

PLEASE USE BLOCK LETTERS THROUGHOUT

T03/2938

RECEIVED

Postal address

The Director
Office of Film and Literature Classification
Locked Bag 3
HAYMARKET NSW 1240
Ph: (02) 9289 7100 Fax: (02) 9289 7199
Courier only: Level 5 23-33 Mary St Surry Hills NSW

(Office use only)
Reviews:.....
Ratings:.....
Date Received:.....
Payment Received [ ] :
Application [ ] Payment [ ] Decision [ ]

s 47F

APPLICATION FOR THE CLASSIFICATION OF A COMPUTER GAME

I apply under s.17 of the Classification (Publications, Films and Computer Games) Act 1995 (the Act) and Section 28 of the Western Australia Censorship Act 1996 for classification of the following computer game:

Title: Manhunt
Other titles by which the game is known (if any):
Other versions (overseas/modified): Language: English
Publisher: Rockstar Games Platform: PS2 Year of production: 2003
Programmer/Author (if known): Country of origin: UK
Production Company: Rockstar Games
Format: [ ] cd-rom [x] dvd [ ] disc [ ] cartridge [ ] lcd game [ ] arcade [ ] add-on

Applicant/Company... Take 2 Interactive Software Telephone: s 47F
Contact Name/Authorised Assessor: s 47F Facsimile: s 47F
Postal address: s 47F Email: s 47F

I attach, as required by subsection 17(1) of the Act, the prescribed fee or authorisation to debit the prescribed fee of \$540 from my account, and a description of the game play, and

[x] a video tape recording of the game play that it is likely to be regarded as containing contentious material (material that a reasonable adult would consider unsuitable for playing by a person under 15)
The running time of this tape is ..... (mins).
Note: Where an applicant does not bring contentious material to the attention of the Board and the Board would have given a different classification had it been aware of the contentious material, the classification will be taken to never have been made. Please refer to section 21A of the Act or contact OFLC for further information.
[x] a signed assessment of the game by an authorised person containing a recommended classification and consumer advice.
(For games that are likely to be classified G, G8+ or M only)
[ ] a signed assessment of the game by an authorised person containing a recommended classification and consumer advice
[ ] a copy of an advertisement for the game

[x] I request priority service for this application and the additional \$540 fee is enclosed.

[x] I enclose a copy of the computer game.
Note: You MUST submit a copy of the computer game if it has not been assessed by an authorised assessor, or is considered to warrant a MA(15+) classification or higher.

s 47F knowledge correct.

or on behalf of the Applicant) Dated 15/10/03

**Board Report**

T03/2938



*Classification (Publications, Films and Computer Games) Act 1995*  
**CLASSIFICATION BOARD**

**DETAILS OF THE COMPUTER GAME:****FILE No** T03/2938**Processing Date:** 15/10/03**Title:** MANHUNT**Version:** ORIGINAL**Format:** Playstation 2**Duration:** VARIABLE**Publisher:** ROCKSTAR GAMES**Programmer:****Production Co:** ROCKSTAR GAMES**Country Of Origin:** UK**Language:** ENGLISH**Application Type:** Computer game without Assessment**Applicant:** TAKE 2 INTERACTIVE SOFTWARE**PROCEDURE:**

The Classification (Publications, Films and Computer Games) Act 1995, and the Classification Guidelines approved by the standing Committee of Attorneys General, are followed when classifying films.

**Item Viewed:** YES **Viewing Date:** 15/10/03**Written submissions:** NO **Oral submissions:** NO**MATERIAL CONSIDERED:**

In classifying this item regard was had to the following:

- |  |     |
|--|-----|
| <b>(i) The Application</b>                 | YES |
| <b>(ii) A written synopsis of the item</b> | YES |
| <b>(iii) The Item</b>                      | YES |
| <b>(iv) Other</b>                          | NO  |

**DECISION****(1) Classification:** MA 15 +**(2) Consumer Advice:** MEDIUM LEVEL ANIMATED VIOLENCE**(3) Key:** V(i-m-a)**(4) Ratified By:** \_\_\_\_\_

(Senior Classifier)

**SYNOPSIS:**

An inmate on death row awakes to find himself within a game. Following mysterious instructions he must fight his way out of gang-infested environments.

