

# Cover Sheet - Computer Games File No.: T 05 / 4947

**Game Title:** POSTAL 2 SHARE THE PAIN

**Alternative Titles:** \_\_\_\_\_

**Date Application Received:** 29/8/05 **PSP?** YES **NO**

**Date Payment Received:** 29/8/05 **Date Due:** \_\_\_\_\_

**Other Material:** \_\_\_\_\_

Copy of the Game  VHS of gameplay ( \_\_\_\_\_ mins)

MA15+ recommendation  Additional material:

The report has been signed by a registered Authorised Assessor

**Sufficient information for a valid application: YES/ NO**

**Signature:** [Signature] **Date:** 9/9/05

### More Information Required:

Game  New Assessment & Recommendation

VHS of Gameplay  Other: \_\_\_\_\_

### Applicant Contacted:

Telephone  Facsimile  Post  Email

**Date:** \_\_\_\_\_ **Signed:** \_\_\_\_\_

Application to be considered by a panel of \_\_\_\_\_ classifiers.

### RECOMMENDATION NOT ACCEPTED:

Disagree with Recommendation  More information required: \_\_\_\_\_

**Date:** \_\_\_\_\_ **Signed:** \_\_\_\_\_

Disagree Fax [section 17(4)] sent: **Date:** \_\_\_\_\_ **Initials:** \_\_\_\_\_

### RECOMMENDATION ACCEPTED:

**CLASSIFICATION:** G G8+ M15+

**CONSUMER ADVICE:** \_\_\_\_\_

**RECOMMENDATION ACCEPTED BY CLASSIFIER:** **Signature** \_\_\_\_\_ **Date** \_\_\_\_\_

**ACCEPTED/RATIFIED - SENIOR CLASSIFIER:** **Signature** \_\_\_\_\_ **Date** \_\_\_\_\_

**NB - IF RECOMMENDATION IS NOT ACCEPTED, REFER TO SEPARATE BOARD REPORT**

### COMMUNICATION AND EDUCATION:

Refer file to Communication and Education

Classification Administration Officer

Senior Classifier

CAO

Senior Classifier

CAO

Senior Classifier

CAO



Australian Government  
Classification Board

TGS/4947

REC  
29/6/03

PLEASE USE BLOCK LETTERS THROUGHOUT

Postal address  
The Director  
Office of Film and Literature Classification  
Locked Bag 3  
HAYMARKET NSW 2000  
Ph: (02) 9289 7100 Fax: (02) 9289 7101  
Courier only: Level 5, 23-33 Mary St Surry Hills NSW

(Office use only)	
Reviews:.....	
Ratings:.....	
Date Received:.....	
Payment Received <input type="checkbox"/> :	
Application <input type="checkbox"/> Payment <input type="checkbox"/> Decision	

APPLICATION FOR THE CLASSIFICATION OF A COMPUTER GAME

I apply under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act) for classification of the following computer game:

Title: Postal 2 Share The Pain

Other titles by which the game is known:.....

Other versions (overseas/modified):.....

Language: English

Publisher: Hell Tech \$200 Digital Publishing Year of production: 2004 Country of origin:.....

Programmer/Author: Hell Tech Production Company:.....

Format: PC (PC, Gameboy, Playstation 1, Playstation 2, Dreamcast, X-Box, Nintendo, Multi platform etc)

Name of original game if this application is for an add-on:.....

I attach, as required under section 17 of the Act:

<input checked="" type="checkbox"/> Standard fee is enclosed/debit my account	\$ <u>590.00</u> ;
AND	
<input type="checkbox"/> I request priority service in the processing of this application,	<del>\$540.00</del>
<input checked="" type="checkbox"/> Total payment/debit from my account is:	\$ <u>590.00</u> ;

AND

<input type="checkbox"/>	A copy of the game, and if an add-on, a copy of the original game and the add-on,
<input type="checkbox"/>	A signed assessment of the game by an authorised person, containing a recommended classification and consumer advice, (For games that are likely to be classified G, G(8+) or M(15+) only)
<input type="checkbox"/>	A statement giving particulars of any contentious material and the means to access that material or a separate recording of that material, (the running time of this recording is .....mins)

Note: Where an application does not bring contentious material to the attention of the Board and the Board would have given a different classification had it been aware of the contentious material, the classification will be revoked. Refer to section 21A of the Act or contact OFLC for further information.

A written description of game play (may be included in the assessment form)

Applicant/Company Zoo Digital Publishing s 47F  
 Contact Name/Authorised Assessor: s 47F  
 Postal Address: s 47F E-mail : .....  
 s 47F s 47F

**CERTIFICATION**

I certify that the above details are to the best of my knowledge correct and that I have authority to make and sign this application on behalf of the applicant. The applicant agrees to pay the prescribed fee, as applicable.

Signed: s 47F (by/on behalf of the Applicant) Date: 23/08/05

Name (print) s 47F

<u>Copy of game</u>	<u>Work</u>	<u>Contentious Material</u>
<i>must accompany all computer game applications and includes a copy of the original game if this application is for an add on.</i>	<i>means a computer game that is produced for playing as a discrete entity.</i>	<i>means material in the computer game that would be likely to cause it to be classified M(15+) or a higher classification.</i>

I submit a copy of the computer game at my own risk and expense. If I do not collect or arrange for the return of the copy of the computer game within 90 days of the issue of a notice of classification then I accept the OFLC will be at liberty to retain or dispose of the computer game at the discretion of the Director.

