



OFFICE OF THE PRESIDENT - FOR IMMEDIATE ENACTMENT

A LAW

For the purpose of establishing a federal video game classification system

ARTICLE I

1. For the purpose of this act, “entertainment software” is defined as any software designed for the express purpose of entertainment, recreation, titillation, amusement or otherwise for expediting the passage of time. A
2. For the purpose of this act, the terms “game”, “video game” and “entertainment software” may be used interchangeably.
3. For the purpose of this act, “software” is defined as any program that can be run on a computing device.
4. For the purpose of this act, “items of value” are any items, corporeal or not, that:
 - a. Can be traded between individuals;
 - b. Are worth equal to or more than £0.01GBP.
5. The Minister of Home Affairs may designate a certain device as a computing device for the purpose of this act, in addition to the list provided by this act in Article III, at their discretion by statutory instrument.
6. There shall be an executive agency of the Department of the Interior, known as the Federal Entertainment Software Board (hereafter “the FESB”), which shall be chaired by a Director-General (hereafter “the Director-General”).
7. The Director-General:
 - a. Shall be appointed by the President;
 - b. Shall serve until dismissed by either the President or the Minister of Home Affairs, though a ministerial dismissal may be countermanded by a presidential direction;
 - c. May arrange, appoint and dismiss staff within their agency at their discretion.
8. Publishers of entertainment software must, before allowing their software to be consumed by the public, submit their software privately to the FESB for review.
9. The FESB, at their sole discretion, may assign a rating for said software from the following list:
 - a. “U”, as an abbreviation for “Universal”;
 - b. “SPC”, as an abbreviation for “Suitable for Public Consumption”;
 - c. “PA”, as an abbreviation for “Parental Advisory”;
 - d. “12”;
 - e. “15”;
 - f. “18”;
 - g. “RC”, as an abbreviation for “Refused Classification”.
10. The FESB may append to any of their ratings, excepting “U”, “SPC”, “PA” or “RC”, the suffix “-R”, meaning “restricted”.
11. The FESB, while maintaining sole discretion over what rating to assign to entertainment software submitted to it, they are advised to assign ratings based on the following criteria of their contents:
 - a. “U” games:



- i. Themes should have a very low sense of threat or menace justified by context;
 - ii. Violence should be cartoonish, without depiction of blood or significant injury, if utilised at all, and justified by context;
 - iii. Sexual activity should not be demonstrated or implied;
 - iv. Coarse language may not be demonstrated or implied;
 - v. Drug use may not be demonstrated or implied, unless for a specific medical purpose justified by context;
 - vi. Nudity may not be demonstrated.
- b. "SPC" games:
- i. Themes should have a very low sense of threat or menace, justified by context;
 - ii. Violence should have a very low sense of threat or menace, without depiction of blood or serious injury, and justified by context;
 - iii. Sexual activity should be very mild and discreetly implied, if utilised at all, and justified by context;
 - iv. Coarse language should be very mild and infrequent and justified by context;
 - v. Drug use should be implied very discreetly unless medical in purpose and justified by context;
 - vi. Nudity may not be demonstrated.
- c. "PA" games:
- i. Themes should have a very low sense of threat or menace, justified by context;
 - ii. Violence should be mild and infrequent, and be justified by context, sexual violence excluded;
 - iii. Sexual activity should be mild and discreetly implied, and be justified by context;
 - iv. Coarse language should be mild and infrequent and be justified by context;
 - v. Drug use should be mild, infrequent, implied and justified by context;
 - vi. Nudity may not be demonstrated.
- d. "12" games:
- i. Themes may have a moderate sense of threat or menace, if justified by context;
 - ii. Moderate violence is permitted if justified by context, though sexual violence should be very limited and justified by context;
 - iii. Sexual activity should be mild and discreetly implied and justified by context;
 - iv. Coarse language may be used to a moderate degree if justified by context, while aggressive utilisation may not;
 - v. Drug use should be justified by context;
 - vi. Nudity may not be demonstrated.
- e. "15" games:
- i. Themes may be of high intensity if justified by context;
 - ii. Realistic violence of medium intensity may be permitted. Violent depictions with a high degree of realism may be permitted if justified by context;
 - iii. Strong violence may be utilised, though if it is bloody or excessively strong it should be infrequent and justified by context;



