Helping Parents Get Set
A Family Guide to Games

BOYS & GIRLS CLUBS
OF AMERICA

XBOX 360

Games for Windows

BEST BUY

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Overview

Microsoft®, Best Buy™ and Boys & Girls Clubs of America are committed to helping provide an environment where everyone can enjoy safely the benefits of digital and interactive entertainment. And, we strive to give parents information to help them make appropriate decisions.

This brochure provides information about computer and video games, Microsoft's parental controls for the Xbox 360™ called Family Settings, and resources to help parents and caregivers. We hope you will use this and share it with others.

How Computer and Video Games are Rated

Before all else, it is helpful to know that computer and video games are rated by an independent, self-regulatory body called the Entertainment Software Rating Board (ESRB). The ESRB maintains the following process:

- **Questionnaire:** Game publishers must complete a written ESRB questionnaire, specifying all pertinent content in the game.

- **What is Submitted:** Publishers disclose for rating consideration all game content, whether it's playable or not, that will exist on the final game disc.

- **Checking for Submission's Completeness:** The video footage is reviewed by at least three trained game raters who are all adults and recruited from the New York City metropolitan area. ESRB staff members may also play an alpha or beta version of the game.

- **Reviewing and Rating the Video:** The raters use their own judgment to recommend appropriate rating categories and content descriptors for specific scenes and for the game overall.

- **Final Rating Check:** ESRB staff checks the raters' recommendations for consensus and consistency and then issues an official rating to the game publisher. If the publisher does not accept the rating, they may revise the game's content and resubmit it to the ESRB, at which time the process starts anew. Publishers may also appeal an ESRB rating assignment to an Appeals Board, which is made up of publishers, retailers and other professionals.

- **Releasing to the Public:** When the game is ready for release to the public, publishers send copies of the final product to the ESRB. The ESRB will review the game packaging to ensure the rating information is displayed accurately and is in compliance with ESRB requirements. Additionally, ESRB's in-house game experts play the final version of randomly selected and hand-picked games to verify that the publisher's representation of the game during the rating process was accurate and complete.

ESRB and MPAA Rating Systems

Understanding the game and movie rating systems is an important part of using Family Settings effectively. ESRB ratings have two equal parts: rating symbols (front of box) suggest age appropriateness for the game and content descriptors (back of box) indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. There are over 30 content descriptors (e.g., Comic Mischief, Mild Lyrics, Simulated Gambling). To get a complete understanding of the content in a game, it's important to look at both sides of the box. For more information on the ESRB ratings and content descriptors, please visit **http://www.esrb.org**. For more information on movie ratings, please visit **http://www.mpaa.org/index.asp**.

MPAA FILM RATINGS

G ®	**General Audiences**	This is a film that contains nothing in theme, language, nudity and sex, violence, etc. that would, in the view of the Rating Board, be offensive to parents whose younger children view the film.
PG ®	**Parental Guidance Suggested**	This is a film that clearly needs to be examined by parents before they let their children view it. The label PG plainly states parents may consider some material unsuitable for their children, but leaves the parent to make the decision.
PG-13 ®	**Parents Strongly Cautioned**	A PG-13 film is one which, in the view of the Rating Board, leaps beyond the boundaries of the PG rating, but does not quite fit within the restricted R category.
R ®	**Restricted**	This film definitely contains some adult material. Parents are strongly urged to find out more about this film before they allow their children to view it.
NC-17 ®	**NC-17**	This is a film that most parents will consider patently too adult for their youngsters under 17. No children will be admitted at the movie theaters.

ESRB RATINGS*

EARLY CHILDHOOD / CONTENT RATED BY ESRB	**Early Childhood**	Titles rated EC (Early Childhood) have content that may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.
EVERYONE / CONTENT RATED BY ESRB	**Everyone**	Titles rated E (Everyone) have content that 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+ / CONTENT RATED BY ESRB	**Everyone 10+**	Titles rated E10+ (Everyone 10 and older) have content that 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 / CONTENT RATED BY ESRB	**Teen**	Titles rated T (Teen) have content that 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 17+ / CONTENT RATED BY ESRB	**Mature**	Titles rated M (Mature) have content that may be suitable for persons ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content and/or strong language.
ADULTS ONLY 18+ / CONTENT RATED BY ESRB	**Adults Only**	Titles rated AO (Adults Only) have content that 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 / RP / CONTENT RATED BY ESRB — Visit www.esrb.org for updated rating information.	**Rating Pending**	Titles listed as RP (Rating Pending) have been submitted to the ESRB and are awaiting final rating. (This symbol appears only in advertising prior to a game's release.)