**Board Report**

T05/4947



Classification (Publications, Films and Computer Games) Act 1995  
CLASSIFICATION BOARD

**DETAILS OF THE COMPUTER GAME:**

FILE No T05/4947

Processing Date:

**Title:** POSTAL 2 SHARE THE PAIN  
**Version:** ORIGINAL  
**Format:** PC  
**Duration:** VARIABLE  
**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING  
**Programmer:** HELL TECH  
**Production Co:** NOT SHOWN  
**Country Of Origin:** NOT SHOWN  
**Language:** ENGLISH  
**Application Type:** Computer game without Assessment  
**Applicant:** ZOO DIGITAL PUBLISHING

**PROCEDURE:**

The Classification (Publications, Films and Computer Games) Act 1995, and the Classification Guidelines approved by the standing Committee of Attorneys General, are followed when classifying films.

**Item Viewed:** YES      **Viewing Date:**  
**Written submissions:** NO      **Oral submissions:** NO

**MATERIAL CONSIDERED:**

In classifying this item regard was had to the following:

(i) **The Application** YES  
(ii) **A written synopsis of the item** YES  
(iii) **The Item** YES  
(iv) **Other** NO

**DECISION**(1) **Classification:** RC(2) **Consumer Advice:**(3) **Key:** O(high level violence)(4) **Ratified By:**

s 47F [REDACTED]  
(Senior Classifier)

s 47F

10/10/05

**SYNOPSIS:**

First person shooter in which the central male character carries out errands in the fictional town of Paradise, Arizona and engages in violence with the inhabitants using a variety of weapons and behaviours.

**REASONS FOR THE DECISION:**

When making classification decisions the Classification Board ("the Board") is required to follow the procedure set out in the Classification (Publications, Films and Computer Games) Act 1995 ("the Act"). The Board is required to apply the National Classification Code and the Classification Guidelines, while taking into account the matters set out in Section 11 of the Act.

**Majority View:**

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In the Board's majority view, the computer game warrants an RC classification as it contains violence that is high in impact and cannot be accommodated at the MA15+ classification.

The player controls a character who must carry out a series of tasks on each day in order to advance through the game. Along the way the character is able to initiate or be drawn into conflict between various groups in the town where he lives. The player is able to acquire weapons easily as he encounters conflicts and can shoot, injure and kill any other character, human or animal.

Weapons include shotguns, handguns, ordinary items like a spade and baton, molotov cocktails and the ability to douse people with petrol and set them alight. The game requires a number of shots to kill a person and the body can be repeatedly shot and kicked around on the ground. The player can also shoot dogs and cats that appear periodically.

Another feature of the game is the character's ability to urinate on people with a seemingly endless supply of urine. The majority of the gameplay involves combat and killing in a variety of ways as well as degrading other characters. The impact of this is compounded by the main character uttering deadpan, trite statements such as "I bet you didn't think you were going to die today". It appears the tasks the character is required to carry out are merely a means and a reason for him to travel through the town.

Another feature of the game is the player's ability to have the central character commit suicide. The game allows the player to take this option "when things get too much". The visuals depict the character taking an object, apparently a grenade, from his pocket and placing it in his mouth. The grenade then detonates blowing his head off with resulting blood spray. The result of this action means the game then returns to the beginning of the level.

In making its' decision, the Board noted that the game contained very little in the way of a linear storyline, developed characters or missions with a purpose. Unlike other games at the MA15+ classification, there does not appear to be anything to inhibit or deter the player from engaging in violent behaviour against any character, rather the game's design encourages them to do so.

**Minority View:**

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In the Board's minority view this game warrants an MA 15+ classification in accordance with Part 2 of the Computer Games Table of the National Classification Code.

A minority of the Board considered that the impact of the game was not unlike that found in other games at the MA 15+ classification and that the violence was mitigated by the black humour accompanying the action.

**Decision:**

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In the Board's majority view, the game warrants an RC classification as the violence and themes exceed strong and cannot be accommodated at the MA 15+ classification.

**Board Report**

T05/4947

Internal office use only

**NAME:** s 47F [Redacted]

**SIGNATURE:** s 47F [Redacted]

**VIEWED BY:** [Redacted]

**DETAILS OF VOTING:** Majority

**VOTING BREAKDOWN:** RC: WB MLC RDS JF  
MA15+: RS AG

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s 47F [Redacted]

10/10/05

s 47F [Redacted]

10/10/05

(6-65)