**REASONS FOR THE DECISION:**

When making decisions the Classification Board (the Board) follows the procedures set out in the Classification (Publications, Films and Computer Games) Act 1995 (the Act). The Board also applies the National Classification Code and the Classification Guidelines, while taking into account the matters set out in Section 11 of the Act.

In the Board's view this game warrants an MA classification as, in accordance with Part 4 of the Films Table of the National Classification Code, it is unsuitable for viewing by persons under 15.

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

The classifiable element is medium-level animated violence that does not exceed a strong viewing and/or playing impact.

The game is a twelve level third person adventure/shooter game in which the player must fight his way out of a gang-controlled environments using a variety of weapons (including pistols, baseball bats with embedded spikes, glass, bricks, and shotguns) and problem solving skills (in terms of determining route and manner of passing through certain sections). Bloodburst wounds are inflicted on gang-members and bodies remain on the ground (with blood detail) after being 'killed' (it is possible to shoot the bodies on the ground, but no further wound detail appears). The strongest visual within the game appears to be when gang members are shot in the head at close range with a shotgun, resulting in the head disintegrating in a brief red bloodburst.

The classification decision is based on Section 21A of the Classification (Publications, Films and Computer Games) Act 1995 which states that should the game subsequently be found to contain contentious material (whether through use of a code or otherwise) that was not brought to the attention of the Board and made available for viewing or demonstration before the classification was made, and that would have resulted in a different classification decision being made, the game is taken never to have been classified.

Internal office use only

**NAME:** s 47F

**SIGNATURE:** s 47F

**VIEWED BY:**

**DETAILS OF VOTING:** s 47F

**VOTING BREAKDOWN:**

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## CLASSIFICATION BOARD

### DETAILS OF THE COMPUTER GAME:

FILE No T03/2938

Viewing Date(s):

**Title:** MANHUNT

**Version:** ORIGINAL

**Format:** Playstation 2

**Duration:** VARIABLE

**Publisher:** ROCKSTAR GAMES

**Programmer:**

**Production Co:** ROCKSTAR GAMES

**Country Of Origin:** UK

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** TAKE 2 INTERACTIVE SOFTWARE

**Decision:**

**Consumer Advice:**

## CLASSIFICATION BOARD

### DETAILS OF THE COMPUTER GAME:

**FILE No** T03/2938  
**Viewing Date(s):** 15 Oct 2003

**Title:** MANHUNT  
**Version:** ORIGINAL  
**Format:** Playstation 2  
**Duration:** VARIABLE  
**Publisher:** ROCKSTAR GAMES  
**Programmer:**  
**Production Co:** ROCKSTAR GAMES  
**Country Of Origin:** UK  
**Language:** ENGLISH  
**Application Type:** Computer game without Assessment  
**Applicant:** TAKE 2 INTERACTIVE SOFTWARE  
  
**Decision:** MA 15 +  
  
**Consumer Advice:** MEDIUM LEVEL ANIMATED VIOLENCE

### Synopsis:

### Reasons for Decision:

s 47F





File No: **T03/2938**  
Classification No: **4135646A**

Attention: **s 47F**  
**TAKE 2 INTERACTIVE SOFTWARE**  
**P O BOX 106**  
**HORNSBY NSW 1630**

## CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

*Classification (Publications, Films and Computer Games) Act 1995*  
*Western Australia - Censorship Act 1996*

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I refer to your application dated 15 October 2003 for the classification of the undermentioned computer game. I certify that the computer game has been assigned the classification as below:

Title: **MANHUNT**  
Version: **ORIGINAL**  
Format: **Playstation 2**  
Running time: **VARIABLE**  
Publisher: **ROCKSTAR GAMES**  
Programmer:  
Production company: **ROCKSTAR GAMES**  
Country of origin: **UK**  
Classification: **MA 15 +**  
Consumer Advice: **MEDIUM LEVEL ANIMATED VIOLENCE**

This classification is made on the understanding that if the game is found to contain contentious material (whether available through a code or otherwise) that was not brought to the attention of the Board prior to classification, it is taken never to have been classified. The markings appropriate to the classification together with the prescribed consumer advice are to be displayed according to the Determination of Markings for Computer Games, made in Commonwealth Gazette GN32 of 13 August 1997.

