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Subject: Re: Thanks Rockstar

Posted by [Nukelt15](#) on Tue, 18 Oct 2005 07:16:12 GMT

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On that note, you don't need the internet to have a great life, if we're going to pull the "you can live without it" card. But wait...you're choosing to use it, aren't you? Wouldn't you be a bit pissed if someone decided one day that the internet as a whole was inappropriate, and unsuited for your use? Yes, you would be- because someone would be second-guessing you and deciding that they know better than you do about what is and is not appropriate for you. The simple fact is that while you don't have a right to such content, you DO have a right to NOT be told what you can and can't watch or play. That goes under the First Amendment- the right to free speech goes hand in hand with a right to hear that speech. Argument invalidated.

The AO rating is completely undeserved. Even with the so-called "sex scenes"- rather, dry-humping- the content is no worse in GTA:SA than what would be found in your average R-rated movie (and the R-rating of the MPAA is comparable in nearly every way to the M-rating of the ESRB). Hell, in some ways, it's a lot more mild- you never see nudity in out-of-the-box GTA (granted, there are some fairly tiny outfits, but not nudity). Not even with the "hot coffee" mod installed. Most theaters don't bother 15 and 16 year olds about getting into R movies, and I've yet to see any stores other than Walmart (I got carded the other day buying Bourne Supremacy- and I'm 19. I very nearly asked for the manager over the suspicious look the cashier gave me after looking at my ID) and OCCASIONALLY BestBuy bother teens about R-rated purchases.

The bottom line is that some suit doesn't have the right to tell people what is and isn't appropriate. That's the parents' job. The rating change caused stores to pull SA from shelves, which impedes the right of the consumer to purchase the game if they choose to do so. It is, in effect, censoring the title from the wider market, not just from the fairly small percent of consumers who will purchase the game before their 18th birthday. It is an obvious political stomp-out move, not designed so much to "protect" anybody as to try to grab a few more votes from the government-daycare crowd in the next election.

What we REALLY need is to find a way to get average-aged gamers out and voting. I'd bet ANY amount of money that if that were to happen, you would never hear any high-profiles bitching about games again.