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		Does the game contain:		
 www.pegi.info	1	<b>Depictions of gross violence, which includes torture, dismemberment, sadism and horrific depictions of death or injury towards human-like or animal-like characters</b>	Gross violence will mean depictions of decapitation, dismemberment or torture and other horrific methods of bringing death, severe pain or injury to the recipient. This will usually be associated with large amounts of blood or gore. The emphasis is on the horrific nature of the violence. The violence will not be treated as gross violence if the recipients die or are injured in an unrealistic manner. If they instantly disappear in a puff of smoke or are killed/injured and then come back to life or appear uninjured this will not be treated as gross violence. The characters must look like humans or animals. If a character looks like a human it should be treated as human even if it is unrealistic (if something called a zombie or any other name looks like a human it should be treated as human).	<b>Violence</b> 
 www.pegi.info	2	<b>Depictions of apparently motiveless killing or serious injury to multiple numbers of innocent human-like characters</b>	This is where groups of human-like characters are killed or injured at random for no apparent reason and deals with themes such as the killing of pedestrians in the street, shoppers in a shopping arcade and children in a school. The characters must look like humans or animals. If a character looks like a human it should be treated as human even if it is unrealistic (if something called a zombie or any other name looks like a human it should be treated as human).	<b>Violence</b> 
 www.pegi.info	3	<b>Depictions of violence towards vulnerable or defenceless human-like characters</b>	The characters must look like humans. If a character looks like a human it should be treated as human even if it is unrealistic (if something called a zombie or any other name looks like a human it should be treated as human). Vulnerable human-like characters will include in particular women and children. Defenceless characters will include those that have no opportunity to avoid the violence (eg. by running away or hiding). It will not generally include characters who are part of the game play (eg. a soldier captured by the enemy and subsequently tied up and shot). No character will be considered vulnerable or defenceless if they are not intended to be part of the game play. However, any violence in this context should be considered on its merits.	<b>Violence</b> 







<b>18</b> www.pegi.info	<b>4</b>	<b>Depictions of sexual activity with visible genital organs</b>	Sexual activity means all aspects of human sexual intercourse, masturbation and sexual foreplay (homosexual or lesbian activity included) where a male or female sexual organ is visible. The depiction of 'boobs and bottoms' or pubic hair only will not be treated as visible sexual organs.	<b>Sex</b> 
<b>18</b> www.pegi.info	<b>5</b>	<b>Depictions of sexual violence or threats (including rape)</b>	This will mean acts of a sexual nature where they are inflicted against a non-consenting human-like characters, including rape or the infliction (including self-infliction) of pain on genital organs.	<b>Violence</b> 
<b>18</b> www.pegi.info	<b>6</b>	<b>Detailed descriptions of techniques that could be used in criminal offences</b>	The descriptions have to show how the offences can be carried out. For example an instruction manual showing how to make a molotov cocktail or bomb would be included under this question as would details of the implements needed to break into a car and how to use them.	<b>Violence</b> 
<b>18</b> www.pegi.info	<b>7</b>	<b>Glamorisation of the use of illegal drugs</b>	The depictions will show that the user of the drugs is able to achieve success (win the game, get the girl, kill the enemy, commit the crime) after the use of illegal drugs. The drugs concerned should be real and be illegal (not fantasy or legal drugs).	<b>Drugs</b> 
<b>18</b> www.pegi.info	<b>8</b>	<b>Depictions of ethnic, religious, nationalistic or other stereotypes like to encourage hatred</b>	The emphasis here is on the words 'likely to encourage hatred'. It should be noted that any such depictions are very likely to infringe national criminal laws and cannot be included in the game in any event. It is the responsibility of each game publisher to comply with national criminal laws and use of the PEGI system does not absolve the game publisher from such responsibility or provide any legal or other defence to infringement of national criminal laws.	<b>Discrimination</b> 
<b>18</b> www.pegi.info	<b>9</b>	<b>Sexual expletives or blasphemy (only answer 'yes' to this question if a 'yes' answer has been given to any of questions 1-8)</b>	A 'yes' answer to this question 9 will ensure that a language descriptor is used on packaging. If a 'yes' answer has not been given to any of questions 1 – 8 do not answer 'yes' to this question 9. The most common sexual expletives are fuck, cunt, motherfucker and cocksucker although this list is not exhaustive. Blasphemy means irreverent depictions or words concerning sacred matters or religious beliefs (not restricted to the Christian faith). It should be noted that blasphemy is likely to be illegal under national criminal laws and may not be included in the game in any event.	<b>Bad Language</b> 