Yours sincerely

**s 47F**

Director

Dated 21 October 2003

**TITLE (and Known Alternative Titles)**

MANHUNT

**CLASSIFICATION:** MA 15 +

**Classification Markings:**

In some jurisdictions you are required by law to display the Classification, Classification Description and Consumer Advice(if applicable) when advertising this computer game. The markings must be clearly displayed as determined by the Director, Classification Board, in the Commonwealth of Australia Gazette GN32, of 13 August 1997. The Determination of Markings for Computer Games is available by telephoning the Office of Film and Literature Classification Officer on (02)9582 7000.

**Review of Decision:**

You may apply for a review of this decision. The Act provides for a time limit of 30 days. If you require more information concerning the review process please contact the Secretary to the Classification Review Board on (02) 9289 7100.





## CLASSIFICATION BOARD DECISION REPORT

### DETAILS OF THE COMPUTER GAME:

**FILE No** T03/2938

**Viewing Date(s):** 15/10/03

**Title:** MANHUNT

**Version:** ORIGINAL

**Format:** Playstation 2

**Duration:** VARIABLE

**Publisher:** ROCKSTAR GAMES

**Programmer:**

**Production Co:** ROCKSTAR GAMES

**Country Of Origin:** UK

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** TAKE 2 INTERACTIVE SOFTWARE

**CLASSIFICATION:** MA 15 +

**CONSUMER ADVICE:** MEDIUM LEVEL ANIMATED VIOLENCE

**VIEWED BY:** s 47F

**DETAILS OF VOTING:** s 47F

Extraneous Material:

**SIGNATURE:**

s 47F

**RATIFIED BY:** \_\_\_\_\_

20-OCT-2003

(Senior Classifier)

### Trailers:/Advertising:

Date Logged	Item Description	Passed/Not	Classifier Initials	Decision



**Australian Government**

**Office of Film and  
Literature Classification**

File No: **T03/2938**  
Classification No: **4153410B**

Attention: **s 47F**  
**THE ATTORNEY-GENERAL  
PARLIAMENT HOUSE  
CANBERRA ACT 2600**

**MANHUNT**

Dear Sir/Madam

I refer to your application dated 30 August 2004 for the classification of the above .

As required by the Classification (Publications, Films and Computer Games) Act 1995 the decision of the Classification Board is RC (Refused Classification). The relevant Certificate dated 29 September 2004 is enclosed.

Where the Classification Board has made a decision, the person who applied for the classification may appeal to the Classification Review Board for a review of the decision. The Act provides for a time limit of 30 days after receipt of this letter to lodge an appeal.

If you require more information concerning the appeal process please contact the Secretary of the Classification Review Board on (02) 9289 7100.

The address of the Classification Review Board is:

**Secretary of the Classification Review Board  
Locked Bag 3  
Haymarket SYDNEY NSW 1240**

**Please Note:**

It is an offence under various State and Territory legislation to offer for sale a publication on which an RC (Refused Classification) decision has been made. Penalties include imprisonment and/or substantial fines enacted by each jurisdiction.

The submitted by you is being held in this office.

Yours sincerely

**s 47F**

Acting Director

Dated 29 September 2004



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

File No: **T03/2938**  
Classification No: **4153410B**

Attention: **s 47F**  
**THE ATTORNEY-GENERAL**  
**PARLIAMENT HOUSE**  
**CANBERRA ACT 2600**

**CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME**

*Classification (Publications, Films and Computer Games) Act 1995*  
*Western Australia - Censorship Act 1996*

I refer to your application dated 30 August 2004 for review of the Classification Board's decision in relation to the undermentioned computer game. I certify that the Classification Review Board has examined the computer game and decided to assign the classification shown below:

Title: **MANHUNT**  
Format: **Playstation 2**  
Running time: **VARIABLE**  
Publisher: **ROCKSTAR GAMES**  
Programmer:  
Production company: **ROCKSTAR GAMES**  
Country of origin: **UK**  
Classification: **RC**  
Consumer Advice:

This classification is made on the understanding that if the game is found to contain contentious material (whether available through a code or otherwise) that was not brought to the attention of the Board prior to classification, it is taken never to have been classified. The markings appropriate to the classification together with the prescribed consumer advice are to be displayed according to the Determination of Markings for Computer Games, made in Commonwealth Gazette GN32 of 13 August 1997.

