

Mr. SMITH of Washington. I think that is a very important point.

When we look at a lot of the products out in the market today, it would be very interesting for everybody in society to sort of track one of those products, how it came into being, the steps that were taken, the investment that was necessary, the people power that was involved, and it makes us understand the importance of research and development.

I think biotech is a great area to look at this. Everyone is aware of the drugs that have come out that have generated tremendous amounts of money, but we also have to look at the process that these companies had to go through to get to that product.

Basically they were working for sometimes as much as 8 or 15 years without ever generating any revenue, without ever getting any return on the product that they were trying to develop. I am not talking about not making a profit, I am talking about not generating any revenue, because their product was not yet developed and being sold.

If you have that type of situation, who is going to spend money for 8 years and not have any revenue? We need incentives, we need incentives for investors and incentives for the companies to make that sort of long-term commitment. It is not just biotech products, but the engine we are talking about was researched for years before someone generated one and they could generate the electricity that they were looking for.

Mr. HOLT. If the gentleman will yield, Mr. Speaker, my district in New Jersey, and as the gentleman knows, New Jersey is indeed a research State, going from Thomas Edison to Albert Einstein to the biotech companies of today, I have two biotech companies in my district, of the many, many dozens around the country, two that have actually started to generate a profit.

They have started to generate a profit after, one is 18 years and the other is about 14 years, and they have some very clever, I think probably very desirable, and ultimately very successful products. But it took a long time and a lot of work to develop those, and there are many, many biotech companies that are not turning a profit, they are living on hope and investment at this point.

Mr. SMITH of Washington. And there are many that never will turn a profit.

Mr. HOLT. But those that do can change our lives.

Mr. SMITH of Washington. Exactly. So we need to set up a system that gives the incentives to invest in these sorts of products. It is not just biotech, it is in every single aspect of the high-tech community, giving the incentive to put the money into research helps us move forward.

Mr. Speaker, I thank the gentleman very much.

Mr. HOLT. I thank the gentleman. It is my pleasure to join him in this spe-

cial order, and I thank the gentleman for doing it.

Mr. SMITH of Washington. The gentleman is quite welcome. It is nice to have a physicist in Congress to help out with these very difficult issues.

I just want to wrap up this topic by emphasizing how important it is and how it touches our lives. I think one of the biggest challenges we have right now as a society is to make sure that the message gets out that technology is for all of us, that it affects all of us in a variety of different levels.

I think there is a tendency, and in fact, I was never that computer literate until a few years ago, and I always thought, you know, of first computers and then the Internet that that is just not something that I deal with.

Well, it is something that everybody is going to have to deal with, and it is a good thing. It is a positive change in our lives. Yes, it is change and change is difficult, but it will open up windows of opportunity that we could never imagine if we simply understand that change, understand what the information economy has brought to us, and how our society needs to adjust to it.

I think in the long run it is going to give us a better society and a stronger society, but it is not only a matter of embracing it but understanding it, and advancing the policies that are going to make sure that we all benefit from it.

The Internet has the ability to connect people, just for example. I have heard some people say, well, they are worried that the Internet is going to divide our society even more between the haves and have nots, those that have technology, those that do not.

I see the Internet just the opposite. The Internet basically enables anybody, for the ever-decreasing price of a laptop and the ability to hook up a telephone line, to get access to information that was previously the exclusive purview of the few. You would have to go off to institutes of higher learning or know people who were highly educated in order to get access to this information. Now it is right there on our computers, virtually anything we could imagine, for us to access for a very cheap price.

That has the possibility, I think, to really broaden the opportunity of this country, to make it more inclusive and bring more people along on these issues.

Government has a role to play. Sometimes that role is getting out of the way. As I mentioned, do not regulate the Internet, and do not overregulate the telecommunications industry so people do not have the incentives necessary to build that all-important infrastructure.

Ms. SANCHEZ. Mr. Speaker, there is no question that the United States is a leader in the development of new technology. Historically, the R&E tax credit has played a major role in elevating this great Nation to such a significant and influential leadership position.

However, with greater market challenges in the future, we will have to fight hard to main-

tain the U.S. lead in new technology and innovation.

Simply put, the tax credit is an investment for economic growth and the creation of new jobs.

It strengthens our international position, and often results in an enhanced quality of life for consumers.

Mr. Speaker, the R and E tax credit has been on the books for many years, and there is no doubt that it has proved beneficial to our Nation's technology enterprise.

But, there is also no doubt that its benefits could be even greater if the credit were made permanent and the perennial uncertainty were eliminated.

I urge my colleagues to support this concept of a permanent R&E credit and support the type of research activities that will maintain American technological leadership into the 21st century.

Mr. SMITH of Washington. Mr. Speaker, sometimes it has a more positive role to play, like in education, giving people access to higher education, continuing education, through grants, loans, incentives to companies, whatever. That is an active role the government can play.

So it is a matter of balancing between those two things. Sometimes government needs to get out of the way, sometimes it needs to help, but more than anything, it needs to understand, needs to understand what the new economy is and how to make it best work for all of our citizens.

#### A DISCUSSION ON MURDER SIMULATION AND ON THE SITUATION IN KOSOVO

The SPEAKER pro tempore. Under the Speaker's announced policy of January 6, 1999, the gentleman from Colorado (Mr. MCINNIS) is recognized for 60 minutes.

Mr. MCINNIS. Mr. Speaker, I want to visit about a couple of subjects tonight. I thought the first half hour we would talk about the murder simulators that are being created or are created and are currently in existence in our country, and then perhaps spend the last half hour, I have invited a colleague of mine to come over and talk with me. He is an expert in foreign relations. We are going to talk a little more about the situation in Kosovo.

First of all this evening, I want to talk about murder simulation, murder simulation.

Last weekend I had the opportunity to have dinner with a good friend of mine, good friends of mine, Dr. Mohamed and Simi Hasan, and their heritage is in Pakistan. I asked them about Pakistan. We got on the subject, obviously, of the shootings in Colorado, at the Columbine High School. I asked them about the situation in Pakistan.

In Pakistan, they told me that there at a very young age young boys are given fully automatic weapons, fully automatic weapons. Those are the types of weapons that have been outlawed in this country, against the law in this country since about 1937.

I asked my friends, the Hasans, as we had this discussion, do you have these kinds of incidents in Pakistan? And the answer was no. I said, what do you think is the difference? Why does it not happen in Pakistan but happens in the United States? It happens even here in our home State of Colorado. As many know, I am from the State of Colorado.