## **CLASSIFICATION BOARD**

### **DETAILS OF THE COMPUTER GAME:**

**FILE No** T05/4947

**Viewing Date(s):** 30/9/05

**Title:** POSTAL 2 SHARE THE PAIN

**Version:** ORIGINAL

**Format:** PC

**Duration:** VARIABLE

**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING

**Programmer:** HELL TECH

**Production Co:** NOT SHOWN

**Country Of Origin:** NOT SHOWN

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** ZOO DIGITAL PUBLISHING

**Decision:** MA 15+

**Consumer Advice:** Strong violence  
Strong themes

### **Synopsis:**

### **Reasons for Decision:**

s 47F

Classifier Name: s 47F



## **CLASSIFICATION BOARD**

### **DETAILS OF THE COMPUTER GAME:**

**FILE No** T05/4947

**Viewing Date(s):**

**Title:** POSTAL 2 SHARE THE PAIN

**Version:** ORIGINAL

**Format:** PC

**Duration:** VARIABLE

**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING

**Programmer:** HELL TECH

**Production Co:** NOT SHOWN

**Country Of Origin:** NOT SHOWN

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** ZOO DIGITAL PUBLISHING

**Decision:**

**Consumer Advice:**

## **CLASSIFICATION BOARD**

### **DETAILS OF THE COMPUTER GAME:**

**FILE No** T05/4947

**Viewing Date(s):** 30/09/05

**Title:** POSTAL 2 SHARE THE PAIN

**Version:** ORIGINAL

**Format:** PC

**Duration:** VARIABLE

**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING

**Programmer:** HELL TECH

**Production Co:** NOT SHOWN

**Country Of Origin:** NOT SHOWN

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** ZOO DIGITAL PUBLISHING

**Decision:** MA 15+

**Consumer Advice:** Strong violence

### **Synopsis:**

### **Reasons for Decision:**

s 47F



## **CLASSIFICATION BOARD**

### **DETAILS OF THE COMPUTER GAME:**

**FILE No** T05/4947

**Viewing Date(s):** 30/9/05

**Title:** POSTAL 2 SHARE THE PAIN

**Version:** ORIGINAL

**Format:** PC

**Duration:** VARIABLE

**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING

**Programmer:** HELL TECH

**Production Co:** NOT SHOWN

**Country Of Origin:** NOT SHOWN

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** ZOO DIGITAL PUBLISHING

**Decision:** RC

**Consumer Advice:**

**Synopsis:**

**Reasons for Decision:**

s 47F



## **CLASSIFICATION BOARD**

### **DETAILS OF THE COMPUTER GAME:**

**FILE No** T05/4947

**Viewing Date(s):**

**Title:** POSTAL 2 SHARE THE PAIN

**Version:** ORIGINAL

**Format:** PC

**Duration:** VARIABLE

**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING

**Programmer:** HELL TECH

**Production Co:** NOT SHOWN

**Country Of Origin:** NOT SHOWN

**Language:** ENGLISH

**Application Type:** Computer game without Assessment

**Applicant:** ZOO DIGITAL PUBLISHING

**Decision:**

**Consumer Advice:**



## CLASSIFICATION BOARD DECISION REPORT

### DETAILS OF THE COMPUTER GAME:

FILE No T05/4947

Viewing Date(s):

**Title:** POSTAL 2 SHARE THE PAIN  
**Version:** ORIGINAL  
**Format:** PC  
**Duration:** VARIABLE  
**Publisher:** HELL TECH/ ZOO DIGITAL PUBLISHING  
**Programmer:** HELL TECH  
**Production Co:** NOT SHOWN  
**Country Of Origin:** NOT SHOWN  
**Language:** ENGLISH  
**Application Type:** Computer game without Assessment  
**Applicant:** ZOO DIGITAL PUBLISHING

**CLASSIFICATION:** RC

**CONSUMER ADVICE:**

**VIEWED BY:** s 47F

**DETAILS OF VOTING:** Majority

Extraneous Material:

**SIGNATURE:** s 47F

RATIFIED BY: \_\_\_\_\_

10-OCT-2005

(Senior Classifier)

### Trailers:/Advertising:

Date Logged	Item Description	Passed/Not	Classifier Initials	Decision

**Australian Government****Office of Film and  
Literature Classification**

File No: **T05/4947**  
Classification No: **43704069**

Attention: **s 47F**  
**ZOO DIGITAL PUBLISHING**  
**20 FURNIVAL STREET**  
**SHEFFIELD SI 4QT UK**

**CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME****REFUSED CLASSIFICATION**

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

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I refer to an application dated 23 August 2005 for the classification of the undermentioned computer game. I certify that the computer game has been assigned the classification as below:

Title: **POSTAL 2 SHARE THE PAIN**  
Version: **ORIGINAL**  
Format: **PC**  
Running time: **VARIABLE**  
Publisher: **HELL TECH/ ZOO DIGITAL PUBLISHING**  
Programmer: **HELL TECH**  
Production company: **NOT SHOWN**  
Country of origin: **NOT SHOWN**  
Classification: **RC**

(a) You may appeal against this decision. If you require more information concerning the appeal process please contact the Secretary of the Classification Review Board on (02) 9289 7100.

Certified

**s 47F**  
Director

Date: 13 October 2005



**Australian Government**  
**Office of Film and  
Literature Classification**

File No: **T05/4947**  
Classification No: **43704069**

Attention: **s 47F**  
**ZOO DIGITAL PUBLISHING**  
**20 FURNIVAL STREET**  
**SHEFFIELD SI 4QT UK**

**POSTAL 2 SHARE THE PAIN**

Dear Sir/Madam

I refer to your application dated 23 August 2005 for the classification of the above computer game.

As required by the Classification (Publications, Films and Computer Games) Act 1995 the decision of the Classification Board is RC (Refused Classification). The relevant Certificate dated 13 October 2005 is enclosed.

Where the Classification Board has made a decision, the person who applied for the classification may appeal to the Classification Review Board for a review of the decision. The Act provides for a time limit of 30 days after receipt of this letter to lodge an appeal.

If you require more information concerning the appeal process please contact the Secretary of the Classification Review Board on (02) 9289 7100.

The address of the Classification Review Board is:

**Secretary of the Classification Review Board**  
**Locked Bag 3**  
**Haymarket SYDNEY NSW 1240**

**Please Note:**

It is an offence under various State and Territory legislation to offer for sale a computer game on which an RC (Refused Classification) decision has been made. Penalties include imprisonment and/or substantial fines enacted by each jurisdiction.

The computer game submitted by you is being held in this office.

Yours sincerely

**s 47F**  
Director

Date: 13 October 2005



Australian Government  
Classification Board

RECEIVED  
17 SEP 2013

BY: .....