Yours sincerely

**s 47F**

Dated 29 September 2004



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

**DECISION TEMPLATE**

*Application file number:* T03/2938  
*Classification number:* 4135646A  
*Review Board file number:* 04/9189  
*Date of classification by the Review Board:* 20 September 2004  
*Details of Applicant:* Attorney-General, s 47F  
*Title:* Manhunt  
*Version:* Original  
*Format:* Playstation 2  
*Publisher:* Rockstar Games  
*Production Company:* Rockstar Games  
*Country of origin:* UK  
*Running time:* Variable

*Classification Decision:* Refused Classification

*Consumer Advice:* N/A

*Details of panel:* s 47F

*Voting (unanimous/majority):*

s 47F

Date of decision: 28 September 2004

s 47F

---

**From:** s 47F  
**Sent:** Wednesday, 29 September 2004 10:29 AM  
**To:** s 47F  
**Cc:**  
**Subject:** Manhunt

Hi s 47F

Last night (approx. 9.30pm) the Review Board made the decision to refuse classification to *Manhunt*.

The decision template is in your in-tray in order for certificates to be issued and BOSS to be updated.

Thanks

s 47F

Assistant Policy Officer  
Office of Film & Literature Classification  
Locked Bag 3, Haymarket NSW 1240

s 47F

w: <http://www.oflc.gov.au>

s 47F

---

**From:** s 47F  
**Sent:** Wednesday, 29 September 2004 10:29 AM  
**To:** (oflc)  
**Subject:** Review - Manhunt

Hi OFLC

After meeting on the 20 September 2004, the Review Board made a decision last night (via teleconference) to refuse classification to *Manhunt*.

If you have any queries, please let me know.

Thank you to all who assisted with the review.

s 47F

s 47F

Assistant Policy Officer  
Office of Film & Literature Classification  
Locked Bag 3, Haymarket NSW 1240

s 47F

w: <http://www.oflc.gov.au>

61 2 62734103



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

**RECEIVED**  
31 AUG 2004  
**OFLC**

The Convenor  
Classification Review Board  
Locked Bag 3  
HAYMARKET NSW 1240  
Telephone 02 9289 7100  
Facsimile 02 9289 7101

OFLC File No:  
Date Received:  
Payment Received:

**APPLICATION FOR REVIEW OF A DECISION OF THE  
CLASSIFICATION BOARD UNDER THE CLASSIFICATION (PUBLICATIONS,  
FILMS AND COMPUTER GAMES) ACT 1995**

Name of Applicant<sup>1</sup> The Attorney-General, s 47F

Contact Person s 47F

Address Parliament House  
Canberra ACT 2600

Telephone 02-6277-7300

Facsimile 02-6273-4102  
Title Manhunt

Decision<sup>2</sup> To classify a computer game

Classification (if any) MA15+

Consumer Advice (if any) Medium level animated violence

Date of decision<sup>3</sup> 15 October 2003

The fee of \$ 0 is attached ~~or~~ please debit account.

Signed (by or on)

Date 30 August 2004



s 47F

Deputy Director  
Office of Film and Literature Classification

s 47F

Please find enclosed a VHS tape with the requested scene from Manhunt.

Please also see below a brief overview of the game to help you build a framework for the product as well as descriptions of the four secret levels.

While it may not be clear from the initial levels, Manhunt is at heart a traditional tale of good versus evil, of well-intentioned individuals prevailing against a corrupt and controlling system and ultimately, some form of redemption.

The premise: You play Carcer City death row inmate James Earl Cash, sentenced to death by lethal injection (for crimes unknown). However, your execution is faked by an influential and unscrupulous member of the local community - a man you come to know as The Director. But as foreshadowed in an early cinematic, one journalist has gathered information on The Director's plans, and she plans to expose his evil scheme by attempting to make contact with Cash and broadcasting what she knows. The results of this don't reveal themselves until the later levels of the game. Ultimately, it's up to you to battle your way out and help the journalist expose the Director's web of evil.

Play commences as The Director instructs you to follow his commands if you want to live. However, he has an ulterior motive: he wishes to see you kill or be killed at the hands of

Take 2 Interactive Software Pty Ltd.  
A.B.N. 34 082 795 337

post	P.O. Box 106 Hornsby NSW 1630 Australia
courier	Unit 5, 6-18 Bridge Road Hornsby NSW 2077 Australia
int.	Ph: 61 2 9482 3455 Fax: 61 2 9482 3670
sydney	Ph: (02) 9482 3455 Admin Fax: (02) 9482 3670 Sales Fax: (02) 9482 3650 Support/Hints Line 1902 262 606





his henchmen and it's up to you to fight your way out of this trap. You begin without weapons of any kind. Disempowered, disoriented and alone, you must rely on stealth to survive in a game of brinkmanship.