They said, I will tell you why. Give me just a minute. And Mrs. Hasan excused herself. She came back to the dinner table and she had this magazine. I hope the publishers of this magazine have an opportunity to visit with me at some point in the near future.

This magazine is called "Next," the Next Generation. It is about video games. It would be more properly titled "Next, Murder Simulator." What do I mean by murder simulator? As I go on with this discussion this evening, remember a couple of things.

First of all, simulators in our society are very common. Any Members who have ever studied the art of flying know that we have simulators to teach our pilots how to fly airplanes. We even have simulators today that show people how to drive cars. Now, unfortunately, we have simulators that train and put impressions on very young minds in our country, how to murder.

There are a few questions this evening we should consider as I continue with my remarks. Let me go through some of them.

Number one, what kind of responsibility and accountability are reflected by our society, and even more specifically, what kind of responsibility and accountability are reflected by the editors and the board of directors and the contributors to this Next Generation video magazine, as well as some of the games or video murder simulators that I am going to talk about?

What types of values, what kinds of values are we teaching our young people with the types of murder simulators I am going to show the Members in just a couple of minutes? What type of values are being taught here? What types of values do we want to teach our young people?

These are young, fresh minds. Impressions can be made very easily on these young minds. This is the next generation that is going to lead our country, and the generation that is going to create a generation behind them to take their place. What kinds of impressions do we want to make? What kinds of accountability do we want from the people who make those impressions? What kind of future does it offer for our country?

Let us talk about what kinds of responsibilities the video game industry has. Here, as I am about to show the Members, they celebrate the most explicit form of violence that a teenager can experience. They celebrate it, they show it off, the most violent type of experience that a teenager can experience. We sell it, not we but video producers out there. The murder simulators are sold by corporations in this

country. They are highlighted in magazines, like this magazine right here, *The Next Generation*.

These games appeal to the worst values in our society. We know what kinds of values we want to teach our young people. We have some great young people in this country, and they have a wonderful future, but we have to guide them. We have been there. As adults, we have had that experience. We know that we were blessed, most of us, with experienced guiders, our parents, who guided us, helped take us through life. Now we have that obligation.

Why should we have games that appeal to the very worst of elements, the things that all of us would dread the most, the things that horribly, horribly went wrong at Columbine High School in Colorado 3 weeks ago? We glorify these kinds of things in video games in this country.

What are the relationships that exist? What kinds of relationships do these types of games portray in our society?

In a single video game, remember this, in a single video game, a teenager will see more death and violence than they would in a week's worth of TV. We could take any programs we want and take one week's worth of TV, and we will see in one video game more violence simulation than that whole week of TV.

Does this turn on, does this ask a question? What is the mystery here? What is going wrong here? Something is wrong with these games.

Do the producers of these games, and I am going to ask this, in fact, we have some of their names, and I would be very interested at some point to talk to them out there to find out if they have children, and if their children are allowed to play these kinds of games that they advertise in magazines like this or the kinds of games that they manufacture, that they go and sell to our teenagers, to our young people.

Do they allow their own children to do this? It will be a very interesting question to be asked of some of these corporate executives.

Are they legally empowered to deliver this kind of thing? Yes, they are legally empowered to do it. Sure they are. People can talk slut talk, too. People can talk terrible things.

Let me tell the Members, we are about to get into this game. Let me caution all of my friends out there who have children, if there are any children watching this evening, anybody on C-SPAN that might be watching our discussions here on the floor, please be advised in advance that there are some very gruesome situations that are going to be portrayed by video games.

By the way, we do not find this on the House floor, we can find it in any video arcade, practically any video arcade Members want to walk into. I have not been to a video arcade in many years. This last weekend, as a result of my discussion with my friends over dinner, my wife and I actually

went to a mall and went to a video arcade place located within the mall.

I was amazed. We can see it right there. There are kids in there with their guns. Of course, every once in a while they put money in, they pay money, and there it is, murder simulation, blowing this person away, blowing that person away.

By the way, people do not just drop. There are depictions of their insides, of the exit wounds, of all kinds of things on these video games. These are young people. This was a fairly conservative community, of which I went into the mall to go into this video arcade. These kids were everywhere, I would guess, from 7 years old to 13 or 14 years old, playing these video games.

What do Members think the impression is that goes on the mind of a young 7-year-old boy who sits in front of this game shooting, and the more he shoots, the more body parts fly out on this video arcade?

□ 2115

Well, hold on, because let us take a look. I went through this magazine right here. Again, I want to keep showing this because if any of my colleagues have any questions or doubts about my comments this evening, before they criticize me, before they pick up the phone and call my office, I urge my colleagues to go out, go to their local mall this weekend, and go to a video arcade store and see what kind of games, what kind of murder simulation is taking place in there, and then draw the question upon your own mind:

One, what kind of values are we teaching our young people? Number two, does this have an impression on the mind and could somebody possibly, through some kind of devious thought, extend these to the kind of murder situations that we see with gangs on the streets or in the worst case scenario as we saw at the Columbine High School?

Let us go ahead and begin the video murder simulator. This is an advertisement. This is a two-page ad and it is found in the "Next Generation" magazine. This magazine, this is the June issue, so their ad is found inside this magazine.

The video game is titled "You're Gonna Die." Now I have got a red laser here. Follow my light. My light is right there at "You're." "You're Gonna Die," that is the name of the video game.

Right here is a human body. By the way, the weapon they are holding is a fully automatic, it looks like a fully automatic weapon outlawed in this country since 1932. Surrounded by the head of the human body, that is not red hair. This body is laying in a pool of blood.

Remember, this game can be played by a 7 year old. This game can be played by a 10 year old. This game can be played by a 13 year old.

Here is some of the advertising that is contained within this ad. This, by the way, is called "Kingpin, Life of

Crime." That is the name. This is the "Kingpin" game, "Life of Crime."

Up here, "Target," now my colleagues may not be able to see this but I will read it for them here, "target specific body parts and actually see the damage done, including exit wounds."

Well, by gosh, let me tell my colleagues something. This Saturday, I am going to be in Cortez, Colorado. Do my colleagues know what I am going to be doing in Cortez, Colorado? I am going down there for a memorial service for a gentleman named Dale Claxton. Who is Dale Claxton? Dale Claxton was a police officer who was shot and killed in the line of duty in the State of Colorado 1 year ago. He was shot 27 times.

