

# *RimWorld*

## Release of information about classification decision

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# Film and Game Submission Form



OFFICE OF FILM  
& LITERATURE CLASSIFICATION  
*Te Tari Whakarōpū Tukuata, Tubitubinga*

**Title:** RimWorld

Feature     Trailer     Game     Poster / Slick

**Translated Title or A.K.A.:** \_\_\_\_\_

**Director:** Not Stated

**Producer:** Not Stated      **Year of Production:** 2022

**Country of Origin:** United Kingdom      **Release Date:** \_\_\_\_\_

**Language:** English      **Running Time:** 0.00

**Media:** Computer Game      **Format/Zone:** \_\_\_\_\_

**For Theatrical:**

**# of Trailers/Extra Footage:** 0      **Barcode:** \_\_\_\_\_      **Catalogue Number:** \_\_\_\_\_

**Request for Urgency**       **Request for Waiver or Group Submission**       **Digital Label Required**

No files chosen

**For Office Use Only**

**Publication #:** 2200047.000

**Received by:** [REDACTED]

**Date Received:** 11/02/2022

**Applicant Information**

**Applicant:** Double Eleven      **Phone:** [REDACTED]

**Contact:** Ryan Smith      **Email:** [REDACTED]

**Address:** Boho One, Bridge St West  
Middlesbrough TS2 1AE  
United Kingdom      **Application Date:** 4/02/2022

**Purchase Order:** \_\_\_\_\_

Contents	Run Time
RimWorld	

No extra footage chosen

**Distributor Declaration**

The following components of the publication submitted for examination will NOT appear on the version that is to be made available to the public:

Please specify – e.g. burnt-in time code, trade on promotional notices, trailer, etc.

Any Development Builds/ Trial Version watermarks visible in builds will be removed in final release version.

Released under the Official Information Act 1982

Date 16 / 02 / 2022

OFLC Ref 22 00047

Title Rimworld

Other Known title(s) —

Medium Computer Game

Director (s) —

Producer (s) —

Country (ies) Canada.

Language (s) English

Rimworld! - A story generator -

2D overhead perspective base builder / society building game.  
- 3D world map

abstract cartoony art & simple animation.  
- representation rather than depiction.  
proper

Info menu - Loyalty  
- Ideology  
expansive.

Grade殖民地 by zoning areas - housing / food / crafting.

Mine stone & metals  
hunt animals  
plant... plants.

Lumberjacking.

& constructing walls, doors,  
electrical systems - wood/coal + wiring  
& lighting.

Sci-fi food paste generator

crafting / butchery tables

Medical facilities

Cooking ..

sleeping ..

etc.

A lot of system interaction comes from  
different character traits & stats.

NB it is possible to (particularly <sup>deology exp</sup> have cannibal colonists

traits

eg. pyro / ~~cannibal~~ / masochist / psychopath / nudist / <sup>slaves</sup> / <sup>super</sup> / <sup>etc.</sup>

or great at cooking but can't/won't lift & move & build.  
medical & social & mining & construction  
~~knitting~~ shooting & animal husbandry & research  
etc. etc.

as a player directed set up, but thought \$ strong based rather than

These affect the mood effect of actions. <sup>as pete</sup> because its all representative cartoon art

ie. if no food & tell ppl to eat a colonist  
large -ve mood for most  
but cannibals don't mind at all.

or pyros might start fires for fun (if-mood) & are incapable (won't) help put out fires.

So a lot of (player) management in setting certain tasks to certain xtrs (can toggle task groups) & balancing needs to avoid mental breaky where ppl might go <sup>stabbing</sup> for <sup>com</sup> shooting.

So violence is representative animation. some blood dots on xtrs, & light blood stains left in world from injuries/bleeding until medical attention. possible decap - head simply absent.

Drug use also representative. w/icons of the drug held in using/eating style <sup>very simple</sup>

Released under the Official Information Act

**Date** 16/02/2022

**OFLC Ref** 2200047

**Title** Rimworld

**Other Known title(s)** –

**Medium** Computer Game

**Director (s)** –

**Producer (s)** –

**Country (ies)** Canada

**Language (s)** English

RimWorld. "A story generator"

2D overhead perspective base builder / society building game.

↳ (3D world map)

abstract cartoony art & simple animation.

↳ representation rather than proper depiction.

Info menu – Royalty expansions.

– Ideology

Guide colonists by zoning areas – housing/food/crafting.

mine stone & metals

hunt animals                      lumberjacking.

plant...plants.

& constructing walls, doors,                      (wood)

electrical systems – eg. wind/coal      + wiring

& lighting

sci-fi food paste generators

crafting/butchering tables

Medical facilities

cooking                      ..

sleeping                      ..                      etc.

A lot of systemic interaction comes from

different character traits & stats.

→

↑ not supplied.

NB it is possible to (particularly ideology exp)

have cannibal colonists as a player

& slaves      directed set up.

