



Australian Government

Department of Infrastructure, Transport,  
Regional Development and Communications

## Application for Online Media Provision for the Classification of a Film or Computer Game

### Applicant Details

Contact Name:	s47F
Contact Phone Number:	s47F
Contact Email:	s47F
Organisation:	Ubisoft Australia

### Details of Application

Title:	Far Cry 6
Alternative Title:	N/A
Is this for Film or Game:	Game
Scheduled Release Date:	7 October
Reason for providing media in an online format:	Covid-19 situation has meant offices are shut. Cannot supply game builds traditionally. Company guidelines restrict us from being able to use 3 <sup>rd</sup> party media sharing platforms.

### Provision of media

- Media can be provided digitally via our BOX Media platform in standard formats such as mp4 or via Digital Screener links.
- BOX provides a secure and easy option for submitting content.
- Information about using the Box Media platform can be found on the classification website at: [www.classification.gov.au/sites/default/files/2019-11/box-platform-applicant-information.pdf](http://www.classification.gov.au/sites/default/files/2019-11/box-platform-applicant-information.pdf)

### Technical Details

I will be using the BOX Media platform:	YES	NO
I will require a direct upload link to BOX Media:	YES	NO
I will be providing my media via an online screening link: <i>If yes, please provide the following details:</i>	YES	NO
Digital Screener Link (if applicable):		
Digital Screener Password (if applicable):		
Will this have limited viewing sessions or an expiry?	YES	NO
If so, please provide the expiry date or number of sessions?	Download link is available for 6 days once sent. Can easily resend if requested. File has no restrictions once downloaded.	

- For technical assistance uploading media files to the BOX Media platform, please contact the client services team on [applications@classification.gov.au](mailto:applications@classification.gov.au)
- Individual MP4 files should be no larger than 5GB.
- If digital screening links are provided, they must be accessible via Chrome or Edge browsers.
- For security reasons, we are unable to add client software (such as Clear).

- Screening links must be available within a time window to be notified by the Client Services team.
- Screening links must allow at least five individual viewing sessions to accommodate a multi-person viewing panel.
- Passwords must be provided in advance of the notified screening time, and for confidentiality reasons, one-time logins cannot be tied to a pre-defined email address.

## Acknowledgment

- I acknowledge that the viewing of this media will be done on a device that does not replicate the cinema experience.
- I acknowledge that provision of media through an alternative digital method other than BOX Media is only acceptable during the duration of the NSW Government initiated lockdown.
- I am aware that the application for classification is not valid until I have supplied the Classification Board with a copy of the film in an approved format, an adequate synopsis of the film, and payment of the application fee.
- I confirm that the information contained in this form is not false or misleading in any way.

Signed: \_\_\_\_\_ s47F \_\_\_\_\_ (by/on behalf of the applicant)

Name: \_\_\_\_\_ s47F \_\_\_\_\_

Date: \_\_\_\_\_ 21 July 2021 \_\_\_\_\_

This application will be considered and the Client Services Team will respond within 2 business days.



## CONTENTIOUS MATERIAL STATEMENT

Details of contentious material can be found in the Assessment Report.

Many thanks,

s47F



#### ONLINE CAPABILITY DETAILS

Details of online capability can be found in the Assessment Report.

Many thanks,

s47F



# Authorised assessor report—classification of computer games

Subsection 17(3) of the *Classification (Publications, Films and Computer Games) Act 1995*

Title of computer game:

Far Cry 6

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

Platforms:

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

PlayStation®4 System / PlayStation® Pro /  
PlayStation®5 System / Xbox One / Xbox Series  
X/S / PC / Stadia

**Type of game:**

You can tick more than one box.

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

CTC



Other type of game:

Is your game an **interactive gambling service** (e.g.: online casino-style game, online slot machines, and/or online wagering service)?

#### Attachments:

Other attachments:

Does the game contain **in-game purchasing**?

If yes, what does it consist of:

Other type of in-game purchasing:

#### Content likely to be MA 15+ or R 18+:

An Authorised Assessor of Computer Games cannot recommend the likely classification of an MA 15+ or R 18+ game. If a computer game is likely to be classified MA 15+ or R 18+, this report is no longer a valid Authorised Assessor Recommendation, **however, it can still be included as a document** for the purposes of providing a detailed description of gameplay that meets the requirement of sub-section 17(1)(e)(v) and sub-section 17(2) of the *Classification (Publications, Films and Computer Games) Act 1995*.

- 
- ☐ Turn-based strategy/tactics
  - ☐ Virtual Reality (VR)
  - ☐ Visual novel
  - ☐ Other
- 

- 
- ☐ Yes (Do not proceed with this application. Regulated interactive gambling services can only be provided to Australian customers with a licence granted by an Australian state or territory licensing authority—refer to ACMA)
  - ☐ No (continue to complete this form)
- 

- ☐ Lyric sheets (for all songs in games)
  - ☐ Screen captures from game if available (printed copies of what the graphics in the game look like)
  - ☐ Player's manual / instruction booklet / walk-through
  - ☐ Copy of any advertising material relevant to the game
  - ☐ Other
- 

- 
- ☒ Yes
  - ☐ No
- 

- ☐ Using or transacting in real world money
  - ☒ Purchase of credits
  - ☐ Purchase of objects
  - ☐ Purchase of randomised content
  - ☒ Other
- 

#### DLCs and Season pass

- 
- ☒ I believe that this computer game may be classified MA 15+ or R 18+.
- 

➡➡ If likely to be MA 15+ or R 18+, please still complete the report in full ➡➡



## Details about the structure of the game

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

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

**Incentives' or 'rewards' may include**, but are not limited to: the awarding of additional points; achievement unlocks; new skills or increases in attributes such as strength; making tasks easier to accomplish; accumulating rare forms of game equipment; plot animations and pictures as rewards following an event/action.

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

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Far Cry 6 takes place on the fictional island of Yara, where a small group of guerrillas are trying to overthrow a tyrannical government run by El Presidente Antón Castillo. The story focuses on Dani Rojas, a young adult looking to escape the country with his friends when tragedy strikes and they find themselves inevitably drawn into the conflict, eventually joining and becoming the face of the guerrilla movement known as "Libertad". Antón rules the island with an iron fist, turning the entire country into a factory to produce the miracle pharmaceutical "Viviro". To meet the demand for this Cancer treatment, his soldiers round up dissidents and trouble makers and put them into force labour camps to make more of the drug in order to supposedly return Yara to the paradise it once was.

