

SUMMARY OF REASONS FOR DECISION

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

HEADNOTE

Title of publication:	Titanfall
Other known title(s):	Botsyfall
OFLC ref:	1400002.000
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:	Contains violence.
Display conditions:	None

Titanfall is a multiplayer first-person shooter set in the contested frontiers of sci-fi planets. Choosing either the Militia or the Interstellar Manufacturing Corporation (IMC), the player fights alongside five others in an attempt to defeat six opposing players. A number of weaker, computer-controlled robots assist both sides, serving as additional cannon fodder. There is a Campaign mode which tells a loose story through voice over and incidental events but the gameplay is a mixture of modes and sequential maps in a multiplayer-based conflict. The main focus of the game lies in the 'Classic' competitive modes traditional to online games, such as team-based deathmatch, capturing flags or controlling areas of the map. Achieving gameplay objectives or killing enemies gives players experience points which unlock weapons and abilities. These include a variety of firearms such as machine guns, rifles or shotguns as well as more futuristic energy weapons or explosives. Abilities include brief invisibility, advanced radar or statistical changes such as weapon accuracy while moving. A large element of the game involves the Titans, which are large bipedal robots. These allow the players (known as Pilots) to jump in and control them or provide autonomous covering fire. Their size and firepower greatly assists in the overall battle but also makes them an easy target. Similar to the Pilots, players can customise the Titan's weapons and abilities to suit their play style. *Titanfall* was examined on the Xbox One console but will also be available on Xbox 360 and PC.

Under s3(1) the publication deals with matters of violence and a minor element of cruelty in association with a sci-fi war. The manner, extent and degree to which these are presented is discussed under below. The publication does not require discussion under any of the s3(2) criteria.

Regarding s3(3)(a)(i), the infliction of physical harm occurs to a high extent but moderate degree. Shooting a human enemy shows blood misting on impact and occasional light blood spray on the environment. On death, enemies fall realistically to the ground. No injury or blood spray occurs and the corpses disappear in a matter of seconds. However, some levels contain corpses in the environment to suggest previous combat. These bodies spray some blood when shot and do not disappear over time but there is no injury depicted. If the player is injured a red glow appears

around the edges of the screen. Upon player death, the screen displays a third person view with the same red glow. An optional replay allows the player to briefly see how they died. The player is able to shoot their own team with resultant blood spray but they cannot be killed.

The strongest depiction of serious physical harm occurs with the use of heavy weaponry such as a charge rifle. Human opponents are obliterated in a large burst of blood and some indistinct meaty viscera falls to the ground. One of these is identifiable as a brain but is not particularly detailed. Similar to corpses, this miscellaneous tissue disappears after a few seconds. As each player can customise their gameplay with particular weaponry, this effect can occur frequently. In particular, a Titan outfitted with an Arc Cannon can use a charged electrical shot, obliterating multiple enemies to bloody effect. Furthermore, the same effect occurs if a Titan punches a human enemy or if a 'Stryder' Titan uses a melee attack on a weakened Titan. Tearing open the cockpit, the enemy pilot is pulled out and cruelly crushed in the Titan's hand. While this occurs in closer proximity to the screen the blood burst effect remains the same and there is no further detail.

Other stronger melee violence occurs if a Pilot sneaks up on an enemy and snaps their neck. With a swift motion, the head is twisted around and they fall from view. If attacked from the front, the Pilot simply kicks their opponent in the chest, killing them. In addition, enemy soldiers can be killed if a Titan walks over them. However, due to the perspective this is limited to a brief cry and squishing noise. Consistent with other depictions of violence, the body displays no injury and soon disappears.

Under s3A, highly offensive language is used to a very limited extent within a context of futuristic war. The expletive "fucking" is used in one line which has four variations on its delivery. This is "The Militia's light on fighter cover. These guys are fucking crazy." While such language is not suitable for children, its limited use means it is unlikely to cause them significant harm.

