



File No: T09/6139

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:	ALIENS VS PREDATOR
Alternate titles:	AVP / ALIENS VERSUS PREDATOR / ALIENS VS PREDATOR / ALIENS VS. PREDATOR
Publisher:	REBELLION
Programmer:	SEGA
Production Company:	
Year of Production:	2009
Duration:	VARIABLE
Version:	ORIGINAL
Format:	MULTI PLATFORM
Country/ies of origin:	UK
Language/s:	ENGLISH
Application type:	CG4
Applicant:	SEGA AUSTRALIA

Dates:

Date application received by the Classification Board: 01 December 2009

Date of decision: 03 December 2009

Decision:

Classification:	RC
Consumer advice:	

Synopsis:

In this first-person science-fiction shooter, a player has to undertake campaigns as a US Colonial Marine, Alien or Predator following the awakening of deadly parasites by an archaeological team. The game can be played in single player and various 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 is loosely based on the film of the same name and a player can choose to play as a Colonial Marine, Alien or Predator. It is a three-dimensional first-person shooter set in a science-fiction context and involves a player having to partake in close-quarters or melee combat with humans, Aliens and Predators.

The game contains first-person perspective, close-up depictions of human characters being subjected to various types of violence, including explicit decapitation and dismemberment as well as locational damage such as stabbing through the chest, throat, mouth or eyes. Characters can be stabbed with a Predator's wrist blade or an Alien's tail in depictions reminiscent of impalement. The Predator collects "trophies" by explicitly ripping off human heads, their spinal columns dangling from severed necks. Heads can be twisted completely around in order to break a character's neck. Eyes can be stabbed through or gouged, leaving empty, bloodied eye sockets. It is noted that a player is able to combine manoeuvres together in quick succession, which further increases impact; for example, a Predator can stab a character through both eyes with its wrist blade and then rip off their head, with spinal column still attached. Extensive post mortem damage, including decapitation and dismemberment, is also possible.

Depictions of violence such as the above are accompanied by copious amounts of blood and gore, including ample wound detail and visible skeleton.

In the opinion of the Board, the violence in the game causes a high playing impact due to its first-person, close-up perspective, conceptual nature and the level of explicit detail involved in the depictions. The game is therefore unsuitable for a minor to see or play and should be refused classification.

OTHER MATTERS CONSIDERED OR NOTED

The Board notes that the appearance of some visual elements of the game suggests that it has not been rendered in its final form.

Decision:

This game is Refused Classification.