

SUMMARY OF REASONS FOR DECISION

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

HEADNOTE

Title of publication:	Far Cry 5
Other known title(s):	Not stated
OFLC ref:	1700664.000
Medium:	Console Game
Classification:	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.
Descriptive note:	Violence, offensive language and content that may disturb.
Display conditions:	None

Far Cry 5 is an open world first-person shooter set in a fictional county of Montana, USA. After creating their own character, players assume the role of Sheriff Whitehorse's Rookie, assisting a U.S. Marshal in the arrest of Joseph Seed, 'The Father' of the cult 'Project at Eden's Gate'. After a tense arrival at the compound, things quickly take a turn for the worse, with the cult beginning their doomsday insurrection. Moving swiftly, they take down communications and block roads into and out of Hope County. With the player barely escaping with their life, and their comrades being held by members of the Seed family, it is soon evident that no one is coming to save them. So begins a grass roots resistance in the citizens of Hope County, to take back their lands, and their people. Alongside the singleplayer campaign, which can also be played co-operatively with friends, there is an extensive Arcade mode. Here players can play, create, and share their own maps and mini-missions online. Using assets from previous Ubisoft titles, there is a wide variety of objects and environments to create contemporary, historic, futuristic, or outright surreal scenarios. The game is a multiplatform title set to release on modern consoles and PC. A representative portion of the game was examined on the PlayStation 4 Pro, with further content contextualised by the unfolding story.

Under s3(1) the game primarily deals with violence, cruelty, and crime. The extent and degree to which, and the manner in which, the publication depicts acts of violence and associated cruelty are considered under s3(3)(a)(i) below. The publication does not meet any of the s3(2) criteria.

Crime is dealt with throughout the publication, but to a limited degree. The Eden cultists rob, murder, torture, and kidnap in the name of religious insurrection. These crimes are presented in a manner which positions the cultists as dangerous enemies, and in turn helps players justify killing them during the game's frequent combat sequences.

Concerning matters of cruelty, in some areas of the game players will come across the corpses of those killed or tortured by the cultists. They are shown bloodied and arranged, suspended by rope or pinned with spikes. Some have flowers stuffed in their stomach cavity. Some are tied with rope, others with razor wire. Alongside the blood, this creates a cruel and horrific tableau. Those

captives found alive can be found cuffed, caged, or shackled, with blood spatters and the corpses of others nearby. Nearby tables hold hand tools, adding to the indication of historic torture. Scenes with John Seed are also quite cruel, with a distraught and terrified Deputy heightening his threats of vicious retribution.

With the cruelty of the Eden's Gate followers established, players are incentivised to take down as many cultists as quietly or efficiently as possible, as they tend to murder their captives once gunfire starts. In some scenarios, players will see a cultist punch a tied captive, drown them as 'baptism', or murder them with a baseball bat to the head. The overall effect is to show the brutality and viciousness of the cult members towards those who would oppose The Father, and motivate the player's violent intervention.


In terms of s3(3)(a)(i) the game deals with the infliction of serious physical harm to a high extent and moderate degree. As a first person shooter, players use a wide variety of weaponry - military or improvised - to wage war with the cultists. Pistols, shotguns, rifles, and machineguns all feature, as do bombs, rocket launchers and shovels. This grants players a variety of ways to go about engaging hostile opponents, from picking them off with a rifle, to quietly snapping necks, or taking them head on in a cacophony of gunfire and explosives. When driving vehicles players can also run their enemies down. Meanwhile the use of Molotov cocktails and flamethrowers allows players and enemies to set each other on fire. This adds an element of cruelty to the combat, with people set alight seen flailing and screaming for a brief period of time until they still, dead. Similarly, there is an injury/knock down mechanic where a downed player or opponent lies on the ground, groaning in pain and calling for help. Allies can help them up, or players can finish them off with a final bullet or a swift kick. Otherwise the violence is fast paced and bloody. People recoil when shot, and collapse realistically on death. Blood sprays on impact, and blood decals can be seen on bodies. Blood also spatters any nearby environment, but given the largely agricultural environments, this is more often seen when fighting amongst buildings.