Titanfall is a multiplayer first-person shooter set in a science fiction warzone. While mission objectives focus the player on the strategies of competitive play, moment-to-moment gameplay consists of repetitive and bloody combat. This is likely to inure impressionable audiences towards the violence depicted. Furthermore, younger audiences would be likely to be shocked and disturbed by this content. As a result, the unrestricted availability of the publication would be injurious to the public good. These harms are weighed against the right to freedom of expression as set out in s14 of the New Zealand Bill of Rights Act 1990. Restricting the availability of the publication to older teenagers and adults is the lowest reasonable restriction which could be applied in order to prevent injury to the public good. Therefore *Titanfall* is classified as objectionable unless the availability of the publication is restricted to persons aged 16 years and over.

Note:

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CONSIDERATION SHEET

OFLC ref: 1400002.000

Submission channel: s12(1)

Title of publication: Titanfall

Other known title: Botsyfall

Medium: Console Game

Distributor: Electronic Arts


Country of origin: United States

Language: English

Applicant: Film & Video Labelling Body

Examination transcript No: 616, p123

Examination date: 29 January 2014

Classification Officer(s): 

Other identifying information:

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

	Components	Running time
Game:	Titanfall	
Total running time:		

Components of film excised:

EXAMINATION

Section 23 Examination and classification –

...the Classification Office shall examine the publication to determine the classification of the publication.

Section 24 Soundtrack to be considered -

Where a film is intended to be viewed with an accompanying soundtrack (whether or not the soundtrack is an integral part of the film), an examination of the film under s23 of the Act shall also take into account the content of the soundtrack and its relationship to the film.

Description of Publication:

Titanfall is a multiplayer first-person shooter set in the contested frontiers of sci-fi planets. Choosing either the Militia or the Interstellar Manufacturing Corporation (IMC), the player fights alongside five others in an attempt to defeat six opposing players. A number of weaker, computer-controlled robots assist both sides, serving as additional cannon fodder. There is a Campaign mode which tells a loose story through voice over and incidental events but the gameplay is a mixture of modes and sequential maps in a multiplayer-based conflict. The main focus of the game lies in the 'Classic' competitive modes traditional to online games, such as team-based deathmatch, capturing flags or controlling areas of the map. Achieving gameplay objectives or killing enemies gives players experience points which unlock weapons and abilities. These include a variety of firearms such as machine guns, rifles or shotguns as well as more futuristic energy weapons or explosives. Abilities include brief invisibility, advanced radar or statistical changes such as weapon accuracy while moving. A large element of the game involves the Titans, which are large bipedal robots. These allow the players (known as Pilots) to jump in and control them or provide autonomous covering fire. Their size and firepower greatly assists in the overall battle but also makes them an easy target. Similar to the Pilots, players can customise the Titan's weapons and abilities to suit their play style.

Titanfall was examined on the Xbox One console but will also be available on Xbox 360 and PC.

Statutory Submissions

Section 20 – Synopsis of Written Submissions

Not Applicable	X
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Section 21 Other Assistance

None Requested	X
See Record of Assistance	

Other Relevant Information

None Considered	<input checked="" type="checkbox"/>
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In reaching a classification decision the Classification Office may consider a variety of information including **previous decisions** of the Classification Office or other **copyright bodies, research, books, articles, reviews**, and information obtained from the **Internet**. If you have used any of this information please record this below.

Previous decisions				
Classification Body	OFLC	<input type="checkbox"/>	VRA	<input type="checkbox"/>
	Chief Censor of Film	<input type="checkbox"/>	IPT	<input type="checkbox"/>
Title:				
Publication/Certificate/Decision No.				

Other Sources (please specify and reference):

CLASSIFICATION

Section 3 Meaning of “objectionable”-

s3(1) ... a publication is objectionable if it describes, depicts, expresses, or otherwise deals with matters such as sex, horror, crime, cruelty, or violence in such a manner that the availability of the publication is likely to be injurious to the public good.

