

# *The Last of Us Part I*

## Release of information about classification decision

Document	Date	Page & link
<b>1. Forms</b>		
(a) Submission form	8 June 2022	<a href="#">2</a>
(b) Urgency request	8 June	<a href="#">4</a>
<b>2. Classification documents</b>		
(a) Examination transcript – scanned copy	21 June 2022	<a href="#">5</a>
(b) Examination transcript – electronic copy	21 June	<a href="#">8</a>
(c) Consideration sheet	22 June	<a href="#">11</a>
(d) Direction to issue label	23 June	<a href="#">22</a>
(e) Register page	1 July	<a href="#">23</a>
<b>3. Classification database</b>		
(a) Outline page	9 June	<a href="#">24</a>
(b) Requests page	26 August	<a href="#">25</a>
(i) Urgency – Outline page	9 June	<a href="#">26</a>
(ii) Urgency – Status History page	9 June	<a href="#">27</a>
(iii) BoR – Outline page	26 August	<a href="#">28</a>
(iv) BoR – Related Publications page	2 August	<a href="#">30</a>
(v) BoR – Status History page	26 August	<a href="#">31</a>
(c) Addressees page	9 June	<a href="#">32</a>
(d) Related Publications page	9 June	<a href="#">33</a>
(c) Versions page	9 June	<a href="#">34</a>
(d) Decisions page	22 June	<a href="#">35</a>
(e) History page	1 August	<a href="#">36</a>
<b>4. Email correspondence</b>	30 May–6 July	<a href="#">37</a>

# Film and Game Submission Form



OFFICE OF FILM  
& LITERATURE CLASSIFICATION  
*Te Tari Whakarōpū Tukuata, Tūbitūbinga*

<b>Title:</b>	Game Title		
	<input type="checkbox"/> Feature	<input type="checkbox"/> Trailer	<input checked="" type="checkbox"/> Game
	<input type="checkbox"/> Poster / Slick		
<b>Translated Title or A.K.A.:</b>	-----		
<b>Director:</b>	Naughty Dog		
<b>Producer:</b>		<b>Year of Production:</b>	2022
<b>Country of Origin:</b>	USA	<b>Release Date:</b>	-----
<b>Language:</b>	English	<b>Running Time:</b>	0.00
<b>Media:</b>	Computer Game	<b>Format/Zone:</b>	-----
<b>For Theatrical:</b>	<input type="checkbox"/>		
<b># of Trailers/Extra Footage:</b>	0	<b>Barcode</b>	<b>Catalogue Number:</b>
		:	-----

<b>Request for Urgency</b> <input checked="" type="checkbox"/>	<b>Request for Waiver or Group Submission</b> <input type="checkbox"/>	<b>Digital Label Required</b> <input type="checkbox"/>
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No files chosen

<b>For Office Use Only</b>	<b>Publication #:</b> 2200247.000
<b>Received by:</b> [REDACTED]	-----
<b>Date Received:</b>	-----
08/06/2022	-----

<b>Applicant Information</b>	
<b>Applicant:</b> Sony Interactive Entertainment NZ Ltd (Formerly Sony Computer Entertainment)	<b>Phone:</b> [REDACTED]
<b>Contact:</b> Katherine Devonshire	<b>Email:</b> [REDACTED]
<b>Address:</b> 100 Ponsonby Road Grey Lynn Ponsonby Auckland 1011	<b>Application Date:</b> 8/06/2022
	<b>Purchase Order:</b> 4200607486

No contents chosen

No extra footage chosen

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**Distributor Declaration**

The following components of the publication submitted for examination will NOT appear on the version that is to be made available to the public:

Please specify – e.g. burnt-in time code, trade on promotional notices, trailer, etc.

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Released under the Official Information Act 1982

Date: 08 June 2022

**URGENCY REQUEST**  
**(Pursuant to Regulation 4, Films, Videos, And Publications  
Classification (Fees) Regulations 1994)**

Deputy Chief Censor of Film and Literature  
Classification Office  
PO Box 1999  
WELLINGTON

The following titles below are the preferred urgent titles for examination listed in order of priority.

	<b>WEEK COMMENCING</b>	<b>TITLE</b>	<b>MEDIUM</b>	<b>RUNNING TIME</b>	<b>APPLICANT</b>
1	13 <sup>th</sup> JUNE	GOD OF WAR RAGNAROK	GAME		Sony Interactive Entertainment
2	20 <sup>th</sup> JUNE	GAME TITLE (Code name)	GAME		Sony Interactive Entertainment
3					
4					
5		GAME TITLE embargoed until 1 <sup>st</sup> July 2022			
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

Signed **s 9(2)(a)**  
Representative of Film & Video Labelling Body Inc.

Date 21 June 2022

OFLC Ref 2200247

Title The Last of Us Part 1

Other Known title(s) —

Medium Console Game

Director (s) —

Producer (s) —

Country (ies) USA

Language (s) English.

The Last of Us Part 1

Sarah wakes call from Uncle Tommy, looking for Joel (father).  
Summer.

Infected man at door, bloodied & mad. Joel starts him when goes to attack  
infected a the person in car they with more left goi

car crash, Joel. Joel at Sarah, to cardan line (ppl attacked by infected).  
best soldiers orders to shoot. T kills soldier shot to head.  
but S hit, bloody hurt & killed.

Summer  
Joel wakes by Tess 20 Years later.

checkpoint truck car explodes freely attack FF Fucks  
go underground path w/ T. get equipment, gun, flashlight etc.

Stratton kills - choke or stab w/ shv. (guying) turn the fuck around  
shoot head. blood. & leave now  
back down & chase Robert. "old 7 will beat your skull"  
"get the fuck back" "go fuck yourselves"

R. stuck in leg, kicked in head. Q about their guns.  
 Joel breaks R's arm. He says sold guns to R. f. "Ah, Ah fuck!"  
 T shoots him in head. R.  
 Firefly lady says: will return guns if J&T can deliver package out of city.  
 M. Irene

wait till night. f  
 M takes to meet Elle.  
 Joel will take her out of city.  
 "oh, fuck!"  
 Soldiers to check them for infections.  
 E is immune.

continue to Statehouse. T finds the fireflies dead. Gladys bites.  
 bitten on neck. "this is fucking real Joel"  
 Soldiers show up. "Just fucking go!"  
 find rifle. traverse, fight off infected.  
 Bill saves them escape to his place. f. f. f.

→ school & get petrol for car. leave w/ E. B stays.  
 reach off ramp. get ambushed by bandits.

see two cars get gunned down by hunters in truck.  
 battle w/ mounted gun vehicle. no food or useful clothes. → died for nothing.  
 meet Henry & Sam. avoid it. kill soldiers.  
 "man, that fuckin' truck!"  
 NB Molotovs  
 nailbombs. - explosive  
 pistol  
 revolver  
 shotgun  
 rifle  
 bow arrows.

go through storm drain to tunnel network.  
 Sniper alley. Sam get bitten during. Henry yep, turns gun & shoots self, brief.

FALL

→ Jackson County.  
 tension between J & Tenny.  
 head to university for fireflies. They've moved on.  
 ambush to Joel injured on rebar.  
 NB offensive language continues.

WINTER

Elle hunting, follow deer. Meet David & James. offer to trade for meat.  
 E flees  
 James  
 ← wakes, captured. man cuts at coffee - arm pulled away. meat smothered.  
 David visits w/ food. "fucking murder"  
 touches her hand "you're special" E breaks finger, goes for keys but  
 knocked into cell door.  
 Goodred now

→ J wakes, fight. 2 men captured. repeat protocol to see on ground.

throat

J stabs man in knee. screams. thrusts left elbow screen. "Ah! Fuck!" creepy af.  
 J chokes him & snaps neck. focus right knee right knee on 7M  
 then kills other man. pop your gut down the cut off.  
 E taken by James & David, going to butcher her.  
 D chokes E. E strikes J throat  
 fight w/ D, later. Stab him in chest 3x.  
 E manages to get machete, hacks at D  
 below screen, blood splatters her.  
 Joel intervenes, comforts E.

SPRING

Sit late city.  
 betrayal re E going to be sacrificed in surgery for chance at cardiopulmonary vaccine.  
 J shoots soldier 2x in gut below each. Q's about surgical room. J shoots him in head.  
 J battles through fire/ber, kills them & surgeon (+ optionally murder 2 others).  
 J lies to E re. others immune, cure etc. & flb to J shooting Malbert's stomach. then head when she begs to be let go. "You'll just come after her."  
 J & E -> Tommy's town.  
 credits -

### Thou Left Behind (DLC)

Flb w/ E helping injured J  
 Flb > Riley wakes E by pecking to bite her. catch up. at military dumps.  
 out w/ E helping w/ Joel wand. explore mall for meds  
 Flb to E & R out past curfew at night. through bldg, mall & abandoned  
 scenes vary between E & R character, relationship. & E working to get meds away from infected & save Joel.  
 E & R both bite marks.  
 R talks two options - easy way out, "quick & painless" (gun suicide) none sticking together (cut w/ scenes E saving Joel).  
 E prefers option 2 fight together.

