



# OK TO PLAY?

## Check the Ratings on Every Computer & Video Game Box

### Rating Symbols on the Front of the Box



**Early Childhood** — may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.



**Everyone** — may be suitable for ages 6 and older. Titles in this category may contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.



**Everyone 10+** — may be suitable for ages 10 and older. Titles in this category may contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.



**Teen** — may be suitable for ages 13 and older. Titles in this category may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language.



**Mature** — may be suitable for ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content and/or strong language.



**Adults Only** — should only be played by persons 18 years and older. Titles in this category may include prolonged scenes of intense violence and/or graphic sexual content and nudity.



**Rating Pending** — title has been submitted to the ESRB and is awaiting final rating. (This symbol appears only in advertising prior to a game's release.)

### Content Descriptors on the Back of the Box



(See reverse side of this detachable card for a complete listing of content descriptors.)

For more information about the ESRB ratings, go to [www.ESRB.org](http://www.ESRB.org)

## Helpful Tips for Parents

- > **Check the ratings.** Use both ESRB rating symbols and content descriptors to select appropriate games for your children. Before you go shopping, visit [www.esrb.org](http://www.esrb.org) for specific ratings information.
- > **Consider your child's personality, maturity and abilities.** Video game ratings provide guidance. Parents should use this knowledge to help them decide which games are appropriate for their children.
- > **Don't stop at the ratings.** Speak to older children and other parents, rent before purchasing, read game reviews, and try out demos of games online or in stores where games are sold.
- > **Play video games with your children.** Playing or observing helps you understand your child's video game experience, while providing a fun parent/child activity.
- > **Use parental controls.** Newer video game systems allow parents to restrict specific game content by rating. Check with the manufacturer of your video game system for more information, or ask a video game retail sales associate about the availability of parental controls.
- > **Be cautious with "online-enabled" games.** Many popular games can be played with friends (and strangers) over the Internet. Often, these games contain live chat or other user-generated content that is not rated by the ESRB and may not be consistent with the rating assigned to the game.
- > **Be aware of "mods" that can change a game.** Downloadable programs ("mods") can alter game content and the game's age-appropriateness. Some mods can contain viruses or spyware, making them dangerous to your family computer.
- > **Set household media-use rules.** Establish rules for your children and encourage open communication about their media use so they recognize what you feel is inappropriate content.

For more parent information, tips and resources on computer and video games, visit [www.esrb.org/about/resources.jsp](http://www.esrb.org/about/resources.jsp).



Some video games are for kids.  
Some aren't.

CHECK THE RATINGS ON EVERY COMPUTER  
AND VIDEO GAME BOX TO HELP CHOOSE THE  
RIGHT GAMES FOR YOUR FAMILY.



## A Message from Lawrence G. Wasden, Idaho Attorney General



Video games are made for players of all ages, and some have content that is not suitable for children. That is why I urge you to actively help your children make good choices.

While there is no substitute for parental involvement and supervision, the video game rating system can be a useful starting point in choosing games.

This brochure, developed in collaboration with the Idaho Office of the Attorney General and the Entertainment Software Rating Board (ESRB), explains the rating system and how to use it. Additionally, you can program some newer game consoles, using the rating system, to play only the games with ratings that you approve.

I encourage you to consider the video game rating system and to use your own good judgment to help your children make appropriate choices in video games. Then, spend some time playing those games with your kids. That will help you verify that the choice was right. You'll have some fun with your family, too!

LAWRENCE G. WASDEN,  
Attorney General

## About the ESRB & the Computer & Video Game Rating System

In order to make informed purchase decisions, parents should check the ESRB rating on every computer or video game box. The Entertainment Software Rating Board (ESRB) is a non-profit, self-regulatory body established in 1994 by the Entertainment Software Association™ (ESA). The ESRB independently assigns ratings for computer and video games and enforces advertising guidelines adopted by the interactive entertainment software industry.



The ESRB rating system has two parts:

**Rating Symbols** (printed on the front of game packages) suggest age appropriateness;

**Content Descriptors** (printed on the back) indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern.

Parents and other consumers can search for rating information before they go shopping by visiting [www.esrb.org](http://www.esrb.org).

## ESRB Content Descriptors & Definitions

<b>Alcohol Reference</b>	Reference to and/or images of alcoholic beverages
<b>Animated Blood</b>	Discolored and/or unrealistic depictions of blood
<b>Blood</b>	Depictions of blood
<b>Blood and Gore</b>	Depictions of blood or the mutilation of body parts
<b>Cartoon Violence</b>	Violent actions involving cartoon-like situations and characters. May include violence where a character is unharmed after the action has been inflicted
<b>Comic Mischief</b>	Depictions or dialogue involving slapstick or suggestive humor
<b>Crude Humor</b>	Depictions or dialogue involving vulgar antics, including "bathroom" humor
<b>Drug Reference</b>	Reference to and/or images of illegal drugs
<b>Fantasy Violence</b>	Violent actions of a fantasy nature, involving human or non-human characters in situations easily distinguishable from real life
<b>Intense Violence</b>	Graphic and realistic-looking depictions of physical conflict. May involve extreme and/or realistic blood, gore, weapons and depictions of human injury and death
<b>Language</b>	Mild to moderate use of profanity
<b>Lyrics</b>	Mild references to profanity, sexuality, violence, alcohol or drug use in music
<b>Mature Humor</b>	Depictions or dialogue involving "adult" humor, including sexual references
<b>Nudity</b>	Graphic or prolonged depictions of nudity
<b>Partial Nudity</b>	Brief and/or mild depictions of nudity
<b>Real Gambling</b>	Player can gamble, including betting or wagering real cash or currency
<b>Sexual Content</b>	Non-explicit depictions of sexual behavior, possibly including partial nudity
<b>Sexual Themes</b>	References to sex or sexuality
<b>Sexual Violence</b>	Depictions of rape and/or other violent sexual acts
<b>Simulated Gambling</b>	Player can gamble without betting or wagering real cash or currency
<b>Strong Language</b>	Explicit and/or frequent use of profanity
<b>Strong Lyrics</b>	Explicit and/or frequent references to profanity, sex, violence, alcohol or drug use in music
<b>Strong Sexual Content</b>	Explicit and/or frequent depictions of sexual behavior, possibly including nudity
<b>Suggestive Themes</b>	Mild provocative references or materials
<b>Tobacco Reference</b>	Reference to and/or images of tobacco products
<b>Use of Alcohol</b>	The consumption or use of alcoholic beverages
<b>Use of Drugs</b>	The consumption or use of illegal drugs
<b>Use of Tobacco</b>	The consumption or use of tobacco products
<b>Violence</b>	Scenes involving aggressive conflict. May contain bloodless dismemberment
<b>Violent References</b>	References to violent acts

*When a content descriptor is preceded by the term "Mild," it is intended to convey low frequency, intensity or severity of the content it modifies.*

*Online games that include user-generated content (e.g. chat, maps, skins) carry the notice "Game Experience May Change During Online Play."*