

**From:** EK-postbus <postbus@eerstekamer.nl>  
**Date:** Friday, January 30, 2026, 12:35 PM  
**To:** EK-postbus <postbus@eerstekamer.nl>  
**Subject:** FW: FYI\_Submission of a European citizens' initiative to the Commission

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**Attachments:**

Stop Destroying Videogames.docx

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**Van:** [SG-NATIONAL-PARLIAMENTS@ec.europa.eu](mailto:SG-NATIONAL-PARLIAMENTS@ec.europa.eu) <[SG-NATIONAL-PARLIAMENTS@ec.europa.eu](mailto:SG-NATIONAL-PARLIAMENTS@ec.europa.eu)>

**Verzonden:** donderdag 29 januari 2026 12:12

**Onderwerp:** FYI\_Submission of a European citizens' initiative to the Commission

Dear colleagues,

In accordance with Article 14(1) of Regulation (EU) 2019/788 on the European citizens' initiative, we would like to inform you that the European citizens' initiative '[Stop Destroying Videogames](#)' was submitted to the Commission on **26 January 2026**. We have performed the necessary checks in relation to the submission, which have established that the initiative can be confirmed as valid. The initiative obtained **1,294,188 valid statements of support with the minimum thresholds reached in 24 Member States**.

The organisers of this initiative call on the Commission to require publishers that sell or licence videogames to consumers in the European Union 'to leave said videogames in a functional (playable) state'. The initiative seeks to 'prevent the remote disabling of videogames by the publishers, before providing reasonable means to continue functioning of said videogames without the involvement from the side of the publisher'.

More information about this initiative is available on the European citizens' initiative public register: [https://citizens-initiative.europa.eu/initiatives/details/2024/000007\\_en](https://citizens-initiative.europa.eu/initiatives/details/2024/000007_en)

A meeting between the Commission and the organisers will be held within one month, to allow the organisers to explain in detail the matters raised by their citizens' initiative.

The organisers will also be given the opportunity to present the citizens' initiative at a public hearing organised by the European Parliament.

The Commission has until 27 July 2026 to adopt its answer to the initiative in the form of a communication, setting out its legal and political conclusions, the action(s) it intends to take, if any, and its reasons for taking or not taking action.

The Commission will inform you about the outcome of this examination procedure.

Yours sincerely,

**European citizens' initiative team**



**European Commission**

Secretariat General

Unit C.1 – Work Programme & Foresight



# Stop Destroying Videogames

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Commission registration number: ECI(2024)000007

## Initiative progress

### 1. Registered

19/06/2024

### 2. Collection start date

31/07/2024

### 3. Collection closed

31/07/2025

### 4. Verification

11/08/2025

### 5. Valid initiative

26/01/2026

## Information from the European Commission

19/06/2024

[Commission Decision on the registration of the citizens' initiative](#)

## Examination by the European Commission

[Steps towards the Commission's answer](#)

## Information from the organisers

### Disclaimer

The texts below are the sole responsibility of the organisers of the initiative. They reflect solely the views of their authors and can in no way be taken to reflect the views of the European Commission.

## Objectives

This initiative calls to require publishers that sell or license videogames to consumers in the European Union (or related features and assets sold for videogames they operate) to leave said videogames in a functional (playable) state.

Specifically, the initiative seeks to prevent the remote disabling of videogames by the publishers, before providing reasonable means to continue functioning of said videogames without the involvement from the side of the publisher.

The initiative does not seek to acquire ownership of said videogames, associated intellectual rights or monetization rights, neither does it expect the publisher to provide resources for the said videogame once they discontinue it while leaving it in a reasonably functional (playable) state.

## Annex

Videogames have grown into an industry with billions of customers worth hundreds of billions of euros. During this time, a specific business practice in the industry has been slowly emerging that is not only an assault on basic consumer rights but is destroying the medium itself.

An increasing number of publishers are selling videogames that are required to connect through the internet to the game publisher, or "phone home" to function. While this is not a problem in itself, when support ends for these types of games, very often publishers simply sever the connection necessary for the game to function, proceed to destroy all working copies of the game, and implement extensive measures to prevent the customer from repairing the game in any way.

This practice is effectively robbing customers of their purchases and makes restoration impossible. Besides being an affront on consumer rights, videogames themselves are unique creative works. Like film, or music, one cannot be simply substituted with another. By destroying them, it represents a creative loss for everyone involved and erases history in ways not possible in other mediums.