2

**Date** 21 June 2022  
**OFLC Ref** 2200247  
**Title** The Last of Us Part 1  
**Other Known title(s)** –

**Medium** Console Game  
**Director (s)** –  
**Producer (s)** –  
**Country (ies)** USA  
**Language (s)** English.

The Last of Us Part 1

Sarah woken call from Uncle Tommy, looking for Joel (father).

Infected man arrives at door, bloodied & mad. J shoots him when goes to attack.

infected attacks person

in car

Hey wtf man lets go!

car crash.

f. f.

Play as Joel. flee w/ Sarah, to cordon line

(ppl attacked by

[...] soldiers orders to shoot.

infected).

T kills soldier shot to head.

but S hit, bloody hurt & killed.

Summer. 20 Years Later.

Joel woken by Tess

"Robert fucking sent them"

to checkpoint

truck car explodes

firefly attack

ff

Fuck

go underground path w/ T. get equipment, gun, flashlight etc.

^ "turn the fuck around

Stealth kills – choke or stab w/ shiv. (gurgling)

& leave now"

Shoot [...]. blood

"bitch? will [...]"

track down & chase

your [...]"

Robert

"get the fuck back"

"go fuck yourselves"



R struck in leg, kicked in head. Q about their guns. f.

Joel breaks R's arm. & he says sold guns to fireflies. "Ah, Ah fuck!"

& T shoots him in head

Firefly lady (Marlene) says will return guns if J & T can deliver package out of city.

battle & traverse M takes to meet Ellie.

wait till night. f. Joel & Tess will take her out of city.

Soldiers arrest & check them for infection. "Oh, fuck."

E is immune.

Continue to State House. T finds the fireflies dead. bloodied bodies

↳ bitten on neck "this is fucking real Joel"

Soldiers show up "Just fucking go."

find rifle. traverse, fight off infected.

Bill saves then escape to his place. f f. f

School & get petrol for car. J leave w/E. B stays.

reach offramp. get ambushed by bandits.

NB molotovs

see two car/vans get gunned down by hunters in truck. nailbombs. – explode

no food or useful clothes → [...] pistol ppl

battle w/ mounted gun vehicle avoid it for nothing. revolver into

meet Henry & Sam kill soldiers. shotgun bits

"Man, that fuckin' lock" rifle.

go through storm drain to township Waverly. bow & arrow.

Sniper alley. Sam got bitten, turning. Henry upset, turns gun

& shoots self,

FALL Jackson County. brief.

tension between J & Tommy. (NB offensive language

Head to university for fireflies. they've moved on. continues.)

ambush & Joel injured on rebar.

WINTER Ellie hunting, follows deer. Meet David & James. offer to trade for

E flees meat.

v E wakes, captured. James cuts at corpse – arm pushed away. meat, some blood

David visits w/food. "fucking around"

touches her hand "You're special" E breaks finger, goes for keys but

knocked into cell door,

J wakes, fight. 2 men captured. repeat punches to [...] on ground bloodied nose

J stabs man inches in knee. screams. thrusts knife below screen. E David's [...]  
 ~ pet ~  
 "Ah! Fuck!" creepy af.  
 J chokes him & snaps neck. Focus right here right here or I'll  
 threat then tells other man. pop your goddamn kneecap off.  
 E taken by James & David, going to butcher her.  
 distracts E slashes J throat escape  
 fight w/ D, later. Stabs him in chest 3x. V Joel looking for E  
 D choking E sees 3x human corpse  
 E manages to get machete, hacks at D strung upside down to  
 below screen, blood spatters her. bleed out. bags over  
 Joel intervenes, comforts E. heads & hands  
 SPRING Salt Lake City. tied.  
 betrayal re. E going to be sacrificed in surgery for chance at cordyceps  
 vaccine.  
 J shoots soldier 2x in gut Qs about surgical room. & shoots him in  
 below screen. head  
 J battles through fireflies, kills them & surgeon (+ optionally murder 2 others).  
 J lies to E re. others immune, cure etc. & f/b to J shooting Marlene in  
 stomach. & then head  
 when she begs to be let go  
 J & E → Tommy's town "You'd just come after her."  
 – credits –

#### TLoU Left Behind (DLC)

- w/ E helping injured J.

f/b

- Riley wakes E by pretending to bite her. catch up. at military dorms.
- cut w/ E helping w/ Joel wound.  
 explore mall for meds
- f/b to E & R out past curfew at night. through bldg., abandoned mall

Scenes vary between E & R characterisation, relationship. & E working to

v [...] E slitting throat of infected. wound visible. get meds avoid  
 E & R both bite marks. infected & save J

R talks two options – easy way out, "quick & painless" regen suicide  
 ↳ prefers option 2 fight together. theme sticking together (cut w/ scenes  
 E saving Joel).

### Consideration Sheet

<b>OFLC ref:</b>	2200247.000
<b>Submission channel:</b>	s12(1)

<b>Title of publication:</b>	The Last of Us Part 1
<b>Other known title:</b>	The Last of Us Part I
<b>Medium:</b>	Console Game
<b>Distributor:</b>	Sony Interactive Entertainment NZ Ltd
<b>Country of origin:</b>	United States
<b>Language:</b>	English
<b>Applicant:</b>	Film & Video Labelling Body

<b>Examination transcript No:</b>	775, p93
<b>Examination date:</b>	22 June 2022
<b>Other identifying information:</b>	

Components Of Film

Components of film originally examined:

	Components	Running time
Game:	The Last of Us Part 1	
Total running time:		

Components of film excised:

Released under the Official Information Act 1982

## Consideration of the Publication under the Films, Videos, and Publications Classification Act 1994 (FVPC Act)

<b>Description</b>
<p><i>The Last of Us Part I</i> is a remake of 2013's <i>The Last of Us</i> (R18, OFLC Ref. 1300443) for the PlayStation 5.</p> <p>As with that game, <i>The Last of Us Part I</i> follows survivalist Joel as he is tasked with transporting young teen Ellie to a group known as the Fireflies. Ellie is the only known person to be immune to the infection, and the Fireflies are hoping to use her immunity to create a cure and save humanity. What ensues is lengthy tale of Ellie and Joel working together to survive a brutal post-apocalyptic world.</p> <p>The game includes the expansion <i>The Last of Us: Left Behind</i>, a shorter story which follows Ellie as she searches a decaying mall for medication to help an injured Joel. This short story is intertwined with the past as Ellie and her friend Riley venture into the city past curfew. Extra content includes behind the scenes artwork, videos and podcasts.</p>

<b>Section 3(1): the Subject Matter Gateway</b>	
Does the publication describe, depict, express, or otherwise deal with matters such as:	
-	Sex <sup>1</sup>
✓	Horror
<p>The game deals with horror themes and imagery throughout. Set in a post-apocalyptic America where much of the populace has succumbed to fungal infection, familiar city spaces are now abandoned warrens ripe with the threat of violence. Some places are covered in fungal growths, where hostile infected roam. Others are dark and decaying, with evidence of historic violence and the downfall of modern civilisation painting a grim picture. The game also deals with horror themes like the loss of humanity – both from the changes wrought by the infection, and the nihilism of a dog-eat-dog world common to apocalyptic fiction. The overall effect is of a hostile world where few places are safe.</p> <p>The way the infection changes its victims is both an example of psychological and body horror. Those in the early stages are feral and vicious, regular people turned to blood</p>	

<sup>1</sup> Note that a publication can be found to deal with a matter such as sex if (a) the publication is or contains 1 or more visual images of 1 or more children or young persons who are nude or partially nude; and (b) those 1 or more visual images are, alone, or together with any other contents of the publication, reasonably capable of being regarded as sexual in nature. (s 3(1A)).

### Section 3(1): the Subject Matter Gateway

spattered and deranged zombie-like monsters. Others become animalistic, stalking the player so they can leap in surprise attacks. These variants lope around on all fours. Those in advanced stages of infection have lost all eyesight as fungal growths have burst through their skull and chest in a gruesome display of body horror. These emit clicking noises to echolocate, and will rush upon any noises. Finally there are hulking brutes whose bodies are mostly overcome by fungal growths; the vestiges of their humanity can only be seen through their humanoid form.

Horror is also derived from some scenes dealing with cannibalism. At one point Ellie is captured and we briefly see a man butchering a human carcass. An arm is severed and knocked to the floor as blood seeps out. Later, Joel finds a room where bodies are strung up on hooks. Blood spatters on the ground suggest they are being bled out for food processing. This adds a horrific threat to this sequence as Ellie and Joel try to survive.

