

Games of Violence

be said that no matter how much you legislate against this sort of thing, you will never really eliminate it entirely.

While I sympathize with the intent of the hon. member's bill—and I think that the hon. member for Wetaskiwin has put before the House a concern which does merit more discussion—I suggest to him that the benefit of the fact that it has come before the House today and the discussion we are having in this private members' hour will hopefully lead to more concerted attention to an area which I know has many ifs and buts with regard to any action which might be taken. However, this is an area of increasing concern to Canadian society generally.

Mr. Robert Daudlin (Parliamentary Secretary to Secretary of State): Mr. Speaker, I do not intend to speak for very long on this matter because I, for one, feel that this bill should proceed. At the beginning—and at the end, which will come very shortly—I want to congratulate the hon. member for Wetaskiwin (Mr. Schellenberger) for bringing this matter forward. From time to time matters come before this House which are, if one can categorize them or classify them, totally without partisanship. They are matters to which all good and honest thinking members who have the concern of their constituencies and the country as a whole at heart want to give substantial consideration.

The essence of this bill has been made clear by the two previous speakers. I need not refer to it again. The concerns raised by the Parliamentary Secretary to the Minister of Consumer and Corporate Affairs (Mr. Martin) are perhaps valid, but I am more concerned about the injuries and difficulties this kind of imported game can create for our youth and, indeed, even for persons of more adult years who have aberrations and who find pleasure in considering the possibility of the death of other individuals.

These possibilities are of too great a concern to reject this bill merely because there are difficulties vis-à-vis importing or manufacturing in this country. I suggest that if nothing else this bill deals with the importing of this particular kind of game, and the hon. member has afforded this House the opportunity to state once and for all very clearly to those persons outside as well as inside this country that we will not permit this kind of thing. That surely is an indication to a manufacturer in this country of our intention and of our endeavour to prevent this kind of thing being promulgated.

I suggest we should not reject this proposal simply because it deals only with part of the problem. Well meaning members in this House wish to give a clear indication of their abhorrence of this type of misuse of violence. In my view it is as abhorrent as the misuse or abuse of sex or any other kind of human act which our constituents from time to time consult us about, suggesting that somehow it should be legislated against.

I agree with the parliamentary secretary that there is difficulty in legislating morality and in eliminating completely certain acts and misconduct. All of us agree that there are many things against which we have already legislated in the Criminal Code. However, we all agree that we have not

eliminated them. If we were to say that simply because we cannot eliminate an act we therefore must not consider legislating against it, this House would have to close its doors tomorrow because, as much as we legislate, there will be those who will attempt to find loopholes. There will be those who disregard the law, but I think all of us have to exercise a certain optimism and suggest that there are certain things that are right, and if they are right, their abuse is wrong, and that we want to indicate to the well meaning citizens of this country that we will legislate in order to indicate what is right and what is wrong in the common mind of the country. I reject the concept that because something cannot be eliminated there should be no legislation.

I do not concede that the legislation referred to by the parliamentary secretary necessarily deals with the issue which has been raised by the hon. member for Wetaskiwin. It is true that we have legislation dealing with hazardous products, but I find it very difficult to define the kind of game the hon. member has brought to our attention as a hazardous product per se. It could conceivably be described as a hand-eye co-ordination game, something which assists. The hon. member who has brought this matter forward found it difficult to find any socially redeeming factor in it.

If one looks at it very coldly and clinically, it may be that it is one of the more advanced electronic games in terms of hand-eye co-ordination, but beyond that there are no social values. We must be mindful of that, and we must be on guard to ensure that we do not allow these social values to be eroded in the name of, in this instance, hand-eye co-ordination skills.

● (1732)

I said I would not speak for long, Mr. Speaker, I have put on the record that I support the motion of the hon. member for Wetaskiwin. I said at the beginning that I compliment him for bringing this bill forward. I do so again and resume my seat.

[*Translation*]

Mr. C. A. Gauthier (Roberval): Mr. Speaker, I would simply like to say a few words to suggest that we are in favour of this bill and at the same time to congratulate the mover of the bill now before us. As I understand, the purpose of this bill is to prevent the importation into Canada of slot machines such as "Death Race". When you examine that, you wonder what idea the designer had in mind when he created the game. It seems at first that it was perhaps with the idea of developing skill in young players, which would be somewhat formative. When you consider the game as such it is certainly not formative as it is built. It is of rather sadistic inspiration and I wonder whether its designer wanted to develop skill in young players instead of the human beings he put in his game. Had he put any other obstacle—bowling pins, flags or something else—it seems to me this would have been a lot more formative. The fact that a youth says "I am going to kill such or such fellow" has a bad influence on his mind. It is precisely the spirit of the game that is bad. The people who are put there could be hit. This remains in the youth's imagination while any