If these people, the people that produce this game, want to see exit wounds, maybe they ought to come visit with me and I will show them some pictures of exit wounds. I do not think it is very funny, and I do not think it is an amazing game. I do not think it ought to be something that should be sold in the marketplace. I sure as heck do not think it is something we ought to expose to our young, young children as a game. Put in the quarter, get to simulate murder.

Let us go on. Let us go on to our next box right over here. "Even the odds by recruiting the gang members you want on your side." So even the odds. One gets to go out in this game, and one has vicious gang members that they get to pick, kind of like when one lined up in school and one got to pick who goes on which team. You are on the blue team, you are on the red team, you are on the blue team, you are on the red team.

In this particular game, one gets to pick which vicious gang members one wants on one's team so one can go out and play the game "You're Gonna Die". Or steal a bike or hop a train to get around town. On the game, it simulates a train so that one can figure out how to jump onto it, or to steal a bike. Steal a bike, not borrow a bike, not take one's own bike. It is also incorporated within here.

Built on top of the revolutionary Quake II engine. Includes multiplayer gang bang death match for up to 16 thugs. Actual game play screens. Talk to people the way you want, from smack to pacifying. Talk to people the way you want under this game, from smack to pacifying.

Here are the people that really ought to be proud of it, "Kingpin, Life of Crime." We will go through some of the names of the corporations that actually make this product and market this product, and then go to this magazine and ask this magazine to put it in the hands, like the hands of that young man whose parents I had dinner with last week. We are going to talk about those people in just a moment.

Let me say to my colleagues that I used to be a police officer. I do want my colleagues to know that I am a member of the House Entertainment

Task Force. I believe in good entertainment. I think one has a right to good entertainment. I think there is a lot of good entertainment out there without having to revert to this.

But when one puts these kind of video games in a video arcade in a mall, it is almost as if one has a magnet drawing these young people into this thing. Really, I just want all of my colleagues, I know that I have said this already, but I think it would be so important for my colleagues, this weekend or as soon as they go by a mall or a video arcade store, go on in there. Walk through there. Just observe what one sees.

Then think about. Well, was Congressman SCOTT MCINNIS way off base when he talked about this? Does this game really belong out here in the mall for kids to come in and spend their money on? Does a game that talks about target specific body parts and actually see the damage done, including exit wounds, is that what we ought to do?

Should we not have a question about where some kid in our society, and I say some because we have a lot of good kids, a lot more good kids by a large, large margin than bad kids, but is it possible that some of the kids that take the wrong path in our society are influenced by these kind of games?

We know that simulation influences pilots when we have pilots on a flight simulator. We know that puts an impression on their mind. We know it trains them to fly an airplane. Same thing with the car simulator. We know that if we put one in that car simulating machine, one will learn how to drive a car better. One will actually think one is driving a car, and it will put impressions on one's mind. It imbeds them on one's mind.

This game does exactly the same thing, except it does not do it for flying, it does not do it for driving, it does it for murder. Murder. Kingpin. We will talk about him in a minute.

There is another game. This is an ad for the D-Link video game. Remember, I did not have to search, go out and do a lot of research to find these games. I got one magazine, this magazine right here. I got one more magazine similar to it in my office. So I just picked up two magazines randomly. This was sent to the House. It is a June edition.

One does not have to search very far to find what I am finding. This is not a rare kind of thing, a unique circumstance, and a Congressman just happened to go pull this stuff up through a lot of extensive research. One can buy it probably, I would guess, at any magazine shelf, rack.

Let us look at this game. "Gratuitous violence is 200 times faster with the D-Link network." Gratuitous violence, those are the key words. Let us define what Webster's Dictionary says is meant by the word "gratuitous." It is very important. Apply their definition to the game.

Gratuitous, in the dictionary. Gratuitous: not called for by the cir-

cumstances. In other words, there are no circumstances calling for this kind of action. It is without reason. This kind of action is without reason. There is no reason for it. It is without reason. It is without cause. It is without proof. It is adopted or asserted without any good ground. So it is adopted or it is asserted without any good ground, as a gratuitous assumption.

Now look it up here. Let us just put this in here. Not called for by circumstances, without reason, cause, or proof, and adopted without any good ground, et cetera, with a D-Link network 200 times faster than other online games. Violence. It is exactly what it does. Gratuitous violence.

Here is the next one. This caption is used to promote the game "Legacy of Kain, Soul Reaver." "Destroying your enemies isn't enough, you must devour their souls." "Destroying your enemies isn't enough, devour their souls." Of course the game helps one do that.

For those of my colleagues who use the Internet, I think they would find it very interesting to go ahead and download this. If one downloads this on one's computer, and Next Generation publishes this, this is owned by Kingpin, if one downloads it, it allows one to see, and this is a quote, this is a quote from my download, we did this on the Internet, "Now available, a wonderful," look at the word it uses, wonderful, "a wonderful depiction of a massive gang hit. Blood splatters galore."

So from the Kingpin web site, go ahead and put Kingpin in the search on the Internet, pull up their web site, and that one is going to find in quotes. Here is their definition. "It is now available, a wonderful depiction of a massive gang hit. Blood splatters galore."

That is what we are making available in our society. People that do this, they make money off of this. Do my colleagues know what drives this? Not a conscious, not a conscious decision to do something that contributes to society. That is not what drives this kind of video game and the mind behind it. It is not somebody trying to educate our young people. It is not somebody that, with good intent, is trying to give a strong impression and education for our young people. It certainly not somebody that is trying to create some kind of religious base for our young people.

This is driven by one word, greed, G-R-E-E-D. That is exactly what makes these people create these games where one can call, like "Kingpin, Life of Crime," "You're Gonna Die".

Think about it, folks. We are allowing greed to drive these kind of games, and these kind of impressions are being made on our young people, and then we question, gosh, what went wrong in Littleton, Colorado? Why did that happen in Littleton, Colorado? What is happening to our young people?

What is happening to our generation that allows our young people to have

these kind of things? What is happening to our generation that, driven solely by the word "greed," manufactures, sells, and advertises these kind of programs?

As I mentioned, I want to talk about, for a minute, Interplay executives. As I said to my colleagues, it is my opinion there are people, this by the way, and I am not sure of the complete corporate structure, other than we have the corporation names down in the bottom of the advertisement, one of the corporations is called Interplay, another corporation is called Xatrix, another one is Crystal Dynamics, and Eidos.

