

s 47F

**From:** s 47F @trionworlds.com>  
**Sent:** Wednesday, 27 March 2013 10:24 AM  
**To:** s 47F  
**Subject:** RE: OFLC Classification - Warface [SEC=UNCLASSIFIED]

**Follow Up Flag:** Follow up  
**Flag Status:** Flagged

Hi s 47F

Upon discussion with our team, it seems that in addition to violence, the game contains the following classifiable elements: (i) Themes, specifically, alcohol; and (ii) Language. Each is detailed below.

- **Alcohol** - Beer and vodka bottles are displayed in each of the game's maps. However, they serve as props only, and the player cannot interact with them, i.e. there is no way to drink them and/or become intoxicated.
- **Language** - The in-game dialogue (voice-overs) contains the following profanity:
  - [REDACTED] - 15 instances:
    - [REDACTED] that was close. Thanks
    - [REDACTED] this! Retreat!
    - [REDACTED] it! Fall back!
    - Awww [REDACTED] Get outta here! Fall back!
    - Awww [REDACTED] Fall back! Go Go Go !
    - Get the [REDACTED] outta here! Go Go Go !
    - Aw [REDACTED] Gunner!
    - Argh [REDACTED] I'm down!
    - [REDACTED] Need some help here!
    - [REDACTED] they got me! I'm down!
    - Argh [REDACTED] need a medic!
    - Argh [REDACTED] Medic!
    - [REDACTED] Need a medic!
    - [REDACTED] I'm out of ammo!
    - [REDACTED] RPG!
  - [REDACTED] - 9 instances:
    - Oh [REDACTED] Hostile! Up ahead!
    - Oh [REDACTED] Enemy inbound!
    - Oh [REDACTED] Fall back!
    - [REDACTED] Medic!
    - [REDACTED] This hurts real bad!
    - [REDACTED] I'm out of ammo!
    - [REDACTED] I'm out! I need a clip!
    - Oh [REDACTED] RPG!
    - [REDACTED] Sniper!
  - [REDACTED] - 2 instances:
    - [REDACTED] I'm hit!
    - [REDACTED] I'm hurt bad.
  - [REDACTED] - 1 instance:
    - Get your [REDACTED] n gear!
  - [REDACTED] - 1 instance:
    - Easy is for [REDACTED]

Please let me know if you have any further questions, or need anything else.

Thank you.

*Limited content has been redacted to allow upload to the department's website. Please contact the FOI Coordinator if you wish to access the full document.*

s 47F

**From:** s 47F  
**Sent:** Tuesday, 19 March 2013 10:40 AM  
**To:** s 47F @trionworlds.com'  
**Subject:** Warface [SEC=UNCLASSIFIED]  
**Importance:** High

**UNCLASSIFIED**

Hi s 47F

The Board have viewed your application and need further information from you before they can proceed with their decision:

You have stated in your application that the game contains no language (or sexual references, sex scenes, nudity, drug references, drug use, or themes) however the word [REDACTED] was used in the gameplay footage provided.

The Board requires information on all coarse language contained in the game as well as any other relevant content – even if it should be a lower level of impact than the violence.

Please don't hesitate to contact me if you have any questions.

Regards,

s 47F

**Applications Officer**  
 Classifications Branch  
 Attorney-General's Department  
 Locked Bag 3,  
 Haymarket NSW 1240

t: s 47F

f: 02 9289 7199

e: s 47F @classification.gov.au

w: [www.classification.gov.au](http://www.classification.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).

**RECEIVED**  
14 MAR 2013

**Please complete each of the steps of this form.**

### Step One: Classification Database check

BY: .....

Please use the [classification database](#) to determine whether the computer game is an add-on of a previously classified computer game or has been assessed under the Advertising scheme by the Classification Board.

Has the game been assessed under the Advertising scheme with a likely classification? ☐ Yes ☒ No

Is the computer game being submitted an add-on to a previously classified computer game? ☐ Yes ☒ No

If **Yes**, indicate the relevant classification file number: T .....

