 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, surgical procedures, or misuse of prescription medication (e.g. painkillers); crude humour (e.g. flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (e.g. 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 e.g. by explosion); killing or harming of animals; predatory animal behaviour; natural phenomena (e.g. earthquake, tsunami, melting ice caps); historical events.



Describe the THEMES—give the **most impactful** examples which clearly illustrate all the themes. **Provide access details** (e.g. time code in gameplay footage; or cheat code/God mode access).

The game contains themes that are synonymous with warfare and civilian lifestyles seen in the 1980's and 1960's.

Describe the way the THEMES are treated (e.g. in what context are they presented, verbally/visually, as the main focus, incidentally, humorously, without detail, with graphic detail, etcetera).

The game contains themes that are synonymous with warfare seen in the 1980's and 1960's. Throughout the game, the player observes the occasional use of alcohol and tobacco; hears innuendo and administers field-aid in the form of warzone medicine as well as fictional science such as memory extraction and the ability to 're-live' those memories.

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.

At moments in the Campaign, the player is party to scenes of interrogation either involving the playable character or supporting characters. These scenes are pre-scripted and do not allow the player to interact mitigating the level of impact within the scenes. Graphical content and language exposure can be adjusted in the game's options menu. (This can be adjusted at any point throughout the game).

Does the game contain either simulated or real world gambling or other gameplay mechanics which may be likened to gambling?

Yes (describe)
 No

Provide a detailed description of any gambling elements:

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

2. Violence

Violence is defined as 'acts of violence; the threat or effects of violence'.

Sexual violence is defined as '**sexual assault or aggression**, in which the victim does not consent'.

Sexualised Violence means 'where sex and violence are connected in the story, although sexual violence may not necessarily occur'.

Sexual assault or aggression may include: the fondling of genitals; masturbation; oral sex; vaginal or anal penetration by a penis, finger or any other object; fondling of breasts; voyeurism; exhibitionism; and exposure to pornography.



Describe the style of VIOLENCE (there are separate questions below for SEXUAL VIOLENCE)

(e.g. fantasy/horror/science fiction; battle/war-time; martial arts/sports; comedic/slap-stick; explicit/obscured/off-screen).

Give the **most impactful** examples which clearly illustrate the VIOLENCE:

- What sort of violence? (e.g. hand-to-hand combat);
- Who or what is involved in the violence (e.g. humans, humanoid aliens, cartoon animals, robots, spacecraft, etcetera);
- What type of weapons are used? (e.g. real-world or fantasy);
- Is there bloodshed? (Specify type, e.g. spurting, pooling, staining, splatter);
- Are there acts of torture? (Specify); and
- Describe sound effects and whether or not they add to or lessen the impact.

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?

Provide access details (e.g. episode/content details and time codes):

Most impactful examples from the capture: Most enemies are humans and combat scenarios occur in the context of federal/militant operations, for campaign, or respawn heavy multiplayer matches. Players will die by taking too much damage, a slow accumulation will cause blood effects to cover vision to indicate health. Upon death the vision drops to the ground and sound muffles.

The player opens fire on some unsuspecting enemies relaxing in their hideout. He uses a mixture of firearms, melee, and restraining the enemy to be used as a bullet shield or attaching a live grenade to them and pushing them away. The player takes damage throughout this raid. Adler tosses an enemy off the roof to scare the target into giving up what he knows. The player is presented with an option to capture or kill the target, the option to kill him is chosen and he also gets tossed off the roof.

Enemies tossed away with a grenade attached to them will flail as they try to get it off before it explodes.

The player silently assassinates a few East German officers as he makes his way down to the informant to kill him. One is stabbed with a knife while he is napping. This same stabbing effect is used again on the guard in a security room.

The player is discovered to be a spy by a general in the KGB that is called an old friend, although the depths of the relationship are not fleshed out beyond some small mention during gameplay. The player can kill him via poison to continue the mission.

Two guards have their necks broken by the player and Adler as they infiltrate the KGB headquarters.

The player and Adler take on the entire KGB headquarters in a heavy firefight. The player uses many variations of melee finisher moves that can be performed in combat, animations are randomized. Animations depicted are:

- Breaking an arm and using the enemy's sidearm



-
- Stabbing the enemy in the neck and using their sidearm .
 - Using kicks and fists to drop the enemy with low to high blows.
 - Punching and stabbing up into the head through the lower jaw.
 - Using the enemy's rifle to smack their face and use them as a meat shield.

A grenade kills the player when they are being reckless going through the KGB headquarters. The screen fades and the player resets to a checkpoint.

The lower level of the KGB headquarters is gassed, causing the enemy soldiers drop. Those that are choking to death can be killed faster by shooting them and there are others with gasmasks. The trio makes a daring escape using heavy weaponry to shoot their way out.

