



# **Classification (Publications, Films and Computer Games) (Consumer Advice Terms) Determination 2024**

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The Classification Board makes the following determination under section 12A of the *Classification (Publications, Films and Computer Games) Act 1995*, pursuant to the resolution on 23 July 2024.

Signed on behalf of the Classification Board by  
Tristan Sharp  
Acting Director, Classification Board – 24 July 2024

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## 1 Name

This instrument is the *Classification (Publications, Films and Computer Games) (Consumer Advice Terms) Determination 2024*.

## 2 Commencement

This instrument commences the day after the end of the period of 3 months beginning on the day this instrument is registered.

## 3 Authority

This instrument is made under section 12A of the *Classification (Publications, Films and Computer Games) Act 1995*.

## 4 Definitions

Note 1: A number of expressions used in this instrument are defined in section 5 of the Act, including the following:

- (a) classifiable element;
- (b) classified;
- (c) Code;
- (d) film.

Note 2: The expression *computer game* is defined in section 5A of the Act.

In this instrument:

*Act* means the *Classification (Publications, Films and Computer Games) Act 1995*.

*classification guidelines* means the guidelines determined under section 12 of the Act.

## 5 Consumer advice terms for films—Schedule 1

For the purposes of paragraph 12A(1)(a) of the Act, the list of consumer advice terms to be used in determining consumer advice for a film is set out in Schedule 1.

## 6 Consumer advice terms for computer games—Schedule 2

For the purposes of paragraph 12A(1)(a) of the Act, the list of consumer advice terms to be used in determining consumer advice for a computer game is set out in Schedule 2.

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# Schedule 1—Consumer Advice Terms for Films

Note: See section 5.

## 1 G – General

The consumer advice terms in table 1 may be applied to films classified “G” in accordance with the Code and the classification guidelines.

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**Table 1—G – General**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
None	General
Themes	Very mild themes Very mild bullying themes Very mild crude humour Very mild fantasy themes Very mild horror themes Very mild medical procedures Very mild mental health themes Very mild predatory animal behaviour Very mild science fiction themes Very mild supernatural themes Some scenes may scare very young children
Violence	Very mild violence Very mild animated violence Very mild slapstick violence
Language	Very mild coarse language
Drug use	Very mild drug references
Nudity	Very mild nudity
Sex	Very mild sexual references

## 2 PG – Parental Guidance

The consumer advice terms in table 2 may be applied to films classified “PG” in accordance with the Code and the classification guidelines.

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**Table 2—PG – Parental Guidance**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Mild themes Mild animal cruelty Mild bullying themes Mild crude humour Mild fantasy themes

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**Table 2—PG – Parental Guidance**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
	Mild horror themes
	Mild injury detail
	Mild medical procedures
	Mild mental health themes
	Mild predatory animal behaviour
	Mild science fiction themes
	Mild suicide references
	Mild supernatural themes
	Some scenes may scare young children
Violence	Mild violence
	Mild action violence
	Mild animated violence
	Mild family violence
	Mild fantasy violence
	Mild science fiction violence
	Mild slapstick violence
	Mild sporting violence
	Mild supernatural violence
Language	Mild coarse language
Drug use	Mild drug references
	Mild drug use
Nudity	Mild nudity
Sex	Mild sex scenes
	Mild sexual references
	Mild sexualised imagery

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### 3 M – Mature

The consumer advice terms in table 3 may be applied to films classified “M” in accordance with the Code and the classification guidelines.

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**Table 3—M – Mature**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Mature themes
	Animal cruelty
	Blood and gore
	Bullying themes
	Crude humour
	Fantasy themes

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**Table 3—M – Mature**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
	Horror themes
	Injury detail
	Medical procedures
	Mental health themes
	Predatory animal behaviour
	Self-harm
	Sexual themes
	Science fiction themes
	Suicide references
	Suicide scenes
	Supernatural themes
Violence	Violence
	Action violence
	Animated violence
	Comedic violence
	Family violence
	Fantasy violence
	Horror violence
	References to sexual violence
	Sexual violence
	Science fiction violence
	Sporting violence
	Supernatural violence
Language	Coarse language
Drug use	Drug references
	Drug use
Nudity	Nudity
Sex	Sex scenes
	Sexual references
	Sexualised imagery

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#### **4 MA 15+ – Mature Accompanied**

The consumer advice terms in table 4 may be applied to films classified “MA 15+” in accordance with the Code and the classification guidelines.