Subject Matter Gateway

The Court of Appeal's interpretation of the words "matters such as sex, horror, crime, cruelty or violence" in s3(1), as set out in *Living Word Distributors v Human Rights Action Group (Wellington)* [2000] 3 NZLR 570; (2000) 6 HRNZ 28, must also be taken in to account in the classification of any publication:

[27] The words "matters such as" in context are both expanding and limiting. They expand the qualifying content beyond a bare focus on one of the five categories specified. But the expression "such as" is narrower than "includes", which was the term used in defining "indecent" in the repealed Indecent Publications Act 1963. Given the similarity of the content description in the successive statutes, "such as" was a deliberate departure from the unrestricting "includes".

[28] The words used in s3 limit the qualifying publications to those that can fairly be described as dealing with matters of the kinds listed. In that regard, too, the collocation of words "sex, horror, crime, cruelty or violence", as the matters dealt with, tends to point to activity rather than to the expression of opinion or attitude.

[29] That, in our view, is the scope of the subject matter gateway.

The content of the publication must bring it within the "subject matter gateway". In classifying the publication therefore, the question is whether or not it deals with the following:

Matters such as sex

Included as a "matter such as sex" is any publication that in terms of s3(1A) –

- (a) ... 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.

Not applicable.

Matters such as horror

Not applicable.

Matters such as crime

Not applicable.

Matters such as cruelty

There is a minor element of cruelty to some of the violence and this is discussed under s3(3)(a)(i).

Matters such as violence

The publication deals with matters of violence in the context of a sci-fi war. The manner, extent and degree to which violence is presented is discussed under s3(3)(a)(i) below.

Or – The content of the publication does not bring it within any "subject matter gateway".

For publications that fall outside the "subject matter gateway" go to s3A and s3B

Section 3(2) Certain publications are deemed to be objectionable –

Under s3(2) of the FVPC Act, a publication is deemed to be objectionable if it promotes or supports, or tends to promote or support, certain activities listed in that subsection.

In *Moonen v Film and Literature Board of Review (Moonen I)*, the Court of Appeal stated that the words "promotes or supports" must be given "such available meaning as impinges as little as possible on the freedom of expression"¹ in order to be consistent with the Bill of Rights. The Court then set out how a publication may come within a definition of "promotes or supports" in s3(2) that impinges as little as possible on the freedom of expression:

Description and depiction ... of a prohibited activity do not of themselves necessarily amount to promotion of or support for that activity. There must be something about the way the prohibited activity is described, depicted or otherwise dealt with, which can fairly be said to have the effect of promoting or supporting that activity.²

Mere depiction or description of any of the s3(2) matters will generally not be enough to deem a publication to be objectionable under s3(2). When used in conjunction with an activity, the Classification Office defines "promote" to mean the advancement or encouragement of that activity. The Classification Office interprets the word "support" to mean the upholding and strengthening of something so that it is more likely to endure. A publication must therefore advance, encourage, uphold or strengthen, rather than merely depict, describe or deal with, one of the matters listed in s3(2) for it to be deemed to be objectionable under that provision.

s3(2)(a) The exploitation of children, or young persons, or both, for sexual purposes.

In *Moonen v Film and Literature Board of Review (Moonen II)* [2002] 2 NZLR 754, the Court of Appeal stated that the absence of definitions of "young persons" and "children" in s3(2)(a) was deliberate. The provision does not require proof of the models' ages; it requires an assessment of whether or not the publication in which the models appear promotes or supports the exploitation of children or young persons for sexual purposes:

¹ *Moonen v Film and Literature Board of Review* [2000] 2 NZLR 9 at para 27.

² Above n2 at para 29.

