

a simulated vehicle so as to kill as many pedestrians as possible within a given period of time.

This bill, C-232, seeks to amend the Customs Tariff. I might state that prohibited items under the Customs Tariff Act are determined by section 14 of that act, which in turn is referable to Schedule "C". By item 99201-1 of Schedule "C" the following categories are identified, amongst others, as prohibited goods:

Books, printed paper, drawings, paintings, prints, photographs or representations of any kind of a treasonable or seditious, or of an immoral or indecent character.

It could be stated fairly that item 99201-1 of Schedule "C" is perhaps broad enough as presently framed to include within its ambit representations of an immoral or indecent character such as are described as being employed in the electronic game of violence known as "Death Race". I have canvassed some opinions to that extent and the game falls within those objects defined as prohibited goods. Thus, the provisions contained in Bill C-232 would be somewhat superfluous and unnecessary. Anyone asked the basic question whether running down and killing pedestrians in a game was a representation of an indecent or immoral character would undoubtedly answer yes.

Mr. Hnatyshyn: What about American television shows? They have a lot of depictions.

Mr. Young: There are probably some Canadian television shows which have the same depictions.

The definitional questions are important. My hon. friend refers to the method for barring coin-operated mechanical or electronic games simulating acts of crime or violence on the part of the player. I am sure we have all grown up with penny arcades and slot machine games. I see him smiling. Perhaps he as well as I spent part of our youth inspecting the inner reaches of penny arcades.

I am wondering if it is fair to say that such a definition would necessarily also exclude importation of coin-operated hunting games where one practises the hunting of bears. Shortly after the last war there was a game which sent torpedoes out of what looked like a submarine capsule into "enemy" ships. Things like that were quite common in the '50s and '60s and might also be included as games of violence. With the definition as broad as the hon. member has drafted it we would probably run the risk of outlawing many games which a large percentage of the general public consider as having some elements of violence attached to them but not really being of the kind which they would necessarily want to ban or bar.

I believe my friend the Parliamentary Secretary to Minister of Consumer and Corporate Affairs (Mr. Martin) pointed out this bill covers only the importation of such games into the country from outside. Even with the passage of such a bill we would still be left with the possibility of having such games actually manufactured in this country. In that respect Bill C-232 would have no influence upon the situation.

This brings me to my major and final point, Mr. Speaker. If our purpose is truly to curb the anti-social psychological

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effects on our youth of games such as "Death Race", then perhaps a more appropriate form of amendment would be in terms of our general law concerning obscenity. These matters are scheduled for consideration at the uniform law conference which is to be convened later this summer. One of the proposals which is actively being considered at present is an amendment to section 159(8) of the Criminal Code. This section defines obscenity. The consideration expected to be given to an amendment to section 159(8) would deal with a proposal to eliminate the necessary nexus or connection between sex and crime or cruelty and violence. These proposals would hopefully make the undue exploitation of crime, cruelty, or violence per se tantamount to obscenity.

I might mention, as perhaps the hon. member is aware, that the justice and legal affairs committee, as mentioned by my colleague the hon. member for Vancouver-Kingsway (Mrs. Holt), is presently studying the matters of pornography and obscenity. At the moment we are looking at the definitions. We may very well come up with suggestions which would be of assistance to the hon. member's purpose in redefining such matters as obscenity. I looked at a draft report this afternoon and I believe there is room for including something in the report of the justice and legal affairs committee which would be of assistance to the hon. member. I suggest to him that he might check with the justice critic of his party and join us on that committee as a representative of his party and attend the meetings. If it is not too late we might be able to incorporate some of his views into that report. We are at the draft stage at this time and it will be a few days before that report is given final consideration. It would go back to the full committee for final drafting and I am sure that the hon. member will be welcome to attend there.

I just wanted to draw hon. members' attention to some of the definitional problems and problems of scope which we have in dealing with this issue. I have sympathy for the hon. member's point and the reasons for bringing forward this bill. In my opinion, such games as "Death Race" one could say are scandalous and scurrilous. They are of an immoral nature or indecent character. My fear, and I am sure it is shared by the hon. member, is that by allowing such games into the country we allow the minds of our children to be conditioned to the fact that it is possible to drive a car erratically or in such a fashion as to run down people willy-nilly and actually kill them. That might be fantasy; it might be make-believe in terms of the game. But I do not like to see a situation where young people, or anyone for that matter, can so condition themselves to the operation of a game that at some time in the future when they would actually be driving a car they would carry out the same kind of an act which at one time was only a game. That is a horrible idea.

I thank the hon. member for bringing this matter forward. Perhaps we should go forward to committee and give it further study there.