

(English version)

**Question for written answer E-000858/26
to the Commission
Catherine Griset (Pfe)
(2 March 2026)**

Subject: Call to respect consumers when taking old video games offline

The European citizens' initiative 'Stop destroying videogames' has won the backing of 1.3 million signatories ⁽¹⁾. It takes aim at the publishers taking their video games offline without maintaining them in a playable state. Yet the publishers claim that community-led maintenance would be fraught with risks ⁽²⁾.

In the same vein, the French Court of Cassation has ruled that digital game distribution platforms are entitled to deny customers a second-hand market ⁽³⁾, and so to prevent consumers from reselling their video games as they used to do with CD ROMs and cartridges.

Therefore, while online distribution makes games more accessible, it comes at the expense of a considerable erosion of player/consumer rights.

1. Would the Commission consider funding (under the Horizon Europe programme, for example) an EU-wide AI venture to maintain old games that have been taken offline by their publishers?
2. Could publishers not enter into a mutually beneficial commercial agreement with an AI company, whereby the latter is legally authorised to train on disconnected games in exchange for relieving the former of their maintenance?

Submitted: 2.3.2026

**Answer given by Executive Vice-President Virkkunen on behalf of the European Commission
(20 April 2026)**

The European citizens' initiative is still in examination phase in the Commission. The Commission will adopt by 27 July 2026 at the latest its formal reply in the form of a communication.

The communication will then set out the Commission's legal and political conclusions on the initiative, as well as the action it intends to take (including an envisaged timeline), if any, and its reasons for taking or not taking action.

Whether videogames publishers should conclude agreements with other private entities for the exploitation or maintenance of discontinued videogames lies within the exclusive discretion and contractual freedom of those publishers.

¹ https://citizens-initiative.europa.eu/initiatives/details/2024/000007_en

² https://www.contexte.com/fr/actualite/medias/la-commission-se-penche-sur-la-mise-au-rebut-des-jeux-video_252965

³ https://www.lemonde.fr/pixels/article/2024/10/24/revente-de-jeux-video-dematerialises-la-cour-de-cassation-tranche-definitivement-en-faveur-de-valve_6359170_4408996.html