



**OFFICE OF FILM
& LITERATURE
CLASSIFICATION**

Te Tari Whakarōpū Tukuata, Tubituhinga

THE DEPARTMENT OF INTERNAL AFFAIRS

Te Tari Taiwhenua

Underage Gaming Research

September 2005



<p>WELLINGTON 3 Collina Terrace Thorndon WELLINGTON NEW ZEALAND</p> <p>Tel: +64 4 473 1061 Fax: +64 4 472 3501</p>	<p>AUCKLAND 11 Earle Street Parnell AUCKLAND NEW ZEALAND</p> <p>Tel: +64 9 373 8700 Fax: +64 9 373 8704</p>	<p>SYDNEY Level One, Suite 105 332-342 Oxford Street SYDNEY NSW 2022 AUSTRALIA</p> <p>Tel: +61 2 9386 1622 Fax: +61 2 9386 1633</p>	<p>QUEENSLAND PO Box 972 Robina DC QUEENSLAND 4226 AUSTRALIA</p> <p>Tel: +61 7 5562 2230 Fax: +61 4331 63995</p>
--	---	---	--

Email: umr@umr.co.nz
www.umr.co.nz

ISBN 0-477-10008-2
Copyright

Table of Contents

		<u>Page Number</u>
I.	Introduction	3
II.	Research Methodology	4
III.	Key Findings	5
IV.	Discussion	15
V.	Supplementary Tables	18
Appendix	Survey questionnaire	51

I. Introduction

There is no doubt that console and computer games are becoming increasingly popular in New Zealand and overseas. A recent international survey found that the average game player spends US\$700 (NZ\$991) each year on computer games.¹

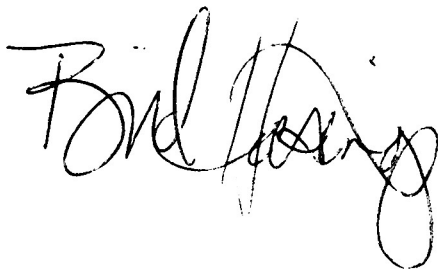
The Office of Film and Literature Classification is the government body responsible for classifying films, video recordings, DVDs and computer games that may need to be restricted or banned under the Films, Videos, and Publications Classification Act 1993. The classification system that applies to films, videos and DVDs also applies to computer games. The Office classifies approximately 70 games each year.

The Censorship Compliance Unit of the Department of Internal Affairs enforces the Act, occasionally refers games to the Office for classification, and is interested in research that measures compliance with censorship law.

In 2004, 62 percent of publications classified by the Office were restricted to persons 16 or 18 years of age. It is illegal to sell, supply or exhibit any publication, including games, with these classifications to anyone under the age of the restriction. Those most affected by these classifications therefore are 15, 16 and 17 year old teenagers, and this is the group of people surveyed in this research.

The Classification Office and the Censorship Compliance Unit of the Department of Internal Affairs asked UMR Research Limited to investigate the game playing habits of this age group and their understanding of the labelling system, particularly with respect to games that were not legally allowed to be supplied to them. Teenagers' understanding of the labelling system is particularly important because unlike films, DVDs and video recordings, unrestricted computer games are allowed by s8(1)(q) of the Classification Act to keep their foreign rating labels. Whether or not this creates confusion in the minds of consumers will inform any decision Parliament makes to retain or repeal s8(1)(q).

This research is the first in this country to examine the gaming habits of teenagers in relation to restricted and banned games. It is published by the Office as part of its obligation to disseminate information about the classification system and how it applies to computer games. The extent to which teenagers play games that are not legally allowed to be supplied to them will contribute to the Department of Internal Affairs' computer game law enforcement strategy. More significantly, this research should be of great interest to retail outlets, teenage computer game players, and the parents and guardians of teenage computer game players.



Chief Censor of Film and Literature

II. Research Methodology

¹ IGN Research, *GamerMetrics Guide to E3 2005*, Los Angeles, 2005.
UMR Research Limited

The basis for this report was a survey of **331** students attending the Office of Film & Literature Classification's Censor for a Day Events. The events were held on 31 March, 6 April and 7 April 2005 in Wellington, Napier and New Plymouth. The students attending the Censor for a Day events were aged between 15 and 18 years. As the focus of this research is on underage gaming, responses from those aged 18 or over have been excluded from this analysis. Students were asked to complete the survey and return it during the Censor for a Day event.

One of the main questions in the survey asked respondents whether or not they had played any of the 26 games listed in the questionnaire. Of the games listed, 24 were classified R18 and two, *Manhunt* and *Postal 2*, were classified as objectionable (banned). Respondents were not told of the classification of the games in question. 360 students attended the events - allowing for the small number of students who were aged over 18 years, this represents a healthy response rate (92%).

Several factors should be noted when considering the results of this study:

- The audience for the events included a high proportion of media studies students.
- Perhaps as a result, 67% of respondents were female.
- 69% of respondents were aged 17 years.
- In asking about R18 games, we were getting respondents to confess what they may have believed was illegal behaviour (based on the assumption that many will have suspected that they were not legally allowed to play R18 games, when in fact the restriction is supplying or exhibiting the game).
- Alternatively, some respondents may have felt that it was socially desirable to say that they had played the games in order to impress, or conform with, their peers.
- The data in a self completion survey is never 100% pure, as respondents cannot be forced to answer every question or follow routing in the questionnaire correctly.

All these factors mean the results need to be treated as **INDICATIVE ONLY**. They should, however, give a reasonable picture of gaming behaviour. The margin of error for a 50% figure at the 95% confidence level for a truly representative sample of n=331 would be $\pm 5.4\%$.

III. Key Findings

The tables that follow (pages 6-14) show the key results of the research. These results are summarised as follows:

- A high proportion (62%) of 15-17 year old respondents stated that they had played at least one of the 26 games tested in our survey.
- The Grand Theft Auto series dominates the list of specific games played. 37% of these 15-17 year olds said that they had played Vice City, while 37% had played San Andreas. Similarly, 35% had played GTA 2, and 30% said that they had played GTA 3. Other prominent games included Driv3r (18%), the Getaway (16%) and Mortal Kombat Deadly Alliance (14%).
- Of the two banned games, Manhunt (7%) was more prominent than Postal 2 (3%).
- Males were considerably more likely to have played the games than females. Of the limited sample of males surveyed (33% of all respondents), 87% claimed to have played at least one of the 26 games. 68% said that they had played GTA Vice City, and 65% had played GTA San Andreas.
- Respondents were generally more likely either to own the games or to have played them at a friend's house than to have rented them from a store. For GTA San Andreas, for example, 15% owned the game, 15% had played it at a friend's house, whereas only 4% had rented it from a store.
- 43% of those who owned at least one of the 26 games listed said that they generally bought such games for themselves. A further 35% said that their parents usually bought the games, while 12% got one of their siblings to buy them. Amongst the smaller sample who had rented one of the games, most reported that they usually rented the game themselves.
- Three-quarters of those who had played at least one of the games claimed that their parents knew which games they played.
- One in five of those who had played at least one of the games said that age restrictions made them more likely to play the game, while less than one in twenty reported that it made them less likely to. Most (76%) felt that it made no difference.
- Most participants seemed to know what the New Zealand R18 & Australian M15+ symbols meant. 80% correctly identified the R18 symbol as meaning that 'under 18 year olds aren't legally allowed to be sold or given the game', but only 56% interpreted M15+ as meaning that 'under 15 year olds aren't really supposed to play the game, but can legally be sold or given it'.

R18 GAMES PLAYED

	All [n=331] %	Male [n=98] %	Female [n=221] %
Played at least ONE of the 26 games listed	62	87	51

Base: All respondents aged 15-17 years

R18 GAME PLAYERS – DEMOGRAPHIC ANALYSIS		
	All [n=331] %	Played At Least One Game [n=206] %
AREA		
Wellington	31	38
Napier	37	35
New Plymouth	32	27
	100	100
GENDER		
Male	30	42
Female	67	55
No Answer	3	3
	100	100
AGE GROUP		
15-16	28	29
17	69	67
No Answer	3	4
	100	100
SCHOOL DECILE RATING		
1-3	20	23
4-7	42	37
8-10	33	34
No Answer	5	6
	100	100
OCCUPATION OF MAIN INCOME EARNER		
Professionals, Managers	27	29
Technicians, Associate Professionals	16	12
Blue collar	29	29
Other	11	13
No Answer	17	17
	100	100
Base: All respondents aged 15-17 years		

R18 GAMES PLAYED – SUMMARY TABLE (TOTAL PLAYED)

Which of the following games have you played?

	All [n=331] %	Male [n=98] %	Female [n=221] %
Grand Theft Auto Vice City	37	68	22
Grand Theft Auto: San Andreas	37	65	25
Grand Theft Auto 2	35	45	31
Grand Theft Auto III	30	52	20
Driv3r	18	29	13
The Getaway	16	33	8
Mortal Kombat: Deadly Alliance	14	28	9
Grand Theft Auto London Special Edition	13	26	7
Mortal Kombat: Deception	11	13	9
Mafia	10	18	6
BMX XXX	10	17	8
Def Jam: Fight for NY	9	17	4
The Getaway: Black Monday	8	16	4
Soldier of Fortune II	7	19	2
Blade II	7	13	5
Manhunt	7	10	5
The Punisher	7	9	5
Soldier of Fortune	6	15	2
State of Emergency	5	17	0
Chronicles of Riddick: Escape From Butcher Bay	5	12	3
Backyard Wrestling 2	5	8	4
Roadkill	4	2	5
Painkiller	3	7	1
Postal 2: Share the Pain	3	5	2
BloodRayne	2	6	1
Gore Ultimate Soldier	2	4	2

Base: All respondents aged 15-17 years

GAMES PLAYED - ALL

Which of the following games have you played? How did you play them?

	Base n=	Own it %	Rented from Shop etc %	Borrowed from friend /relative etc %	Played at friend's house %	Played at gaming venue %	TOTAL PLAYED %
Grand Theft Auto San Andreas	331	14.5	3.6	5.1	14.8	0	37
Grand Theft Auto Vice City	331	16	5.4	5.4	10.6	0	37
Grand Theft Auto 2	331	11.8	6.9	4.5	11.5	0	35
Grand Theft Auto III	331	13.6	5.1	2.7	9.1	0.3	30
Driv3r	331	6.3	4.5	3	4.5	0.6	18
The Getaway	331	6.3	3.9	1.8	4.5	0	16
Mortal Kombat: Deadly Alliance	331	3	3.9	0.9	6	0.9	14
Grand Theft Auto London Special Edition	331	5.7	1.5	1.8	3.9	0	13
Mortal Kombat: Deception	331	3	2.1	1.8	3.6	0.3	11
BMX XXX	331	1.5	4.5	0.6	3.9	0.3	10
Mafia	331	3	3	0.9	3	0	10
Def Jam: Fight for NY	331	1.5	4.2	1.2	2.4	0	9
The Getaway: Black Monday	331	2.1	2.7	1.5	1.5	0.3	8
Blade II	331	1.5	3.9	0	1.8	0.6	7
Manhunt	331	1.2	2.4	0.9	2.1	0	7
Soldier of Fortune II	331	3	1.5	0	3	0	7
The Punisher	331	1.5	2.7	0.6	2.1	0.3	7
Soldier of Fortune	331	2.4	1.5	0.6	1.2	0	6
Backyard Wrestling 2	331	0.6	0.9	0.9	2.1	0.3	5
Chronicles of Riddick: Escape From Butcher Bay	331	1.5	2.1	0.3	1.2	0.3	5
State of Emergency	331	0.6	2.7	0.9	1.5	0	5
Roadkill	331	0.9	0.6	0.3	2.1	0	4
Painkiller	331	0.6	0.3	0.6	1.2	0	3
Postal 2: Share the Pain	331	0.3	0.3	0.6	1.5	0	3
BloodRayne	331	0.3	0.3	0.3	0.9	0.6	2
Gore Ultimate Soldier	331	0.9	0.6	0.3	0.6	0	2

Note: Multiple response question: e.g. respondents may own a game AND have played it at a friend's house. Percentages therefore calculated as proportion of total number responding to the survey. 'Total played' is the percentage of all respondents who played the game, and NOT the sum of the preceding five columns because of multiple response.

GAMES PLAYED - MALE

Which of the following games have you played? How did you play them?