- iv. Sexual violence is permitted if it is infrequent, non-gratuitous and justified by context;
 - v. Sexual activity may be discreetly implied or simulated;
 - vi. Coarse language may be used;
 - vii. Nudity is permitted, but in a sexual context it should be non-exploitative;
 - viii. Frightening or intense scenes should not disturb a reasonable adult;
 - ix. Drug use may be permitted but not in an advocatory manner.
- f. "18" games:
- i. Realistic and explicit depictions of violence are permitted, except where it is frequently gratuitous, cruel or exploitative;
 - ii. Themes can have a very high degree of intensity provided it is not exploitative;
 - iii. Sexual violence is permitted only to the extent that it is required by the narrative, it is not depicted in a detailed fashion and is not exploitative;
 - iv. Sexual activity can be realistically simulated or, if the game has a "-R" suffix, depicted directly;
 - v. Drug use can be shown but not gratuitously detailed, and should also not be encouraged or promoted. Drug use related to incentives and rewards within games may not be permitted.
 - vi. Nudity in a sexual context is permitted, but direct sexual activity is not unless the game carries an "-R" suffix;
 - vii. Coarse language is not restricted.
- g. "RC" games:
- i. Any of the following criteria being met is sufficient for entertainment software to be refused classification:
 - 1. Detailed instruction in or promotion of crime or violence;
 - 2. Detailed instruction in or promotion of paedophilic activity;
 - 3. Description or depiction of sexual abuse of a minor;
 - 4. Gratuitous, exploitative, or offensive depictions of:
 - a. Violence of a very high degree of impact or which are excessively frequent, prolonged or detailed, and generally not justified by context;
 - b. Cruelty or realistic violence in great detail;
 - c. Sexual violence.
 - 5. Depictions of sexual practices that violate natural law.

ARTICLE II

1. No retailer of entertainment software, nor any individual working as the representative of a retailer of entertainment software may:
 - a. Sell a game rated as "12-R" to an individual under the age of 12;
 - b. Sell a game rated as "15-R" to an individual under the age of 15;
 - c. Sell a game rated as "18-R" to an individual under the age of 18;
 - d. Sell a game rated as "RC".
2. An individual works as the representative of a retailer of entertainment software if they are given the responsibility to sell entertainment software on the retailer's behalf under contract.
3. RC games may be possessed by private individuals but not sold or otherwise traded for items of value.



4. Retailers of entertainment software must, if they suspect an individual attempting to purchase a game age-restricted to 18 or above, and suspect the individual to be under the age of 25, request identification proving themselves to be over 18.
 - a. For the purpose of this provision, the following forms of identification will be accepted:
 - i. Any photo identification issued by the Amisopian Government or a state government of the Federation bearing the individual's date of birth and the seal of either the federal government or the relevant state government;
 - ii. Any photo identification issued by the government of a United Nations member state or a competent state, provincial or local authority within that state bearing the individual's date of birth and the seal of either the federal government or the relevant state, provincial or local authority, except where the member state is:
 1. The Democratic People's Republic of Korea;
 2. The Bolivarian Republic of Venezuela, except where the identification has been issued by the legitimate government of interim President Juan Guaido and successor governments thereof.
5. Previous clauses notwithstanding, no individual may knowingly supply entertainment software to an individual who is under the age specified for that game's age rating as enumerated in II.1.a-d.

ARTICLE III

1. The Federal Criminal Code of Amisopia is hereby amended as follows:
 - a. There shall be a new Section, Section VI: "Crimes of Moral Law".
 - b. There shall be a new 1) in Section VI: "Crimes of Moral Law", pushing all subsequent provisions forward, which shall read: "It shall be a criminal offence for any individual, working as the representative of a retailer of entertainment software pursuant to the Entertainment Software Regulatory Law, or any retailer of entertainment software in the main to sell, supply or disseminate:
 - i. A game rated as "12-R" by the Federal Entertainment Software Board to an individual under the age of 12;
 - ii. A game rated as "15-R" by the Federal Entertainment Software Board to an individual under the age of 15;
 - iii. A game rated as "18-R" by the Federal Entertainment Software Board to an individual under the age of 18;
 - iv. A game rated as "RC" by the Federal Entertainment Software Board.This shall be referred to as "sale of entertainment software to an underage individual."

ARTICLE III

1. This law shall take effect upon presidential signature.
2. This law shall affect the entire Federation.
3. This law may be referred to in short hand as the Federal Entertainment Software Board.