

Title: **MINECRAFT**

Producer(s): **MICROSOFT, Mojang, MICROSOFT**

Director(s): **MICROSOFT**

Applicant: **Microsoft Pty Ltd**

File Number T12/0678 ✓
Panel Member s22(1)(a)(ii)
Application Type Level 2 Gameplay
Format PC, Playstation 4 (PS4), Nintendo Switch, Online/mobile, Xbox One, Xbox Series X/S, Playstation 5 (PSS)
Duration Modification ✓
Version Original
Country SWEDEN
Language English
Production Date 2011

FILMS/COMPUTER GAMES

Classification: PG G (PG) (M) (MA15+) (R) 18+ (X) 18+ RC

Consumer Advice: Mild violence, online interactivity and chat, in-game purchases

Classification matrix (films/computer games only)

	None	✓ G	PG	M	MA15+	R18+	RC
Themes							
Violence	/		✓				<input type="checkbox"/> 1(a)
Sex	/						<input type="checkbox"/> 1(b)
Language	/						<input type="checkbox"/> 1(c)
Drug Use	/						
Nudity	/						

Notes: s22(1)(a)(ii)

Signature: [Redacted]

Date: 27/7/23

online chat, yes to in-game purchases. ✓

open world - sand box adventure. mine pixelated land (see p10)

hints - PG - violence, fantasy.

shoot cow - + man in field with arrows - turn red shield + fall on side.

Min dig into pixelated landscape - trees.

Build

Use inventory to assist bldg.

TNT - used around animals, - horse - pixelated - white + disapp.

Reef - beef - butchery + collection.

Released under the Freedom of Information Act 1982 by the Classification Board, Australian Classification

can invite to game,

kill spider - large with red stone torch
slaughter domestic farm animals.

Underwater. - You died - Drowned, + breath bubbles deplete
so does heart symbol - redexes.

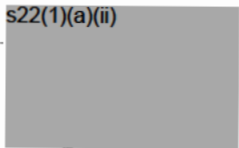
Burn to death in fire. You died.

Instructions how to brew. - potion.

Market place - buy skins.
Buy mine coins with RWK.
END.

21.49

s22(1)(a)(ii)



Title: **MINECRAFT** ✓
 Producer(s): **MICROSOFT, Mojang, MICROSOFT**
 Director(s): **MICROSOFT**
 Applicant: **Microsoft Pty Ltd**

File Number T12/0678 ✓
Panel Member s22(1)(a)(ii) ✓
Application Type Level 2 Gameplay ✓
Format PC, Playstation 4 (PS4), Nintendo Switch, Online/mobile, Xbox One, Xbox Series X/S, Playstation 5 (PS5) ✓
Duration
Version Original
Country Modified SWEDEN ✓
Language English ✓
Production Date NOT SHOWN Desk

FILMS/COMPUTER GAMES

Classification: PG

Consumer Advice: Mild violence, online interactivity and chat, in-game purchases

Classification matrix (films/computer games only)

	None	G	PG	M	MA15+	R18+	RC
Themes		X					
Violence			X				□ 1(a)
Sex	X						
Language	X						□ 1(b)
Drug Use	X						
Nudity	X						□ 1(c)

The game contains online interactivity & in-game purchases.

Notes: s22(1)(a)(ii)
 Signature:

Date: 27/7/23

online interactivity & chat, in-game purchases

- T-shirts & hearts & food bars at base of screen
 Player character appears to hit character. It turns red.
- ① P/C fires arrow at hatdog2. Character jumps when hit. No injury detail. Hit twice
- ① Low shot at arrow. turns red & falls over. It disappears in a puff of smoke
 Hatdog hit again. It disappears in smoke too. Leaves green disc behind, that P/C collects.
 P/C fires arrow at dirt wall.
- ① P/C fires arrows at a cat. It disappears.
 "Hatdog2 left the game."
 P/C collects raw beef
- ① Hatdog2 returns. P/C strikes him. He turns red. ~~8~~
 ↳ 8 times
- ① P/C shoots hatdog w/ arrow until he falls & disappears. "Hatdog2 was shot by..."
- ① 1:30 P/C enters house. Steals items from a large chest. Wields diamond pickaxe. Uses it to break-up ground outside. Dirt clears away. Cuts tree & collects wood blocks.
- 3 P/C builds a wall out of cobblestone. Adds bamboo planks to wall.
- 4 P/C adds an acacia door then steals more items from chest
 Installs door. Adds a roof as it is raining
- 5 "Leave Bed" in other house or "Open Chat"
 Steals more items from chest.
- ① Plants TNT. Ignites it. Other player turns red & falls after explosion

- ① Plants & ignites more TNT. Other player disappears after explosion
- ② ② 6 Plants TNT by a pig - Pig runs away. TNT explodes, creating large hole
Plants TNT by a horse & ignites it. Horse evades explosion
- ③ Tries to surround horse in TNT, but horse jumps out & flees.
- ④ ④ 7 Another explosion. Off-screen horse is heard squealing & a puff of smoke is visible. Horse is gone.
P/C runs away over landscape
- 8 P/C plants & ignites TNT by trees.
P/C cuts down a tree.
P/C plants & ignites TNT by a cow.
Cow turns red & disappears
- ⑤ 9 P/C collects raw beef from hole created
P/C eats beef. Stylised burping sound effects.
- ⑥ 9:42 Pause in gameplay. Resume
- ⑦ 10 P/C enters a cave. Evades a spider. The spider chases. P/C plants TNT around it. The explosion does not stop the spider from chasing.
- ⑧ 11 More TNT is planted. Spider evades explosion. And again spider is thrown by explosion but survives
- 11:40 Spider disappears after another explosion
- ⑨ 12 P/C hits a duck NO ACTUAL IMPACT. DUCK turns red & flees away. The 3rd strike 'kills' it.
P/C chases a sheep & hits it.

12

Plc strikes another player. They turn red, & back away - Plc continues to chase & strike character.

