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Subject: Violent-game ban

Posted by [terminator 101](#) on Sat, 11 Mar 2006 02:21:17 GMT

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Quote:Democratic Senator Tommy Kilby's SB3981 seeks to outlaw the sale of violent games within the state.

Add Tennessee to the list of states considering gaming legislation. Last week, Democratic Senator Tommy Kilby filed SB3981, which would make it illegal to sell or rent an "extremely violent video game" in the state of Tennessee.

The bill defines the phrase "extremely violent video game" as "a video game in which the range of options available to a player includes killing, maiming, dismembering, or sexually assaulting an image of a human being," with a number of clauses specifying that a game would have to be patently offensive to prevailing community standards, among other things, to be considered extremely violent.

The law also takes into account whether or not the virtual victim is an authority figure, whether the victim is conscious of the abuse taking place, and whether the player of the game intends to inflict severe mental or physical pain or suffering on the virtual victim.

Other factors that would nudge a game into the "extremely violent" category "include infliction of gratuitous violence upon the victim beyond that necessary to commit the killing, needless mutilation of the victim's body, and helplessness of the victim."

If passed, the bill would take effect July 1.

<http://www.gamespot.com/news/6145720.html>

Post your opinions. Mine is, this bill will NEVER pass.

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Subject: Re: Violent-game ban

Posted by [GDIrish](#) on Sat, 11 Mar 2006 02:50:51 GMT

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I think that if any of those senators actually PLAYED a game like that, that they would outrageously enjoy it.

Blowing up stuff is what gaming is all about.

If this bill DOES pass, however, we're just going to move on from killing human-like beings to blowing up aliens. Rocketlauncher to the arachnids!

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Subject: Re: Violent-game ban

Posted by [csskiller](#) on Sat, 11 Mar 2006 23:14:21 GMT

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oh noes! that means I can't get my games from Tennessee anymore!

Crappy joke aside, politician's are always looking for scapegoats to blame problems on.

I remeber a while back politicians here were trying to stop a rapper from comming to canada. They thought it had something to do with the gun problems and whatnot but we all know that's not true

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Subject: Re: Violent-game ban  
Posted by [runewood](#) on Sat, 11 Mar 2006 23:25:43 GMT  
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Killing a human? That describes like 80% of games.

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Subject: Re: Violent-game ban  
Posted by [Aprime](#) on Sun, 12 Mar 2006 07:18:38 GMT  
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Lol, contraband.

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Subject: Re: Violent-game ban  
Posted by [w0dka](#) on Sun, 12 Mar 2006 11:28:10 GMT  
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ehrm...funny... a little bit exaggerating ...

This type of laws is very common this times... i germany a pupil run in a school with a pumpgun (google for "Erfurt" ) and we also get maybe a light-version from this one you mentioned.

In germany we now can not buy games if we are not 16 if the game is rated as 16+ and there are some banned games like RTCW

In my opinion such a law is usefull... but i think that guys that are 18 or for america 21 and can vote can't forced to stop buying games...

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Subject: Re: Violent-game ban  
Posted by [Doitle](#) on Sun, 12 Mar 2006 21:09:27 GMT  
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How on EARTH do you inflict Mental suffering on a computer?!?!?!?

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Subject: Re: Violent-game ban  
Posted by [xtaro](#) on Mon, 13 Mar 2006 08:31:45 GMT  
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The deal about video games affecting our mushy minds is bogus to the umpteenth degree, for I have played most every violent fps style game on the market and gta3+ and I rarely get the urge to go out and pop a cop, take a chainsaw to an unsuspecting technician, or run over a hooker and steal the magic floating money that appears.

And in response to the comment about "needless mutilation"

Zombies man!! ya gotta carve off their heads. I do that enough a blood lust takes over and start mauling everything in my path, its a natural response to an extraordinary situation.

When I play GTA San Andreas I try to follow the rules, drive carefully, and respect authority. I have never killed a civilian unless I took a corner too fast and my vehicles rear end ran up on the sidewalk, but hey, as the bumper stickers say, shit happens.

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Subject: Re: Violent-game ban  
Posted by [Herr](#) on Mon, 13 Mar 2006 10:15:12 GMT  
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Is he thinking of the economy?

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Subject: Re: Violent-game ban  
Posted by [renwarrior](#) on Mon, 13 Mar 2006 19:46:20 GMT  
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it dont matter what age games are. they just sell you them anyway.

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Subject: Re: Violent-game ban  
Posted by [Nukelt15](#) on Mon, 13 Mar 2006 21:24:15 GMT  
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So leave it up to the parents, who have every right to tell Junior to NOT buy the game. Those ratings aren't meant for enforcement purposes; they're meant as guidelines so that parents can choose what is and isn't appropriate for their child to be playing, not what they can and can't let their kid play.

Whatever the motivation, using legislation to stand in for parental responsibility is absolutely fucking stupid.

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Subject: Re: Violent-game ban  
Posted by [Feetseek](#) on Tue, 14 Mar 2006 00:59:28 GMT  
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xtaro wrote on Mon, 13 March 2006 01:31 The deal about video games affecting our mushy minds is bogus to the umpteenth degree, for I have played most every violent fps style game on the market and gta3+ and I rarely get the urge to go out and pop a cop, take a chainsaw to an unsuspecting technician, or run over a hooker and steal the magic floating money that appears.

You might be grown up, but what about the little children with their vulnerable minds?? Growing up with disgusting and gory violence may make them think that that is OK.

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Subject: Re: Violent-game ban  
Posted by [Nukelt15](#) on Tue, 14 Mar 2006 01:45:43 GMT  
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Quote: You might be grown up, but what about the little children with their vulnerable minds?? Growing up with disgusting and gory violence may make them think that that is OK.

That's a load of crap as well. If some kid grows up thinking violence is OK "because I saw it on TV or in a game or whatever" then their parents have failed to teach them the difference between real life and fantasy. It is not the government's job to "protect" kids from "bad influences" (in quotes because it is entirely subjective what constitutes a "bad influence"), that's what parents are for. I've yet to start even so much as a food fight in my life, and I've been playing violent games and seeing violent movies and whatnot since early elementary school- I'd like to think that's because my parents did their job, not because some suit in Washington decided I could only do what they thought was best for me.

If you're concerned about it, start a parental awareness campaign- don't go putting shit like this in legislation. The government should not have a say in the matter, period.

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Subject: Re: Violent-game ban  
Posted by [Feetseek](#) on Tue, 14 Mar 2006 04:48:18 GMT  
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Not everybody knows how to make the right choices like you. I for one am agaisnt games that have gory violence for no reason. In war games like MOH, i understand the violence but what about games like Manhunt?

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Subject: Re: Violent-game ban  
Posted by [Hydra](#) on Tue, 14 Mar 2006 05:20:45 GMT  
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That's why we have the penal system. Just because some disturbed goth kids addicted to pain killers, who happen to play Doom, and decide to take some machine guns to school and blow a couple of students and their teachers away, why should the government impede my ability to purchase violent video games? I'm not mentally unstable, so why should the government operate under the assumption that I might carjack some fat woman at knife-point because I saw it in a video game?

It's funny that SFLT's hero Hitlery Clinton would support this ban when it goes directly against everything she says about profiling muslims at major airports.

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**Subject: Re: Violent-game ban**  
Posted by [Feetseek](#) on Tue, 14 Mar 2006 07:47:32 GMT  
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Hydra wrote on Mon, 13 March 2006 23:20That's why we have the penal system. Just because some disturbed goth kids addicted to pain killers, who happen to play Doom, and decide to take some machine guns to school and blow a couple of students and their teachers away, why should the government impede my ability to purchase violent video games? I'm not mentally unstable, so why should the government operate under the assumption that I might carjack some fat woman at knife-point because I saw it in a video game?

It's funny that SFLT's hero Hitlery Clinton would support this ban when it goes directly against everything she says about profiling muslims at major airports.

But this isn't only about you, is it?

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**Subject: Re: Violent-game ban**  
Posted by [Jecht](#) on Tue, 14 Mar 2006 14:39:16 GMT  
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Punish the Majority for the misdeeds of the minority?

