

**Media Coalition, Inc.
Legislative Update, June 10, 2004**

State Bill #	<u>California</u> H.B. 1792	<u>California</u> H.B. 1793	<u>New Jersey</u> A.B. 2029
Intro. date	1/5/2004	1/5/2004	2/4/2004
Subject	Would expand the definition of harmful to minors to include videogames that appeal to a minors morbid interest in violence in any game that allows a user to inflict injuries on characters that are “especially heinous, atrocious, or cruel.” The bill excludes any games pitting two players against each other.	Would require any retailer of videogames to keep all games rated “Mature” to keep the games shelved separately from games non-“M” games. Also, the games must be shelved at least 5 feet above the ground. It would also require retailers to create a separate, adults-only for the display of games or advertising material for games rated “Adults Only.” Also, retailers must post signs with an explanation of the ESRB rating system.	Would require an ISP to remove material identified by a user of their service as “defamatory and offensive” and to disclose to the complaining party the “relevant customer information” of the person who posted the material.
Committee	Public Safety and Arts Entertainment Sports Tourism and Internet Media		Telecommunications and Utilites.
Status	Motion for reconsideration withdrawn.	Passed Assembly and sent to Senate on 5/27.	
Still active	Yes	Yes	Yes

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State Bill #	<u>New York City</u> Int. 18	<u>New York City</u> Int. 60
Intro. date		
Subject	Would bar the sale or rental to minors of videogames rated "M" or "AO" that include certain kinds of violent content.	Would require that all videogames rated "M" or "AO" or are otherwise are packaged to indicate that they include strong language, violence, sexual activity or substance abuse to be segregated from minors, with signage that the videogames are inappropriate for minors.
Committee	Consumer Affairs	Consumer Affairs
Status	Hearing held March 30.	Hearing held March 30.
Still active	Yes	Yes