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

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**Dani needs to go out and recruit any resistance groups, fan the flames of rebellion and persuade them to join Libertad. It's a fight for survival and the heart of the people to throw off the yoke of oppression and topple Antón's regime.**

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

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**1st person, 3rd person, sniper**

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

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**Far Cry 6 graphics are realistic  
It's a First Person Shooter where the goal for the player is to overthrow the oppressive regime by climbing through the ranks of the Guerrilla and acquiring and crafting better and better gear, weapons and vehicles.  
It takes about 60h+ to complete the game  
There are over 60 missions (campaign) and several dozen side quests**

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

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#### FIGHT FOR FREEDOM IN A TROPICAL PARADISE

- Explore Yara, the jewel of the Caribbean. The island has lush rainforests, remote fishing villages, and a sprawling capital city – Esperanza - to discover on your own or with a friend or in two player co-op.
- Yara has extensive wildlife; from dangerous crocodiles, ravenous sharks, to wheeling flocks of tropical birds.
- Take back Yara one Outpost at a time. Fight the military oppression at checkpoints and outposts, liberate Yarans and help them out on exciting quests.

#### UNFORGETTABLE CHARACTERS

- There are a thousand reasons to pick up a gun, and we will explore this with a cast of diverse characters, each with their own carefully-crafted story.
- Anton Castillo and his son, Diego, are the most complex and challenging villains the franchise has seen to date.
- Discover all new Amigos, your pet friends, such as Chorizo the dog, Guapo the crocodile or Chicharron the rooster!

#### RESOLVER

- Yaran ingenuity is legend. Make a range of unique weapons to sow chaos across the island as you battle Castillo's forces.
- Upgrade your weapons, your Guerrilla pack and your vehicles at the workbench, where customization is king.
- Upgrade your guerrilla camps to unlock help as you take the fight to the capital and beyond.

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

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

☐ Yes  
☒ No

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## Online interactivity

Provide the following details about any online interactivity:

**'Online interactivity'** is a general statement used by the Board which may encompass any or all of the following practices and technologies, in, or related to playing, a game:

- user-to-user communication (e.g.: texting, or audio or video chat), and media sharing, via social media and networks;
- user-generated content;



- links to external or third party websites;
- exchange or collection of personal information (e.g.: email address) with or by third parties;
- such other opportunities to expand any aspect of the gaming experience to include third party interactions.

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

☒ Yes  
☐ No

If yes, describe the online interactivity:

User to user communication, game can be played in co-op

Can the online interactivity change the impact of any of the 6 classifiable elements?

☐ Yes  
☒ No

(For example, if a player can name a character using coarse language and that character's name can be viewed online by other players, then this may alter the impact of the classifiable element of language in the game.)

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

## The 6 classifiable elements—answer all

### 1. Themes

Themes **may** include the following kinds of **social issues or events**: use of alcohol or tobacco; gambling or simulated gambling or gambling references; medical treatments, surgical procedures, or misuse of prescription medication (e.g. painkillers); crude humour (e.g. flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (e.g. hooliganism, abduction, blackmail, robbery, murder, torture, paedophilia); sexual infidelity; abortion; family breakdown; drug and/or alcohol dependency; injury or illness; suicide; death; discrimination; warfare; destruction (of objects/buildings e.g. by explosion); killing or harming of animals; predatory animal behaviour; natural phenomena (e.g. earthquake, tsunami, melting ice caps); historical events.

Not in game:

☐

OR select from below:

Classification	Classifiable element—themes	Impact test
<b>G</b> (General)	The treatment of themes should have a very low sense of threat or menace, and be justified by context.	<input type="checkbox"/> Very Mild
<b>PG</b> (Parental Guidance Recommended)	The treatment of themes should generally have a low sense of threat or menace and be justified by context.	<input type="checkbox"/> Mild
<b>M</b> (Mature)	The treatment of themes may have a moderate sense of threat or menace, if justified by context.	<input type="checkbox"/> Moderate
<b>MA 15+</b> (Mature Accompanied)	The treatment of strong themes should be justified by context.	<input checked="" type="checkbox"/> Strong
<b>R 18+</b> (Restricted)	There are virtually no restrictions on the treatment of themes.	<input type="checkbox"/> High



**Describe the THEMES**—give the **most impactful** examples which clearly illustrate all the THEMES at the nominated impact level.

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

Use of alcohol or tobacco:

- Players can use a cigar to heal themselves (cauterizing a wound)
- Alcohol used in cutscenes and NPC animations. Player character may get drunk
- Alcohol bottle used for Molotov cocktails (player gadget)

Medical treatments or surgical procedures:

- In cutscenes or on NPC animations: during one cutscene, a sinister surgeon aligned with the dictatorship implants a poisonous device within the main characters abdomen, and the main character must then rush to a friendly doctor to get help, while they are played with hallucinations.

\* Main antagonist uses forced labor to produce a miracle cancer treatment called Viviro

Crude humour:

- On NPC, in missions, during dialogue

Animals:

- Players can fight them or tame some of them and have them as pets

Anti-social or criminal acts:

- In cutscenes
- Players actions involve a lot of criminal acts (destroying property, killing a human NPC, an animal NPC, stealing..)

Family breakdown:

- The main narrative between Diego and his father Anton highlights issues such as child abuse

Injury or illness:

- Players, human and animal NPCs can all be injured or poisoned. Main antagonist is revealed to have leukemia.

Suicide:

- Players can kill themselves (jumping off a cliff, explosives...)
- Main antagonist ultimately slits their own throat to avoid being captured

Death:

- There is frequent death in cutscene, including executions, murder suicide by the main



antagonist who also shot their own son before slitting his own throat

Discrimination:

- Part of the population in the game is oppressed by the military regime, while the dictator pits "true yarans" against "fake yarans" (manufactured political distinction between loyalists and rebels)

Warfare:

- the theme of the game is Guerrilla VS army, so lots of warfare examples throughout the game, both in gameplay and cutscenes

destruction:

- \* Also lots of destruction, goes along with the themes of death and warfare

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

For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.

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

Provide a detailed description of any gambling elements:

**Are the THEMES linked to other classifiable elements?** (e.g. such as violence—after an earthquake (a theme), there is mass rioting (violence) in a town and people attack one another):

Describe briefly (write up separately under applicable elements):

**Give a summary of reasons as to why you consider the THEMES to be at the impact level chosen:**

(You need to justify your assessment—the summary may be in dot-point form.)

Themes are treated realistically but without excessive graphic detail; they underline the ruthlessness of the Yaran dictatorship and the risks the guerillas face to overturn it.