The legislation is concerned with the vulnerability of young people and with the corrosive injury to the public good of depicting persons perceived to be children or young people as subjects for exploitation. The Board properly assessed whether the publication of the photographs would tend to promote or support the exploitation of children or young persons, not limited to the impact on the particular persons photographed. The inquiry under s3 does not require the ascertainment of the precise age of the person photographed.³

It was Parliament's intention therefore that s3(2)(a) should apply to any publication as defined in the Act, that promotes, supports, or tends to promote or support, the exploitation of children or young persons for sexual purposes. As long as a publication at least tends to promote or support such exploitation, whether or not it depicts underage models, no underage models or no models at all is irrelevant to the proper application of s3(2)(a). The issue is whether, on the evidence presented by the publication itself, the publication at least tends to promote or support the exploitation of children or young persons for sexual purposes.

Not applicable.

s3(2)(b) *The use of violence or coercion to compel any person to participate in, or submit to, sexual conduct.*

Not applicable.

s3(2)(c) *Sexual conduct with or upon the body of a dead person.*

Not applicable.

s3(2)(d) *The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct.*

Not applicable.

s3(2)(e) *Bestiality.*

Not applicable.

s3(2)(f) *Acts of torture or the infliction of extreme violence or extreme cruelty.*

Not applicable.

If the publication promotes and supports, or tends to promote and support, any of the 3(2) provisions above and is deemed objectionable go to the Bill of Rights section.

However, section 32 of the FVPC Act directs the Classification Office to consider whether it would classify the publication differently if the material falling under s3(2) were excised or altered. If an excision were made, the publication would no longer fall under 3(2) of the FVPC Act. If the

³ *Moonen v Film and Literature Board of Review* [2002] 2 NZLR 754 at para 40.

publication contains material that falls under 3(2) which can be excised or altered, go the Excisions section and then return to s3(3) and 3(4) below.

Otherwise, if the publication does not fall under s3(2) consider the following matters:

Section 3(3) Matters to be given particular weight –

In determining, for the purposes of the Act, whether or not any publication (other than a publication to which subsection 3(2) of this section applies) is objectionable or should in accordance with section 23(2) be given a classification other than objectionable, the following matters shall also be considered:

...particular weight shall be given to the **extent and degree** to which, and the **manner** in which, the publication describes, depicts, or otherwise deals with...

s3(3)(a)(i) *Acts of torture, the infliction of serious physical harm, or acts of significant cruelty.*

As a multiplayer shooter, the infliction of physical harm occurs to a high extent but moderate degree. Shooting a human enemy shows blood misting on impact and occasional light blood spray on the environment. On death, enemies fall realistically to the ground. No injury or blood spray occurs and the corpses disappear in a matter of seconds. However, some levels contain corpses in the environment to suggest previous combat. These bodies spray some blood when shot and do not disappear over time but there is no injury depicted. If the player is injured a red glow appears around the edges of the screen. Upon player death, the screen displays a third person view with the same red glow. An optional replay allows the player to briefly see how they died. The player is able to shoot their own team with resultant blood spray but they cannot be killed.

The strongest depiction of serious physical harm occurs with the use of heavy weaponry such as a charge rifle. Human opponents are obliterated in a large burst of blood and some indistinct meaty viscera falls to the ground. One of these is identifiable as a brain but is not particularly detailed. Similar to corpses, this miscellaneous tissue disappears after a few seconds. As each player can customise their gameplay with particular weaponry, this effect can occur frequently. In particular, a Titan outfitted with an Arc Cannon can use a charged electrical shot, obliterating multiple enemies to bloody effect. Furthermore, the same effect occurs if a Titan punches a human enemy or if a 'Stryder' Titan uses a melee attack on a weakened Titan. Tearing open the cockpit, the enemy pilot is pulled out and crushed in the Titan's hand. While this occurs in closer proximity to the screen the blood burst effect remains the same and there is no further detail.

Other stronger melee violence occurs if a Pilot sneaks up on an enemy and snaps their neck. With a swift motion, the head is twisted around and they fall from view. If attacked from the front, the Pilot simply kicks their opponent in the chest, killing them. In addition, enemy soldiers can be killed if a Titan walks over them. However, due to the perspective this is limited to a brief cry and squishing noise. Consistent with other depictions of violence, the body displays no injury and soon disappears.

s3(3)(a)(ii) *Sexual violence or sexual coercion, or violence or coercion in association with sexual conduct.*

Not applicable.

s3(3)(a)(iii) Other sexual or physical conduct of a degrading or dehumanising or demeaning nature.