*The ESRB rating icons are registered trademarks of the Entertainment Software Association.

Get Set:
A Quick Guide to Using Xbox 360's Family Settings for Video Games, Movies, Music Videos, and Television

Family Settings are a powerful tool that can help parents and caregivers choose the entertainment experience that is right for their families. They help limit the digital entertainment that can be played or viewed on the Xbox 360.

Following are instructions on how to set up Family Settings. For more information on controlling online interactions on Xbox Live, please visit: **www.xbox.com/isyourfamilyset**.

To control what type of video game ratings can be played on Xbox 360:

When the Xbox 360 starts, you will be at the initial screen, which is called the Xbox Dashboard or—if you're using the Xbox 360 system for the first time—from the Initial Setup Complete screen.

1. Select "Family Settings, Console Controls."
2. Select "Game Ratings." The default setting is "Allow All Games."
3. Select the ESRB rating level you deem appropriate.
4. To set a pass code that prevents unauthorized changes to the settings, select "Set Pass Code" from the "Console Controls" screen and follow the on-screen instructions.
5. After you've set your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

To control what type of movies can be played on Xbox 360:

Again, you'll start from main screen, then:

1. Select "Family Settings, Console Controls."
2. Select "Video Ratings," then select "Movie Ratings." The default setting is "Allow All Rated Movies."
3. Select the MPAA rating level you deem appropriate.
4. And, again, to set a pass code that prevents unauthorized changes to your settings, select "Set Pass Code" from the Console Controls screen and follow the on-screen instructions.
5. After you set your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

Note: Individuals with older models of the Xbox 360 who have not connected to Xbox Live will view a previous version of the Family Settings set-up for the DVDs.

Tip: *If these settings need only apply to certain children in your home, provide all other members of your family with the pass code to permit their unrestricted use of the console.*

To control what type of television programs can be viewed:
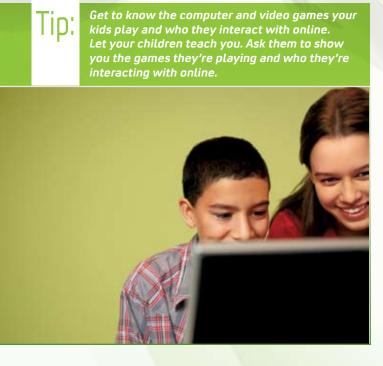
Again, starting from the main screen, you should:

1. Select "Family Settings, Console Controls."

2. Select "Video Ratings," then select "TV Ratings."

3. For TV ratings, select the maximum ratings you want played on the console.

4. And, again, to set a pass code that prevents unauthorized changes to your settings, select "Set Pass Code" from the Console Controls screen and follow the on-screen instructions.

5. After setting your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

For "Unrated Video":

Not all DVDs are encoded with a rating, even if they were reviewed by a ratings board. These DVDs are read by Xbox 360 as "unrated." Parents can block unrated movies and videos by choosing "Allowed" or "Blocked" on the "Unrated Video" panel in Family Settings.

For "Explicit Video":

Parents can decide whether or not "explicit videos" (e.g., music videos, video podcasts, etc.) can be viewed. To block explicit videos, parents can choose "Allowed" or "Blocked" on the "Explicit Video" panel in Family Settings.

Tip: *Get to know the computer and video games your kids play and who they interact with online. Let your children teach you. Ask them to show you the games they're playing and who they're interacting with online.*

Tip: *Make sure you and your children take breaks from playing computer and video games. Stepping away at regular intervals is important.*

Get Set: A Quick Guide to Using Xbox 360's Family Settings for the Online World

Xbox 360's Family Settings allows parents and caregivers to manage online interactions, Xbox Live Marketplace purchases, and, if parents choose, to block entirely the Xbox Live audio and video communication settings, including content through the Xbox Live Vision camera.