The tables are turned on the Director midway through the game, where you break out of the Director's control and make contact with the journalist, who explains the director's plans and his 'web of evil.' But the journalist has now become a target for the Director, so game play now turns to helping the journalist reach her apartment where she has amassed the evidence to implicate him. You, as Cash, must make sure she survives to cast light on the corruption rampant in Carcer City.

Once you have ensured her safety and survival, the Director turns all those under his influence in the wider world against you, and your only recourse is to take the battle to him at his mansion. After series of encounters, you finally reach his mansion, where you are pitted against his most evil accomplices and ultimately, the Director himself.

The climax of the game takes place high in Starkweather's mansion where you are hunted down by the Director's ruthless cronies. Once they are defeated, you must face the Director one on one. The game resolves after you have defeated Starkweather and the web of corruption is exposed by the journalist using the evidence you have helped gather - and your efforts to help the girl survive.

The final cinematic scene reveals the final pieces of the puzzle, explaining why The Director could manipulate you in such a way. It transpires that large amounts of the local community have been under his power up to and including the chief of police - all this reveals itself in the game's final scenes.

Take 2 Interactive Software Pty Ltd  
A.B.N. 34 082 795 337

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int.	Ph: 61 2 9482 3455 Fax: 61 2 9482 3670
sydney	Ph: (02) 9482 3455 Admin Fax: (02) 9482 3670 Sales Fax: (02) 9482 3650 Support/Hints Line 1902 262 606



### Bonus Levels

In order to open the bonus levels, one must earn three stars on each level. The bonus levels are as follows:

1: Hard As Nails: Take on recurring waves of enemies armed with only a nailgun and a baseball bat. No time limit.

2: The Brawl: Take on members of three gangs in recurring waves with no weapons, bar a slow-to-respawn glass shard (cannot be reused, making the level more like a fist fight). No time limit.

3: Monkey See, Monkey Die: An alternate level similar to the game's narrative levels. Fight your way out of the zoo while men in monkey suits hunt you down.

4: Time 2 Die: A time limit level: kill 10 gang members in ten minutes.

### Fan Forums

The level of secrecy surrounding development of the game and the lack of official information has to led a lot of speculation about this game being posted on message boards, most of it based entirely on rumours and completely lacking any factual basis whatsoever.

I trust that this will help clarify matters and will assist in bringing about some level of comfort.

Thank you

s 47F

Managing Director  
Asia Pacific  
Take 2 Interactive Software

Take 2 Interactive Software Pty Ltd.  
A.B.N. 34 082 795 337

post	P.O. Box 106 Hornsby NSW 1630 Australia
courier	Unit 5, 6-18 Bridge Road Hornsby NSW 2077 Australia
int.	Ph: 61 2 9482 3455 Fax: 61 2 9482 3670
sydney	Ph: (02) 9482 3455 Admin Fax: (02) 9482 3670 Sales Fax: (02) 9482 3650 Support/Hints Line 1902 262 606

TITLE: MAN HUNT

DIRECTOR(S): —

PRODUCER(S): —

APPLICANT: TAKEZ.

Viewing room: COMP.

Viewing date: 15/10/03

Notes:

File Number
Board Members
s 47F
Format
PS 2
Country
AUST.
Language
ENGLISH
Version
00216.
Duration
—
Application Type
—
Production Date
2003.

- \* James Earl Ray - wakes up - isn't dead - object get through levels - kill n y people.
- \* 3rd person view - focus on stealth - rather than outright violence.
- \* "view of innocence" - linear n structure - no innocent bystanders. - male with pistol - runs five - v/s "body toll",
- \* Body on ground - blood stain - can shoot body - moves - bodies stay - bloodbusts -

- \* Max 4 weapons -
- \* "MANTUNT" - up stairs - shotgun - bloodshot - fo lead - spray.
- \* Baseball  
Back with spikes - close range - blood flies/sprays
- \* Bodies stay on ground -
- \* Head blown apart - "dammit"
- \* Can take weapons off gun  
men hands.
- \* "fucce", "shite", "bastards".
- \* 12 locks.
- \* Video-cameras - Anti-lwo.

MA - MEDUN-LEVER ANIMATED  
VIOLENCE

~~XXXXXXXXXXXXXXXXXXXX~~  
~~XXXXXXXXXXXXXXXXXXXX~~  
 (X)

## MAN HUNT

FORMAT: PS 2.