-	Crime
As cruelty is largely dealt with in terms of violence, this is considered under s3(3)(a)(i) below.	
✓	Cruelty
As cruelty is largely dealt with in terms of violence, this is considered under s3(3)(a)(i) below.	
✓	Violence
The way the game deals with violence is considered under s3(3)(a)(i) below.	
-	None of the above, <u>proceed to s 3A and s 3B</u>

### Section 3(2): Certain publications are "deemed to be objectionable"

Does the content of the publication raise any of these issues? If it does, discuss, and conclude whether the publication promotes or supports, or tends to promote or support, that matter.

-	s 3(2)(a) The exploitation of children or young persons for sexual purposes
Does the content of the publication raise any of these issues? If it does, discuss, and conclude whether the publication promotes or supports, or tends to promote or support, that matter.	
-	s 3(2)(b) The use of violence or coercion to compel a person to participate in, or submit to, sexual conduct
Does the content of the publication raise any of these issues? If it does, discuss, and conclude whether the publication promotes or supports, or tends to promote or support, that matter.	

Section 3(2): Certain publications are "deemed to be objectionable"	
-	s 3(2)(c) Sexual conduct with or upon the body of a dead person
-	s 3(2)(d) The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct
-	s 3(2)(e) Bestiality
-	s 3(2)(f) Acts of torture or the infliction of extreme violence or extreme cruelty
✓	None of the above
If the publication promotes or supports (or tends to) any of these matters, could excisions be used to remove the problematic content?	
-	Yes. Consider the rest of the publication under s 3(3) and s 3(4) and discuss the required excisions in the conclusion.
-	No. The publication is deemed to be objectionable. <u>Proceed to Conclusion</u>

Section 3(3): Matters to be given particular weight	
If any of the following criteria apply, discuss in terms of the extent and degree to which, and the manner in which, the publication:	
✓	s 3(3)(a)(i) Deals with the infliction of torture, serious physical harm, significant cruelty
<p>The game deals with violence and the threat of violence throughout in both gameplay and narrative. Players control Joel (and in some later sequences Ellie) as he navigates through the world, gathering resources and fighting off enemies both human and infected. As with the original game and its sequel, <i>The Last of Us Part I</i> strives for realistic brutal violence instead of the exaggerated gore of its contemporaries. Notably, the game has been remade using the game engine of <i>The Last of Us Part II</i> which brings a higher fidelity to bodily injury than the original <i>Last of Us</i>.</p>	

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

As players progress they will gather different types of guns, temporary melee weapons and crafted explosives. Over the course of the game players will be equipped with a pistol, revolver, rifle, shotgun, molotov cocktail, nail-bomb, and bow. Melee weapons vary from pieces of wood and pipes to machetes and axes. Shivs can also be crafted to quietly take down enemies with a quick and bloody stab into the neck.

Use of firearms has varying degrees of violence. Single bullet firearms like handguns and rifles leave bloody entry wounds and larger meaty exit wounds on the other side. A shot to the head has the skull flaring out where the bullet left, with torn flesh and blood. With the added fidelity of this remake, this can be glimpsed as enemies are shot, as well as seen on their fallen bodies. Powerful guns like rifles and shotguns can blast limbs off, and blood can be seen pumping from these wounds. The shotgun can also decapitate a person, leaving a partial lower jaw visible amongst the mess of blood and flesh. A nail-bomb inflicts further injury by both dismembering and bisecting bodies. As well as scattered limbs and bloody flesh, players will see bloodied torsos with a partial spine.

Another strong aspect of combat can occur if players shoot a human enemy in the neck. A stream of blood spills from the wound as they clutch at their neck and choke. Their gurgling dies out with them after a brief time.

Even unarmed combat can be pretty violent, with one finishing move showing Joel smashing his opponent's face into the corner of a bench, killing them. Using bladed weapons Joel will stab through the torso, cut across the chest, and slash through the neck. Blood arcs and splatters with the direction of attack, spreads through clothes where struck, and spills from wounds. Corpses remain in the environments and blood pools realistically spread out in death.

The use of molotovs adds an element of cruelty to the combat violence; humans are set alight and will scream and flail at the flames. Their bodies are left charred. In a scene at the end of the game the player can murder two non-combatants who cowering away from Joel, which is cruel.

There are also moments of semi-interactive cinematic violence – where characters are dependent on players pressing buttons in time to survive. One particularly notable example has a bandit try to impale Joel on a shard of broken glass. If players fail to press the buttons a brief scene shows Joel getting stabbed in the neck. On success Joel slips aside and his attacker lands on the shard, bleeding and choking as he dies.

Non-interactive cinematic violence is also a regular feature. At one point Joel tortures two men for information. He repeatedly hits one of them off-screen, though we later see his bloodied face. The other is tied to a chair. Joel stabs a knife through his knee and threatens to pop his kneecap off if the man doesn't talk. In the course of the scene we hear Joel twist the knife as the man screams. Having learned where Ellie is, he breaks the seated man's neck and then murders the second man with a hefty strike.

A climactic fight where players control Ellie ends in a bloody attack. As cannibal leader David strangles Ellie she manages to grab a machete and slash him with it. With David downed, she



**Section 3(3): Matters to be given particular weight**

repeatedly strikes just below the screen in a frenzy of adrenaline and terror as blood spatters her from below. Joel arrives and pulls her away, and we see the emotional impact this experience had on Ellie.

Overall, *The Last of Us Part I* allows players to regularly engage in brutal and gory combat, where detailed blood effects and enemy hit reactions add a sense of realism and weight to the violence.

-	s 3(3)(a)(ii) Deals with sexual violence or sexual coercion, or violence or coercion in association with sexual conduct
-	s 3(3)(a)(iii) Deals with other sexual or physical conduct of a degrading or dehumanising or demeaning nature
-	s 3(3)(a)(iv) Deals with sexual conduct with or by children or young persons
-	s 3(3)(a)(v) Deals with physical conduct in which sexual satisfaction is derived from inflicting or suffering cruelty or pain
-	s 3(3)(b) Exploits the nudity of children or young persons
-	s 3(3)(c) Degrades or dehumanises or demeans any person
-	s 3(3)(d) Promotes or encourages criminal acts or acts of terrorism
-	s 3(3)(e) Represents that members of any particular class of the public are inherently inferior to other members of the public by reason of an characteristic that is a prohibited ground of discrimination specified in s 21(1) of the Human Rights Act 1993

**Section 3(3): Matters to be given particular weight**

-	The publication doesn't deal with any s 3(3) criteria
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**Section 3A:**

Does the publication contain highly offensive language to such an extent or degree that it is likely to seriously harm viewers under a certain age?	✓ Yes
	- No

Discuss (including any necessary consideration of offensive language that is not 'highly offensive' or any highly offensive language which is not likely to cause serious harm to young viewers):

The game contains moderate use of highly offensive language. The expletive "fuck" is used for emphasis, exclamation and in aggressive contexts. Examples include "Ah! Ah, fuck!" and "Go fuck yourselves", as well as common phrases like "[who/what/why/how] the fuck". Repeated exposure to highly offensive language has an inuring effect, which increases the risk of social harm to younger audiences should they imitate its use.

**Section 3B:**

Does the publication contain any of the following material?

✓	Harm to a person's body, including self-inflicted death, self-mutilation or harmful body modification (other than any already discussed under s 3(3) criteria).
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We briefly see Henry, upset that his younger brother Sam has succumbed to the infection, put a gun to his head and fire. He collapses out of frame.

-	Conduct that, if imitated, would pose a risk of serious harm to self or others (other than any already discussed under s 3(3) criteria).
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-	Physical conduct of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).
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**Section 3B:**

–	Visual images of a person’s body that alone or with any other contents of the publication are of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).
–	None of the above
<p>Does the extent and degree of the material make the publication likely to cause any of the following harms to young people under a specified age because of their general levels of emotional and intellectual development and maturity?</p> <ul style="list-style-type: none"><li>▪ Cause them to be greatly disturbed or shocked</li><li>▪ Increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both</li><li>▪ Encourage them to treat or regard themselves, others, or both, as degraded, dehumanised or demeaned.</li></ul> <p>Discuss likely harm/s or why the content is unlikely to cause these harms:</p> <p>Henry’s suicide is sudden and born from intense shock and grief. It is more emotionally impactful given that players have spent time with Henry and Sam as they escaped the city with Joel and Ellie. This death is likely to be momentarily shocking to most audiences, and upsetting to those affected by suicide. However the dramatic circumstances mean it is unlikely to inspire imitation.</p>	

**Submissions & consultations (if applicable)**

–	Consultation or enquiries required under s 21
–	Submissions received from interested parties under s 20

**Any other information to be taken into account (if relevant)**

(e.g. previous OFLC decisions, decisions of other classification bodies, research, books, articles, reviews, etc.)

**OFLC Decisions:**

*The Last of Us* – R18: Violence and horror (Ref. 1300443)

*The Last Of Us Part II* – R18: Graphic violence, offensive language and cruelty (Ref. 2000121)

### Any other information to be taken into account (if relevant)

(e.g. previous OFLC decisions, decisions of other classification bodies, research, books, articles, reviews, etc.)