XBOX LIVE CONTROLS INCLUDE:

- **Online gameplay:** Before you can play multiplayer games online, you will need an Xbox Live Gold Membership. This option allows you to decide if your child can play Xbox 360 games online and also allow or disallow them from playing on Xbox Live on an original Xbox console. Xbox 360 Family Settings are not applied when your child is playing online on an original Xbox Console. Because of this you have the option of blocking original Xbox consoles on Xbox Live.

- **Privacy and friends:** You have the power to approve your child's online friends. Let your child communicate with anybody, or with their friends only; decide who can see your child's personalized gamer profile; decide whose gamer profiles your child can see; and control who sees your child's online or offline status.

- **Communications:** Pick "Friends Only" to allow your child to communicate only with people on his/her friends list, or select "Blocked" to block everyone from communicating with your child, or select "Everyone" to allow your child to communicate with anyone on Xbox Live. No matter what the setting, your child will still be able to receive new friend requests for you to approve or block.

- **Content:** The Content controls help you set limits on the kind of downloadable goodies your kids can access. You can choose to allow your child to go onto Xbox Live for downloadable game updates, demos, and other for-fee content, as well as member-created content from other Xbox Live users. Family Settings act as a filter for what kids can or can't download onto the Xbox 360 console.

ALLOWED OR BLOCKED - XBOX LIVE:

Some parents may not want their children to access online games and interaction. Following are simple instructions on how to block access to Xbox Live. However, if your child has access to Xbox Live and you would like more information on how to control who can interact with your child, privacy measures, and how to control accessing online material please visit: **www.xbox.com/isyourfamilyset.**

To allow or block access to Xbox Live on your Xbox 360 console:

1. Start from the System area of the Xbox Dashboard or—if you're using the Xbox 360 system for the first time—from the Initial Setup Complete screen.
2. Select "Family Settings, Console Controls."
3. Select "Access to Xbox Live." The default setting is "Allowed."
4. Select either "Allowed" or "Blocked." If access is blocked, users will not be able to connect to Xbox Live to play, communicate, or download content.
5. To set a pass code that prevents unauthorized changes to your settings, select "Set Pass Code" from the Console Controls screen and follow the on-screen instructions.
6. After you've set your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

XBOX LIVE CONTENT WITH XBOX 360

Member Content

- Decide whether or not your child can access content created by other people on Xbox Live. Member content includes images and text in games and gamer profiles.

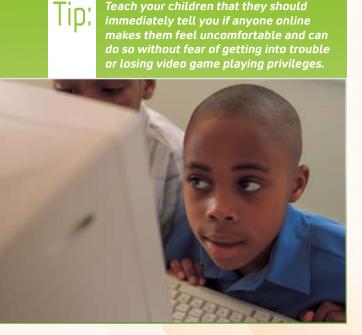**To configure your child's settings for member-created content:**

1. Start from the System area of the Xbox Dashboard or—if you're using the Xbox 360 system for the first time—from the Initial Setup Complete screen. Select "Family Settings, Xbox Live Controls" and sign in using the password for your Microsoft Passport Network account.

2. Select "Content, Member Content."

3. Choose one of the following settings:

   - Select "Allowed" to let your child access member content.

   - Select "Friends Only" to allow your child to access content created by people on his/her friends list.

   - Select "Blocked" to block your child from accessing all member content.

Tip: *Teach your children that they should immediately tell you if anyone online makes them feel uncomfortable and can do so without fear of getting into trouble or losing video game playing privileges.*

Downloadable Content

- Decide whether or not your child can download premium content from Xbox Live Marketplace. Premium content includes Xbox Live Arcade games, game extensions, demos, and other items. If you choose to block this content, your child can still obtain free downloadable content.

To configure your child's settings for downloadable content:

1. Start from the System area of the Xbox Dashboard or—if you're using the Xbox 360 system for the first time—from the Initial Setup Complete screen. Select "Family Settings, Xbox Live Controls" and sign in using the password for your Microsoft Passport Network account.