- ☐ Yes (describe)  
☒ No

- ☒ Yes (describe)  
☐ No

The ruthless dictatorship leads to public executions and torture of political prisoners, as well as the rise of rebels; production of medical treatment Viviro is linked to the exploitation of political dissenters to produce it;

**Far Cry 6 covers a lot of the classifiable themes (see listing above), it's a game for a mature audience and as such should be at the impact level chosen.**

## 2. Violence

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



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

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

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

Not in game:

☐

OR select from below:

Classification	Classifiable element—violence	Impact test
<b>G</b> (General)	Violence should have only a low sense of threat or menace, and be justified by context. Sexual violence is not permitted.	<input type="checkbox"/> Very Mild
<b>PG</b> (Parental Guidance Recommended)	Violence should be mild and infrequent, and be justified by context. Sexual violence is not permitted.	<input type="checkbox"/> Mild
<b>M</b> (Mature)	Moderate violence is permitted, if justified by context. Sexual violence should be very limited and justified by context.	<input type="checkbox"/> Moderate
<b>MA 15+</b> (Mature Accompanied)	Violence should be justified by context. Sexual violence may be implied, if justified by context.	<input checked="" type="checkbox"/> Strong
<b>R 18+</b> (Restricted)	Violence is permitted. Sexual violence may be implied, if justified by context.	<input type="checkbox"/> High



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

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

Give the **most impactful** examples which clearly illustrate the VIOLENCE at the nominated impact level:

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

For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

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

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

Describe what happens to injuries:

Can you inflict **post-mortem damage**?

Describe the post-mortem damage that can be inflicted:

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

Weapons – player has access to guns, flamethrowers, bows, explosives, mortars, and vehicle mounted weapons. For hand to hand, the player uses a machete to perform violent takedowns / Environmental triggers – the player can start fires and release and lure animals to attack enemies / Executions -- gunshot, immolation / Torture (by Castillo's forces). Forced labour camps depict prisoners being mistreated and executed (firing squad, summary executions, mass graves).

Aftermath of violence is also seen in the form of statues (prisoners who have been turned into metal statues) and Nero Torches (bodies tied to stakes and set on fire). While no animations/scenes show this take place, the results are seen in the world. Cinematics have NPCs dying from explosions, either accidental (Carlos to save his son) or deliberate (execution of Jose by a non player character putting a live grenade in his mouth), and NPCs beaten to death in a prison. Diego, our one adolescent in the game, is shot by his father in the final cinematic.

☒ Yes (describe)  
☐ No

Blood splatters, but injuries disappear over time. Characters scream when hurt or dying.

☒ Yes (describe)  
☐ No

The player can shoot or drive over dead bodies and they will react with physics (they will move if struck) but the player cannot do more than that.

☐ Yes (describe)  
☒ No (Go to the last violence question)



**Describe the SEXUAL VIOLENCE or SEXUALISED VIOLENCE**

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

**Give a summary of reasons as to why you consider the VIOLENCE to be at the impact level chosen:**

(You need to justify your assessment—the summary may be in dot-point form.)

**Violence is realistic and occasionally uncomfortable to watch (torture, head explosion from grenade, stabs to the head, child shot) but very rarely excessively graphic**

### 3. Sex

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

Sex does NOT include sexual violence—assess under VIOLENCE.

**Not in game:**



**OR select from below:**

Classification	Classifiable element—sex	Impact test
<b>G</b> (General)	Sexual activity should be very mild and very discreetly implied, and be justified by context.	<input type="checkbox"/> Very Mild
<b>PG</b> (Parental Guidance Recommended)	Sexual activity should be mild and discreetly implied, and be justified by context.	<input type="checkbox"/> Mild
<b>M</b> (Mature)	Sexual activity should be discreetly implied, if justified by context.	<input type="checkbox"/> Moderate
<b>MA 15+</b> (Mature Accompanied)	Sexual activity may be implied.	<input type="checkbox"/> Strong
<b>R 18+</b> (Restricted)	Sexual activity may be realistically simulated. The general rule is: ‘simulation, yes—the real thing, no’.	<input type="checkbox"/> High

**The SEX in the game is:**

- ☐ Sexual references only  
☐ Sexual activity only  
☐ Sexual references and sexual activity



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

Include descriptions of sexualised costumes.

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

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

For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

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

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

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

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

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

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

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

Describe the activity:

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

**Is the SEX linked to other classifiable elements** (e.g. such as coarse language or nudity—'I want to fuck you' i.e. coarse language while a couple is having sex):

☐ Yes (describe)  
☐ No

☐ Yes (describe)  
☐ No

☐ Yes (describe)  
☐ No

☐ Yes (describe)  
☐ No



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

**Give a summary of reasons as to why you consider the SEX to be at the impact level chosen:**  
 (You need to justify your assessment—the summary may be in dot-point form.)

## 4. Coarse Language

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

You **must** ensure that you are using the current ***Coarse Language Guide for Use by Authorised Assessors***.

**Not in game:**

☐

**OR select from below:**

Classification	Classifiable element—language	Impact test
<b>G</b> (General)	Coarse language should be very mild and infrequent, and be justified by context.	<input type="checkbox"/> Very Mild
<b>PG</b> (Parental Guidance Recommended)	Coarse language should be mild and infrequent, and be justified by context.	<input type="checkbox"/> Mild
<b>M</b> (Mature)	Coarse language may be used. Aggressive or strong coarse language should be infrequent, justified by context, and not gratuitous, exploitative or offensive.	<input type="checkbox"/> Moderate
<b>MA 15+</b> (Mature Accompanied)	Strong coarse language may be used. Aggressive or very strong coarse language should be infrequent, and not exploitative or offensive.	<input checked="" type="checkbox"/> Strong
<b>R 18+</b> (Restricted)	There are virtually no restrictions on language.	<input type="checkbox"/> High

**List the COARSE LANGUAGE**—give the **most impactful** examples which clearly illustrate the COARSE LANGUAGE at the nominated impact level—specify the words used. Is the coarse language verbal, written, or gestured? Is it contained in song lyrics, etcetera).

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

Dani, the player character, and many characters swear to various degrees, using strong language in both English and Spanish. Many NPC barks include strong language in open world combat barks and exclamations.

Numerous instances of 'fuck' and 'shit', 'bastard', 'whore', 'bitch', 'coño', 'comemierda'...

One character deliberately and offensively misgenders a trans male character by calling him "she" and "marimacho"



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

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

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

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

**Give a summary of reasons as to why you consider the COARSE LANGUAGE to be at the impact level chosen:**

(You need to justify your assessment—the summary may be in dot-point form.)

naturalistic, aggressive, incidental, humorous

☒ Yes (describe)  
☐ No

The player character can engage in conversation with various main characters and overhear conversations between NPCs that at times describe sexual acts. Content varies by personality. NPCs can discuss their sexual history and preferences.

