

**Question for written answer E-004948/2021
to the Commission**

Rule 138

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Subject: Video game 'Fursan al-Aqsa: The Knights of the Al-Aqsa Mosque'

As from December people will be able to download a new video game on the world's largest online gaming platform, entitled 'Fursan al-Aqsa: The Knights of the Al-Aqsa mosque', with clear jihadist and anti-Semitic content.

The aim of the game is to help the protagonist, an Arab militiaman, to exterminate as many Israelis as possible in the fight to liberate Palestine. The game is full of explicit content in favour of Islamic fundamentalism: for example, the cover of the game extols the war against Israel, killings are accompanied by the cry 'Allah is great' and terrifying messages are sent out, inciting jihadist terrorism, hatred and killings of Israelis and Jews.

It is therefore clear that the video game would have dangerous repercussions and a negative impact on young people and on more fragile minds if it were allowed to be distributed.

In view of this:

1. What urgent and specific measures will the Commission take in order to prevent the distribution of the video game in Europe, in keeping with the European strategy on combating antisemitism and fostering Jewish life, which proposes, inter alia, measures to strengthen cooperation with IT companies to combat anti-Semitism online?
2. Does the Commission not agree that it might be necessary to remove the video game from European cyberspace in order to prevent all forms of anti-Semitism?