On this one, who is Interplay, and what do they stand for? Interplay Entertainment Corporation is a worldwide developer, publisher, and distributor of award-winning entertainment software for both core gamers and the mass market.

Interplay Corporation, Interplay Entertainment Corporation was founded in 1983. Interplay offers a broad range of products in the action, adventure, role playing, strategy and sports categories across multiple platforms, including Nintendo 64. The company completed its initial public offering in June 1998.

There are other things about it. Interplay, on the maximizing franchise and brand value, Interplay seeks to publish hit titles whose strong consumer appeal and resulting consumer loyalty will create opportunities for franchise titles, sequels, add-ons and merchandising.

As we went further in the web site, we found out who some of the Interplay Executives are. Brian Fargo, Mr. Fargo is chairman of the board of directors. He is the chief executive officer, and he is the president. I am going to contact Mr. Fargo.

I am going to contact Mr. Kilpatrick. Mr. Kilpatrick, Christopher J. Kilpatrick in fact is the president. I am going to contact Mr. Kilpatrick.

Manuel Marrero, he is the chief operating financial officer. He is the corporate secretary. Phil Adam, Phil Adam is the vice president of business development. I am going to contact Phil. Kim Motika, vice president of strategic development; Trish June Wrightt, vice president of product development; James C. Wilson, vice president of finance; Jim Maia, vice president of North American sales; Cal Morrell, vice president of marketing; Jill Goldworn, president of Interplay and OEM, Inc.; David Perry, president of Shiny Entertainment, Inc.; Peter Bilotta, president of Interplay Productions Limited.

I am going to contact each of these people. In fact, I am sending a letter to them. I am going to ask them a few questions.

Let us talk about Brian, Brian Fargo, chairman of the board of directors, chief executive officer and president. He could put a stop to this that fast. Brian, all you would have to do in the

morning is pick up a telephone and say, take that thing off the shelves now.

□ 2145

And the next time, Brian, somebody comes up to you and says, hey, this is the kind of video game, "You're Going to Die," Mr. President, it is going to show body parts and it will show exit wounds and they can pick their own gang members, what do you think, Mr. Fargo? Do you think this is good for his company? Do you think that he can make a lot of money off this, should we put it on our shelves?

And, Mr. Fargo, you are going to have the opportunity to say, "No, our company does not need money like that. Our company is not in this for greed. Our company sees no values in putting this kind of game on the market. Our company, Interplay, is ready and prepared to accept responsibilities."

You know why you should be saying this, Mr. Fargo? Because my bet is your children, Mr. Fargo, do not play these games. My bet, Mr. Fargo, is that you and your wife probably have never sat down with any child, any child, probably not any adult and played this game.

In fact, Mr. Fargo, I bet if I sat down with your family and wanted to explain this game to them in the front room of your house, you probably would be deeply offended and you would probably say to me, "I have more values. My family deserves more than what you are about to exhibit to them."

Well, Mr. Fargo, today you have a responsibility to set in your own mind that the first thing you want to do when you get in your office tomorrow morning is to call up your production manager and say to your production manager, "Stop production of the video game called 'You're Going to Die.'"

And if you do not, Mr. Fargo, then I want you to think about Littleton, Colorado, and Columbine High School. Every time there is a gang shooting in this country, every time there is any kind of violence like that that could possibly come as a result of playing your murder simulation machine, which you allow to be produced for money, which you market out there, you ought to think about it. You ought to think about your own kids.

And, Brian, I am not just talking to you. Colleagues, I am talking to everybody that works for this corporation and every other corporation out there that makes video games. We all have a responsibility as adults. It is not a free ride anymore. We are adults. The responsibility of the future of this country does not belong to our parents anymore. It belongs to us. And before too long, it is going to belong to the generation behind us.

We now have values and principles that we have to stand up for, even when it means that we could get money instead. It is our generation that has the responsibility. And every-

body that works for a corporation like this, every chief executive officer in this country that has a video arcade game manufacturing facility or any other type of product that simulates murder, ought to go to the office tomorrow morning and pull it off the shelves. They ought to tell their research and development people, "Do not ever bring another product like that to my desk. Because, if you do, you are going to work for somebody else if you are lucky enough to find a job."

Let us see tomorrow how many executives really carry out what I think is a responsibility incumbent upon them not just as chief executive officers but as concerned parents and as concerned citizens in this country.

I am going to write them all a letter, these names, I am going to write these people letters. I would be happy to copy my colleagues on them. I am going to ask them to do just what I have talked about.

Let us talk about another entertainment company, Xatrix, X-A-T-R-I-X, Entertainment. Now, they are somehow connected with Interplay Entertainment Corporation to produce "You're Going to Die." Here is what Xatrix's mission is:

"Our goal is to create games that are revolutionary, innovative, inspiring, and, most of all, fun to play." That is fair enough. "Truly a development lead organization, Xatrix seeks to customize its titles with new and emerging technologies in an effort to give gamers what they want. As third acceleration of on-line gaming emerged, Xatrix looks at the forefront with an unparalleled game play technology and design. Technological and creative vision has no boundaries." Think of that. This is a corporation saying to you "technological and creative vision has no boundaries, and we intend to push the limits of interactive gaming."

Well, who accepts advertisements? Put ourselves in the mind of a magazine. Who on Earth, if they brought this game to us, which one of my colleagues would be willing, if they owned a magazine or a newspaper, which one of my colleagues sitting on this House floor tonight or any of my colleagues that are listening to me, how many of them would be willing to run an ad for this video game "You're Going to Die," which, as I said earlier, targets specific body parts where they actually get to see the damage done, including exit wounds? How many of you, raise your hands, how many of you would be willing to sell this advertisement to help these people market these murder simulations?

Well, we have got a list and we have got some people that are very, very willing to do it.

Let me read for my colleagues, Imagine Media. This, by the way, is an organization that is willing to take these kind of ads. They are not only willing to take these kind of ads, they are willing to place these ads in the hands of

young children throughout this country and they are willing to do it for a buck. That is what is driving it.

Remember, as I said earlier, this is not being driven by good will, obviously. It is not being driven by an intent to educate our children. It is not being driven to simulate somebody how to drive a car better. It is not being driven to show simulation for flying an airplane so they know how to fly a plane better. It is being driven out of greed to make a buck off murder simulation.

And it is done through this magazine. I will hold it up again. "Next Generation," which is published by Imagine Media, Incorporated, in Brisbane, California, I think. It is 150 North Hill Drive.

