

**GENERAL ASSEMBLY OF NORTH CAROLINA**  
**SESSION 2005**

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**SENATE BILL 2**  
**Corrected Copy 1/28/05**

Short Title: No Violent/Obscene Video Game Sales to Minor. (Public)

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Sponsors: Senators Boseman; Rand, Albertson, Berger of Franklin, Clodfelter, Dalton, Dannelly, Garrou, Graham, Hagan, Holloman, Hoyle, Jenkins, Kerr, Lucas, Malone, Purcell, Snow, Soles, Swindell, Thomas, and Weinstein.

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Referred to: Commerce.

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January 27, 2005

A BILL TO BE ENTITLED

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2 AN ACT TO PROHIBIT THE DISSEMINATION OF OBSCENE AND  
3 GRAPHICALLY VIOLENT VIDEO GAMES TO MINORS AND TO REQUIRE  
4 VIDEO GAME RETAILERS TO INFORM CONSUMERS THAT A VIDEO  
5 GAME RATING SYSTEM IS AVAILABLE.

6 The General Assembly of North Carolina enacts:

7 **SECTION 1.** G.S. 14-190.13 reads as rewritten:

8 **"§ 14-190.13. Definitions for certain offenses concerning minors.**

9 The following definitions apply to G.S. 14-190.14, displaying material harmful to  
10 minors; G.S. 14-190.15, disseminating or exhibiting to minors harmful material or  
11 performances; G.S. 14-190.16, first degree sexual exploitation of a minor;  
12 G.S. 14-190.17, second degree sexual exploitation of a minor; G.S. 14-190.17A, third  
13 degree sexual exploitation of a minor; G.S. 14-190.18, promoting prostitution of a  
14 minor; and G.S. 14-190.19, participating in prostitution of a minor.

15 (1) Harmful to Minors. – That quality of any material or performance that  
16 depicts sexually explicit nudity or sexual activity and that, taken as a  
17 whole, has the following characteristics:

- 18 a. The average adult person applying contemporary community  
19 standards would find that the material or performance has a  
20 predominant tendency to appeal to a prurient interest of minors  
21 in sex; and  
22 b. The average adult person applying contemporary community  
23 standards would find that the depiction of sexually explicit  
24 nudity or sexual activity in the material or performance is  
25 patently offensive to prevailing standards in the adult  
26 community concerning what is suitable for minors; and

- 1 c. The material or performance lacks serious literary, artistic,  
2 political, or scientific value for minors.
- 3 (2) Material. – Pictures, drawings, video recordings, video games, films or  
4 other visual depictions or representations but not material consisting  
5 entirely of written words.
- 6 (3) Minor. – An individual who is less than 18 years old and is not  
7 married or judicially emancipated.
- 8 (4) Prostitution. – Engaging or offering to engage in sexual activity with  
9 or for another in exchange for anything of value.
- 10 (5) Sexual Activity. – Any of the following acts:
- 11 a. Masturbation, whether done alone or with another human or an  
12 animal.
- 13 b. Vaginal, anal, or oral intercourse, whether done with another  
14 human or with an animal.
- 15 c. Touching, in an act of apparent sexual stimulation or sexual  
16 abuse, of the clothed or unclothed genitals, pubic area, or  
17 buttocks of another person or the clothed or unclothed breasts  
18 of a human female.
- 19 d. An act or condition that depicts torture, physical restraint by  
20 being fettered or bound, or flagellation of or by a person clad in  
21 undergarments or in revealing or bizarre costume.
- 22 e. Excretory functions; provided, however, that this  
23 sub-subdivision shall not apply to G.S. 14-190.17A.
- 24 f. The insertion of any part of a person's body, other than the male  
25 sexual organ, or of any object into another person's anus or  
26 vagina, except when done as part of a recognized medical  
27 procedure.
- 28 (6) Sexually Explicit Nudity. – The showing of:
- 29 a. Uncovered, or less than opaquely covered, human genitals,  
30 pubic area, or buttocks, or the nipple or any portion of the  
31 areola of the human female breast, except as provided in  
32 G.S. 14-190.9(b); or
- 33 b. Covered human male genitals in a discernibly turgid state.
- 34 (7) Video Games. – An object or device that stores recorded data or  
35 instructions, receives data or instructions generated by a person who  
36 uses it, and, by processing the data or instructions, creates an  
37 interactive game capable of being played, viewed, or experienced on  
38 or through a computer, gaming system, console, or other technology."

39 **SECTION 2.** Article 39 of Chapter 14 of the General Statutes is amended by  
40 adding the following new sections to read:

41 **"§ 14-317.1. Disseminating a graphically violent video game to a minor.**

- 42 (a) Definitions. – The following definitions apply in this section:

1           (1) "Graphically violent" means the visual depiction of serious injury to  
2           human beings, actual or virtual, including aggravated assault,  
3           decapitation, dismemberment, or death.

4           (2) "Video game" means an object or device that stores recorded data or  
5           instructions, receives data or instructions generated by a person who  
6           uses it, and, by processing the data or instructions, creates an  
7           interactive game capable of being played, viewed, or experienced on  
8           or through a computer, gaming system, console, or other technology.

9           (b) Offense. – It is unlawful for a person to sell, rent, or otherwise disseminate  
10          for consideration to a minor a graphically violent video game if the person knows the  
11          character or content of the video game.

12          (c) Penalty. – A violation of this section is a Class 1 misdemeanor.

13          **"§ 14-317.2. Video game retailer must inform customer that video game ratings**  
14          **are available.**

15          (a) The following definitions apply in this section:

16               (1) "Video game retailer" means a person who sells or rents video games  
17               to the public.

18               (2) "Video game" is as defined in G.S. 14-317.2(a)(2).

19          (b) Every video game retailer shall post a sign providing information to  
20          consumers about a video game rating system or notifying consumers that a rating  
21          system is available to aid in the selection of a game. The sign shall be posted within the  
22          retail establishment in a prominent area.

23          (c) A video game retailer shall make available to consumers, upon request,  
24          information that explains the video game rating system."

25               **SECTION 3.** If any provision of this act or its application is held invalid, the  
26               invalidity does not affect other provisions or applications of this act that can be given  
27               effect without the invalid provisions or application, and to this end the provisions of this  
28               act are severable.

29               **SECTION 4.** This act becomes effective December 1, 2005, and applies to  
30               offenses committed on or after that date.