Not applicable.

s3(3)(a)(iv) Sexual conduct with or by children, or young persons, or both.

Not applicable.

s3(3)(a)(v) Physical conduct in which sexual satisfaction is derived from inflicting or suffering cruelty or pain.

Not applicable.

...particular weight shall be given to the **extent** and **degree** to which, and the **manner** in which, the publication

s3(3)(b) Exploits the nudity of children or young persons, or both.

Not applicable.

s3(3)(c) Degrades, dehumanises or demeans any person.

Not applicable.

s3(3)(d) Promotes or encourages criminal acts or acts of terrorism.

Not applicable.

s3(3)(e) Represents (whether directly or by implication) that members of any particular class of the public are inherently inferior to other members of the public by reason of any characteristic of members of that class, being a characteristic that is a prohibited ground of discrimination specified in section 21(1) of the Human Rights Act 1993.⁴

Not applicable.

3A Publication may be age-restricted if it contains highly offensive language likely to cause serious harm

3A(1) A publication to which subsection 3A(2) applies may be classified as a restricted publication under section 23(2)(c)(i).

3A(2) This subsection applies to a publication that contains highly offensive language to such an extent or degree that the availability of the publication would be likely, if not restricted to persons who have attained a specified age, to cause serious harm to persons under that age.

⁴ The grounds of discrimination prohibited by s21(1) of the Human Rights Act 1993 are sex, marital status, religious belief, ethical belief, colour, race, ethnic or national origins, disability, age, political opinion, employment status, family status and sexual orientation.

3A(3) *In this section, **highly offensive language** means language that is highly offensive to the public in general.*

Highly offensive language is used to a very limited extent within a context of futuristic war. The expletive “fucking” is used in one line which has four variations on its delivery. This is “The Militia’s light on fighter cover. These guys are fucking crazy.” While such language is not suitable for children, its infrequent use means it is unlikely to cause them significant harm.

3B Publication may be age-restricted if likely to be injurious to public good for specified reasons

3B(2) This subsection applies to a publication that contains material specified in subsection (3) to such an extent or degree that the availability of the publication would, if not restricted to persons who have attained a specified age, be likely to be injurious to the public good for any or all of the reasons specified in subsection (4).

3B(3) *The material referred to in subsection (2) is material that*

3B(3)(a) *describes, depicts, expresses, or otherwise deals with—*

3B(3)(a)(i) *Harm to a person’s body whether it involves infliction of pain or not (for example, self-mutilation or similarly harmful body modification) or self-inflicted death.*

Discussed elsewhere.

3B(3)(a)(ii) *Conduct that, if imitated, would pose a real risk of serious harm to self or others or both.*

Not applicable.

3B(3)(a)(iii) *Physical conduct of a degrading or dehumanising or demeaning nature.*

Not applicable.

3B(3)(b) *is or includes 1 or more visual images—*

3B(3)(b)(i) *of a person’s body; and*

3B(3)(b)(ii) *that, alone, or together with any other contents of the publication, are of a degrading or dehumanising or demeaning nature.*

Not applicable.

3B(4) The reasons referred to in subsection (2) are that the general levels of emotional and intellectual development and maturity of persons under the specified age mean that the availability of the publication to those persons would be likely to—

- 3B(4)(a) *Cause them to be greatly disturbed or shocked; or*
3B(4)(b) *Increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both; or*
3B(4)(c) *Encourage them to treat or regard themselves, others, or both, as degraded or dehumanised or demeaned.*

Please see conclusion.

3C Procedure for classification under sections 3A and 3B

In determining whether to classify a publication as a restricted publication in accordance with section 3A or section 3B, the Classification Office must consider the matters specified in paragraphs (a) to (f) of section 3(4).