& super [...]      but thematic

etc.      & story

traits      eg. pyro/cannibal/masochist/psychopath/nudist/wuss.

based

rather than

or great at      cooking but can't/won't lift & move & build.

gratuitously

medical & social & mining & construction

depicted

~~hunting~~ shooting & animal husbandry & research

because

etc. etc.

these affect the

its all

mood effects of

representative

ie.      if no food & tell ppl to eat a colonist

actions.

cartoon art.

large -ve mood for most

but cannibals don't mind at all.

or pyros might start fires for fun (if-mood) & Are incompatible (won't)

help put out fires.

So a lot of (player) management in setting certain

tasks to certain xtras (can toggle task groups)

& balancing moods to avoid mental breaks where ppl might go stabbing, shooting, for  
example.

v      So violence is representative animation.

Some blood dots on xtras, & light blood stains left on world

possible decap – head simply absent.

from injuries/bleeding

until medical attention.

d      & drug use also representative.

w/icons of the drug

held in using/eating style

anim.

very simple

### Consideration Sheet

OFLC ref:	2200047.000
Submission channel:	s12(1)

Title of publication:	RimWorld
Other known title:	Not stated
Medium:	Computer Game
Distributor:	Double Eleven
Country of origin:	Canada
Language:	English
Applicant:	Film & Video Labelling Body

Examination transcript No:	770, p251
Examination date:	18 February 2022
Other identifying information:	



Components Of Film

Components of film originally examined:

	Components	Running time
Game:	RimWorld	
Total running time:		

Components of film excised:

Released under the Official Information Act 1982

## Consideration of the Publication under the Films, Videos, and Publications Classification Act 1994 (FVPC Act)

Description
<p><i>RimWorld</i> is a strategic game of planet colonisation. Viewed from an overhead perspective and presented with a simple cartoonish aesthetic, the focus is on systemic interaction of the colonists with each other, their environment, and other peoples. Characters are presented as small blobs with heads.</p> <p>A typical scenario has players looking after three colonists who have crash landed on a planet. Using the resources available, and gathering the rest, they must first build shelter and food production. As circumstances stabilise, neighbouring groups are traded with, and raiders repelled. With more resources and trade, players will expand and improve their colony, increase the population and thrive on their new world. Unless things turn awry, and the colony is struck down by illness, starvation or war.</p> <p>The game tracks a large number of variables, with individual colonist's moods being influenced by character traits, their actions, the actions of others, and their environment. With all these systems interacting, the game is very much a story generator – where the tale of a player's failed colony can be just as interesting as a successful one.</p> <p>A representative portion of the game was examined on PC, alongside supplied documentation and video. <i>RimWorld</i> is also set to be released on modern consoles.</p>

Section 3(1): the Subject Matter Gateway	
Does the publication describe, depict, express, or otherwise deal with matters such as:	
✓	Sex <sup>1</sup>
<p>Sexual content is limited in extent and mild in degree. The game models basic relationships between characters, who can have sexual relationships – simply described as “lovin’ “. This is shown with the two characters in bed, with the only animation being a series of red hearts emanating from the bed. It is purely representative.</p> <p>Some characters might have a ‘masochist’ trait where they enjoy pain (typically occurring when injured). This isn’t expressly dealt with in a sexual way, however these characters will have a mood bonus from being in some sort of pain. The counter-trait to this is ‘wuss’ where characters will have greater negative responses to lesser pain.</p> <p>Nudity can also feature, where characters lack clothing or are inclined to remove clothing with a ‘nudist’ trait. However, this is abstracted by the simplistic art-style, where a nude</p>	

<sup>1</sup> Note that a publication can be found to deal with a matter such as sex if (a) the publication is or contains 1 or more visual images of 1 or more children or young persons who are nude or partially nude; and (b) those 1 or more visual images are, alone, or together with any other contents of the publication, reasonably capable of being regarded as sexual in nature. (s 3(1A)).

### Section 3(1): the Subject Matter Gateway

character is simply a flesh-coloured blob with a head instead of a multi-coloured clothed blob with a head. No genitals, buttocks or breasts are shown.

✓	Horror
<p>The game deals with themes of horror – some characters can have cannibal traits or, due to a scarcity of food, players might direct their people to eat a corpse. The depiction is limited to some red blobs on the corpse, or a missing head. This is the same abstracted, representational art used for people wounded in combat. Those who don't have the cannibal trait, will have a significantly negative mood response. This is tallied as a negative number. The overall effect is very abstracted – more about the themes and unfolding story than any believable depiction of cannibalism.</p> <p>Notably, with the 'Ideology' expansion for <i>RimWorld</i>, which is advertised in the game's menu, the colonist's society can lead to practices of human sacrifice or a cannibal society. Again, this is shown through representational art and abstracted themes where the player is engaged in these concepts at a remove.</p>	

