



ESA - Entertainment Software Association

The Entertainment Software Association (“ESA”) is a U.S. trade association that represents the U.S. video game industry. ESA member companies include, but are not limited to: 505 Games, Activision Publishing, Inc., Bethesda Softworks LLC, Capcom USA, Inc., Electronic Arts (EA), Epic Games, Inc., Konami Digital Entertainment, Microsoft Corporation, Bandai Namco Entertainment Inc., Nintendo of America Inc., Sony Interactive Entertainment, Square Enix, Inc., Take-Two Interactive Software, Inc., and Ubisoft Entertainment, Inc. ESA is authorized to act on behalf of its members to protect their intellectual property rights in published works when such works are subject to infringement. You may be reading this because your listing has ended due to a notice that our organization provided to eBay. If so, we hope that after considering this information you will better understand our actions.

Q. Why was my auction terminated?

A: If you have received a termination notification from eBay that references ESA in the notice, it is because we believe the item(s) you were auctioning infringe upon the legal rights of our members. You may not realize this, but it is not legal to sell or (even re-sell) unauthorized copies of video games, circumvention devices, or any other items that violate ESA members’ copyrights and trademarks.

Q. Can I sell in-game digital items or digital account credentials?

A. No. These accounts/items remain the property of the company and may not be sold to any other person. Exchanging in-game digital items or accounts in any manner not expressly authorized by the relevant game publisher is prohibited. For more information, please visit: <http://pages.ebay.com/help/policies/downloadable.html>

Q: Are mod chips and other circumvention tools illegal?

A: Yes, these circumvention devices and software are illegal because they circumvent security measures used to protect copyrighted code, and they fuel Internet piracy of video game software.

We appreciate your understanding. While our industry offers authentic copies of video games to consumers in an increasingly wide variety of media and price points, protecting our members’ rights in the manner described above helps ensure that video game companies can continue to invest in creating engaging video games, and that all gamers have an enjoyable game play experience.

For more information, please visit the Entertainment Software Association's website at www.theESA.com.