



File No: T09/4697

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: LEFT 4 DEAD 2
Alternate titles:
Publisher: VALVE
Programmer: VALVE
Production Company: VALVE
Year of Production: 2009
Duration: VARIABLE
Version: ORIGINAL
Format: MULTI PLATFORM
Country/ies of origin: USA
Language/s: ENGLISH
Application type: CG4
Applicant: ELECTRONIC ARTS

Dates:

Date application received by the Classification Board: 08 September 2009
Date of decision: 15 September 2009

Decision:

Classification: RC
Consumer advice:

Synopsis:

A 1st person action/shooting game where you can play as one of four human characters through a campaign to reach a safe house after fighting through hordes of infected humans or play as an infected human with the aim of trying to prevent the human survivors reaching the safe house.

The game also has several other multiplayer modes.

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 Films and Computer Games 2005 (the Guidelines).

In the Board's view this game warrants an 'RC' classification in accordance with item 1(d) of the computer games table of the National Classification Code:

"1. Computer games that:

(d) are unsuitable for a minor to see or play;" will be Refused Classification.

The game contains violence that is high in impact and is therefore unsuitable for persons aged under 18 years to play.

The game contains realistic, frenetic and unrelenting violence which is inflicted upon "the Infected" who are living humans infected with a rabies-like virus that causes them to act violently. The player can choose from a variety of weapons including pistols, shotguns, machine guns and sniper rifles. However, it is the use of the "melee" weapons such as the crowbar, axe, chainsaw and Samurai sword which inflict the most damage. These close in attacks cause copious amounts of blood spray and splatter, decapitations and limb dismemberment as well as locational damage where contact is made to the enemy which may reveal skeletal bits and gore. Projectile shots to infected humans can cause abdominal wounds which can reveal innards or even cause intestines to spill from the wounds.

The Infected attack the player in an unrelenting fashion, with numerous foe attacking the player at one time. The use of the "melee" weapons can wipe out several Infected in one blow which cause the above mentioned blood and gore effects. The player kills a very large amount of enemy characters to proceed through the game. Whilst no post mortem damage can be inflicted, piles of bodies lay about the environment.

The interactive nature of the game increases the overall impact of the frequent and intense depictions of violence. This coupled with the graphic depictions of blood and gore combine to create a playing impact which is high.

A minority of the Board is of the opinion that the violence is strong in playing impact and therefore warrants an MA 15+ classification with the consumer advice of strong violence.

Decision:

This game is Refused Classification.