✓	Crime
<p>The colonists may involve themselves in crime. This varies in scope, from outright murder to arson. Again, this is depicted in a representational way. In some instances this can be due to colonists suffering a mental break and harming others in their madness. It can also be from volatile traits – such as a pyromaniac or a violent person.</p> <p>Additionally, some characters might be addicted to substances – with names like flake, smokeleaf and go-juice. Their icons allude to powders, cigarettes and gums. Status effects show positive numbers associated with being “High on [substance]”, though characters may become addicted and suffer negative effects of withdrawal. The ‘use’ of these substances is simply shown in the same abstract, representational way as eating, with a very simple animation of the relevant substance icon being held and moved slightly before disappearing.</p> <p>Despite the seemingly serious nature of crimes, they are dealt with in the context of a wider society of colonists, where players have to deal with their impact on the colony. Their depiction in the game's abstract art style is purely representational. The positive and negative effects of crimes are also given flavour through text with colonists' thoughts. As a result, characters may respond positively (or negatively) to things like substance use, but this is well-contextualised as a part of a social simulation and is unlikely to be viewed in a promotional manner. Further consideration under s 3(3) is not required.</p>	

✓	Cruelty
<p>Mild cruel themes arise from actions and events like insults, fights, murder, and war, as considered elsewhere. This is dealt with in a thematic way, and is largely represented with negative impacts on the emotional and physical status of the colonists. The exception is for colonists with traits like 'psychopath' where they are unaffected by the murder of others.</p>	

**Section 3(1): the Subject Matter Gateway**

✓	Violence
<p>The game deals with violence in a limited way. During the course of play, wandering raiders or nearby groups may engage in warfare. Players may defend themselves and attack other settlements. Weapons like clubs, knives, guns and sci-fi weapons are used, though the combat animations remain simplistic. Wildlife can also attack colonists, either from being rabid or in response to being hunted. Combat allows players to fully command colonists, so they can direct the colonists' actions for strategic purposes instead of the typical abstraction of setting and prioritising tasks.</p> <p>The result of this varied violence is the same, with wounded characters shown with red splotches of blood on their clothes. Some lightly coloured blood can stain the ground where they walk, so battlegrounds can be tinged red. On death, characters fall sideways and in some circumstances may lose their head – this is simply shown through the absence of a head. More detailed text can be read for information like the location of an injury. Wounded status persists until treated so, in times of scant resources, colonists can get ill and die from injuries sustained in battle or hunting.</p> <p>Due to the limitations of art style and animation, this violence is of little impact. Further consideration under s 3(3)(d) is not required.</p>	
–	None of the above, <u>proceed to s 3A and s 3B</u>

**Section 3(2): Certain publications are "deemed to be objectionable"**

Does the content of the publication raise any of these issues? If it does, discuss, and conclude whether the publication promotes or supports, or tends to promote or support, that matter.	
–	s 3(2)(a) The exploitation of children or young persons for sexual purposes
–	s 3(2)(b) The use of violence or coercion to compel a person to participate in, or submit to, sexual conduct
–	s 3(2)(c) Sexual conduct with or upon the body of a dead person
–	s 3(2)(d) The use of urine or excrement in association with degrading or dehumanising conduct or sexual conduct

**Section 3(2): Certain publications are "deemed to be objectionable"**

-	s 3(2)(e) Bestiality
-	s 3(2)(f) Acts of torture or the infliction of extreme violence or extreme cruelty
✓	None of the above
If the publication promotes or supports (or tends to) any of these matters, could excisions be used to remove the problematic content?	
-	Yes. Consider the rest of the publication under s 3(3) and s 3(4) and discuss the required excisions in the conclusion.
-	No. The publication is deemed to be objectionable. <u>Proceed to Conclusion</u>

**Section 3(3): Matters to be given particular weight**

If any of the following criteria apply, discuss in terms of the extent and degree to which, and the manner in which, the publication:

-	s 3(3)(a)(i) Deals with the infliction of torture, serious physical harm, significant cruelty
-	s 3(3)(a)(ii) Deals with sexual violence or sexual coercion, or violence or coercion in association with sexual conduct
-	s 3(3)(a)(iii) Deals with other sexual or physical conduct of a degrading or dehumanising or demeaning nature
-	s 3(3)(a)(iv) Deals with sexual conduct with or by children or young persons

Section 3(3): Matters to be given particular weight	
-	s 3(3)(a)(v) Deals with physical conduct in which sexual satisfaction is derived from inflicting or suffering cruelty or pain
-	s 3(3)(b) Exploits the nudity of children or young persons
-	s 3(3)(c) Degrades or dehumanises or demeans any person
-	s 3(3)(d) Promotes or encourages criminal acts or acts of terrorism
-	s 3(3)(e) Represents that members of any particular class of the public are inherently inferior to other members of the public by reason of an characteristic that is a prohibited ground of discrimination specified in s 21(1) of the Human Rights Act 1993
✓	The publication doesn't deal with any s 3(3) criteria

Section 3A:	
Does the publication contain highly offensive language to such an extent or degree that it is likely to seriously harm viewers under a certain age?	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
<p>Discuss (including any necessary consideration of offensive language that is not 'highly offensive' or any highly offensive language which is not likely to cause serious harm to young viewers):</p> <p>The game does not contain the use of highly offensive language.</p> <p>Where colonists have arguments or trade insults, this is shown with a chat bubble featuring a skull and exclamation mark. Players can track through a textual list of interactions, but insults are described in an abstracted manner such as "[character 1] directly insulted [character 2]'s</p>	

**Section 3A:**

stylishness” or “[character 1] compared [character 2] to a vampire”. None of this is likely to cause serious harm to younger players.

