



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

**DETAILS OF THE COMPUTER GAME:**

**FILE No** T07/6147  
**Processing Date:** 06/12/07

**Title:** GRAND THEFT AUTO IV  
**Version:** ORIGINAL  
**Format:** Multi Platform  
**Duration:** VARIABLE  
**Publisher:** ROCKSTAR GAMES  
**Programmer:** ROCKSTAR NORTH  
**Production Co:** ROCKSTAR GAMES  
**Country Of Origin:** UK  
**Language:** ENGLISH  
**Application Type:** Comp Game Demonstrated  
**Applicant:** TAKE 2 INTERACTIVE SOFTWARE

**PROCEDURE:**

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

**Item Viewed:** YES      **Viewing Date:** 06/12/07  
**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:** MA 15+  
**(2) Consumer Advice:** Strong violence  
Strong coarse language  
Drug and sexual references

**(3) Key:**

**(4) Ratified By:**

(Senior Classifier)

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## **SYNOPSIS:**

Grand Theft Auto IV is a third person action/shooter game where the player takes on the role of Niko Bellic, an immigrant who has found his way to Liberty City. Meeting up with his cousin Roman, Niko must undertake various missions in order to survive and protect his friends, his cousin and himself.

## **REASONS FOR THE DECISION:**

When making decisions the Classification Board (the Board) follows the procedures set out in the Classification (Publications, Films and Computer Games) Act 1995 (the Act). The Board also applies the National Classification Code and the Classification Guidelines, while taking into account the matters set out in section 11 of the Act.

In the Board's view this computer game warrants an MA 15+ 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 persons under 15.

Pursuant to the Guidelines for the Classification of Films and Computer Games, this computer game is classified MA 15+ as the impact of the classifiable elements is strong. Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.

The classifiable elements are violence and language which are strong in playing impact.

### **VIOLENCE**

Violence is relatively frequent and strong in playing impact.

During the game, the player (as lead character Niko Bellic) is required to undertake various missions, mostly involving criminal activity, in order to develop contacts, make money and protect his cousin Roman. These include pick-ups and drop-offs, killing/protecting various people, stealing, racing, chasing, eating, drinking, going out and dating. A number of tasks involve drugs (for example retrieving a stash of cocaine for a dealer) and violence (for example, rescuing Roman from a kidnapper).

Violence includes hand to hand combat (basic punching and kicking) and more regularly involves use of various weapons. These include knives, baseball bats, a nightstick, pistols, machine guns, shot guns, rifles, grenades and rocket launchers. The player is able to use these weapons to inflict injury on other participants which results in frequent blood spray. Blood spray occurs as victims are attacked and is also depicted on objects such as floors and walls. Blood pooling occurs under bodies that are shot at after death however no post mortem damage (such as decapitation or dismemberment) is possible. There is also infrequent blood spatter on the camera lens as the player manoeuvres their way through missions involving killing.

A less frequent example of violence includes the ability of the player to set an enemy alight causing them to burn. The victim is shown flailing and on fire before they fall to the ground. Bodies remain as long as the player lingers in a particular scene, however after this, they disappear.

As the violence is relatively frequent, causing blood spray and injury detail, the impact is strong.

### **LANGUAGE**

Coarse language is frequent. Aggressive and/or strong coarse language is infrequent.

During the game play the characters are heard to use "fuck" language, primarily in a naturalistic tone but occasionally in an aggressive manner. This, coupled with the infrequent use of the word "cunt" (as well as some visual use - written on a strip club wall) creates an impact which is strong.

### **OTHER MATTERS CONSIDERED**

In the majority view of the Board, the game contains drug and sexual references, which although moderate in impact, warrant flagging at the MA 15+ classification.

These include a cut scene (with no player interaction) where a drug dealer is depicted implicitly, then explicitly, snorting lines of white powder (implied to be cocaine) from a table and the involvement of Niko in various missions dealing with drugs.

Further, there are sexual references which require flagging at the MA 15+ classification. These include a cut scene at the beginning of the game depicting a woman in lingerie whipping a man in his underwear, tied to a bed and the general ability of the player to go on 'dates' and have sex with a 'girlfriend', to pick up a prostitute and have sex with her and the ability to attend a strip club and pay for a lap dance.

While these elements present themselves randomly during the game, they mostly involve only audio cues rather than visuals

Classification Board Decision: **GRAND THEFT AUTO IV**

## **Board Report**

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(with the exception of the strip club) and sexual activity is discreetly implied. During the 'dates', the player is depicted walking into a house with his 'girlfriend' at which point the camera view will switch to a window. Audio cues denote moaning and groaning however no visuals of sexual activity are shown. When picking up a prostitute, the player is depicted in a car where he parks and honks the horn. The woman enters the car and the camera angle switches to a view of the number plate. While the car is visibly moving up and down, only audio cues are heard.

When the player chooses to attend the strip club, a woman in lingerie (no nudity is visible) approaches the player and asks if he would like a lap dance. If the player accepts, he is shown in a private room sitting on a couch as a woman dances in front of him. When the dance is over, the man leaves.

No actual sexual activity or nudity is depicted.

### **MINORITY VIEW**

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In a minority view of the Board, the impact of several scenarios within the game exceed strong in impact. These include a cut scene at the beginning of the game depicting a woman in lingerie whipping a man in underwear, tied to a bed; and later in the game, a cut scene depicting a drug dealer implicitly, then explicitly, snorting lines of white powder (implied to be cocaine) from a table. The latter scene then depicts the dealer shooting two men in the head causing blood spray. In the minority view, the impact of the cut scenes described above coupled with the ability during game play to kill innocent bystanders, pick up prostitutes and carry out missions involving drugs, exceeds strong.

In the minority view, the game is high in impact and warrants a refused classification.

### **DECISION**

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In a majority view of the Board, the film contains violence and coarse language which is strong in playing impact. The game therefore warrants an MA 15+ classification for strong violence and strong coarse language with additional consumer advice of drug and sexual references.