13

Plc uses & stick & beats other character w/ it. Each blow causes it to turn red. Character runs away.

Plc hits cat w/ stick

14

Plc steals items from chest in house. Eats a baked potato

15

Plc hits sheep in a pen w/ stick

Plc strikes a hiding monster w/ stick repeatedly. When killed, monster makes a stylised moan/groaning sound.

16

Plc eats baked potato. Burps

17

Plc uses axe to strike pigs in a pen

18

Plc steals items from chest in house

Plc swims in water.

19

"You died!" TMKalaw drowned. Options to Respawn or go to Main menu.

20

P/c respawns. Returns to swim underwater. HB hearts decrease while underwater

21

Plc attacks a green zombie character. It makes chomping noises & growls. Zombie drowns, implicitly.

22

"You died!" TMKalaw tried to swim in lava. Plc respawns.

"You died!" (again) TMKalaw tried to swim in lava

P/C respawns.

017:20

Flames in P.O.V when moving over lava.

(T)

"You died!" TUKalau burned to death.

P/C respawns. Repeatedly touches lava

"You died!" TUKalau burned to death.

P/C respawns.

18

P/C is aflame after touching lava.

Enters house. Steals items from chest as owner sleeps

19

'Brewing stand' in house. Sound effects imply P/C drinks whatever is brewing.

P/C goes to marketplace

Shows other realms to purchase

Shows other characters

Quits game.

Creates new world.

Creates Stonehill Castle world. Chooses from options

20

Enters Stonehill castle world.

Wields a stone sword.

Cuts down a tree.

Wields a stick made from tree.

Shares stick w/ hatdog2.

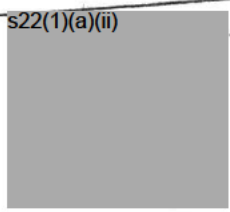
(U21)

P/C hits hatdog2 w/ stick, repeatedly.

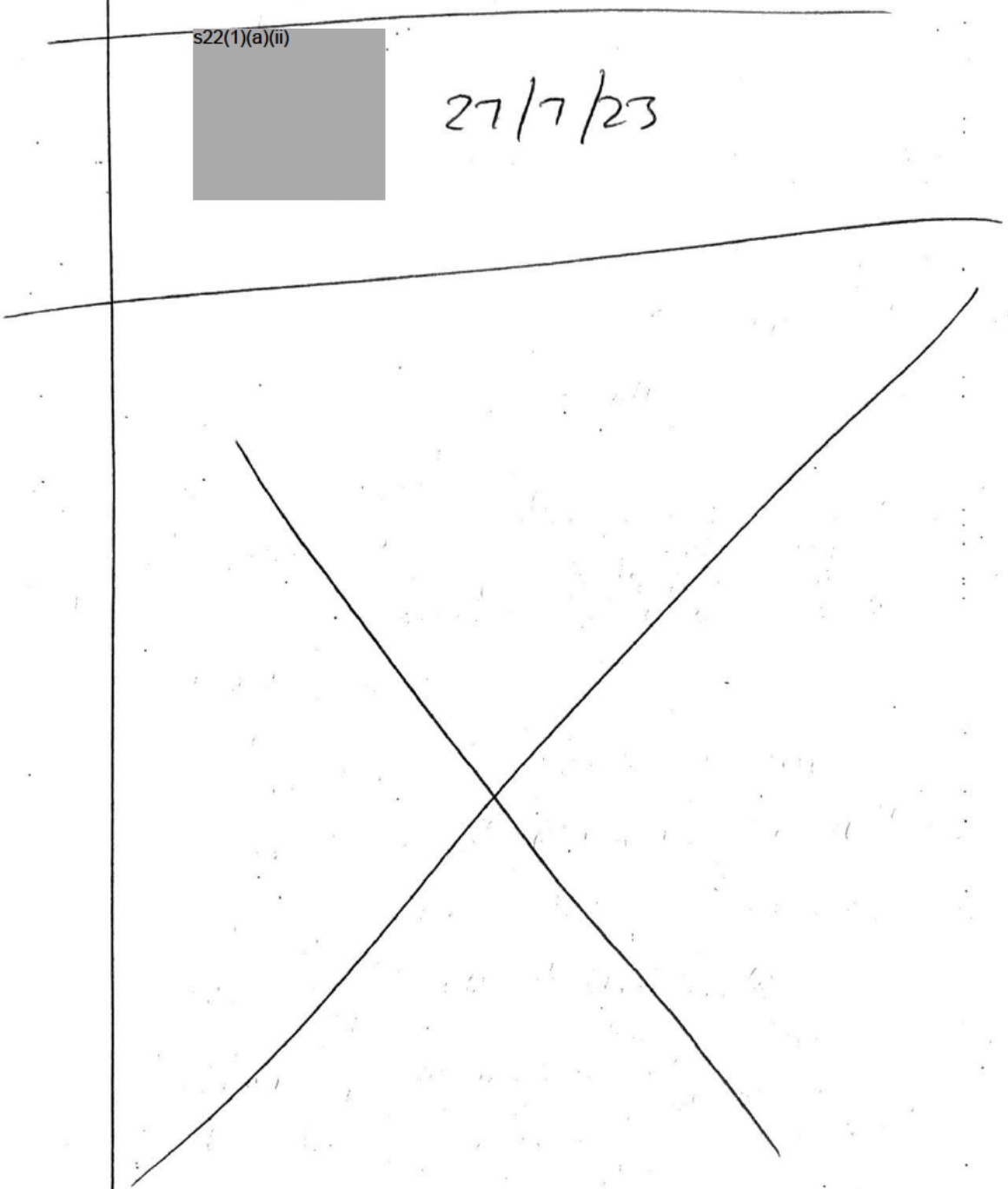
Laughs & quits. Then enters marketplace.