	10	<b>Moving images that encourage and/or teach the use of games of chance that are played/carried out as a traditional means of gambling (only answer 'yes' to this question if a 'yes' answer has been given to any of questions 1-8)</b>	A 'yes' answer to this question 10 will ensure that a gambling descriptor is used on packaging. If a 'yes' answer has not been given to any of questions 1 – 8 do not answer 'yes' to this question 10. This refers to types of betting or gambling for money that is normally played/carried out in casinos, gambling halls, racetracks. This does not cover games where betting or gambling is simply part of the general storyline. The game must actually teach the player how to gamble or bet and/or encourage the player to want to gamble or bet for money in real life. For example this will include games that teach the player how to play card games that are usually played for money or how to play the odds in horse racing.	<b>Gambling</b> 
	11	<b>Depictions of realistic looking violence towards human-like or animal-like characters</b>	This means violence where the character reacts as it would in real life. It is not necessary for there to be any blood or gore. The characters must look like humans or animals. If a character looks like a human it should be treated as human even if it is unrealistic (if something called a zombie or any other name looks like a human it should be treated as human). This does not include sporting action where the sporting action is depicted within the rules of the game or hunting or predation displayed between animal-like characters acting in their natural environment and behaviour.	<b>Violence</b> 
	12	<b>Sustained depictions of death or injury to human-like or animal-like characters (except arcade style or sporting action)</b>	This means that all or the majority of the game-play relates to violence. The characters must look like humans or animals. If a character looks like a human it should be treated as human even if it is unrealistic (if something called a zombie or any other name looks like a human it should be treated as human). Arcade style action refers mostly to 2D effect depictions where the characters move left and right to attack each other. The sporting action must be depicted within the rules of the sport concerned.	<b>Violence</b> 
	13	<b>Depictions of arcade style or sporting action showing violence containing blood or gore</b>	Arcade style action refers mostly to 2D effect depictions where the characters move left and right to attack each other. If there is no blood or gore then a 'yes' answer to question 24 is probably more appropriate.	<b>Violence</b> 





	14	<b>Depictions of sexual intercourse without visible genitals</b>	This is self-explanatory although it must be fairly apparent what the characters are doing. 'Boobs and bums' do not count as genital organs and nor does the showing of pubic hair only.	<b>Sex</b> 
	15	<b>Depictions of erotic or sexual nudity</b>	This is where the depiction of nudity (including partial nudity) could result in sexual arousal or is shown as a prelude to human sexual activity. This can include still pictures particularly if they depict an erotic activity. This will not generally include straightforward pin-ups.	<b>Sex</b> 
	16	<b>Sexual expletives or blasphemy</b>	The most common sexual expletives are fuck, cunt, motherfucker and cocksucker although this list is not exhaustive. Blasphemy means irreverent depictions or words concerning sacred matters or religious beliefs (not restricted to the Christian faith). It should be noted that blasphemy is likely to be illegal under national criminal laws and may not be included in the game in any event.	<b>Bad Language</b> 
	17	<b>Encouragement of the use of tobacco or alcohol</b>	This means where the character gains advantage in the game by the use of tobacco or alcohol. It also includes prominent advertising encouraging the use of tobacco or alcohol products.	<b>Drugs</b> 
	18	<b>Depictions of the use of illegal drugs</b>	This includes the use of illegal drugs in any circumstances.	<b>Drugs</b> 
	19	<b>Glamorisation of crime</b>	This is where the depiction of criminal acts could encourage the games player to think that 'crime pays' or has no negative repercussions.	<b>Violence</b> 
	20	<b>Moving images that encourage and/or teach the use of games of chance that are played/carried out as a traditional means of gambling(only answer 'yes' to this question if a 'yes' answer has been given to any of questions 11-19)</b>	A 'yes' answer to this question 20 will ensure that a gambling descriptor is used on packaging. If a 'yes' answer has not been given to any of questions 11 – 19, do not answer 'yes' to this question 20. This refers to types of betting or gambling for money that is normally played/carried out in casinos, gambling halls, racetracks. This does not cover games where betting or gambling is simply part of the general storyline. The game must actually teach the player how to gamble or bet and/or encourage the player to want to gamble or bet for money in real life. For example this will include games that teach the player how to play card games that are usually played for money or how to play the odds in horse racing.	<b>Gambling</b> 