At any rate, let us get into what they are saying. This is inside the magazine: "Imagine Media is aimed at people who have a passion, a passion for games, for business, for computers, or for the Internet. These are passions we share frequently. Our goal is to feed your passion with the greatest magazine web sites and CD ROMs imaginable. We love to innovate. We love to have fun and we seem to love to say 'passion' a lot. We have a cast iron rule always to deliver spectacular editorial material. That means doing whatever it takes to give you the information you need. That means doing whatever it takes. With any luck, we will even make you smile sometimes. Thanks for joining us."

"Next Generation also has a passion for changing the text that the marketing people give us if it gets in the way of a section that we usually put funny text in. Heck, sometimes it is all that that keeps us going. See above this box for more funny little text."

So what they are saying here is that they have a passion. They have a passion. You do whatever it takes whatever it takes to market this kind of trash. That is exactly what this magazine does.

Now, this magazine, granted, has some other advertisements in it that are not offensive in nature. It would be very easy for this magazine to sell copies off the news stand without putting this on their middle fold-out page. They could do it without this advertisement.

This advertisement that you see right here, this is what this duplicates. This is exactly that ad right here, "You're Going to Die." Now, this one right there, look at it, for greed. For greed. I wonder if the people at Imagine Corporation that print this "Next Generation" magazine, I wonder if they sit down with their families, the editor in chief. And we have got the names here. Let us ask them.

Chris Charla, C-H-A-R-L-A. He is the editor in chief; Sarah Ellerman, managing editor; Tim Russo, senior editor; Jeff Lundgran, review editor; Blake Fischer; Lisa Chido, assistant art director.

I want to know something on the Imagine. That is "Next Generation." I

want to ask them a question. Have they sat down with their children as the editor here, Chris, or Sarah as the managing editor, Sarah, have you sat down with your children and showed them that ad? Have you sat down and showed them this particular ad? Have you, Sarah? Have you done it, Sarah?

What have you said to your children, Sarah? "This is how I make money"? "This is how your mother goes out and makes money"? Chris, how about you? Do you sit down with your children and say, hey, "I am your dad. That is what I do for a living right here. I sell it. I sell murder simulators to young kids not much older than you kids"? "And by the way, kids, as soon as we get time, maybe we will go down to the video arcade and play the game that daddy advertises or that mommy advertises."

Come on, colleagues, it is trash. We know doggone right that the people that publish that magazine, that editor and that managing editor whose names I just mentioned, we know darn right their kids do not play these games. We know darn right that they do not talk to their kids in the kind of language that they put in this magazine.

You know why? Because when it comes to their own children, I would guess, I do not know them, I would guess they have pretty strong values. And when it comes to their own children, I would guess they have pretty definite dreams for them. And when it comes to their own children, I bet they are very protective of what those children are exposed to. But when it comes to other people's children, there is a little different interruption that comes in, and it is called "greed."

They do not protect other children. They are not concerned about other children. And they put this right in the middle of their magazine. And not only that, this corporation, which is a different corporation now, puts it on the Internet and allows you to zoom in and see some very graphic, as they say, blood splatters.

Well, how about the corporation that owns this particular magazine? You know what was real interesting that I found out when we went on the web? This is not detective work, by the way. This is information on the web site. I did not have an agency go out and look it up. We pulled it up on the web site very easy.

We found out about Imagine Corporation, the executives. And what really surprised me was the executives listed their family. They listed their family members. For example, the president of the Entertainment Division, Jonathan Simpson-Bint, one of the things in his biography is Jonathan lives in San Francisco with his wife Caroline and their infant son Milo. John, have you sat down and showed Caroline what you advertise? Would you ever in your wildest dreams, in your sickest moments, would you ever sit down with Milo, your son, who I am sure is a beautiful, beautiful young son, a son

whom you have big dreams for, would you ever sit down and show this to him?

Answer it for me. Answer the question, Jonathan. You know what? I hope when you do that tomorrow morning you too go to your corporate offices and say, "Pull the ad. We do not need to sell this kind of trash through our magazine to make a buck. We can make plenty of money without reverting to doing these kind of video murder simulation machines to the young people of this country."

And it does not end. We have somebody else, the president of the Business and Computer Division, Mark Gross. Mark Gross says on the web page he is the father of the coolest 8-year-old, the coolest 8-year-old on the planet, and lives with his family in Burlingame.

Can my colleagues imagine a father saying, hey, I have got the coolest 8-year-old on the planet? Now, there is a proud father. There is a father that cares about his kid. There is a father that is beaming with pride. That is when he goes home at night when he is with the family. But when he is at work, this is what they do. This is the kind of stuff they market, not to his children, not to Jonathan's child Milo, but to my children, to the children of my colleagues, to everybody's children in this chamber. That is what these people market.

Tom Balentino. This surprised me. He is the Chief Financial Officer. He makes sure they make money off this. He is the one that does the accounting on this ad.

□ 2145

Remember, I am not complaining about the ad, it is the message in the ad. Let us not be confused in these comments. Do you know how many children he has? Five. He has five of his own children. Why would somebody with five children just endanger a family who has just one child? Just one child. Why would you, if you owned a corporation, feel a necessity to go out there in your magazine and create and allow this kind of advertising, or how could you as a parent go out and produce this kind of game?

How can you sit down with your bright mind while your children are playing in another room, and what kind of sick mind does it take to devise this type of video arcade murder simulation game called "Kingpin, Life of Crime," where you get to pick your gang members, where the video game allows you, and I will repeat it up here, to target specific body parts and actually see the damage done, including the exit wounds. What kind of father or mother could do that? Well, our society has produced some of them.

And Holy Klingel, Holy is the mother of two preschool children. It is either Holy or Holly, I am not sure which. Let us just say it is Holly. Holly, have you done it with your two preschool children? Have you taken them to play

this game? Would you let them be exposed to this game? Why do you participate in this? Driven by greed, I guess?

Does anybody want to go out there on the streets today and put in our video arcades this kind of murder simulation game? I think I have gotten my message across pretty clear to you. There are a couple of things that I am going to ask.

First of all, the Internet providers, you have a responsibility. I know we have got the freedom of speech. I am not asking for the creation of a new governmental agency to come down and force you to surrender your freedom of speech.

But I am asking you to exercise responsibility as an adult. Exercise responsibility as a business executive and pull some of this garbage off your Internet sites. You do not need it. You do not need it to pay your bills. You do not need it to make your company well known throughout the country. And for gosh sakes, the children of this country do not need it. Think about the kids.

