



File No: T11/0691

**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:	MORTAL KOMBAT
Alternate titles:	
Publisher:	WARNER BROS ENTERTAINMENT
Programmer:	NETHER REALM
Production Company:	NOT SHOWN
Year of Production:	2011
Duration:	VARIABLE
Version:	ORIGINAL
Format:	MULTI PLATFORM
Country/ies of origin:	USA
Language/s:	ENGLISH
Application type:	CG6
Applicant:	WARNER BROS. ENTERTAINMENT AUSTRALIA

**Dates:**

Date application received by the Classification Board: 15 February 2011

Date of decision: 24 February 2011

**Decision:**

Classification: RC  
Consumer advice:

## **Synopsis:**

This fighting/beat 'em up game sees Thunder God Rayden and his band of Earth warriors battling against Shao Kahn, the Emperor of Outworld, and his minions in order to prevent Armageddon. The game includes 25 characters and can be played in various modes including Story mode, Versus mode and Tag Team mode.

## **Reasons for the 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 Films and Computer Games 2005 (the Guidelines).

In the Board's view this game warrants an 'RC' classification in accordance with item 1(d) of the computer games table of the National Classification Code:

"1. Computer games that:

(d) are unsuitable for a minor to see or play;" will be Refused Classification.

The game contains violence that exceeds strong in impact and is therefore unsuitable for persons aged under 18 years to play.

The game, which is said to be the ninth in the Mortal Kombat series, contains various playable modes. In Story mode, a player engages in a series of one-on-one fights which progress a storyline involving Rayden trying to prevent Armageddon by pitting his Earth warriors against agents of Outworld. Story mode includes more than 15 hours of gameplay.

Versus mode involves one-on-one fights where a player battles against computer-controlled characters in a tournament (with customisable difficulty settings), or against other players. Tag Team mode is similar to Versus mode but allows a player to select two characters and switch between them during a fight.

Fights are depicted in side-view using realistically rendered 3D graphics, although a player is only able to move in two dimensions. The game is set in a dystopian fantasy realm and its cast of 25 characters includes humans, humanoids, creatures and robots. These characters are each able to perform punches, kicks and signature moves during a bout. Signature moves often involve a character's particular weapon or supernatural ability. For example: Scorpion is armed with a spear on a chain which he can hurl into an opponent's chest (with accompanying bloodspray) and pull them towards him; Baraka has blades at his wrists with which he can repeatedly stab an opponent in the stomach, again causing bloodspray; and Sub Zero can temporarily freeze an opponent or stab them in the chest with a blade made of ice.

The game also includes the ability to perform "x-ray" attacks. Given the correct preconditions, a player is able to push a simple button combination to initiate a short non-interactive series of attacks. The internal injuries caused by these attacks are depicted in close-up, including depictions of skulls cracking, ribs breaking and, occasionally, organs being damaged.

At the conclusion of a bout, a character is invited to perform a "finishing move" or "fatality". To perform a fatality, a player has to push a series of button combinations within a short period of time. If this is successfully accomplished, a non-interactive cut scene is triggered which depicts a character explicitly slaughtering their opponent.

Initially, the Move List within the game includes one finishing move per character, although a player is able to unlock up to four per character. The Board notes that fatalities cannot be performed in Story mode and are unlikely to be performed frequently during gameplay; however, it is also noted that there are more than 60 fatalities available and they are an important component of the game. Examples include but are not limited to:

- Kung Lao throws his metal hat into the ground and it spins like a buzz saw. He grabs his prone opponent by the ankles and drags their body through the saw, explicitly slicing them vertically in half. Copious bloodspray is noted. Kung Lao then holds up both halves of the corpse as blood pours out.
- Jade explicitly kicks an opponent into the air and plants her fighting stick into the ground. The opponent falls backwards onto the stick and is explicitly impaled, with the stick protruding from



their chest. Jade then explicitly tears her opponent's head off, with bloodspray noted, and explicitly plants it on the stick.

- Stryker taser his opponent and then explicitly shoots their head off with his gun. Blood and gore is noted.
- Quan Chi explicitly rips his opponent's leg off, accompanied by copious bloodspray. As they lie on the ground, he explicitly beats them with the severed leg for a prolonged period of time.
- Scorpion explicitly slashes an opponent horizontally in two at the waist, with blood and wound detail noted. He then explicitly decapitates them and kicks their body over. As the severed head falls through the air, he explicitly slices it vertically in two.
- Mileena throws two blades at an opponent, which explicitly lodge in their chest. She slowly approaches and explicitly rips their head off, causing their severed neck to spray blood as their body topples. She then explicitly bites into the severed head before throwing it to the ground.
- Kabal uses long hooks to explicitly pull out an opponent's intestines before explicitly impaling the opponent on two spikes.
- Shao Kahn uses his hands to explicitly rip an opponent's body vertically in two.
- Baraka explicitly lodges a blade (attached to his wrist) in an opponent's stomach and hoists them above his head. He spins them round and explicitly decapitates and dismembers them, accompanied by copious bloodspray.
- Kitana uses her 'folding fan' weapon to explicitly dismember then decapitate her opponent, with copious blood flow noted.

The game includes over 60 fatalities (some of which are noted above) which contain explicit depictions of dismemberment, decapitation, disembowelment and other brutal forms of slaughter. Despite the exaggerated conceptual nature of the fatalities and their context within a fighting game set in a fantasy realm, impact is heightened by the use of graphics which are realistically rendered and very detailed. In the opinion of the Board, the game contains violence that exceeds strong in impact and is unsuitable for a minor to see or play. The game should therefore be Refused Classification pursuant to item 1(d) of the computer games table of the National Classification Code.

### **Decision:**

This game is Refused Classification.