The Director  
Classification Board  
Locked Bag 3, HAYMARKET NSW 1240  
Ph: (02) 9289 7100 Fax: (02) 9289 7199  
Courier Only: Level 5, 23-33 Mary St Surry Hills NSW 2010

(Board use only)

File No:

Due Date:

Rat. Date:

### Application for classification of content under the Broadcasting Services Act 1992

This form is to be used for an application for classification of content under section 22 of schedule 7 of the *Broadcasting Services Act 1992*. (the Act)

Please complete each step on this form.

#### Step One: Details of the content.

Details provided here will be listed on the classification notification. Please ensure they are accurate.

Supplied Format:  CD Rom / Online  Other: Laptop

Title: **ACMA INV-0000-2717**

Producer / Publisher: \_\_\_\_\_

Director / Developer: \_\_\_\_\_

Production Co: \_\_\_\_\_

Language: \_\_\_\_\_

Country of Origin: \_\_\_\_\_

Year or production: \_\_\_\_\_

#### Step Two: Applicant Details

Contact Name: **s 47F**

Organisation: **AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY**

Post address: **PO Box Q500**  
**Queen Victoria Building NSW 1230**

email: **CBoard@acma.gov.au**

Telephone: **s 47F** Facsimile: **(02) 9334 7799**

Please provide my classification certificate by:  post  fax  email

#### Step Three: Content Type Declaration

You must tick one of the following declarations and provide the required information:

- The content is a film and I have attached a completed Classifiable Time Worksheet.
- or
- The content is a computer game and I have completed Attachment One to this form.
- or
- The content is an eligible electronic document which contains \_\_\_\_\_ pages of text.
- or
- The content is other than the above and I have attached a completed Classifiable Time Worksheet.



### Step Four: Application requirements

I have attached as required under section 22 (2) of the Schedule 7 of the Broadcasting Services Act 1992:



a copy of the content



the prescribed fee \$ **\$2,040**



please debit fee from the balance of my existing classification account



charge to this credit card number \_\_\_\_\_ . Expiry date:

Cardholder name: \_\_\_\_\_ Signature: \_\_\_\_\_

### Step Five: Return of material

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



The Classification Board to destroy classification materials 90 days after a classification decision being made or retain for training purposes.



I have made arrangements with the Classification Board to return the classification materials at my own risk and expense.

### Step Six: Certification

I submit a copy of the content 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 content and paid the prescribed fee.

I authorise the Classification Board to debit my, or the organisation'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.

s 47F

Signed:

\_\_\_\_\_ (by/on behalf of the Applicant)

Date: 17/09/2013

Name:



## Attachment One: Computer Game Application Category

### Computer Game Application Category

Classification fees and the accompanying materials required are determined by the category of computer game application that you are submitting. Refer to the *Classification (Publications, Films and Computer Games) Regulations 2005*. Please select the appropriate category.

Category of Computer Game	Application requirements (section 17 of the Act)	Fee
<input checked="" type="checkbox"/> <b>Computer Game: Level 1</b> Application not assessed by an authorised person - without video.	<input checked="" type="checkbox"/> a copy of the computer game <input checked="" type="checkbox"/> prescribed classification fee	\$2,040
<input type="checkbox"/> <b>Computer Game: Level 2</b> Application not assessed by an authorised person - with video.	<input type="checkbox"/> a copy of the computer game <input type="checkbox"/> prescribed classification fee <input type="checkbox"/> a separate recording of typical gameplay If likely to be classified M or above: <input type="checkbox"/> a separate recording of any contentious material and typical gameplay.	\$1,150
<input type="checkbox"/> <b>Assessed Computer Game: Level 1</b> Application assessed by an authorised person as likely to be MA 15+	<input type="checkbox"/> a copy of the computer game <input type="checkbox"/> prescribed classification fee <input type="checkbox"/> a written description of any contentious material; <b>or</b> <input type="checkbox"/> a separate recording of any contentious material.	\$810
<input type="checkbox"/> <b>Assessed Computer Game: Level 2</b> Application assessed by an authorised person as likely to be MA 15+	<input type="checkbox"/> a copy of the computer game <input type="checkbox"/> prescribed classification fee <input type="checkbox"/> a written description of any contentious material; <b>and</b> <input type="checkbox"/> a separate recording of any contentious material and typical gameplay.	\$630
<input type="checkbox"/> <b>Assessed Computer Game: Level 3</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 If assessed as M <input type="checkbox"/> a written description of any contentious material; <b>or</b> <input type="checkbox"/> a separate recording of any contentious material.	\$470
<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 If likely to be classified M or above <input type="checkbox"/> a written description of any contentious material; <b>or</b> <input type="checkbox"/> a separate recording of any contentious material.	\$1,070



17 September 2013

s 47F

Classification Operations Branch  
Level 5  
23-33 Mary St  
Surry Hills NSW 2010

Dear s 47F

**RE: Classification Application**

The ACMA administers a 'co-regulatory' scheme for online content, including internet and mobile phone content. The scheme is established under schedules 5 and 7 of the *Broadcasting Services Act 1992*. The ACMA may apply to the Classification Board for classification of content under clause 22(g) 'in any case' under Schedule 7. In accordance with the legislation, please find enclosed the applications for 1 item of content as follows:

ACMA Title	Content title and description content	Other relevant information
s 47F		
ACMA INV-0000-2717	Computer game titled 'Postal 2'	Access instructions in folder on the system desktop of the laptop provided.

If any further information is required about the application, please do not hesitate to contact me.