Use of strong language is frequent, including very liberal use of the word 'fuck'

## 5. Drug Use

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

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

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

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

**Not in game:**

☐


OR select from below:

Classification	Classifiable element—drugs	Impact test
<b>G</b> (General)	Drug use should be implied only very discreetly, and be justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Very Mild
<b>PG</b> (Parental Guidance Recommended)	Drug use should be infrequent and justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Mild
<b>M</b> (Mature)	Drug use should be justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input type="checkbox"/> Moderate
<b>MA 15+</b> (Mature Accompanied)	Drug use should be justified by context. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use is not permitted.	<input checked="" type="checkbox"/> Strong
<b>R 18+</b> (Restricted)	Drug use is permitted. Drug use related to incentives or rewards is not permitted. Interactive illicit or proscribed drug use that is detailed and realistic is not permitted.	<input type="checkbox"/> High

The **DRUG USE** in the game is:

- ☐ Drug references only (**no use**)  
☐ Drug use activity only  
☒ Drug references and drug use activity

**Describe the DRUG USE**—give the **most impactful** examples which clearly illustrate the DRUG REFERENCES and/or DRUG USE ACTIVITY at the nominated impact level (e.g. specify drug used; paraphernalia depicted; drug effect experienced; etcetera).

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

**How is the DRUG USE treated** (e.g. is it realistic, incidental, graphic, instructional, visual or verbal? Comedic or sombre in tone? etcetera)  
 For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

There are occasional references to 'cocaine' during dialogue, between enemy NPCs and also with dialogue with friendly NPCs, however the only depiction of use is when an enemy NPC within the world has an animation where they occasionally bend over a table, there is a sniffing sound, and then they act hyper energized and uninhibited. No substance is visible on the table.

Realistic, incidental



Is the focus of the game or any part of the game on, or about, or involving **drug use or drug references** (e.g. managing a cannabis crop, managing a drug cartel/distribution network, using drugs for performance enhancing purposes, using drugs to cheat or swindle? Providing drugs to a sports team?):

- ☐ Yes (describe)  
☒ No

Describe:

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

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

- ☐ Yes (describe)  
☒ No

Describe how DRUG USE is related to incentives or rewards (e.g. cut scenes, points awarded, achievement unlocks, players can/cannot progress, medals/trophies, player health restored, etcetera):

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

**Does the game contain interactive illicit or proscribed drug use**, implied or otherwise?

- ☐ Yes (describe)  
☒ No

Describe any interactive illicit or proscribed drug use, implied or otherwise:

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

**Is the DRUG USE linked to other classifiable elements** (e.g. such as violence or themes—there is a scene of a drug deal taking place when an opposing drug cartel shows up and a fight ensues):

- ☐ Yes (describe)  
☒ No

**Describe** the linkage between the elements:

**Give a summary of reasons as to why you consider the DRUG USE to be at the impact level chosen:**

(You need to justify your assessment—the summary may be in dot-point form.)

**While the word use in certain dialogue is explicit ('cocaine', used mostly for humor and shock value), the substance is never actually explicitly consumed on screen; the only instance of drug use on screen is non-detailed.**

## 6. Nudity

**Nudity** includes:

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

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



Not in game (or tick box below):



OR select from below:

Classification	Classifiable element—nudity	Impact test
<b>G</b> (General)	Nudity should be infrequent and justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Very Mild
<b>PG</b> (Parental Guidance Recommended)	Nudity should be infrequent and justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Mild
<b>M</b> (Mature)	Nudity should be justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Moderate
<b>MA 15+</b> (Mature Accompanied)	Nudity should be justified by context. Nudity must not be related to incentives or rewards.	<input type="checkbox"/> Strong
<b>R 18+</b> (Restricted)	Nudity is permitted.	<input type="checkbox"/> High

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

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

**How is the NUDITY treated** (e.g. actual (e.g. cut-scene) or realistic animation or crude animation; sexualised; artistic; incidental; detailed; etcetera). For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment?

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

☐ Yes (describe)  
☐ No

**Describe how NUDITY is related to incentives or rewards** (e.g. cut scenes, points awarded, achievement unlocks, players can/cannot progress, medals/trophies, player health restored, etcetera):

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

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

☐ Yes (describe)  
☐ No



**Describe** the linkage between the elements:

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

**Give a summary of reasons as to why you consider the NUDITY to be at the impact level chosen:**

(You need to justify your assessment—the summary may be in dot-point form.)

## Assessment of Classification and Consumer Advice

### Classification

You **must** tick a box for **each** classifiable element in the table below to provide a summary of your recommendation for games **G**, **PG** and **M**.

The highest classification checked will be your assessment for the game and will generally inform your consumer advice for a game at the **G**, **PG** or **M** level. Any element at MA 15+ or R 18+ means that the game will be assessed by the Board.

	NOT in game	G	PG	M	MA 15+	R 18+
<b>Themes</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>Violence</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>Sex</b>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Language</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>Drug use</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Nudity</b>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Consumer advice (CAs)—only complete if you are recommending G, PG or M

You **must** refer to the *General Guidelines for Using Consumer Advice (Film and Games)*.

Use the above table to assist you to recommend consumer advice.

The following summary may assist:

- Use an impact qualifier of very mild (G) or mild (PG), where appropriate.
- For the M classification do **not** use the word 'moderate' in consumer advice. Use the 'mature' qualifier at M for themes, and no qualifier for the other elements, **unless** an exception applies (e.g. 'horror violence').
- Phrases should start with the impact qualifier (if it is used).
- Nudity may include an additional impact qualifier such as 'brief' or 'sexualised'.
- Some other elements may also warrant an additional qualifier, e.g. 'fantasy violence' or 'supernatural themes'.



Remember that the consumer advice will usually **only** match the elements that are present at the highest classification noted above. In some limited cases, it may be appropriate to include consumer advice for content in lower classifications.

## Recommended classification and consumer advice for games G, PG and M

Select your recommended classification for the game (e.g. PG):

- ☐ G  
☐ PG  
☐ M

State your recommended consumer advice for the game (e.g. mild violence and coarse language):

## Declaration

I declare that I have personally played and/or viewed all the material in this application, and have disclosed all classifiable elements, and that my assessment is a true and accurate reflection of the content.

Assessor's name (PRINT):

s47F

Assessor's signature:

Date:

16/07/2021

## Applicant details and signature (if different from Assessor)

Name of applicant/applicant company:

Contact name (PRINT):

Date:

Signed by the applicant

## Privacy Notice—Privacy Act 1988

The Department of Communications and the Arts is collecting personal information on this form to process an application for classification under the Computer Game Assessor Scheme. This is authorised by s 17(3) of the *Classification (Publications, Films and Computer Games) Act 1995*.

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

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

For more information about our privacy practices, including how to access or correct your personal information or make a complaint, see the privacy policy at [www.classification.gov.au](http://www.classification.gov.au) or contact our Privacy Contact Officer:

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

Email: [privacy@communications.gov.au](mailto:privacy@communications.gov.au).



# Application for Classification of a Computer Game

This form is to be used for an application for classification of a computer game under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act).