2. Select "Content, Downloadable Content."

3. Select one of the following settings:

   - Select "Allowed" to let your child download premium member content from Xbox Live Marketplace.

   - Select "Blocked" to block your child from downloading premium content. Your child will still be able to get free downloadable content, determined by the game ratings settings on your console.

Get Set: A Quick Guide to Using Windows Vista's Family Settings

Windows Vista™ enables parents to tailor their children's games experiences, helping avoid content they deem inappropriate. Parents can permit access to games by specific types of content, by ratings or even by specifying certain times of day that users have access to the computer with a scheduling tool (e.g. "no games after 9 pm").

The Microsoft Games for Windows website at **www.gamesforwindows. com/isyourfamilyset** has an article with tips for determining if a game is appropriate. You can also use the Windows Game Advisor to help you make sense of all the games available for Windows. By entering an age range and a genre of games, the Game Advisor will provide a list of age-appropriate content, based on ESRB ratings. It will also provide direct links to game title web sites that offer opportunities to view footage, or possibly, participate in a trial of the game.

To access Windows Vista's parental controls, please:
1. Click on the Windows Vista "Start" button at the lower left to open the "Start" menu.
2. Click on the "Instant Search" field and enter "par" to search for Parental Controls.
3. Click "Parental Controls" to open the settings.
4. Click "Create a new user account."
5. Click the test field to enter a username.
6. Click "Create Account."

We hope this information encourages you to fully utilize the Family Settings features included in Windows Vista™. If you need more information or would like help in setting up these parental controls, please visit: www.gamesforwindows.com/isyourfamilyset.

At this point, parents will be given choices to control a variety of content and times including:

Web Content

By clicking on the box that indicates which material should be blocked, parents can help prevent their children from accessing a variety of web content, including pornography and mature content.

Computer Games

Parents can restrict the types of computer games played based on two criteria: its ESRB rating and its content. By accessing "Game Controls" in the parental controls, parents can block games that are either too mature or have objectionable content.

Time Limits

Parents can also help prevent children from using the computer at specific times by simply accessing the "Time Limits" function. Using an easy-to-understand schedule, parents can set which time the computer can be used and for how long. Children receive a warning message that their session is about to expire, which allows them to save their work so no data is lost.

Finally, parents can also review activity reports to monitor what their children are seeing and doing, and to refine the use of parental controls. This is accomplished by viewing the "Activity Viewer" in the "User Controls" section of parental controls.

Games for Windows — When considering a new game, be sure to look for the Games for Windows brand on the box. This means that the game delivers the highest quality gaming experience possible on a Windows Vista-based PC. Games featuring the Games for Windows branding take advantage of the new gaming features in Windows Vista, including full support of family settings.

You can be sure that your game will take advantage of new family settings in Windows Vista when it bears the Games for Windows brand.

The Language of Computer and Video Games

If you want to help protect your kids while they play video games, you need to know what they're talking about. Like any other language, the language of computer and video games is evolving constantly.

This brief list will give you an idea of some of the terms used not only by video game developers, but also your kids. For more information and helpful tools, visit **www.xbox.com/isyourfamilyset.**

TYPES OF GAMES

FPS: First Person Shooter This is a computer and video game genre where the player sees the action through the eyes of the main character, virtual reality-style.

Free-For-All A form of multiplayer gameplay where there are no teams, and several players compete against each other to score the most points in a given amount of time, or be the first to reach a predetermined scoring limit. Also known as FFA.

Genre Categories that games fall into—for example, role-playing games, strategy games, and driving games.

MMORPG: Massive Multiplayer Online Role Playing Game This online game allows hundreds and thousands of users to play a game together.

RPG: Role Playing Game A type of game where the player controls a character, or party of characters, on a lengthy quest. During the course of the game, the character earns experience points for completing tasks or beating opponents in battle.

RTS: Real-Time Strategy A type of game where the player controls an army, and manages natural resources, finances, and troops in order to defeat other armies. Also known as RTS games.

Simulation Games While arguably most games are a simulation of something, simulation games, or "sims" take it a step further, recreating a particular situation in more exacting detail. Flight sims, for example, give the player full control of flying a plane.