	Base n=	Own it %	Rented from Shop etc %	Borrowed from friend /relative etc %	Played at friend's house %	Played at gaming venue %	TOTAL PLAYED %
Grand Theft Auto Vice City	98	26.5	12.2	14.3	17.3	0	68
Grand Theft Auto San Andreas	98	23.5	11.2	9.2	25.5	0	65
Grand Theft Auto III	98	22.4	12.2	5.1	15.3	0	52
Grand Theft Auto 2	98	16.3	11.2	5.1	13.3	0	45
The Getaway	98	10.2	9.2	4.1	10.2	0	33
Driv3r	98	9.2	10.2	4.1	5.1	1	29
Mortal Kombat: Deadly Alliance	98	5.1	11.2	0	10.2	1	28
Grand Theft Auto London Special Edition	98	8.2	5.1	5.1	8.2	0	26
Soldier of Fortune II	98	6.1	5.1	0	8.2	0	19
Mafia	98	3.1	8.2	2	6.1	0	18
BMX XXX	98	2	8.2	1	5.1	1	17
Def Jam: Fight for NY	98	2.1	10.2	2	3.1	0	17
State of Emergency	98	1	9.2	3.1	4.1	0	17
The Getaway: Black Monday	98	3.1	7.1	3.1	3.1	1	16
Soldier of Fortune	98	5.1	5.1	1	4.1	0	15
Blade II	98	4.1	6.1	0	3.1	1	13
Mortal Kombat: Deception	98	3	4.1	3	3.1	0	13
Chronicles of Riddick: Escape From Butcher Bay	98	5.1	4.1	0	3.1	0	12
Manhunt	98	1	4.1	1	4.1	0	10
The Punisher	98	2.1	5.1	0	2	0	9
Backyard Wrestling 2	98	1	1	2.1	3.1	1	8
Painkiller	98	1	1	1	4.1	0	7
BloodRayne	98	1	0	1	2.1	2	6
Postal 2: Share the Pain	98	0	0	1	4.1	0	5
Gore Ultimate Soldier	98	1	1	1	2	0	4
Roadkill	98	0	1	0	1	0	2

Note: Multiple response question: e.g. respondents may own a game AND have played it at a friend's house. Percentages therefore calculated as proportion of total number responding to the survey. 'Total played' is the percentage of all respondents who played the game, and NOT the sum of the preceding five columns because of multiple response.

GAMES PLAYED - FEMALE

Which of the following games have you played? How did you play them?

	Base n=	Own it %	Rented from Shop etc %	Borrowed from friend /relative etc %	Played at friend's house %	Played at gaming venue %	TOTAL PLAYED %
Grand Theft Auto 2	221	9.5	5.5	4.5	11.3	0	31
Grand Theft Auto San Andreas	221	9.9	0.4	3.2	10.9	0	25
Grand Theft Auto Vice City	221	10.4	2.3	1.4	8.1	0	22
Grand Theft Auto III	221	9	2.3	1.8	6.8	0.5	20
Driv3r	221	5.4	1.4	1.8	4.1	0.5	13
Mortal Kombat: Deadly Alliance	221	1.8	0.9	1.4	4.5	0.9	9
Mortal Kombat: Deception	221	2.7	1.4	1.4	3.6	0.5	9
BMX XXX	221	1.4	3.2	0.5	3.2	0	8
The Getaway	221	3.6	1.8	0.4	2.3	0	8
Grand Theft Auto London Special Edition	221	4.5	0	0.5	2.3	0	7
Mafia	221	3.2	0.9	0.4	1.4	0	6
Blade II	221	0.4	2.7	0	1.4	0.5	5
Manhunt	221	1.3	1.4	0.9	0.9	0	5
Roadkill	221	1.4	0.4	0.4	2.7	0	5
The Punisher	221	1.3	1.4	0	2.3	0.4	5
Backyard Wrestling 2	221	0.4	0.9	0.5	1.8	0	4
Def Jam: Fight for NY	221	0.9	1.4	0.5	1.4	0	4
The Getaway: Black Monday	221	1.8	0.9	0.4	0.9	0	4
Chronicles of Riddick: Escape From Butcher Bay	221	0	1.4	0.4	0.4	0.5	3
Gore Ultimate Soldier	221	0.9	0.5	0	0	0	2
Postal 2: Share the Pain	221	0.4	0.4	0.5	0.5	0	2
Soldier of Fortune	221	1.4	0	0.4	0	0	2
Soldier of Fortune II	221	1.8	0	0	0.5	0	2
BloodRayne	221	0	0.4	0	0.5	0	1
Painkiller	221	0.4	0	0.5	0	0	1
State of Emergency	221	0.5	0	0	0.5	0	0

Note: Multiple response question: e.g. respondents may own a game AND have played it at a friend's house. Percentages therefore calculated as proportion of total number responding to the survey. 'Total played' is the percentage of all respondents who played the game, and NOT the sum of the preceding five columns because of multiple response.

GAME OWNERSHIP

If you OWN ANY of these games, did you most often:

	All [n=89] %	Male [n=45] %	Female [n=38] %
Buy them yourself	43	62	21
Have a parent buy them	35	22	47
Siblings buy them	12	5	21
Have an older friend buy them	6	9	3
Presents / gifts	3	0	8
Burn them	1	2	0

Base: Those who **owned** at least one game; those who gave 'no answer' have been excluded from the base for calculating percentages.

GAME RENTAL

If you have RENTED ANY of these games, did you most often:

	All [n=67] %	Male [n=36] %	Female [n=27] %
Rent them yourself	75	83	63
Have a parent rent them	16	17	18
Sibling rented	6	0	11
Have an older friend rent them	2	0	4
Mate rented	1	0	4

Base: Those who **rented** at least one game; those who gave 'no answer' have been excluded from the base for calculating percentages.

PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY

Are your parents/guardians aware of the games you play?

	All [n=249] %	Male [n=90] %	Female [n=151] %
Yes	76	78	75
No/Unsure	24	22	25

Base: Those who **played** at least one of the games; those who gave 'no answer' have been excluded from the base for calculating percentages.

AGE RESTRICTION

Does the fact that a game has an age restriction on it make you:

	All [n=251] %	Male [n=90] %	Female [n=153] %
More likely to play it	20	25	18
Less likely to play it	4	1	6
Make no difference	76	74	76

Base: Those who **played** at least one game; those who gave 'no answer' have been excluded from the base for calculating percentages.

INTERPRETATION OF R18 SYMBOL

What does this symbol mean?

	All [n=322] %	Male [n=96] %	Female [n=215] %
Under 18 year olds aren't really supposed to play the game, but can legally be sold or given it	5	3	4
Under 18 year olds aren't legally allowed to be sold or given the game	80	79	82
Under 18 year olds aren't allowed to be sold or given the game unless their parent gives permission	15	18	14
Base: Those who gave 'no answer' have been excluded from the base for calculating percentages.			

INTERPRETATION OF M15+ SYMBOL

What does this symbol mean?

	All [n=301] %	Male [n=91] %	Female [n=207] %
Under 15 year olds aren't really supposed to play the game, but can legally be sold or given it	56	62	54
Under 15 year olds aren't legally allowed to be sold or given the game	23	23	23
Under 15 year olds aren't allowed to be sold or given the game unless their parent gives permission	21	15	23
Base: Those who gave 'no answer' have been excluded from the base for calculating percentages.			

IV. Discussion

This section sets out the views of the Office and the Department on the results of the research.

The research confirms what the two agencies have long suspected, that many young people have rented, bought or played computer games that are not legally able to be supplied to them.

Access to restricted games

When this cohort of underage gamers was asked how they accessed R18 or banned games, many indicated that they bought them themselves (43%) or rented them themselves (75%). It is an offence to sell or rent a restricted game to an underage person, a fact which some stores appear to have overlooked or ignored.

Even stores that do check the age of customers are sometimes circumvented by parents who buy (35%) or rent (16%) games for their underage children. Parents have the same legal responsibility as stores to ensure that games are not supplied to underage people. More than three-quarters of parents of underage gamers were reported to be aware of the games their children played. For the majority of underage gamers (76%), the fact that a game is restricted makes no difference to their choice about whether or not to play it. For a further 20%, an age restriction makes the game more attractive. Adults appear to share their children's lack of enthusiasm for game classifications, even though by doing so they make themselves liable to substantial fines. The law places responsibility on adults to ensure underage people have no access to restricted games.

The most popular games amongst respondents were those in the *Grand Theft Auto* series. These games generally require the player to steal cars and murder people. Players can also attack innocent bystanders and police officers. The Office classified the *Grand Theft Auto* games R18 because they require the player to initiate and escalate violent criminal activities, they reward criminal behaviour, they are likely to disturb younger players, and because they adversely affect young persons' attitudes towards violence. The games are restricted to adults to prevent injury to the public good caused by the likelihood of young people being injured to gratuitous violence and cruelty through repeated exposure to the gameplay.

The people who produce computer games containing graphic violence or horror scenes aimed squarely at the adult market do not intend these games to be played by people under the age of 18. Despite this, the research has revealed a tendency amongst some people to treat all computer games as being suitable for children and young people. Such people act outside the law. The Office does not lightly restrict games, and when it does it is because the unrestricted availability of a game will be injurious to the public good.

Access to banned games

Only two games have ever been banned in New Zealand. Both had been played by respondents in our survey.

In 2003, the Office banned *Manhunt* because²

The length of time it takes to complete the game, and the necessity to repeat the killings in ever more gory fashion on each level if one does not complete that level at first attempt, increases exposure to material that initially disturbs, but which must be accommodated to complete the game. A player's power both to initiate violence and to control the level of violence is part of the process by which this accommodation is made. To succeed in this game, a player must learn over an extended period of time to acquiesce in, tolerate, or even enjoy, the violence he or she inflicts.

The consequence of the ban is that it is illegal to possess, supply or import the game. *Manhunt* was banned before it was available for sale in New Zealand shops. Law enforcement agencies have gathered illegal copies of the game and have prosecuted people for possessing and supplying it. Nevertheless, 7% of respondents (10 boys and 5 girls) indicated that they had played the game.

In 2004, *Postal 2* was banned because³

The player's ability to elect the amount, type, and speed with which the violence is escalated into extreme cruelty requires an antisocial attitudinal shift, (and reinforces such attitudes amongst those who already have them) that is likely to be injurious to the public good. The ordinariness of the everyday settings and circumstances in which the player plays the game makes these attitudes more likely to influence the player's real life interactions. The game therefore has the potential to transmit to its likely audience not only an open contempt for, and flaunting of, the criminal law, but also an attitude that committing criminal activity is exhilarating and entertaining. The game's callous ridiculing of individuals based on their race, nationality, religion, gender and sexual orientation serves to create, maintain and reinforce unsympathetic and inhumane attitudes towards such persons. The repeated playing of this game would most likely further entrench these attitudes. Another likelihood of injury arises from the fact that the game immerses the player in violent gameplay intended to be a source of excitement and pleasure. To a greater or lesser degree, this has the potential to inure players to brutal violence generally.

The research found that 3% of respondents (5 boys and 2 girls) admitted that they had played the game.

The young people who have played *Manhunt* or *Postal 2* have not only played games considered too harmful even for adults, but they have committed criminal offences which carry substantial penalties. Anyone who bought the game for them or supplied it to them also broke the law. Parliament has recently increased the penalties for possessing and supplying objectionable material. Anyone importing or possessing either *Manhunt* or *Postal 2* could face up to five years imprisonment. Anyone supplying or distributing either game could face up to 10 years imprisonment. People currently in possession of the games should destroy them.

² OFLC No. 302023, p9.

³ OFLC No. 401584, p9.

Restricted New Zealand labels

The study participants were also surveyed about their understanding of the rating and classification labels on games. They appear to be well informed about the meaning of New Zealand labels on computer games. When asked what the R18 label meant, 80% correctly identified that people under the age of 18 are not legally allowed to be sold or given the game. This represents a high level of awareness of classification symbols, even if the classification is unlikely to discourage some of them from playing the game. The same cannot be said of the Australian labels that some games sold in New Zealand are legally allowed to carry.

Unrestricted Australian labels

In New Zealand, unrestricted computer games are exempt from the mandatory labelling that applies to all other moving images. The Office only classifies, and the Labelling Body only issues labels for, the 10% of games that require classification because of their restricted content. Since games are usually supplied from Australia, where all games must be classified and labelled, many appear in New Zealand shops bearing Australian classification labels. We therefore decided to test teenagers' understanding of Australian labels. The research found much greater confusion over the meaning of the Australian M15+ symbol than the New Zealand R18 label. Only 56% understood that the M15+ label means that the game is recommended for, not restricted to, those aged 15 and over. The rest of the respondents were divided between thinking the label was a legal ('R15') restriction or that parental permission was required for a person under 15 to be sold or given the game.