21 Buy Minecoins in Minecraft store.
options for different amounts of coins w/
prices. Bundle deals. TNT packs. Hacker pack.
Use of credit card to buy coins

21:49 - END



27/7/23





File No: T12/0678

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:	Minecraft
Alternate Titles:	
Publisher:	MICROSOFT
Programmer:	MICROSOFT
Year of Production:	2011
Version:	Modified
Country of origin:	SWEDEN
Language:	English
Application Type:	Level 2 Gameplay
Applicant:	Microsoft Pty Ltd

Dates:

Date application received by the Classification Board:	25/07/2023
Date of decision:	2/08/2023

Decision:

Classification:	PG
Consumer Advice:	Mild violence, online interactivity and chat, in-game purchases

Synopsis:

Minecraft is a first-person, sandbox adventure game in which players mine highly stylised, pixelated landscapes to harvest cube-like materials. This edition of Minecraft has been modified from its original 2011 edition with the inclusion of The Minecraft Marketplace. The game includes online interactivity and chat in the form of a cross-platform multiplayer and voice-chat. The game also includes in-game purchases with real world money, to purchase Minecoins from the Minecraft store to use as currency within the Minecraft Marketplace. The Minecraft Marketplace is only accessible in the Bedrock Edition of Minecraft.

Reasons for 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 Computer Games 2012 (the Guidelines).

In the Board's view this computer game warrants a PG classification as, in accordance with item 5 of the

computer games table of the National Classification Code, it cannot be recommended for playing by persons who are under 15 without the guidance of their parents or guardians.

Pursuant to the Guidelines for the Classification of Computer Games, this computer game is classified PG as the impact of the classifiable elements is mild. Material classified PG may contain material which some children find confusing or upsetting, and may require the guidance of parents or guardians. It is not recommended for playing by persons under 15 without guidance from parents or guardians.

The classifiable element is violence that is mild in playing impact.

The examples described below do not represent an exhaustive list of the content that caused the computer game to be classified PG.

VIOLENCE

The game contains infrequent mild violence that is justified by context. The game contains no sexual violence – implied or otherwise.

Minecraft is a first-person, sandbox adventure game in which players mine highly stylised, pixelated landscapes to harvest cube-like materials. Players traverse environments, avoid hazards, build new structures, and craft weapons to occasionally defend against monsters in either creative mode or survival mode. The game features infrequent, stylised violence allowing player-characters to kill or maim other characters, as well as kill animals in order to get raw materials from them. Player-characters can use various weapons including TNT, swords, bow and arrows, axes and sticks. When characters or animals are defeated by TNT explosions or are being repeatedly hit by other weapons, they flash red, make a pained 'grunting noise' and disappear in a flash of smoke. No physical contact, blood or injury detail is depicted. When a player-character is harmed, the heart icons on their health bar deplete to zero and the frame is filled by a box that features text saying: "You died!" The player is given the option of immediately respawning the player-character or exiting to the main menu.

OTHER MATTERS CONSIDERED OR NOTED

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.

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

Finally, the Board notes that a version of this computer game has been previously classified PG (with consumer advice of mild themes violence, gaming experience may change online) on 28 February 2012. In the Board's opinion the modifications to this game – which includes the addition of the Minecraft Marketplace as a hub where players can purchase additional content using in-game currency called Minecoins - do not contain any classifiable elements that alter this classification or exceed a PG impact level. The consumer advice has been

updated to reflect current Board standards. Therefore, this game warrants a PG classification with consumer advice of mild violence, online interactivity and chat, in-game purchases.

Decision:

This game is classified PG with consumer advice of Mild violence, online interactivity and chat, in-game purchases.

Classification Board Use only

Names of panel members constituted for decision:

s22(1)(a)(ii) , s22(1)(a)(ii)

Details of opinions:

Panelist	Opinion
s22(1)(a)(ii)	PG - Mild violence, online interactivity and chat, in-game purchases
s22(1)(a)(ii)	PG - Mild violence, online interactivity and chat, in-game purchases.

Details of Opinions (Including minority opinions): Unanimous

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board’s decision and any minority opinions.

Decision signed off by delegate:

s22(1)(a)(ii)



**Australian Government
Classification Board**

Level 6, 23-33 Mary St
Surry Hills NSW 2010, Australia
Telephone: +61 9289 7100

classification.gov.au

File No: T12/0678
Classification No: CLAS-214763

Attention: s47F
attn: s47F, Level 27, 1 Denison Street
North Sydney, NSW 2060

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

I refer to an application under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act) for the classification of the undermentioned computer game. I certify that in accordance with the Act, the decision of the Classification Board for this computer game is as follows:

Title:	Minecraft
Alternate Titles:	
Version:	Modified
Year of Production:	2011
Publisher:	MICROSOFT
Programmer:	MICROSOFT
Country of origin:	SWEDEN
Classification:	PG
Consumer Advice:	Mild violence, online interactivity and chat, in-game purchases

This computer game and its associated advertising are required to display the above classification and consumer advice. The requirements are set out in the *Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2014*. The Determination is available at www.classification.gov.au.

Certified
s22(1)(a)(ii)

s22(1)(a)(ii)

Director
Classification Board
Date: 2/08/2023

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentious material (whether activated through the use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Classification Branch on (+61 2) 9289 7100 or applications@classification.gov.au.



File No: T12/0678

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: MINECRAFT
 Alternate titles:
 Publisher: MICROSOFT
 Programmer: MOJANG / 4J STUDIOS
 Production Company: NOT SHOWN
 Year of Production: 2011
 Duration: VARIABLE
 Version: ORIGINAL
 Format: MULTI PLATFORM
 Country/ies of origin: SCOTLAND
 Language/s: ENGLISH
 Application type: CGA
 Applicant: MICROSOFT PTY LTD

Dates:

Date application received by the Classification Board: 21 February 2012
 Date of decision: 28 February 2012

Decision:

Classification: PG
 Consumer advice: Mild violence, Gaming experience may change online

Synopsis:

Minecraft is a role playing game in which the player must construct a shelter out of blocks and defend themselves against monsters.

Reasons for the Decision:

In making this decision, the Classification Board has applied the Classification (Publications, Games and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Games and Computer Games 2005 (the Guidelines).