**Section 3B:**

Does the publication contain any of the following material?

-	Harm to a person’s body, including self-inflicted death, self-mutilation or harmful body modification (other than any already discussed under s 3(3) criteria).
-	Conduct that, if imitated, would pose a risk of serious harm to self or others (other than any already discussed under s 3(3) criteria).
-	Physical conduct of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).
-	Visual images of a person’s body that alone or with any other contents of the publication are of a degrading, dehumanising or demeaning nature (other than any already discussed under s 3(3) criteria).
✓	None of the above

Does the extent and degree of the material make the publication likely to cause any of the following harms to young people under a specified age because of their general levels of emotional and intellectual development and maturity?

- Cause them to be greatly disturbed or shocked
- Increase significantly the risk of them killing, or causing serious harm to, themselves, others, or both
- Encourage them to treat or regard themselves, others, or both, as degraded, dehumanised or demeaned.

Discuss likely harm/s or why the content is unlikely to cause these harms:

### Submissions & consultations (if applicable)

– Consultation or enquiries required under s 21

– Submissions received from interested parties under s 20

### Any other information to be taken into account (if relevant)

(e.g. previous OFLC decisions, decisions of other classification bodies, research, books, articles, reviews, etc.)

The game has been available for some time on PC as an in-development 'early access' game.

Overseas ratings not found.

### Conclusion

- In addition to all of the above matters, consider relevant s 3(4) matters: the dominant effect of the publication, character of the publication (including any merit, value or importance), impact of the medium, intended or likely audience, intended purpose, and any other relevant circumstances relating to its use
- Identify any likely injury to the public good from the unrestricted availability of the publication
- Determine the classification, taking into account the New Zealand Bill of Rights Act 1990 (NZBORA) and the need to impose the least restrictive limitation on the right to freedom of expression that will prevent injury to the public good

*RimWorld* is a sandbox game where stories develop through systemic interaction and player choice. It deals with adult themes of relationships, killing, drug addiction and cannibalism, amongst others, but in a very limited way. This content is largely thematic, using simple visuals to portray actions with the barest of details. The strongest visualisation of these adult themes is in the depiction of violence, where the cartoonish characters may have unrealistic blood effects or an absent head.

None of this is dealt with to a level that would require restriction. With the limited visual representation, and the inherent abstraction of strategy and status effects, the strongest themes are framed in the context of a sandbox society and are unlikely to cause serious harm to children and young people.



**Conclusion**

As a result, *RimWorld* is classified as unrestricted, with an advisory that the game's adult themes require parental guidance.

**Classification**

Unrestricted PG

**Descriptive note to cover:** Adult themes.

**Excisions (if applicable)**

**Display conditions (restricted publications only)**

Are display conditions necessary?  Yes  
 No

Reason for any display conditions:

## Classification Office Decision

Title of publication: RimWorld

Other known title(s): Not stated

OFLC ref: 2200047.000

Medium: Computer Game

Distributor: Double Eleven

FVLB Applicant: Double Eleven

Country of origin: Canada

Language: English

Applicant: Film & Video Labelling Body

Classification:	Unrestricted: Parental guidance recommended for younger viewers.
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Excisions: No excisions recommended

Descriptive note: Contains adult themes.

Display conditions: None

Date of entry in Register: 25 February 2022

Date of direction to issue a label: No direction to issue a label has been issued

Date of notice of decision: No notice of decision has been issued

	Components	Running time
Game:	RimWorld	
Total running time:		

Summary of reasons for decision:

Not applicable

### Publication Outline for RimWorld

Publication Number: 2200047.000

\* Publication Title:

Other Known Titles:

\* Submission Channel: s12(1) \* Medium: Computer Game

Is Associated Advertising?:

Language:

Country of Origin:

Film Festival Name:

CRN:  Date of Court Order:

Publication Status:  Assigned To:

Examination Transcript No:  ISBN:

Record Source: CDA

File Notes

Select	Date	Created By	File Note
<input type="checkbox"/>			

Fee Details

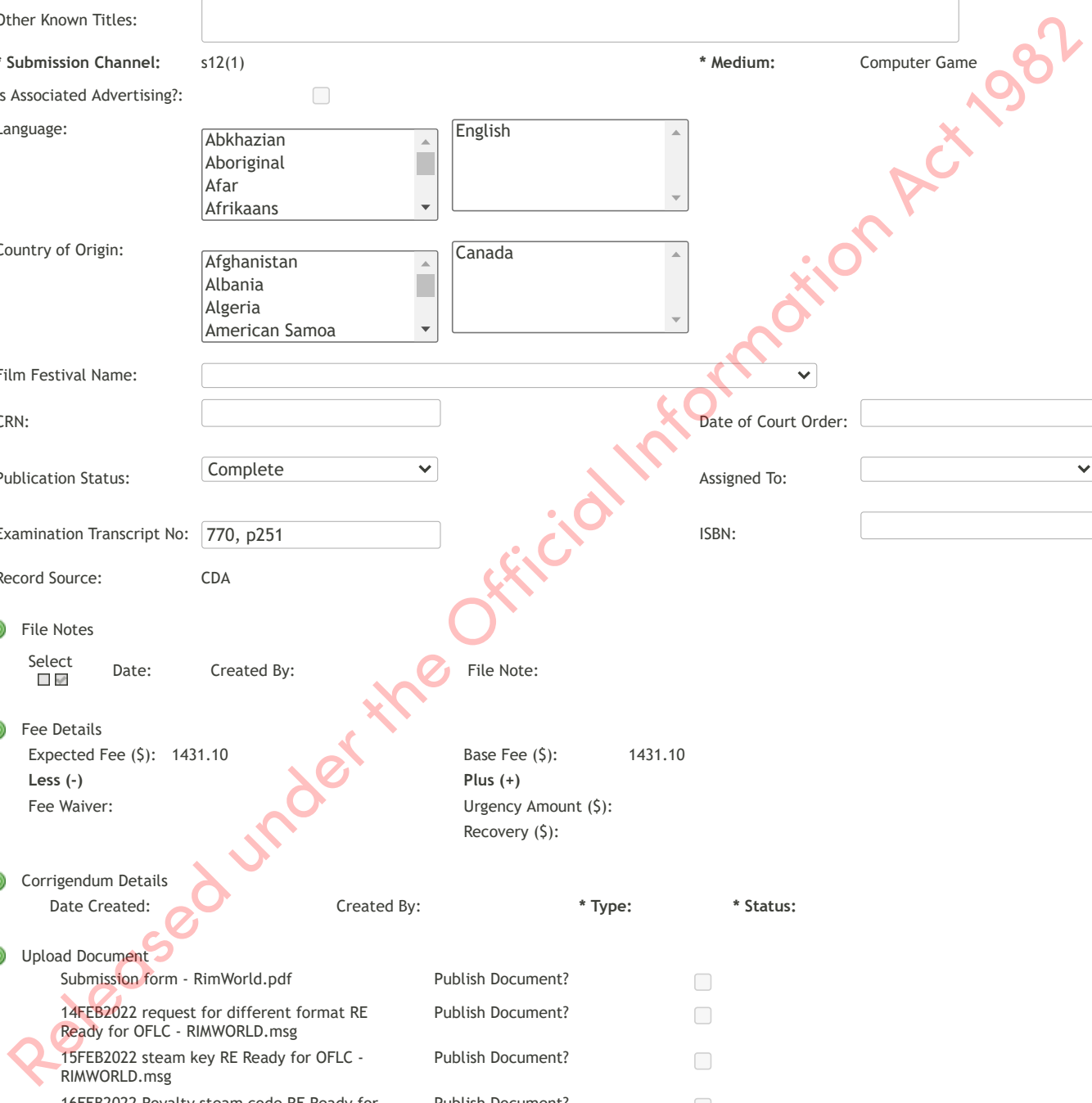
Expected Fee (\$):	1431.10	Base Fee (\$):	1431.10
Less (-)		Plus (+)	
Fee Waiver:		Urgency Amount (\$):	
		Recovery (\$):	

Corrigendum Details

Date Created:	Created By:	* Type:	* Status:

Upload Document

Submission form - RimWorld.pdf	Publish Document?	<input type="checkbox"/>
14FEB2022 request for different format RE Ready for OFLC - RIMWORLD.msg	Publish Document?	<input type="checkbox"/>
15FEB2022 steam key RE Ready for OFLC - RIMWORLD.msg	Publish Document?	<input type="checkbox"/>
16FEB2022 Royalty steam code RE Ready for OFLC - RIMWORLD.msg	Publish Document?	<input type="checkbox"/>



[Publication Search Screen](#) > Publication

## Requests for RimWorld

2200047.000 Computer Game

Request No.	Request Type	Status	Status Date	Applicant
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### Addressees for RimWorld

2200047.000 Computer Game

**Film & Video Labelling Body**

Organisation

Address:

NC - 97a Manukau Road, Epsom AUCKLAND, Aotearoa New Zealand

\* Addressee Role:

Applicant	▲
Applicant to Labelling Bod	■
Artist	▼
Author	▼

Work

09 3613882

#### Create Document

Select Document:

▼

**Double Eleven**

Organisation

Address:

Boho One, Bridge St West Middlesbrough TS2 1AE United Kingdom

\* Addressee Role:

Applicant	▲
Applicant to Labelling Bod	■
Artist	▼
Author	▼

Contact Name:

Ryan Smith

Email:

s 9(2)(a)

DDI

s 9(2)(a)

