

4 March 2026

By email: [REDACTED]

Tēnā koe [REDACTED],

Official Information Act request

Thank you for your request under the Official Information Act 1982 (OIA) which we received on 4th February 2026.

You said:

Dear Office of Film and Literature Classification,

Requesting following for Dispatch Video game. rated (22Jan 202)

- *Examination transcript*
- *any information on why the censored version was rated*
- *Consideration Sheet;*
- *Summary of Reasons any Discussions in meetings, emails notes.*
- *Supplementary materials (could be video footage, content declaration questionnaire, cheat codes);*
- *Screenshots showing information from the database as seen by OFLC;*
- *Emails and its attachment to and/or from FVLB, OFLC, distributor, publisher, developer;*
- *Forms and its attachment to and/or from FVLB, OFLC, distributor, publisher, developer, Any other correspondence relating to this game.*

In responding to your request, we have weighed up the factors in the OIA, including the purposes in [section 4](#) and the principle of availability in [section 5](#).

Response to your request

Information we have released

Attached to this letter is a file containing all of the available information that you have requested that we have decided to release. This includes:

- the submission form, fee waiver and request for urgent classification from the publisher of Dispatch,
- fee waiver decision, consideration sheet and register page for Dispatch;

- screenshots of the relevant record in the Classification Database Application and of the relevant classification Trello card; and
- relevant emails and correspondence held by the Classification Office.

Parts of some of these documents have been withheld under [section 9](#) of the OIA.

Information we have decided not to release

The publisher of *Dispatch* supplied the Classification Office with a build of the game for examination and classification of this game. No other supplementary material was received.

We consider that its release of such material would be likely to prejudice the supply of similar information, or information from the same source, and it is in the public interest that such information should continue to be supplied.

We also believe that releasing this material would be likely to unreasonably prejudice the publisher's commercial position.

Accordingly, your request for supplementary material is declined under sections 9(2)(ba)(i) and 9(2)(b)(ii) of the OIA.

Publication of response

This response may be published on the Classification Office's [website](#). If it is published there, your personal information will be redacted.

Right of review

You have the right to make a complaint and seek a review by the Ombudsman of this response under [section 28\(3\) of the OIA](#). Information about this process is available at ombudsman.parliament.nz or freephone 0800 802 602.

Thank you for your interest in our mahi.

Ngā mihi nui,

Te Mana Whakaatu—Classification Office

Dispatch

[OFLC 2600011.000]

Release of information about classification decision

Document	Date	Page
1. Forms		
(a) Fee Waiver form	15 January 2026	1
(b) Submission form	14 January 2026	2
(c) Urgency form	12 January 2026	3
2. Classification documents		
(a) Fee Waiver decision	16 January 2026	5
(b) Consideration sheet	22 January 2026	6
(c) Register page	22 January 2026	9
3. Classification database		
(a) Outline page	12 January – 2	10
(b) Requests page	February 2026	11
(i) Fee Waiver – Outline page		12
(ii) Fee Waiver – Related publications		13
(iii) Fee waiver – Status History page		14
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4. Trello card	12 January – 22 January 2026	21 - 25
5. Correspondence		
(a) Emails	12 January – 22 January 2026	26 – 34



AdHoc Studio Inc
235 E Broadway, STE 1140
Long Beach, CA 90802
USA

Date: 01/15/26

To Whom It May Concern:

We would like to apply for a Fee Waiver under regulation 7 of the Films, Videos, and Publications Classification (Fees) Regulations 1994 for the title Dispatch.

The projected sales for this title are 2,000 physical units.

Sincerely,

s 9(2)(a)

Natalie Herman

Lead Producer

AdHoc Studio Inc.

Email: **s 9(2)(a)**

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Date: 12 January 2026

URGENCY REQUEST
(Pursuant to Regulation 4, Films, Videos, And Publications
Classification (Fees) Regulations 1994)

Deputy Chief Censor of Film and Literature
Office of Film and Literature Classification
PO Box 1999
WELLINGTON

The following titles below are the preferred urgent titles for examination listed in order of priority.