## FAR CRY 6

Applicant: UBISOFT

Contact: s47F

Phone: s47F

Email: s47F

### Details of the computer game

**File number** TBA

**Format:** Multi Platform

**Title:** FAR CRY 6

**Alternate title:**

**Publisher:** UBISOFT

**Developer:** UBISOFT MONTREAL, UBISOFT SHANGHAI, UBISOFT KIEV, UBISOFT  
BUCHAREST

**Language:** English

**Country of origin:** AUSTRALIA

**Year of production:** 2021

**Comments:**

### Priority

**Priority:** 5 working days after receipt by the Board of a valid application

### Category

**Does the game have online capability** Yes

**and/or other connectivity?:**

**Application type:** Computer Game: Level 2

### Fees

**Prescribed fee:** \$1,310.00

**Payment method:** Existing account balance

## Declaration

I declare that:

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

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

By post to:  
The Director  
Classification Board  
**Locked Bag 3,  
HAYMARKET NSW 1240**

OR

By courier to:  
The Director  
Classification Board  
**Level 5, 23-33 Mary St  
SURRY HILLS NSW 2010**

## Privacy Notice – *Privacy Act 1988*

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

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

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

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

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

Call: 02 6271 1929

Email: [privacy@communications.gov.au](mailto:privacy@communications.gov.au)



#### DESCRIPTION OF GAMEPLAY

A description of gameplay can be found in the Assessment Report.

Many thanks,

s47F



**P R E S E N T S :**



## **Product Description**

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Yara is an island in the heart of the Caribbean. A revolution in 1967 led to a nation frozen in time. Isolated from the rest of the world for 47 years, the island collapsed after the death of its leader. But there is a new dictator with new ideas - and a plan to "Rebuild Paradise." His name is Anton Castillo. El Presidente of Yara.

Castillo has enslaved his own people, transforming Yara into a pharma-state – all to produce a miracle drug known as Viviro. Viviro is a cancer treatment that brings extended life to rest of the world, but it means death to anyone who finds themselves in one of Castillo's camps that produce it.

You are Dani Rojas, a reluctant guerrilla pulled into the fight to save Yara. It's up to Dani to unite the divided factions of Yara under a single banner – Libertad – and overthrow Castillo's regime.

## **Key Features**

---

### **FIGHT FOR FREEDOM IN A TROPICAL PARADISE**

- Explore Yara, the jewel of the Caribbean. The island has lush rainforests, remote fishing villages, and a sprawling capital city – Esperanza - to discover on your own or with a friend or in two player co-op.
- Yara has extensive wildlife; from dangerous crocodiles, ravenous sharks, to wheeling flocks of tropical birds.

### **UNFORGETTABLE CHARACTERS**

- There are a thousand reasons to pick up a gun, and we will explore this with a cast of diverse characters, each with their own carefully-crafted story.
- Anton Castillo and his son, Diego, are the most complex and challenging villains the franchise has seen to date.

### **RESOLVER**

- Yaran ingenuity is legend. Make a range of unique weapons to sow chaos across the island as you battle Castillo's forces.
- Upgrade your guerrilla camps to unlock help as you take the fight to the capital and beyond.

## **Product Specifications**

Publisher:	Ubisoft®
Developer:	Ubisoft Montreal, Ubisoft Shanghai, Ubisoft Kiev, Ubisoft Bucharest
Release Date:	October 07, 2021 Worldwide

Genre: Open World Action Adventure  
Platforms: PlayStation®4 System / PlayStation® Pro / Xbox One / Xbox Scorpio / PC  
ESRB: M  
URL: [Farcrygame.com](http://Farcrygame.com)

© 2019 Ubisoft Entertainment. All Rights Reserved. Far Cry, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Based on Crytek's original Far Cry directed by Cevat Yerli. Powered by Crytek's technology "CryEngine."

**UNASSESSED GAMES APPLICATION**File No: **T21/1929**Title: **FAR CRY 6**

Applicant: UBISOFT

Provisionally complete: 22/07/2021

Recommendation date: 22/07/2021

**DUE DATE: 29/07/2021**Priority: **PRIORITY**

Format provided: PC game

Game play footage: ☒ Yes ☐ NoDuration: **40 mins**

Format: Refer to Notes below

Unassessed game checklist completed: ☒ Yes ☐ N/A

Installation instructions/firmware/passwords supplied:

☒ Yes ☐ N/AHistory: ☒ YES ☐ NO

Classification: MA 15+ / R 18+

**Consumer advice:** Strong violence, drug use, sex scenes, sexual references, nudity and coarse language, online interactivity / High impact sex scene

**Notes:** Gameplay footage has been downloaded from the Media Shuttle Platform by the Apps team - please see the Apps team to access this footage

**Media items:**

[40] GAMEPLAY FOOTAGE ,  
[0] GAME BUILD

Prepared by: **s47F**

Date: 16/09/2021

**Deputy Director - action as follows:**

- (a) Program to Board ☐  
☐ gameplay footage  
☐ play game for \_\_\_\_\_ minutes
- (b) Demonstration booked/confirmed ☐
- (c) Return to Operations (specify) ☐:

\_\_\_\_\_  
 \_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_/\_\_\_\_/\_\_\_\_  
 Deputy Director

**Received by Board:**

s47F

Title: **FAR CRY 6**Producer(s): **UBISOFT**Director(s): **UBISOFT MONTREAL / UBISOFT SHANGHAI /  
UBISOFT KIEV / UBISOFT BUCHAREST**Applicant: **UBISOFT****FILMS/COMPUTER GAMES**

Classification: MA 15+

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

**Classification matrix (films/computer games only)**

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

Signature: s47F

Date: 26/7/21

**File Number**  
T21/1929**Panel Member**  
s47F**Application Type**  
CG2**Format**  
MULTI PLATFORM**Duration**  
0**Version**  
ORIGINAL**Country**  
AUSTRALIA**Language**  
English**Production Date**  
2021**Viewing Room****desk**  
**Viewing Date****26/7/21**

# F A R C R Y 6

1st person shooter open world  
 'fuck' language NPC drive

in game purchasing  
 purchase of DLC + season pass  
 Online co-op  
 no nudity or sex

Island of Yarn

1 ✓ career - treatment  
 in shot blood splatter on ground

2 ✓ 'shot'

3 ✓ fuck  
 character selection

4 ✓ fuck up  
 fucks  
 shit fuck

5 ✓ fuck  
 only stuff  
 fuck

6 ✓ execute & snort  
 'fuck!'