The inevitable conclusion is that the presence of Australian labels on computer games rented and sold in New Zealand creates public confusion. This confusion does not exist amongst film, video and DVD audiences because all foreign labels are required by law to be obscured and replaced with the correct New Zealand label.

Conclusion

Some underage gamers are attracted to restricted games and many are not likely to abide by an R18 classification. At least some stores and parents facilitate access to restricted games and break the law by doing so.

Only about 10% of games are restricted and less than 1% of all games are classified R18. There are a wide variety of computer games available that are suitable for younger players. We encourage parents, shops and players to take note of classification labels and to abide by them. Censorship authorities cannot be everywhere and cannot monitor every sale or hire of a computer game. Instead, shops and, more importantly, parents, should ensure that age restricted games are not made available to underage gamers.

Giving persons under the age of 18 years access to restricted games is illegal. Our greatest concern is that giving children and teenagers access to R18 games increases the odds that some of these young people will grow up to become adults who will contribute to a society that normalises nonchalant and callous attitudes to violent behaviour, and that becomes more inured to or ignorant of the consequences of violence, consequences that no civil society should tolerate.

V. Supplementary Tables

GAMES PLAYED - BACKYARD WRESTLING 2	19
GAMES PLAYED - BLADE II	20
GAMES PLAYED - BLOODRAYNE	21
GAMES PLAYED - BMX XXX	22
GAMES PLAYED - CHRONICLES OF RIDDICK: ESCAPE FROM BUTCHER BAY	23
GAMES PLAYED - DEF JAM: FIGHT FOR NY	24
GAMES PLAYED - DRIVER	25
GAMES PLAYED - GORE ULTIMATE SOLDIER	26
GAMES PLAYED - GRAND THEFT AUTO 2	27
GAMES PLAYED - GRAND THEFT AUTO III	28
GAMES PLAYED - GRAND THEFT AUTO LONDON SPECIAL EDITION	29
GAMES PLAYED - GRAND THEFT AUTO SAN ANDREAS	30
GAMES PLAYED - GRAND THEFT AUTO VICE CITY	31
GAMES PLAYED - MAFIA	32
GAMES PLAYED - MANHUNT	33
GAMES PLAYED - MORTAL KOMBAT: DEADLY ALLIANCE	34
GAMES PLAYED - MORTAL KOMBAT: DECEPTION	35
GAMES PLAYED - PAINKILLER	36
GAMES PLAYED - POSTAL 2: SHARE THE PAIN	37
GAMES PLAYED - ROADKILL	38
GAMES PLAYED - SOLDIER OF FORTUNE	39
GAMES PLAYED - SOLDIER OF FORTUNE II	40
GAMES PLAYED - STATE OF EMERGENCY	41
GAMES PLAYED - THE GETAWAY	42
GAMES PLAYED - THE GETAWAY: BLACK MONDAY	43
GAMES PLAYED - THE PUNISHER	44
GAME OWNERSHIP	45
GAME RENTAL	46
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY	47
AGE RESTRICTION	48
INTERPRETATION OF THIS SYMBOL (R18)	49
INTERPRETATION OF THIS SYMBOL (R15)	50

GAMES PLAYED - BACKYARD WRESTLING 2⁴

Which of the following games have you played? How did you play them?
Backyard Wrestling 2

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.6%	0.9%	0.9%	2.1%	0.3%	53.2%	42.0%	100.0%
AREA									
Wellington	104	1.9%	0.0%	0.0%	2.9%	1.0%	60.6%	33.6%	100.0%
Napier	121	0.0%	1.7%	0.8%	0.8%	0.0%	47.9%	48.8%	100.0%
New Plymouth	106	0.0%	0.9%	1.9%	2.8%	0.0%	51.9%	42.5%	100.0%
SEX									
Male	98	1.0%	1.0%	2.1%	3.1%	1.0%	65.3%	26.5%	100.0%
Female	221	0.4%	0.9%	0.5%	1.8%	0.0%	48.9%	47.5%	100.0%
AGE GROUP									
15-16	93	0.0%	1.1%	2.1%	1.1%	0.0%	55.9%	39.8%	100.0%
17	227	0.9%	0.9%	0.4%	2.7%	0.4%	52.4%	42.3%	100.0%
SCHOOL DECILE RATING									
1-3	67	1.5%	0.0%	0.0%	3.0%	0.0%	58.2%	37.3%	100.0%
4-7	140	0.7%	1.4%	0.7%	2.9%	0.7%	47.9%	45.7%	100.0%
8-10	108	0.0%	0.9%	1.9%	0.9%	0.0%	57.4%	38.9%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	0.0%	0.0%	0.0%	2.2%	1.1%	58.9%	37.8%	100.0%
Technicians, Associate Professionals	52	0.0%	3.8%	0.0%	1.9%	0.0%	53.9%	40.4%	100.0%
Blue collar	95	2.1%	1.0%	2.1%	1.1%	0.0%	48.4%	45.3%	100.0%
Other	38	0.0%	0.0%	0.0%	5.3%	0.0%	60.5%	34.2%	100.0%
Own at least one game	95	2.1%	2.1%	0.0%	3.2%	1.1%	56.8%	34.7%	100.0%
Rented at least one game	73	1.4%	4.1%	2.7%	2.7%	1.4%	61.7%	26.0%	100.0%
Played at least one game	207	1.0%	1.4%	1.4%	3.4%	0.5%	62.8%	29.5%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	0.0%	1.6%	0.0%	3.2%	0.0%	69.8%	25.4%	100.0%
No	60	3.3%	0.0%	5.0%	1.7%	1.7%	65.0%	23.3%	100.0%

⁴ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - BLADE II⁵

Which of the following games have you played? How did you play them?

Blade II

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	1.5%	3.9%	0.0%	1.8%	0.6%	50.8%	41.7%	100.3%
AREA									
Wellington	104	3.8%	5.8%	0.0%	1.0%	1.9%	57.7%	30.8%	101.0%
Napier	121	0.8%	5.8%	0.0%	1.6%	0.0%	43.0%	48.8%	100.0%
New Plymouth	106	0.0%	0.0%	0.0%	2.8%	0.0%	52.8%	44.4%	100.0%
SEX									
Male	98	4.1%	6.1%	0.0%	3.1%	1.0%	61.2%	25.5%	101.0%
Female	221	0.4%	2.7%	0.0%	1.4%	0.5%	47.5%	47.5%	100.0%
AGE GROUP									
15-16	93	2.2%	5.4%	0.0%	1.1%	0.0%	54.8%	37.6%	101.1%
17	227	1.3%	3.1%	0.0%	2.2%	0.9%	49.8%	42.7%	100.0%
SCHOOL DECILE RATING									
1-3	67	6.0%	6.0%	0.0%	1.5%	0.0%	53.7%	34.3%	101.5%
4-7	140	0.0%	3.6%	0.0%	2.1%	0.7%	46.4%	47.2%	100.0%
8-10	108	0.9%	2.8%	0.0%	1.8%	0.9%	55.6%	38.0%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	2.2%	2.2%	0.0%	2.2%	1.1%	57.8%	34.5%	100.0%
Technicians, Associate Professionals	52	0.0%	1.9%	0.0%	0.0%	0.0%	59.6%	38.5%	100.0%
Blue collar	95	2.1%	6.3%	0.0%	2.1%	0.0%	44.2%	46.3%	101.1%
Other	38	0.0%	5.3%	0.0%	2.6%	2.6%	52.6%	36.9%	100.0%
Own at least one game	95	5.3%	11.6%	0.0%	3.2%	2.1%	48.4%	30.5%	101.1%
Rented at least one game	73	1.4%	17.8%	0.0%	2.7%	2.7%	52.1%	23.3%	100.0%
Played at least one game	207	2.4%	6.3%	0.0%	2.9%	1.0%	58.9%	29.0%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	2.1%	5.3%	0.0%	2.1%	0.5%	66.1%	24.3%	100.5%
No	60	1.7%	5.0%	0.0%	3.3%	1.7%	63.3%	25.0%	100.0%

⁵ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - BLOODRAYNE⁶

Which of the following games have you played? How did you play them?

BloodRayne

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.3%	0.3%	0.3%	0.9%	0.6%	53.5%	44.1%	100.0%
AREA									
Wellington	104	0.0%	0.9%	0.0%	1.0%	1.0%	61.5%	35.6%	100.0%
Napier	121	0.8%	0.0%	0.8%	1.7%	0.8%	45.5%	50.4%	100.0%
New Plymouth	106	0.0%	0.0%	0.0%	0.0%	0.0%	54.7%	45.3%	100.0%
SEX									
Male	98	1.0%	0.0%	1.0%	2.1%	2.0%	64.3%	29.6%	100.0%
Female	221	0.0%	0.4%	0.0%	0.5%	0.0%	49.8%	49.3%	100.0%
AGE GROUP									
15-16	93	0.0%	0.0%	0.0%	3.2%	1.1%	54.8%	40.9%	100.0%
17	227	0.5%	0.5%	0.4%	0.0%	0.4%	53.3%	44.9%	100.0%
SCHOOL DECILE RATING									
1-3	67	0.0%	0.0%	1.5%	1.5%	0.0%	58.2%	38.8%	100.0%
4-7	140	0.0%	0.7%	0.0%	0.7%	0.7%	48.6%	49.3%	100.0%
8-10	108	1.0%	0.0%	0.0%	0.9%	0.9%	57.4%	39.8%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	0.0%	0.0%	0.0%	1.1%	1.1%	60.0%	37.8%	100.0%
Technicians, Associate Professionals	52	0.0%	0.0%	0.0%	1.9%	0.0%	57.7%	40.4%	100.0%
Blue collar	95	1.0%	1.1%	0.0%	1.1%	0.0%	48.4%	48.4%	100.0%
Other	38	0.0%	0.0%	2.6%	0.0%	2.6%	55.3%	39.5%	100.0%
Own at least one game	95	1.0%	1.0%	1.1%	2.1%	1.1%	55.8%	37.9%	100.0%
Rented at least one game	73	1.3%	1.4%	1.4%	4.1%	1.4%	60.3%	30.1%	100.0%
Played at least one game	207	0.5%	0.5%	0.5%	1.4%	1.0%	63.3%	32.8%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	0.6%	0.0%	0.5%	1.6%	0.5%	69.3%	27.5%	100.0%
No	60	0.0%	1.7%	0.0%	0.0%	1.7%	68.3%	28.3%	100.0%

⁶ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - BMX XXX⁷

Which of the following games have you played? How did you play them?

BMX XXX

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	1.5%	4.5%	0.6%	3.9%	0.3%	49.8%	39.6%	100.3%
AREA									
Wellington	104	4.8%	2.9%	1.0%	1.9%	0.0%	59.6%	29.8%	100.0%
Napier	121	0.0%	5.8%	0.8%	5.0%	0.8%	42.1%	45.5%	100.0%
New Plymouth	106	0.0%	4.7%	0.0%	4.7%	0.0%	49.1%	42.5%	100.9%
SEX									
Male	98	2.0%	8.2%	1.0%	5.1%	1.0%	59.2%	23.5%	100.0%
Female	221	1.4%	3.2%	0.5%	3.2%	0.0%	46.6%	45.7%	100.5%
AGE GROUP									
15-16	93	1.1%	4.3%	1.1%	3.2%	1.1%	51.6%	37.6%	100.0%
17	227	1.8%	4.8%	0.4%	3.5%	0.0%	49.8%	40.1%	100.4%
SCHOOL DECILE RATING									
1-3	67	4.5%	1.5%	0.0%	0.0%	0.0%	58.2%	35.8%	100.0%
4-7	140	0.0%	7.1%	0.7%	5.0%	0.0%	43.6%	44.3%	100.7%
8-10	108	1.9%	2.8%	0.9%	3.7%	0.9%	54.6%	35.2%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	2.2%	5.6%	1.1%	6.7%	0.0%	52.2%	32.2%	100.0%
Technicians, Associate Professionals	52	0.0%	3.8%	0.0%	1.9%	0.0%	53.9%	40.4%	100.0%
Blue collar	95	1.0%	3.2%	0.0%	2.1%	0.0%	48.4%	45.3%	100.0%
Other	38	0.0%	5.3%	2.6%	2.6%	2.6%	55.3%	34.2%	102.6%
Own at least one game	95	5.3%	12.6%	1.0%	9.5%	0.0%	44.2%	27.4%	100.0%
Rented at least one game	73	2.7%	20.5%	1.4%	6.8%	0.0%	50.7%	19.2%	101.4%
Played at least one game	207	2.4%	7.2%	1.0%	6.3%	0.5%	57.5%	25.6%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	2.1%	5.3%	0.5%	5.8%	0.5%	64.6%	21.7%	100.5%
No	60	1.7%	8.3%	1.7%	3.3%	0.0%	63.3%	21.7%	100.0%

⁷ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - CHRONICLES OF RIDDICK: ESCAPE FROM BUTCHER BAY⁸

Which of the following games have you played? How did you play them?