 www.pegi.info	21	<b>Depictions of realistic looking violence towards fantasy characters</b>	A fantasy character is a character that does not exist in real life and does not take a human appearance and includes ghosts, gremlins, dragons and other mythical creatures. In determining whether the violence is realistic it is assumed that the fantasy character does actually exist and reacts as if it were a human-like character.	<b>Violence</b> 
 www.pegi.info	22	<b>Depictions of non-realistic looking violence towards human-like or animal-like characters</b>	The characters must look like humans or animals. If a character looks like a human it should be treated as human even if it is unrealistic (if something called a zombie or any other name looks like a human it should be treated as human). The characters react in a way that is not representative of real life and although you know that the characters are being killed or injured you do not really see very much (the characters immediately disappear in a puff of smoke). This does not include hunting or predation displayed between animal-like characters acting in their natural environment and behaviour. If the violence is unrealistic and of a minor nature, or set in a child-like setting, then questions 30 or 32 may be more appropriate.	<b>Violence</b> 
 www.pegi.info	23	<b>Depictions of realistic looking violence of a minor nature on a human-like or animal-like character that does not result in any obvious injury or harm</b>	This is where the violence to the human-like or animal-like character is realistic but very minor such as a slap or smack and the victim does not show any apparent harm or injury.	<b>Violence</b> 
 www.pegi.info	24	<b>Depictions of arcade style or sporting action showing violence</b>	Arcade style action refers mostly to 2D effect depictions where the characters move left and right to attack each other. This question relates to arcade style or sporting action where there is no blood or gore. The sporting action must be depicted within the rules of the sport.	<b>Violence</b> 
 www.pegi.info	25	<b>Words or activities that amount to obvious sexual innuendo or explicit sexual descriptions or images or sexual posturing</b>	This can refer to words or pictures that may be sexually explicit but do not amount to eroticism (a brief glimpse of a lady with bare boobs at a window or a brief glimpse of a naked couple (not showing genitalia) getting into bed). The sexual innuendo must be obviously relating to sexual intercourse/foreplay and can consist of words and/or activity. This would cover instances in which it is clear that sexual intercourse is taking place but the participants are out of view, under sheets etc. The importance is sexual connotation.	<b>Sex</b> 



			<p>If however, the couple can be seen, even if they are partially clothed, then question 14 'sexual intercourse without visible genitals' will be more appropriate. The test is whether the images could prompt sexual curiosity on behalf of the player.</p> <p>Sexual posturing means dancing or posing (while remaining clothed) in a manner intended to put across a sexual message or suggestion. This will include such things as pole dancing, lap dancing and even some of the more suggestive music video sequences.</p>	
	26	<b>Mild swearing and/or offensive language</b>	<p>This means bad language that falls short of sexual expletives and includes the words damn, hell, God, bloody, son-of-a-bitch, sod, tart, crap, bugger, screw, arse, slag, slut, tosser, Christ, dickhead, bitch, shit, piss off, whore, arsehole, prick, bollocks, twat, bastard, wanker and shag. It also covers offensive language such as nigger, coon, yid, queer, dyke and other racially or gender offensive words</p>	<p><b>Bad Language</b></p> 
	27	<b>Moving images that encourage and/or teach the use of games of chance that are played/carried out as a traditional means of gambling</b>	<p>This refers to types of betting or gambling for money that is normally played/carried out in casinos, gambling halls, racetracks. This does not cover games where betting or gambling is simply part of the general storyline. The game must actually teach the player how to gamble or bet and/or encourage the player to want to gamble or bet for money in real life. For example this will include games that teach the player how to play card games that are usually played for money or how to play the odds in horse racing.</p>	<p><b>Gambling</b></p> 
	28	<b>Depictions of non-realistic violence towards fantasy characters</b>	<p>A fantasy character is a character that does not exist in real life and does not take a human appearance and includes ghosts, gremlins, dragons and other mythical creatures. The characters react in a way that would not be expected of human-like characters and although you know that the characters are being killed or injured you do not really see very much (eg. the characters immediately disappear in a puff of smoke or are otherwise so small that you really cannot see what exactly is happening).</p>	<p><b>Violence</b></p> 