### Email received from a member of the public on 11 June 2022:

*I'd like to request a.: Reconsideration*

*What kind of publication is it?: Video game What is the title of the publication?: Last of Us Part 1 (PS5)*

*Why are you seeking a submission/exemption/reconsideration?: Last of Us Part 1 is game releasing for the PS5 on the 2/09/22.*

*Is it my belief that this game should be rated a 16.*

*Last of Us Part 1 is a Remake of the Last of Us. released June 14, 2013 for the PS3. And Last Of US Remastered 29th July 2014. Which was rated 18.*

*So the easy option would be to rate it 18.*

*But It is my belief that If original game was released today it would be rated 16.*

*This based on my Playthrough of The Quarry (PS5, Xbox), Evil Dead the Game, Resident Evil 2 (PS4, Xbox) All rated 16.*

*Last of Us Part 2 19 June 2020 PS4. Fully deserves it 18 Rating in my opinion.*

*If had been released in the early 2000s it may of been banned or at least required cut content but times evolve.*

*But the original PS3 Last of Us game is not at this level and I don't see this remake being much different.*

**[contact details removed]**

### Conclusion

- In addition to all of the above matters, consider relevant s 3(4) matters: the dominant effect of the publication, character of the publication (including any merit, value or importance), impact of the medium, intended or likely audience, intended purpose, and any other relevant circumstances relating to its use
- Identify any likely injury to the public good from the unrestricted availability of the publication
- Determine the classification, taking into account the New Zealand Bill of Rights Act 1990 (NZBORA) and the need to impose the least restrictive limitation on the right to freedom of expression that will prevent injury to the public good

*The Last of Us Part I is an exceptionally crafted video game, with realistic visuals and a characterful if grim story. The game has players regularly engage in desperate and brutal violence against human and humanoid enemies. This strong gory violence is likely to disturb younger audiences, and inure teenagers to violence.*

## Conclusion

As a result, the unrestricted availability of the game is likely to be injurious to the public good. Horror themes and imagery, cruelty, and the use of highly offensive language further contribute to a need for restriction.

Balancing these harms against the right to freedom of expression as set out in the NZBORA, a restriction on the availability of the game to adults is justified to prevent injury to the public good. *The Last of Us Part I* is therefore restricted to those aged 18 years and over.

## Classification

R18

**Descriptive note to cover:** Graphic violence and offensive language.

## Excisions (if applicable)

## Display conditions (restricted publications only)

Are display conditions necessary?	<input type="checkbox"/>	Yes
	<input checked="" type="checkbox"/>	No

Reason for any display conditions:

**DIRECTION TO ISSUE A LABEL (SECTION 36 OR 36A)**

TO: The Secretary  
The Film and Video Labelling Body Inc.

The Classification Office directs the Film and Video Labelling Body Inc. to issue a label for the following publication:

**Title of publication:** THE LAST OF US PART 1

**Other known title:** THE LAST OF US PART I

**OFLC ref:** 2200247.000

**Medium:** Console game

**Distributor:** Sony Interactive Entertainment NZ Ltd

**Country of origin:** United States

**Language:** English

<b>Classification:</b> R18
----------------------------

**Descriptive note:** Graphic violence and offensive language

**Display conditions:**None

**Advertising material:** None

	Components	Running time
<b>Game:</b>	THE LAST OF US PART 1	
<b>Total running time:</b>		

**Date:** 23 June 2022

For the Classification Office (signed): **s 9(2)(a)**, Senior Classification Advisor

**Classification Office Decision**

**Title of publication:** The Last of Us Part 1

**Other known title(s):** The Last of Us Part I

**OFLC ref:** 2200247.000

**Medium:** Console Game

**Distributor:** Sony Interactive Entertainment NZ Ltd

**FVLB Applicant:** Sony Interactive Entertainment NZ Ltd

**Country of origin:** United States

**Language:** English

**Applicant:** Film & Video Labelling Body

<b>Classification:</b>	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 18 years.
------------------------	---

**Excisions:** No excisions recommended

**Descriptive note:** Contains graphic violence and offensive language.

**Display conditions:** None

**Date of entry in Register:** 01 July 2022

**Date of direction to issue a label:** No direction to issue a label has been issued

**Date of notice of decision:** No notice of decision has been issued

	Components	Running time
<b>Game:</b>	The Last of Us Part 1	
<b>Total running time:</b>		

**Summary of reasons for decision:**

Not applicable

### Publication Outline for The Last of Us Part 1



Publication Number: 2200247.000

\* Publication Title:

Other Known Titles:

\* Submission Channel: s12(1) \* Medium: Console Game

Is Associated Advertising?:

Language:  (Dropdown menu with options: Abkhazian, Aboriginal, Afar, Afrikaans)

Country of Origin:  (Dropdown menu with options: Afghanistan, Albania, Algeria, American Samoa)

Film Festival Name:

CRN:

Date of Court Order:

Publication Status:

Assigned To:

Examination Transcript No:

ISBN:

Record Source: CDA

File Notes

Select   Date: Created By: File Note:

Fee Details

Expected Fee (\$): 2146.65 Base Fee (\$): 1431.10  
Less (-) Plus (+)  
Fee Waiver: Urgency Amount (\$): 715.55  
Recovery (\$):

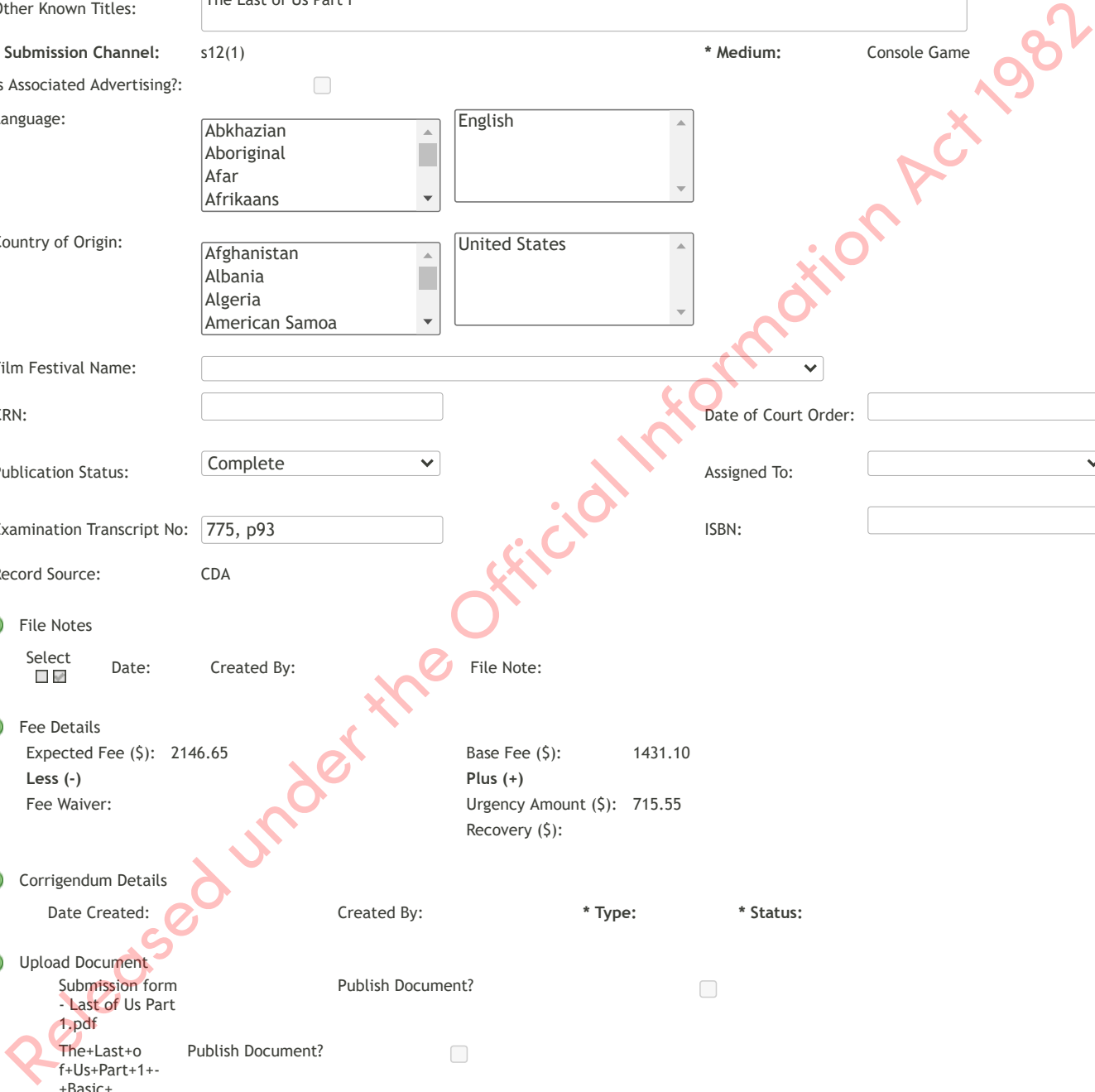
Corrigendum Details

Date Created: Created By: \* Type: \* Status:

Upload Document

Submission form - Last of Us Part 1.pdf Publish Document?

