SENATE BILL NO. 2005

AN ACT TO PROHIBIT DISSEMINATION OF VIOLENT VIDEO GAMES TO CERTAIN MINORS; AND FOR RELATED PURPOSES.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MISSISSIPPI:

SECTION 1. Selling or furnishing interactive violent video games to juveniles.

(1) As used in this section, the following words and phrases shall have the meanings given to them in this subsection:

(a) "Entertainment Software Rating Board" means the independent rating system established by the Interactive Digital Software Association developed to provide consumer information regarding the content of video and computer software games and which may be found on the Internet at the Entertainment Software Rating Board World Wide Web site.

(b) "Graphic violence" includes, but is not limited to, depictions of:

(i) Decapitation.

(ii) Bloodshed.

(iii) Dismemberment.

(iv) Grotesque cruelty.

(c) "Juvenile" means any person eighteen (18) years of age or younger.

(2) (a) A person commits an offense if the person sells, rents or otherwise provides for use for a charge any video game to a juvenile which contains scenes or depictions of graphic violence as determined by the Entertainment Software Rating Board. The first violation of this subsection shall be a misdemeanor.
punishable by a fine of One Hundred Dollars ($100.00) and not more than one (1) month in the county jail.

(b) A second or subsequent violation of this subsection shall be a misdemeanor punishable by a fine of Five Hundred Dollars ($500.00) and not more than one (1) year in the county jail.

(3) Any person or business offering any video game or computer game for sale, loan, rental or use must make available the most recent listings of the Entertainment Software Rating Board for the inspection and review by any potential purchaser, renter, user or transferee of such video or computer game. Failure to make such information available shall constitute a misdemeanor.

SECTION 2. This act shall take effect and be in force from and after July 1, 2001.