WEEK COMMENCING	TITLE	MEDIUM	RUNNING TIME	APPLICANT
1 19 th January 2026	DISPATCH	GAME		AdHoc Studio
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

s 9(2)(a)

Signed
Representative of Film & Video Labelling Body Inc.

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Film and Game Submission Form



OFFICE OF FILM
& LITERATURE CLASSIFICATION
Te Tari Whakarōpū Tukuata, Tuhituhinga

Title:	Dispatch		
	<input type="checkbox"/> Feature	<input type="checkbox"/> Trailer	<input checked="" type="checkbox"/> Game
	<input type="checkbox"/> Poster / Slick		
Translated Title or A.K.A.:	-----		
Director:	Not Stated		
Producer:	Natalie Herman	Year of Production:	2025
Country of Origin:	USA	Release Date:	17/12/2025
Language:	English	Running Time:	0.00
Media:	Computer Game	Format/Zone:	-----
For Theatrical:	<input type="checkbox"/>		
# of Trailers/Extra Footage:	0	Barcode:	-----
	:	Catalogue Number:	-----

Request for Urgency <input checked="" type="checkbox"/>	Request for Waiver or Group Submission <input type="checkbox"/>	Digital Label Required <input type="checkbox"/>
--	--	--

No files chosen

For Office Use Only	
Publication #:	2600011
Received by:	-----
Date Received:	14/1/26

Applicant Information	
Applicant:	AdHoc Studio
Contact:	s 9(2)(a)
Address:	235 E Broadway STE 1140 Long Beach, CA 90802
Phone:	s 9(2)(a)
Email:	s 9(2)(a)
Application Date:	19/12/2025
Purchase Order:	-----

Contents	Run Time
Dispatch	

No extra footage chosen

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Distributor Declaration

The following components of the publication submitted for examination will NOT appear on the version that is to be made available to the public:

Please specify – e.g. burnt-in time code, trade on promotional notices, trailer, etc.

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Application for Waiver of Fee

Title of publication(s): Dispatch Console Game

Date application received: 16 January 2026

Applicant: Film & Video Labelling Body

Applicant to Labelling Body: AdHoc Studio

Applied for under: Regulation 7

Synopsis of reason for application: The distributor is requesting a fee waiver for the above mentioned publication. Their forecast is 2000 units.

Decision:

Declined

The number of units forecast is above the threshold for granting a low volume fee waiver.

Date: 16 January 2026

Yours sincerely

Deputy Chief Censor
Te Mana Whakaatu | Classification Office

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Consideration of the publication under the
Films, Videos, and Publications Classification Act 1993

OFLC ref:	2600011.000
Submission channel:	s12(1)

Title of publication:	Dispatch
Other known title:	Dispatch (Censored Version)
Medium:	Console Game
Distributor:	AdHoc Studio
Country of origin:	United States
Language:	English
Applicant:	Film & Video Labelling Body

Examination date:	22 January 2026
Other identifying information:	

Components of publication

	Components	Running time
Game:	Dispatch (Censored Version)	
Total running time:		

Description: Presented with animated comic-book style visuals this is a cinematic adventure game set in a world of superheroes and villains. Ex-superhero Robert is recruited to join a dispatching team to send superheroes to fight crimes in the city of Torrance. Taking charge of the 'Z-Team' of ex-supervillains players guide Robert by making choices, managing relationships, and dispatching the best team members for each job.

This classification is for the censored version of the game *Dispatch*, developed for the Nintendo Switch and Switch 2.

Classification: R16 Violence, offensive language and sexual material.

