

112TH CONGRESS  
2D SESSION

# H. R. 4204

To require certain warning labels to be placed on video games that are given certain ratings due to violent content.

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IN THE HOUSE OF REPRESENTATIVES

MARCH 19, 2012

Mr. BACA (for himself and Mr. WOLF) introduced the following bill; which was referred to the Committee on Energy and Commerce

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## A BILL

To require certain warning labels to be placed on video games that are given certain ratings due to violent content.

1 *Be it enacted by the Senate and House of Representa-*  
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. CONSUMER PRODUCT SAFETY COMMISSION**

4 **REGULATION.**

5 (a) **REGULATION.**—Not later than 180 days after the  
6 date of enactment of this Act, the Consumer Product  
7 Safety Commission shall promulgate regulations to require  
8 the warning label described in subsection (b) to be placed  
9 on the packaging of any video game that is rated “E”  
10 (Everyone), “Everyone 10+” (Everyone 10 and older),

1 “T” (Teen), “M” (Mature), or “A” (Adult) by the Enter-  
2 tainment Software Ratings Board.

3 (b) WARNING LABEL CONTENT.—The warning label  
4 required under a regulation issued under subsection (a)  
5 shall be placed in a clear and conspicuous location on the  
6 packaging of the applicable video game and shall state:  
7 “WARNING: Exposure to violent video games has been  
8 linked to aggressive behavior.”.

9 (c) VIDEO GAME DEFINED.—As used in this Act, the  
10 term “video game” means any product, whether distrib-  
11 uted electronically or through a tangible device, consisting  
12 of data, programs, routines, instructions, applications,  
13 symbolic languages, or similar electronic information (col-  
14 lectively referred to as “software”) that controls the oper-  
15 ation of a computer or telecommunication device and that  
16 enables a user to interact with a computer controlled vir-  
17 tual environment for entertainment purposes.

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