Section 3(4) Additional matters to be considered –

In determining, for the purposes of the Act, whether or not any publication (other than a publication to which subsection 3(2) of this section applies) is objectionable or should in accordance with section 23(2) be given a classification other than objectionable, the following matters shall also be considered:

s3(4)(a) The dominant effect of the publication as a whole.

Titanfall is a well made first-person shooter depicting repetitive violence in a science fiction warzone. As mission objectives are clearly communicated, the game focuses the player on the strategies of competitive play.

s3(4)(b) The impact of the medium in which the publication is presented.

As an online multiplayer game for multiple platforms, *Titanfall* includes voice chat with other players as well as a high level of graphical fidelity on Xbox One and personal computers.

s3(4)(c) The character of the publication, including any merit, value or importance it has in relation to literary, artistic, social, cultural, educational, scientific or other matters.

The publication has artistic and technical merit.

s3(4)(d) The persons, classes of persons, or age groups of the persons to whom the publication is intended or is likely to be made available.

The publication is likely intended for teenage and adult audiences.

s3(4)(e) The purpose for which the publication is intended to be used.

The publication is intended for entertainment.

s3(4)(f) Any other relevant circumstances relating to the intended or likely use of the publication.

Due to the online nature of the game it is likely to be played repetitively and extended with downloadable content.

BILL OF RIGHTS CONSIDERATIONS

New Zealand Bill of Rights Act 1990

Section 14 Freedom of expression -

Everyone has the right to freedom of expression, including the freedom to seek, receive, and impart information and opinions of any kind in any form.

Section 5 Justified limitations -

Subject to section 4 of this Bill of Rights, the rights and freedoms contained in this Bill of Rights may be subject only to such reasonable limits prescribed by law as can be demonstrably justified in a free and democratic society.

Section 6 Interpretation consistent with Bill of Rights to be preferred -

Wherever an enactment can be given a meaning consistent with the rights and freedoms contained in this Bill of Rights, that meaning shall be preferred to any other meaning.

Discussion of Bill of Rights Considerations:

Please see conclusion.

CONCLUSION

Injury

If s3(1) applies to the publication the question is whether or not it deals with the matters discussed in a manner that **the availability of the publication is likely to be injurious to the public good**. In discussing injury consider the nature and severity of that injury, the likelihood of it occurring and who would be injured by the publication's availability. The classification recommended must remedy the injury identified.

If s3B applies to the publication, **the injury to the public good** must be explained in terms of s3B(4) of the FVPC Act.

If s3A applies to the publication, explain the age restriction in terms of **how the language is likely to cause serious harm to persons under the age of the restriction**.

Classification:

R16

Titanfall is a multiplayer first-person shooter set in a science fiction warzone. While mission objectives focus the player on the strategies of competitive play, moment-to-moment gameplay consists of repetitive and bloody combat. This likely to inure impressionable audiences towards the violence depicted. Furthermore, younger audiences would be likely to be shocked and disturbed by this content. As a result, the unrestricted availability of the publication would be injurious to the public good. These harms are weighed against the right to freedom of expression as set out in s14 of the New Zealand Bill of Rights Act 1990. Restricting the availability of the publication to older teenagers and adults would be the lowest reasonable restriction which could be applied in order to prevent injury to the public good. Therefore *Titanfall* is classified as objectionable unless the availability of the publication is restricted to persons aged 16 years and over.

EXCISIONS/ ALTERATIONS

Section 32 - Excisions from and alterations to film –

In the case of a film submitted for classification under any part of the Act other than s29(1) and 41(3) (court referrals), if the Classification is of the opinion that it would classify the film differently according to whether any specified part or parts of the film are excised from or left in the film, it shall, before making a final determination in respect of the classification of the film, follow the procedure prescribed by section 33.

Section 33(1) directs the Classification Office to notify the authorised distributor of the film of the classification that would be given if part or parts of the film were excised or altered, and, the classification that would be given if the specified part or parts were not excised or altered.