APPL: TAKE 2 INTERACTIVE.

DECISION MA  
MEDIUM LEVEL VIOLENCE.

BONED

S 47F

JAMES EARL CASH - SENTENCED TO DEATH  
WAKES UP ON MISSION. 3rd PERSON VIEW.  
STELTH - FOCUS

- ① FUELED BY HATE      ② VIEW OF INNOCENCE  
③ GRAVEYARD SHIFT.      ④ MOUTH OF MADNESS.

INSTRUCTED BY UNSEEN VOICE - STRATEGIC:  
CASH UNSURE OF WHAT IS HAPPENING TO HIM.  
PRAISED ON JOB

VIEW OF INNOCENCE -

ALL MASKED

NO BYSTANDERS - GANGS OF KILLERS.

HANDGUN -

TARGET.

BODY - BLOOD SPLATTERS - 'CAN SHOOT FURTHER  
JUMPS BUT NO OTHER DAMAGE.

RELOADS. - BRICK / GUN / GLASS (BROKEN) 4 WEAPONS

GUN FIGHT - BEHIND OBJECT IN MALL.

GRAVEYARD SHIRT.

SHOTGUN - BLAST BURSTS - BODIES BLOOD POOL

BLOOD SPLATTER. -

CLOSE UP - HEAD SPLATTER.

HAND TO HAND - SPIKED CLUB - BLOOD SPLATTERS  
FURTHER BEATING OFF SCREEN.

SHOT TO HEAD BLOOD COVERED. - HEAD SHOT OFF.  
TISSUE + BLOOD SPLATTER.

PICKS UP WEAPON. - OFF DEAD GANG MEMBER.  
LOOSES OTHER WEAPON.

OCCAS.      'BASTARD'  
                  'FUCK.  
                  LANGUAGE.

T03/

Markus.

Take 2 Interactive.

A who was to be executed wakes and finds himself in a game, directed to undertake tasks.

- A walks around with a gun, shoot-out with
- Body on the gr. pool of blood, body remains on the gr. can shoot the corpse.
- Various weapons, bricks, gun, glass.
- Graveyard skull.
- Shotgun, shootouts with gang members
- Blood spray when a person is hit.
- Enemy can hit your character with baseball bat.
- Blood spray until mesua failed, your character die.
- Enemy emit agony groan.

Cover Sheet - Computer Games

File No.: T03/2938

Classification Administration Officer	Game Title: <u>MANHUNT</u> Alternative Titles: _____ Date Application Received: <u>15-10-2003</u> PSP? <u>YES</u> Date Payment Received: <u>15-10-2003</u> Date Due: <u>22-10-2003</u> Other Material: <input type="checkbox"/> VHS of (_____ mins.) <input type="checkbox"/> Additional material: _____ <input checked="" type="checkbox"/> Copy of the Game <input checked="" type="checkbox"/> Authorised Assessor Report <input checked="" type="checkbox"/> MA15+ recommendation <input checked="" type="checkbox"/> The report has been signed by a registered Authorised Assessor Sufficient <sup>is 47F</sup> information for a valid application: <b>YES</b> Signature: _____ Date: <u>15-10-03</u>
	Senior Classifier More Information Required: <input type="checkbox"/> New Assessment & Recommendation <input type="checkbox"/> Game <input type="checkbox"/> VHS of Gameplay <input type="checkbox"/> Other: _____
	CAO Applicant Contacted: <input type="checkbox"/> Telephone <input type="checkbox"/> Facsimile Date: _____ Initials: _____ <input type="checkbox"/> Post <input type="checkbox"/> Email
(Senior) Classifier	Application to be considered by a panel of _____ classifiers. <b>RECOMMENDATION NOT ACCEPTED:</b> <input type="checkbox"/> Disagree with Recommendation <input type="checkbox"/> Signed: _____ <input type="checkbox"/> More information required: _____ <input type="checkbox"/> Date: _____
CAO	Disagree Fax [section 17(4)] sent: Date: _____ Initials: _____
(Senior) Classifier	<b>RECOMMENDATION ACCEPTED:</b> CLASSIFICATION: <u>G</u> <u>G8+</u> <u>M15+</u> CONSUMER ADVICE: _____ RECOMMENDATION ACCEPTED BY CLASSIFIER: Signature _____ Date _____ ACCEPTED/RATIFIED – SENIOR CLASSIFIER: Signature _____ Date _____ NB - IF RECOMMENDATION IS NOT ACCEPTED, REFER TO SEPARATE BOARD REPORT



