

# Attachment two—contentious material statement

**Refer to online user guidelines for completing this section ‘User notes for completing Attachment Two: Contentious material’.**

If any part of the computer game is likely to be regarded as containing contentious material (that is, material likely to cause it to be classified M or higher), the application **must** be accompanied by particulars of that material **and** of the means by which access to it may be gained; **or** a separate recording of that material. You must tick **one** of the following boxes.

|  |  |
| --- | --- |
| I have supplied a separate recording of contentious material and typical gameplay: | [ ]  |
| Duration: |  minutes |
| Format: |  |
| **OR** Please see completed table below: | [ ]  |
| **OR** I have attached a completed Authorised Assessor Report: | [ ]  |
| **OR** I have detailed contentious material and the means by which to access it in the written description of gameplay: | [ ]  |
| **OR** I do not believe this game contains any contentious material: | [ ]  |

**Please tick relevant boxes for classifiable elements likely to cause the game to be classified M or higher:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Themes**Eg: suicide, child abuse, alcoholism, etc.[ ]  | **Violence**Eg: is it fantasy, animated, gory, sexual violence? Etc.[ ]  | **Sex**Eg: verbal or visual references, sex scenes, etc.[ ]  | **Language**Eg: detail all coarse language and its context (is it aggressive?)[ ]  | **Drug Use**Eg: are there verbal references? type of drug used? Etc.[ ]  | **Nudity**Eg: is it sexualised, naturalistic, incidental? Etc.[ ]  |

If you have ticked any of the above boxes, please provide details of the contentious material and the means by which access to it may be gained.

| **Level in game or timecode in footage** | **Element** | **Description** |
| --- | --- | --- |
| *Eg: cut scene at 3:40 minutes* or *level 4* | *Violence* | *Character shot in head with rifle, blood burst and wound detail.* |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |