
SUBSTITUTE HOUSE BILL 1366

State of Washington

59th Legislature

2005 Regular Session

By House Committee on Juvenile Justice & Family Law (originally sponsored by Representatives Roberts, McDonald, B. Sullivan, Dickerson, Morrell, Skinner, Appleton, Hinkle, Moeller, Hasegawa, McCune, Sells, Walsh, Ormsby, Kenney, Kagi and McDermott)

READ FIRST TIME 02/11/05.

1 AN ACT Relating to video games; and adding a new section to chapter
2 19.188 RCW.

3 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

4 NEW SECTION. **Sec. 1.** A new section is added to chapter 19.188 RCW
5 to read as follows:

6 (1) The definitions in this subsection apply throughout this
7 section.

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

14 (b) "Video game retailer" means a person who sells or rents video
15 games to the public.

16 (c) "Point of sale" means the location in the retail establishment
17 at which a transaction occurs resulting in the sale or rental of a
18 video game.

1 (2) Every video game retailer shall post signs providing
2 information to consumers about the existence of a nationally recognized
3 video game rating system, or notifying consumers that a rating system
4 is available, to aid in the selection of a game if such a rating system
5 is in existence.

6 (3) The signs shall be posted within the retail establishment in
7 prominent areas near the video game displays and points of sale. The
8 signs and lettering shall be clearly visible to consumers at these
9 locations.

10 (4) A video game retailer shall make available to consumers, upon
11 request, information that explains the video game rating system.

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