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**Subject: Re: Violent-game ban**  
Posted by [Nukelt15](#) on Tue, 14 Mar 2006 16:23:08 GMT  
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Alright, Feet, tell ya what: you can be our guinea pig on this. Since violence in entertainment is supposedly such a bad influence on minors, howzabout you start off the good example by giving up EVERYTHING violent until your 18th birthday (I'm betting good money that you haven't reached it yet). TV is right out, so are any videogames not rated E-10 or lower, most comic books, Rap and Metal music, and any book not found in the children's section of the bookstore.

Or you could ponder this novel little concept for a while: violent video games are great stress relief. By allowing folks to act out their darkest urges in a virtual world, fewer people will be

inclined to go out and do those sorts of bad things in real life. Ever wanted to frag somebody when they've cut you off at the intersection (assuming you can drive, and if you can you understand this plenty)? Rather than bottling it all up and winding up with a bad case of Road Rage somewhere down the line, go home and fire up GTA, where you can whip out a rocket launcher and BLAST that sorry son-of-a-bitch. Work nothing but a stress-fest? Drop a tornado on the corporate section of your SimCity. Violent games aren't bad for you at all (assuming, again, that you have responsible parents and not hack-offs who let the TV raise their spawn)- they're actually very good for you mentally.

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Subject: Re: Violent-game ban  
Posted by [Oblivion165](#) on Tue, 14 Mar 2006 16:41:06 GMT  
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There is no new human sufferage. Its been around alot longer than games.

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Subject: Re: Violent-game ban  
Posted by [Feetseek](#) on Wed, 15 Mar 2006 00:58:57 GMT  
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Bite me .

Anyways. I never said i was against all violence, just stupid violence that has no reason whatsoever... like killing people just to watch them suffer.

And i don't drive... i'm still in middle school.

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Subject: Re: Violent-game ban  
Posted by [\\$c0p3](#) on Wed, 15 Mar 2006 03:09:13 GMT  
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I haven't read anything but the title (unless I've replied in this thread before, but I can't remember), but I would assume that people would want to ban 'violent' video games because they are a bad example to children. I think it all depends on how you were brought up, really. Just because I shot a couple of 'people' in a game, the thought of shooting real people shouldn't come up in my mind, and it doesn't.

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Subject: Re: Violent-game ban  
Posted by [Feetseek](#) on Wed, 15 Mar 2006 03:37:43 GMT  
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it's not that stuf i'm against. It's taking chainsaw and hammers and killing people and have a lot of blood and guts come out for money and such.

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Subject: Re: Violent-game ban  
Posted by [Nukelt15](#) on Wed, 15 Mar 2006 03:54:42 GMT  
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So don't play those games, and when you've got kids don't let them play those games. That's as far as your rights go on the issue, and that's as far as anybody's influence should extend. I'm rather thankful that you're not old enough to try and impress your view of how things "ought to be" on everybody else (biased sonovabitch that I am). Hopefully you will keep an open mind as you mature and eventually realize that no form of entertainment has any influence on a child if their parents don't allow it to. Government regulation is a waste of taxpayer money, a degradation of parental responsibility, and downright dangerous to personal liberty when applied to anything covered by the First Amendment. We've got enough stupid censorship already without it encroaching on yet another medium.

Videogames are just a convenient scapegoat for the problems of society. Take a look back through history, and you'll find that everything from comic books to action figures to Saturday morning cartoons has been blamed for the same things at some point or another. In any case where the blame shifts as the medium changes, there's more than likely a failure somewhere else that someone just doesn't want to admit to.

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Subject: Re: Violent-game ban  
Posted by [warranto](#) on Mon, 20 Mar 2006 15:51:13 GMT  
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Every generation has that sort of scapegoat. The so-called "baby boomer" generation had to worry about the "evilness" of rock and roll.

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Subject: Re: Violent-game ban  
Posted by [bbelt2005](#) on Mon, 20 Mar 2006 16:41:14 GMT  
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i dont think it should effect kids all tht much playing a violant game so i dont think it will do anything to the level of violance if they ban them. if anything it will go up because a lot of ppl like me if they ahve a frustrating day they will go on a game like renegade or related game and go there to get their fustration out by killing people on a game if they r banned then those people might end up jus going and killing other people in real life. people that play these games should have their own mind and be able to tell that there is a difference between doing it on real life and on a game i mean a games like renegade dont even look like real life most of the guns r fantisy and the places are not even real.