Zone This is for players to describe their way of playing to others, so they can interact with people with similar experience and attitudes. Parents will see a "Zone" listed next to their child's username (not real name) when they are playing (and others will see it when online).

The Zones are:

■ **Recreation** For gamers who aren't about winning or losing, but want everyone to enjoy the game. Kick back, relax, be considerate and have fun.

■ **Pro** For those who aren't going to settle for anything less than first place, but still respect the game and competitors.

■ **Family** A zone for both parents and kids to enjoy. No mature language, no intimidation, no super-competitive egos. In short, fun for the whole family.

■ **Underground** For those not easily intimidated, the Underground is for them. This is for the hardcore gamer that has a high-level of experience.

Tip: *Set limits on when and how often computer and video games can be played.*

WHAT'S FOUND IN GAMES

AI: Artificial Intelligence Allows the computer-controlled characters in a game to think, move, and act in a way similar to humans.

Cheat Code These are codes that can be used on a video game to change the way the game is played, giving the player unearned advantages.

Easter Egg A hidden item in a game that the developer puts in, often as an inside joke, or to reward the thorough explorer.

Hack A piece of programming that allows a player to get past anti-cheating or security measures. A hacker is a person who creates or uses a hack.

Lag What every online gamer hates; lag is when a player's connection to a game server suffers, causing a delay between the player's actions and those actions taking place in the game.

Mod Most computer games can be altered through the use of downloadable modifications, or "mods" for short, which are broadly available on the Internet and can change the content of the game. It is important for parents to be aware that some mods can alter a game in ways that may not be appropriate for younger players and may be inconsistent with the original rating.

Packet Loss Brief interruptions in gameplay caused by a poor connection to a server. This appears as a slight delay in the action, or if the connection is very unstable, a stuttering effect. Also known as lag.

Patch Patches are most common in MMORPGs and online games. Patches allow developers to change gameplay, scenery, add new challenges, and fix compatibility issues after the product is shipped and purchased. Also known as a point release.

Respawn In many multiplayer games, if your character dies, it will come back to life in a different location than where you died. This is called "respawn."

HOW SOME GAMERS PLAY

Camping In an online game, camping is when a player stays in one place, usually to limit other players' access to an important item or location. Excessive campers will often invoke the wrath of other players.

Chat-Frag In most first-person shooters, players can chat by typing. It's considered unsportsmanlike to attack a player when they're chatting.

Frag In a first-person shooter, to defeat an opponent. Also refers to a point gained from fragging said opponent.

Kick To remove a player from an online game. This can be done by either an administrator, or through a vote by the other players.

Owned Defeated soundly, or otherwise embarrassed. Also known as pawned, schooled, housed.

TYPES OF GAMERS

Clan A team of players who play together online, usually in an FPS. A clan may consist of players from the same town or all over the world.

Guild Like a clan, guild members help players work together, increase each others' chances of survival, or just socialize.

Griefers Players in online games that taunt other players, especially beginners; thwart fellow teammates in the games; or otherwise use the game merely to annoy a convenient target or harass other players. Also known as troll, lamer, llama.

Newbie A novice player, especially in an established online game with a large community of experienced players. Also known as newb, noob.

Nick The nickname a player uses in-game.

Other Resources

If you would like to learn more about computer and video games, or for more resources and information on how to help protect your children from inappropriate entertainment, please visit:

- **Boys & Girls Clubs of America (BGCA)** - BGCA aims to enable all young people, especially those who need us most, to reach their full potential as productive, caring, responsible citizens. To learn more, please visit: **www.bgca.org**.

- **Common Sense Media** - This is a national organization led by concerned parents and individuals with experience in child advocacy, public policy, education, media and entertainment. They are dedicated to improving the media and entertainment lives of families. For more information, visit: **www.commonsensemedia.org.**

- **Entertainment Software Rating Board (ESRB)** - The ESRB rating system is an unbiased, self-regulatory body established in 1994 by the Entertainment Software Association (ESA). The ESRB independently applies and enforces ratings, advertising guidelines, and online privacy principles adopted by the industry. For information on game ratings or privacy protections enacted by the computer and video game industry, please visit: **www.esrb.org**.

