

Films (Class Licence for Video Games Distribution) Order 2019

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No. S 342

FILMS ACT (CHAPTER 107)

FILMS (CLASS LICENCE FOR VIDEO GAMES DISTRIBUTION) ORDER 2019

In exercise of the powers conferred by section 10A of the Films Act, the Info-communications Media Development Authority makes the following Order:

Citation and commencement

1. This Order is the Films (Class Licence for Video Games Distribution) Order 2019 and comes into operation on 29 April 2019.

Definitions

2. In this Order, unless the context otherwise requires —

“appropriate video game” means a classified video game that is assigned under the Act a classification rating of “M18” or “ADV16”;

“class licensee” means a person who is subject to a class licence by virtue of this Order;

“class licensee’s distribution outlet”, for a class licensee, means a distribution outlet under the control (temporary or otherwise) or management of the class licensee;

“class licensee’s exhibition point”, for a class licensee, means an exhibition point under the control (temporary or otherwise) or management of the class licensee;

“classifiable element” has the meaning given by the Films (Classification and Licensing) Regulations 2019 (G.N. No. S 341/2019);

“distribution outlet” means a place in Singapore at which video games are being distributed on a retail basis;

“exhibition point” means a place in Singapore at which video games are being publicly exhibited;

“promotional film”, in relation to a video game, means a trailer for the video game or part of such a trailer, or any footage of the gameplay of the video game;

“publicly exhibit”, in relation to a video game, does not include the mere displaying of, or inviting to treat involving, a container containing a video game for the purpose of distribution;

“restricted demonstration area” means any premises that is part of a distribution outlet or exhibition point and is constructed and managed in accordance with the requirements set out in paragraph 6(2), (3) and (4).

Class licence for person distributing video games

3.—(1) Unless exempt by or under section 40(1) of the Act, every person who distributes video games in the course of business is subject to a class licence in connection with —