Subject: Another game tax proposal, this time in Texas Posted by terminator 101 on Sat, 29 Apr 2006 05:01:36 GMT

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Quote:According to a report in The Brownsville Herald yesterday, Democratic Texas senator Juan "Chuy" Hinojosa has said he will propose a tax on games sold in the state at a Senate Finance Committee meeting this weekend. The tax would hike the cost of games 5 percent. Hinojosa said the measure would generate about \$65 million every two years and that the money would go to fund new schools and improvements in poorer school districts.

This is not the first time someone has proposed taxing games. Earlier this year, another Texas politician, Republican gubernatorial candidate Star Locke, campaigned on a platform that included a 50 percent tax on soda, a \$10,000 tax on medical clinics for every abortion they provide, and a 100 percent tax on violent games. Unlike Locke, Hinojosa already holds office (Locke came in fourth out of four candidates in the primary elections with 3.5 percent of the vote), and his tax isn't singling out violent games.

"You have all these kids buying video games, and sometimes they are good, some are bad and that's not my call," Hinojosa is quoted as saying in the Herald article. "But I think that we can generate (money) to put toward the schools they go to." http://www.gamespot.com/news/6148557.html

I predict future where games will be just like cigarettes, and booze: taxed. This will not happen any time soon at least not in this decade, but I am sure that it will happen, eventually.

Just face it, games are becomming more and more like cigarettes and booze in many ways.

Subject: Re: Another game tax proposal, this time in Texas Posted by cheesesoda on Sat, 29 Apr 2006 16:20:56 GMT

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Yeah, that's ridiculous. Though, I do agree on the tax on soda and abortions.

Subject: Re: Another game tax proposal, this time in Texas Posted by DarkDemin on Sat, 29 Apr 2006 21:21:50 GMT

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If you tax my pop I will shoot you in the face.

Subject: Re: Another game tax proposal, this time in Texas Posted by renwarrior on Sat, 29 Apr 2006 21:50:43 GMT

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lol

thats rather stupid taxing games.why not tax something else that sells a lot more. i mean games do sell alot but not in mass like cigarettes or drink.

Subject: Re: Another game tax proposal, this time in Texas Posted by terminator 101 on Sun, 30 Apr 2006 15:44:53 GMT

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I am sure that games will soon become as popular and sell as much as booze. Game industry is huge and earns lots of money, and on top of that provides more "fun" than just watching TV. But I don't think the already expensive games should be taxed.

Higher cost = higher piracy and second hand market.

I have about 14 games for PS2 but only 2 of them I bought brand new. The rest of them I bought used and I saved a LOT of money.

Subject: Re: Another game tax proposal, this time in Texas Posted by Nukelt15 on Sun, 30 Apr 2006 18:13:27 GMT

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Stupid voters, stupid politicians, stupid tax laws. Thus goes the chain of dipshittery, on down the line.

Just because it's less stupid than the other guy's proposal doesn't make it not stupid. They could find many things that see more common use that would generate a hell of a lot more revenue...know why they don't? Because the "average gamer" section of the population falls into the age group that doesn't fucking vote.

Subject: Re: Another game tax proposal, this time in Texas Posted by Aircraftkiller on Sun, 30 Apr 2006 18:19:07 GMT

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The fallacy in your logic is that the age of most gamers would mean that their parents would be the people they get games from. They do vote.

Subject: Re: Another game tax proposal, this time in Texas Posted by terminator 101 on Sun, 30 Apr 2006 19:03:05 GMT

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The problem with that is that many joung "average" gamers also buy their games themselves. And why should the parents care how much the games cost? They don't have to buy games for their children if they don't want to.

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Subject: Re: Another game tax proposal, this time in Texas Posted by csskiller on Mon, 01 May 2006 19:23:38 GMT

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Here in Manitoba the Cigarretes have to be behind a curtain, I wonder if they'll do the same for games