If the computer game is an add-on to an unclassified computer game please indicate the title of the original computer game: .....

If the application is for an add-on, you must supply a copy of the original computer game into which the add-on is capable of generating new elements or additional levels.

### Step Two: Priority

☐ 20 working days after receipt by the Board of a valid application (prescribed classification fee applies).

☒ 5 working days after receipt by the Board of a valid application (additional fee of \$420 applies).

### Step Three: Details of the computer game

**Details provided here will be listed on the classification certificate for this computer game. Please ensure they are accurate.**

Title: **WARFACE**

Alternate titles: .....

Publisher: **Trion Worlds, Inc.**

Developer: **Crytek UK Ltd.**

Language: **ENGLISH**

Country of origin: **RUSSIA**

Year of production: **2012**

Format submitted for classification: ☒ PC ☐ Xbox ☐ PS3 ☐ PSP ☐ Wii ☐ DS Other:

**Note:** classification will apply to all formats unless the content of the game varies from format to format

Does the game have any online capability and/or other connectivity?

☒ Yes ☐ No

If 'yes', please complete and include Attachment Two with your application (not required for applications accompanied by an Authorised Assessor Recommendation Report).



#### Step Four: Application category

You may submit under any application category you wish. Please note that the Assessed Computer Game category is only available to current Authorised Assessors trained by the Classification Branch.

Category of Computer Game	Application requirements (section 17 of the Act)	Fee
<input type="checkbox"/> <b>Computer Game: Level 1</b> Application not assessed by an authorised person – <b>without video</b>	<input type="checkbox"/> a copy of the computer game <input type="checkbox"/> prescribed classification fee <input type="checkbox"/> detailed written description of gameplay	\$1,210
<input checked="" type="checkbox"/> <b>Computer Game: Level 2</b> Application not assessed by an authorised person – <b>with video</b>	<input checked="" type="checkbox"/> a copy of the computer game <input checked="" type="checkbox"/> prescribed classification fee <input checked="" type="checkbox"/> detailed written description of gameplay <input checked="" type="checkbox"/> a separate recording of typical gameplay.	\$890
<input type="checkbox"/> <b>Assessed Computer Game</b> Application assessed by an authorised person and recommended as G, PG or M	<input type="checkbox"/> a copy of the computer game <input type="checkbox"/> prescribed classification fee <input type="checkbox"/> an Authorised Assessor's report	\$430
<input type="checkbox"/> <b>Demonstrated Computer Game</b> Demonstration required or requested by Board	<input type="checkbox"/> a copy of the computer game (if practicable) <input type="checkbox"/> prescribed classification fee <input type="checkbox"/> detailed written description of gameplay <input type="checkbox"/> information and checklist for demonstrating a computer game	\$2,460

I have also attached or supplied as required under section 17 of the Act:

- ☒ the prescribed fee \$ **1,310**
- ☐ please debit fee from balance of my existing classification account
- ☒ charge to this credit card number \_\_\_\_\_ expiry date: \_\_\_\_\_
- Cardholder name: \_\_\_\_\_

#### Step Five: Applicant Details

Contact Name: \_\_\_\_\_ s 47F

Organisation: **Trion Worlds, Inc.**

Post address: **1200 Bridge Parkway**  
**Redwood City, CA 94065 USA**

email: \_\_\_\_\_ s 47F **@trionworlds.com**

Telephone: \_\_\_\_\_ s 47F Facsimile: \_\_\_\_\_

Your certificate will be emailed to the email address you nominate above

#### Step Six: Return of material

Note: Failure to indicate a preferred option will result in your computer game being automatically treated with the default option of secure destruction.

- ☒ Classification Board to destroy this copy of the computer game 90 days after a classification decision being made or retain for training purposes.
- ☐ I have made arrangements with the Classification Board to return the copy of the computer game, by courier, at my cost within 90 days.

As they are considered part of the supporting documentation accompanying the application, all recordings of contentious material or gameplay will be retained by the Board for 12 months. Recordings will be securely destroyed once no longer required. They will not be returned to the applicant.