#### Create Document

Select Document:

▼

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[Publication Search Screen](#) > Publication

## Related Publications for RimWorld

2200047.000 Computer Game

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### Publication Versions for RimWorld

2200047.000 Computer Game

Version 1

Publication Copied:	<input type="checkbox"/>	Date Copied:		Running Time	
* Type		* Description		Mins	Secs
<input type="checkbox"/> Game		RimWorld			
Total Running Time					

#### Create Document

Select Document:

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[Publication Search Screen](#) > Publication

## Decisions for RimWorld

2200047.000 Computer Game

### Decision Summary

Create Date	Body	Classification	Type	Excision Status
21/02/2022	<a href="#">OFLC</a>	Unrestricted: Parental guidance recommended for younger viewers.	No Excisions	

### Consultation

Consultation Required:

### Create Document

Select Document:

### Generated Documents

- Consideration Sheet
- Register Page

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## Publication History for RimWorld

2200047.000 Computer Game

### Status History

Status	User Name	Date
Complete	sys	01/03/2022
Decision Registered	s 9(2)(a)	25/02/2022
Classified & Signed	s 9(2)(a)	25/02/2022
Decision Affirmed	s 9(2)(a)	25/02/2022
Draft Complete	s 9(2)(a)	24/02/2022
Drafting Decision	s 9(2)(a)	18/02/2022
Examined	s 9(2)(a)	18/02/2022
Examining	s 9(2)(a)	16/02/2022
Queued	s 9(2)(a)	11/02/2022
Logged	s 9(2)(a)	11/02/2022

### Publication Movements

Movement	User Name	Date	Notes
<a href="#">Pub Received</a>	s 9(2)(a)	11/02/2022	FTP details: s 9(2)(k)
<a href="#">Pub Received</a>	s 9(2)(a)	15/02/2022	Here is a Steam key for RimWorld base game - s 9(2)(k). The content between PC and Console is virtually identical. s 9(2)(ba)(i)
<a href="#">Pub Received</a>	s 9(2)(a)	16/02/2022	you have a Royalty DLC code! Feel free to redeem this as well as the console version of the game does include Royalty content. There isn't anything in the Royalty content which is likely to affect the overall rating of the base game. For details on what is included in Royalty, you can have a look at the PC wikia page here which details all the inclusions with this content pack: <a href="https://rimworldwiki.com/wiki/Royalty_(DLC)">https://rimworldwiki.com/wiki/Royalty_(DLC)</a> Here is a code for the base game for your team to redeem and proceed with the ratings: s 9(2)(k)
<a href="#">Direction Emailed to LB</a>	s 9(2)(a)	25/02/2022	
<a href="#">Disposal Action Destroy</a>	s 9(2)(a)	25/02/2022	
<a href="#">Final Docs Dispatched</a>	s 9(2)(a)	25/02/2022	03MAR2022 Distributor request to embargo title received after entered onto Register, via email received from FVLB. 03MAR2022 Declined as no legislative means by which to amend the item once registered.

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**From:** Nicola Denney [<mailto:nicola@fvlb.org.nz>]  
**Sent:** Thursday, 10 February 2022 9:23 am  
**To:** Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Subject:** Scheduling

Hi

Just taking a look at the scheduling. I have a game in the google doc for next week (RIMWORLD) but I'm waiting on payment so if we need to bump it then so be it. I have the build so as soon as that payment comes through we're good to go.

I'm sending 5 discs to you for Eagle today. Would be great if we can get some into next week if possible seeing as the queue is so short.

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



[www.fvlb.org.nz](http://www.fvlb.org.nz) | PO Box 37754, Parnell, Auckland 1151, New Zealand | DDI +64 9 300-4861 | Mob **s 9(2)(a)**



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**From:** s 9(2)(a)  
**Sent:** Thursday, 10 February 2022 1:19 pm  
**To:** s 9(2)(a) s 9(2)(a)  
**Subject:** RE: Re:Game review

OK what we might do is at scheduling, ask if other CAs want to take Rimworld, so long as you are confident they have the capabilities!  
Because The Quarry is under urgency, I'd feel safer if you or s 9(2)(a) did it. If it is you are you happy to go into the office under the proposed conditions you gave the other day? Apparently the office is pretty quiet and a lot of ppl are WFH, so you should be fine.

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**From:** s 9(2)(a)  
**Sent:** Thursday, 10 February 2022 12:25 PM  
**To:** s 9(2)(a) s 9(2)(a)  
**Subject:** RE: Re:Game review

3pm works for me.

A **build** is a version of the game, generally pre-release, which is digitally downloaded or mailed to us. We also receive **keys** or **codes** which grant access to the game (eg. on Steam) for use to then download the (build) of the game.

The Quarry will require access to the Office as the game and s 9(2)(ba)(i) are on the Games PC. Unless s 9(2)(a) can do it from home and re-download everything, as he has a good gaming PC. Unfortunately I can't guarantee my PC will work long enough to examine the game from home.