The+Last+of+Us+Part+1+-+Basic+Debug+Guide.pdf Publish Document?





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## Requests for The Last of Us Part 1

2200247.000 Console Game

Request No.	Request Type	Status	Status Date	Applicant
R2200268	<a href="#">BOR Submission</a>	Complete	26/08/2022	Joel Osman
R2200194	<a href="#">Urgency</a>	Granted	09/06/2022	Film & Video Labelling Body

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### Outline for Urgency

Request No.: R2200194  
 Request Type: Urgency  Date Created: 09/06/2022  
 Reason for Application:   
 \* Request Status: Granted  Status Date: 09/06/2022  
 Reason for Decision:

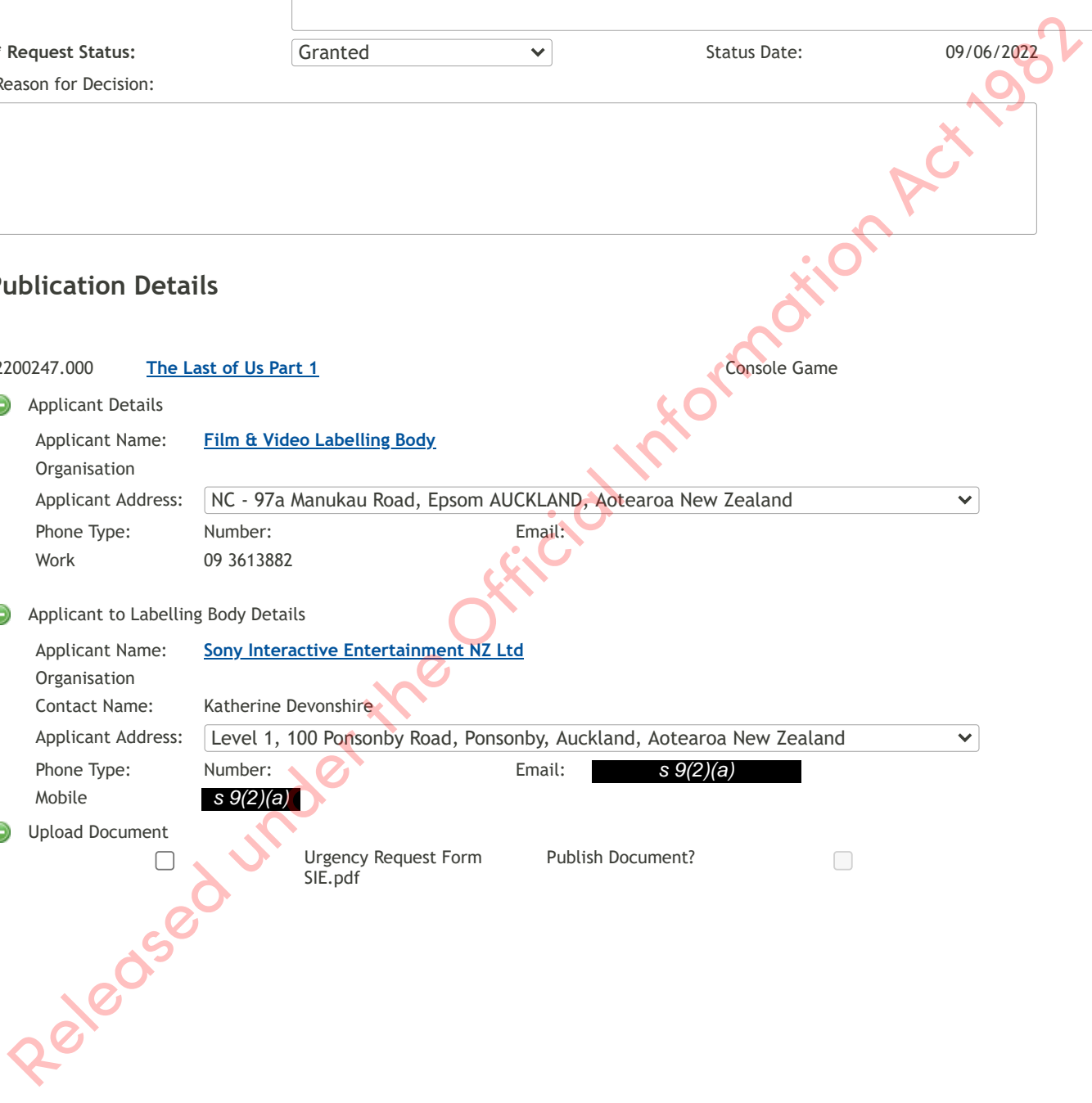
### Publication Details

2200247.000 [The Last of Us Part 1](#) Console Game

 Applicant Details  
 Applicant Name: [Film & Video Labelling Body](#)  
 Organisation  
 Applicant Address:   
 Phone Type: Number: Email:  
 Work 09 3613882

 Applicant to Labelling Body Details  
 Applicant Name: [Sony Interactive Entertainment NZ Ltd](#)  
 Organisation  
 Contact Name: Katherine Devonshire  
 Applicant Address:   
 Phone Type: Number: Email:   
 Mobile

 Upload Document  
 Urgency Request Form SIE.pdf  Publish Document?



[Publication Search Screen](#) > [Publication](#) > Request

### Status History for Urgency

Request No. R2200194

Status	User Name	Date
Granted	Rupert Ablett-Hampson	09/06/2022
Awaiting Approval	s 9(2)(a)	09/06/2022
Logged	s 9(2)(a)	09/06/2022

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### Outline for BOR Submission

Request No.: R2200268  
 Request Type: BOR Submission  
 Date Created: 02/08/2022  
 \* Request Status: Complete  
 Status Date: 26/08/2022  
 Due Date: 26/08/2022

#### Applicant Details

Applicant Name: [Joel Osman](#)

Person

Applicant Address: s 9(2)(a)

Phone Type: Number: Email: s 9(2)(a)

### Create Document

Select Document: [Dropdown]

### Generated Documents

BOR Submission

#### Upload Document

<input type="checkbox"/>	Consideration Sheet - The Last of Us Part 1 [OFLC 2200247.000].pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	Register Page - The Last of Us Part 1 [OFLC 2200247.000].pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	02AUG2022 notification received from Board - RE_ Application to Seek leave - 2200247.000 Last of Us Part 1.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [1600225.000] Uncharted 4 A Thief's End (2016).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [1700407.000] Uncharted The Lost Legacy (2017).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [1800023.000] God of War (2018).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [1800334.000] Resident Evil 2 (2019).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [1900001.000] Days Gone (2019) (1).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [2000121.000] The Last of Us Part II (2020) (2).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [2100260.000] Far Cry 6 (2021).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [2200041.000] The Quarry (2022).pdf	Publish Document?	<input type="checkbox"/>

<input type="checkbox"/>	decision [2200246.000] God of War Ragnarök (2022).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	decision [2200247.000] The Last of Us Part I (2022) (1).pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	applicant submission - Last of us Part 1 Rating Review Written Submission by Joel Osman.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	08AUG2022 Sony not making submission FW_ [R2200268] presenting Last of Us Part 1 [OFLC 2200247.000].pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	[R2200268] 12 AUG2022 OFLC submission to FLBoR - The Last of Us Part 1 [OFLC 2200247.00 0].pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	20AUG2022 - not an Identified Party - Aydin Robert Mattheou Submission 200822.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	22AUG2022 Supplementary submission Joel Osman Last of Us Part 1 [R2200268]pages 1-5 of 12.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	22AUG2022 Supplementary submission Joel Osman Last of Us Part 1 [R2200268]pages 6-10 of 12.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	22AUG2022 Supplementary submisn Last of Us Part 1 [R2200268] page 11.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	22AUG2022 Supplementary submisn Last of Us Part 1 [R2200268] page 12.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	22AUG2022 Applicant supplementary submission - 2200247.000 Last of Us Part 1.pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	23AUG2022 no further from OFLC RE_ Applicant supplement ary submission - 2200247.000 Last of Us Part 1 [R2200268].pdf	Publish Document?	<input type="checkbox"/>
<input type="checkbox"/>	23AUG2022 to FLBoR - OFLC - nil supplement ary submission - Last of Us Part 1 [OFLC 2200247.000].pdf	Publish Document?	<input type="checkbox"/>

[Publication Search Screen](#) > [Publication](#) > Request

### Related Publications for BOR Submission

Request No. R2200268

	Publication No.	Publication Title	Medium	Status
<input type="checkbox"/>	2200247.000	<a href="#">The Last of Us Part 1</a>	Console Game	Complete

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[Publication Search Screen](#) > [Publication](#) > Request

