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BBFC rejects revised version of Manhunt 2

"Retain their original visceral and casually sadistic nature"

by Amy-Mae Elliott published on 8 October 2007

The BBFC has rejected a revised version of the video game Manhunt 2. This follows the rejection of the original version of the game in June.

The distributor had appealed the decision to the Video Appeals Committee, and this was suspended while the revised version was considered for classification.

David Cooke, Director of the BBFC said: "We recognise that the distributor has made changes to the game, but we do not consider that these go far enough to address our concerns about the original version".

"The impact of the revisions on the bleakness and callousness of tone, or the essential nature of the gameplay, is clearly insufficient. There has been a reduction in the visual detail in some of the 'execution kills', but in others they retain their original visceral and casually sadistic nature."

"We did make suggestions for further changes to the game, but the distributor has chosen not to make them, and as a result we have rejected the game on both platforms. The decision on whether or not an appeal goes ahead lies with the distributor."