Kind regards,

s 47F

Content Classification Section  
Ph: (02) 9334 7700





Title: **ACMA INV-0000-2717**

Producer(s): **NOT SHOWN**

Director(s): **NOT SHOWN**

Applicant: **AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY**

Classification: R18+

Consumer Advice: \_\_\_\_\_

**File Number**  
T05/4947

**Panel Member**  
s 47F

**Application Type**  
CG1

**Format**  
MULTI PLATFORM

**Duration**

**Version**  
ORIGINAL

**Country**

**Language**  
ENGLISH

**Production Date**

**Viewing Room**

**Viewing Date**  
4/10/13

Classification matrix

	None	G	PG	M	MA15+	R18+
<b>Themes</b>						
<b>Violence</b>						
<b>Sex</b>						
<b>Language</b>						
<b>Drug Use</b>						
<b>Nudity</b>						

**Notes:**  
 THEMES - R18+  
 VIOLENCE - R18+  
 DRUG USE - MA15+

Signature: s 47F Date: 4/10/13

- POSTAL 2

-



MONDAY - CLAMP THE DOG!

---

- PLAYABLE CHARACTER WALKS INTO SLED
- PICKS UP CRACK PIPE WHICH REWARDS PLAYER w/ \$20
- PLAYER'S HEALTH INCREASES PERIODICALLY AFTER SMOKING CRACK
- LOSS OF HEALTH INCREASES MORE AND MORE DEPENDING ON HOW MANY CRACK PIPES ARE SMOKED
- SIGN OUTSIDE STORE "HEALTH PIPES 4 SALE: MAY CAUSE BRAIN TUMORS AND/OR MILD RETARDATION"

---

POSTAL 2 - APOCALYPSE WEEKEND

---

SATURDAY

---

SEMINAL RESEARCH DONATIONS

- CHEAT CODE - USE OF HEALTH PIPE INCREASES HEALTH FROM 1  $\rightarrow$  125
- CHEAT GIVES PLAYER 20 x PIPES







\* T - 5 3 - 2 5 8 9 3 5 - s 47F

Title: **ACMA INV-0000-2717**

Producer(s): **NOT SHOWN**

Director(s): **NOT SHOWN**

Applicant: **AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY**

Classification: Re **G PG M MA15+ R 18+ X 18+ RC**

Consumer Advice: a.

**File Number**  
T05/4947

**Panel Member**  
s 47F

**Application Type**  
CG1

**Format**  
MULTI PLATFORM

**Duration**

**Version**  
MODIFIED

**Country**

**Language**  
ENGLISH

**Production Date**

**Viewing Room**  
Various

**Viewing Date**  
Various

Classification matrix

	None	G	PG	M	MA15+	R18+
<b>Themes</b>						
<b>Violence</b>						
<b>Sex</b>						
<b>Language</b>						
<b>Drug Use</b>						
<b>Nudity</b>						

Notes: Question - Monday level. - page in sheet: health  
Did interventions/rewards?

s 47F [Redacted]

Signature:

Date: 26/8/13

The game appears to be the same as that previously classified Re on 11/10/05.

T05/4947



END OF GAME

Total people monet @

Cats destroyed.

Instant Kill pistol needs shot

Heads exploded by shotgun.

Cats violated with a weapon.

Times overused.

↳ LeShants slaughtered

Cheat codes used.

All 15 rounds complete. For

each day to get to end of

game

Also - see attached.

Get Aldenator  
Pick up Package  
Uncle Dale

---

Get Napalm  
Get Krazy  
Get Steaks  
Pay ticket

---

Thursday

Piss on Dad  
Vote  
Get Xmas Tree

---

Wednesday

26/8/13



\* T - 5 3 - 2 5 9 6 9 2 - s 47F

Title: **ACMA INV-0000-2717**

Producer(s): **NOT SHOWN**

Director(s): **NOT SHOWN**

Applicant: **AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY**

Classification: RC 1a **RC**

Consumer Advice: 1

**File Number**  
T05/4947

**Panel Member**  
s 47F

**Application Type**  
CG1

**Format**  
MULTI PLATFORM

**Duration**

**Version**  
ORIGINAL

**Country**

**Language**  
ENGLISH

**Production Date**

**Viewing Room**

**Viewing Date**  
*Various*

Classification matrix

	None	G	PG	M	MA15+	R18+
<b>Themes</b>						
<b>Violence</b>						
<b>Sex</b>						
<b>Language</b>						
<b>Drug Use</b>						
<b>Nudity</b>						

Notes:

s 47F

Signature:

Date: *9/10/13*

*MONDAY CHAMP THE DOGS*  
*Smoke health pipe - get \$20*  
*bucks - this can't be good*  
*for me but I feel great*  
*health pipes for sale - may*

cause brain tumours + / or  
mild retardation.  
↳ improve local health  
prere infrastructure

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Part 2 Appendix  
Weekend.

51

SAURDA 1'  
with women - you were  
the inspiration for water.

AB  
Some research / sponsored  
donation D.

✓  
Sample room / ovaries.  
cut / top cut + 5 cere

Qwest code = headshop

Gas pipes - 20 - health from  
1/10  $\rightarrow$  12 5.

Crack cocaine machine  
Surgery!

Pipe - remember - decaying

---

Urnade here.

Vent - a - a cure.

Health PIPE APPEARS.

- get 2.

100 - 125 This can't be  
good for me but I feel  
sneak.

10 mins later - I've got

to stop smoking this  
crap - heart + asthma.

DJ.  
Health Pipe my ass - this stuff  
is definitely addictive.

Mr T Dude sm.





Make him up then.

Who's 1st

Who went 1st last time

It's my turn now.