I will bet a lot of the names I just mentioned to you are soccer parents. I bet a lot of the names of the people that I just mentioned to you talk with pride about the children in the next generation, that we need more schools for them and we need better teachers, et cetera, et cetera, et cetera. Yet in the background, in the background they are the creators and the advertisers and the marketers and the profiteers of this game.

There is one other thing I am going to try and do as a Congressman. I hate to take this down because I want you to see how grotesque it is, but I feel I have a responsibility as well. I was giving some thought to what can I do as a Congressman to help here? How can I help?

One, I think it is important to come to the House floor of the U.S. House of Representatives and pass on this message, which is what I have been doing for the last half an hour or so. Second, I think it is important for me to figure out how to devise some type of action that we can take. I do not want to create more laws. I am not sure that is the answer.

Obviously we need to spend more time in our families. When you get down to it, the bottom line is family. It is not just your family. So these corporate executives that produce this kind of murder simulator ought to have a family responsibility beyond their own family.

But there are other things that we can do, too. Here is what I am going to do on my part. I am going to contact the Consumer Product Safety Commission. Everybody has thought the Consumer Product Safety Commission is about seat belts or child restraint seats or dangerous toys. I think this video arcade game and games similar to it which are murder simulators, are dangerous toys. I am going to ask them for their thoughts on it.

I am going to contact the video game makers, many of whom I have mentioned tonight, and ask them for a voluntary recall. I am also going to contact their board of directors. I am going to contact the video game magazines and ask that they pull all their advertising. They do not need it.

I am going to notify Parent-Teacher Associations and other child advocacy groups and make them aware of these video games. I am going to sit down with every PTA I can. I am going to sit down with every parent organization I can. I am going to sit down with every group that has been formed as a result of the shooting in Littleton, Colorado, and I am going to show them your advertising. And I am going to say it is time for us to take some parental marketing strength to the marketplace.

We need to talk about this. We need to publish the fact that these kind of games are out there, and we need to urge parents, we need to urge every parent in this country in the next few days, not months from now but in the next few days, every father and mother and every grandmother and grandfather in this country should take enough time to go to your local video arcade amusement center and take a look at what kind of games are in that facility. If you do not agree with that, you ought to file a complaint with the owner.

I notice that as I begin to change subjects here, that I have had a colleague of mine join me from the State of Georgia. I am glad the gentleman from Georgia (Mr. KINGSTON) is here. If I might, if the gentleman would not mind, I would be happy to yield to the gentleman for a couple of minutes.

Mr. KINGSTON. I thank the gentleman from Colorado for that. I am a father of four children. Of course our kids like to play video games here and there. So I share your concern and I appreciate your raising this issue with the Members of Congress because it is something that, as you have said, does not necessarily take a new law but we need to raise the awareness about it.

I wanted to ask you, when children buy these games or go into a video arcade where these games are offered as one of the choices, is there any kind of label, any kind of warning the way there is with explicit CD lyrics when you buy, that has the warning? Is there any kind of warning on these?

Mr. MCINNIS. There is a label. Mind you that this particular advertisement which I show right here to the gentleman from Georgia is contained within this magazine. This magazine can be bought by anybody. A 5-year-old can buy the magazine. In addition, this particular game is made by Interplay Entertainment Corporation. We pulled it up on the web. So anybody that knows how to use the Internet, and I know kids, 6, 7-year-old kids that can begin to use that, young children, they can pull it up as well.

There is over here in the corner, a little label, a little M, that says ma-

ture audience. There is a little warning label right here in the corner. There is absolutely no kind of restriction. This magazine, of course, does not say for mature audiences only. When you get onto the web site, you can access it, so in essence this little warning system means nothing.

But what amazes me, to my good colleague from Georgia, is this game is so grotesque. As I mentioned earlier, it talks about the exit wounds, the body parts, splattering of blood. It is so grotesque, we should not be asking the question to the manufacturer, "Is it better if we put a warning label on it?" We ought to say to the manufacturer, "Don't you have your own family? Don't you have your own kids? Would you take this game home tonight?"

My bet, as the gentleman from Georgia knows, is I will bet there is not one executive associated with any of these corporations that has this game at home for their video arcade for their own children.

Mr. KINGSTON. I have had actually some of these action items which you had listed, I have done on explicit CD lyrics, and basically from the large vendors gotten the shoulder shrug. "Your kids don't have to listen to it. We have lots of people. Your kids don't have to play it."

If following your action items a parent wants to write the manufacturer and ask the question, do you feel proud making this, do you feel good about 13-year-olds who are on the edge, high risk kids who are left alone for hours as Klebold and Harris were doing, they played these type games, not necessarily this game but they played violent video games for hours, as I have read the news reports. If parents want to do that, how can they get the address? I know that the manufacturer's name is listed on there, but how do they get the address on who to write the letter to?

Mr. MCINNIS. That is a good question. The first thing on the awareness level, and I agree with the gentleman from Georgia and I appreciate his points, I think that just the gentleman and I talking on the House floor to these manufacturers and asking them to stop production of these gruesome murder simulators will not work because I think they will just disregard us. But what will work on the awareness level is for parents to actually physically go into these arcade amusement centers.

We can urge people, anybody who has a child or anybody that knows a child, cares about children, should in the next 3 or 4 days make it a point to go into a video arcade amusement center and see what kind of games are being played in your neighborhood center. And then what they should do is go to the owner of that store, of that arcade facility and say, "That game doesn't belong in our community. That game doesn't belong in this store. You ought to send it back."

In the meantime, I can tell you, I do not want this magazine to have more

sales, at least with the kind of advertising. Mind you, there is some advertising in this magazine to me that seems very legitimate, that is fine advertising. I would not use the products, but it is not a death message in there that they are selling.

But this magazine, Next Generation, you can go to any store, I would guess, any large magazine store, and you will find these magazines on the racks, video game on the racks. Simply pull it up, look for an ad, if you see an ad on this kind of game, "You're Gonna Die," it is very easy, pull it up on the web. It also has addresses in there and addresses of the magazine.

On top of this, you have got the name of the corporations in the bottom of this ad and they have a web site there, [www.interplay.com](http://www.interplay.com), king in corpse. Notice the web site, king in corpse. That is their web site. Sick web site. Nonetheless, it has addresses for the corporation.