7 ✓ in shot

8 ✓ 1st person shooter  
 drinks alcohol 1st person view  
 drinks blood view

9 ✓ fuck -

10 ✓ in shot & milk  
 place - almost  
 with fuck

11 ✓ fuck  
 & shot & neck  
 fuck s

(1)

fucks  
twisted

(1)

fucks

↑ (1)

gall to fuck see or else

(1)

870

cal fuck

(TV)

885

in sex at 1st hand sex

(1)

in slot black with

⚡ (TV)

925

by shop bladders in stores over that blood splatter

102

fuck during at night

(TV)

108

furthe large black pool on ground in sloped  
'ass hole'

(TV)

11

corros hand from scaffold  
fits early wires

(TV)

115

slow  
in long for fuck

show out black bursts

(1)

fucks

(1) 12

fuck fixes on fence

throat cut

(TV)

122

Started fuck mutilated corpse

burned corpses + blooded bodies

125

corpses grouped by early blood splatters

valence

(1)

132

throat + hand stab blood splatters

(1)

138

head over blood splatters  
throat through head blood splatters

(TV) 1720 torture blood spray on floor

asshole

(TV) 1850 Diego shoots his cars own throat

1420 hanging from trunk

(C) 20 fuck

throat cut

cock fight

(T) 2050 penis cut blood splatter

(TV) 21 grenade in car wheel explosion in back ground

(T) (C) fuck  
fuck - shot blood splatter

(C) 2250 fucked

225 fuck

(T) cock fuck men blood splatter

(C) fuck rat  
fuck - shot a head

cock & severed leg

24 language  
c love

bitch

24 shot  
multiple fucks

(C) dick  
multiple fucks

asshole

(U) 2500 fucky sun-tila

fucky house

(C) sex  
dry fuck us  
shot

(1) fuchs cocaine  
(2) - pretty sweet drug  
(3) 27 trade the a - 80s cocaine add the  
Coked up love cat.

(1) 2250 fuchs with dental  
51.7  
fuchs  
speed  
(2) enclosures of drugs

24m Extra footage

(1) fuchs.

(1) 30m fuchs action  
fuchs boat  
51.4

(1) fuchs up  
fuchs (can2)

(1) 32m fuchs up. full blue

37 head rose black auto  
fuchs

(1) fuchs.  
51.7

(2) sunrise sniper scope  
(1) 37 dog runs down black

(1) 24 walls

\*T-53-293799-s47F\*

Title: **FAR CRY 6**Producer(s): **UBISOFT**Director(s): **UBISOFT MONTREAL / UBISOFT SHANGHAI /  
UBISOFT KIEV / UBISOFT BUCHAREST**Applicant: **UBISOFT****FILMS/COMPUTER GAMES**Classification: MA 15+       **RC**Consumer Advice: Strong themes and bloody violence, online  
Interactivity and in-game purchases**File Number**  
T21/1929**Panel Member**  
s47F**Application Type**  
CG2**Format**  
MULTI PLATFORM**Duration**  
0**Version**  
ORIGINAL**Country**  
AUSTRALIA**Language**  
English**Production Date**  
2021**Viewing Room**  
**desk****Viewing Date**  
**26/07/2021****Classification matrix (films/computer games only)**

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

**Notes:**

Signature:

Date: **26/07/2021**

PZ  
 Cry 6  
 "Thes" cutscene.  
 Yara-Cenikem. 1967 new President  
 Vivero - cancer treatment.  
 M V  
 caghyon older look face.  
 soldier shot prone in back small blood  
 spray  
 "Dalt 6 forward"  
 soldier in village. shot in pistol.  
 "shot" 1st Lt. 1st person BV gameplay  
 M 2  
 "fucking" "fucking" "fucking" x2  
 "fucking" "fucking" "fucking" x2  
 in 1st soldier. shot prone. right. cut-  
 scene.  
 "Red"  
 M/MA  
 Alys shot in back blood spray.  
 helicopter.  
 V  
 MA  
 gameplay. 1st person BV realistic game.  
 finish but  
 burn around = lit cigarette  
 chest abdo. shot "I'm feeling it" blurred  
 vision.  
 "Fucker" cutscene.  
 7  
 mounted to table 2 Reps spray red  
 T  
 1st person BV surgery. bloody knife  
 put prone inside torso surgically.  
 rescued other. "He put me in here"  
 V  
 shot in rect shot back. but  
 T. F. "He put me in here" "get it out"

F.F.

v/t

cockfight. play as rooster in fight.  
like street fight.

kill guy = molotov.

V

flame thrower

catch on fire  
screaming

MA

catch fire.

fall. dead

V

bealot name blood guy.

Antar-bad guy. Dago-ser.

cut down

shot Dago in leg blood chest

slice own throat blood spray  
collapse. foot.

V

T

exceeds  
MA??  
..

gripping.

in tank. now guys are in tank.

gripping square physics teeth

then covered in blood

'The Butcher'

MA T/M

dead body. by blood.

CCTV

u

+

belonging to this.

phys ext bodies.

above. hanging. nose round red.

super no bullets.

T/M

pull up on trunk by nose slowly  
struggling  
includes legs.

guy is sword sticks pressure.

T/v

sunrise. slash to sun.

rescue guy or nose.

T/V

Joe - but guy = pressure - must slice throat  
guy on base is pressure bomb.  
explodes - self  
survives

13

gripping. clipped up body.

T

burned sides. environmental.

head of guy.

body on roof in underwear.

body against wall. blood splatter. environmental

- 15

Violence -

stab guy = mace.

head stab into ch out back

stab knife in neck

by blood  
spray

clv 1st POV

stab neck to knife - out of trade

expose. finally he yelps

stab mace high head out of trade  
by blood spray

stab throat, stab outside of throat

take pants out

by blood  
Cuts into nose

slats assembly

T/V

'The Artist' pull teeth. 'forced'

slapping.

CCTV perspective

18

cutscene. Arab suicide reported fatig

T/V

hanging reported fatig

cock fight repeated footage

100 rose

1st pov shots

T pull secty out of wst = pless?

Cuts me.

sullied guy grenade in wst.

MA T/V head explodes by foot bleed  
while dry and walk away.

22 Sezo bloody. shot head bleed from  
top of head

ML "fucking wife (ch)"

V being yanked in but at same

C "fcks"

T cocorol attacks guy at scene.

bleed from  
head.

headshot - very hot. coc in hot

Sex — "not classifiable" —

24 CL — "wife" "bitch" "shit" "interfckers"

ML "fcks" "asshole"

26 Drug Use —

"cocaine" see addw snort off table  
in garage.

d

"cocaine" x2 "coke up Juan's nose"

"coke up house cat" "fcks withdrawal"

"cant work without it" ingredients

"steel"

pieces of coke on table

a by ples of coke + pills in store room.  
29 - Extra footage -

'Hazard suit' "flying police"  
guy play. equipment select  
F. "lets up your system" "cancer"  
F.

power factory? time timer.  
F. "bullshit"

✓ 33 heart beat guy. bleed brot silencer.  
drake alarm.

radio ppl. Henry Re.  
expos. set for 6 sec.