Existing laws and consumer agencies are ill-prepared to protect customers against this practice. The ability for a company to destroy an item it has already sold to the customer long after the fact is not something that normally occurs in other industries. With license agreements required to simply run the game, many existing consumer protections are circumvented. This practice challenges the concept of ownership itself, where the customer is left with nothing after "buying" a game.

We wish to invoke Article 17 §1 of the Charter of Fundamental Rights of the European Union [EUR-Lex - 12012P/TXT - EN - EUR-Lex (europa.eu)] – “No one may be deprived of his or her possessions, except in the public interest and in the cases and under the conditions provided for by law, subject to fair compensation being paid in good time for their loss.” – This practice deprives European citizens of their property by making it so that they lose access to their product an indeterminate/arbitrary amount of time after the point of sale. We wish to see this remedied, at the core of this Initiative.

We also invoke Title XV of the Treaty on the Functioning of the European Union (TFEU)[EUR-Lex - 12012E/TXT - EN - EUR-Lex (europa.eu)] and the following TFEU Articles as our justification for and the Union’s imperative to respond to this initiative:

Article 169 – Per §1, the EU has an obligation “to promote the interests of consumers and to ensure a high level of consumer protection...to protecting the health, safety and economic interests of consumers”. We believe this practice infringes upon or requires correction to be commensurate with the EU’s obligation. The actions taken in response to this initiative must supersede any end user license agreements associated with videogames.

Article 12 – “Consumer protection requirements shall be taken into account in defining and implementing other Union policies and activities.” Given that this practice extends across Member States and beyond the EU, the Union’s actions regarding this practice ought to keep consumer protection in mind. The actions taken in response to this initiative must supersede any end user license agreements associated with videogames.

Article 114, §3 – “The Commission, in its proposals envisaged in paragraph 1 concerning health, safety, environmental protection and consumer protection, will take as a base a high level of protection... Within their respective powers, the European Parliament and the Council will also seek to achieve this objective” This practice undermines the high level of consumer protection that the Commission, the European Parliament, and the Council takes as the basis of law in the Union, and their objectives of establishing and maintaining the functioning of an internal market as described in §1 of this Article, and Article 26 TFEU.

## Organisers

### Representative

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- Jonas DEUTSCHMANN
- Radu PARASCHIVESCU
- Moritz-Maximilian KATZNER

# Number of valid signatures per country

Country	Statements of support	Threshold	Percentage
Austria	20,714	13,395	154.64%
Belgium	31,846	14,805	215.10%
Bulgaria	14,238	11,985	118.80%
Croatia	14,403	8,460	170.25%
Cyprus	1,997	4,230	47.21%
Czechia	25,935	14,805	175.18%
Denmark	36,010	9,870	364.84%
Estonia	9,296	4,935	188.37%
Finland	54,538	9,870	552.56%
France	145,289	55,695	260.87%
Germany	233,180	67,680	344.53%
Greece	19,618	14,805	132.51%
Hungary	25,595	14,805	172.88%
Ireland	36,073	9,165	393.60%
Italy	77,030	53,580	143.77%
Latvia	7,526	5,640	133.44%



Country	Statements of support	Threshold	Percentage
Lithuania	14,461	7,755	186.47%
Luxembourg	2,465	4,230	58.27%
Malta	2,007	4,230	47.45%
Netherlands	90,413	20,445	442.23%
Poland	143,826	36,660	392.32%
Portugal	31,585	14,805	213.34%
Romania	38,221	23,265	164.29%
Slovakia	18,628	9,870	188.73%
Slovenia	6,520	5,640	115.60%
Spain	121,616	41,595	292.38%
Sweden	71,158	14,805	480.63%
<b>Total number of signatories</b>	<b>1,294,188</b>		

# Sources of funding

Last update: 04/01/2026

Name of sponsor	Date <sup>[1]</sup>	Amount in EUR <sup>[2]</sup>
Support provided to the ECI by various parties (economically non-quantifiable volunteer work)	01/08/2024	0
Private sponsor <sup>[3]</sup>	01/08/2025	24,000

**Total amount of support and funding: €24,000.00**

[1] Date when the contribution was received. In case of in kind contributions, date when the in kind contribution started.

[2] Actual amount of funding provided or estimated value of in kind contribution.

[3] Name is not published, as the private sponsor has chosen to remain anonymous.

## Other sources of support

Last update: 04/01/2026

Name of sponsor	Date <sup>[4]</sup>	Description
Support provided to the ECI by various parties (economically non-quantifiable volunteer work)	01/08/2024	Voluntary support provided by various parties that is not economically quantifiable

[4] Date when the contribution was received or in case of a period when it started.

If you would like to report any issue regarding the support and funding declared, please [contact us](#). Include the initiative registration number in your message.

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