

## WRITTEN REASONS FOR DECISION SECTION 12

TITLE OF PUBLICATION: Playboy: The Mansion

OFLC REF:500057

### HEADNOTE

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| <b>Type of Publication:</b>           | Console Game   |
| <b>Title of Publication:</b>          | Playboy: The Mansion   |
| <b>Other known title:</b>             | Not Stated   |
| <b>OFLC Publication Reference No:</b> | 500057   |
| <b>Decision:</b>                      | Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.  |
| <b>Display Conditions:</b>            | When the film is in its inactive state:<br><br>Nil.<br><br>When the film is in its active state:<br><br>The film must be publicly displayed only in premises, or a part of premises, set aside for the public display of restricted publications (whether or not articles other than restricted publications are also displayed in those premises or that part of those premises). |
| <b>Descriptive Note:</b>              | Contains sex scenes.   |

The publication entitled *Playboy: The Mansion* is classified as objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years. This restriction is due to the publication's treatment of matters of sex for entertainment purposes.

The publication is a console game contained within a DVD-ROM formatted for the Xbox console. It is also available in PlayStation and computer game formats.

The player of the game plays as Hugh Hefner, the founder of the Playboy organisation. The 15 missions of the game require the player to establish the Playboy organisation by publishing the magazines in the 1960's through to setting up the television shows and internet services of the modern era. The only playable character is Hefner and he interacts with a variety of non-playable characters. All characters are viewed from a third-person perspective. The characters Hefner interacts with are mainly journalists, photographers, celebrities and Playmates (women contracted to the organisation). The Playmates pose for the magazine and can be dressed by the player in variety of skimpy outfits. One option is to dress them in a thong and have them walk around topless. How Hefner builds and maintains relationships with all the characters is categorised and measured by onscreen level icons. The gameplay is mainly based around developing these relationships through small talk, (relayed in gibberish and pop-up icons), so as to get the other characters to write articles, do interviews, or in the case of the women, pose for the magazine. When relationships with some of the women are well established the Hefner character can have sex with them. Other options allow the player to furnish the Playboy mansion and play a variety of music. Much of the gameplay is drawn out and seems rather far-fetched and silly. This is reinforced by the low quality CGI (computer generated images) and the cartoonish appearance of the characters and settings.

In regards to s3(1) of the FVPC Act the game deals with matters of sex. The game offers the player and the viewer access to images of sexualised nudity and implied sexual intercourse. The nudity occurs regularly in gameplay and presents young women with breasts or buttocks exposed interacting with the main character. This interaction often involves conversations between them, or on occasion the women are required to pose for the cover or the centrefold of the magazine. As a reward for completing some objectives in gameplay access to photographs of actual Playboy models are available (copies of these photographs are included on the file related to this publication). With their concentration on the women's breasts and buttocks they give the impression that they are designed to engage and sexually titillate the male viewer.

Less common in the game is the ability to engage the main character in sexual activity with women. This occurs after the player has built up a measurable relationship with the female characters, and is more common as the game progresses. At this stage an icon indicates that Hefner can have sex with that character. This is represented by the women disrobing to a thong and Hefner to his shorts. The topless women then usually thrust against Hefner in simulated sexual intercourse. There is no genital exposure and although quite exaggerated it is clear that sexual activity is taking place. Information supplied by the distributor pointedly states that the sexual acts are consensual, although these acts represent sex between an employer and employees. However the sexual conduct is not very convincing and involves fanciful animation characters. The manner of some of the presentations is considered further below.

There are no matters under s3(2) of the FVPC Act that are relevant to the classification of this publication. The Classification Office has considered all the matters in s3(3) of the FVPC Act. Of particular relevance is s3(3)(c) in that the publication dehumanises and demeans women to a moderate extent and degree.

Women in general are demeaned and dehumanised by the way they are depicted in this game. They are presented as objects of sexual fantasy readily available to be manipulated and presented solely for this purpose. They are stereotyped as young and attractive with idealised body shapes. Hefner can easily manipulate them to have sex by engaging in romantic talk and giving them gifts. These presentations, although juvenile in nature, are intended for the sexual titillation of male players. They are mitigated by a certain extent by the game's over-the-top images and scenarios, and the unsophisticated manner of the gameplay.

The dominant effect of the publication is of a stilted game tribute to the Playboy organisation. The images of implied sexual activity are likely to detrimentally affect children and young persons who are not at a developmental stage with the experience or maturity to deal with them. Some of the presentations are of a dehumanising and demeaning nature that a mature person would consider ludicrous and unreasonable but could encourage sexist attitudes towards women by impressionable youths. Taking these factors into consideration the availability of the publication is likely to be injurious to the public good unless restricted to players over the age of 16 years.

Display conditions are imposed on the publication when it is publicly displayed in its active state, that is, in demonstration or gameplay mode, as the game's content is likely to cause offence to reasonable members of the public because of its depictions of nudity and sex.

***Written reasons are not legally required for section 12 submissions, but it is the policy of the Classification Office to provide them.***

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