

## Do Violent Video Games Lead to Real Violence?



### Across

3. The ????? Amendment protects violent game manufacturers from lawsuits.
5. Almost ?????? percent of America's youth play video games.
6. Some feel video game violence translates in ??? world situations.
7. People ????? with video games; not just watch them.
10. The brains of violent video game players are more ????????
11. Concern over antisocial effects of violent video games are not affecting ?????.
12. The brains of kids and teens are still ????????
14. In the 1950's, ????? were blamed for kids' bad behavior.
16. Video games offer a type of ??????
18. When kids play violent video games, their brains flood with ????????
19. Video games are more likely to affect behavior because they are ????????
21. Video games are examples of "classical ????????????
22. Video games are repetitive and based on a ????? system.

### Down

1. Violent video game players demonstrate less ??? control
2. Some feel video games are no worse than TV shows or the ??????
4. Some video game publishers are trying ??? regulation.
8. Some blame the rise in teen ??????? on violent video games.
9. The video game industry is doing ??????? of dollars worth of sales.
12. Violent video sales are increasing and violent crime rate are going ????
13. Kids who play violent video games commit more aggressive ????????
15. Some worry that video game ??????? effects social behavior.
17. Some feel video games are a ??????? for our society's violent trend.
18. Players of violent video games have increased signs of ????????
20. Video games are only ????? years old.