

Commission President **Ursula von der Leyen**  
Executive Vice-President **Henna Virkkunen**  
Commissioner **Michael McGrath**

Brussels, 09 June 2026

## **Call for Legislative Action in support of the Citizens' Initiative Stop Destroying Video Games**

Dear Commission President von der Leyen,  
Dear Executive Vice-President Virkkunen,  
Dear Commissioner McGrath,

We write to express our strong support for the European Citizens' Initiative *Stop Destroying Video Games*. While we welcome the Commission's announcement of a communication in response to the initiative, we are deeply concerned that the Commission has not committed to any legislative action so far, and we call upon you to present a concrete legislative proposal to address the concerns raised as soon as possible.

When nearly 1.3 million EU citizens are calling on the European institutions to take decisive action, it is our obligation to listen and to act. We strongly believe that dragging our feet in this matter would send a catastrophic signal to all EU citizens and discredit the instrument of the European Citizens' Initiative as a whole.

Video games are digital products for which consumers have paid. It is unacceptable that these products are deliberately rendered unusable after the end of support by their publishers. The practice of disabling or destroying paid-for games, whether through server shutdowns, forced updates, or other technical interventions, undermines consumer trust and contradicts the principles of fairness and transparency that underpin the EU's digital single market.

The demands of the *Stop Destroying Video Games* initiative are clear and reasonable:

1. **Preservation of Purchased Products:** Games that have been lawfully purchased must not be deliberately made unusable after the end of support. Consumers have a right to expect that the products they pay for remain functional, even if no further updates or new content are provided.
2. **No Mandate for Perpetual Services:** This is not a call for publishers to be obligated to maintain free servers indefinitely, nor is it a demand for unlimited updates or new content. The focus is solely on ensuring that existing, paid-for products are not retroactively disabled or destroyed.
3. **Prohibition of Unilateral Interference:** Any post-purchase intervention that deliberately renders a game unusable on a user's device must be prohibited. Consumers must retain the ability to use the products they have acquired, without arbitrary interference from the publisher.
4. **Technical Feasibility:** In many cases, technical solutions exist to keep games operational after official support ends. Private servers, peer-to-peer solutions, and community hosting have long been established alternatives, and communities have repeatedly demonstrated their ability to restore functionality to discontinued games. The decision to disable a game is often a business choice rather than a technical necessity.

The practice of imposing permanent online requirements is also a relatively new development. Historically, offline and community-driven solutions have allowed games to remain accessible long after official support has ceased. The EU now has an opportunity to correct this recent trajectory towards anti-consumer practices in the digital single market.

The need for legislative action is further supported by developments outside the EU. In California, the *Protect Our Games Act* has just passed a floor vote. The bill aims to address the issue by obliging publishers to either allow use of a game in perpetuity, or to offer a refund once a game becomes inaccessible. The EU should not lag behind but take the lead in establishing rules that protect the rights of consumers in the digital single market.

In line with the demands of nearly 1.3 million EU citizens, we therefore urge the Commission to:

- **Develop a legislative proposal** that explicitly prohibits the deliberate disabling of paid-for video games, after the end of support.
- **Ensure consumer protection** by safeguarding the perpetual right to use purchased video games, without obliging publishers to provide perpetual service.
- **Promote technical solutions** that allow for the continued functionality of games, such as enabling private servers or peer-to-peer alternatives, where feasible.

We strongly believe that by addressing this issue through legislation, the Commission can reaffirm its commitment to a fair digital single market, and bolster citizens' trust in the EU's legislative process.

Yours sincerely,

Tiemo Wölken (S&D)  
Catarina Vieira (Greens)  
Leila Chaibi (Left)  
Marion Walsmann (EPP)  
Anna Cavazzini (Greens)  
Marcos Ros Sempere (S&D)  
Thomas Geisel (NI)  
Maria Ohisalo (Greens)  
Vytenis Andriukaitis (S&D)  
Joanna Scheuring-Wielgus (S&D)  
Lukas Sieper (Renew)  
Nikola Minchev (Renew)  
Sebastian Everding (Left)  
Tomislav Sokol (EPP)  
Martine Kemp (EPP)  
Tonino Picula (S&D)  
Victor Negrescu (S&D)  
Markéta Gregorová (Greens)  
Robert Biedron (S&D)  
Maria Guzenina (S&D)

Sabine Verheyen (EPP)  
Anna Stürgkh (Renew)  
Helmut Brandstätter (Renew)  
René Repasi (S&D)  
Erik Marquardt (Greens)  
Thomas Pellerin-Carlin (S&D)  
Matthias Ecke (S&D)  
Reinier van Lanschot (Greens)  
Daniel Freund (Greens)  
Damian Boeselager (Greens)  
Katarina Barley (S&D)  
Sabrina Repp (S&D)  
Nicolae Stefanuta (Greens)  
Bruno Goncalves (S&D)  
Bruno Tobback (S&D)  
Benedetta Scuderi (Greens)  
Georgia Tramacere (S&D)  
Anna Strolenberg (Greens)  
Cristina Guarda (Greens)  
Nela Riehl (Greens)

Brando Benifei (S&D)  
Delara Burkhardt (S&D)  
Evin Incir (S&D)  
Lara Wolters (S&D)  
Mohammed Chahim (S&D)