# Authorised Assessor Recommendation Report Classification of Computer Games

Classification (Publications, Films and Computer Games) Act 1995, Section 17 (3)

Title of Computer Game: Manhunt

Other title(s) (if any):                     

Platform: (e.g. PC, CGB, GBA, PS1, PS2, X-BOX, GC etc.): PS2

Name of Applicant: Take 2 Interactive

Name of Authorised Assessor:                     

**Description of Game (more than one box may be ticked)**

- Action / Adventure       Driving       Simulation       1<sup>st</sup> Person Shooter
- Arcade & Puzzle       Platform       Sports       Other (describe):
- Beat 'em Up       Role Playing Game       Strategy & War      .....

**Structure of the Game**

Describe the game play (including levels): You play James Earl Cash, a death row inmate whose execution was faked and who wakes up in a room with instructions to fight his way out of the gang-infested area of town hes now in. His all being filmed, and each 'scene' takes place in a different location (streets, graveyard, mall, hospital etc.)

Describe special features of the game (including cut scenes, full motion video sequences, introduction sequence, multiplayer options): There are small cut scenes throughout the game that serve such purposes as introducing gangs, displaying the next level/puzzle, giving new instructions, or sometimes getting the main character captured (it is scripted that he gets caught on occasion). There's also an intro cut scene, in the form of a news report.

Describe the perspective (1<sup>st</sup>/3<sup>rd</sup> person, top-down view, etc.): 3rd person over-the-shoulder view, with the camera occasionally cutting to a wall-camera's perspective.

**If there is insufficient space above to describe the structure of the game, attach an extra page containing any additional detail or description.**

**NOTE: MA (15+)**

If during your assessment you reach the conclusion that an element reaches the MA (15+) classification, continue the assessment and complete the section used to describe the element (pg 4). If your consideration results in a conclusion that the game may be classified MA (15+), the report is no longer an Authorised Assessor Recommendation but it can be included as a document for the purposes of section 17(1)(e)(v) of the Classification (Publications, Films and Computer Games) Act 1995 (a description of game play).

Mark the  in each of the following tables below to indicate which classifiable elements are contained in the game and their impact. The descriptors have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*. Describe the classifiable element(s) that contribute to the recommendation on page 4.

## THEMES

Category	Impact test	Classifiable Element - THEMES
<b>G</b> (General)	very mild <input type="checkbox"/>	The treatment of themes should have a very low sense of threat or menace, and be justified by context. <input type="checkbox"/>
<b>G (8+)</b> (General)	mild <input type="checkbox"/>	The treatment of themes should generally have a low sense of threat or menace and be justified by context. <input type="checkbox"/>
<b>M (15+)</b> (Mature)	moderate <input type="checkbox"/>	The treatment of themes may have a moderate sense of threat or menace, if justified by context. <input checked="" type="checkbox"/>
<b>MA (15+)</b> (Mature restricted)	strong <input type="checkbox"/>	The treatment of strong themes should be justified by context. <input type="checkbox"/>

## VIOLENCE

Category	Impact test	Classifiable Element - VIOLENCE
<b>G</b> (General)	very mild <input type="checkbox"/>	Violence should have only a low sense of threat or menace, and be justified by context. Sexual violence is not permitted. <input type="checkbox"/>
<b>G (8+)</b> (General)	mild <input type="checkbox"/>	Violence should be mild and infrequent, and be justified by context. Sexual violence is not permitted. <input type="checkbox"/>
<b>M (15+)</b> (Mature)	moderate <input type="checkbox"/>	Moderate violence is permitted, if justified by context. Sexual violence should be very limited and justified by context. <input type="checkbox"/>
<b>MA (15+)</b> (Mature restricted)	strong <input type="checkbox"/>	Violence should be justified by context. Sexual violence may be implied, if justified by context. <input checked="" type="checkbox"/>