Waste up

Put Reducts on cap

Peel out

Leather of imp suit  
Put checks.





\* T - 5 3 - 2 5 9 6 9 2 - s 47F

Title: **ACMA INV-0000-2717**

Producer(s): **NOT SHOWN**

Director(s): **NOT SHOWN**

Applicant: **AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY**

Classification: R 18+

Consumer Advice: \_\_\_\_\_

**File Number**  
T05/4947

**Application Type**  
CG1

**Format**  
MULTI PLATFORM

**Duration**

**Version**  
ORIGINAL

**Country**

**Language**  
ENGLISH

**Production Date**

**Viewing Room**  
VR6.

**Viewing Date**  
1/10/13

Classification matrix

	None	G	PG	M	MA15+	R18+
<b>Themes</b>						
<b>Violence</b>						
<b>Sex</b>						
<b>Language</b>						
<b>Drug Use</b>						
<b>Nudity</b>						

Notes:

Signature: \_\_\_\_\_ Date: 1/10/13

Postal 2! Complete!

Monday

Picks up pipe → smokes

→ \$20 → Health goes to 125.

(immediate benefit,

①

- ②. Sign - Health Pipers 4 Sale!
- (May cause brain tumours and/or mild retardation).

② Postal 2 Apocalypse Weekend!

- Saturday!

- get paid → serial record!

- Crack pipe! (cost → health)  
Use & crack pipe → health

boost → 7% health → 125.

- Crack Cola, machine. (surgery)

- 'you picked up a health  
pipe'. (chiral)

increase health → 100 → 125.  
That's can't be good for me

but I feel great!

Converting:  
I gotta stop smoking! This says!



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

File No: **T05/4947**  
Classification No: **259692**

Attention: **s 47F**  
**AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY**  
**PO BOX 13112,**  
**LAW COURTS**  
**MELBOURNE VIC 8010**

**NOTICE OF CLASSIFICATION OF CONTENT**

*Schedule 7, Broadcasting Services Act 1992*

I refer to an application dated 17 October 2013 for the classification of the undermentioned film. I hereby give notice that the decision of the Classification Board for this film is as detailed below:

Title: **ACMA INV-0000-2717**  
Running time: **VARIABLE**  
Publisher: **NOT SHOWN**  
Programmer: **NOT SHOWN**  
Production company: **NOT SHOWN**  
Country of origin:  
Classification: **R 18+**

Certified

**s 47F**

Director

Date: 17 October 2013

## **Review of classification**

Clause 30 of Schedule 7 of the Act provides that certain persons may apply to the Classification Review Board for a review of the classification. Generally, an application for review must be made within 30 days after the applicant is notified of the classification (clause 31 of Schedule 7). 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.

## Reasons for the Decision:

Pursuant to Schedule 7 of the Broadcasting Services Act 1992, upon valid application content must be classified by the Classification Board as a film, computer game or eligible electronic publication in accordance with the National Classification Code, the Classification Guidelines, and the Classification (Publications, Films and Computer Games) Act 1995, excluding sections 10, 19, 20, 22, 23A, 24, 25, 26, 27, 28, 44A, and Division 6 of Part 2.

The Board is of the opinion that the content should be classified in a corresponding way to that which a computer game is classified under the Classification (Publications, Films and Computer Games) Act 1995, as per clause 25 of Schedule 7 to the Broadcasting Services Act 1992.

In the Board's view this content warrants an R 18+ classification as, in accordance with item 2 of the computer games table of the National Classification Code, it is unsuitable for viewing or playing by a minor.

Pursuant to the Guidelines for the Classification of Computer Games, this content is classified R 18+ as the impact of the classifiable elements is high. Material classified R 18+ is legally restricted to adults. Some material classified R 18+ may be offensive to sections of the adult community.

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

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified R 18+

### THEMES and VIOLENCE

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Within the R 18+ classification there are virtually no restrictions on the treatment of themes.

The game contains high impact themes relating to crime, antisocial behaviour and crude humour.

The game also contains violence that is high in impact. High impact violence that is, in context, frequently gratuitous, exploitative and offensive to a reasonable adult is not permitted. The game contains no actual sexual violence nor does it contain implied sexual violence that is visually depicted, interactive, not justified by context or related to incentives or rewards.

The elements of themes and violence are inextricably linked within the game and are rendered as the game's protagonist, the Postal Dude, interacts with non-playable characters whilst carrying out a series of menial tasks, such as collecting the milk and cashing a "pay check" in order to progress through the game's seven chapters titled Monday through Sunday. Whilst performing these errands or whilst roaming the town of Paradise, the player is able to initiate or be drawn into conflict with various groups and individuals, including police, activists, religious groups and terrorists whom he can choose to ignore, injure, kill or humiliate using a variety of actions and weapons. It is also possible to injure and kill animals, to steal from homes and shops, and to vandalise.

The use of weapons such as shovels, guns, and rocket launchers can result in dismemberment, decapitation and blood spurting, with dismembered body parts and gore remaining in the immediate environment for some time. Post-mortem damage is also possible and causes further blood bursts and shattering of body parts. The Postal Dude can inflict such injury on multiple non-playable characters throughout the game in vicinities such as shopping malls, church grounds and libraries.

The player is able to collect cats throughout the game which can be used as "silencers" for a shotgun. When this option is selected a cat is depicted from the player's perspective with the muzzle of the shotgun inserted in its anus. When the weapon is fired, the cat meows and quivers. After several shots, blood splatters from the cat until it is finally fired from the rifle at a target with accompanying, stylised blood splatter.