But to my colleague, I think the best thing for us to do for awareness is urge parents just in the next few days, go down to the video store and take a look for yourself. Do not take our word for it, take a look for yourself. If you are offended as I am by these games, tell the local proprietor about that.

Mr. KINGSTON. Or as you pointed out that web site, and you might want to read it again, if people have the Internet, to call up the web site and that would maybe be the starting point in the search.

But when you are talking about the sponsors of the Next Generation magazine, even if somebody is legitimately selling tennis shoes, which is certainly an innocuous and a healthy product, they still are sponsoring this magazine. This magazine could not get in the hands of 12-year-olds without that tennis shoe commercial.

One of the things that I have always advocated to people is you have a lot of power through the voting booth but you have a lot more power every day at the cash register. If you write a letter to XYZ Widgets and say, "I'm going to quit buying your product because of who you support through your advertising," they are going to respond to that if they get enough letters.

Here we are right now in a society that is trying to come to grips with this terrible Columbine High School situation. We are looking for things. This is not going to solve it by itself, but is this a piece of the puzzle? I would say that it is a piece. It is part of the toxin that our children have to live, breathe and eat and sleep and be exposed to in one form or the other.

And is this healthy as an influence on your child? Will this bring your child better to a healthy, normal type life-style or will it take him away from it? Then if you say, "Oh, I'm not worried about it," well, how many hours are you comfortable with them playing the "You're Gonna Die" video? Do you want your kid playing it 1 hour, 2 hours, 3 hours, 5 hours a day? As par-

ents we have to ask ourselves these questions. And will exposure to this move your kid along in the right direction that you want him or her to be moving in? Probably not. That is why we have to be very aware of all the things that are after our children's minds and their souls.

Mr. MCINNIS. As the gentleman from Georgia knows, these young people can be impressed so easily. The mind impressions. There are a lot of studies that have been done to see what kind of impact these kind of things have. We know they have an impact. Just the same as this simulator has an impact for a pilot that is learning how to fly.

Your question was about urging the letters. My reluctance tonight to give addresses for, for example, Interplay Entertainment Corporation, which is very easy to find on the web and so on, my reluctance in giving addresses is if a lot of letters do not go there, I do not want these corporations to think people do not care.

That is why I have decided to take the route of urging every parent, I hope some people are watching this evening that have children or know children or care about children, or a local PTA or a local school association or the local teachers' union or teachers association. Go yourselves to that video arcade store and see what is happening.

I was mesmerized the other day when I went in and I saw this video game. There was a kid there, I could not believe how fast that finger was going. He has got two guns and he is shooting like this in this video arcade, and the people are blowing up, blood all over the video screen and things like that. The way that kid was moving that and even going like this, across, it amazed me. That is what is going on in that mind. That kid is not out playing football or baseball.

By the way, the community where this is has wonderful recreational facilities for their young children. It is not like this kid had no other choice. But I hope to get some parents into these video arcade stores and they are saying, "Hey, my kid's not coming in here."

The question that should be asked, as the gentleman from Georgia brought up, I think the standard here of every chief executive officer in this country, every chief executive officer in this country, before he or she approves this kind of product, they ought to ask, "Am I willing to take it home for my children?" Instead of asking, "Is it going to make us a buck?" is it going to drive the greed of this corporation, the question that should be really asked is, "Would I show it to my own children? Would I let my children or my grandchildren play this game? Would I want them exposed to this?"

□ 2200

As my colleague knows, it is just not the Littleton disaster, as he pointed out. Every day we have shootings or violent incidences, not just shooting,

but violent incidents in this country. This cannot help but play a part, but my colleague said it all comes back to the core of the family, family responsibility, corporate responsibility.

Mr. KINGSTON. I get very concerned when you raise an issue like this, that people say, well, as my colleague knows, this is a First Amendment. But my colleague has touched on it, that we are not trying to pass a new law, we are not trying to amend the First Amendment at all. We are saying, "You know what? This is out there, and it's going to be out there, but bombarding children with it, particularly high-risk children who already maybe have trouble in their home, emotional trouble at school, drug problems, alcohol problems that are already after their minds and after their hearts; then this comes along. And, as my colleague says, instead of going out there playing soccer or football with kids where they experience interaction and teamwork and sportsmanship and so forth, they are holed up in some dark little room in the house, and they are just poking away at the keyboard or on the joy stick, and I also think one of the things is we lose a lot of our generational imparting knowledge because these kids become such, and I do not know if we have a word for it yet, but it is cyber introverts, where they can compete, communicate in cyberspace on the Internet or with high-tech video, but they cannot talk to their fellow human beings any more.

Mr. MCINNIS. Well, it is cyber youth, and I want to let my colleagues out here know, because you are listening to the gentleman from Georgia (Mr. KINGSTON) and myself, we are fathers. We have had some experience. We both have children, and our wives have children, and I mean share that same kind of experience. So we are not speaking as novices.

And so I think my colleague's points are very valid, and I do want to say that in the last hour, as my colleagues know, we have been talking about this horrible video game which I call a murder simulator, but I do not want it to cast too black a cloud because we should all remember that in this country we have a lot of things going right with our young people. We have a lot of parents who do care. Most of the parents in this country would never let their children play this game. Most parents in this country, because they love their children, would never let this in their facility. Most schools in this country would never let this be played. Unfortunately, a lot of businesses and many video arcades might, but there is so much more goes right with our children than goes wrong. When we find something that goes wrong, we still need to work on it, but there is a lot more that goes right.

So I yield to my colleague to wrap up, but I do appreciate the gentleman coming over. I think we both share the view, obviously we share the same viewpoint, and I hope we have done some good with awareness.



Mr. KINGSTON. I thank the gentleman from Colorado (Mr. MCINNIS) because as a father he is doing the right thing, as a representative from Colorado that has all the eyes on us. As my colleagues know, we are trying to put these puzzle pieces together, and I do think that exposure to this, excessive exposure to unnecessarily violent video games, certainly is something that we should talk about, and as my colleagues know, as a father of a 16, 13, 10 and 8 year old, I am glad that there are people like the gentleman from Colorado (Mr. MCINNIS) who is bringing this out because frankly I do not know about all this, and we parents have to talk and see what our kids are up against and be more alert.

