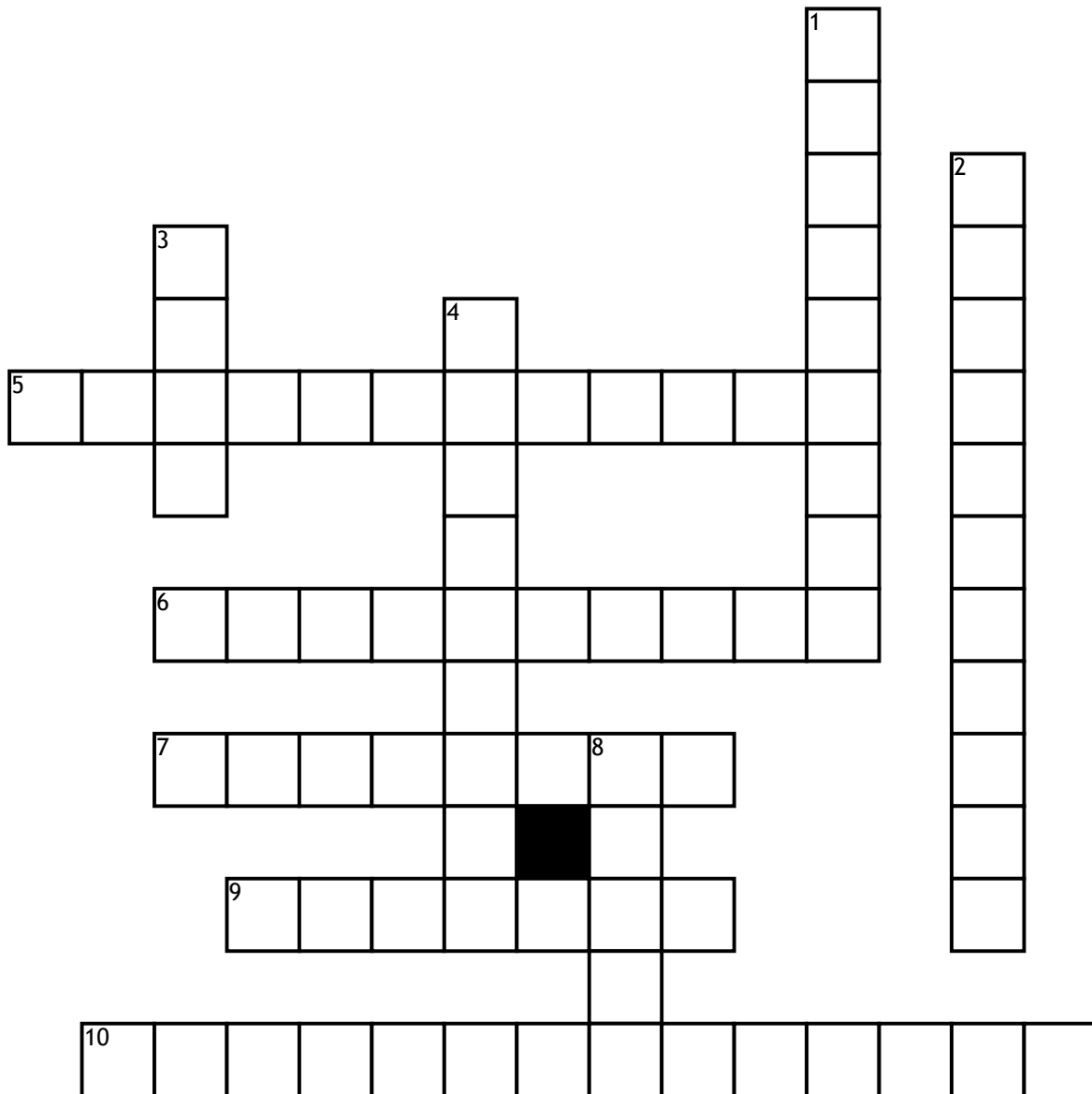


Video Games Do Not Cause Violence



Across

- 5. FIRST VIOLENT VIDEO GAME TO GAIN MAINSTREAM ATTENTION
- 6. A DISPOSITION TO BEHAVE FORCEFULLY
- 7. THE THINKING VIDEO GAMES DOES NOT REPLACE
- 9. IMAGINARY WORLD
- 10. EASILY INFLUENCED

Down

- 1. COMPULSIVE ENGAGEMENT IN REWARDING STIMULI
- 2. SOMEONE WHO COMMITS WRONG DOING
- 3. HOW VIDEO GAMES ARE RATED
- 4. PERSON WHO IS PUNISHED FOR THE ERRORS OF OTHERS
- 8. FIRST VIDEO GAME SYSTEM