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**Table 4—MA 15+ – Mature Accompanied**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Strong themes

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**Table 4—MA 15+ – Mature Accompanied**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
	Strong animal cruelty
	Strong blood and gore
	Strong bullying themes
	Strong crude humour
	Strong fantasy themes
	Strong horror themes
	Strong injury detail
	Strong medical procedures
	Strong mental health themes
	Strong science fiction themes
	Strong self-harm
	Strong sexual themes
	Strong suicide references
	Strong suicide scenes
	Strong supernatural themes
Violence	Strong violence
	Strong action violence
	Strong animated violence
	Strong comedic violence
	Strong family violence
	Strong fantasy violence
	Strong horror violence
	Strong science fiction violence
	Strong sexual violence
	Strong references to sexual violence
	Strong sporting violence
	Strong supernatural violence
Language	Strong coarse language
Drug use	Strong drug use
	Strong drug references
Nudity	Strong nudity
Sex	Strong sex scenes
	Strong sexual references
	Strong sexualised imagery

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## **5 R 18+ – Restricted**

The consumer advice terms in table 5 may be applied to films classified “R 18+” in accordance with the Code and the classification guidelines.

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**Table 5—R 18+ – Restricted**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	High impact themes
	High impact animal cruelty
	High impact blood and gore
	High impact bullying themes
	High impact crude humour
	High impact fantasy themes
	High impact horror themes
	High impact injury detail
	High impact medical procedures
	High impact mental health themes
	High impact science fiction themes
	High impact self-harm
	High impact sexual themes
	High impact suicide references
High impact suicide scenes	
High impact supernatural themes	
Violence	High impact violence
	High impact action violence
	High impact animated violence
	High impact comedic violence
	High impact family violence
	High impact fantasy violence
	High impact horror violence
	High impact science fiction violence
	High impact references to sexual violence
	High impact sexual violence
	High impact sporting violence
	High impact supernatural violence
Language	High impact coarse language
Drug use	High impact drug use
	High impact drug references
Nudity	High impact nudity
Sex	High impact sex scenes
	High impact sexual references
	High impact sexualised imagery

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# Schedule 2—Consumer Advice Terms for Computer Games

Note: See section 6.

## 1 G – General

The consumer advice terms in table 1 may be applied to computer games classified “G” in accordance with the Code and the classification guidelines.

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**Table 1—G – General**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
None	General
Themes	Very mild themes Very mild bullying themes Very mild crude humour Very mild fantasy themes Very mild gambling themes Very mild horror themes Very mild medical procedures Very mild mental health themes Very mild science fiction themes Very mild supernatural themes
Violence	Very mild violence Very mild fantasy violence Very mild slapstick violence Very mild sporting violence Very mild science fiction violence Very mild supernatural violence
Language	Very mild coarse language
Drug use	Very mild drug references
Nudity	Very mild nudity
Sex	Very mild sexual references Very mild sexualised imagery

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## 2 PG – Parental Guidance

The consumer advice terms in table 2 may be applied to computer games classified “PG” in accordance with the Code and the classification guidelines.

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**Table 2—PG – Parental Guidance**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Mild themes

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**Table 2—PG – Parental Guidance**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
	Mild bullying themes
	Mild crude humour
	Mild fantasy themes
	Mild gambling themes
	Mild horror themes
	Mild injury detail
	Mild mental health themes
	Mild science fiction themes
	Mild suicide references
	Mild supernatural themes
Violence	Mild violence
	Mild action violence
	Mild battle violence
	Mild family violence
	Mild fantasy violence
	Mild hunting violence
	Mild science fiction violence
	Mild slapstick violence
	Mild sporting violence
	Mild supernatural violence
Language	Mild coarse language
Drug use	Mild drug references
	Mild drug use
Nudity	Mild nudity
Sex	Mild sexual references
	Mild sex scenes
	Mild sexualised imagery

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### **3 M – Mature**

The consumer advice terms in table 3 may be applied to computer games classified “M” in accordance with the Code and the classification guidelines.