Under s3A, the game contains frequent use of the highly offensive expletive "fuck" and its variations. The term is mainly used as emphasis, such as "Crazy motherfucker" or "Now I'm fuckin' furious." Combat barks - dialogue which plays in response to gameplay situations - also feature these expletives, increasing the overall extent. There is also limited use of the highly offensive term "cunt", such as the line "...those cunts about to get their dicks scratched". The sheer extent of highly offensive language is likely to inure impressionable younger audiences to its use. This increases the likelihood of imitation, and the related harms of alienation or intimidation.

Far Cry 5 is an entertaining and engaging first person shooter. With an intriguing story, expansive environment, and flexible playstyle this is likely to appeal to a wide range of players. At the same time, the game contains frequent and repetitive depictions of bloody violence and cruelty in real world scenarios. This content is likely to shock and disturb younger players, and has the potential to desensitise them to violence in general. The frequent use of highly offensive language further supports a need for restriction. As a result, the unrestricted availability of the publication is likely to be injurious to the public good. These harms are considered with the right to freedom of expression as set out in the New Zealand Bill of Rights Act 1990. Older teenagers and adults have the requisite maturity and media literacy to be able to deal with the aforementioned content. Thus, restricting the availability of the publication to those aged 16 years and over is the lowest reasonable restriction which can be applied, in order to prevent injury to the public good.

Note:

Copyright Office of Film and Literature Classification. This document may be reproduced in whole but not in part without written permission except for brief quotations embodied in articles, reports or reviews.

CONSIDERATION SHEET**OFLC ref:** 1700664.000**Submission channel:** s12(1)**Title of publication:** Far Cry 5**Other known title:** Not stated**Medium:** Console Game**Distributor:** Fiveight Distribution Ltd**Developer:** Ubisoft Montreal**Publisher:** Ubisoft**Country of origin:** Canada**Language:** English**Applicant:** Film & Video Labelling Body**Examination transcript No:** 720, p159**Examination date:** 23 November 2017**Classification Officer(s):** **Other identifying information:**

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

	Components	Running time
Game:	Far Cry 5	
Total running time:		

Components of film excised:

Description of publication:

Far Cry 5 is an open world first-person shooter set in a fictional county of Montana, USA. After creating their own character, players assume the role of Sheriff Whitehorse's Rookie, assisting a U.S. Marshal in the arrest of Joseph Seed, 'The Father' of the cult 'Project at Eden's Gate'. After a tense arrival at the compound, things quickly take a turn for the worse, with the cult beginning their doomsday insurrection. Moving swiftly, they take down communications and block roads into and out of Hope County. With the player barely escaping with their life, and their comrades being held by members of the Seed family, it is soon evident that no one is coming to save them. So begins a grass roots resistance in the citizens of Hope County, to take back their lands, and their people.

Alongside the singleplayer campaign, which can also be played co-operatively with friends, there is an extensive Arcade mode. Here players can play, create, and share their own maps and mini-missions online. Using assets from previous Ubisoft titles, there is a wide variety of objects and environments to create contemporary, historic, futuristic, or outright surreal, scenarios.

The game is a multiplatform title set to release on modern consoles and PC. The version examined was developed for the PlayStation 4 Pro.

Section 3(1):

Does the publication deal with matters such as:

<input type="checkbox"/>	Sex
<input checked="" type="checkbox"/>	Horror
Elements of horror primarily arise in conjunction with cruelty, so is discussed below.	
<input checked="" type="checkbox"/>	Crime
Crime is dealt with throughout the publication, as the Eden cultists rob, murder, torture, and kidnap in the name of religious insurrection. These crimes are presented in a manner which positions them as dangerous enemies, and in turn helps players justify killing them during the game's frequent combat sequences.	
<input checked="" type="checkbox"/>	Cruelty

Section 3(1):	
<p>The game contains various elements of cruelty. In some areas of the game players will come across the corpses of those killed or tortured by the cultists. They are shown bloodied and arranged, hanging suspended, or pinned to trees with spikes. Some have flowers stuffed in their stomach cavity. Many of them have antlers strapped to their foreheads, or are blindfolded. Some limbs are tied with rope, others with razor wire. Alongside the blood, this creates a cruel and horrific tableau. Those captives found alive can be found cuffed, caged, or shackled, with blood spatters and others' corpses nearby. Nearby tables hold hand tools, adding to the indication of historic torture.</p> <p>During gameplay, players are incentivised to take down as many cultists as quietly or efficiently as possible, as they tend to murder their captives once gunfire starts. In some scenarios, players will see a cultist punch a tied captive, drown them as 'baptism' or murder them with a baseball bat to the head. The overall effect is to show the brutality and viciousness of the cult members towards those who would oppose The Father, and motivate the player's violent intervention.</p>	
✓	Violence
<p>The extent and degree to which, and the manner in which, the publication depicts acts of violence and associated cruelty are considered under s3(3)(a)(i) below.</p>	
—	None of the above, <u>proceed to s3A and s3B</u>

