

Understanding video game labels and content descriptors

In the UK and the rest of Europe, Pan European Game Information (PEGI) provides a reliable indication of the age suitability of the game. The PEGI rating does not consider the games level of difficulty.

	Considered suitable for all ages. Any violence will be cartoon-like e.g. Tom and Jerry. There will be no sounds or pictures which could frighten young children. No bad language. Example: Fifa; Mario Kart
	Some possibly frightening scenes or sounds: Example: Lego worlds; Crash Bandicoot
	Violence is slightly more graphic towards a fantasy character or non-graphic violence towards human or animal like characters. Nudity. Mild bad language: Example: Fortnite; The Sims 4
	Real life images of violence, crime, tobacco, drugs or sexual activity. More extreme bad language: Example: Need for Speed; Battlefield, Apex Legends
	Gross violence, which is defined as violence that would make the viewer feel a sense of revulsion. Example: Call of Duty series; Grand Theft Auto series



The descriptors shown on the back of the packaging indicate the main reasons why a game has received a particular age rating. There are eight descriptors: violence, bad language, fear, drugs, sex, discrimination, gambling and online gameplay with other people.