



Australian Government
Classification Board

File No: **T07/6279**
Classification No: **5373556A**

Attention: s47F
TAKE 2 INTERACTIVE
PO BOX 106
HORNSBY NSW 1630

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

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

Title: GO DIEGO GO! SAFARI RESCUE
Version: ORIGINAL
Format: Multi Platform
Running time: VARIABLE
Publisher: 2K PLAY
Programmer: BLACK LANTERN
Production company: TAKE 2 INTERACTIVE
Country of origin: USA
Classification: G
Consumer Advice:

This classification is made on the understanding that if the game is found to contain contentious material (whether available through a code or otherwise) that was not brought to the attention of the Board prior to classification, it is taken never to have been classified. The markings appropriate to the classification together with the determined consumer advice are to be displayed according to F2007L02049 – Classification (Markings for Films and Computer Games) Determination 2007 registered on the Federal Register of Legislative Instruments on 29 June 2007.

Certified

s22(1)(a)(ii)

s22(1)(a)(ii)

Director

Date: 18 December 2007

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Classification Board, Australian Classification

TITLE (and Known Alternative Titles)

GO DIEGO GO! SAFARI RESCUE

CLASSIFICATION: G**Classification Markings:**

In some jurisdictions you are required by law to display the Classification, Classification Description and Consumer Advice(if applicable) when advertising this computer game. The markings must be clearly displayed as determined by the Director, Classification Board, in the Classification (Markings for Films and Computer Games) Determination 2007 registered on the Federal Register of Legislative Instruments F2007L02049, on 29 June 2007. The Determination is available by visiting the Classification website at: www.classification.gov.au or by telephoning the Classification Operations Branch on (02)9289 7100.

Review of Decision:

You may apply for a review of this decision. The Act provides for a time limit of 30 days. If you require more information concerning the review process please visit the Classification website at: www.classification.gov.au or contact the Secretary to the Classification Review Board on (02) 9289 7100.



CLASSIFICATION BOARD DECISION REPORT

DETAILS OF THE COMPUTER GAME:

FILE No T07/6279

Viewing Date(s):

Title: GO DIEGO GO! SAFARI RESCUE
Version: ORIGINAL
Format: Multi Platform
Duration: VARIABLE
Publisher: 2K PLAY
Programmer: BLACK LANTERN
Production Co: TAKE 2 INTERACTIVE
Country Of Origin: USA
Language: ENGLISH
Application Type: Comp Game Assessed Level 3
Applicant: TAKE 2 INTERACTIVE

CLASSIFICATION: G

CONSUMER ADVICE:

VIEWED BY:

DETAILS OF VOTING: Recommendation Accepted

Extraneous Material:

SIGNATURE:

RATIFIED BY: _____
 (Senior Classifier)

18-DEC-2007

Trailers:/Advertising:

Date Logged	Item Description	Passed/Not	Classifier Initials	Decision

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**Authorised Assessor Recommendation Report
Classification of Computer Games**
Classification (Publications, Films and Computer Games) Act 1995, Section 17 (3)

Title of Computer Game: Go Diego Go! Safari Rescue

Other title(s) (if any): _____

Platform(s) (e.g. PC, CGB, GBA, PS1, PS2, X-BOX, GC, N-Gage . other: DS, Wii, PS2

Name of Applicant: TAKE 2 INTERACTIVE

Name of Authorised Assessor: _____ s47F _____

DESCRIPTION OF GAME (MORE THAN ONE BOX MAY BE TICKED)

- | | | | |
|--|--|---|---|
| <input checked="" type="checkbox"/> Action / Adventure | <input type="checkbox"/> Driving | <input type="checkbox"/> Simulation | <input type="checkbox"/> 1 st Person Shooter |
| <input type="checkbox"/> Arcade & Puzzle | <input type="checkbox"/> Platform | <input type="checkbox"/> Sports | <input type="checkbox"/> Other (describe): |
| <input type="checkbox"/> Beat 'em Up | <input type="checkbox"/> Role Playing Game | <input type="checkbox"/> Strategy & War | |

NOTE: MA 15+

If during your assessment you reach the conclusion that an element reaches the MA 15+ classification, continue the assessment and complete the section used to describe the element. If your consideration results in a conclusion that the game may be classified MA 15+, the report is no longer an Authorised Assessor Recommendation but it can be included as a document for the purposes of section 17(1)(e)(v) of the Classification (Publications, Films and Computer Games) Act 1995 (a description of game play).

