



File No: T11/0494

**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: 000A  
Alternate titles: DUKE NUKEM FOREVER  
Publisher: TAKE 2 INTERACTIVE  
Programmer: TAKE 2 INTERACTIVE  
Production Company: TAKE 2 INTERACTIVE  
Year of Production: 2011  
Duration: VARIABLE  
Version: ORIGINAL  
Format: MULTI PLATFORM  
Country/ies of origin: USA  
Language/s: ENGLISH  
Application type: CG6  
Applicant: TAKE 2 INTERACTIVE

**Dates:**

Date application received by the Classification Board: 02 February 2011

Date of decision: 07 February 2011

**Decision:**

Classification: MA 15+  
Consumer advice: Strong violence, sexual references, crude humour and drug references

## **Synopsis:**

In this latest action-adventure 1st person shooter game from the Duke Nukem series, the player assumes the role of the iconic, hyperbolic action hero, who must navigate through over 24 levels of futuristic scenarios, killing opponents with a vast array of weapons. The primary objective is to overcome an alien race that has launched an invasion on Earth and commenced a hybridisation program using kidnapped Earth women.

## **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 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 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, sex and themes that are strong in playing impact.

### THEMES

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The game contains strong themes that are justified by context. The Board notes that the use of thematic material in the context of the game is intended to be treated as crude humour and as such, the consumer advice of "crude humour" is deemed appropriate.

An example of crude humour includes playable elements which enable Duke to "piss" and "throw" faeces. In various bathroom locations throughout the game, the player can have Duke "piss" in urinals and on occasion, in these same venues can also pick up faecal matter from a toilet bowl and throw it about. Dialogue contains various crude verbal references to "pissing" and when throwing faecal matter Duke is heard to utter "what sick motherfucker picks up wet faeces" and "what am I...a monkey?". The Board also notes the player ability, in a final climatic scene when Duke kills the alien general, to implicitly urinate into the defeated creature's eye socket. The Board notes that within this playable context, no other ability is effected which enables the player to direct urine flow or throw faecal matter at or onto other characters and no nudity is depicted during these activities.

### VIOLENCE

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The game contains violence that is strong in impact and justified by context. Constant battle with robot-like alien creatures is present throughout the game and is therefore strong in viewing impact. Battles incorporate the use of futuristic weapons such as a Freeze Ray, Shrink Ray, other super sized guns, grenade launchers and hand to hand combat. Violence is accompanied by stylized blood spatters, blood spray and small blood pools. The player can inflict limited post-mortem damage that results in rag doll effects accompanied by small amounts of blood spatter. No dismemberment or decapitation is viewed. In one of the game levels, Duke enters an alien lair to 'rescue' kidnapped Earth women who have been implicitly impregnated by the alien enemy. These women are rendered with a mannequin like appearance, and appear torso nude and partially cocooned either suspended from a cave like roof or against walls. In order to 'spare' the women's suffering Duke has the ability to implicitly shoot the women resulting in small blood bursts. Those he does not shoot are seen implicitly exploding as the alien 'baby' matures. In these scenarios, the woman is depicted writhing against her binds as she convulses and whimpers and her upper torso then appears to explode into a bloodied mass.

### SEX

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The game contains implied sexual activity that is strong in impact. Sexualised elements involving implied sexual activity together with partially nude female characters occurring infrequently in the

game during discreet visual references to Duke's sexual encounters in two game levels. These elements can be subsumed under the consumer advice of sexual references. Examples include (but are not limited to):

In the level Duke Lives, the player sees a first person perspective of Duke's lounge room, as he implicitly sits on a couch, playing a computer game on a big screen TV. Off-screen, sexual noises are heard and the shot widens to reveal two women rising up from a kneeling position just below Duke's waist line. Fellatio is implied as the women wipe their mouths and giggle. No other view of the implied sexual activity is enabled due to the limited scope of the player's peripheral view.

In the level Titty City, Duke enters a strip club where he meets a stripper who invites him to locate (among other items) a vibrator and a condom. As Duke moves around the club searching for the items, he engages in dialogue with several breast nude dancers. Other breast nude and scantily clad dancers are depicted on stage or passing in the background. In the men's toilet, Duke can enter a toilet cubicle with what appears to be a 'glory hole' in cubicle wall. A cartoon image of a woman's face is on the wall with a hole evident in the drawing's mouth and the word "Yum" beside it. When the player elects to utilize the 'glory hole', Duke is seen pushing face forward against the visage as he bangs his fist on the wall in implied sexual movements. Other sexual noises are heard implicitly from the other side of the cubicle divide.

Upon the successful completion of this level, Duke is given a 'special' lap-dance by the stripper. The breast nude female is depicted in a 1st person perspective implicitly gyrating on Duke's lap. The Board notes a facility also exists for the player to 'jiggle' the stripper's breasts during this scene.

#### OTHER MATTERS CONSIDERED OR NOTED

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The Board is of the opinion that the game requires an additional consumer advice of drug references due to infrequent drug use that is at the upper limit of that which can be accommodated within the M classification.

The Board also notes that the game contains coarse language that can be accommodated within a lower classification.

The Board notes that section 21A of the Classification (Publications, Films and Computer Games) Act 1995 states that if the Board is of the opinion that a classified computer game contains contentious material (whether activated through use of a code or otherwise) that was not brought to the Board's attention in accordance with subsection 14(4) or 17(2) before the classification was made and if the Board had been aware of the material before the classification was made, it would have given the game a different classification, the Board must revoke the classification.

#### **Decision:**

This computer game is classified MA 15+ with consumer advice of strong violence, sexual references, crude humour and drug references