The player is induced relive memories. Visions from Vietnam come into view. A soldier is stabbed by a rushing enemy and another soldier shoot the enemy dead. The player takes the rifle of the fallen soldier and proceeds to shoot his way through other Vietnamese troops using one of the enemy soldiers as a body shield. Adler and Park can be heard through the dream-state talking about the player and his health. An airplane drops napalm on the enemy village obliterating the soldiers and revealing a bunker. As the player begins to wake, he is kept under. Tableaus of what happened appear in the level. Adler doesn't show compassion for the player's state of being.

Players battle in various multiplayer maps using many different weapons. The players view of death and the opponents view of the kill can be seen after each death. Most are kills with guns but there is one early on where the player gets a close-range rocket off just before being killed. The enemy explodes into bloody fleshy bits. It is also seen replayed from the killcam. An enemy is killed and then their body is shot as it slides down the hill, the player then tried to shoot an ally hopping at a wall but there is no effect when shooting at friendlies. Explosive splash damage



also hits the player and enemies but isn't enough to kill unless the player is low on health.

A tank is used to kill some soldiers with the cannon and with the turret mounted on top.

A flamethrower is used on an opponent, which makes them scream and flail as they die.

The player calls in a gunship to use rockets, artillery, and a machine gun to kill players below.

The player showcases killing themselves via cooking a grenade too long or standing on a live grenade.

The player is attacked by the zombies with bites, scratches, and even some corrosive or poisonous substance that they can spit or throw. The player is shown being downed and later killed by them.

The top down view is Dead Ops within Zombies. The player is attacked on all sides using the weapons they find in arcade style twin stick combat.

Do **blood or injuries disappear** after a time?

- Yes (describe)
 No

Describe what happens to injuries:

Can you inflict post-mortem damage?

- Yes (describe)
 No

Describe the **post-mortem damage** that can be inflicted:

Does the game contain SEXUAL VIOLENCE or SEXUALISED VIOLENCE? (Refer above for specific definitions) (e.g. explicit or implied action; verbal references):

- Yes (describe)
 No (Go to the last violence question)



Describe the SEXUAL VIOLENCE or SEXUALISED VIOLENCE

N/A

- Describe the activity (e.g. is it clearly depicted or obscured? Can the player/character inflict it? Is it moving or in static images? What sounds can you hear? e.g. screaming, whimpering, panting, trousers being unzipped, etcetera);
- Explain whether or not sexual violence occurs with sexualised violence, or if the sexualised violence occurs on its own; and
- If the sex and violence are connected, explain how.

3. Sex

Sexual activity is defined as ‘matters pertaining to sexual acts, but not limited to sexual intercourse’. It includes sexual references (may be visual and/or verbal, or sound effects, e.g. gestures or dialogue), as well as innuendo and sexualised imagery.

Sex does NOT include sexual violence—assess under VIOLENCE.

Describe the SEXUAL ACTIVITY and/or SEXUAL REFERENCES—give the most impactful examples which clearly illustrate the SEXUAL ACTIVITY and/or SEXUAL REFERENCES (e.g. describe the sex scenes—including visuals and sound effects; describe the visual and verbal references). Specify whether the sexual activity is real (e.g. cut-scene of people), simulated, or obscured, comedic/slapstick, etcetera.

Include descriptions of sexualised costumes. There are separate questions below about sex related to incentives and rewards.

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

How is the SEX treated? (e.g. realistic, detailed, humorous, incidental, etcetera).

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?

Is the focus of the game or any part of the game on, or about, or involving **prostitution, managing a brothel, or the sex-slave trade?**

A scene containing sexual references set in Amsterdam echoes the culture of the region by including elements from Red Light District, as area known for prostitution which was tolerated by the government historically. Zero sex acts are witnessed by the player, merely alluded to by signage and posters and iconic neon red/pink light marking the window.

N/A

- Yes (describe)
 No



Describe the prostitution, how you manage the brothel and any involvement with the sex-slave trade:

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

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

Yes (describe)
 No

Describe (e.g. cut scenes, points awarded, achievement unlocks, players can/cannot progress, medals/trophies, player health restored, players can interact with a prostitute, a madam, or a sex-slave, etcetera):

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the game contain explicit sexual activity or realistic depictions of simulated sexual activity?

Yes (describe)
 No

Describe the activity:

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

4. Coarse language

Coarse language 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. It does **not** include blasphemy.

Some common coarse language in Australia includes, but is not limited to: ass; arsehole; balls; bastard; bitch; bloody; bullshit; butt; cock; crap; cunt; damn; dickhead; douchebag; freakin'/friggin'; fuck; heck; hell; jerk-off; knob; mother-fucker; pissed off; prick; pussy; root; screw; shit; skank; slut; tits; turd; twat; wanker; whore.