Chronicles of Riddick: Escape From Butcher Bay

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	1.5%	2.1%	0.3%	1.2%	0.3%	52.6%	42.0%	100.0%
AREA									
Wellington	104	3.8%	3.8%	1.0%	1.0%	0.0%	58.7%	31.7%	100.0%
Napier	121	0.8%	2.5%	0.0%	1.6%	0.0%	46.3%	48.8%	100.0%
New Plymouth	106	0.0%	0.0%	0.0%	1.0%	0.9%	53.8%	44.3%	100.0%
SEX									
Male	98	5.1%	4.1%	0.0%	3.1%	0.0%	61.2%	26.5%	100.0%
Female	221	0.0%	1.4%	0.4%	0.4%	0.5%	49.8%	47.5%	100.0%
AGE GROUP									
15-16	93	0.0%	2.1%	0.0%	1.1%	0.0%	57.0%	39.8%	100.0%
17	227	2.2%	1.8%	0.4%	1.3%	0.4%	51.6%	42.3%	100.0%
SCHOOL DECILE RATING									
1-3	67	3.0%	4.5%	0.0%	0.0%	0.0%	56.7%	35.8%	100.0%
4-7	140	0.7%	1.4%	0.7%	1.4%	0.7%	47.9%	47.2%	100.0%
8-10	108	1.8%	1.8%	0.0%	1.9%	0.0%	56.5%	38.0%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	1.1%	0.0%	0.0%	1.1%	58.9%	37.8%	100.0%
Technicians, Associate Professionals	52	0.0%	3.8%	0.0%	3.8%	0.0%	53.9%	38.5%	100.0%
Blue collar	95	3.2%	2.1%	0.0%	0.0%	0.0%	48.4%	46.3%	100.0%
Other	38	0.0%	0.0%	0.0%	5.3%	0.0%	57.9%	36.8%	100.0%
Own at least one game	95	5.3%	4.2%	1.0%	2.1%	0.0%	55.8%	31.6%	100.0%
Rented at least one game	73	4.1%	9.6%	1.4%	2.7%	0.0%	58.9%	23.3%	100.0%
Played at least one game	207	2.4%	3.4%	0.5%	1.9%	0.5%	61.8%	29.5%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	1.1%	2.6%	0.5%	1.6%	0.5%	68.3%	25.4%	100.0%
No	60	5.0%	3.3%	0.0%	1.7%	0.0%	66.7%	23.3%	100.0%

⁸ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - DEF JAM: FIGHT FOR NY⁹

Which of the following games have you played? How did you play them?

Def Jam: Fight for NY

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	1.5%	4.2%	1.2%	2.4%	0.0%	49.8%	41.1%	100.3%
AREA									
Wellington	104	1.9%	6.7%	0.0%	1.9%	0.0%	55.8%	34.6%	101.0%
Napier	121	2.5%	5.8%	1.6%	1.6%	0.0%	43.0%	45.5%	100.0%
New Plymouth	106	0.0%	0.0%	1.9%	3.8%	0.0%	51.9%	42.4%	100.0%
SEX									
Male	98	2.1%	10.2%	2.0%	3.1%	0.0%	56.1%	26.5%	100.0%
Female	221	0.9%	1.4%	0.5%	1.4%	0.0%	48.4%	48.0%	100.5%
AGE GROUP									
15-16	93	2.1%	4.3%	2.2%	2.2%	0.0%	50.5%	38.7%	100.0%
17	227	0.9%	3.5%	0.4%	1.8%	0.0%	50.7%	43.2%	100.4%
SCHOOL DECILE RATING									
1-3	67	4.5%	11.9%	0.0%	0.0%	0.0%	46.3%	37.3%	100.0%
4-7	140	0.7%	2.1%	0.7%	3.6%	0.0%	47.1%	46.4%	100.7%
8-10	108	0.0%	0.9%	1.9%	0.9%	0.0%	57.4%	38.9%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	0.0%	2.2%	1.1%	0.0%	0.0%	58.9%	37.8%	100.0%
Technicians, Associate Professionals	52	3.8%	3.8%	0.0%	3.8%	0.0%	51.9%	38.5%	101.9%
Blue collar	95	1.0%	6.3%	1.1%	1.1%	0.0%	44.2%	46.3%	100.0%
Other	38	2.6%	2.6%	0.0%	5.3%	0.0%	55.3%	34.2%	100.0%
Own at least one game	95	5.3%	9.5%	1.1%	6.3%	0.0%	47.4%	31.6%	101.1%
Rented at least one game	73	5.5%	19.2%	4.1%	5.5%	0.0%	45.2%	21.9%	101.4%
Played at least one game	207	2.4%	6.8%	1.9%	3.9%	0.0%	57.5%	28.0%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	2.1%	6.3%	1.1%	3.2%	0.0%	64.0%	23.8%	100.5%
No	60	1.7%	3.4%	3.3%	3.3%	0.0%	65.0%	23.3%	100.0%

⁹ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - DRIVER¹⁰

Which of the following games have you played? How did you play them?

Driver

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	6.3%	4.5%	3.0%	4.5%	0.6%	44.4%	37.5%	100.9%
AREA									
Wellington	104	8.7%	6.7%	1.0%	2.9%	1.9%	53.8%	26.9%	101.9%
Napier	121	6.6%	6.6%	4.1%	5.8%	0.0%	33.9%	43.8%	100.8%
New Plymouth	106	3.8%	0.0%	3.8%	4.7%	0.0%	47.2%	40.5%	100.0%
SEX									
Male	98	9.2%	10.2%	4.1%	5.1%	1.0%	50.0%	21.4%	101.0%
Female	221	5.4%	1.4%	1.8%	4.1%	0.5%	43.4%	43.9%	100.5%
AGE GROUP									
15-16	93	10.8%	5.4%	2.2%	5.4%	1.1%	43.0%	34.4%	102.2%
17	227	4.4%	4.0%	2.6%	4.0%	0.4%	46.3%	38.8%	100.4%
SCHOOL DECILE RATING									
1-3	67	13.4%	10.4%	1.5%	3.0%	3.0%	43.3%	28.4%	103.0%
4-7	140	3.6%	2.1%	2.1%	3.6%	0.0%	45.0%	43.6%	100.0%
8-10	108	5.6%	3.7%	2.8%	5.6%	0.0%	48.1%	35.2%	100.9%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	5.6%	3.4%	3.3%	3.3%	1.1%	51.1%	32.2%	100.0%
Technicians, Associate Professionals	52	5.8%	3.9%	1.9%	1.9%	0.0%	50.0%	36.5%	100.0%
Blue collar	95	9.5%	5.3%	2.1%	7.4%	0.0%	36.8%	41.1%	102.1%
Other	38	2.6%	2.6%	0.0%	5.3%	0.0%	52.6%	36.9%	100.0%
Own at least one game	95	22.1%	11.6%	5.3%	3.2%	2.1%	34.7%	22.1%	101.1%
Rented at least one game	73	13.7%	20.5%	4.1%	2.7%	1.4%	42.5%	16.4%	101.4%
Played at least one game	207	10.1%	7.2%	4.8%	7.2%	1.0%	48.8%	22.2%	101.4%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	8.5%	4.8%	3.7%	5.3%	0.5%	58.7%	19.6%	101.1%
No	60	8.3%	8.3%	5.0%	8.3%	1.7%	51.7%	18.3%	101.7%

¹⁰ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - GORE ULTIMATE SOLDIER¹¹

Which of the following games have you played? How did you play them?

Gore Ultimate Soldier

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.9%	0.6%	0.3%	0.6%	0.0%	53.5%	44.4%	100.3%
AREA									
Wellington	104	1.0%	0.0%	0.0%	1.9%	0.0%	59.6%	37.5%	100.0%
Napier	121	1.7%	1.7%	0.8%	0.0%	0.0%	46.3%	50.4%	100.8%
New Plymouth	106	0.0%	0.0%	0.0%	0.0%	0.0%	55.7%	44.3%	100.0%
SEX									
Male	98	1.0%	1.0%	1.0%	2.0%	0.0%	66.3%	29.6%	101.0%
Female	221	0.9%	0.5%	0.0%	0.0%	0.0%	49.3%	49.3%	100.0%
AGE GROUP									
15-16	93	0.0%	1.1%	1.1%	0.0%	0.0%	55.9%	43.0%	101.1%
17	227	1.3%	0.4%	0.0%	0.9%	0.0%	52.9%	44.5%	100.0%
SCHOOL DECILE RATING									
1-3	67	0.0%	1.5%	0.0%	1.5%	0.0%	55.2%	41.8%	100.0%
4-7	140	2.1%	0.0%	0.0%	0.7%	0.0%	49.3%	47.9%	100.0%
8-10	108	0.0%	0.9%	0.9%	0.0%	0.0%	58.3%	40.7%	100.9%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	0.0%	0.0%	2.2%	0.0%	57.8%	38.9%	100.0%
Technicians, Associate Professionals	52	0.0%	1.9%	0.0%	0.0%	0.0%	57.7%	40.4%	100.0%
Blue collar	95	1.0%	0.0%	0.0%	0.0%	0.0%	49.5%	49.5%	100.0%
Other	38	2.6%	2.6%	2.6%	0.0%	0.0%	60.5%	34.2%	102.6%
Own at least one game	95	3.2%	2.1%	0.0%	1.1%	0.0%	54.7%	38.9%	100.0%
Rented at least one game	73	2.7%	2.7%	0.0%	1.4%	0.0%	60.3%	32.9%	100.0%
Played at least one game	207	1.4%	1.0%	0.5%	1.0%	0.0%	63.3%	33.3%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	1.1%	1.1%	0.5%	0.5%	0.0%	69.8%	27.5%	100.5%
No	60	1.6%	0.0%	0.0%	1.7%	0.0%	66.7%	30.0%	100.0%

¹¹ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - GRAND THEFT AUTO 2¹²

Which of the following games have you played? How did you play them?

Grand Theft Auto 2

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	11.8%	6.9%	4.5%	11.5%	0.0%	33.2%	32.3%	100.3%
AREA									
Wellington	104	17.3%	7.7%	6.7%	12.5%	0.0%	35.6%	21.2%	101.0%
Napier	121	11.6%	8.3%	3.3%	12.4%	0.0%	26.4%	38.0%	100.0%
New Plymouth	106	6.6%	4.7%	3.8%	9.4%	0.0%	38.7%	36.8%	100.0%
SEX									
Male	98	16.3%	11.2%	5.1%	13.3%	0.0%	36.7%	18.4%	101.0%
Female	221	9.5%	5.5%	4.5%	11.3%	0.0%	32.1%	37.1%	100.0%
AGE GROUP									
15-16	93	14.0%	8.6%	1.1%	15.1%	0.0%	33.3%	29.0%	101.1%
17	227	10.1%	6.6%	6.2%	10.6%	0.0%	33.5%	33.0%	100.0%
SCHOOL DECILE RATING									
1-3	67	16.4%	9.0%	3.0%	9.0%	0.0%	37.3%	26.9%	101.5%
4-7	140	10.7%	5.7%	5.7%	9.3%	0.0%	32.9%	35.7%	100.0%
8-10	108	9.3%	7.4%	4.6%	15.8%	0.0%	33.3%	29.6%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	11.1%	6.7%	4.4%	10.0%	0.0%	38.9%	28.9%	100.0%
Technicians, Associate Professionals	52	7.7%	5.8%	5.8%	9.6%	0.0%	34.6%	36.5%	100.0%
Blue collar	95	9.5%	8.4%	6.3%	14.7%	0.0%	28.4%	33.7%	101.1%
Other	38	18.4%	5.3%	2.6%	13.2%	0.0%	34.2%	26.3%	100.0%
Own at least one game	95	41.1%	9.5%	6.3%	5.3%	0.0%	22.1%	16.8%	101.1%
Rented at least one game	73	26.0%	31.5%	8.2%	5.5%	0.0%	16.5%	12.3%	100.0%
Played at least one game	207	18.8%	11.1%	7.2%	18.4%	0.0%	30.9%	14.0%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	16.9%	10.6%	6.3%	14.3%	0.0%	41.3%	11.1%	100.5%
No	60	11.7%	5.0%	3.3%	15.0%	0.0%	46.7%	18.3%	100.0%

¹² FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - GRAND THEFT AUTO III¹³

Which of the following games have you played? How did you play them?