Section 3(2):	
<p>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.</p>	
—	s3(2)(a) The exploitation of children or young persons for sexual purposes
—	s3(2)(b) The use of violence or coercion to compel participation in or submission to sexual conduct
—	s3(2)(c) Necrophilia
—	s3(2)(d) The use of urine or excrement in association with sexual or degrading conduct

Section 3(2):	
—	s3(2)(e) Bestiality
—	s3(2)(f) Acts of torture or extreme violence or 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?	
—	No. The publication is deemed to be objectionable. <u>Proceed to Conclusion</u>
—	Yes. Discuss:

Section 3(3):	
If any of the following criteria apply, discuss in terms of the extent and degree to which, and the manner in which, the publication:	
✓	s3(3)(a)(i) Deals with torture, serious physical harm, significant cruelty

Section 3(3):

In terms of s3(3)(a)(i) the game deals with the infliction of serious physical harm to a high extent and moderate degree. As a first person shooter, players use a wide variety of weaponry - military or improvised - to wage war with the cultists. Pistols, shotguns, rifles, and machineguns all feature, as do bombs, rocket launchers and shovels. This grants players a variety of ways to go about engaging hostile opponents, from picking them off with a rifle, to quietly snapping necks, or taking them head on in a cacophony of gunfire and explosives. When driving vehicles players can also run their enemies down. Meanwhile the use of Molotov cocktails and flamethrowers allows players and enemies to set each other on fire. This adds an element of cruelty to the combat, with people set alight seen flailing and screaming for a brief period of time until they still, dead.

Similarly, there is an injury/knock down mechanic where a downed player or opponent lies on the ground, groaning in pain and calling for help. Allies can help them up, or players can finish them off with a final bullet or a swift kick.

Otherwise the violence is fast paced and bloody. People recoil when shot, and collapse realistically on death. Blood sprays on impact, and blood decals can be seen on bodies. Blood also spatters any nearby environment, but given the largely agricultural environments, this is more often seen when fighting amongst buildings.

—	s3(3)(a)(ii) Deals with sexual violence/coercion
—	s3(3)(a)(iii) Deals with degrading/dehumanising/demeaning sexual or physical conduct
—	s3(3)(a)(iv) Deals with sexual conduct with or by children and young people
—	s3(3)(a)(v) Deals with sexual satisfaction from inflicting or suffering pain/cruelty
—	s3(3)(b) Exploits the nudity of a child or young person
—	s3(3)(c) Degrades/dehumanises/demeans any person

Section 3(3):	
—	s3(3)(d) Promotes/encourages crime or terrorism
—	s3(3)(e) Presents members of a class of the public as inherently inferior
—	Publication doesn't deal with any s3(3) criteria

Section 3A:	
Does the publication contain highly offensive language likely to seriously harm young viewers?	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
<p>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):</p> <p>Under s3A, the game contains frequent use of the highly offensive expletive “fuck” and its variations. The term is mainly used as emphasis, such as “Crazy motherfucker” or “Now I’m fuckin’ furious.” Combat barks – dialogue which plays in response to gameplay situations – also feature these expletives. This situational usage ensures the extent of highly offensive language will remain throughout the game’s running time, and not just limited to story missions. To a lesser extent, the highly offensive term “cunt” is also used, such as the line “...those cunts about to get their dicks scratched”. This frequent use of highly offensive language in the publication is likely to inure impressionable younger audiences to the use of highly offensive language. This in turn increases the likelihood of imitation, which can cause social harms such as alienation or intimidation.</p>	

Section 3B:	
Does the publication deal with any of the following?	
—	Conduct that, if imitated, would pose a risk of serious harm to self or others
—	Self harm/suicide or harm to a person’s body other than that under s3(3)(a)(i)