The Quarry is also an action-adventure game in the vein of The Dark Pictures Anthology, which s 9(2)(a) has examined before, so she might be interested.

Rimworld can also be done by another CA. I've played about 20 hours of it during its period of early access, but I guess this is the final release. Again I can't guarantee my PC would work long enough for examination :/ While Rimworld does work on my old Mac, I wouldn't be able to record anything at the same time.

Cheers,

s 9(2)(a)

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From: s 9(2)(a)

Sent: Thursday, 10 February 2022 12:07 pm

To: s 9(2)(a) s 9(2)(a)

Subject: RE: Re:Game review

How about 3pm after scheduling?

Did you see there are 2 games in the queue for next week. Questions! :

- When a distributor sends a **build**, what does that mean? Does it come to us in physical format on a disc or hard drive or something?
- Will one or both games require access to the office?
- Do you think *Rimworld* might be able to be done by another CA? We've had a few interruptions trying to get other CAs up to speed with games, haven't we! Most likely we will assign it to you but just thought I would ask to see if there is potential for someone else to do it, if it might be easy enough.

Urgency	Normal
THE QUARRY	RIMWORLD
Take 2 Interactive	Double Eleven
Build sent 9th February	
EMBARGOED UNTIL 21ST MARCH 2022	

**From:** Submissions [mailto:submissions@classificationoffice.govt.nz]  
**Sent:** February 11, 2022 4:13 PM  
**To:** Games [mailto:Games@classificationoffice.govt.nz]  
**Subject:** Queued [OFLC 2200047.000] RE: Ready for OFLC - RIMWORLD

Hi **s 9(2)(a)**

Logged and Queued.  
Ready to make it Pub Damaged if it is broke.

Have made up the hard file, it is in the Bond Store on the Queued shelf.

Ngā mihi



**s 9(2)(a)** (he/him)

Āpiha Whakarite Hangarau | Registrar

**Te Mana Whakaatu | Classification Office**

DDI: +64 4 471 6770

[www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

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**From:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Sent:** February 14, 2022 12:46 PM  
**To:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Subject:** RE: Re: Plan today

Hi s 9(2)(a),

Just an update that The Quarry game (and my PC) seems to work fine, so I'll examine it today at home.

Rimworld has been sent as PS4/Xbox format, so I can organise to go into the office later this week to examine, but I think I'll ask them for PC code instead to avoid going in.

Cheers,

s 9(2)(a)

Released under the Official Information Act 1982

**From:** Games [mailto:Games@classificationoffice.govt.nz]  
**Sent:** February 16, 2022 12:15 PM  
**To:** Nicola Denney [mailto:nicola@fvlb.org.nz], Games [mailto:Games@classificationoffice.govt.nz], Submissions [mailto:submissions@classificationoffice.govt.nz]  
**CC:** s 9(2)(a) [mailto:s 9(2)(a)]  
**Subject:** RE: Ready for OFLC - RIMWORLD

Thanks Nicola.

s 9(2)(a) the game is ready to go & I'll be examining this afternoon ☺

Cheers,

s 9(2)(a)

---

**From:** Nicola Denney [mailto:nicola@fvlb.org.nz]  
**Sent:** Wednesday, 16 February 2022 7:35 AM  
**To:** Games ; Submissions  
**Subject:** RE: Ready for OFLC - RIMWORLD

*you have a Royalty DLC code! Feel free to redeem this as well as the console version of the game does include Royalty content. There isn't anything in the Royalty content which is likely to affect the overall rating of the base game.*

*For details on what is included in Royalty, you can have a look at the PC wikia page here which details all the inclusions with this content pack: [https://rimworldwiki.com/wiki/Royalty\\_\(DLC\)](https://rimworldwiki.com/wiki/Royalty_(DLC))*

*Here is a code for the base game for your team to redeem and proceed with the ratings:*

s 9(2)(k)

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager







PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL

**From:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>

**Sent:** Tuesday, 15 February 2022 8:18 am

**To:** Nicola Denney [nicola@fvlb.org.nz](mailto:nicola@fvlb.org.nz)>; Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>; Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>

**Subject:** RE: Ready for OFLC - RIMWORLD

Thanks Nicola,

Steam says it requires activation of the original game before it can use this code, so I think the sent us the expansion key.

Cheers,

**s 9(2)(a)**

**From:** Nicola Denney [<mailto:nicola@fvlb.org.nz>]

**Sent:** Tuesday, 15 February 2022 7:48 am

**To:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>; Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>

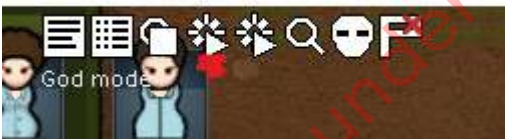
**Subject:** RE: Ready for OFLC - RIMWORLD

Here is a Steam key for RimWorld base game - **s 9(2)(k)**.

The content between PC and Console is virtually identical. **s 9(2)(ba)(i)**

On the PC version, you can enter a Development mode through the Main Menu > Options.