Grand Theft Auto III

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	13.6%	5.1%	2.7%	9.1%	0.3%	36.6%	33.8%	101.2%
AREA									
Wellington	104	23.1%	5.8%	1.9%	10.6%	0.0%	38.5%	21.2%	101.0%
Napier	121	10.7%	6.6%	4.1%	11.6%	0.8%	28.9%	39.7%	102.5%
New Plymouth	106	7.6%	2.8%	1.9%	4.7%	0.0%	43.4%	39.6%	100.0%
SEX									
Male	98	22.4%	12.2%	5.1%	15.3%	0.0%	32.7%	15.3%	103.1%
Female	221	9.0%	2.3%	1.8%	6.8%	0.5%	39.4%	40.7%	100.5%
AGE GROUP									
15-16	93	10.8%	7.5%	2.2%	15.1%	1.1%	34.4%	31.2%	102.2%
17	227	13.7%	4.4%	3.1%	7.0%	0.0%	38.3%	34.4%	100.9%
SCHOOL DECILE RATING									
1-3	67	17.9%	7.5%	1.5%	7.5%	0.0%	40.3%	26.9%	101.5%
4-7	140	12.1%	2.1%	4.3%	7.1%	0.0%	36.4%	39.3%	101.4%
8-10	108	10.2%	8.3%	1.9%	13.0%	0.9%	37.0%	29.6%	100.9%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	12.2%	4.5%	4.4%	7.8%	0.0%	42.2%	28.9%	100.0%
Technicians, Associate Professionals	52	7.7%	5.8%	0.0%	5.8%	0.0%	42.3%	38.4%	100.0%
Blue collar	95	13.7%	3.2%	3.2%	9.5%	1.1%	33.7%	37.9%	102.1%
Other	38	18.4%	13.2%	2.6%	15.8%	0.0%	28.9%	26.3%	105.3%
Own at least one game	95	47.4%	9.5%	4.2%	6.3%	0.0%	18.9%	16.8%	103.2%
Rented at least one game	73	30.1%	23.3%	5.5%	8.2%	0.0%	21.9%	13.7%	102.7%
Played at least one game	207	21.7%	8.2%	4.3%	14.5%	0.5%	36.2%	16.4%	101.9%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	18.0%	8.5%	4.2%	10.1%	0.5%	47.1%	13.8%	102.1%
No	60	18.3%	1.7%	0.0%	16.7%	0.0%	46.6%	16.7%	100.0%

¹³ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - GRAND THEFT AUTO LONDON SPECIAL EDITION¹⁴

Which of the following games have you played? How did you play them?

Grand Theft Auto London Special Edition

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	5.7%	1.5%	1.8%	3.9%	0.0%	47.7%	39.6%	100.3%
AREA									
Wellington	104	7.7%	1.0%	1.0%	3.8%	0.0%	56.7%	30.8%	101.0%
Napier	121	5.8%	1.6%	3.3%	5.0%	0.0%	38.0%	46.3%	100.0%
New Plymouth	106	3.8%	1.9%	0.9%	2.8%	0.0%	50.0%	40.6%	100.0%
SEX									
Male	98	8.2%	5.1%	5.1%	8.2%	0.0%	51.0%	23.5%	101.0%
Female	221	4.5%	0.0%	0.5%	2.3%	0.0%	47.5%	45.2%	100.0%
AGE GROUP									
15-16	93	6.5%	1.1%	3.2%	7.5%	0.0%	47.3%	35.5%	101.1%
17	227	5.3%	1.8%	1.3%	2.6%	0.0%	48.5%	40.5%	100.0%
SCHOOL DECILE RATING									
1-3	67	6.0%	0.0%	1.5%	3.0%	0.0%	56.7%	34.3%	101.5%
4-7	140	7.9%	0.7%	1.4%	3.6%	0.0%	43.6%	42.8%	100.0%
8-10	108	2.8%	3.7%	1.8%	5.6%	0.0%	49.1%	37.0%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	8.9%	2.2%	4.5%	4.4%	0.0%	46.7%	33.3%	100.0%
Technicians, Associate Professionals	52	1.9%	1.9%	0.0%	0.0%	0.0%	55.8%	40.4%	100.0%
Blue collar	95	5.3%	2.1%	1.1%	5.3%	0.0%	44.2%	43.2%	101.1%
Other	38	7.9%	0.0%	0.0%	7.9%	0.0%	55.3%	28.9%	100.0%
Own at least one game	95	20.0%	2.1%	4.2%	3.2%	0.0%	43.2%	28.4%	101.1%
Rented at least one game	73	17.8%	6.9%	6.9%	2.7%	0.0%	43.8%	21.9%	100.0%
Played at least one game	207	9.2%	2.4%	2.9%	6.3%	0.0%	54.1%	25.6%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	7.9%	2.1%	2.6%	5.8%	0.0%	60.8%	21.2%	100.5%
No	60	6.7%	1.7%	1.7%	3.3%	0.0%	63.3%	23.3%	100.0%

¹⁴ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - GRAND THEFT AUTO SAN ANDREAS¹⁵

Which of the following games have you played? How did you play them?

Grand Theft Auto San Andreas

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	14.5%	3.6%	5.1%	14.8%	0.0%	30.8%	32.3%	101.2%
AREA									
Wellington	104	21.2%	3.8%	5.8%	14.4%	0.0%	33.7%	22.1%	101.0%
Napier	121	14.0%	5.0%	7.4%	17.4%	0.0%	22.3%	36.4%	102.5%
New Plymouth	106	8.5%	1.9%	1.9%	12.3%	0.0%	37.7%	37.7%	100.0%
SEX									
Male	98	23.5%	11.2%	9.2%	25.5%	0.0%	22.4%	12.2%	104.1%
Female	221	9.9%	0.4%	3.2%	10.9%	0.0%	35.3%	40.3%	100.0%
AGE GROUP									
15-16	93	18.3%	2.2%	2.2%	16.1%	0.0%	32.3%	30.1%	101.1%
17	227	11.9%	4.0%	6.2%	15.0%	0.0%	31.3%	33.0%	101.3%
SCHOOL DECILE RATING									
1-3	67	22.4%	4.5%	9.0%	4.5%	0.0%	35.8%	25.4%	101.5%
4-7	140	13.6%	2.9%	5.7%	12.1%	0.0%	30.7%	37.1%	102.1%
8-10	108	8.4%	4.6%	0.9%	26.9%	0.0%	29.6%	29.6%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	15.6%	4.4%	6.7%	17.8%	0.0%	28.9%	27.8%	101.1%
Technicians, Associate Professionals	52	3.9%	1.9%	3.8%	13.5%	0.0%	40.4%	36.5%	100.0%
Blue collar	95	16.8%	2.1%	2.1%	15.8%	0.0%	29.5%	34.7%	101.1%
Other	38	18.4%	5.3%	7.9%	15.8%	0.0%	28.9%	28.9%	105.3%
Own at least one game	95	50.5%	6.3%	7.4%	12.6%	0.0%	15.8%	10.5%	103.2%
Rented at least one game	73	32.9%	16.4%	13.7%	8.2%	0.0%	20.5%	12.3%	104.1%
Played at least one game	207	23.2%	5.8%	8.2%	23.7%	0.0%	27.1%	14.0%	101.9%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	21.2%	5.8%	6.3%	16.4%	0.0%	40.2%	12.2%	102.1%
No	60	13.3%	1.7%	6.7%	30.0%	0.0%	35.0%	13.3%	100.0%

¹⁵ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - GRAND THEFT AUTO VICE CITY¹⁶

Which of the following games have you played? How did you play them?

Grand Theft Auto Vice City

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	16.0%	5.4%	5.4%	10.6%	0.0%	29.9%	33.5%	100.9%
AREA									
Wellington	104	23.1%	7.7%	5.8%	6.7%	0.0%	37.5%	21.2%	101.9%
Napier	121	15.7%	6.6%	6.6%	13.2%	0.0%	17.4%	41.3%	100.8%
New Plymouth	106	9.4%	1.9%	3.8%	11.3%	0.0%	36.8%	36.8%	100.0%
SEX									
Male	98	26.5%	12.2%	14.3%	17.3%	0.0%	16.3%	16.3%	103.1%
Female	221	10.4%	2.3%	1.4%	8.1%	0.0%	37.1%	40.7%	100.0%
AGE GROUP									
15-16	93	17.2%	7.5%	4.3%	10.7%	0.0%	28.0%	32.3%	100.0%
17	227	14.1%	4.4%	5.3%	11.0%	0.0%	32.2%	34.4%	101.3%
SCHOOL DECILE RATING									
1-3	67	19.4%	10.4%	6.0%	6.0%	0.0%	29.8%	28.4%	100.0%
4-7	140	12.9%	3.6%	5.0%	10.0%	0.0%	30.7%	38.6%	100.7%
8-10	108	13.9%	4.6%	5.6%	15.7%	0.0%	31.5%	30.6%	101.9%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	18.9%	4.4%	8.9%	7.8%	0.0%	34.4%	26.7%	101.1%
Technicians, Associate Professionals	52	1.9%	9.6%	5.8%	7.7%	0.0%	34.6%	40.4%	100.0%
Blue collar	95	15.8%	4.2%	2.1%	14.7%	0.0%	26.3%	38.9%	102.1%
Other	38	23.7%	5.3%	2.6%	15.8%	0.0%	26.3%	26.3%	100.0%
Own at least one game	95	55.8%	9.5%	6.3%	6.3%	0.0%	9.5%	14.7%	102.1%
Rented at least one game	73	31.5%	24.7%	17.8%	6.8%	0.0%	9.6%	13.7%	104.1%
Played at least one game	207	25.6%	8.7%	8.7%	16.9%	0.0%	25.6%	15.9%	101.4%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	24.3%	9.0%	6.9%	11.6%	0.0%	36.5%	13.2%	101.6%
No	60	11.7%	1.7%	6.7%	20.0%	0.0%	41.6%	18.3%	100.0%

¹⁶ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - MAFIA¹⁷

Which of the following games have you played? How did you play them?

Mafia

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	3.0%	3.0%	0.9%	3.0%	0.0%	49.2%	41.1%	100.3%
AREA									
Wellington	104	4.8%	1.9%	1.9%	2.9%	0.0%	56.7%	32.7%	101.0%
Napier	121	2.5%	5.8%	0.8%	3.3%	0.0%	39.7%	47.9%	100.0%
New Plymouth	106	1.9%	1.0%	0.0%	2.8%	0.0%	52.8%	41.5%	100.0%
SEX									
Male	98	3.1%	8.2%	2.0%	6.1%	0.0%	57.1%	24.5%	101.0%
Female	221	3.2%	0.9%	0.4%	1.4%	0.0%	46.6%	47.5%	100.0%
AGE GROUP									
15-16	93	4.3%	4.3%	2.1%	4.3%	0.0%	48.4%	36.6%	100.0%
17	227	2.6%	2.6%	0.4%	1.8%	0.0%	50.2%	42.7%	100.4%
SCHOOL DECILE RATING									
1-3	67	3.0%	9.0%	3.0%	1.5%	0.0%	50.7%	34.3%	101.5%
4-7	140	3.6%	0.7%	0.0%	1.4%	0.0%	46.4%	47.9%	100.0%
8-10	108	2.8%	2.8%	0.9%	4.6%	0.0%	52.8%	36.1%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	2.2%	1.1%	1.1%	3.3%	0.0%	56.7%	35.6%	100.0%
Technicians, Associate Professionals	52	1.9%	7.7%	0.0%	1.9%	0.0%	50.0%	38.5%	100.0%
Blue collar	95	3.1%	3.2%	1.0%	3.2%	0.0%	45.3%	44.2%	100.0%
Other	38	5.3%	2.6%	0.0%	0.0%	0.0%	52.6%	39.5%	100.0%
Own at least one game	95	10.5%	6.3%	1.1%	5.3%	0.0%	44.2%	32.6%	100.0%
Rented at least one game	73	8.2%	13.7%	2.7%	2.7%	0.0%	48.0%	24.7%	100.0%
Played at least one game	207	4.8%	4.8%	1.4%	4.8%	0.0%	56.5%	28.0%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	3.7%	4.2%	1.1%	2.1%	0.0%	64.0%	24.9%	100.0%
No	60	5.0%	3.3%	1.7%	10.0%	0.0%	61.7%	20.0%	101.7%

¹⁷ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - MANHUNT¹⁸

Which of the following games have you played? How did you play them?