### Status History for BOR Submission

Request No. R2200268

Status	User Name	Date
Complete	Rupert Ablett-Hampson	26/08/2022
Awaiting Approval	s 9(2)(a)	24/08/2022
Logged	s 9(2)(a)	02/08/2022

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### Addressees for The Last of Us Part 1

2200247.000 Console Game

**Film & Video Labelling Body**

Organisation

Address:

NC - 97a Manukau Road, Epsom AUCKLAND, Aotearoa New Zealand

\* Addressee Role:

Applicant	▲
Applicant to Labelling Bod	■
Artist	▼
Author	▼

Work

09 3613882

#### Create Document

Select Document:

▼

**Sony Interactive Entertainment NZ Ltd**

Organisation

Address:

Level 1, 100 Ponsonby Road, Ponsonby, Auckland, Aotearoa New Zealand

\* Addressee Role:

Applicant	▲
Applicant to Labelling Bod	■
Artist	▼
Author	▼

Contact Name:

Katherine Devonshire

Email:

s 9(2)(a)

Mobile:

s 9(2)(a)

#### Create Document

Select Document:

▼

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[Publication Search Screen](#) > Publication

## Related Publications for The Last of Us Part 1

2200247.000 Console Game

Released under the Official Information Act 1982

### Publication Versions for The Last of Us Part 1

2200247.000 Console Game

Version 1

Publication Copied: <input type="checkbox"/>	Date Copied:		
<b>* Type</b>	<b>* Description</b>	<b>Running Time</b>	
<input type="checkbox"/> Game	The Last of Us Part 1	Mins	Secs
		<input type="text"/>	<input type="text"/>
Total Running Time			

#### Create Document

Select Document:

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## Decisions for The Last of Us Part 1

2200247.000 Console Game

### Decision Summary

Create Date	Body	Classification	Type	Excision Status
22/06/2022	<a href="#">OFLC</a>	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 18 years.	No Excisions	

### Consultation

Consultation Required:

### Create Document

Select Document:

### Generated Documents

- Consideration Sheet
- Register Page

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[Publication Search Screen](#) > Publication

## Publication History for The Last of Us Part 1

2200247.000 Console Game

## Status History

Status	User Name	Date
Complete	sys	01/08/2022
Decision Registered	s 9(2)(a)	01/07/2022
Classified & Signed	s 9(2)(a)	26/06/2022
Decision Affirmed	s 9(2)(a)	23/06/2022
Draft Complete	s 9(2)(a)	23/06/2022
Drafting Decision	s 9(2)(a)	22/06/2022
Examined	s 9(2)(a)	22/06/2022
Examining	s 9(2)(a)	21/06/2022
Queued	s 9(2)(a)	10/06/2022
Logged	s 9(2)(a)	09/06/2022

## Publication Movements

Movement	User Name	Date	Notes
<a href="#">Pub Received</a>	s 9(2)(a)	08/06/2022	RETURN DRIVE TO SONY (SIE) Submission form and debug information received. To Be Queued when the game arrives on harddrive from Sony. Will be on the same harddrive as OFLC 2200146.000
<a href="#">Pub Dispatched</a>	s 9(2)(a)	28/06/2022	Hard drive returned to SIE. Via NZ Couriers
<a href="#">Direction Emailed to LB</a>	s 9(2)(a)	01/07/2022	
<a href="#">Disposal Action Destroy</a>	s 9(2)(a)	01/07/2022	
<a href="#">Final Docs Dispatched</a>	s 9(2)(a)	01/07/2022	

**From:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**Sent:** May 30, 2022 1:51 PM  
**To:** s 9(2)(a) [mailto:s 9(2)(a)]  
**Subject:** RE: CONFIDENTIAL - THE LAST OF US Re-release

Thanks s 9(2)(a). Very helpful.

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



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---

**From:** s 9(2)(a)  
**Sent:** Monday, 30 May 2022 1:50 pm  
**To:** Nicola Denney  
**Cc:** Rupert Ablett-Hampson ; Games ; Submissions  
**Subject:** RE: CONFIDENTIAL - THE LAST OF US Re-release

Hi Nicola

Yes, Sony will need to submit the updated release for examination. It's a remake so a new publication.

Our games expert has advised as follows:

The original release (and the remaster) received an 'R18 Violence and horror', while the sequel received 'R18 Graphic violence, offensive language and cruelty'. The nature of the content means the restriction is very unlikely to go any lower.

However as this is a **remake** on a new generation of consoles, assuming at least the fidelity of the sequel, **it seems likely there will be cause for a different note.**

There was a significant jump in fidelity in the sequel, with more realistic gore and more believable blood, hit reactions, pain animations etc., hence the 'Graphic violence' note for the sequel.

With "a major overhaul on the graphics," it seems very likely Sony will be targeting this level of fidelity at a minimum. As a remake there may also be notable differences in how things are portrayed in the cinematics, as well as the gameplay violence.

I hope this is helpful.

Kind regards

s 9(2)(a)

TE MANA WHAKAATU  
**Classification  
Office**

s 9(2)(a) | Senior Classification Advisor

**Classification Office | Te Mana Whakaatu**  
0508 236 767 [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

---

**From:** Nicola Denney [<mailto:nicola@fvlb.org.nz>]

**Sent:** Monday, 30 May 2022 9:36 am

**To:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>

**Cc:** Rupert Ablett-Hampson; s 9(2)(a); s 9(2)(a)

s 9(2)(a); Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>

**Subject:** CONFIDENTIAL - THE LAST OF US Re-release

Hi

Sony are enquiring about the updated release of this title. They've advised:

I just wanted to check with you on cross classifications of a 'remake' that has already been classified for PS3 and PS4 and the remake that is coming is for PS5.

I have asked the developer to confirm that the content will remain the same as previous versions and he has provided me with the below.

Can you please let me know if this qualified for cross classification or if I will need to submit this.

*Yes the content of the game is essentially the same, however it's a remake as opposed to a remaster. This means that apart from a major overhaul on the graphics, there are some small changes such as introduction of TLOU2's workbench mechanic (just an example – there's nothing contentious in that content), and notably the character models for the clicker enemies have been updated to the TLOU2 standard – this means that there is some additional, albeit monstrous, nudity. But yes, generally speaking the content of the game is in line with the original game. I should also mention that the game includes some extras such as Behind the Scenes documentaries and podcast about the original game's release:*

<https://www.youtube.com/watch?v=yH5MqEbBOps>

[https://www.youtube.com/watch?v=v7WEeNH\\_C2I](https://www.youtube.com/watch?v=v7WEeNH_C2I)

<https://podcasts.apple.com/qb/podcast/the-official-the-last-of-us-podcast/id1514792212>

Can you advise if they will need to resubmit the game for examination or if they can cross rate from the original decision.

Kind Regards

Nicola

Nicola Denney  
Assistant General Manager



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 PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL

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*The information contained in this email message is intended only for the addressee and does not necessarily represent the official view of the Chief Censor or the Classification Office.*

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\*\*\*\*\*

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**From:** Games [mailto:Games@classificationoffice.govt.nz]  
**Sent:** June 9, 2022 4:59 PM  
**To:** Submissions [mailto:submissions@classificationoffice.govt.nz], Games [mailto:Games@classificationoffice.govt.nz]  
**CC:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**Subject:** RE: Ready for OFLC - SIE x 2, under urgency

Hey both games are installed and working 😊

Cheers,

**s 9(2)(a)**

---

**From:** Submissions  
**Sent:** Thursday, 9 June 2022 9:39 AM  
**To:** Games  
**Cc:** 'Nicola Denney'  
**Subject:** RE: Ready for OFLC - SIE x 2, under urgency

Hi Games

I have logged both these games in CDA, and will Queue them when the hard-drive arrives. That may be today or tomorrow, as Kat at Sony in Auckland works Tuesdays and Wednesdays.

If you are around when it arrives, please make sure it goes straight to the Bond Store, and let me know it has arrived.

I will then let Kat at Sony know.

2200246.000 God of War: Ragnarok  
2200247.000 [EMBARGOED TO 01 JULY 2022] The Last of Us Part 1

I will make up folders for them tomorrow, Friday.

I see God of War is on the google.doc for next week, and the other game for the week following. Urgency is yet to be approved by Rupert.

Ngā mihi



**From:** Nicola Denney [<mailto:nicola@fvlb.org.nz>]  
**Sent:** Wednesday, 8 June 2022 2:54 pm  
**To:** Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Cc:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** Ready for OFLC - SIE x 2, under urgency

<input type="checkbox"/>	Ready for OFLC ▾	Sony Interactive Entertainment NZ Ltd (Formerly Sony Computer Entertainment)	<u>God of War: Ragnarok</u>	Santa Monica Studio	1/06/2022
<input type="checkbox"/>	Ready for OFLC ▾	Sony Interactive Entertainment NZ Ltd (Formerly Sony Computer Entertainment)	<u>Game Title</u>	Naughty Dog	8/06/2022

Embargo is not necessary for GOD OF WAR: RAGNAROK as it has already been announced.