Section 33(5) provides that, in deciding whether or not to propose excisions or alterations, the Classification Office may consider the effect that any such excision or alteration may have on the continuity of the film or on its overall effect.

EXCISIONS SUMMARY	
None (for non-moving image and s29(1) / 41(3) publications)	<input type="checkbox"/>
No excisions recommended (for all other moving image publications)	<input checked="" type="checkbox"/>
Excisions/alterations recommended	<input type="checkbox"/>
Number of Excisions/Alterations:	
Brief Description:	

PUBLIC DISPLAY CONDITIONS

Not Applicable	
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Section 27 Conditions relating to the display of restricted publications –

Where the Classification Office classifies any publication as restricted, the Office shall in every case consider whether or not to impose conditions on the public display of that publication, and may impose such conditions at the time of classifying the publication.

In determining whether or not conditions in respect of public display should be imposed, the Classification Office must have regard to:

s27(2)(a) The reasons for classifying the publication as a restricted publication.

Due to the way it deals with matters of violence.

s27(2)(b) The terms of the classification given to the publication.

R16

s27(2)(c) The likelihood that the public display of the publication, if not subject to conditions or, as the case may be, any particular condition, would cause offence to reasonable members of the public.

The display of the publication is not likely to cause offence to reasonable members of the public.

Section 27(3) directs that where the Classification Office considers that the public display of the publication, if not subject to conditions under this section, would be likely to cause offence to reasonable members of the public, the Classification Office shall, at the time of classifying the publication, impose such conditions under this section in respect of the public display of that publication as it considers necessary to avoid the causing of such offence.

Date	24 th January 2014	Code	1400002	3
Applicant	FVLB			
	Electronic Arts.			
	Titanfall			
Other (Company)	Botsyfall (code name).			
	N/A			
	N/A			
	Console Game.			
Country (code)	USA	Language	English	
Disc Lic. #?	Yes	<input checked="" type="radio"/>		
Classification	R16	Violence.		
Beta v. 2014-01-16, on Xbox One.				
Notes (Marketing)	N/A	N/A		

MENU:
 PLAY
 INTRO
 OPTIONS
 CREDITS.

INTRO: B/W footage of human life, tech. Satellite launches.
 Vos of News reports.
 Sci-F ships, and new planets.
 CG tech of mechs being built. New reports of war on plan

Militia vs. IMC. in "Frontier"

PLAY CAMPAIGN SUB. - go through storyline. c/scenes
PLAY CLASSIC. between maps

MODES
WEAPONS

* Training
CLASSIC, team deathmatch, CTF, last man standing, cap points.
2v2 competitive modes.

Pilot/Titan loadouts Primary/Secondary/~~Anti-Titan~~ Anti-Titan

Tactical ability - eg HUD/radar/ (HUD)

Tier 1/2. Core abilities Explosives, frag nades, "Arc" # satchels/mines

MGs, SMGs, Shotgun. LMG, rifles, pistols, sniper rifle.

Anti-Titan weapons, Rocket launchers, energy beams.

Titans. Light/Med/Heavy
Skydog Atlas Ogre

Heavy weapons aka
grenade launchers, plasma,
UGM railgun.

* Extensive stat tracking
Kills, melee, executions, titan takedowns

* Extensive challenges to gain XP & unlock more stuff
• Burn cards = passive abilities/stat changes #1

• Campaign.
Military pigeon & MUSIC give sense of importance to events.
"Colonel" told of dire situation. fleet above, needs fuel.
Have to raid IMC areas & take down Anti-Air.

"The Refueling Raid" open city in ruins. green grass & bldgs.
Open w/ in game outscene, militia prep for drops.

Titans have healthbars. Map & on screen markers clearly
indicate objectives, ensuring
focused gameplay. V/O from
Sard/BISH details gameplay events.

Capturing all parts gives victory.
"Epilogue" gives brief moment to take out remaining
& dropship for bonus experience.