Manhunt

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	1.2%	2.4%	0.9%	2.1%	0.0%	51.1%	42.3%	100.0%
AREA									
Wellington	104	2.9%	0.0%	1.9%	1.9%	0.0%	58.7%	34.6%	100.0%
Napier	121	0.8%	4.1%	0.0%	2.5%	0.0%	44.6%	48.0%	100.0%
New Plymouth	106	0.0%	2.8%	0.9%	1.9%	0.0%	51.0%	43.4%	100.0%
SEX									
Male	98	1.0%	4.1%	1.0%	4.1%	0.0%	62.2%	27.6%	100.0%
Female	221	1.3%	1.4%	0.9%	0.9%	0.0%	47.5%	48.0%	100.0%
AGE GROUP									
15-16	93	2.1%	0.0%	0.0%	2.2%	0.0%	54.8%	40.9%	100.0%
17	227	0.9%	3.1%	1.3%	1.3%	0.0%	50.7%	42.7%	100.0%
SCHOOL DECILE RATING									
1-3	67	0.0%	1.5%	0.0%	1.5%	0.0%	58.2%	38.8%	100.0%
4-7	140	2.9%	3.6%	1.4%	1.4%	0.0%	44.3%	46.4%	100.0%
8-10	108	0.0%	0.9%	0.9%	1.9%	0.0%	57.4%	38.9%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	1.1%	1.1%	0.0%	0.0%	58.9%	37.8%	100.0%
Technicians, Associate Professionals	52	0.0%	0.0%	0.0%	1.9%	0.0%	57.7%	40.4%	100.0%
Blue collar	95	2.1%	2.1%	0.0%	2.1%	0.0%	46.3%	47.4%	100.0%
Other	38	2.6%	7.9%	5.3%	2.6%	0.0%	47.4%	34.2%	100.0%
Own at least one game	95	4.2%	4.2%	2.1%	5.3%	0.0%	49.5%	34.7%	100.0%
Rented at least one game	73	2.7%	11.0%	2.7%	1.4%	0.0%	57.5%	24.7%	100.0%
Played at least one game	207	1.9%	3.9%	1.4%	3.4%	0.0%	59.4%	30.0%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	1.1%	3.7%	0.5%	1.6%	0.0%	67.7%	25.4%	100.0%
No	60	3.3%	1.7%	3.3%	6.7%	0.0%	60.0%	25.0%	100.0%

¹⁸ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - MORTAL KOMBAT: DEADLY ALLIANCE¹⁹

Which of the following games have you played? How did you play them?

Mortal Kombat: Deadly Alliance

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	3.0%	3.9%	0.9%	6.0%	0.9%	46.5%	39.3%	100.6%
AREA									
Wellington	104	5.8%	3.8%	1.9%	2.9%	1.0%	54.8%	30.8%	101.0%
Napier	121	3.3%	5.8%	0.8%	8.3%	0.8%	37.2%	44.6%	100.8%
New Plymouth	106	0.0%	1.9%	0.0%	6.6%	0.9%	49.1%	41.5%	100.0%
SEX									
Male	98	5.1%	11.2%	0.0%	10.2%	1.0%	49.0%	23.5%	100.0%
Female	221	1.8%	0.9%	1.4%	4.5%	0.9%	46.2%	45.2%	100.9%
AGE GROUP									
15-16	93	4.3%	7.5%	2.2%	5.4%	3.2%	43.0%	36.6%	102.2%
17	227	2.2%	2.7%	0.4%	6.6%	0.0%	48.0%	40.1%	100.0%
SCHOOL DECILE RATING									
1-3	67	4.5%	9.0%	0.0%	3.0%	1.5%	49.3%	34.3%	101.5%
4-7	140	2.9%	2.9%	1.4%	8.6%	0.7%	41.4%	42.1%	100.0%
8-10	108	1.9%	1.9%	0.9%	5.6%	0.9%	51.9%	38.0%	100.9%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	4.4%	1.1%	1.1%	1.1%	55.6%	35.6%	100.0%
Technicians, Associate Professionals	52	1.9%	3.8%	0.0%	1.9%	0.0%	53.9%	38.5%	100.0%
Blue collar	95	4.2%	4.2%	1.1%	10.5%	2.1%	36.8%	43.2%	102.1%
Other	38	5.3%	5.3%	0.0%	13.1%	0.0%	44.7%	31.6%	100.0%
Own at least one game	95	10.5%	10.5%	2.1%	7.4%	2.1%	43.2%	25.3%	101.1%
Rented at least one game	73	8.2%	17.8%	2.7%	2.7%	2.7%	47.9%	19.2%	101.4%
Played at least one game	207	4.8%	6.3%	1.4%	9.7%	1.4%	52.2%	25.1%	101.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	3.7%	5.8%	1.6%	8.5%	1.6%	59.3%	20.6%	101.1%
No	60	5.0%	3.3%	0.0%	5.0%	0.0%	61.7%	25.0%	100.0%

¹⁹ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - MORTAL KOMBAT: DECEPTION²⁰

Which of the following games have you played? How did you play them?

Mortal Kombat: Deception

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	3.0%	2.1%	1.8%	3.6%	0.3%	49.2%	40.2%	100.3%
AREA									
Wellington	104	4.8%	2.9%	1.9%	2.9%	1.0%	53.8%	33.7%	101.0%
Napier	121	3.3%	2.5%	2.5%	3.3%	0.0%	43.0%	45.4%	100.0%
New Plymouth	106	1.0%	0.9%	0.9%	4.7%	0.0%	51.9%	40.6%	100.0%
SEX									
Male	98	3.0%	4.1%	3.0%	3.1%	0.0%	58.2%	28.6%	100.0%
Female	221	2.7%	1.4%	1.4%	3.6%	0.5%	46.6%	44.3%	100.5%
AGE GROUP									
15-16	93	5.4%	2.2%	4.3%	3.2%	1.1%	48.4%	36.6%	101.1%
17	227	1.8%	2.2%	0.4%	3.5%	0.0%	50.7%	41.4%	100.0%
SCHOOL DECILE RATING									
1-3	67	3.0%	6.0%	4.5%	0.0%	1.5%	49.3%	37.3%	101.5%
4-7	140	3.6%	2.1%	0.7%	7.1%	0.0%	44.3%	42.2%	100.0%
8-10	108	1.8%	0.0%	1.9%	0.9%	0.0%	56.5%	38.9%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	2.2%	2.2%	0.0%	3.3%	0.0%	57.8%	34.5%	100.0%
Technicians, Associate Professionals	52	1.9%	3.8%	0.0%	0.0%	0.0%	55.8%	38.5%	100.0%
Blue collar	95	3.2%	1.1%	5.3%	3.2%	1.1%	42.1%	45.3%	101.1%
Other	38	7.9%	2.6%	0.0%	5.3%	0.0%	52.6%	31.6%	100.0%
Own at least one game	95	10.5%	5.3%	1.1%	4.2%	1.1%	50.5%	28.4%	101.1%
Rented at least one game	73	8.2%	9.6%	5.5%	2.7%	1.4%	54.8%	19.2%	101.4%
Played at least one game	207	4.8%	3.4%	2.9%	5.8%	0.5%	56.5%	26.6%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	4.2%	2.1%	2.6%	5.3%	0.5%	64.6%	21.2%	100.5%
No	60	3.3%	5.0%	1.7%	3.3%	0.0%	60.0%	26.7%	100.0%

²⁰ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - PAINKILLER²¹

Which of the following games have you played? How did you play them?

Painkiller

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.6%	0.3%	0.6%	1.2%	0.0%	54.1%	43.2%	100.0%
AREA									
Wellington	104	0.9%	0.0%	1.0%	1.9%	0.0%	60.6%	35.6%	100.0%
Napier	121	0.8%	0.8%	0.0%	1.7%	0.0%	47.9%	48.8%	100.0%
New Plymouth	106	0.0%	0.0%	1.0%	0.0%	0.0%	54.7%	44.3%	100.0%
SEX									
Male	98	1.0%	1.0%	1.0%	4.1%	0.0%	64.3%	28.6%	100.0%
Female	221	0.4%	0.0%	0.5%	0.0%	0.0%	50.7%	48.4%	100.0%
AGE GROUP									
15-16	93	2.1%	0.0%	2.1%	2.2%	0.0%	52.7%	40.9%	100.0%
17	227	0.0%	0.4%	0.0%	0.9%	0.0%	55.1%	43.6%	100.0%
SCHOOL DECILE RATING									
1-3	67	0.0%	0.0%	1.5%	1.5%	0.0%	59.7%	37.3%	100.0%
4-7	140	1.4%	0.7%	0.7%	0.7%	0.0%	49.3%	47.2%	100.0%
8-10	108	0.0%	0.0%	0.0%	1.9%	0.0%	57.4%	40.7%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	0.0%	1.1%	1.1%	0.0%	58.9%	37.8%	100.0%
Technicians, Associate Professionals	52	0.0%	0.0%	0.0%	0.0%	0.0%	59.6%	40.4%	100.0%
Blue collar	95	1.0%	0.0%	1.1%	0.0%	0.0%	51.6%	46.3%	100.0%
Other	38	0.0%	2.7%	0.0%	2.6%	0.0%	60.5%	34.2%	100.0%
Own at least one game	95	2.1%	1.1%	2.1%	2.1%	0.0%	56.8%	35.8%	100.0%
Rented at least one game	73	1.4%	1.4%	2.7%	0.0%	0.0%	65.7%	28.8%	100.0%
Played at least one game	207	0.9%	0.5%	1.0%	1.9%	0.0%	63.8%	31.9%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	0.0%	0.5%	1.1%	1.6%	0.0%	70.4%	26.4%	100.0%
No	60	3.3%	0.0%	0.0%	1.7%	0.0%	68.3%	26.7%	100.0%

²¹ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - POSTAL 2: SHARE THE PAIN²²

Which of the following games have you played? How did you play them?

Postal 2: Share the Pain

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.3%	0.3%	0.6%	1.5%	0.0%	54.4%	42.9%	100.0%
AREA									
Wellington	104	0.9%	0.0%	1.0%	1.9%	0.0%	60.6%	35.6%	100.0%
Napier	121	0.0%	0.8%	0.8%	2.5%	0.0%	48.0%	47.9%	100.0%
New Plymouth	106	0.0%	0.0%	0.0%	0.0%	0.0%	55.7%	44.3%	100.0%
SEX									
Male	98	0.0%	0.0%	1.0%	4.1%	0.0%	66.3%	28.6%	100.0%
Female	221	0.4%	0.4%	0.5%	0.5%	0.0%	50.2%	48.0%	100.0%
AGE GROUP									
15-16	93	1.1%	0.0%	1.1%	4.3%	0.0%	54.8%	38.7%	100.0%
17	227	0.0%	0.5%	0.4%	0.4%	0.0%	54.6%	44.1%	100.0%
SCHOOL DECILE RATING									
1-3	67	0.0%	0.0%	1.5%	1.5%	0.0%	59.7%	37.3%	100.0%
4-7	140	0.7%	0.7%	0.7%	1.4%	0.0%	49.3%	47.2%	100.0%
8-10	108	0.0%	0.0%	0.0%	1.9%	0.0%	58.3%	39.8%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	0.0%	0.0%	0.0%	2.2%	0.0%	61.1%	36.7%	100.0%
Technicians, Associate Professionals	52	0.0%	0.0%	0.0%	0.0%	0.0%	59.6%	40.4%	100.0%
Blue collar	95	1.0%	1.0%	2.1%	1.1%	0.0%	49.5%	45.3%	100.0%
Other	38	0.0%	0.0%	0.0%	2.6%	0.0%	63.2%	34.2%	100.0%
Own at least one game	95	1.0%	1.1%	1.1%	3.2%	0.0%	58.9%	34.7%	100.0%
Rented at least one game	73	0.0%	1.4%	1.4%	2.7%	0.0%	67.1%	27.4%	100.0%
Played at least one game	207	0.5%	0.5%	1.0%	2.4%	0.0%	64.2%	31.4%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	0.0%	0.5%	1.1%	2.1%	0.0%	70.9%	25.4%	100.0%
No	60	1.7%	0.0%	0.0%	1.7%	0.0%	68.3%	28.3%	100.0%

²² FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - ROADKILL²³

Which of the following games have you played? How did you play them?