SRG version: 1 July 2025

Section	Strength	Frequency	Comment/Examples
2.1 Sex	3	4	Sexual references and sexual innuendo for comic effect. Includes references to 'gushers', being a 'screamer', pegging, as well as banter about sex dreams, masturbation, or a spitting kink. Sex scene of a character in a sexual dream, framed with them gripping sheets, moving and reacting with pleasure, though there are no vocalisations in this version of the game. Body positions suggest off-screen oral sex. Black bars hide breast and buttock nudity.
2.2 Horror			
2.3 Crime	2	3	Limited crimes like assault and conspiracy occur in a superhero story and are referenced as players send anti-heroes to stop crime. These include robberies, drug dealing, and assassination attempts.
2.4 Cruelty	2	1	Limited cruelty as Robert interrogates a captive henchman and threatens to throw them off a building. If players choose to do so, the man lands on a mattress Robert placed there and survives. Some brief bullying in the superhero offices is framed in a negative way.
2.5 Violence	3	2	Occasionally strong but animated violence in a superhero context. At the lower end, people are shot at, punched, kicked, and grappled with. Blood spurts with impacts, and some characters may

			<p>be bloodied and bruised with minor injuries.</p> <p>Stronger scenes of injury include:</p> <ul style="list-style-type: none"> • Thumb bitten off in a fight, with blood spurting and the digit spat out. • Fingers sliced off, close-up of them flying and of the bleeding stumps. • Close-up of a cybernetic implant torn from a person's head as blood spurts. • Some limbs are broken, shown with swift cracks or as the result of a mech stomping on someone.
4.1 Pain, suffering, and torture			
4.2 Sexual violence			
4.3 Degrading behaviour			
4.4 Sexual conduct involving young people			
4.5 Sexualisation of children or young people			
4.6 Sexual content related to inflicting pain or suffering			
4.7 Crime promotion			
4.8 Discrimination			
5.1 Coarse and offensive language	4	3	'F**k' in exclamation and emphasis. 'Motherf**ker' used in confrontation or aggression. 'Sh*t' and b**ch' also used.
5.2 Bodily harm, substance abuse, and risky behaviours	2	1	References to drugs and drug use. Off-screen drug use indicated by snorting sounds.
5.3 Suicide and self-harm			

Other considerations	Dialogue and obvious framing indicate the censoring black bars also obscure non-sexualised buttock and genital nudity. It also hides the hands of characters seemingly giving the middle finger gesture.
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Classification Office Decision

Title of publication: Dispatch
Other known title(s): Dispatch (Censored Version)
OFLC ref: 2600011.000
Medium: Console Game
Distributor: AdHoc Studio
FVLB Applicant: AdHoc Studio
Country of origin: nited States
Language: nglish
Applicant: Film & Video Labelling Body

Classification:	Ob ectionable e cept if the availability of the publication is restricted to persons who have attained the age of 16 years.
------------------------	---

Excisions: o e cisions recommended

Descriptive note: Violence offensive language and se ual material

Display conditions: one

Date of entry in Register: 22 January 2026

Date of direction to issue a label: o direction to issue a label has been issued

Date of notice of decision: o notice of decision has been issued

	Components	Running time
Game:	Dispatch (Censored Version)	
Total running time:		

Summary of reasons for decision:

ot applicable

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Publication Search Screen > Publication Reset

Outline Requests Addressees Related Publications Versions Decisions History

Publication Outline for Dispatch

URGENCY MET Print Summary Add Reson

Publication Number: 2600011.000

* Publication Title: Dispatch

Other Known Titles: Dispatch (Censored Version)

* Submission Channel: s12(1) * Medium: Console Game

Is Associated Advertising?:

Language:

Abkhazian	Add >> << Remove	English
Aboriginal		
Afar		
Afrikaans		

Country of Origin:

Afghanistan	Add >> << Remove	United States
Albania		
Algeria		
American Samoa		

Film Festival Name: Add

CRN: Date of Court Order:

Publication Status: Complete Assigned To:

Examination Transcript No: ISBN:

Record Source: CDA Result of Urgency: Met

File Notes

Remove Print Add

Select	Date:	Created By:	File Note:
<input type="checkbox"/>			

Fee Details

Expected Fee (\$):	2146.65	Base Fee (\$):	1431.10
Less (-):		Plus (+):	
Fee Waiver:		Urgency Amount (\$):	715.55
		Recovery (\$):	

Corrigendum Details

Date Created:	Created By:	* Type:	* Status:	Add	Remove

Upload Document

Dispatch - sub form.pdf Publish Document?

Reset

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Publication Search Screen - Publication Reset

Outline **Requests** Addressees Related Publications Versions Decisions History

Requests for Dispatch

2600011.000 Console Game

Request No.	Request Type	Status	Status Date	Applicant
R2600022	Fee Waiver	Declined	16/01/2026	Film & Video Labelling Body
R2600010	Urgency	Granted	12/01/2026	Film & Video Labelling Body

Reset

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Publication Search Screen > Publication > Request Save Reset

Outline | Related Publications | Status History

Outline for Fee Waiver

Request No.: R2600022
Request Type: Fee Waiver Date Created: 16/01/2026
Reason for Application: The distributor is requesting a fee waiver for the above mentioned publication. Their forecast is 2000 units.

* Request Status: Declined Status Date: 16/01/2026
Fee Waiver %: * Fee Waiver Regulation: Reg 7

Reason for Decision: The number of units forecast is above the threshold for granting a low volume fee waiver.

Conditions:

Applicant Details

Create Document
Select Document: Generate

Generated Documents
 Fee Waiver Decision Delete

Applicant to Labelling Body Details

Remove

Applicant Name: [AdHoc Studio](#)
Organisation:
Contact Name: s 9(2)(a)
Applicant Address: 235 E Broadway STE 1140 Long Beach, California, United States
Phone Type: Number: Email: s 9(2)(a)
Work: s 9(2)(a)

Upload Document

Choose File No file chosen Upload

OFLC Memo Adhoc Studio Dispatch.pdf Publish Document? Delete

Save Reset

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Publication Search Screen > Publication > Request Save Reset

Outline **Related Publications** Status History

Related Publications for Fee Waiver Request No. R2600022

Publication No.	Publication Title	Medium	Status
<input type="checkbox"/> 2600011.000	Dispatch	Console Game	Complete

Save Reset

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[Publication Search Screen](#) > [Publication](#) > Request Save Reset

Outline | Related Publications | **Status History**

 **Status History for Fee Waiver** Request No. R2600022

Status	User Name	Date
Declined	s 9(2)(a)	16/01/2026
Awaiting Approval	[REDACTED]	16/01/2026
Logged	[REDACTED]	16/01/2026

 Save Reset

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Publication Search Screen > Publication > Request Save Reset

Outline | Status History

Outline for Urgency

Request No.: R2600010
Request Type: Urgency  Date Created: 12/01/2026
Reason for Application:

* Request Status: **Granted** Status Date: 12/01/2026
Reason for Decision:

Publication Details

2600011.000 [Dispatch](#) Console Game

Applicant Details Remove

Applicant Name: [Film & Video Labelling Body](#)
Organisation:
Contact Name: **s 9(2)(a)**
Applicant Address:
Phone Type: Number: Email: **s 9(2)(a)**
Work: 09 3004861

Applicant to Labelling Body Details Remove

Applicant Name: [Ad Hoc Studio](#)
Organisation:
Applicant Address:
Phone Type: Number: Email:

Upload Document

No file chosen

 Urgency Request Form DISPATCH.pdf

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Publication Search Screen > Publication = Request Save Reset

Outline **Status History**

Status History for Urgency Request No. RZ600010

Status	User Name	Date
Granted	s 9(2)(a)	12/01/2026
Awaiting Approval		12/01/2026
Logged		12/01/2026

Save Reset

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Outline | Requests | **Addressees** | Related Publications | Versions | Decisions | History

Addressees for Dispatch

2600011.000 Console Game
Add Search Remove

Film & Video Labelling Body

Organisation: Contact Name:
Address: Email:
* Addressee Role: Work:

Create Document
Select Document:

AdHoc Studio

Organisation: Contact Name:
Address: Email:
* Addressee Role: Work:

Create Document
Select Document:

Reset

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Outline | Requests | Addressees | **Related Publications** | Versions | Decisions | History