- **National Institute on Media and the Family (NIMF)** - The NIMF is an independent, nonpartisan, nonsectarian, and nonprofit organization that is based on research, education, and advocacy. Its MediaWise® movement is being adopted in communities throughout the country to help families make wiser media choices and encourage parents to "Watch What their Kids Watch." To learn more, visit: **www.mediafamily.org**.

- **StaySafe.org** - This is an educational site intended to help consumers understand both the positive aspects of the Internet as well as how to manage a variety of safety and security issues that exist online. The guidance given on this site is focused on helping consumers understand those issues and how to take steps to prevent or repair their effects. That guidance may include both behavioral and product and technical solutions. For more details, visit: **www.staysafe.org**.

Digital IQ Quiz

How much do you know about the games your kids are playing? Many parents and caregivers who are new to digital entertainment are often intimidated by the technology or are unaware of what they need to know to ensure their children are enjoying games responsibly and safely.

Take this fun quiz and learn about the interactive entertainment world that is such a big part of our children's world.

GENERAL KNOWLEDGE

1. What is a console?

A. Something you do when someone you love gets "owned" in an online game.

B. The entertainment system that video games are played on.

C. A flat fish that has both eyes on one side of its head and likes to scam people.

2. What is the difference between computer games and video games?

A. The main difference is that computer games are only playable on a PC. Video games are only playable on consoles. Really, don't put a PC game in your Xbox. It'll just spin and won't do anything.

B. Computer games are video games you play on a computer, rather than on a console or at the mall.

C. Both of the above.

3. What is Xbox Live®?

A. A subscription-based online service for the Xbox and Xbox 360 that lets users play video games with or against other Xbox players wherever they are. But, just because your children are playing an Xbox game, doesn't automatically mean they are playing online.

B. A spectacular new Broadway musical, featuring scenes from some of the most popular favorite games.

C. A new cable channel where you can watch other people play Xbox.

D. An experimental new Xbox made of living organic components, cobbled together from vegetable matter and parts of old game systems.

RATINGS

4. Is there a ratings system for computer and video games?

A. Yes. An independent board rates games based on age-appropriateness, with brief descriptors detailing why games were given a specific rating.

B. Yes, but you should also watch or play portions of the computer or video game to ensure you're comfortable with its content.

C. No. Seven year olds are mature enough to make their own decisions.

D. Both A and B.

5. Where can more information about video game ratings be found?

A. www.esrb.org

B. www.xbox.com/isyourfamilyset

C. www.bgca.org

D. All of the above

6. Where are the ratings on computer and video games?

A. In the entertainment section of your local paper.

B. The rating symbol can be found on the front of the game's package. It suggests the appropriate age range based on the game's content. Content descriptors are found on the back of the box, indicating what may have triggered a rating and/or may be of interest or concern.

C. You have to ask the store clerk.

7. Which game rating is appropriate for ages 6 and up?

A. E

B. E10+

C. T

D. M

FAMILY SETTINGS

8. What are Xbox 360 Family Settings?

A. Xbox 360 Family Settings are the best way for parents and caregivers to help protect their children by limiting their online interaction to pre-approved individuals.

B. Password-protected parental controls that help parents and caregivers control which video games are played in their home.

C. A visible demonstration of Microsoft's commitment to helping parents and caregivers protect their children in the digital world.

D. All of the above.

9. Can you play video games with strangers on a console?

A. Sure, online with an Xbox Live account. However, because many of the other players are strangers, use common sense precautions. Make sure your children know never to give out personal information, and to tell you if someone makes them uncomfortable.

B. No, not if a parent or caregiver enables Family Settings and limits online interactions to pre-approved individuals.

C. Both A and B.

ONLINE GAMES

10. What is online game playing?

A. A common symptom of a troubled online dating relationship.

B. Online games are computer games most commonly played over the Internet. They can range from simple text games to those incorporating complex graphics, virtual worlds, and thousands of game players at the same time.

C. Business school jargon for walking on a tightrope.

Correct Answers: 1: B | 2: A | 3: A | 4: D | 5: D | 6: B | 7: A | 8: D | 9: C | 10: B

So, how did you do? Need to learn more about the world of computer and video games?

Visit www.xbox.com/isyourfamilyset.