

Press release

EA Sports FC 26 tops Europe's 2025 annual games charts

The football simulation was not only the most popular title in 2025 overall, but it also claimed the number one spot in 16 of the 17 countries surveyed.

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Baden-Baden, January 26, 2026. – While preparations for this summer's World Cup are still underway on real pitches, the match on the virtual field has long been decided – at least in Europe: *EA Sports FC 26* celebrates a sweeping victory and was the continent's most successful video game of 2025 across all platforms. According to the official annual games charts compiled by GfK Entertainment, the football simulation claimed the number one spot in 16 of the 17 countries surveyed. Only Czech players crowned a different title as their winner: the medieval role-playing game *Kingdom Come: Deliverance II*.

The silver medal in the European year-end ranking goes to *Pokémon Legends: Z-A*. The Nintendo adventure sold particularly well in the high-volume markets of Germany, France, and the United Kingdom (each at number two), as well as Spain (number three). Block-building hit *Minecraft*, which received a substantial boost from the box office success of *A Minecraft Movie*, comes in third place. Also popular were previous year's chart-topper *EA Sports FC 25* and long-time favorite *GTA V*, which secured six and three podium places respectively.

The 2025 European annual games charts are based on physical sales data from the following countries: Austria, Belgium, the Czech Republic, Denmark, Finland, France, Germany, Hungary, Italy, the Netherlands, Norway, Portugal, Slovakia, Spain, Sweden, Switzerland, and the United Kingdom.

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GfK Entertainment is a supplier of charts and market research data to the Games, Music, Video and Books industries. It works closely with the relevant industry bodies and currently carries out market research in over 30 countries. GfK Entertainment is part of GfK.

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