GAME TITLE is the code name for THE LAST OF US. Embargo date is 1<sup>st</sup> July 2022.

You are being sent a hard drive direct. See note from SIE:

“we only have one large hard drive so I will have to send GOW and The Last Of Us down on the same hard drive but I will name the files “GOW’ and Game Title’ so its clear which is which”

See s 9(2)(ba)(i) attached.

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



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**From:** s 9(2)(a)  
**Sent:** Tuesday, June 14, 2022 12:43:55 PM (UTC+12:00) Auckland, Wellington  
**To:** Information Unit  
**Cc:** \_\_SCAs  
**Subject:** RE: 2200247.000 - The Last of Us Part 1

nice response thanks s 9(2)(a)

---

**From:** Information Unit  
**Sent:** Tuesday, 14 June 2022 12:17 PM  
**To:** s 9(2)(a)  
**Cc:** s 9(2)(a)  
**Subject:** RE: 2200247.000 - The Last of Us Part 1

Thanks s 9(2)(a) – I just responded saying I passed his message on and mentioned that older classifications (such as for the 2013 and 2014 versions of *The Last of Us*) can be submitted for reconsideration (attached).

I believe Joel was just letting us know what he thinks the classification of *Part 1* should be based on his knowledge of the original versions.

s 9(2)(a)

Kaitohutohu Matua | Senior Advisor  
**Te Mana Whakaatu | Classification Office**

---

**From:** s 9(2)(a)  
**Sent:** Tuesday, 14 June 2022 12:10 pm  
**To:** Information Unit [Information.Unit@classificationoffice.govt.nz](mailto:Information.Unit@classificationoffice.govt.nz)>  
**Cc:** s 9(2)(a) s 9(2)(a)  
**Subject:** RE: 2200247.000 - The Last of Us Part 1

Hi s 9(2)(a),

THE LAST OF US PART 1 is due to be classified next week, with the rating embargoed until 1 July. So it won't require a reconsideration. Do you want me to respond to him?

He is correct the original THE LAST OF US (1300443) is R18

s 9(2)(a) would you have anything to add?

---

**From:** Information Unit  
**Sent:** Monday, 13 June 2022 12:19 PM  
**To:** SCAs [SCAs@classificationoffice.govt.nz](mailto:SCAs@classificationoffice.govt.nz)>  
**Cc:** s 9(2)(a) s 9(2)(a)  
**Subject:** 2200247.000 - The Last of Us Part 1

Kia ora koutou,

We received this email over the weekend about *The Last of Us Part 1*. The essential part is highlighted.

I'll respond simply by thanking Joel for his message and advising that I've passed it on to the CU.

Cheers,

s 9(2)(a)

Kaitohutohu Matua | Senior Advisor  
**Te Mana Whakaatu | Classification Office**

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

**From:** [noreply@website.classificationoffice.govt.nz](mailto:noreply@website.classificationoffice.govt.nz) [mailto:[noreply@website.classificationoffice.govt.nz](mailto:noreply@website.classificationoffice.govt.nz)]  
**Sent:** Saturday, 11 June 2022 6:31 pm  
**To:** Information Unit [Information.Unit@classificationoffice.govt.nz](mailto:Information.Unit@classificationoffice.govt.nz)>  
**Subject:** Online classification request

I'd like to request a:: Reconsideration

What kind of publication is it?: Video game  
What is the title of the publication?: Last of Us Part 1 (PS5)  
Why are you seeking a submission/exemption/reconsideration?: Last of Us Part 1 is game releasing for the PS5 on the 2/09/22.

Is it my belief that this game should be rated a 16.

Last of Us Part 1 is a Remake of the Last of Us. released June 14, 2013 for the PS3. And Last Of US Remastered 29th July 2014. Which was rated 18.

So the easy option would be to rate it 18.

But It is my belief that If original game was released today it would be rated 16.

This based on my Playthrough of The Quarry (PS5 , Xbox), Evil Dead the Game, Resident Evil 2 (PS4, Xbox) All rated 16.

Last of Us Part 2 19 June 2020 PS4. Fully deserves it 18 Rating in my opinion.

If had been released in the early 2000s it may of been banned or at least required cut content but times evolve.

But the original PS3 Last of Us game is not at this level and I don't see this remake being much different.

First name: Joel

Last name: Osman

Phone: s 9(2)(a)

Email: s 9(2)(a)

---

**From:** Information Unit  
**Sent:** Wednesday, 6 July 2022 4:00 pm  
**To:** s 9(2)(a)  
**Subject:** RE: [2200247.000] The Last of Us Part I (2022)  
**Attachments:** [2200247.000] The Last of Us Part I (2022).pdf; [2200041.000] The Quarry (2022).pdf; [2000121.000] The Last of Us Part II (2020).pdf

Kia ora Joel,

Thanks for your call earlier today.

Attached are some files detailing how we classified *The Last of Us Part I* (2022) and *The Quarry* (2022). I've also included *The Last of Us Part II* (2020) for your reference.

The files contain the following documents:

***The Last of Us Part I* (2022)**

- Decision (p 1)
- Consideration sheet (pp 2–12)

***The Quarry* (2022)**

- Decision (p 1)
- Consideration sheet (pp 2–12)

***The Last of Us Part II* (2020)**

- Decision (p 1)
- Summary of decision (pp 2–4)
- Consideration sheet (pp 5–15)

I'll send these to your Gmail address as well.

I hope this is helpful. Please let us know if you'd like any further information.

I would be grateful if you could give me some feedback via return email about my response to your enquiry.

1. Did I adequately address your questions? Yes/No
2. Were you satisfied with my overall response? Yes/No
3. Was there something I could have done to make this response more helpful? If so, please let me know.

Kind regards,

s 9(2)(a)

**Te Mana Whakaatu**  
CLASSIFICATION OFFICE  
Kōrerotahi Mātakitahi

Kaitohutohu Matua | Senior Advisor

**Te Mana Whakaatu | Classification Office**

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**From:** Information Unit  
**Sent:** Monday, 13 June 2022 4:37 pm  
**To:** s 9(2)(a) ' < s 9(2)(a) >  
**Subject:** RE: Online classification request

Kia ora Joel,

Thanks for your message. I have passed your comments regarding *The Last of Us: Part 1* on to our Classification Unit.

Our office can reconsider titles which were classified more than three years ago, including the original and remastered versions of *The Last of Us* from 2013 and 2014. More information about this process is available on [our website](#).

I hope this is helpful. Please let me know if you'd like any further information.

I would be grateful if you could give me some feedback via return email about my response to your enquiry.

4. Did I adequately address your questions? Yes/No
5. Were you satisfied with my overall response? Yes/No
6. Was there something I could have done to make this response more helpful? If so, please let me know.

Kind regards,



s 9(2)(a)

Kaitohutohu Matua | Senior Advisor

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

From: [noreply@website.classificationoffice.govt.nz](mailto:noreply@website.classificationoffice.govt.nz) [mailto:[noreply@website.classificationoffice.govt.nz](mailto:noreply@website.classificationoffice.govt.nz)]

Sent: Saturday, 11 June 2022 6:31 pm

To: Information Unit <[Information.Unit@classificationoffice.govt.nz](mailto:Information.Unit@classificationoffice.govt.nz)>

Subject: Online classification request

I'd like to request a:: Reconsideration

What kind of publication is it?: Video game What is the title of the publication?: Last of Us Part 1 (PS5) Why are you seeking a submission/exemption/reconsideration?: Last of Us Part 1 is game releasing for the PS5 on the 2/09/22.

Is it my belief that this game should be rated a 16.

Last of Us Part 1 is a Remake of the Last of Us. released June 14, 2013 for the PS3. And Last Of US Remastered 29th July 2014. Which was rated 18.

So the easy option would be to rate it 18.

But It is my belief that If original game was released today it would be rated 16.

This based on my Playthrough of The Quarry (PS5 , Xbox), Evil Dead the Game, Resident Evil 2 (PS4, Xbox) All rated 16.

Last of Us Part 2 19 June 2020 PS4. Fully deserves it 18 Rating in my opinion.

If had been released in the early 2000s it may of been banned or at least required cut content but times evolve.

But the original PS3 Last of Us game is not at this level and I don't see this remake being much different.

First name: Joel

Last name: Osman

Phone: s 9(2)(a)

Email: s 9(2)(a)

**From:** s 9(2)(a) [mailto:s 9(2)(a)]

**Sent:** June 17, 2022 1:15 PM

**To:** Nicola Denney [mailto:nicola@fvlb.org.nz]

**CC:** Submissions [mailto:submissions@classificationoffice.govt.nz], Sharon [mailto:Sharon@fvlb.org.nz]

**Subject:** Commercial examination schedule for w/c 20 June

Short week for Matariki Friday plus the team are out Monday afternoon for a team event. We may get to Roadshow's VIOLENT MAN and RED STONE later in the week if people finish work early.