In the Board's view this computer game warrants a PG classification as, in accordance with item 4 of the computer games table of the National Classification Code, it cannot be recommended for viewing or playing by persons who are under 15 without the guidance of their parents or guardians.

Pursuant to the Guidelines for the Classification of Films and Computer Games, this computer game is classified PG as the impact of the classifiable elements is mild. Material classified PG may contain material which some children find confusing or upsetting, and may require the guidance of parents or guardians. It is not recommended for viewing or playing by persons under 15 without guidance from parents or guardians.

OTHER MATTERS CONSIDERED OR NOTED

The Board notes that in making this decision consideration was given to information supplied under section 17(3) of the Classification Act. This section allows for an applicant who is of the opinion that a game would be classified G, PG or M to supply a recommendation of the classification and consumer advice for the game. The person who prepares the assessment must be an authorised person under section 17(5) of the Classification Act.

The Board also 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.

The Board agrees with the recommended classification of PG and consumer advice of mild violence; Gaming experience may change online.

Decision:

This game is classified PG with consumer advice of mild violence; Gaming experience may change online.

Classification Board use only

Names of panel members constituted for decision:

s22(1)(a)(ii) ; Senior Panellist
s22(1)(a)(ii) ; Lead Classifier

Details of opinions (including minority views):


Senior Panellist (based upon information submitted under section 17(3) of the Classification Act).

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board's decision and any minority opinions.

Decision signed off by a senior panellist.

s22(1)(a)(ii)





Australian Government
Classification Board

File No: **T12/0678**
Classification No: **252343**

Attention: s47F
MICROSOFT PTY LTD
1 EPPING ROAD
NORTH RYDE NSW 2113

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

I refer to an application under section 17 of the *Classification (Publications, Films and Computer Games) Act 1995* (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title: **MINECRAFT**
Version: **ORIGINAL**
Running time: **VARIABLE**
Publisher: **MICROSOFT**
Programmer: **MOJANG / 4J STUDIOS**
Country of origin: **SCOTLAND**
Classification: **PG**
Consumer Advice: **Mild violence, Gaming experience may change online**

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the *Classification (Publications, Films and Computer Games) (Markings and Consumer Advice) Determination 2014*. The Determination is available at www.classification.gov.au or by contacting the Classification Branch on (02) 9289 7100.

Certified
s22(1)(a)(ii)

s22(1)(a)(ii)
Acting Director

Date: 28 February 2012

TITLE (and Known Alternative Titles)
MINECRAFT

CLASSIFICATION: PG

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.



Australian Government
Classification Board

File No: **T12/0678**Classification No: **261528**

Attention: s47F
SONY COMPUTER ENTERTAINMENT
63-73 ANN STREET
SURRY HILLS NSW 2010

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

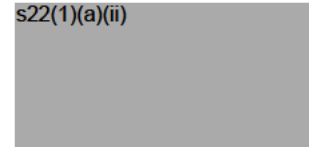
I refer to an application under section 17 of the Classification (Publications, Films and Computer Games) Act 1995 (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title: **MINECRAFT: PLAYSTATION 3 EDITION**
 Version: **MODIFIED**
 Running time: **VARIABLE**
 Publisher: **SONY**
 Programmer: **MOJANG / 4J STUDIOS**
 Country of origin: **SCOTLAND**
 Classification: **PG**
 Consumer Advice: **Mild violence, Gaming experience may change online**

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the Classification (Markings for Films and Computer Games) Determination 2007. The Determination is available at www.classification.gov.au or by contacting the Classification Operations Branch on (02) 9289 7100.

Certified

s22(1)(a)(ii)



s22(1)(a)(ii)

Director

Date: 5 March 2014

TITLE (and Known Alternative Titles)
MINECRAFT: PLAYSTATION 3 EDITION
MINECRAFT: XBOX360 EDITION

CLASSIFICATION: PG

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.



File No: T12/0678

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:	MINECRAFT: PLAYSTATION 3 EDITION
Alternate titles:	MINECRAFT: XBOX360 EDITION
Publisher:	SONY
Programmer:	MOJANG / 4J STUDIOS
Production Company:	NOT SHOWN
Year of Production:	2014
Duration:	VARIABLE
Version:	MODIFIED
Format:	MULTI PLATFORM
Country/ies of origin:	SCOTLAND
Language/s:	ENGLISH
Application type:	CGTC
Applicant:	SONY COMPUTER ENTERTAINMENT

Dates:

Date application received by the Classification Board: 26 February 2014

Date of decision: Draft ^{s22(1)(a)(ii)} [REDACTED] 5/3/14

Decision:

Classification:	PG
Consumer advice:	Mild violence, Gaming experience may change online

A senior panellist has confirmed that the application considered was valid under the Act and that this Decision Report accurately reflects the Board's decision and any minority opinions.

Synopsis:

An application for a title change of a classified computer game in accordance with Part 4 Division 3 Item 1 of the Classification (Publications, Films and Computer Games) Regulations 2005.

Reasons for the Decision:

The Board have changed the title of this classified film/film for computer game in accordance with Part 4 Division 3 Item 1 of the Classification (Publications, Films and Computer Games) Regulations 2005. The classification and any consumer advice and/or conditions applied in the original classification remain in force.

The original title: Minecraft: XBOX360 Edition.

The new title: Minecraft: Playstation 3 Edition.

Classification: PG.

Consumer advice: Mild violence, Gaming experience may change online.

Decision:

The title of this classified computer game is changed from Minecraft: XBOX360 Edition to Minecraft: Playstation 3 Edition.

Classification Board use only

Names of panel members constituted for decision:

s22(1)(a)(ii) ; Lead Classifier

Details of opinions (including minority views):


A Senior Panellist has effected this title change upon application.

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board's decision and any minority opinions.