List the COARSE LANGAUGE—specify the words used. Is the coarse language verbal, written, or gestured? Is it contained in song lyrics, etcetera): **Provide one lot of access details** for each example of COARSE LANGUAGE in the game (e.g. time code in gameplay footage; or cheat code/God mode access).

Coarse language is depicted occasionally within the game and can be enabled/disabled from the settings menu, mitigating the impact. The campaign moments are scripted while the multiplayer and zombie dialog is triggered contextually while playing.

Language Count in Video:

04 – Shit

01 – Bitch

01 – Ass

03 – Damn

06.5 – Fuck

01 - Bastard

Lyrics are rare in the game's songs, however there is one in the bar at the top of the game. There is no cursing but there is allusion to sex. The song will play on repeat if the player stays near the bar. Music is environmental and will fade out as players move away from the source.

Billy Squier - The Stroke

Now everybody have you heard
If you're in the game, then the stroke's the word
Don't take no rhythm, don't take no style
Got a thirst for killin', grab your vile...

You put your right hand out give a firm handshake
Talk to me about that one big break...
Spread your ear-pollution both far and wide...
Keep your contributions by your side and stroke me,
stroke me
Could be a winner boy, you move quite well...
You got your number down...
Say you're a winner but man you're just a sinner now

You put your left foot out keep it all in place...
Work your way right into my case
First you try to bed me you make my backbone slide
But when you found you bled me-- skip on by...
keep on---stroke me, stroke me
Give me the business all night long...
You're so together boy...



Say you're a winner but man you're just a sinner now

Better listen now (said) it ain't no joke
 Let your conscience fail ya, just do the stroke
 Don'tcha take no chances keep your eye on top
 Do your fancy dances you can't stop you just
 stroke me,
 stroke me

The player stays closed to the music for the beginning of the video to get through the pertinent lyrics of, "Give me the business all night long..."

How is the LANGUAGE treated (e.g. naturalistic, aggressive, censored (in part or whole, in audio and/or sub-titles), incidental, humorous, 'mouthed' only, etcetera).

Note: If the coarse language has been censored (for e.g. an audio bleep), you must indicate whether or not the person saying the language is front-on to camera **and** whether or not the word can easily be lip-read.

Is the COARSE LANGUAGE linked to other classifiable elements (e.g. sex—"I want to fuck you" i.e. a sexual reference):

Describe the linkage between the elements:

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Course language is present in the title and consistent the narrative and setting. The player does not have control of the dialogue as it is pre-scripted (e.g. in multiplayer) or expressed by non-playable characters.

Yes (describe)

No

N/A

5. Drug use

Drug Use is the use of **proscribed (illegal in Australia) drugs**. Proscribed drugs may include: cannabis (marijuana); ecstasy/MDMA (pingers/bikkies/flippers/molly); meth/amphetamine (crystal meth/ice/speed/shabu/glass/shard); cocaine; hallucinogens; heroin; amyl nitrite; anabolic steroids; ayahuasca; GHB (gamma hydroxy butyrate); kava; ketamine; LSD.

Drug use also includes **fictional drugs which mimic the real world drugs listed above and their effects**.

Drug Use includes drug references, which may be visual or verbal. Drug use may include preparation, drug taking, and effects of drug taking. It may also include images e.g. a cannabis leaf on a T-shirt; shisha pipe; bong; foils, spoons, and syringes.

Drug use and drug references do **not** include references to tobacco, caffeine, alcohol or prescription medication. You do not need to disclose tobacco or caffeine use in Australia. Alcohol or prescription medication needs to be assessed under THEMES.



Describe the DRUG USE—give the **most** impactful examples which clearly illustrate the DRUG REFERENCES and/or DRUG USE ACTIVITY (e.g. specify drug used; equipment/gear depicted; drug effect experienced; etcetera)
Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

The player uses a tranquilizer dart to sedate Kraus’ wife when attempting to bug his apartment.

A vile of poison is grabbed from a locker. There are several non-descript pill boxes near the vile. The poison is then used to kill a KGB general. He chokes and grabs his throat as he collapses to the floor.

A gas is used to choke the enemy forces during the KGB escape.

While injured, the player supplied with medical assistance as Adler enables the player to re-live past memories.

One of the multiplayer maps there are environmental clues of cocaine production, bricks of white powder, powder piles on tables, scales, microwaves, water jugs, and solvents.

The player can use a stim shot to heal themselves faster mid battle. Exemplified in the zombie sequence.

How is the DRUG USE treated (e.g. is it realistic, incidental, graphic, instructional, visual or verbal? Comedic or sombre in tone? etcetera).
 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?