And, as my colleague knows, what we do is we raise our antenna a little bit higher and a little bit different direction, and then we, as parents, as my colleagues know, are watching out. But I think the gentleman's action plan is a sound one, and we might want to look at that one more time, but to contact the Consumer Product Safety Commission, contact the video game manufacturers and makers, ask for a voluntary recall, contact the Video Game Magazine and ask them if they will pull all their advertising, notify the parent-teacher associations and other child advocacy groups, and my colleague said there are a lot of groups that have sprung up as a result of Littleton, and they should be looking at this, and then find others games that could desensitize children to violence.

And I know the story of one little girl who was crying one time when she watched the evening news, and she did not get to watch much TV at home, and she said, "You know, I know when there's a TV show where somebody is murdered that it is just a TV show, but this was the evening news, and, Daddy, there was a mommy who killed her little girl, and it was real life," and the little girl telling me the story was in tears because she had not been desensitized, and when you think about a mother killing her own daughter, it should bring tears to all of us. As my colleagues know, big and small, that this is a real situation, and so often we blend okay because it happens a lot on violent TV or on violent video. It desensitizes us to real life, but when you see somebody who has not been desensitized, how they react to life is totally different.

Mr. MCINNIS. As my colleague knows, on this particular video game, You're Going to Die, when you kill somebody on this video simulator, it puts points on the board. You score. You get a positive reaction from the game. You win. A little light goes on, here is the score. The more you kill, the more points you put on the score-board.

Mr. KINGSTON. Unfortunately for young children, high-risk victims and perpetrators of Columbine, Harris and Klebold, there is no reset button. Once you did it, it is forever.

Mr. MCINNIS. Reclaiming my time, I do thank the gentleman very much, and as I said, to conclude this evening, there is a lot that has gone right with our young people, and we have millions of kids that go to schools every day, and we do not have these kinds of incidents that occur, and we do not have gang killings in every community every day of the week, but we do have some problems out there.

So we have tried to do our part, and I ask you to do your part.

In conclusion, I would ask that each and every one of you in the next three or four days commit to your spouse, commit to your children, that you as an adult will go to your video arcade amusement center, just walk through and see what kind of games you think those young people should be exposed to.

#### ANNOUNCEMENT BY THE SPEAKER PRO TEMPORE

The SPEAKER pro tempore (Mr. RYAN of Wisconsin). The Chair would remind all Members that remarks in debate should be addressed to the Chair and not to the viewing audience.

#### SPECIAL ORDERS GRANTED

By unanimous consent, permission to address the House, following the legislative program and any special orders heretofore entered, was granted to:

(The following Members (at the request of Mr. UDALL of Colorado) to revise and extend their remarks and include extraneous material:)

Mr. PALLONE, for 5 minutes, today.

Ms. JACKSON-LEE of Texas, for 5 minutes, today.

Mrs. MALONEY of New York, for 5 minutes, today.

Mr. KIND, for 5 minutes, today.

(The following Members (at the request of Mr. CALVERT) to revise and extend their remarks and include extraneous material:)

Mr. EHRLICH, for 5 minutes, today.

Mr. BURTON of Indiana, for 5 minutes, on May 26th.

Mr. PAUL, for 5 minutes, today.

Mr. CUNNINGHAM, for 5 minutes, today.

#### BILL PRESENTED TO THE PRESIDENT

Mr. THOMAS, from the Committee on House Administration, reported that that committee did on the following date present to the President, for his approval, a bill of the House of the following title:

On May 18, 1999:

H.R. 669. An act to amend the Peace Corps Act to authorize appropriations for fiscal years 2000 through 2003 to carry out that Act, and for other purposes.

#### ADJOURNMENT

Mr. KINGSTON. Mr. Speaker, I move that the House do now adjourn.

The motion was agreed to; accordingly (at 10 o'clock and 7 minutes

p.m.), the House adjourned until tomorrow, Thursday, May 20, 1999, at 10 a.m.

#### EXECUTIVE COMMUNICATIONS, ETC.

Under clause 8 of rule XII, executive communications were taken from the Speaker's table and referred as follows:

2206. A letter from the Congressional Review Coordinator, Animal and Plant Health Inspection Service, Department of Agriculture, transmitting the Department's final rule—Commuted Traveltime Periods: Over-time Services Relating to Imports and Exports [Docket No. 99-022-1] received May 11, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Agriculture.

2207. A letter from the Director, Office of Regulatory Management and Information, Environmental Protection Agency, transmitting the Agency's final rule—Fludioxonil; Pesticide Tolerance for Emergency Exemption [OPP-300832; FRL-6073-1] (RIN: 2070-AB78) received April 14, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Agriculture.

2208. A letter from the Director, Office of Regulatory Management and Information, Environmental Protection Agency, transmitting the Agency's final rule—Diflubenzuron; Pesticide Tolerances [OPP-300844; FRL-6075-4] (RIN: 2070-AB78) received April 14, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Agriculture.

2209. A letter from the Director, Office of Regulatory Management and Information, Environmental Protection Agency, transmitting the Agency's final rule—Clofentazine; Pesticide Tolerance [OPP-300843; FRL-6075-6] (RIN: 2070-AB78) received April 14, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Agriculture.

2210. A letter from the Director, Office of Regulatory Management and Information, Environmental Protection Agency, transmitting the Agency's final rule—Emamectin Benzoate; Pesticide Tolerance [OPP-300856; FRL-6079-7] (RIN: 2070-AB78) received May 13, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Agriculture.

2211. A letter from the Managing Director, Federal Housing Finance Board, transmitting the Board's final rule—Amendment of Affordable Housing Program Regulation [No. 99-25] (RIN: 3069-AA-73) received May 10, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Banking and Financial Services.

2212. A letter from the Managing Director, Federal Housing Finance Board, transmitting the Board's final rule—Amendment of Affordable Housing Program Regulation [No. 99-26] (RIN: 3069-AA82) received May 10, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Banking and Financial Services.

2213. A letter from the Acting Assistant General Counsel for Regulatory Law, Department of Energy, transmitting the Department's final rule—Integration of Environment, Safety and Health into Facility Disposition Activities—received May 11, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Commerce.

2214. A letter from the Director, Office of Regulatory Management and Information, Environmental Protection Agency, transmitting the Agency's final rule—Approval and Promulgation of State Air Quality Plans for Designated Facilities and Pollutants Allegheny County, PA; Removal of Final Rule Pertaining to the Control of Landfill Gas Emissions from Existing Municipal Solid Waste Landfills [PA107-4066a; FRL-6111-8] received April 29, 1999, pursuant to 5 U.S.C. 801(a)(1)(A); to the Committee on Commerce.