 **Related Publications for Dispatch**

2600011.000 Console Game
Add Search Remove  Reset

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Publication Search Screen > Publication Reset

Outline | Requests | Addressees | Related Publications | **Versions** | Decisions | History

 **Publication Versions for Dispatch**

2600011.000 Console Game
Add Version Clone Version Remove

 Version 1

Publication Copied: Date Copied: _____

Add Excision Add Component Remove

* Type	* Description	Running Time	
		Mins	Secs
<input type="checkbox"/> Game	Dispatch (Censored Version)		

Total Running Time
Add Excision Add Component Remove

Create Document
Select Document: _____

 Reset

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Publication Search Screen > Publication Reset

Outline | Requests | Addressees | Related Publications | Versions | **Decisions** | History

Decisions for Dispatch

2600011.000 Console Game

Decision Summary

Create Date	Body	Classification	Type	Excision Status
22/01/2026	OFLC	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.	No Excisions	Clone Con Sheet

Consultation

Consultation Required:

Create Document

Select Document:

Generated Documents

- Consideration Sheet
- Register Page

Reset

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Publication Search Screen > Publication Reset

Outline | Requests | Addressees | Related Publications | Versions | Decisions | **History**

 **Publication History for Dispatch** 2600011.000 Console Game

Status History

Status	User Name	Date
Complete	s 9(2)(a)	02/02/2026
Decision Registered		22/01/2026
Classified & Signed		22/01/2026
Decision Affirmed		22/01/2026
Draft Complete		22/01/2026
Drafting Decision		22/01/2026
Examined		22/01/2026
Examining		20/01/2026
Queued		14/01/2026
Logged		12/01/2026

Publication Movements Add

Movement	User Name	Date	Notes
Pub Received	s 9(2)(a)	12/01/2026	Urgency request received, for game scheduled wc 19 January 2026. Await game and FVLB
Pub Received		14/01/2026	build received
Final Docs Dispatched		22/01/2026	

 Reset

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Ready to Archive ▾

✓ Dispatch

Labels

Commercial s12 - Commercial Urgent classification +

Dates

14 Jan - 23 Jan, 12:00 Complete ▾

☰ Description

- OFLC ref/s: 2600011.000
- Desc. of product, link to IMDb, or blurb.

[AdHoc Studio](#)

Lead a team of dysfunctional superheroes in a choice-driven workplace comedy. Juggle emergencies, office politics and personal drama while striving to become a hero.

[Dispatch \(Video Game 2025\) - IMDb](#)

[Dispatch Review](#)

- If cinema film/game, add text copied from google.doc
 - Enter the item count in the Custom Field "Item count"
For example, three discs and a slick is 4 items.
 - Urgent? Add Urgent classification label
 - Enter Decision expected date (in the Custom field) before Queuing.
1. use Due Date calculator found here: "J:\TECH_GRP\Technical Deskfile\Date Due calculator.xlsx"
 2. **NOTE:** From Google.doc, **Decision required** date or **Release date** (whichever is sooner) is also the **Decision expected** date for a card
 3. **S12 (including games) in Google.doc, and Not Urgent** Choose the Friday in week following examine week.
 4. **S12 trailers** Always due Wednesday same week they are scheduled to be examined in Googledoc.

- After clicking Automation 1 button, update Submissions Management with Expected decision date (using Decision expected date from this card)

Custom Fields

Media type	Viewing format	Item count
Game	Game	1
Release date	FVLB - Decision required	Decision expected
+ Add date...	+ Add date...	23 Jan at 12:00
CVoD Provider (Rater)	CVoD Provider (Current)	CVoD trigger
Select...	Select...	Select...
non-s12 Submitter	Potential gateway	CVoD rating_date
Select...	Select...	+ Add date...