Decision signed off by a senior panellist.

s22(1)(a)(ii)





Australian Government

Classification Board

File No: **T12/0678**

Classification No: **252782**

Attention: **s47F**
MICROSOFT PTY LTD
1 EPPING ROAD
NORTH RYDE NSW 2113

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

I refer to an application under section 17 of the Classification (Publications, Films and Computer Games) Act 1995 (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title: **MINECRAFT: XBOX360 EDITION**
 Version: **ORIGINAL**
 Running time: **VARIABLE**
 Publisher: **MICROSOFT**
 Programmer: **MOJANG / 4J STUDIOS**
 Country of origin: **SCOTLAND**
 Classification: **PG**
 Consumer Advice: **Mild violence, Gaming experience may change online**

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the Classification (Markings for Films and Computer Games) Determination 2007. The Determination is available at www.classification.gov.au or by contacting the Classification Operations Branch on (02) 9289 7100.

Certified

s22(1)(a)(ii)

s22(1)(a)(ii)

Director

Date: 27 March 2012

TITLE (and Known Alternative Titles)

MINECRAFT: XBOX360 EDITION
MINECRAFT

CLASSIFICATION: PG

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.



File No: T12/0678

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:	MINECRAFT: XBOX360 EDITION
Alternate titles:	MINECRAFT
Publisher:	MICROSOFT
Programmer:	MOJANG / 4J STUDIOS
Production Company:	NOT SHOWN
Year of Production:	2011
Duration:	VARIABLE
Version:	ORIGINAL
Format:	MULTI PLATFORM
Country/ies of origin:	SCOTLAND
Language/s:	ENGLISH
Application type:	CGTC
Applicant:	MICROSOFT PTY LTD

Dates:

Date application received by the Classification Board: 22 March 2012

Date of decision: Draft 27/3/12 s22(1)(a)(ii)

Decision:

Classification:	PG
Consumer advice:	Mild violence, Gaming experience may change online

A senior panellist has confirmed that the application considered was valid under the Act and that this Decision Report accurately reflects the Board's decision and any minority opinions.

Synopsis:

An application for a title change of a classified computer game in accordance with Part 4 Division 3 Item 1 of the Classification (Publications, Films and Computer Games) Regulations 2005.

Reasons for the Decision:

The Board have changed the title of this classified computer game in accordance with Part 3 Division 2 Item 1 of the Classification (Publications, Films and Computer Games) Regulations 2005. The classification and any consumer advice and/or conditions applied in the original classification remain in force.

The original title: Minecraft.

The new title: Minecraft: Xbox360 Edition.

Classification: PG.

Consumer advice: Mild violence; Gaming experience may change online.

Decision:

The title of this classified computer game is changed from Minecraft to Minecraft: Xbox360 Edition.

Classification Board use only

Names of panel members constituted for decision:

s22(1)(a)(ii) [redacted] Lead Classifier

Details of opinions (including minority views):

A Senior Panellist has effected this title change upon application.

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board's decision and any minority opinions.

Decision signed off by a senior panellist.

s22(1)(a)(ii)

[redacted]



Australian Government
Classification Board

File No: **T12/0678**
Classification No: **252343**

Attention: s47F
MICROSOFT PTY LTD
1 EPPING ROAD
NORTH RYDE NSW 2113

CLASSIFICATION CERTIFICATE FOR A COMPUTER GAME

Classification (Publications, Films and Computer Games) Act 1995

I refer to an application under section 17 of the Classification (Publications, Films and Computer Games) Act 1995 (the Act) for the classification of the undermentioned film. I certify that in accordance with the Act the decision of the Classification Board for this computer game is detailed below:

Title: **MINECRAFT**
Version: **ORIGINAL**
Running time: **VARIABLE**
Publisher: **MICROSOFT**
Programmer: **MOJANG / 4J STUDIOS**
Country of origin: **SCOTLAND**
Classification: **PG**
Consumer Advice: **Mild violence, Gaming experience may change online**

Classified computer games and associated advertising are required to display the classification markings and consumer advice as applicable. The requirements are set out in the Classification (Markings for Films and Computer Games) Determination 2007. The Determination is available at www.classification.gov.au or by contacting the Classification Operations Branch on (02) 9289 7100.

Certified

s22(1)(a)(ii)

s22(1)(a)(ii)

Director

Date: 28 February 2012

TITLE (and Known Alternative Titles)
MINECRAFT

CLASSIFICATION: PG

Revocation of decision:

Under section 21A of the Act, if the Board is of the opinion that a classified computer game contains contentions material (whether activated through use of a code or otherwise) that was not brought to the Board's attention before the classification was made and if the Board had been aware of the material it would have given the computer game a different classification, the Board must revoke the classification.

Review of Decision:

Section 42 of the Act provides that certain persons, including the applicant for classification, may apply to the Classification Review Board for a review of the decision of the Classification Board. Generally, an application for review must be made within 30 days after the applicant received notice of the decision (section 43). More information about the review process is available at www.classification.gov.au or by contacting the Secretary to the Classification Review Board on (02) 9289 7100.



File No: T12/0678

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:	MINECRAFT
Alternate titles:	
Publisher:	MICROSOFT
Programmer:	MOJANG / 4J STUDIOS
Production Company:	NOT SHOWN
Year of Production:	2011
Duration:	VARIABLE
Version:	ORIGINAL
Format:	MULTI PLATFORM
Country/ies of origin:	SCOTLAND
Language/s:	ENGLISH
Application type:	CGA
Applicant:	MICROSOFT PTY LTD

Dates:

Date application received by the Classification Board: 21 February 2012
 Date of decision: Draft - 28/2/12 s22(1)(a)(ii)

Decision:

Classification:	PG
Consumer advice:	Mild violence, Gaming experience may change online

A senior panellist has confirmed that the application considered was valid under the Act and that this Decision Report accurately reflects the Board's decision and any minority opinions.

Synopsis:

Minecraft is a role playing game in which the player must construct a shelter out of blocks and defend themselves against monsters.