 www.pegi.info	29	<b>Depictions of non-detailed and non-realistic violence towards non-detailed human-like characters</b>	<p>This is where the depiction gives only a basic representation of a human (stick men or pixelated characters). If the characters are small but are detailed enough to be clearly recognisable as humans a ‘yes’ answer to this question is not appropriate.</p>	<b>Violence</b> 
 www.pegi.info	30	<b>Depictions of non-realistic violence of a minor nature towards a human-like or animal-like character</b>	<p>Characters must react to the violence in an unrealistic way, e.g. they flash or disappear when hit, but do not show any apparent reactions consistent with real life. The important aspect will be the minor nature of the violence.</p> <p>Therefore there cannot be any of the following:</p> <ul style="list-style-type: none"> <li>• Emphasis on the violence in depictions or audio, e.g. close-ups, slow motion</li> <li>• Depictions of pain or suffering</li> </ul>	<b>Violence</b> 
 www.pegi.info	31	<b>Depictions of implied violence to humans where the actual violence is not shown</b>	<p>This is where you do not actually see any violence to humans but it is obvious what is happening. It covers such matters as the bombing of a city where you know civilians are killed and injured, blowing up a tank or shooting down a plane where you know the crew are killed, smashing into cars or other vehicles where the driver/passenger must be injured. It also includes depictions of violence against humans where you do not see any violent act, or the immediate reaction to this act, but you do see the cause and/or the result.</p>	<b>Violence</b> 
 www.pegi.info	32	<b>Depictions of violence that is humorous and/or is set in a cartoon, slapstick or <u>child-like setting</u>, and is likely to be <u>disturbing</u> to younger children.</b>	<p>A <u>child-like setting</u> is a setting that is more likely to appeal to younger children. Such a setting may include (but is not limited to):</p> <ul style="list-style-type: none"> <li>• a fantastical theme</li> <li>• bright colors</li> <li>• playful music</li> <li>• cheerful sounds and/ or</li> <li>• an overall cartoonlike atmosphere</li> </ul> <p>Whether the violence in that setting is likely to be <u>disturbing</u> to younger children is determined by elements such as:</p> <ul style="list-style-type: none"> <li>• fierce sounds</li> <li>• nature of the characters</li> <li>• the severity of the violence and/ or</li> <li>• dark overtones</li> </ul>	<b>Violence</b> 

	33	<b>Pictures or sounds likely to be scary or frightening to young children</b>	<p>This is where you do not actually see or hear anything specifically violent but nevertheless because of the sounds or depictions the overall theme may be frightening to young children (haunting or aggressive music, entering a haunted house, background screams or rustling in the undergrowth).</p>	<b>Fear</b> 
	34	<b>Depictions of nudity in a non-sexual context</b>	<p>This is where the nudity (which includes partial nudity but no visible genitalia) has no direct or implied sexual meaning such as a lady breast feeding a baby, topless sunbathing or a nudist beach.</p>	<p>----</p>
	35	<b>Depictions of violence that is humorous and is set in a cartoon, slapstick or child-like setting.</b>	<p>The humorous element is essential for violence to be depicted at this level, however, it is immaterial whether the characters are realistic (Laurel and Hardy style), non-realistic (fantasy characters or characters drawn as you would expect in comic books) or cartoon characters (Bugs Bunny or Tom and Jerry style). It refers to the actual violence and not merely to the overall theme of the game.</p> <p>Therefore an act of violence, which in itself is not humorous, contained in a comedy would be more appropriate at the 12+ level.</p> <p>Nothing should be shown that might in any way disturb younger children. No blood or obvious injuries should be visible.</p>	<p>----</p>
	36	<b>Does the game allow online game play with or against other people?</b>	<p>This applies to games where it is necessary to connect to any website, portal, gateway or other internet connection in order to play the game. It includes those games played as 'single player' as well as those played as 'multi-player'. It does not include games that are only downloaded via the internet and subsequently played on the PC or console without the requirement for an internet connection for the actual game play.</p>	<b>Online</b> 