End game screen shows stats, unlocks, challenges. 90seconds.
return to lobby as level loads.

Bosh tells of successful mission, necessity to find new people/
"The Colony" of heard tape gives sfx involved recruits
on planet Troy, "dead colonists in the street" violence, death.
little impact

Story
"Custom" corpses no post mortem damage. enemy soldier stabs
wreck corpses & disappear very quickly, circling from back of neck.
(close up)

* ON death Killcam shows 3rd person, direction of enemy, with
red glow around edges of screen.
IMC - Heavily armoured warriors, impact sparks. Others from IMC are
Robots. Less armoured & blood misting & small chunks

Make kill from behind snaps neck, very limited detail & fast
from front, kicks to ground. within screen, back off

(U) Shoot own militia - red misting from impact but no injury or
reaction. cannot kill own soldiers.
grenades don't ragdoll corpses, light blood stains/sprays on ground but not detail
slight movement when shooting corpses.

Bosh v/o tells of MacMillan, transmission, leader of colonists.
was ex IMC.

Titans can make enemy soldiers, leans down w/ punch, little detail.
damage shown, fire, electrical sparks. perks apply some visual
deactivation, eg. with damage
+ coloration. Multiphase

"The Odyssey" Bosh tells of colonists fleeing from IMC, hiding
near shipwreck mission to rescue CARC so
MacMillan will join fight.

Chaotic sounds of war, battle. MT has plan to take out
Demeter.

"Get Barker" v/o of MacMillan briefing pilots on mission to get Barker.
Barker, drunk and whining is taken rough corner

(D) IMC Pilot attacked with titan punch. Red bloody MIST
& some gibbing, examination. shows misc red meat,
not overly detailed. a brain visible.
unrealistic & fades quickly.

"Assault on The Sentinel" attack & then use rail/cannon against
large spaceship.

ARC landmine explosion of electricity.
sniper rifle explodes

ARC O'Connell uses electrical bolt. will chain to nearby
enemies not gib them in cloud of blood spray.
leaves some giblets behind.

(V) increases effect.

sniper/shotgun, do not decap. :-
 +10 exp. etc for mission objectives or kills.

"Have Be Dragons"

v/o MacAllan & U Barker. New planet with dragons.
 desert/canyon style level. Huge skeletons
 dragon/flyer lifts up & drops from sky.

Environment littered with previous corpses, previously placed
 Shooting dragon → blood mist but limited, distant. Shooting them → blood sprays

Titan railgun OHK's dragons in spray of blood.

"The Three Towers"

use tower to pulse (visual distortion) then w/ later use-attack new towers.

Affect towers w/ knowledge.

Intro fp cutscene in dropship, Sarah drops off to take out tower

Charge rifle also grabs people. Sci-fi metallic base.

Titans can step on grunts & crush them while running.
 hear yell & slight squish.

"The Battle of Demeter"

v/o MacAllan hypes up attack on Demeter, necessity of cutting off the IMC Frontier from core systems.
 MacAllan versus Vice Admiral Graves.

Ingame cutscene as dropship hit knocks into another dropship.
 follow MacAllan through gunfire & breach base.
 capture points.

Bisk and MacAllan face off via HUD video & v/o.
 brief shots of MacAllan in reactor core.
 is likely to die from radiation.

News caster tells of successful attack on Demeter.
 Vice Admiral Graves disappeared!
 brief video of ships in space.

"Made Men"

3 months later. Bisk & Sarah tell of Graves has defected to the Militia. IMC cut off. Strike on robot factory.
 Soldier melee's man with butt of gun.

Bisk & Graves posture over who is better.

Completed ^{Militia} campaign. unlock father titans. (Stryder).
Now play as IMC!

"The Refueling Raid" - (as IMC) - Same maps different v/o.
V.A. Overseas tells of a likely attack on a fuel depot.
Bisk tells of objectives

Each map 5mins.

If using Stryder can perform melee attack on low HP titans, pull pilot out of Squeeze - brief spray of blood

②