Reasons for the Decision:

In making this decision, the Classification Board has applied the Classification (Publications, Games and Computer Games) Act 1995 (the Classification Act), the National Classification Code (the Code) and the Guidelines for the Classification of Games and Computer Games 2005 (the Guidelines).

In the Board's view this computer game warrants a PG classification as, in accordance with item 4 of the computer games table of the National Classification Code, it cannot be recommended for viewing or playing by persons who are under 15 without the guidance of their parents or guardians.

Pursuant to the Guidelines for the Classification of Films and Computer Games, this computer game is classified PG as the impact of the classifiable elements is mild. Material classified PG may contain material which some children find confusing or upsetting, and may require the guidance of parents or guardians. It is not recommended for viewing or playing by persons under 15 without guidance from parents or guardians.

OTHER MATTERS CONSIDERED OR NOTED

The Board notes that in making this decision consideration was given to information supplied under section 17(3) of the Classification Act. This section allows for an applicant who is of the opinion that a game would be classified G, PG or M to supply a recommendation of the classification and consumer advice for the game. The person who prepares the assessment must be an authorised person under section 17(5) of the Classification Act.

The Board also 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.

The Board agrees with the recommended classification of PG and consumer advice of mild violence; Gaming experience may change online.

Decision:

This game is classified PG with consumer advice of mild violence; Gaming experience may change online.

Classification Board use only

Names of panel members constituted for decision:

s22(1)(a)(ii) : Lead Classifier

Details of opinions (including minority views):

Senior Panellist (based upon information submitted under section 17(3) of the Classification Act).

A senior panellist has confirmed that the application considered was valid under the Act.

A senior panellist has confirmed that all members constituting the Board for this decision have considered the application and that this Decision Report is a true and accurate reflection of the Board's decision and any minority opinions.

Decision signed off by a senior panellist.

s22(1)(a)(ii)

28/2/12

s22(1)(a)(ii)

Authorised Assessor Recommendation Report Classification of Computer Games

Sub-section 17(3) of the *Classification (Publications, Films and Computer Games) Act 1995*

1. Title of Computer Game: Minecraft

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21 FEB 2012

2. Alternate Title/s: _____

3. Platform/s (e.g. PC, X-BOX 360, PS2, PS3, Wii, NDS, PSP, other): Xbox360

4. Applicant: Microsoft Pty Ltd.

5. Type of Game (More than one type may be ticked):

<input type="checkbox"/> 1 st Person Shooter	<input type="checkbox"/> 3 rd Person Shooter	<input checked="" type="checkbox"/> Action/Adventure	<input type="checkbox"/> Arcade
<input checked="" type="checkbox"/> "Beat 'em Up"	<input type="checkbox"/> Board Game	<input type="checkbox"/> Console Game	<input type="checkbox"/> Driving
<input type="checkbox"/> Educational	<input type="checkbox"/> Gambling	<input type="checkbox"/> Life Simulation	<input type="checkbox"/> MMORPG
<input type="checkbox"/> Music game	<input type="checkbox"/> Online game	<input type="checkbox"/> Platform	<input checked="" type="checkbox"/> Puzzle
<input checked="" type="checkbox"/> Role Playing Game	<input type="checkbox"/> Strategy & War	<input type="checkbox"/> Sports	<input type="checkbox"/> Vehicle Simulation
<input type="checkbox"/> Other: _____			

6. Attachments (Please attach and tick if applicable):

<input type="checkbox"/> Lyric sheets (for music games and other games with classifiable language within the music)
<input type="checkbox"/> Screen captures from game if available (printed copies of what the graphics in the game look like)
<input type="checkbox"/> Player's manual or instruction booklet
<input type="checkbox"/> Copy of any advertising material relevant to the game
<input type="checkbox"/> Other: _____

7. Content assessed as MA 15+ (or higher):

<p><input type="checkbox"/> I have assessed that this computer game may be classified MA 15+ (or higher).</p> <p>If the assessment results in a conclusion that the game may be classified MA 15+ or higher, the report is no longer a valid Authorised Assessor Recommendation however it can still be included as a document for the purposes of providing a detailed description of gameplay that meets the requirement of sub-section 17(1)(e)(v) and sub-section 17(2) of the <i>Classification (Publications, Films and Computer Games) Act 1995</i>.</p> <p>→→ If assessed as MA 15+ or higher, please still complete the Recommendation Report in full →→</p>
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8. Provide the following details about the structure of the game:

(If there is insufficient space below please attach an extra page/s containing additional details.)

Synopsis (including type of game, storyline, main characters, places/settings and time period):

Describe the main aim of the game:

Minecraft is a game where the players starts with a randomly generated landscape of a world built from textured blocks, and the players can change the landscape by digging the blocks away, and by building new structures using materials they gain by collecting the blocks they dig. The game has a day/night cycle, and monsters will come out at night time and attack the player. The aim is to construct shelters to spend the night in, until the players have enough tools to be able to tackle the monsters. There is no plot or objective in the game as such, it's just a sandbox type environment (similar to virtual Lego).

Describe all of the perspectives available (e.g. 1st person, 3rd person, top-down, isometric, side-scrolling, sniper):

1st person.

Describe the game play (including how many levels, how long it takes to complete an average game, the type of graphics used):

Minecraft is not a realistic looking game – it has been designed to look like a game from the 1980s, with low resolution 'blocky' textures. The player characters themselves also look very blocky and do not have realistic looking animations

Describe features of the game (including cut scenes, footage of real people, signature moves, multi-player options):

Single or multiplayer via XboxLIVE.

9. Provide the following details about any online capability and/or other connectivity:

Does the game have any online capability? (NB Online capability includes online multi-player options, for players to communicate with other players online through text or speech, or otherwise for the game be played online or receive content from online in any way.)

No Yes

If yes, describe the online capability:

Multiplayer via XboxLIVE allows for unrestricted chat. Players can also interact in the game with each other, from creating their own levels that could resemble words or objects of a restricted nature.

Can the online capability potentially change the impact of any classifiable element?