Section 3B:	
—	Physical conduct which is degrading, dehumanising or demeaning other than that under s3(3)(a)(iii)
—	Visual images of a body that are degrading/dehumanising/demeaning other than that under s3(3)(c)
✓	None of the above
<p>If the publication does deal with these matters, does this content make the publication likely to cause any of the following harms to persons under a specified age?</p> <ul style="list-style-type: none"> ▪ Likely to cause them to be greatly disturbed or shocked ▪ Likely to increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both ▪ Likely to encourage them to treat or regard themselves, others, or both, as degraded <p>Discuss likely harm/s or why the content is unlikely to cause these harms:</p>	

Other relevant information to be taken into account:

Conclusion:

- In addition to all of the above matters, consider relevant s3(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

Far Cry 5 is a well-made and engaging first person shooter. With an intriguing story, expansive environment, and flexible playstyle this is likely to appeal to a wide range of players. At the same time, the game contains frequent and repetitive depictions of bloody violence and cruelty in real world scenarios. This content is likely to shock and disturb younger viewers, and has the potential to desensitise them to violence in general. As a result the unrestricted availability of the publication is likely to be injurious to the public good. The frequent use of highly offensive language further supports a need for restriction. These harms are considered with the right to freedom of expression as set out in the New Zealand Bill of Rights Act 1990. Older teenagers and adults have the requisite maturity and media literacy to be able to deal with the aforementioned content. Therefore restricting the availability of the publication to those aged 16 years and over, is the lowest reasonable restriction which can be applied in order to prevent injury to the public good.

Classification:

R16

Descriptive Note to cover: Violence and offensive language.

Display conditions (restricted publications only):

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

Reason for any display conditions:

Date 21 November 2017

OFLC Ref 1700664

Title Far Cry 5

Other Known title(s) —

Medium Console Game

Director (s) Ubisoft Montreal

Producer (s) Ubisoft

Country (ies) Canada

Language (s) English

Classification R16 Violence, offensive language & content that may disturb.

Far Cry 5 > PS4 Pro version, pre-release beta

Arcade - Map editor, lots of options & objects.

objects from

SP / Co-op / MP.

FC4, Assassin's Creed Black Flag
FC Primal. AE only, watch dog.

Shareable online

Redditt scenarios...
or unrealistic

eg offworld.
pink sky
etc

DLC - Vietnam

- 2

- Mars.

zombies? 5 player matchmaking

Phyllis 'Pookie'

re. Statue man.

Heli - no cell coverage.

"Oh fuck, there he is"
"Crazy motherfucker"

Sheriff Whitehorse of Hope County
& US Marshal Deputy
& Pratt & Hudson
talk on radio.

Joseph Seed... he's not a man to be
fucked with.

Heli arrives at Compound of Project at Eden's Gate

walk past heavily armed cult members. → Church.

Marshal intercepts Joseph Seed. "fuck this"

alt him. "The Father"
& March out of church. lots of angry people.
"We gotta get the fuck outta here"

get to chopper. tense. ppl swarm chopper. f
man shot in chest & falls. "get the fuck off!"
cult member jumps w/ blades & blood splatters
Heli glass.
Chopper crashes.

Far Cry 5.

Wake up side down. ppl shocked, wds.

Nancy concerned on the line. JS answers.

JS tells followers First Seal broken. Nancy knows him.

"Begin the Reaping!" ppl grab them - Deputy Hudson
Heli catches fire. pulled out. f f.

Marshall & Pookie flee. into forest.

Rejoin w/ Marshal. in cabin.

try to escape in car. gunfire chases. "Fuck!"
explosions. "Fucking lunatics"
blood spray in air, but tanking fast.

bridge explodes. Post wakes across river.
sees them find Marshal, taken.
old guy finds R+ & carries away.

Wake a few hours later in bunker, dead

Old guy speaks - missing dialogue - X loads late.

Dutch - old man. talks Valley closed, phone lines cut etc.
"We're all fucked" free xtr.

f.

Talk w/ Dutch

each of Kopie's friends/colleagues taken by different members of the Seed family...
airforce clothes.
Appearance.

No help from outside
→ build a resistance

- Complete missions
- Liberate outposts
- Rescue civilians
- Destroy cult properties.

John.
Faith
Jacob.