The player is able to use Molotov cocktails or a can of gasoline and a box of matches to set victims on fire. They run, thrashing at flames and eventually drop to the ground where they are depicted charred, bloodied and blistered.



The use of a taser gun causes victims to fall on the ground where they curl up and urinate on themselves. Another option available to the player and an apparent feature of the game is to implicitly unzip Postal Dude's trousers and urinate on people. This causes them to scream and run or to vomit and gasp.

At the game's conclusion a numerical tally of the player's achievements is displayed under headings such as "Total people murdered", "Cats destroyed", "Heads exploded by shotgun", "Cats violated with a weapon" and "Times arrested".

The Postal Dude is also able to smoke "health pipes" which can be purchased, found in the environment or gained through a cheat code. Text at a purchase point describes health pipes as being able to "cause brain tumours and / or mild retardation". Other onscreen text advises that they can cause "severe addiction in laboratory animals." When using the pipe, Postal Dude is viewed picking it up from a first person perspective and implicitly smoking it. A puff of smoke is emitted in the foreground and he comments, "This can't be good for me but I feel great." At the same time there is an immediate rise in the character's health (depicted as a numerical figure below a beating heart icon) however, after approximately 10 minutes, the heart icon beats faster and health drops again as the Postal Dude comments, "I've got to stop smoking this crap" and, "Health pipe my ass, this stuff is definitely addictive." In the opening sequence of the level titled Monday, Postal Dude picks up and implicitly smokes a health pipe found in a shed. In this instance the character's health is already at maximum so it does not increase, however, \$20 does subsequently appear in the player's inventory. In the Board's view, as there is no direct verbal reference to, or any depiction or description of, the substance implicitly contained in the health pipe, the action cannot be considered drug use and it has therefore been subsumed within the element of themes.

In the Board's opinion the game's themes of crime and crude humour which appear to encompass issues such as humiliation, animal cruelty, murder, theft, antisocial behaviour and racial stereotyping impart a high playing impact that may be offensive to sections of the adult community. In addition, the game's violence, although somewhat mitigated by its stylised, over-the-top portrayal, includes depictions of dismemberment, blood and gore and does, at times, appear gratuitous thereby warranting an R18+ classification.

A minority of the Board is of the opinion that the "health pipes" used in the game resemble real-world pipes used to smoke illicit drugs and that the depictions involving their use (as described above) can be reasonably considered to depict drug use which is related to incentives and rewards and which is not permitted within the R18+ classification. This minority of the Board is further of the view that the game contains themes and violence that are inextricably linked and which cumulatively exceed high in impact. In the minority of the Board's opinion, the computer game "deals with matters of drug misuse or addiction, crime, cruelty, violence and revolting or abhorrent phenomena in such a way that it offends against the standards of morality, decency and propriety generally accepted by reasonable adults to the extent that it should not be classified" and that it therefore warrants Refused Classification in accordance with Item 1(a) of the Computer Games table of the National Classification Code.

#### OTHER MATTERS CONSIDERED OR NOTED

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The Board notes that the item contains the classifiable elements of drug use and sex that can be accommodated at a lower classification.

The Board further notes that this item appears to be a modified/expanded version of the game Postal 2 Share the Pain which was classified RC on 11 October 2005.

The Guidelines for the Classification of Computer Games state that "context is crucial in determining whether a classifiable element is justified by the storyline or themes ... this means that material that falls into a particular classification category in one context may fall outside it in another". The Board notes that as submitted the content to be classified is situated within the context of computer game. Within this context, the content warrants an R 18+ classification.

#### **Decision:**

This content is classified R 18+ pursuant to Schedule 7 of the Broadcasting Services Act 1992.



File No: T05/4947

**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: ACMA INV-0000-2717  
Alternate titles: POSTAL 2 COMPLETE  
Publisher: NOT SHOWN  
Programmer: NOT SHOWN  
Production Company: NOT SHOWN  
Year of Production:  
Duration: VARIABLE  
Version: ORIGINAL  
Format: MULTI PLATFORM  
Country/ies of origin:  
Language/s: ENGLISH  
Application type: CG1  
Applicant: AUSTRALIAN COMMUNICATIONS AND MEDIA AUTHORITY

**Dates:**

Date application received by the Classification Board: 17 September 2013

Date of decision: Draft s 47F  
s 47F

**Decision:**

Classification: R 18+  
Consumer advice:

## Synopsis:

The content consists of a PC game titled Postal 2 Complete submitted on a laptop computer. Postal 2 Complete comprises the previously classified game, Postal 2, and an expansion, Postal 2 Apocalypse Weekend. The item is a first person shooter/role playing adventure game in which the player assumes the role of the Postal Dude who is tasked with carrying out various menial errands over 7 days of the week in the fictional town of Paradise, Arizona.

## Reasons for the Decision:

Pursuant to Schedule 7 of the Broadcasting Services Act 1992, upon valid application content must be classified by the Classification Board as a film, computer game or eligible electronic publication in accordance with the National Classification Code, the Classification Guidelines, and the Classification (Publications, Films and Computer Games) Act 1995, excluding sections 10, 19, 20, 22, 23A, 24, 25, 26, 27, 28, 44A, and Division 6 of Part 2.

The Board is of the opinion that the content should be classified in a corresponding way to that which a computer game is classified under the Classification (Publications, Films and Computer Games) Act 1995, as per clause 25 of Schedule 7 to the Broadcasting Services Act 1992.

In the Board's view this content warrants an R 18+ classification as, in accordance with item 2 of the computer games table of the National Classification Code, it is unsuitable for viewing or playing by a minor.