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Subject: Re: Violent-game ban  
Posted by [superj69](#) on Tue, 28 Mar 2006 03:13:12 GMT  
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ok first of all can you actually type properly so people can understand what you said and i have to kind of agree that if kids dont have a way to get rid of anger or frustration they might take it out in different ways but you took it too far i dont think they will go around killing people.they might yell more but not kill.and besides tv is much worse.and if kids are that young that it is going to affect them the parents should pay attention to the game rating.

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Subject: Re: Violent-game ban  
Posted by [\\$cOp3](#) on Wed, 29 Mar 2006 02:17:14 GMT  
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warranto wrote on Mon, 20 March 2006 10:51Every generation has that sort of scapegoat. The so-called "baby boomer" generation had to worry about the "evilness" of rock and roll.

the baby boomer generation had it CRAZY easy. those were north america's golden years, and there was no real competition for them... now our generation is expected to be the shit when there's a fuckload of competition and whatnot.

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Subject: Re: Violent-game ban  
Posted by [Carrierll](#) on Wed, 29 Mar 2006 11:14:35 GMT  
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I want to kill people... and i do it in ren... sometimes :S  
banning it is pointless. anyone who has said so is right IMO.

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Subject: Re: Violent-game ban  
Posted by [Jecht](#) on Wed, 29 Mar 2006 16:44:12 GMT  
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superj69 wrote on Mon, 27 March 2006 21:13ok first of all can you actually type properly so people can understand what you said and i have to kind of agree that if kids dont have a way to get rid of anger or frustration they might take it out in different ways but you took it too far i dont think they will go around killing people.they might yell more but not kill.and besides tv is much worse.and if kids are that young that it is going to affect them the parents should pay attention to the game rating.

Typing well includes correct punctuation and capitalization.

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Subject: Re: Violent-game ban  
Posted by [Berkut](#) on Fri, 14 Apr 2006 18:20:35 GMT  
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I enjoy simulated killing. Why? Because contrary to popular belief, I am mostly human. Humans, as a majority, love to kill. ...though that doesn't necessarily mean we can. That is what FPS's are for. I think GTA and Resident Evil go a little overboard, though. I've seen deaths in real life that were a lot cleaner. I like Renegade for the fact that you can kill everyone you want without actually seeing their organs (and only a small amount of blood). I don't think that certain games should be banned, just loosely regulated by age.

PS: Correcting other's typing errors doesn't work. We're all humans (mostly), and bound to make the same mistake we just corrected.

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Subject: Re: Violent-game ban  
Posted by [Feetseek](#) on Thu, 20 Apr 2006 01:25:51 GMT  
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Berkut wrote on Fri, 14 April 2006 13:20: I enjoy simulated killing. Why? Because contrary to popular belief, I am mostly human. Humans, as a majority, love to kill. ...though that doesn't necessarily mean we can. That is what FPS's are for. I think GTA and Resident Evil go a little overboard, though. I've seen deaths in real life that were a lot cleaner. I like Renegade for the fact that you can kill everyone you want without actually seeing their organs (and only a small amount of blood). I don't think that certain games should be banned, just loosely regulated by age.

PS: Correcting other's typing errors doesn't work. We're all humans (mostly), and bound to make the same mistake we just corrected.

Exactly the kinds of games I'm against

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Subject: Re: Violent-game ban  
Posted by [thrash300](#) on Mon, 24 Apr 2006 19:36:45 GMT  
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HELL NO, THEN WE WILL JUST BOOT LEG THEM!

THANK YOU CHINA!!!

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Subject: Re: Violent-game ban  
Posted by [Berkut](#) on Tue, 25 Apr 2006 02:43:04 GMT  
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Hey, n00b?

Shut off your freakin' Caps Lock.

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Subject: Re: Violent-game ban  
Posted by [Dover](#) on Tue, 25 Apr 2006 21:51:24 GMT  
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"Sexual Assault"? Like, Mario jumping on a turtles ass and watching a coin fly out?! God damn politicians, and god damn politics.

Is it me, or does this mean the end of the GTA series, argueably the greatest Action/Adventure titles to date?

This'll never pass, and if it does I'm taking the first plane back to Bulgaria.

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