T arm on Re. stop it at.

✓ realiste gntie.  
dog bites arm. hood.

✓ flue tubes pour barrels. explode.  
heavy gun fire.

S47F

s47F

Title: **FAR CRY 6**Producer(s): **UBISOFT**Director(s): **UBISOFT MONTREAL / UBISOFT SHANGHAI /  
UBISOFT KIEV / UBISOFT BUCHAREST**Applicant: **UBISOFT****FILMS/COMPUTER GAMES**Classification: \_\_\_\_\_ **MA 15+** \_\_\_\_\_

Consumer Advice: \_\_\_\_\_ Strong themes and bloody violence, online  
interactivity and in-game purchases**Classification matrix (films/computer games only)**

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

**File Number**

T21/1929

**Panel Member**

s47F

**Application Type**

CG2

**Format**

MULTI PLATFORM

**Duration**

0

**Version**

ORIGINAL

**Country**

AUSTRALIA

**Language**

English

**Production Date**

2021

**Viewing Room**

DESK

**Viewing Date**

26/ 7 /21

s47F

26 JULY 2021

For Cry 6

strong themes and  
bloody violence,  
online interactive and  
S/R / OR / L / (m)  
no nudity  
thematic premises.

History - M715+

strong themes, violence, and drug  
reference, online interactivity.

ApplicationFC 6

Classification

(M715)

Some play.

Anton:

man kills man /

Piero -

'shit off'

'Fuckin' say something'

Dani,

'Fuck up' 'fuckin' listen'

black-outs. 'end of the world'

'what the fuck'

sun shot.

Mego -

sun shot / bullet round /

man gagged, hit down -

Paulo - 'mother fuckin'.

Sun shot - 'mother fuckin'.

'poisoned me' Dani.

'shut the fuckin' someone else'

man in flames -

man in flames - burning -

head cut - blood spray  
through

blood spray - hanging.

head hanging - animal skin corner.

noise - man uttered /  
stabbing.

L (PS).

L (M) 221

b. T).

(M) S/R

V  
(M715)W -  
(M715)

11.46

bloody corpse - arm ~~detached~~.  
disembodied on table -  
14.02. corpse - decomposed.  
corpse hanging - top of shed, each side.  
15.02. violence -  
(ingint) stabbing - blood spray on camera -  
16.37 knife in head - embedded through head.  
factory body punched / blood / tools /  
blood pools - poison.  
L  
(PS). 'gash on'  
throat  
V  
(MARTIN) ~~throat cut~~ - glass -  
man hanging - lurch up.  
Sun shot - blood at chest.  
21.39 man - put item in mouth.  
nose - up sun shot. silhouette:  
77 image "take his leg" "kill him"  
nose - up sun shot man at bar.  
24.28 'personal home'.  
24.07 lenses in chest man -  
'freaky' 'honest' remains - 'che' woman.  
pressure - black soot.  
B/R. 'look up' - 21.11. zombie /  
personal -  
25.13 'person that looks up your system.'  
black.  
sun time - semi-automatic -  
frame <sup>big</sup> like. 'always button on & show' -  
dog & mules - gun shoots & heard,  
first person perspective - shooting.

S47F

26/7/21.

s22 - out of scope



**From:** s47F

**Sent:** Monday, 26 July 2021 12:20 PM

**To:** s47F @classification.gov.au>; s47F @gmail.com>; s47F @classification.gov.au>

**Subject:** login to access Games footage for Far Cry [SEC=UNOFFICIAL]

UNOFFICIAL

You'll need to got to this link:

[Ubisoft Global Portal \(mediashuttle.com\)](https://mediashuttle.com)

And then the log-in details for the Media Shuttle platform are:

s47G



I didn't bother downloading the app that they offer but have got the video files downloading now – seems to be working ok so far. Will update if there are any issues.



File No: T21/1929

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

## **Decision Report**

Classification decisions are made in accordance with the *Classification (Publications, Films and Computer Games) Act 1995* (the Act), the National Classification Code and the Classification Guidelines.

### **Production Details:**

Title:	FAR CRY 6
Alternate titles:	
Publisher:	UBISOFT
Programmer:	UBISOFT MONTREAL / UBISOFT SHANGHAI / UBISOFT KIEV / UBISOFT BUCHAREST
Production Company:	
Year of Production:	2021
Duration:	VARIABLE
Version:	ORIGINAL
Country/ies of origin:	AUSTRALIA
Language/s:	English
Application type:	CG2
Applicant:	UBISOFT

### **Dates:**

Date application received by the Classification Board: 22 July 2021

Date of decision: 28 July 2021

### **Decision:**

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

## Synopsis:

Far Cry 6 is a first-person shooter/action-adventure game set on the fictional island of Yara, where a small group of guerrillas are trying to overthrow a tyrannical government run by El Presidente Antón Castillo. The game features online interactivity and in-game purchases of season passes and additional DLC.

## Reasons for the Decision:

In making this decision, the Classification Board has applied the Classification (Publications, Films and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Computer Games 2012 (the Guidelines).

In the Board's view this computer game warrants an MA 15+ classification as, in accordance with Item 3 of the Computer Games Table of the National Classification Code, it is unsuitable for playing by persons under 15.

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

The classifiable elements are themes and violence that are strong in playing impact.

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

### THEMES AND VIOLENCE

---

The game contains strong themes, including suicide and torture, that are justified by context. The game contains violence that is strong in impact and justified by context. Strong and realistic violence should not be frequent or unduly repetitive. The game contains no sexual violence – implied or otherwise. The elements are, at times, inextricably linked.

The gameplay is depicted from a first person perspective with the player able to use knives, guns, flamethrowers, bows, explosives, mortars, and vehicle mounted weapons in combat. Attacks are accompanied by generous blood sprays, which are viewed in close-up during stealth attacks including throat slashes and stabs to the head of enemy characters. Occasionally, these attacks may result in the blade of the knife being depicted protruding from the head of an enemy character. While these attacks feature large blood sprays there is no depiction of open wounds or gore.

Some sections of the environment are bloodied or feature depictions of corpses in piles or strung up from buildings and scaffolding. In one section of the game, a mutilated corpse is depicted lying on a table beside a circular saw. Legs and an arm that have implicitly been severed from the body lie nearby and patches of blood are viewed on a wall and in a wheelbarrow. The player is not able to interact with the corpse or severed limbs.

During one cut scene, Anton holds his son, Diego, to his chest. Dani speaks to Diego and tells him that he'll keep Diego safe. Anton answers, "Lies" and a gunshot is heard as he implicitly shoots his son. Diego falls to the ground with a patch of blood staining his shirt. Dani gasps and Anton suddenly runs a hooked blade across his own throat, causing blood to burst from the wound as he falls to the ground.

