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) "Juvenile" means any person seventeen (17) 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 has a "Mature (M)" or "Adult (A)" rating for violence as determined by the Entertainment Software Rating Board without the consent of the juvenile's parent, guardian or supervising family member over the age of eighteen (18). The first violation of this subsection shall be a violation punishable by a civil fine of One Hundred Dollars ($100.00).

(b) A second or subsequent violation of this subsection shall be a violation punishable by a civil fine of Five Hundred Dollars ($500.00).
(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 violation punishable by a civil fine of One Hundred Dollars (100.00).

SECTION 2. This act shall take effect and be in force from and after July 1, 2002.