Checklist

58%

- Logged / Incoming 12 Jan
- Add to Queue if confirmed/received 16 Jan
- 1 Queued / Ready to examine 14 Jan
- 2 Examining (Assessing) / Drafting 20 Jan
- Quicktake?
- Poster/Slick
- 3 Ready for SGA / edit 22 Jan
- Affirm decision
- Classify/Register
- 4 Ready to dispatch / publish
- 5 Dispatched / Published 22 Jan
- Inform/Disseminate

Comments and activity

SUBS **Submissions OFLC** moved this card from Complete / Acknowledged to Ready to Archive
[2 Feb 2026, 08:00](#) via [Automation](#)

SUBS **Submissions OFLC** completed 5 Dispatched / Published on this card
[22 Jan 2026, 15:59](#) via [Automation](#)

SUBS **Submissions OFLC** marked this card as complete
[22 Jan 2026, 15:59](#) via [Automation](#)

SUBS **Submissions OFLC** moved this card from Dispatch / Publish to Complete / Acknowledged
[22 Jan 2026, 15:59](#) via [Automation](#)

SUBS **Submissions OFLC** updated the value for the Item count custom field on this card
[22 Jan 2026, 15:55](#)

s 9(2)(a) completed 4 Ready to dispatch / publish on this card
[22 Jan 2026, 14:50](#) via [Automation](#)

s 9(2)(a) moved this card from Register / Record to Dispatch / Publish
[22 Jan 2026, 14:50](#) via [Automation](#)

s 9(2)(a) removed **dataentry1** from this card
[22 Jan 2026, 14:50](#) via [Automation](#)

SUBS **Submissions OFLC** added **dataentry1** to this card
[22 Jan 2026, 14:50](#) via [Automation](#)

SUBS **Submissions OFLC** [22 Jan 2026, 14:50](#) via [Automation](#)

@dataentry1101 Commence and complete Phases 2 and 3 for this!

• [Reply](#)

s 9(2)(a) moved this card from Decision / Edit to Register / Record
[22 Jan 2026, 14:50](#) via [Automation](#)

s 9(2)(a) left this card

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[22 Jan 2026, 14:50](#) via Automation

s 9(2)(a) joined this card
[22 Jan 2026, 14:10](#)

s 9(2)(a) completed 3 Ready for SCA / edit on this card
[22 Jan 2026, 14:09](#) via Automation

s 9(2)(a) moved this card from Examining / Assessing to Decision / Edit
[22 Jan 2026, 14:09](#) via Automation

s 9(2)(a) left this card
[22 Jan 2026, 14:09](#) via Automation

D **dataentry1** [21 Jan 2026, 14:44](#)

I can't wait until we dispatch dispatch

1 Reply

s 9(2)(a) completed 2 Examining (Assessing) / Drafting on this card
[20 Jan 2026, 14:53](#) via Automation

s 9(2)(a) moved this card from Queue / Ready to examine to Examining / Assessing
[20 Jan 2026, 14:53](#) via Automation

SUBS **Submissions OFLC** [16 Jan 2026, 14:57](#)

Fee waiver declined

Reply

SUBS **Submissions OFLC** completed Add to Queue if confirmed/received on this card
[16 Jan 2026, 08:08](#)

s 9(2)(a) completed 1 Queued / Ready to examine on this card
[14 Jan 2026, 11:00](#) via Automation

s 9(2)(a) moved this card from Logged / Incoming to Queue / Ready to examine
[14 Jan 2026, 11:00](#) via Automation

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SUBS Submissions OFLC set this card to be due 23 Jan at 12:00
[14 Jan 2026, 10:59](#) via Automation

s 9(2)(a) updated the value for the Decision expected custom field on this card
[14 Jan 2026, 10:59](#)

s 9(2)(a) [14 Jan 2026, 10:53](#) (edited)

s 9(2)(a) link to build with games - booked in to google doc for week 19th January

1 Reply

s 9(2)(a) joined this card
[13 Jan 2026, 15:17](#)

SUBS Submissions OFLC [12 Jan 2026, 14:59](#)

Urgency request received, await game and FVLB

Reply

SUBS Submissions OFLC updated the value for the Viewing format custom field on this card
[12 Jan 2026, 14:55](#)

SUBS Submissions OFLC updated the value for the Media type custom field on this card
[12 Jan 2026, 14:55](#)