**Step Seven: Certification**

I submit a copy of the computer game at my own risk and expense.

I am aware that the application for classification is not valid until I have supplied the Classification Board with a copy of the computer game and if an add-on, a copy of the original game and add-on, an adequate description of the gameplay and if applicable, particulars of any contentious material and how that material may be accessed or a separate recording of that material.

I have the authority to authorise the Classification Board to debit my, or the company's account for the full value of the classification fee. I acknowledge that the Classification Board has the right to determine the actual fee for the application, which may be different to that estimated in this application.

I confirm that the information contained in the application form is not false or misleading in any way.

**Signed:**  by/on behalf of the Applicant)

**Date: 03/11/2013**

**Name:** \_\_\_\_\_

**Send application by post to:**

The Director  
Classification Board  
**Locked Bag 3,  
HAYMARKET NSW 1240**

**Send application by courier to:**

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

Telephone: (02) 9289 7100 Fax: (02) 9289 7199

**Notice under Information Privacy Principle 2 of the *Privacy Act 1988***

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

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

### Attachment One: Contentious material

Under section 17(2) of the Act, a contentious material statement is required for a computer game likely to be classified M or above. See [Guidelines for the Classification of Films and Computer Games](#) for classifiable elements.

☒ I have supplied a separate recording of contentious material and typical gameplay of 20 minutes duration in MP4 format;

**OR**

☐ Please see completed table below (or Authorised Assessor report, if applicable);

**OR**

☐ I do not believe this game contains any contentious material.

Please tick relevant boxes for classifiable elements.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Themes</b> eg suicide, child abuse, alcoholism etc	<b>Violence</b> eg is it fantasy, animated, gory etc	<b>Sex</b> eg verbal or visual references, sex scenes etc	<b>Language</b> eg detail all coarse language & its context (is it aggressive?)	<b>Drug Use</b> eg are there verbal references, type of drug used etc	<b>Nudity</b> eg is it sexualized, naturalistic, incidental etc.

If you have ticked any of the above boxes, please provide details of the contentious material and the means by which access to it may be gained.

Level	Element	Description

## Attachment Two: Details about any online capability and/or other connectivity

### Describe the online capability:

Players are required to connect online to play using a password protected account. The game is updated with new or revised content while online. Players interact with one another in the game.

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### Can the online capability potentially change the impact of any classifiable element?

(NB Impact may be higher where players may use coarse language to name their character and it may then be seen online by other players, where user-generated content is available online, where players may freely communicate with other players, or where content may change etc.)

☐ No ☒ Yes

Please provide detail about why you have ticked No or Yes above:

Players may chat with other players in-game using coarse language. While use of profanity, harmful, abusive, offensive and vulgar language is prohibited by the Terms of Use ("TOU"), there is no profanity filter in-game. However, the game has a complaint system whereby players can report other players who engage in activity that violates the TOU. Additionally, Players may give their characters a name of their choosing, but the names are restricted and checked against a list of restricted names. Any profane names will be changed.

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### Does the game allow Wi-Fi, Bluetooth or any other connectivity to other machines?

☒ No ☐ Yes

If yes, describe what this connectivity allows (i.e. Access to the internet, multi-player options, peer-to-peer communication etc.):

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### Can the Wi-Fi, Bluetooth etc potentially change the impact of any classifiable element?

(NB Impact may be higher where players may use coarse language to name their character and it can then be seen online by other players, where user-generated content is available online, and where players may freely communicate with other players etc.)

☒ No ☐ Yes

Please provide detail about why you have ticked No or Yes above:

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**Is the online capability, Wi-Fi, Bluetooth or other connectivity restricted in any way?** (Are there inbuilt filters against coarse language? Is peer-to-peer communication disabled within the game? Is the online capability restricted to certain functions only?)

☐ No ☒ Yes

If yes, describe **HOW** and **WHY** it is restricted:

The game has a complaint system whereby players can report other players who engage in activity that violates the TOU. Additionally, player names are checked against a list of restricted names, and any profane names will be changed.