This will let you use an Action Mode which will let you spawn in whatever you need as well as start any in-game events, the button that you need to press is in this image here (with the red lines drawn underneath it).



Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager





**From:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Sent:** Monday, 14 February 2022 12:52 pm  
**To:** Nicola Denney [nicola@fvlb.org.nz](mailto:nicola@fvlb.org.nz)>; Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Cc:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** RE: Ready for OFLC - RIMWORLD

Hi Nicola,

The games builds are PS4/Xbox, and as we're trying to minimise transport/transmission, could you please ask them:

If the PC and console versions of the game are identical could they please send a PC/Steam code instead? With Omicron in the community we're trying to minimise time at the office. Thanks.

Cheers,

s 9(2)(a)

**From:** Nicola Denney [<mailto:nicola@fvlb.org.nz>]  
**Sent:** Friday, 11 February 2022 2:30 pm  
**To:** Submissions [submissions@classificationoffice.govt.nz](mailto:submissions@classificationoffice.govt.nz)>  
**Cc:** Games [Games@classificationoffice.govt.nz](mailto:Games@classificationoffice.govt.nz)>  
**Subject:** Ready for OFLC - RIMWORLD

Ready for OFLC ▾ Double Eleven RimWorld Not Stated 4/02/2022

FTP details:

s 9(2)(k)

Kind Regards  
Nicola

**Nicola Denney**  
Assistant General Manager



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**From:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Sent:** February 24, 2022 5:11 PM  
**To:** s 9(2)(a) [mailto: s 9(2)(a) ]  
**Subject:** RE: RimWorld

Thanks s 9(2)(a), I've just taken it out as it's not as significant a theme as cannibalism.

Cheers,

s 9(2)(a)

---

**From:** s 9(2)(a)  
**Sent:** Thursday, 24 February 2022 3:57 pm  
**To:** s 9(2)(a)  
**Subject:** RimWorld

Hi s 9(2)(a) thanks for this decision.

You first mention organ harvesting in the conclusion. Would you be able to discuss it at either horror/crime/violence – wherever is most appropriate? That way, the conclusion won't be the first we hear of it.

Let me know when you're done and I'll affirm

s 9(2)(a) 😊

**From:** Submissions [mail to:submissions@classificationoffice.govt.nz]  
**Sent:** February 25, 2022 1:23 PM  
**To:** Nicola Denney [mail to:nicola@fvlb.org.nz], Sharon [mail to:Sharon@fvlb.org.nz]  
**Subject:** Decision: RimWorld

Kia ora

The Classification Office directs the Film & Video Labelling Body (under s 36 of the Films, Videos, and Publications Classification Act 1993) to issue a label for:

RimWorld

Per the attached Classification Decision register page.

Ngā mihi

**s 9(2)(a)** (he/him)  
Apiha Whakarite Hangarau | Registrar  
Te Mana Whakaatu | Classification Office  
DDI: +64 4 471 6770  
www.classificationoffice.govt.nz  
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**From:** Julia Dayan [mailto: [REDACTED] s 9(2)(a) ]  
**Sent:** March 3, 2022 11:33 AM  
**To:** Rupert Ablett-Hampson [mailto: [REDACTED] s 9(2)(a) ]  
**Subject:** RE: Further to our earlier discussion

This is what PC Gamer has to say. I think (recalling a talk [REDACTED] s 9(2)(a) game once) the Australian's have a very black and white (and relative new) position on drug use in computer games. So that might be it ?  
[.https://www.pcgamer.com/rimworld-is-officially-banned-in-australia-but-it-probably-wont-affect-pc/](https://www.pcgamer.com/rimworld-is-officially-banned-in-australia-but-it-probably-wont-affect-pc/)

*The computer game is classified RC in accordance with the National Classification Code, Computer Games Table, 1. (a) as computer games that "depict, express or otherwise deal with matters of sex, drug misuse or addiction, crime, cruelty, violence or revolting or abhorrent phenomena in such a way that they offend against the standards of morality, decency and propriety generally accepted by reasonable adults to the extent that they should not be classified."*

---

**From:** Rupert Ablett-Hampson  
**Sent:** Thursday, 3 March 2022 11:23 am  
**To:** Julia Dayan  
**Subject:** RE: Further to our earlier discussion

Also, that's not what is listed on their classification site now. I wonder if it was an error or... perhaps they've withdrawn it under embargo!!!

---

**From:** Rupert Ablett-Hampson  
**Sent:** Thursday, 3 March 2022 11:18 am  
**To:** Julia Dayan [REDACTED] s 9(2)(a)  
**Subject:** RE: Further to our earlier discussion

That's the one we classified as unrestricted isn't it? What's up with Aussie regulators!

---

**From:** Julia Dayan  
**Sent:** Thursday, 3 March 2022 11:08 am  
**To:** Rupert Ablett-Hampson [REDACTED] s 9(2)(a)  
**Subject:** Further to our earlier discussion

<https://techraptor.net/gaming/news/rimworld-console-version-leaked-by-australian-ban>

J