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**Table 3—M – Mature**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Chance-based in-game purchases
	Chance-based and in-game purchases
	Mature themes
	Blood and gore
	Bullying themes

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<b>Table 3—M – Mature</b>	
<b>Classifiable Element</b>	<b>Consumer Advice</b>
	Crude humour
	Fantasy themes
	Gambling themes
	Horror themes
	Injury detail
	Mental health themes
	Science fiction themes
	Self-harm
	Suicide references
	Suicide scenes
	Supernatural themes
Violence	Violence
	Action violence
	Battle violence
	Comedic violence
	Family violence
	Fantasy violence
	Horror violence
	Hunting violence
	Science fiction violence
	Sporting violence
	Supernatural violence
Language	Coarse language
Drug use	Drug references
	Drug use
Nudity	Nudity
Sex	Sexual references
	Sex scenes
	Sexualised imagery

#### **4 MA 15+ – Mature Accompanied**

The consumer advice terms in table 4 may be applied to computer games classified “MA 15+” in accordance with the Code and the classification guidelines.

<b>Table 4—MA 15+ – Mature Accompanied</b>	
<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Chance-based in-game purchases
	Chance-based and in-game purchases

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**Table 4—MA 15+ – Mature Accompanied**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
	Strong themes
	Strong blood and gore
	Strong bullying themes
	Strong crude humour
	Strong fantasy themes
	Strong gambling themes
	Strong horror themes
	Strong injury detail
	Strong mental health themes
	Strong science fiction themes
	Strong self-harm
	Strong suicide references
	Strong suicide scenes
	Strong supernatural themes
Violence	Strong violence
	Strong action violence
	Strong battle violence
	Strong comedic violence
	Strong family violence
	Strong fantasy violence
	Strong horror violence
	Strong hunting violence
	Strong science fiction violence
	Strong sporting violence
	Strong supernatural violence
Language	Strong coarse language
Drug use	Strong drug references
	Strong drug use
Nudity	Strong nudity
Sex	Strong sexual references
	Strong sex scenes
	Strong sexualised imagery

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## **5 R 18+ – Restricted**

The consumer advice terms in table 5 may be applied to computer games classified “R 18+” in accordance with the Code and the classification guidelines.

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**Table 5—R 18+ – Restricted**

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<b>Classifiable Element</b>	<b>Consumer Advice</b>
Themes	Chance-based in-game purchases
	Chance-based and in-game purchases
	High impact themes
	High impact blood and gore
	High impact bullying themes
	High impact crude humour
	High impact fantasy themes
	High impact gambling themes
	High impact horror themes
	High impact injury detail
	High impact science fiction themes
	High impact self-harm
	High impact simulated gambling
	High impact suicide references
High impact suicide scenes	
High impact supernatural themes	
Violence	High impact violence
	High impact references to sexual violence
	High impact action violence
	High impact battle violence
	High impact comedic violence
	High impact family violence
	High impact fantasy violence
	High impact hunting violence
	High impact horror violence
	High impact science fiction violence
	High impact sporting violence
High impact supernatural violence	
Language	High impact coarse language
Drug use	High impact drug references
	High impact drug use
	High impact interactive drug use
Nudity	High impact nudity
	High impact nudity related to incentives and rewards
Sex	High impact sexual references
	High impact sex scenes
	High impact sexualised imagery
	High impact sexual activity related to incentives and rewards

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## 6 Online interactivity and in-game purchases

The consumer advice terms in table 6 may be applied to computer games classified “G”, “PG”, “M”, “MA 15+” or “R 18+” in accordance with the Code and the classification guidelines that contain online interactivity or in-game purchases (as applicable).

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**Table 6—Online interactivity and in-game purchases**

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<b>Type of Content</b>	<b>Consumer Advice</b>
Online interactivity	Online interactivity Online interactivity and chat
In-game purchases	In-game purchases

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