(NB Impact may be higher where players may use coarse language to name their character and it may then be seen online by other players, where user-generated content is available online, where players may freely communicate with other players, or where content may change et cetera.)

No Yes

Please provide detail about why you have ticked No or Yes above:

User generated content is visible online via XboxLIVE. Along with unrestricted chat.

Does the game allow Wi-Fi, Bluetooth or any other connectivity to other machines?

No Yes

If yes, describe what this connectivity allows (ie Access to the internet, multi-player options, peer-to-peer communication etc):

Can the Wi-Fi, Bluetooth etc potentially change the impact of any classifiable element?

(NB Impact may be higher where players may use coarse language to name their character and it can then be seen online by other players, where user-generated content is available online, and where players may freely communicate with other players et cetera.)

No Yes

Please provide detail about why you have ticked No or Yes above:

Is the online capability, Wi-Fi, Bluetooth or other connectivity restricted in any way? (Are there inbuilt filters against coarse language? Is peer-to-peer communication disabled within the game? Is the online capability restricted to certain functions only?)

No Yes

If yes, describe **HOW** and **WHY** it is restricted:

→→ NB Games that contain online or other connectivity that may alter a classifiable element (including language) should carry appropriate consumer advice. Please contact the Classification Board if you are unsure how to apply this consumer advice.

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10. Describe the impact of any classifiable THEMES within the game:

(The descriptors below have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*.)

Themes are defined as “social issues such as crime, suicide, drug and alcohol dependency, death, serious illness, family breakdown and racism”.

Not in Game (or tick box below):

Impact Test	Classification	Classifiable Element - THEMES
<input checked="" type="checkbox"/> Very Mild	G (General)	The treatment of themes should have a very low sense of threat or menace, and be justified by context.
<input type="checkbox"/> Mild	PG (Parental Guidance Recommended)	The treatment of themes should generally have a low sense of threat or menace and be justified by context.
<input type="checkbox"/> Moderate	M (Mature)	The treatment of themes may have a moderate sense of threat or menace, if justified by context.
<input type="checkbox"/> Strong	MA 15+ (Mature Accompanied)	The treatment of strong themes should be justified by context.

Describe the specific THEME/S in the game (NB themes can include gambling references):

The player, monster, or animal can commit suicide by drowning underwater, walking into fire/lava, dropping from great heights, or having blocks fall on top of them.

Describe the way the THEME/S are treated (e.g. in what context are they presented, verbally/visually, as the main focus, incidentally, humorously, without detail, with graphic detail etc):

The player is able to control the frequency of the above – they can swim to the top of the water, jump out of lava, go into water when on fire to extinguish the flames, and avoid jumping off cliffs. They can control blocks falling on them to a lesser extent – this tends to happen when the player is underground, mines a block above their head, and has a lot of sand blocks above that block fall down on them.

Give a summary of reasons as to why you consider the THEME/S to be at the impact level chosen:

(This section requires you to justify your assessment - the summary may indicate relevant points in dot-point form.)

Very simple graphics and environment. Losing a life in this game just gives the player a reason not to walk into water, avoid fire and avoid falls.

11. Describe the impact of any VIOLENCE within the game:

(The descriptors below have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*.)

Violence is defined as “acts of violence; the threat or effects of violence”.

Not in Game (or tick box below):

Impact Test	Classification	Classifiable Element - VIOLENCE
<input type="checkbox"/> Very Mild	G (General)	Violence should have only a low sense of threat or menace, and be justified by context. Sexual violence is not permitted.
<input checked="" type="checkbox"/> Mild	PG (Parental Guidance Recommended)	Violence should be mild and infrequent, and be justified by context. Sexual violence is not permitted.
<input type="checkbox"/> Moderate	M (Mature)	Moderate violence is permitted, if justified by context. Sexual violence should be very limited and justified by context.
<input type="checkbox"/> Strong	MA 15+ (Mature Accompanied)	Violence should be justified by context. Sexual violence may be implied, if justified by context.

Describe all type/s of VIOLENCE in the game (e.g. punching, kicking, machine gun fire, signature moves, torture etc):

The player is able to hit other players or animals with anything they have in their hand (can include swords, axe, pickaxe). They can do this at any point in the game. The player can place a TNT block in the game, and when it explodes, it will damage anything in the area around it. The player, monster, or animal can commit suicide by drowning underwater, walking into fire/lava, dropping from great heights, or having blocks fall on top of them. The game, and all depictions of violence in the game are cartoon like.

Describe how the VIOLENCE is treated (e.g. realistic, humorous, infrequent/frequent, is it the main focus of the game, is it stylised – cartoon-like, is it within a science-fiction or horror context, is it contextually justified etc):

Minecraft is not a realistic looking game – it has been designed to look like a game from the 1980s, with low resolution ‘blocky’ textures. The player characters themselves also look very blocky and do not have realistic looking animations. No blood or gore.

Who or what is involved in the VIOLENCE (e.g. humans, humanoid aliens, cartoon animals, robots, spacecraft etc):

Animals in the game are non-adversaries. The player can kill these animals in order to get raw materials from them. These materials can be used to build items in the game. The player will be rewarded with items to use in the game when they kill animals.

List the weapons that can be used (e.g. list all weapons):

swords, axe, pickaxe

Describe any blood and injury detail (e.g. including the amount, how it looks, do blood or injuries disappear after a time, can you inflict post-mortem damage, do characters scream when hurt etc – NB If there is no blood in the game, please state so):

The player has no control over the depiction of violence, but there is no depiction of blood, or any other particle type effect thrown off from whatever is being hit. The player is able to set the ground on fire, and animals can walk into the fire and be set on fire themselves. The animal will flash red and make a pain noise, but will not leave a corpse on death. The animal will burn for about six seconds before death.