SUBS Submissions OFLC completed Logged / Incoming on this card
[12 Jan 2026, 14:53](#) via Automation

SUBS Submissions OFLC copied this card from [s12](#) in list Logged Incoming
[12 Jan 2026, 14:53](#)

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From: s 9(2)(a)
To: Submissions@classificationoffice.govt.nz
Subject: Fee Waiver Request - DISPATCH
Date: Friday, 16 January 2026 9:54:03 am
Attachments: [OFLC Memo Adhoc Studio Dispatch.pdf](#)

Just the fee waiver this time, no grouping

s 9(2)(a)
Operations Co-ordinator



**** Please note our new address from 6th June 2025 is Level 1, 100 Ponsonby Road, Ponsonby, Auckland 1011****

www.fvlb.org.nz | Level 1, 100 Ponsonby Road, Ponsonby, Auckland 1011, New Zealand | DDI +64 9 300-4860 | Mob s 9(2)(a)



PLEASE CONSIDER THE ENVIRONMENT BEFORE YOU PRINT THIS E-MAIL

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From: [Submissions](#)
To: s 9(2)(a) s 9(2)(a) FVLB; s 9(2)(a) FVLB
Subject: DECLINED request RE: Fee Waiver Request - DISPATCH
Date: Friday, 16 January 2026 2:56:36 pm
Attachments: [DECLINED waiver - Dispatch.pdf](#)

Kia ora

Request declined in response to below

See attached.

s 9(2)(a) he/him)
akarite Hangarau | Registrar
Te Mana Whakaatu | Classification Office
DDI: +64 4 471 6770
www.classificationoffice.govt.nz
[Subscribe](#) | [Facebook](#) | [Twitter](#) | [Instagram](#)

From: s 9(2)(a) @fvlb.org.nz>
Sent: Friday, 16 January 2026 9:54 am
To: Submissions <Submissions@classificationoffice.govt.nz>
Subject: Fee Waiver Request - DISPATCH

Just the fee waiver this time, no grouping

s 9(2)(a)
Operations Co-ordinator



**** Please note our new address from 6th June 2025 is Level 1, 100 Ponsonby Road, Ponsonby, Auckland 1011****

www.fvlb.org.nz | Level 1, 100 Ponsonby Road, Ponsonby, Auckland 1011, New Zealand | DDI +64 9 300-4860 | Mob s 9(2)(a)



From: s 9(2)(a)
To: Submissions@classificationoffice.govt.nz
Subject: Urgency Request Form DISPATCH
Date: Monday, 12 January 2026 1:12:30 pm
Attachments: [Urgency Request Form DISPATCH.pdf](#)

Please see attached

s 9(2)(a)
Operations Co-ordinator



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From: s 9(2)(a)
To: [Games](#); [Submissions](#)
Subject: RE: Ready for OFLC - DISPATCH
Date: Friday, 16 January 2026 4:02:03 pm
Attachments: [image002.png](#)

Hi s 9(2)(a)

The fee waiver was declined because they forecast 2000 units and the max for a waiver is 1,200 units.

s 9(2)(a)

From: Games <Games@classificationoffice.govt.nz>
Sent: 16 January, 2026 3:53 PM
To: s 9(2)(a) @classificationoffice.govt.nz; Submissions <Submissions@classificationoffice.govt.nz>
Cc: Games <Games@classificationoffice.govt.nz>
Subject: Fw: Ready for OFLC - DISPATCH

Hi both,

As below, we learned the game submitted for classification was a censored version so this classification would only apply to that version.

I checked in and subsequently gave advice that we could classify both if they are grouped. My apologies s 9(2)(a), in hindsight I should have checked in with you as well

So if the FVLB were to group the submissions I could classify the uncensored version and then simply 'verify' the censored version, in case an alteration to the note was required. This is a similar approach we've taken for game expansions in the past (and film variants).

I'm not sure if the FVLB has submitted an additional version or any grouping request. However, I did see the recent fee waiver request was declined and wanted to check in whether this was related to multiple versions or just for the existing single submission.