**Authorised Assessor Recommendation Report
Classification of Computer Games**

Classification (Publications, Films and Computer Games) Act 1995, Section 17 (3)

Title of Computer Game: Go Diego Go! Safari Rescue

Other title(s) (if any): _____

Platform(s) (e.g. PC, CGB, GBA, PS1, PS2, X-BOX, GC, N-Gage . other: DS, Wii, PS2

Name of Applicant: TAKE 2 INTERACTIVE

Name of Authorised Assessor: _____
s47F

DESCRIPTION OF GAME (MORE THAN ONE BOX MAY BE TICKED)

- Action / Adventure
- Driving
- Simulation
- 1st Person Shooter
- Arcade & Puzzle
- Platform
- Sports
- Other (describe):
- Beat 'em Up
- Role Playing Game
- Strategy & War
-

NOTE: MA 15+

If during your assessment you reach the conclusion that an element reaches the MA 15+ classification, continue the assessment and complete the section used to describe the element. If your consideration results in a conclusion that the game may be classified MA 15+, the report is no longer an Authorised Assessor Recommendation but it can be included as a document for the purposes of section 17(1)(e)(v) of the Classification (Publications, Films and Computer Games) Act 1995 (a description of game play).

STRUCTURE OF THE GAME

Describe the game play (including levels): Platform style children's game

Describe special features of the game (including cut scenes, full motion video sequences, introduction sequence, multiplayer options):

no special features, but parents can assist the player with the second controller on the Wii / DS version

Describe the perspective (1st/3rd person, top-down view, etc.): side scrolling & top down views.

Describe the main aim of the game:

To help the safari animals, by moving obstacles, hide from the magician, so that she doesn't turn 'Erin' (Elephant) into a stone statue. Take animal photos around the safari. Use hot air balloons to travel to hard to reach places.

Describe the setting/s of the games

Africa - safari parks, mountains, deserts, plains.

If there is insufficient space above attach an extra page containing any additional detail or description

THE CLASSIFIABLE ELEMENTS

Mark the in each of the following tables below to indicate which classifiable elements are contained in the game and their impact. The descriptors have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*.

THEMES none

Category	Impact test	Classifiable Element - THEMES
G (General)	very mild <input type="checkbox"/>	The treatment of themes should have a very low sense of threat or menace, and be justified by context. <input type="checkbox"/>
PG (Parental Guidance Recommended)	mild <input type="checkbox"/>	The treatment of themes should generally have a low sense of threat or menace and be justified by context. <input type="checkbox"/>
M (Mature)	moderate <input type="checkbox"/>	The treatment of themes may have a moderate sense of threat or menace, if justified by context. <input type="checkbox"/>
MA 15+ (Mature Accompanied)	strong <input type="checkbox"/>	The treatment of strong themes should be justified by context. <input type="checkbox"/>

Describe the THEME(S) in the game (if any):

Give a statement of reasons as to why you consider the THEME(S) to be very mild/mild/moderate/strong.
(This section requires you to justify your assessment)

VIOLENCE **none**

Category	Impact test	Classifiable Element - VIOLENCE
G (General)	very mild <input type="checkbox"/>	Violence should have only a low sense of threat or menace, and be justified by context. Sexual violence is not permitted. <input type="checkbox"/>
PG (Parental Guidance Recommended)	mild <input type="checkbox"/>	Violence should be mild and infrequent, and be justified by context. Sexual violence is not permitted. <input type="checkbox"/>
M (Mature)	moderate <input type="checkbox"/>	Moderate violence is permitted, if justified by context. Sexual violence should be very limited and justified by context. <input type="checkbox"/>
MA 15+ (Mature Accompanied)	strong <input type="checkbox"/>	Violence should be justified by context. Sexual violence may be implied, if justified by context. <input type="checkbox"/>

Describe the VIOLENCE in the game (if any) including the following aspects:

Physical violence (i.e. punching, kicking etc)

Weapons (including type i.e. gun, sword, knives, vehicle etc)

Bloodshed (including amount treatment e.g. does the blood remain or disappear?)

Other injury detail (if any)

End Result (screams/other noises/post mortem damage)

Four horizontal lines for text entry.

Give a statement of reasons as to why you consider the VIOLENCE to be very mild/mild/moderate/strong.
(This section requires you to justify your assessment)

Twenty horizontal lines for text entry.