Pursuant to the Guidelines for the Classification of Computer Games, this content is classified R 18+ as the impact of the classifiable elements is high. Material classified R 18+ is legally restricted to adults. Some material classified R 18+ may be offensive to sections of the adult community.

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

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified R 18+

### THEMES and VIOLENCE

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The game contains high impact themes relating to crime, antisocial behavior and crude humour.

The game also contains violence that is high in impact. High impact violence that is, in context, frequently gratuitous, exploitative and offensive to a reasonable adult is not permitted. The game contains no actual sexual violence nor does it contain implied sexual violence that is visually depicted, interactive, not justified by context or related to incentives or rewards.

The elements of themes and violence are inextricably linked within the game and are rendered as the game's protagonist, the Postal Dude, interacts with non-playable characters whilst carrying out a series of menial tasks, such as collecting the milk and cashing a "pay check" in order to progress through the game's seven chapters titled Monday through Sunday. Whilst performing these errands or whilst roaming the town of Paradise, the player is able to initiate or be drawn into conflict with various groups and individuals, including police, activists, religious groups and terrorists whom he can choose to ignore, injure, kill or humiliate using a variety of actions and weapons. It is also possible to injure and kill animals, to steal from homes and shops, and to vandalise.

The use of weapons such as shovels, guns, and rocket launchers can result in dismemberment, decapitation and blood spurting, with dismembered body parts and gore remaining in the immediate environment for some time. Post-mortem damage is also possible and causes further blood bursts and shattering of body parts. The Postal Dude can inflict such injury on multiple non-playable characters throughout the game in vicinities such as shopping malls, church grounds and libraries.

The player is able to collect cats throughout the game which can be used as "silencers" for a shotgun. When this option is selected a cat is depicted from the player's perspective with the muzzle of the shotgun inserted in its anus. When the weapon is fired, the cat meows and quivers.

After several shots, blood splatters from the cat until it is finally fired from the rifle at a target with accompanying, stylised blood splatter.

The player is able to use Molotov cocktails or a can of gasoline and a box of matches to set victims on fire. They run, thrashing at flames and eventually drop to the ground where they are depicted charred, bloodied and blistered.

The use of a taser gun causes victims to fall on the ground where they curl up and urinate on themselves. Another option available to the player and an apparent feature of the game is to implicitly unzip Postal Dude's trousers and urinate on people. This causes them to scream and run or to vomit and gasp.

At the game's conclusion a numerical tally of the player's achievements is displayed under headings such as "Total people murdered", "Cats destroyed", "Heads exploded by shotgun", "Cats violated with a weapon" and "Times arrested".

The Postal Dude is also able to smoke "health pipes" which can be purchased, found in the environment or gained through a cheat code. Text at a purchase point describes health pipes as being able to "cause brain tumours and / or mild retardation". Other onscreen text advises that they can cause "severe addiction in laboratory animals." When using the pipe, Postal Dude is viewed picking it up from a first person perspective and implicitly smoking it. A puff of smoke is emitted in the foreground and he comments, "This can't be good for me but I feel great." At the same time there is an immediate rise in the character's health (depicted as a numerical figure below a beating heart icon) however, after approximately 10 minutes, the heart icon beats faster and health drops again as the Postal Dude comments, "I've got to stop smoking this crap" and, "Health pipe my ass, this stuff is definitely addictive." In the opening sequence of the level titled Monday, Postal Dude picks up and implicitly smokes a health pipe found in a shed. In this instance the character's health is already at maximum so it does not increase however \$20 does subsequently appear in the player's inventory. In the Board's view, as there is no direct verbal reference to, or any depiction or description of, the substance implicitly contained in the health pipe, the action cannot be considered drug use and it has therefore been subsumed within the element of themes.

In the Board's opinion the game's themes of crime and crude humour which appear to encompass issues such as humiliation, animal cruelty, murder, theft, antisocial behaviour and racial stereotyping impart a high playing impact that may be offensive to sections of the adult community. In addition, the game's violence, although somewhat mitigated by its stylised, over-the-top portrayal, includes depictions of dismemberment, blood and gore and does, at times, appear gratuitous thereby warranting an R18+ classification.

A minority of the Board is of the opinion that the "health pipes" used in the game resemble real-world pipes used to smoke illicit drugs and that the depictions involving their use (as described above) can be reasonably considered to depict drug use which is related to incentives and rewards and which is not permitted within the R18+ classification. This minority of the Board is further of the view that the game contains themes and violence that are inextricably linked and which cumulatively exceed high in impact. In the minority of the Board's opinion, the computer game "deals with matters of drug misuse or addiction, crime, cruelty, violence and revolting or abhorrent phenomena in such a way that it offends against the standards of morality, decency and propriety generally accepted by reasonable adults to the extent that it should not be classified" and that it therefore warrants Refused Classification in accordance with Item 1(a) of the Computer Games table of the National Classification Code.

#### OTHER MATTERS CONSIDERED OR NOTED

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The Guidelines for the Classification of Computer Games state that "context is crucial in determining whether a classifiable element is justified by the storyline or themes ... this means that material that falls into a particular classification category in one context may fall outside it in another". The Board notes that as submitted the content to be classified is situated within the context of computer game. Within this context, the content warrants an R 18+ classification.

**Decision:**

This content is classified R 18+ pursuant to Schedule 7 of the Broadcasting Services Act 1992.

Names of panel members constituted for decision:

s 47F  
[Redacted]

Details of opinions (including minority views):

SPLIT DECISION

SJ/MB: R 18+  
AA: RC 1(a)

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)