Roadkill

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.9%	0.6%	0.3%	2.1%	0.0%	53.2%	42.9%	100.0%
AREA									
Wellington	104	1.9%	1.0%	1.0%	2.9%	0.0%	58.6%	34.6%	100.0%
Napier	121	0.0%	0.0%	0.0%	0.8%	0.0%	49.6%	49.6%	100.0%
New Plymouth	106	1.0%	0.9%	0.0%	2.8%	0.0%	51.9%	43.4%	100.0%
SEX									
Male	98	0.0%	1.0%	0.0%	1.0%	0.0%	67.4%	30.6%	100.0%
Female	221	1.4%	0.4%	0.4%	2.7%	0.0%	48.0%	47.1%	100.0%
AGE GROUP									
15-16	93	2.1%	0.0%	1.1%	2.2%	0.0%	55.9%	38.7%	100.0%
17	227	0.0%	0.9%	0.0%	2.2%	0.0%	52.9%	44.0%	100.0%
SCHOOL DECILE RATING									
1-3	67	1.5%	1.5%	1.5%	1.5%	0.0%	56.7%	37.3%	100.0%
4-7	140	0.7%	0.7%	0.0%	2.9%	0.0%	49.3%	46.4%	100.0%
8-10	108	0.0%	0.0%	0.0%	0.9%	0.0%	58.3%	40.8%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	0.0%	1.1%	0.0%	4.4%	0.0%	57.8%	36.7%	100.0%
Technicians, Associate Professionals	52	0.0%	0.0%	0.0%	0.0%	0.0%	59.6%	40.4%	100.0%
Blue collar	95	0.0%	0.0%	1.1%	2.1%	0.0%	50.5%	46.3%	100.0%
Other	38	2.6%	0.0%	0.0%	2.6%	0.0%	57.9%	36.9%	100.0%
Own at least one game	95	3.2%	1.0%	1.1%	3.2%	0.0%	56.8%	34.7%	100.0%
Rented at least one game	73	0.0%	2.8%	1.4%	2.7%	0.0%	67.1%	26.0%	100.0%
Played at least one game	207	1.4%	1.0%	0.5%	3.4%	0.0%	62.3%	31.4%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	0.5%	0.5%	0.5%	1.6%	0.0%	70.4%	26.5%	100.0%
No	60	3.3%	1.7%	0.0%	6.7%	0.0%	63.3%	25.0%	100.0%

²³ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - SOLDIER OF FORTUNE²⁴

Which of the following games have you played? How did you play them?

Soldier of Fortune

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	2.4%	1.5%	0.6%	1.2%	0.0%	52.0%	42.3%	100.0%
AREA									
Wellington	104	6.7%	1.9%	0.0%	1.0%	0.0%	55.8%	34.6%	100.0%
Napier	121	0.8%	2.5%	0.8%	2.5%	0.0%	45.5%	47.9%	100.0%
New Plymouth	106	0.0%	0.0%	0.9%	0.0%	0.0%	55.7%	43.4%	100.0%
SEX									
Male	98	5.1%	5.1%	1.0%	4.1%	0.0%	58.2%	26.5%	100.0%
Female	221	1.4%	0.0%	0.4%	0.0%	0.0%	50.2%	48.0%	100.0%
AGE GROUP									
15-16	93	3.2%	2.2%	1.1%	3.2%	0.0%	50.5%	39.8%	100.0%
17	227	2.2%	1.3%	0.5%	0.4%	0.0%	52.9%	42.7%	100.0%
SCHOOL DECILE RATING									
1-3	67	6.0%	3.0%	0.0%	0.0%	0.0%	55.2%	35.8%	100.0%
4-7	140	2.1%	0.7%	1.4%	0.0%	0.0%	48.6%	47.2%	100.0%
8-10	108	0.9%	1.9%	0.0%	3.7%	0.0%	54.6%	38.9%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	3.3%	1.1%	1.1%	2.2%	0.0%	56.7%	35.6%	100.0%
Technicians, Associate Professionals	52	0.0%	3.8%	0.0%	0.0%	0.0%	55.8%	40.4%	100.0%
Blue collar	95	3.2%	1.0%	0.0%	1.0%	0.0%	49.5%	45.3%	100.0%
Other	38	2.7%	2.6%	2.6%	2.6%	0.0%	55.3%	34.2%	100.0%
Own at least one game	95	8.4%	4.2%	1.1%	2.1%	0.0%	50.5%	33.7%	100.0%
Rented at least one game	73	2.7%	6.8%	1.4%	1.4%	0.0%	58.9%	28.8%	100.0%
Played at least one game	207	3.9%	2.4%	1.0%	1.9%	0.0%	60.4%	30.4%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	3.2%	2.6%	0.0%	2.1%	0.0%	66.7%	25.4%	100.0%
No	60	3.4%	0.0%	3.3%	0.0%	0.0%	68.3%	25.0%	100.0%

²⁴ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - SOLDIER OF FORTUNE II²⁵

Which of the following games have you played? How did you play them?

Soldier of Fortune II

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	3.0%	1.5%	0.0%	3.0%	0.0%	51.1%	41.7%	100.3%
AREA									
Wellington	104	6.7%	1.9%	0.0%	2.9%	0.0%	55.8%	33.7%	101.0%
Napier	121	2.5%	2.5%	0.0%	4.1%	0.0%	43.8%	47.1%	100.0%
New Plymouth	106	0.0%	0.0%	0.0%	1.9%	0.0%	54.7%	43.4%	100.0%
SEX									
Male	98	6.1%	5.1%	0.0%	8.2%	0.0%	56.1%	24.5%	100.0%
Female	221	1.8%	0.0%	0.0%	0.5%	0.0%	50.2%	48.0%	100.5%
AGE GROUP									
15-16	93	5.4%	2.2%	0.0%	5.4%	0.0%	50.5%	37.6%	101.1%
17	227	2.2%	1.3%	0.0%	1.8%	0.0%	52.0%	42.7%	100.0%
SCHOOL DECILE RATING									
1-3	67	4.5%	3.0%	0.0%	3.0%	0.0%	53.7%	35.8%	100.0%
4-7	140	3.6%	0.7%	0.0%	0.7%	0.0%	48.6%	47.1%	100.7%
8-10	108	1.8%	1.9%	0.0%	5.6%	0.0%	53.7%	37.0%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	2.2%	3.3%	0.0%	4.5%	0.0%	55.6%	34.4%	100.0%
Technicians, Associate Professionals	52	0.0%	1.9%	0.0%	1.9%	0.0%	55.8%	40.4%	100.0%
Blue collar	95	4.2%	1.1%	0.0%	2.1%	0.0%	48.4%	45.3%	101.1%
Other	38	5.2%	0.0%	0.0%	5.3%	0.0%	55.3%	34.2%	100.0%
Own at least one game	95	10.5%	2.1%	0.0%	6.3%	0.0%	50.5%	31.6%	101.1%
Rented at least one game	73	5.5%	6.8%	0.0%	5.5%	0.0%	57.5%	24.7%	100.0%
Played at least one game	207	4.8%	2.4%	0.0%	4.8%	0.0%	58.9%	29.5%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	3.7%	2.7%	0.0%	4.2%	0.0%	65.6%	23.8%	100.0%
No	60	5.0%	0.0%	0.0%	3.3%	0.0%	66.7%	26.7%	101.7%

²⁵ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - STATE OF EMERGENCY²⁶

Which of the following games have you played? How did you play them?

State of Emergency

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	0.6%	2.7%	0.9%	1.5%	0.0%	52.0%	42.6%	100.3%
AREA									
Wellington	104	1.9%	5.8%	1.0%	0.0%	0.0%	58.7%	33.7%	101.0%
Napier	121	0.0%	2.5%	0.8%	2.5%	0.0%	45.4%	48.8%	100.0%
New Plymouth	106	0.0%	0.0%	1.0%	1.9%	0.0%	52.8%	44.3%	100.0%
SEX									
Male	98	1.0%	9.2%	3.1%	4.1%	0.0%	57.1%	25.5%	100.0%
Female	221	0.5%	0.0%	0.0%	0.5%	0.0%	50.7%	48.9%	100.5%
AGE GROUP									
15-16	93	2.2%	4.3%	1.1%	1.1%	0.0%	53.8%	38.7%	101.1%
17	227	0.0%	2.2%	0.9%	1.8%	0.0%	51.5%	43.6%	100.0%
SCHOOL DECILE RATING									
1-3	67	1.5%	10.5%	1.5%	0.0%	0.0%	52.2%	34.3%	100.0%
4-7	140	0.7%	0.7%	0.7%	2.1%	0.0%	48.6%	47.9%	100.7%
8-10	108	0.0%	0.9%	0.9%	1.9%	0.0%	56.5%	39.8%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	0.0%	4.4%	1.1%	1.1%	0.0%	55.6%	37.8%	100.0%
Technicians, Associate Professionals	52	0.0%	1.9%	3.8%	0.0%	0.0%	55.8%	38.5%	100.0%
Blue collar	95	2.1%	2.1%	0.0%	1.1%	0.0%	50.5%	45.3%	101.1%
Other	38	0.0%	0.0%	0.0%	7.9%	0.0%	55.3%	36.8%	100.0%
Own at least one game	95	2.1%	8.4%	1.1%	2.1%	0.0%	53.7%	33.7%	101.1%
Rented at least one game	73	0.0%	12.3%	2.8%	2.7%	0.0%	57.5%	24.7%	100.0%
Played at least one game	207	1.0%	4.3%	1.4%	2.4%	0.0%	60.4%	30.9%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	0.5%	2.6%	1.1%	2.1%	0.0%	66.7%	27.0%	100.0%
No	60	1.7%	5.0%	1.7%	1.7%	0.0%	68.3%	23.3%	101.7%

²⁶ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - THE GETAWAY²⁷

Which of the following games have you played? How did you play them?

The Getaway

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	6.3%	3.9%	1.8%	4.5%	0.0%	44.7%	39.0%	100.3%
AREA									
Wellington	104	9.6%	4.8%	1.0%	3.8%	0.0%	51.0%	29.8%	100.0%
Napier	121	5.8%	5.8%	3.3%	6.6%	0.0%	35.5%	43.0%	100.0%
New Plymouth	106	3.8%	0.9%	0.9%	2.8%	0.0%	49.1%	43.4%	100.9%
SEX									
Male	98	10.2%	9.2%	4.1%	10.2%	0.0%	44.9%	22.4%	101.0%
Female	221	3.6%	1.8%	0.4%	2.3%	0.0%	46.2%	45.7%	100.0%
AGE GROUP									
15-16	93	10.8%	3.2%	1.1%	6.4%	0.0%	45.2%	33.3%	100.0%
17	227	3.1%	4.4%	1.8%	4.0%	0.0%	45.8%	41.4%	100.4%
SCHOOL DECILE RATING									
1-3	67	8.9%	6.0%	3.0%	4.5%	0.0%	44.8%	32.8%	100.0%
4-7	140	4.3%	2.9%	1.4%	5.0%	0.0%	42.1%	45.0%	100.7%
8-10	108	3.7%	4.7%	0.9%	4.6%	0.0%	50.9%	35.2%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	6.7%	5.5%	0.0%	5.6%	0.0%	50.0%	32.2%	100.0%
Technicians, Associate Professionals	52	1.9%	3.9%	1.9%	1.9%	0.0%	51.9%	38.5%	100.0%
Blue collar	95	4.2%	5.3%	0.0%	4.2%	0.0%	41.1%	46.3%	101.1%
Other	38	7.9%	0.0%	2.6%	7.9%	0.0%	47.4%	34.2%	100.0%
Own at least one game	95	22.1%	10.5%	3.2%	8.4%	0.0%	34.7%	22.1%	101.1%
Rented at least one game	73	12.3%	17.8%	5.5%	6.8%	0.0%	38.4%	19.2%	100.0%
Played at least one game	207	10.1%	6.3%	2.9%	7.2%	0.0%	48.8%	25.1%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	7.4%	6.9%	2.1%	5.3%	0.0%	57.1%	21.2%	100.0%
No	60	11.7%	0.0%	3.3%	8.3%	0.0%	58.3%	20.0%	101.7%

²⁷ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - THE GETAWAY: BLACK MONDAY²⁸

Which of the following games have you played? How did you play them?