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SEX none

Category	Impact test	Classifiable Element - SEX
G (General)	very mild <input type="checkbox"/>	Sexual activity should be very mild and very discreetly implied, and be justified by context. <input type="checkbox"/>
PG (Parental Guidance Recommended)	mild <input type="checkbox"/>	Sexual activity should be mild and discreetly implied, and be justified by context. <input type="checkbox"/>
M (Mature)	moderate <input type="checkbox"/>	Sexual activity should be discreetly implied, if justified by context. <input type="checkbox"/>
MA 15+ (Mature Accompanied)	strong <input type="checkbox"/>	Sexual activity may be implied. <input type="checkbox"/>

Describe the SEX in the game (if any) including the following aspects:

Describe any sexual activity and/or sexual references (visual or verbal) in the game (if any):

Give a statement of reasons as to why you consider the SEXUAL ACTIVITY and/or SEXUAL REFERENCES to be very mild/mild/moderate/strong. (This section requires you to justify your assessment)

LANGUAGE none

Category	Impact test	Classifiable Element - LANGUAGE
G (General)	very mild <input type="checkbox"/>	Coarse language should be very mild and infrequent, and be justified by context. <input type="checkbox"/>
PG (Parental Guidance Recommended)	mild <input type="checkbox"/>	Coarse language should be mild and infrequent, and be justified by context. <input type="checkbox"/>
M (Mature)	moderate <input type="checkbox"/>	Coarse language may be used. Aggressive or strong coarse language should be infrequent and justified by context. <input type="checkbox"/>
MA 15+ (Mature Accompanied)	strong <input type="checkbox"/>	Strong coarse language may be used. Aggressive or very strong coarse language should be infrequent. <input type="checkbox"/>

Describe the LANGUAGE in the game (if any) including the following aspects:

What type of language is used? Give details.

How frequently is the language used?

What is the tone of the language used? (e.g. aggressive/naturalistic?)

Give a statement of reasons as to why you consider LANGUAGE to be very mild/mild/moderate/strong.
(This section requires you to justify your assessment)

DRUG USE none

Category	Impact test	Classifiable Element – DRUG USE
G (General)	very mild <input type="checkbox"/>	Drug use should be implied only very discreetly, and be justified by context. <input type="checkbox"/>
PG (Parental Guidance Recommended)	mild <input type="checkbox"/>	Drug use should be justified by context. <input type="checkbox"/>
M (Mature)	moderate <input type="checkbox"/>	Drug use should be justified by context. <input type="checkbox"/>
MA 15+ (Mature Accompanied)	strong <input type="checkbox"/>	Drug use should be justified by context. <input type="checkbox"/>

Describe the DRUG USE in the game (if any) including the following aspects:

Describe any drug use/drug references (visual or verbal) in the game (if any):

Give a statement of reasons as to why you consider DRUG USE/DRUG REFERENCES to be very mild/mild/moderate/strong. (This section requires you to justify your assessment)

NUDITY none

Category	Impact test	Classifiable Element – NUDITY
G (General)	very mild <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>
PG (Parental Guidance Recommended)	mild <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>
M (Mature)	moderate <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>
MA 15+ (Mature Accompanied)	strong <input type="checkbox"/>	Nudity should be justified by context. <input type="checkbox"/>

Describe the NUDITY in the game (if any) including the following aspects:

Describe any NUDITY in the game (if any) providing details and frequency e.g.. full frontal, partial, frequent/infrequent):

Give a statement of reasons as to why you consider the NUDITY to be very mild/mild/moderate/strong. (This section requires you to justify your assessment).

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CLASSIFICATION AND CONSUMER ADVICE

The following table will assist you in making your final recommendation, including consumer advice.

Please tick the elements that you have assessed on the previous pages.

	NOT in game	G	PG	M	MA 15+
THEMES	/				
VIOLENCE	/				
SEX	/				
LANGUAGE	/				
DRUG USE	/				
NUDITY	/				

CONSUMER ADVICE

Remember that the **consumer advice** must match the elements that are present at the **highest category ONLY**.

Use the table to assist you in deciding the consumer advice.

You must also consider the **frequency** and **impact** of classifiable elements to devise the most appropriate consumer advice, for example, when choosing between low level and high level animated violence.

Write your recommended classification and consumer advice in the table below.

Recommended Classification (please circle):	G	PG	M
Recommended Consumer Advice:	_____		

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 Authorised Assessor's Signature: _____ Date 10/12/07
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 Co signatory: _____ Date 10-12-07
 (Senior to Assessor)
 s47F
 Name and Title: _____