Consistent with the historical and in parts fantastical narrative of the game, drugs such as warzone medkits, poisons and prototype medical procedures are present.

What is the focus in the game of the **drug use or drug references** (e.g. does the player manage a cannabis crop, or manage a drug cartel/ distribution network? Does the player use drugs for performance enhancing purposes, or does the player supply drugs in order to cheat or swindle?):

- Yes (describe)
- No

Describe:

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the game offer any rewards or incentives relating to DRUG USE?

- Yes (describe)
- No

Rewards or incentives may include: points awarded, achievement unlocks, player can/cannot progress, medals/trophies, player health restored, etcetera.



Describe how DRUG USE is related to incentives or rewards: N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

Does the player interact with any illegal drug, implied or otherwise?

Yes (describe)
 No

Describe the interaction:

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

6. Nudity

Nudity includes:

- partial (e.g. side female breast exposed)
- full-on (e.g. front or back, male and female)
- may be sexualised, naturalistic or artistic/stylised (e.g. painting).

Nudity does **not** include male nipples or areolas ('moobs'/'man-boobs').

Describe the NUDITY—give the **most impactful** examples which clearly illustrate the NUDITY (e.g. full frontal, partial, rear, obscured, male, female, adult/child, fantasy creature, etcetera)

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

The bodies of two soldiers that were stripped of their uniforms can be seen hidden in the dark when Adler and the player infiltrate the KGB. The bodies are left in underwear. They are male and their nipples are visible but hard to distinguish in the dark.

How is the NUDITY treated (e.g. actual (e.g. cut-scene) or realistic animation or crude animation; sexualised; artistic; incidental; detailed; etcetera)
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?

During a cut-scene and again once the player regains control

Does the game offer any rewards or incentives relating to NUDITY?

Rewards or incentives may include: points awarded, achievement unlocks, player can/cannot progress, medals/trophies, player health restored, etcetera

Yes (describe)
 No

Describe how NUDITY is related to incentives or rewards:

N/A

Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).



Is the NUDITY linked to other classifiable elements? (e.g. such as sex—there are exposed buttocks or breasts during an act of sexual intercourse):

-
- Yes (describe)
 - No

Describe the linkage between the elements:
Provide access details (e.g. time code in gameplay footage; or cheat code/God mode access).

N/A



47F

From: 47F [redacted] via Activision Content Transfer <actnotify@activision.com>
Sent: s47G [redacted]
To: Classification Branch Applications
Subject: Received package: 47G | OFLC Classification Build

Categories: FYI

Dear applications@classification.gov.au,

You received the following package:

47G | OFLC Classification Build [Download Package](#)
[Download Package Via Mobile App](#)

From: 47F [redacted] on s47G [redacted]

Size: 133.7 GB in 4 files

Note:

As discussed with 47F [redacted] of the OFLC office, please find enclosed the highly confidential build of the upcoming 47G [redacted] title, with an s47G [redacted]

If you have received this in error, please contact 47F [redacted]

The download link will expire s47G [redacted]



Australian Government
Classification Board

File No: **T20/3115**
Classification No: **290512**

Attention: **47F**
ACTIVISION PUBLISHING
50-52 PIRRAMA RD
PYRMONT NSW 2009

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

I refer to an application under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title: **CALL OF DUTY: BLACK OPS COLD WAR**
Version: **ORIGINAL**
Running time: **VARIABLE**
Publisher: **ACTIVISION PUBLISHING**
Programmer: **TREYARCH AND RAVEN**
Country of origin: **USA**
Classification: **MA 15+**
Consumer Advice: **Strong violence, online interactivity and in-game purchases**

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the *Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2014*. The Determination is available at www.classification.gov.au or by contacting the Classification Branch on (02) 9289 7100.

Certified

47F

Acting Director

Date: **s47G**

TITLE (and Known Alternative Titles)
CALL OF DUTY: BLACK OPS COLD WAR

CLASSIFICATION: MA 15+

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.

Application Search

New Application

SEARCH

Production:	<input type="text" value="call of duty black ops cold war"/> <input type="checkbox"/> Exact title	Applicant:	<input type="text"/>
Priority:	-- All --	Status:	-- All --
Is Suspended:	-- All --	File No:	<input type="text"/>
Consumer Advice:	<input type="text"/>	Classification:	-- All --
Keywords:	<input type="text"/>	Production Type:	Computer Games

ADVANCED SEARCH CRITERIA

Production	Applicant	Priority	Charge Code	Status	Classification	Consumer Advice	File No	Enft	Susp	Classification Date	Received Date	Due Date
CALL OF DUTY: BLACK OPS COLD WAR	ACTIVISION PUBLISHING	Yes	CG2	Closed	MA 15+	Strong violence, online interactivity and in-game purchases	T20/3115	No	No			

s47G

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