The Getaway: Black Monday

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	2.1%	2.7%	1.5%	1.5%	0.3%	50.8%	41.4%	100.3%
AREA									
Wellington	104	4.8%	1.9%	1.0%	1.9%	0.0%	57.7%	32.7%	100.0%
Napier	121	1.6%	5.0%	1.6%	1.7%	0.0%	43.0%	47.1%	100.0%
New Plymouth	106	0.0%	0.9%	1.9%	0.9%	0.9%	52.8%	43.4%	100.9%
SEX									
Male	98	3.1%	7.1%	3.1%	3.1%	1.0%	55.1%	28.6%	101.0%
Female	221	1.8%	0.9%	0.4%	0.9%	0.0%	49.8%	46.2%	100.0%
AGE GROUP									
15-16	93	4.3%	3.2%	0.0%	3.2%	1.1%	51.6%	37.6%	101.1%
17	227	1.3%	2.6%	1.8%	0.9%	0.0%	50.7%	42.7%	100.0%
SCHOOL DECILE RATING									
1-3	67	4.5%	3.0%	3.0%	0.0%	0.0%	52.2%	37.3%	100.0%
4-7	140	1.4%	2.1%	0.7%	1.4%	0.7%	47.9%	46.4%	100.7%
8-10	108	1.9%	3.7%	0.9%	2.8%	0.0%	53.7%	37.0%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	5.6%	0.0%	2.2%	1.1%	56.7%	34.4%	101.1%
Technicians, Associate Professionals	52	1.9%	0.0%	3.8%	0.0%	0.0%	55.8%	38.5%	100.0%
Blue collar	95	3.1%	3.2%	0.0%	0.0%	0.0%	47.4%	46.3%	100.0%
Other	38	2.6%	0.0%	2.6%	5.3%	0.0%	52.6%	36.9%	100.0%
Own at least one game	95	7.4%	8.4%	2.1%	2.1%	1.1%	49.5%	30.5%	101.1%
Rented at least one game	73	4.1%	12.3%	5.5%	2.7%	1.4%	53.4%	21.9%	101.4%
Played at least one game	207	3.4%	4.3%	2.4%	2.4%	0.5%	58.5%	29.0%	100.5%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	2.6%	4.8%	1.6%	1.1%	0.5%	65.1%	24.9%	100.5%
No	60	3.3%	0.0%	3.3%	5.0%	0.0%	66.7%	21.7%	100.0%

²⁸ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAMES PLAYED - THE PUNISHER²⁹

Which of the following games have you played? How did you play them?

The Punisher

	Base	Own it	Rented from Shop etc	Borrowed from friend/relative etc	Played at friend's house	Played at gaming venue	Never Played Game	No answer	
ALL	331	1.5%	2.7%	0.6%	2.1%	0.3%	51.1%	41.7%	100.0%
AREA									
Wellington	104	2.9%	1.0%	0.0%	2.9%	0.0%	58.6%	34.6%	100.0%
Napier	121	1.6%	5.8%	1.7%	0.8%	0.0%	43.0%	47.1%	100.0%
New Plymouth	106	0.0%	1.0%	0.0%	2.8%	0.9%	52.8%	42.5%	100.0%
SEX									
Male	98	2.1%	5.1%	0.0%	2.0%	0.0%	61.2%	29.6%	100.0%
Female	221	1.3%	1.4%	0.0%	2.3%	0.4%	48.0%	46.6%	100.0%
AGE GROUP									
15-16	93	4.3%	1.1%	0.0%	4.3%	0.0%	52.7%	37.6%	100.0%
17	227	0.5%	3.1%	0.0%	1.3%	0.4%	51.1%	43.6%	100.0%
SCHOOL DECILE RATING									
1-3	67	3.0%	3.0%	0.0%	1.5%	0.0%	56.7%	35.8%	100.0%
4-7	140	2.2%	2.1%	0.0%	2.9%	0.7%	46.4%	45.7%	100.0%
8-10	108	0.0%	2.8%	0.0%	0.9%	0.0%	55.6%	40.7%	100.0%
OCCUPATION OF MAIN INCOME EARNER									
Professionals, Managers	90	1.1%	1.1%	0.0%	3.3%	0.0%	57.8%	36.7%	100.0%
Technicians, Associate Professionals	52	1.9%	0.0%	0.0%	1.9%	0.0%	57.7%	38.5%	100.0%
Blue collar	95	2.1%	4.2%	0.0%	1.0%	1.1%	48.4%	43.2%	100.0%
Other	38	2.6%	5.3%	0.0%	5.3%	0.0%	50.0%	36.8%	100.0%
Own at least one game	95	5.3%	6.3%	2.1%	2.1%	1.0%	51.6%	31.6%	100.0%
Rented at least one game	73	4.1%	12.3%	1.4%	1.4%	0.0%	60.3%	20.5%	100.0%
Played at least one game	207	2.4%	4.3%	1.0%	3.4%	0.5%	58.9%	29.5%	100.0%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY									
Yes	189	1.6%	4.8%	0.5%	3.2%	0.5%	65.6%	23.8%	100.0%
No	60	3.3%	0.0%	1.6%	1.7%	0.0%	66.7%	26.7%	100.0%

²⁹ FIGURES HIGHER THAN 100% INDICATE MULTIPLE RESPONSE

GAME OWNERSHIP

If you OWN ANY of these games, did you most often:

	Base	Buy them yourself	Have a parent buy them	Have an older friend buy them	Siblings buy them	Burn them	Presents / gifts
ALL	89	43%	35%	6%	12%	1%	3%
AREA							
Wellington	35	31%	40%	9%	20%	0%	0%
Napier	34	50%	35%	6%	3%	3%	3%
New Plymouth	20	50%	25%	0%	15%	0%	10%
SEX							
Male	45	62%	22%	9%	5%	2%	0%
Female	38	21%	47%	3%	21%	0%	8%
AGE GROUP							
15-16	29	35%	45%	10%	7%	0%	3%
17	53	49%	26%	4%	15%	2%	4%
SCHOOL DECILE RATING							
1-3	22	50%	41%	4%	5%	0%	0%
4-7	32	34%	38%	6%	13%	0%	9%
8-10	26	46%	23%	8%	19%	4%	0%
OCCUPATION OF MAIN INCOME EARNER							
Professionals, Managers	26	46%	31%	11%	12%	0%	0%
Technicians, Associate Professionals	6	33%	17%	0%	50%	0%	0%
Blue collar	23	35%	43%	9%	4%	0%	9%
Other	15	54%	33%	0%	13%	0%	0%
Own at least one game	89	43%	35%	6%	12%	1%	3%
Rented at least one game	42	50%	38%	5%	7%	0%	0%
Played at least one game	89	43%	35%	6%	12%	1%	3%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY							
Yes	76	42%	36%	4%	13%	1%	4%
No	13	46%	31%	15%	8%	0%	0%

GAME RENTAL

If you have RENTED ANY of these games, did you most often:

	Base	Rent them yourself	Have a parent rent them	Have an older friend rent them	Sibling rented	Mate rented
ALL	67	75%	16%	2%	6%	1%
AREA						
Wellington	29	83%	4%	3%	7%	3%
Napier	31	68%	26%	0%	6%	0%
New Plymouth	7	71%	29%	0%	0%	0%
SEX						
Male	36	83%	17%	0%	0%	0%
Female	27	63%	18%	4%	11%	4%
AGE GROUP						
15-16	21	62%	24%	0%	9%	5%
17	42	79%	14%	2%	5%	0%
SCHOOL DECILE RATING						
1-3	22	73%	14%	0%	9%	4%
4-7	22	64%	32%	4%	0%	0%
8-10	19	84%	5%	0%	11%	0%
OCCUPATION OF MAIN INCOME EARNER						
Professionals, Managers	21	71%	24%	0%	5%	0%
Technicians, Associate Professionals	7	72%	14%	0%	14%	0%
Blue collar	16	69%	25%	6%	0%	0%
Other	9	78%	11%	0%	11%	0%
Own at least one game	43	77%	16%	2%	5%	0%
Rented at least one game	67	75%	16%	2%	6%	1%
Played at least one game	67	75%	16%	2%	6%	1%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY						
Yes	57	75%	18%	0%	5%	2%
No	9	67%	11%	11%	11%	0%

PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY

Are your parents/guardians aware of the games you play?

	Base	Yes	No/Unsure
ALL	249	76%	24%
AREA			
Wellington	91	75%	25%
Napier	84	77%	23%
New Plymouth	74	76%	24%
SEX			
Male	90	78%	22%
Female	151	75%	25%
AGE GROUP			
15-16	75	76%	24%
17	165	76%	24%
SCHOOL DECILE RATING			
1-3	55	73%	27%
4-7	98	81%	19%
8-10	84	74%	26%
OCCUPATION OF MAIN INCOME EARNER			
Professionals, Managers	72	79%	21%
Technicians, Associate Professionals	36	81%	19%
Blue collar	69	75%	25%
Other	30	80%	20%
Own at least one game	95	85%	15%
Rented at least one game	72	86%	14%
Played at least one game	203	76%	24%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY			
Yes	189	100%	0%
No	60	0%	100%

AGE RESTRICTION

Does the fact that a game has an age restriction on it make you:

	Base	More likely to play it	Less likely to play it	Make no difference
ALL	251	20%	4%	76%
AREA				
Wellington	92	22%	2%	76%
Napier	86	22%	5%	73%
New Plymouth	73	16%	6%	78%
SEX				
Male	90	25%	1%	74%
Female	153	18%	6%	76%
AGE GROUP				
15-16	73	19%	4%	77%
17	169	20%	4%	76%
SCHOOL DECILE RATING				
1-3	56	21%	4%	75%
4-7	98	20%	7%	73%
8-10	85	18%	1%	81%
OCCUPATION OF MAIN INCOME EARNER				
Professionals, Managers	73	14%	4%	82%
Technicians, Associate Professionals	36	30%	3%	67%
Blue collar	71	17%	4%	79%
Other	29	14%	0%	86%
Own at least one game	95	30%	4%	66%
Rented at least one game	72	25%	0%	75%
Played at least one game	203	22%	2%	76%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY				
Yes	187	20%	3%	77%
No	59	22%	5%	73%

INTERPRETATION OF THIS SYMBOL (R18)

What does this symbol mean?

	Base	Under 18 year olds aren't really supposed to play the game, but can legally be sold or given it	Under 18 year olds aren't the legally allowed to be sold or given the game	Under 18 year olds aren't allowed to be sold or given game unless their parent gives permission
ALL	322	5%	80%	15%
AREA				
Wellington	103	5%	77%	18%
Napier	117	6%	75%	19%
New Plymouth	102	3%	88%	9%
SEX				
Male	96	3%	79%	18%
Female	215	4%	82%	14%
AGE GROUP				
15-16	92	5%	75%	20%
17	220	3%	84%	13%
SCHOOL DECILE RATING				
1-3	66	5%	74%	21%
4-7	136	4%	83%	13%
8-10	106	4%	82%	14%
OCCUPATION OF MAIN INCOME EARNER				
Professionals, Managers	89	3%	82%	15%
Technicians, Associate Professionals	51	2%	90%	8%
Blue collar	93	7%	77%	16%
Other	37	0%	81%	19%
Own at least one game	91	12%	70%	18%
Rented at least one game	72	11%	71%	18%
Played at least one game	200	7%	77%	16%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY				
Yes	186	6%	77%	17%
No	57	7%	82%	11%

INTERPRETATION OF THIS SYMBOL (R15)

What does this symbol mean?

	Base	Under 15 year olds aren't really supposed to play the game, but can legally be sold or given it	Under 15 year olds aren't the legally allowed to be sold or given the game	Under 15 year olds aren't allowed to be sold or given game unless their parent gives permission
ALL	301	56%	23%	21%
AREA				
Wellington	97	60%	16%	24%
Napier	106	58%	24%	18%
New Plymouth	98	51%	29%	20%
SEX				
Male	91	62%	23%	15%
Female	207	54%	23%	23%
AGE GROUP				
15-16	88	63%	18%	19%
17	211	54%	25%	21%
SCHOOL DECILE RATING				
1-3	62	71%	14%	15%
4-7	131	46%	27%	27%
8-10	101	59%	23%	18%
OCCUPATION OF MAIN INCOME EARNER				
Professionals, Managers	86	71%	16%	13%
Technicians, Associate Professionals	50	54%	16%	30%
Blue collar	87	57%	22%	21%
Other	34	53%	32%	15%
Own at least one game	80	55%	25%	20%
Rented at least one game	65	58%	20%	22%
Played at least one game	186	60%	20%	20%
PARENTS / GUARDIANS AWARE OF GAMES YOU PLAY				
Yes	173	60%	19%	21%
No	54	54%	26%	20%