Publication No.	Publication Title	Medium	Section	Days in Queue
2200237.000	Family Dinner	Film (online)	s12(1)	6
2200254.000	Smoking Causes Coughing	Film	s12(1)	1
2200247.000	[EMBARGOED TO 01 JULY 2022] The Last of Us Part 1	Computer Game	s12(1)	6
2200245.000	Signalis	Computer Game	s12(1)	8
2200053.000	Asking For It	Online Film	s12(1)	19
2200206.000	Revenger	Online Film	s12(1)	16
2200236.000	Beans	Film (online)	s12(1)	8
2200260.000	George Michael Freedom Uncut	Film (online)	s12(1)	2
	Sirsenapati Hambirrao			
2200256.000	Waikiki	Film (online)	s12(1)	2

Cheers, happy weekend ☺

**From:** Submissions [mailto:submissions@classificationoffice.govt.nz]  
**Sent:** June 20, 2022 9:06 AM  
**To:** s 9(2)(a) [mailto: s 9(2)(a) ], s 9(2)(a) [mailto: s 9(2)(a) ]  
**CC:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Subject:** Expected Decisions for this week

Morena,

below is a screenshot from FVLB site of the Decisions expected this week.

<u>Midnight Fight Express</u>	Jacob Dzwiniel	23/04/2022	20/06/2022
<u>Vigil Series 1 Disc 1</u>	James Strong, Isabelle Sieb	5/05/2022	22/06/2022
<u>Vigil Series 1 Disc 2</u>	James Strong, Isabelle Sieb	5/05/2022	22/06/2022
<u>Flux Gourmet</u>	Peter Strickland	27/05/2022	22/06/2022
<u>Game Title</u>	Naughty Dog	8/06/2022	23/06/2022
<u>Sirsanapati Hambirao</u>	Pravin Vitthal Tarde	13/06/2022	23/06/2022

“Game Title” is the EMBARGOED The Last of US Part 1.

Regards,

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**s 9(2)(a)** (he/him)  
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**From:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Sent:** June 22, 2022 3:46 PM  
**To:** s 9(2)(a) [mailto: s 9(2)(a) ], \_\_SCAs [mailto: \_\_SCAs@classificationoffice.govt.nz]  
**Subject:** RE: Video Game Review - The Last of Us Part I

Kia ora team,

I'll make time to be there for this. Friday is Matariki so this will need to be out by the end of day tomorrow, which makes 10am a lot more appealing.

Regards,

 <p><b>Te Mana Whakaatu</b> CLASSIFICATION OFFICE Kōrerotahi Mātakitahi</p>	<p>s 9(2)(a) (she/her) Senior Advisor <b>Te Mana Whakaatu   Classification Office</b> <a href="http://www.classificationoffice.govt.nz">www.classificationoffice.govt.nz</a> <a href="#">Subscribe</a>   <a href="#">Facebook</a>   <a href="#">Twitter</a>   <a href="#">Instagram</a></p>
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-----Original Appointment-----

**From:** s 9(2)(a)  
**Sent:** Wednesday, 22 June 2022 1:13 pm  
**To:** s 9(2)(a); \_\_SCAs  
**Subject:** Video Game Review - The Last of Us Part I  
**When:** Thursday, 23 June 2022 10:00 am-11:00 am (UTC+12:00) Auckland, Wellington.  
**Where:** ZOOM (or VR4)

Hullo,

We have some meeting options, 10 - 11 or 1 - 2 on Thurs 23<sup>rd</sup>. The game is **due out Midday Friday** so either time works for me.

First up zoom details if we're meeting at 10am:

Zoom

s 9(2)(k)



According to the scheduling assistant:

10-11

§ 9(2)(a) busy

Zoom preferred

More time

1-2

§ 9(2)(a) busy

VR4

In person

§ 9(2)(a) I would really appreciate it if you can make this one, as you're familiar with the previous iterations of the game.

Additionally, we've had a submission (!) from a member of the public about the game as below:

It is my belief that this game should be rated a 16.

Last of Us Part 1 is a Remake of the Last of Us. released June 14, 2013 for the PS3. And Last Of US Remastered 29th July 2014. Which was rated 18.

So the easy option would be to rate it 18.

But It is my belief that If original game was released today it would be rated 16.

This based on my Playthrough of The Quarry (PS5 , Xbox), Evil Dead the Game, Resident Evil 2 (PS4, Xbox) All rated 16.

Last of Us Part 2 19 June 2020 PS4. Fully deserves it 18 Rating in my opinion.

If had been released in the early 2000s it may of been banned or at least required cut content but times evolve.

But the original PS3 Last of Us game is not at this level and I don't see this remake being much different.

**From:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**Sent:** June 23, 2022 4:48 PM  
**To:** s 9(2)(a) [mailto:s 9(2)(a)], Games [mailto:Games@classificationoffice.govt.nz]  
**Subject:** RE: Embargoed title

The code name it's logged under is GAME TITLE. It's for Sony Interactive Entertainment.

THE LAST OF US

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



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---

**From:** s 9(2)(a)  
**Sent:** Thursday, 23 June 2022 4:47 pm  
**To:** Nicola Denney ; Games  
**Subject:** RE: Embargoed title

Hi Nicola

What's the title of that game please.

s 9(2)(a)

---

**From:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**Sent:** Thursday, 23 June 2022 4:34 pm  
**To:** s 9(2)(a) s 9(2)(a) ; Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** Embargoed title

Hi

Just checking the embargoed game decision will be through shortly?

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



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

**From:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Sent:** June 23, 2022 5:23 PM  
**To:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**CC:** \_\_SCAs [mailto: \_\_SCAs@classificationoffice.govt.nz]  
**Subject:** RE: The Last of Us Part 1

Kia ora s 9(2)(a),

I forgot to mention that the publication is embargoed until July, so please treat accordingly.

Regards,



s 9(2)(a) (she/her)

Senior Advisor

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**From:** s 9(2)(a)  
**Sent:** Thursday, 23 June 2022 5:21 pm  
**To:** s 9(2)(a)  
**Cc:** \_\_SCAs <\_\_scas@classificationoffice.govt.nz>  
**Subject:** The Last of Us Part 1

Kia ora s 9(2)(a),

I've assigned *The Last of Us Part 1* to you now to classify and sign.

Nicola is expecting it by midday today (27 June).

Thank you.

Regards,



s 9(2)(a) (she/her)

Senior Advisor

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**From:** s 9(2)(a) [mailto:s 9(2)(a)]  
**Sent:** June 27, 2022 10:15 AM  
**To:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**CC:** Submissions [mailto:submissions@classificationoffice.govt.nz]  
**Subject:** RE: THE LAST OF US PART 1 (Embargoed to 1 July)

Here you go.

I'm sorry if there was confusion last week, this should have been straight forward. It seems to have been mistakenly assigned to me to sign out when I was on leave. I'll talk to my team to see what happened and to make sure this doesn't happen again. Please pass our apologies to Sony.

---

**From:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**Sent:** Monday, 27 June 2022 8:04 AM  
**To:** s 9(2)(a)  
**Cc:** Submissions  
**Subject:** RE: THE LAST OF US PART 1 (Embargoed to 1 July)

Hi s 9(2)(a)

Thanks for advising. I tried following this up on Friday but no one seemed to know what was going on.

Can you please send through the Direction to Issue a Label. We will need to send it to the applicant.

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



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**From:** s 9(2)(a) s 9(2)(a)  
**Sent:** Sunday, 26 June 2022 7:38 pm  
**To:** Nicola Denney [nicola@fvlb.org.nz](mailto:nicola@fvlb.org.nz)>  
**Cc:** Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** THE LAST OF US PART 1 (Embargoed to 1 July)

Hi Nicola

I'm sorry if this is a little late! I was on leave last week and logged on tonight to find it on my worklist under urgency.

The Classification Office directs the Film & Video Labelling Body under s36 of the Films, Videos, and Publications Classification Act 1993 to issue a label for this publication: **R18: Graphic Violence & offensive language.**

Do you need the full direction to issue a label notice that we usually send for embargoed games, or is this email sufficient? It will be registered on Friday 1 July.

Kind regards

s 9(2)(a)



s 9(2)(a) | Senior Classification Advisor  
**Classification Office | Te Mana Whakaatu**  
0508 236 767 [www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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**From:** Submissions [mail to:submissions@classificationoffice.govt.nz]  
**Sent:** July 1, 2022 9:57 AM  
**To:** Nicola Denney [mail to:nicola@fvlb.org.nz], Sharon [mail to:Sharon@fvlb.org.nz]  
**Subject:** Decision: The Last of Us Part 1.pdf

Kia ora

The Classification Office directs the Film & Video Labelling Body (under s 36 of the Films, Videos, and Publications Classification Act 1993) to issue a label for:

The Last of Us Part 1

Per the attached Classification Decision register page.

Ngā mihi

**s 9(2)(a)** (he/him)  
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