Does the game reward acts of VIOLENCE (e.g. do players get points or any gameplay incentives to commit violence):

The player is rewarded for destruction of all the above by new materials, ingredients or inventory items being generated from the item destroyed. The player will also have destruction of some of the items above increment their score in the leader boards, and some will cause an achievement award. Some examples are : -
Killing a pig will throw off raw pork chops. The player can cook and eat these to increase their health.
Killing another player will cause their inventory items to be dropped, and the killer can pick these up.
Destroying a block of tree foliage will randomly throw out a seedling that the player can plant to grow a new tree.
The "Cow Tipper" achievement is awarded when the player first harvests some leather by killing a cow.

Give a summary of reasons as to why you consider the VIOLENCE to be at the impact level chosen:

(This section requires you to justify your assessment - the summary may indicate relevant points in dot-point form.)

Very simple graphics, no blood.

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12. Describe the impact of any SEX or sexual references within the game:

(The descriptors below have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*.)

Sexual activity is defined as “matters pertaining to sexual acts, but not limited to sexual intercourse”.

Not in Game (or tick box below):

Impact Test	Classification	Classifiable Element - SEX
<input checked="" type="checkbox"/> Very Mild	G (General)	Sexual activity should be very mild and very discreetly implied, and be justified by context.
<input type="checkbox"/> Mild	PG (Parental Guidance Recommended)	Sexual activity should be mild and discreetly implied, and be justified by context.
<input type="checkbox"/> Moderate	M (Mature)	Sexual activity should be discreetly implied, if justified by context.
<input type="checkbox"/> Strong	MA 15+ (Mature Accompanied)	Sexual activity may be implied.

Describe any SEXUAL ACTIVITY and/or any sexual references (e.g. detail any sex scenes or spoken references etc):

There is an achievement in the game called “Getting Wood” – this is awarded when the player first collects a block of wood. This can have a double meaning of getting an erection. However there is nothing visual that occurs.

How is the SEX treated (e.g. realistic, incidental, humorous, frequent, detailed, is it the focus of the game etc):

One text reference only.

Does the game offer any rewards or incentives relating to SEX:

Give a summary of reasons as to why you consider the SEX to be at the impact level chosen:

(This section requires you to justify your assessment - the summary may indicate relevant points in dot-point form.)

Single text only reference that is more humorous than anything.

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14. Describe the impact of any DRUG USE or drug references within the game:

(The descriptors below have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*.)

X Not in Game (or tick box below):

Impact Test	Classification	Classifiable Element – DRUG USE
<input type="checkbox"/> Very Mild	G (General)	Drug use should be implied only very discreetly, and be justified by context.
<input type="checkbox"/> Mild	PG (Parental Guidance Recommended)	Drug use should be justified by context.
<input type="checkbox"/> Moderate	M (Mature)	Drug use should be justified by context.
<input type="checkbox"/> Strong	MA 15+ (Mature Accompanied)	Drug use should be justified by context.

Describe any DRUG USE or drug references (e.g. name the specific drugs used, is paraphernalia depicted etc):

How is the DRUG USE treated (e.g. is it realistic, incidental, graphic, frequent, visual or verbal, the focus of the game etc):

Does the game offer any rewards or incentives relating to DRUG USE:

Give a summary of reasons as to why you consider the DRUG USE to be at the impact level chosen:

(This section requires you to justify your assessment - the summary may indicate relevant points in dot-point form.)

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15. Describe the impact of any NUDITY within the game:

(The descriptors below have been taken from the *Guidelines for the Classification of Films and Computer Games 2003*.)

Not in Game (or tick box below):

Impact Test	Classification	Classifiable Element - NUDITY
<input type="checkbox"/> Very Mild	G (General)	Nudity should be justified by context.
<input type="checkbox"/> Mild	PG (Parental Guidance Recommended)	Nudity should be justified by context.
<input type="checkbox"/> Moderate	M (Mature)	Nudity should be justified by context.
<input checked="" type="checkbox"/> Strong	MA 15+ (Mature Accompanied)	Nudity should be justified by context.

Describe any NUDITY (e.g. is it full-frontal, partial, obscured, rear, male, female):

How is the NUDITY treated (e.g. realistic, sexualised, incidental, frequent, detailed, is it the focus of the game etc):

Does the game offer any rewards or incentives relating to NUDITY:

Give a summary of reasons as to why you consider the NUDITY to be at the impact level chosen:

(This section requires you to justify your assessment - the summary may indicate relevant points in dot-point form.)

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16. Assessment of CLASSIFICATION and CONSUMER ADVICE:

Classification

You **must** tick a box for each classifiable element in the below table to provide a summary of your assessment (from the previous pages). The highest classification ticked will match your assessment for the game.

<input checked="" type="checkbox"/>	NOT in game	G	PG	M	MA 15+
THEMES		<input checked="" type="checkbox"/>			
VIOLENCE			<input checked="" type="checkbox"/>		
SEX		<input checked="" type="checkbox"/>			
LANGUAGE	<input checked="" type="checkbox"/>				
DRUG USE	<input checked="" type="checkbox"/>				
NUDITY	<input checked="" type="checkbox"/>				

Consumer advice

Use the above table to assist you to recommended consumer advice. Consumer advice should be in the form of a sentence (where possible). Please refer to a current list of standard consumer advice used by the Classification Board.

Remember that the consumer advice will usually **only** match the elements that are present at the highest classification noted above. In some limited cases, it may be appropriate to include consumer advice for content in lower classifications – these should usually be discussed with a Senior Classifier from the Classification Board.

Indicate your recommended classification and consumer advice in the table below:

Recommended Classification and Consumer Advice		
Recommended classification (please tick or mark):		
<input type="checkbox"/> G	<input checked="" type="checkbox"/> PG	<input type="checkbox"/> M
Recommended consumer advice (e.g. Mild violence and coarse language):		
Mild Violence. Caution: Gaming experience may change online		

For Authorised Assessor and Supervisor to sign:

Authorised Assessor's Signature: [Redacted] Date: 20/2/12

Authorised Assessor's Name (PRINT): [Redacted]

Co-signatory (Senior to Assessor): [Redacted] Date: 20/2/12

Name and Title: [Redacted] - CATEGORY MANAGER

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