

Can't Have It Both Ways:

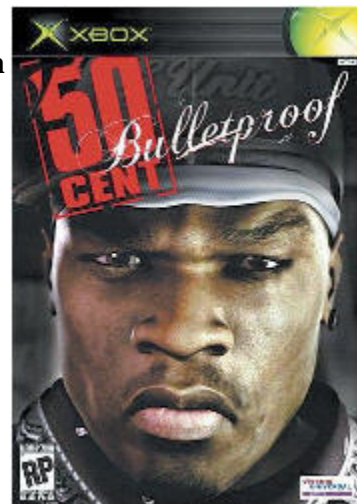
November 28, 2005

Australian OFLC Bans 50 Cent: *Bulletproof*

Vivendi Universal's console action title *50 Cent: Bulletproof* has been denied an official age classification in Australia, making it illegal for the game to be sold, hired, advertised or exhibited in the country.

A statement from the Australian Classification Review Board states that a three member panel played the game for a cumulative forty-two hours and came to a unanimous decision that the game should be refused classification.

This announcement follows rapper 50 Cent's statement that parents should purchase the game for their children, despite its high age rating in America.



The panel indicated that, while the violence in the main game could be justified by context, this was not true of the arcade mode, with the Review Board's convener Maureen Shelly stating that, "The counter kills are enacted in detail, they are prolonged and take place in close up and slow motion. The most impactful of the counter kills involve knives and on-screen blood splatter. The Review Board determined that the impact of this mode was high and could not be accommodated at MA15+ classification [Australia's highest classification rating]. Therefore the game must be refused classification."

Apart from Germany, Australia has demonstrated evidence the for violent content in the Western world, partly due to the lack of a rating above MA15+, with titles such as *Grand Theft Auto: San Andreas*, *Carmageddon*, *Manhunt* and *NARC* all being refused classification in the past.

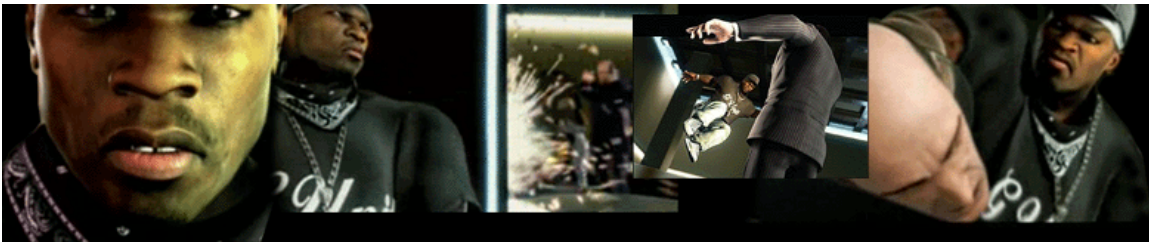
So Australia is banning a video game from the world's #1 best selling rapper. It is already beyond dumb to say that video games cause violence amongst youths when this generation of teens has the lowest reported stats of violence and arrests. That comes from The Justice Department and they would know best. What has to be stated is how fractured the hip-hop community is at times when it sits back and lets countries like Canada try to ban Fifty Cent from performing: And now Aussie's have gotten away with saying that *Bulletproof* is too violent for their delicate, caring and sensitive population. Hating on Fifty Cent's *Bulletproof* video game is beyond dumb. Why is the hip-hop community letting Australia get away with banning another urban/hip-hop video game. It is this same enlightened country that New Line based a new horror film called *Wolf Creek*. This new Australian film commission approved and sanctioned *Wolf Creek* is about the famous and unsolved serial killers run amuck in the Australia Outback.



“Despite an anti-50 Cent ruckus raised by Canada’s Junior Foreign Minister Dan McTeague, the G-Unit general was granted a temporary visa to enter the country for his upcoming tour, which begins Saturday. The action follows vocal protests from McTeague, who said the rapper’s past criminal record and glorification of violence should have legally kept 50 from crossing the border and allegedly corrupting the nation’s youth.

While Canada has rolled out the red carpet, Australia is keeping 50’s new video game Bulletproof off of store shelves. The Australian Office of Film and Classification (OFLC) has banned the game and is refusing to give it a rating because it is excessively violent. Video games in Australia must be rated before they can be made available to consumers. The OFLC says the game is too violent because it allows players to kill victims who moan or beg for their lives, shoot injured characters as they attempt to crawl away and features blood splattering on the screen...”

Australia will whore out its country to any film company or studio that wants to make any depraved, despicable or dumb horror film. They will do this because they want the business of Hollywood to come to Australia. So it does not matter how decadent, brutal or violent the film that a producer wants to make. Australia has no standards or concerns as long as Australians are being hired to make these psycho blood bath movies. If Australia wants to ban Fifty Cent’s Bulletproof because it will promote violence in kids, then it should equally stop making stupid, sadistic splatter films which have a much greater impact on teens. It is beyond silly for a major country to have a high moral video game standard, but then have no moral standard toward producing ultra-violent, sick films like Wolf Creek. Australia can’t have it both ways. They should get real and admit their ban on Fifty Cents’s Bulletproof is more based on race than protecting kids.



THE THRILL IS IN THE HUNT.



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