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# WARFACE®

## Game Description

Warface is an online first-person shooter. The game takes place in the near future as Blackwood, an army of mercenaries-for-hire, ruthlessly overthrows governments and establishes puppet states around the world. An elite military unit, codenamed Warface, has risen to challenge Blackwood as they terrorize the free-world.

In Warface, players travel to exotic locales around the world, taking on Blackwood's forces in co-operative campaign missions. In the multi-player portion of the game, players will either play as Warface or Blackwood in head-to-head multi-player gameplay. Upon the successful completion of a co-operative campaign mission or multi-player map, players will earn character experience to advance their character in level, unlock new weapons, and earn in-game currency to purchase new weapons, armor, and equipment through the in-game store.

Aside from violence, as described below, there is no other contentious material and/or classifiable elements.

## Violence

Players will participate in standard shooter style gunplay utilizing a range of weapons including knives, pistols, rifles, and rocket launchers. Their opponents may be either artificial intelligence (co-operative campaign) or another live person (multi-player). There are a variety of objectives that players have to accomplish depending on the game mode that they are playing, ranging from elimination of the opposing team, territory control, and bomb detonation.

While the game features a considerable amount of gunplay, there is no visual dismemberment, lingering corpses, or gratuitous violence against innocent bystanders. A blood effect is visible when a bullet hits the body of the player, ally or enemy. Additionally, when a player is hit, a blood spatter appears on their screen; the amount of blood visible on the screen indicates how close the player is to death.

Most enemies and allies in the game are depicted as humans. Players and their allies can kill enemies in battle using a variety of weapons, including rifles, hand guns, melee weapons and explosives. Players and their allies can also be killed by the enemies, although allies can be revived by their teammates. During "Multi-player" matches, killed enemies and allies re-spawn after a predefined time. Additionally, there are some vehicles, such as helicopters and mechs, which can be destroyed by players.

There are some visual and audio effects that indicated pain and damage being taken by the in-game player character, but there are no screams of pain or imminent death. There are also gunshots, grenades and general explosion sound effects which could be considered violent. However, there are no distress calls or audio cues to indicate that a player is on the verge of death.

In the multi-player gameplay mode, there is a friendly fire setting, that, when activated, allows players to inflict damage on their allies. This setting is not available in the co-operative campaign gameplay mode.

A player can inflict damage on themselves by standing too close to their own grenades when they detonate, falling from great heights, or by running into fire. Thus, it is possible for a player to intentionally kill him or herself through self-inflicted damage.



March 11, 2013

VIA FEDERAL EXPRESS

The Director  
Classification Board  
Level 5, 23-33 Mary St  
SURRY HILLS NSW 2010  
AUSTRALIA

**Re: OFLC Classification - WARFACE**

To Whom It May Concern:

Please find enclosed the following, in connection with our Application for Classification of a Computer Game for WARFACE.

- Application for Classification of a Computer Game
- Application for Classification of a Computer Game - Attachment 2
- Video footage of contentious material and typical gameplay (DVD Format)
- Written description of gameplay

With regards to accessing the game, there is no standalone game client. Rather, the game is available for access online. We have created 2 accounts which can be used to login and play the game (below).

- Username: betatest45; Email: [warface45@trionworlds.com](mailto:warface45@trionworlds.com); Password: playwarface45
- Username: betatest46; Email: [warface46@trionworlds.com](mailto:warface46@trionworlds.com); Password: playwarface46

To play, please go to <http://beta.gface.com>, and sign in using the accounts above. Once logged in, click on the "Play Warface" button. The first time a user logs in on each account, they will need to accept the Terms of Use, License and Non-Disclosure Agreement, download the game and select a character name.

Please feel free to contact me directly with any questions, or if you need anything else.

Thank you.

Kindest Regards,

s 47F

Associate, Legal & Business Affairs  
Trion Worlds, Inc.  
Email: s 47F [s 47F@trionworlds.com](mailto:s 47F@trionworlds.com)  
Phone: s 47F