## SEX

Category	Impact test	Classifiable Element - SEX
<b>G</b> (General)	very mild <input type="checkbox"/>	Sexual activity should be very mild and very discreetly implied, and be justified by context. <input type="checkbox"/>
<b>G (8+)</b> (General)	mild <input type="checkbox"/>	Sexual activity should be mild and discreetly implied, and be justified by context. <input type="checkbox"/>
<b>M (15+)</b> (Mature)	moderate <input type="checkbox"/>	Sexual activity should be discreetly implied, if justified by context. <input type="checkbox"/>
<b>MA (15+)</b> (Mature restricted)	strong <input type="checkbox"/>	Sexual activity may be implied. <input type="checkbox"/>

## LANGUAGE

Category	Impact test	Classifiable Element - LANGUAGE
<b>G</b> (General)	very mild <input type="checkbox"/>	Coarse language should be very mild and infrequent, and be justified by context. <input type="checkbox"/>
<b>G (8+)</b> (General)	mild <input type="checkbox"/>	Coarse language should be mild and infrequent, and be justified by context. <input type="checkbox"/>
<b>M (15+)</b> (Mature)	moderate <input type="checkbox"/>	Coarse language may be used. Aggressive or strong coarse language should be infrequent and justified by context. <input type="checkbox"/>
<b>MA (15+)</b> (Mature restricted)	strong <input type="checkbox"/>	Strong coarse language may be used. Aggressive or very strong coarse language should be infrequent. <input checked="" type="checkbox"/>

## DRUG USE

Category	Impact test	Classifiable Element - DRUG USE
<b>G</b> (General)	very mild <input type="checkbox"/>	Drug use should be implied only very discreetly, and be justified by context. <input type="checkbox"/>
<b>G (8+)</b> (General)	mild <input type="checkbox"/>	Drug use should be justified by context. <input type="checkbox"/>
<b>M (15+)</b> (Mature)	moderate <input type="checkbox"/>	Drug use should be justified by context. <input type="checkbox"/>
<b>MA (15+)</b> (Mature restricted)	strong <input type="checkbox"/>	Drug use should be justified by context. <input type="checkbox"/>

## NUDITY

Category	Impact test	Classifiable Element - NUDITY
<b>G</b> (General)	very mild <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>
<b>G (8+)</b> (General)	mild <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>
<b>M (15+)</b> (Mature)	moderate <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>
<b>MA (15+)</b> (Mature restricted)	strong <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>

**Classification and Consumer Advice**

The following table will assist you in making your final recommendation, including consumer advice.

Please tick the elements that you have assessed on the previous pages.

	NOT in game	G	G (8+)	M (15+)	MA (15+)
<b>THEMES</b>				✓	
<b>VIOLENCE</b>					✓
<b>SEX</b>	✓				
<b>LANGUAGE</b>					✓
<b>DRUG USE</b>	✓				
<b>NUDITY</b>	✓				

Mark the classifiable element(s) that contribute to the recommendation:

- THEMES   
  VIOLENCE   
  SEX   
  LANGUAGE   
  DRUG USE   
  NUDITY

Describe the classifiable element(s) that contribute to the recommendation:

Weapons include handguns, shotguns, blades, tranquilizer darts, blunt weapons etc. You can also use parts of the environment as weapons or distractions, such as bricks, bottles, plastic bags or garbage cans. Blood ~~sp~~ flies off people when hit, and stays on walls or the ground, or characters' clothes. Enemies may be decapitated, but there is no other body mutilations. If you sneak up behind an enemy, you can get a one-hit kill. The ~~screen~~<sup>view</sup> switches to a grainy, camera view of a short scripted sequence, during which the player has no control over the character. Some of these are included on the video provided. All enemies are gang members trying to kill you.

Words such as 'bitch', 'shit' and 'fuck' are used throughout the game, but not ~~to~~ excessively or frequently.

The player is being hunted by killers throughout the whole game, giving the game a survival/horror theme which is dark and intense.

If there is insufficient space above to describe the classifiable element(s) of the game, attach an extra page containing any additional detail or description.

## Consumer Advice

Remember that the **consumer advice** must match the elements that are present at the **highest category ONLY**.

Use the table and description on page 4 to assist you in deciding the consumer advice.

You must also consider the **frequency** and **impact** of classifiable elements to devise the most appropriate consumer advice, for example, when choosing between low level and high level animated violence.

Write your recommended classification and consumer advice in the table below.

Recommended Classification (please circle):	G	G (8+)	M (15+)
Recommended Consumer Advice:	MA15+ High Level Animated Violence		
	Medium Level Coarse Language		

Authorised Assessor's Signature 

Date: 15/10/03