①

tal

"those ants about to get their ducks scratched off"

Memo - crafting component "Oregon"
(world model looks like a marijuana bag/buds.
Used for Making Homeopathics)

liberate Dutch's island.
Halt banes. Ⓟ

* a video shows man talking about cult. to crowd.

• Liberate outpost near Ripper Farm

Help Grace at Church. "Not army fuckin' watch"

rescue ppl being 'baptised' - drowned.
escort across river. gunfire.

Quick travel to new location, but randomly spawn on hill liberation mission. "Oh fuck it Vargol"

→ remote w/ Sheriff Whitehorse & rocket launcher
meaning trucks & ut

talk on The Boss - some sort of
psychedelic drug/mud.

• Faith breaks gas at player. & fade into wipg forest.

Bullied by her friends for help. Abused by her family. She took to a needle
She wanted to die.

Father talks to lawyer.

Angela
& find the father.

Marshal James & jumps.

to jump from statue.

& fall to ground
loads to

struck wearing makeshift
clothing.

swater.

lead to Statue of Joseph.

a figure is found dead, bloody.
hair is attached to head.

destruction of w/ explosives.
& battle to top.

get heli & travel to

'Missy' - place of torture

& faith... re-education.

& then rocket helis.
& then burn
JS' writings

bandaged ppl, bloody ppl. tried prisons.

to dress head & spread to tree. w/ razor wire.

Stomach cavity filled w/ flowers. (Bliss).

Librate Falls find.
(gas fire etc.)

talk w/ Pastor & Barker/owner
Mary.

bar called 'Shed Eagle'
- woman kneeling w/
skini in nearby
as legs.

get kid by Bliss bullet. woman falls
two alt. masters take str.

wake in waters... & meet John Seed.
who holds str under water.

interrupted by The Father, who orders
Rock brought to him.

Joseph kills John Rock must reach

Abatement. or John can't reach

stuck in back of van with other fearful ppl.

Van crashes. #guard hits her w/ rifle. ^{Wounded worse.} "Fucking Peppers"

Pastor frees you. # fight to get to those tables. ^{Mad as a hatter} Confession needs pain...
Last stand w/ a martyr.

Combat back - "Ah! This hurts a fuckton"

"Those fuckin' cowards surrounded me now I'm fuckin' furious."

Liberate Farm Outpost.

- Shot by Bloss bullet... again.

taken to John, ready to hear confession. her screams in underground bunker.

→ see Deputy Hanson fearful, took to chair.

John arrives. (Player strapped to chair) gagged. "help me please"

John tells anecdote to player about his young life & PMPs

he talks bearing sin on skin for all to see.

"You will swim across an ocean of pain & emerge free..."

John asks who goes first

John wheels terrified Hudson to her room. propted to say yes.

swift wheels chair & falls down stairs

Hear muffled screams - Hudson in room.

John there, talks through glass. tells Rooker her sin is Wrath

- escape.

radio John talks rage re. player's escape

Deputy Hudson will have to take brunt of his rage...

take over Seed farm. & get Nick's plane back
"Those mother f*ckers, they just want
let up"
flying lesson + staff of Gumb
Peggy

had off waves of Peggy. as Nick strafes them
above.
his wife angry, wants to stay & fight.
Kim.

-> Falls frid. Church made up for wedding. dead man.
wake John tattooing 'wrath on chest.'

pastor pistol whipped fr not repeating John's lies.

Nick refuses to swear on the word of Joseph.
John whispers to Nick... who stills
& says he will alone.

John pulls knife & cuts
slip of skin off Nick's chest. blood
& tattooed greed. gone.

Prayer asked. to place hand.
o prompt to say yes.

if delay Pastor pistol clipped.
at twice ppl say to
say yes.

if no pastor struck
+ gunnible

-> John flees to ranch.

aerial fight
& John's plane crashes.
follow.

frid & shot him.

cls as Locke grabs key on John's neck. he talks, coughs,
bloody.
head to Bunker. ppl cry for help in alleys.

struggle w/ Hudson - fearful w/ knife

carpenter sitting up in
tableland

frames a photo of the father.

"begging for money and he would just watch"

Hudson has plan to release prisoners & blow the bunker.

-> region cleared.

• Joseph talks John, as a child "He was easily preyed upon"

28

