

Games of Violence

physical obstacle would have made it a quite inoffensive game in my opinion. That is probably why this bill is important today although, as the minister's secretary suggested, somewhat restricted when dealing only with importation. It does not deal with toys that could be manufactured in this country.

A foreign manufacturer could easily circumvent customs by setting up a small industry in this country to manufacture the same game. I think that if we refer this bill to committee—and I hope it will be referred—a provision will have to be added to it to include all games which could also be manufactured in this country. You can try controlling imports or imposing fines all you want, but I think this must be stopped in its tracks so no industrialist will be tempted to market such a game if he knows that in Canada, for example, it is impossible to do so and the fine would not be, if he manages to circumvent customs, \$2 or \$3 but high enough to deter him. In those cases, I think that only money can deter a promoter of such games.

Mr. Speaker, we were asked to be brief. I hope there will be co-operation today so this bill can be referred to committee for in-depth study and become a law which will provide further protection for our young people.

[*English*]

Mrs. Simma Holt (Vancouver-Kingsway): Mr. Speaker, I just want to discuss this bill briefly. Like other hon. members, I would first congratulate the hon. member for Wetaskiwin (Mr. Schellenberger), and also the hon. member for Kootenay West (Mr. Brisco) who has a bill on this subject. I was so concerned about this issue myself that I responded to the large amount of mail I received when this started to come into Canada by asking the Minister of Justice (Mr. Basford) to take action and the Minister of National Revenue (Mr. Guay) to stop it at the border. We do not need to import violence and ugliness from the United States. We can import their beauty and their creativity but we must stop importing their violence and the worst aspects of the great American society.

It has been said that truth is beauty and beauty is truth. Conversely, this ugliness, this violence and this sadism must be the biggest and most horrendous deception ever practised on our contemporary society.

The Standing Committee on Justice and Legal Affairs, constituted by this parliament, is trying to find ways to prevent pornography entering this country. The material that is allowed to come in, despite the law, is beyond belief. I could not believe the evidence given to us by the witnesses. I did not imagine the extent of this type of violence.

First of all, we use our children for this so-called art, this pornography that is created and sold at great profit by organized crime, almost 100 per cent so in the United States. We have seen the routes of entry which are used. I can only wonder at the motive and kind of mind that created this so-called game. It has always been known that games for children are a process of education and a process of establishing roles. Unfortunately, too many roles were created by games. The one role we do not need in society is the indoctrina-

[Mr. Gauthier (Roberval).]

tion of children to violence. We use blocks to teach them to build, Scrabble to teach them to spell and plastiscene to help them create sculptures. If the TV electronic devices want to help create useful eye-hand co-ordination, the tennis game is good enough. Why is it necessary to teach children by playing the "Death Race" game to aim at human beings and kill them?

In recent years we have seen our children grow up in a "do your own thing" society where all persons must express themselves. The children of the Spock era were told that if they smashed windows they were expressing themselves. That was in the '40s and late, '50s and those children expressed themselves in more and more violent ways by the time they reached their teens or twenties.

We still think that is the kind of society we want. In the '50s and '60s some children were not told the difference between right and wrong. Nobody taught them that difference. As a result, some of them grew up almost without that knowledge and became psychopaths. It was a very serious time when children were not told about religious concepts, for instance. Some parents said that could wait until they were 18. Now we find ourselves in a society where we are importing games of violence.

I congratulate all hon. members who move in any way to stop the import of dangerous toys into Canada or prevent them being created in Canada. It does not matter where it is created—it is a dangerous toy and, like pornography, does not improve the fabric or the quality of life.

We have become desensitized in our society by violence. We had the Viet Nam war brought into our living rooms in the grossest detail. Perhaps during the second world war if television had been available there might have been many lives spared the early shock and today we might have been less violent. However, that is only a guess. Maybe we would have been more violent. It is possible we would have started sooner in viewing violence in our living rooms while eating breakfast, lunch and dinner.

● (1742)

This is a bill I would like to endorse. It is time we stopped all this pollution of the mind and the spirit, particularly of young children and adolescents, but as well of society as a whole.

Mr. Roger Young (Parliamentary Secretary to Minister of Justice): Mr. Speaker, I too will be brief this afternoon. However, I want to say at the outset that personally I would see no difficulty in having the hon. member's bill go forward to committee for further study.

Concerning the subject matter of the bill I would like to draw attention to a few of the problems I see with it. This may be helpful to the hon. member and the House. The purpose of the hon. member's bill is to prevent the importation into Canada of slot machines and games such as "Death Race". I believe we are all aware that the object of that game is to drive