During another cut scene, Espanda places a grenade in Jose's mouth and tells him, "You took my land, you took my papa, and now it's time to give." She pulls the pin from the grenade and, as she walks away, a flash is viewed as the grenade explodes. As the flash clears, the lower half of Jose's body is viewed slumping to the ground but his injuries are not viewed.

In the Board's opinion, consumer advice of strong themes and bloody violence best describes the most impactful content.

### OTHER MATTERS CONSIDERED OR NOTED

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The Board notes that section 21A of the Classification (Publications, Films and Computer Games) Act 1995 states that if the Board is of the opinion that a classified computer game contains

contentious material (whether activated through use of a code or otherwise) that was not brought to the Board's attention in accordance with subsection 14(4) or 17(2) before the classification was made and if the Board had been aware of the material before the classification was made, it would have given the game a different classification, the Board must revoke the classification.

The Board notes that the game contains coarse language, drug use and sexual references that can be accommodated within a lower classification.

**Decision:**

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

Names of panel members constituted for decision:

s47F Senior Panellist  
s47F Lead Classifier  
s47F

Details of opinions (including minority views):

Unanimous

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board's decision and any minority opinions.

Decision signed off by a senior panellist.

Decision signed off by Director .....Date ...../...../.....

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



## Australian Government

### Classification Board

File No: **T21/1929**  
 Classification No: **293799**

**Attention:** s47F  
**UBISOFT**  
**Level 1, 2-14 Mountain Street**  
**ULTIMO NSW 2007**

### CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

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

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

Title:	<b>FAR CRY 6</b>
Version:	<b>ORIGINAL</b>
Running time:	<b>VARIABLE</b>
Publisher:	<b>UBISOFT</b>
Programmer:	<b>UBISOFT MONTREAL / UBISOFT SHANGHAI / UBISOFT KIEV / UBISOFT BUCHAREST</b>
Country of origin:	<b>AUSTRALIA</b>
Classification:	<b>MA 15+</b>
Consumer Advice:	<b>Strong themes and bloody violence, online interactivity and in-game purchases</b>

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

Certified

s47F

Alison Bickerstaff  
 Acting Director

Date: 29 July 2021

**TITLE (and Known Alternative Titles)**  
FAR CRY 6

**CLASSIFICATION: MA 15+**

**Revocation of decision:**

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

**Review of Decision:**

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

## Screenshots of COBRA saved into A Word document

OTHER APPLICATION DETAILS

PRODUCTION

APPLICANT

MEDIA

ATTACHMENTS

PANEL

DECISION

OUTPUT DOCUMENTS

NOTES

FLAGS

HISTORY

TASKS

Unlock

PANEL MEMBER/S OPINIONS

Panel Member	Opinion Marked	Classification	Consumer Advices
s47F	Yes	MA 15+	<div><div></div><div>Strong themes and bloody violence, online interactivity and in-game purchases</div></div>
	Yes	MA 15+	<div><div></div><div>Strong themes and bloody violence, online interactivity and in-game purchases</div></div>
	Yes	MA 15+	<div><div></div><div>Strong themes and bloody violence, online interactivity and in-game purchases</div></div>

Show page: 1 (Total Records: 3)

Export To Excel

Records Per Page: 10

## DECISION DETAILS

**Locked:** Yes

**Entered By:** s47F on 27/07/2021

**Signed By:** s47F on 28/07/2021

**Decision:** MA 15+

**Decision Revoked Date:**

**Decision Revoked By:**

**Decision Revoked Reason:**

**Consumer Advice:**

- Strong themes and bloody violence, online interactivity and in-game purchases

**Synopsis:** Far Cry 6 is a first-person shooter/action-adventure game set on the fictional island of Yara, where a small group of guerrillas are trying to overthrow a tyrannical government run by El Presidente Antón Castillo. The game features online interactivity and in-game purchases of season passes and additional DLC.

**Reason For Decision:** In making this decision, the Classification Board has applied the Classification (Publications, Films and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Computer Games 2012 (the Guidelines).

In the Board's view this computer game warrants an MA 15+ classification as, in accordance with Item 3 of the Computer Games Table of the National Classification Code, it is unsuitable for playing by persons under 15.

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

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The game contains strong themes, including suicide and torture, that are justified by context. The game contains violence that is strong in impact and justified by context. Strong and realistic violence should not be frequent or unduly repetitive. The game contains no sexual violence – implied or otherwise. The elements are, at times, inextricably linked.

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Some sections of the environment are bloodied or feature depictions of corpses in piles or strung up from buildings and scaffolding. In one section of the game, a mutilated corpse is depicted lying on a table beside a circular saw. Legs and an arm that have implicitly been severed from the body lie nearby and patches of blood are viewed on a wall and in a wheelbarrow. The player is not able to interact with the corpse or severed limbs.

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During another cut scene, Espanda places a grenade in Jose's mouth and tells him, "You took my land, you took my papa, and now it's time to give." She pulls the pin from the grenade and, as she walks away, a flash is viewed as the grenade explodes. As the flash clears, the lower half of Jose's body is viewed slumping to the ground but his injuries are not viewed.

In the Board's opinion, consumer advice of strong themes and bloody violence best describes the most impactful content.

## OTHER MATTERS CONSIDERED OR NOTED

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The Board notes that section 21A of the Classification (Publications, Films and Computer Games) Act 1995 states that if the Board is of the opinion that a classified computer game contains contentious material (whether activated through use of a code or otherwise) that was not brought to the Board's attention in accordance with subsection 14(4) or 17(2) before the classification was made and if the Board had been aware of the material before the classification was made, it would have given the game a different classification, the Board must revoke the classification.

The Board notes that the game contains coarse language, drug use and sexual references that can be accommodated within a lower classification.

<b>Decision:</b>	This computer game is classified MA 15+ with consumer advice of strong themes and bloody violence, online interactivity and in-game purchases.
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<b>Details Of Opinions (Including Minority Opinions):</b>	Unanimous
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<b>Voting Details:</b>	
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<b>Voting Breakdown:</b>	
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<b>Certificate Number:</b>	293799
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<b>Certificate Date:</b>	29/07/2021
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## CLASSIFICATION MATRIX

### Classification Matrix

Themes	MA 15+
Violence	MA 15+
Sex	M
Language	M
Drug Use	M
Nudity	None

## INFORMATION TO BE PUBLISHED

**Summary:**

**Themes:**

**Violence:**

**Sex:**

**Language:**

**Drug Use:**

**Nudity:**

**Online Interactivity:**

## HISTORICAL INFORMATION

**Sex Decision:**

**Violence Decision:**

**Language Decision:**