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# Attachment one—detailed written description of gameplay

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| **Synopsis** (including type of game, main aim of game play, storyline, main characters and settings)**:** |  |

**You must** answer the following five questions **and** complete the table below by providing the most impactful examples of each classifiable element in the game—see [Guidelines for the Classification of Computer Games 2012](https://www.legislation.gov.au/Series/F2012L01934). If there are no instances of a particular classifiable element, write ‘none’.

**‘Incentives’ or ‘rewards’ may include**, but are not limited to: the awarding of additional points; achievement unlocks; new skills or increases in attributes such as strength; making tasks easier to accomplish; accumulating rare forms of game equipment; plot animations and pictures as rewards following an event/action.

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| Does the game contain **gambling themes and/or elements** (whether real or simulated)? | YES, provide detailed description in the table below.  NO |
| Does the game contain **references to or depictions of sexual violence or sexualised violence** (refer to definitions in table below)? | YES, provide detailed description in the table below.  NO |
| Does the game offer any **incentives or rewards relating to sex**? | YES, provide detailed description in the table below.  NO |
| Does the game contain **drug use related to incentives or rewards**? | YES, provide detailed description in the table below.  NO |
| Does the game contain **nudity related to incentives or rewards**? | YES, provide detailed description in the table below.  NO |

| **Classifiable element** | **Describe the most impactful examples of this element in the game and include descriptions of content where you answered ‘yes’ to any of the 5 questions above. For VR or AR games, describe the actions of the player and what happens to the player or other characters in the gameplay in the VR/AR environment.** |
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| **Themes**  **Themes** may include the following kinds of social issues or events: use of alcohol or tobacco; gambling or simulated gambling or gambling references; medical treatments or surgical procedures; crude humour (eg flatulence); scary content; supernatural or fantastical creatures or events; anti-social or criminal acts (eg hooliganism, abduction, blackmail, robbery, murder, torture, paedophilia); sexual infidelity; abortion; family breakdown; drug and/or alcohol dependency; injury or illness; suicide; death; discrimination; warfare; destruction (of objects/buildings eg by explosion); killing or harming of animals; predatory animal behaviour. |  |
| **Violence**  Violence is defined as ‘acts of violence; the threat or effects of violence’. It includes sexual violence and sexualised violence. Sexual violence is defined as ‘sexual assault or aggression in which the victim does not consent’. Sexualised violence means ‘where sex and violence are connected in the story, although sexual violence may not necessarily occur’. |  |
| **Sex**  **Sexual activity** is defined as ‘matters pertaining to sexual acts, but not limited to sexual intercourse’. It includes sexual references, innuendo and sexualised imagery, including sexualised costumes.  Include details of sex related to incentives and rewards, and/or explicit sexual activity or realistic depictions of simulated sexual activity. |  |
| **Coarse Language**  Includes words considered to be vulgarities, and those used to curse and swear at others. Such words are considered to be impolite, rude or offensive. |  |
| **Drug Use**  Includes visual or verbal references.  Include details of drug use related to incentives and rewards, and/or interactive illicit or proscribed drug use, implied or otherwise. Specify whether drug use is interactive. |  |
| **Nudity**  For example, breast, buttock or genital nudity.  Include details of nudity related to incentives and rewards. |  |
| **Describe the gameplay** (including: newly added content in a modified game; how many levels; time for an average player to complete the game; signature moves; multiplayer options; the type of graphics used; cut scenes; depictions or references to sexual violence; presence of simulated gambling content for reward; footage of real people; sexual activity and/or drug use related to incentives or reward etcetera). |  |