Either way I can proceed with the examination of the censored version next week, and wait to see if the uncensored version is submitted after all.

Apologies for causing any confusion.

Cheers,

s 9(2)(a)

From: [REDACTED] s 9(2)(a) <[REDACTED]@fvlb.org.nz>
Sent: 15 January 2026 13:09
To: Games <Games@classificationoffice.govt.nz>
Subject: RE: Ready for OFLC - DISPATCH

Thanks for sending this info through.

Looks like they do want to get both versions classified. I will get them to submit a fee waiver/grouping and keep you up to date with any changes.

Cheers

[REDACTED] s 9(2)(a)

Operations Co-ordinator



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From: Games <Games@classificationoffice.govt.nz>
Sent: Thursday, 15 January 2026 12:41 pm
To: [REDACTED] s 9(2)(a) <[REDACTED]@fvlb.org.nz>
Cc: Games <Games@classificationoffice.govt.nz>; [REDACTED] s 9(2)(a) <[REDACTED]@classificationoffice.govt.nz>
Subject: Re: Ready for OFLC - DISPATCH

Hi [REDACTED],

Thanks for the clarification. That's unexpected!

They can submit just the Switch version for classification as they have, but this classification **won't** apply to the uncensored versions of the game on other platforms.

If they so choose, we could classify both versions via a grouping/fee waiver (so we would examine the uncensored version and then note the changes for the censored version but not fully examine it). That would cover all versions of the game, in case the visual censorship of the Switch version results in a different classification or note.

Up to them

Cheers,

[REDACTED]

From: [REDACTED] s 9(2)(a) [REDACTED]@fvlb.org.nz>
Sent: 15 January 2026 10:14
To: Games <Games@classificationoffice.govt.nz>
Subject: RE: Ready for OFLC - DISPATCH

This is the response I have received from the distributor....

It is not in two key ways:

1. It's the Switch build so all game UI / control scheme is built for Switch
2. Because it's the Nintendo Switch build, visual censorship is baked into the game, and there is no option for the player to turn it off. Unlike the PC version, for which this is a toggleable setting. This was done to release on Nintendo platforms.

If they need access to the PC build, we can send a Steam code.

s 9(2)(a)

Operations Co-ordinator



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From: Games <Games@classificationoffice.govt.nz>

Sent: Wednesday, 14 January 2026 3:29 pm

To: s 9(2)(a) <[s 9\(2\)\(a\)@fvlb.org.nz](mailto:s 9(2)(a)@fvlb.org.nz)>; Submissions <Submissions@classificationoffice.govt.nz>

Subject: Re: Ready for OFLC - DISPATCH

Thanks s 9(2)(a),

Have requested access via the google form for games@classificationoffice.govt.nz, will await a response.

Also, could you please check whether this is identical to the existing Steam version of the game?

Cheers,

s 9(2)(a)

From: s 9(2)(a) <[redacted]@fvlb.org.nz>
Sent: 14 January 2026 10:49
To: Submissions <Submissions@classificationoffice.govt.nz>
Cc: Games <Games@classificationoffice.govt.nz>
Subject: Ready for OFLC - DISPATCH

Ready for OFLC ▾ AdHoc Studio Dispatch Not Stated 19/12/2025

Booking is in the Google doc, link to the build below

-
You've been shared on this google folder:
[redacted] s 9(2)(ii)

-
[redacted]
[redacted]
[redacted]
[redacted]

[redacted] s 9(2)(ii)

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From: [Submissions](#)
To: s 9(2)(a) FVLB; s 9(2)(a) FVLB
Subject: Decision: Dispatch
Date: Thursday, 22 January 2026 3:59:00 pm
Attachments: [Dispatch.pdf](#)

Kia ora

The Classification Office directs the Film & Video Labelling Body (under s 36 of the Films, Videos, and Publications Classification Act 1993) to issue a label for:

Dispatch

Per the attached Classification Decision register page.

Dispatch [REDACTED]

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