



---

DISTRICT OF COLUMBIA



TENNESSEE



VIRGINIA



F: (757) 226-2836

**June 4, 2026**

**VIA ELECTRONIC MAIL AND CERTIFIED MAIL**

**Roblox Corporation**

Attn: Legal Department & General Counsel  
970 Park Place, Suite 100  
San Mateo, CA 94403

**RE: DEMAND FOR PLATFORM AFFIRMATION, POLICY SPECIFICITY, AND INVESTIGATIVE COOPERATION REGARDING CONTENT SIMULATING MASS VIOLENCE VICTIMIZING CHILDREN**

Dear General Counsel:

The American Center for Law and Justice (ACLJ)<sup>1</sup> represents Harry and Leah Kaiser, whose daughter, Lydia Kaiser, survived the 2025 mass shooting at Annunciation Catholic School in Minneapolis, MN. During that horrific attack, she was shot and sustained significant physical injuries. We now write on behalf of the Kaiser family to directly address a profoundly disturbing matter concerning user-generated content hosted, monetized, and distributed on *your* interactive gaming platform.

Our clients were deeply disturbed to learn from multiple news sources of the existence of a Roblox game that, according to ongoing law enforcement investigations, allowed users to simulate a first-person school shooting explicitly modeled after the 2012 Sandy Hook Elementary School

---

<sup>1</sup> By way of introduction, the ACLJ is a national advocacy organization dedicated to the defense of constitutional liberties, the protection of families, and the preservation of the rule of law. Counsel for the ACLJ routinely represent parties before state and federal courts and have presented arguments and submitted briefs before the Supreme Court of the United States in numerous cases of significant public interest.

massacre. This user-generated game directly replicated the slaughter of innocent children and educators for interactive digital gameplay and consumption.

While we acknowledge your assertion that you removed this specific game from your platform on February 6, 2026, even the temporary availability of such a simulation represents a severe failure of internal oversight and platform moderation, and brought light to an unfortunate reality many would like to ignore. For families like the Kaisers—who live with the real-world terror, physical injury, trauma, and lasting psychological scars of school violence—the normalization and gamification of these tragedies is entirely intolerable. As both Harry and Leah Kaiser have stated, these are not fictional events; these were real children, real teachers, and real families whose lives were changed forever.

Turning the murder of innocent children into digital entertainment is depraved, indefensible, and completely uncoupled from any meaningful sense of protected free expression. It represents the exploitation of unimaginable evil for clicks, attention, and corporate profit. Furthermore, ongoing research reveals a highly disturbing trend: many perpetrators of real-world school violence consume and immerse themselves for countless hours in precisely this type of heinous, disturbing online content centered on school shootings, murder, and attacks on children. They do so on platforms like yours.

The normalization of violence against children through interactive gaming environments desensitizes young people to real-world tragedy and directly contributes to a broader culture of moral confusion and isolation—unhealthy even for those children consuming the content who do not go on to carry out the violence in real life. Companies that profit from children have an absolute, non-delegable duty to protect them. It appears that existing laws and regulations may be insufficient to address these harms, and we are actively working with lawmakers and other public officials to strengthen those protections. The responsibility to protect children cannot be subordinated to commercial interests. Children deserve better.

### **Formal Demands**

To ensure that Roblox is actively mitigating the severe risks its platform poses to minors and is fully cooperating with authorities to hold the creators of all such content accountable, please provide to the ACLJ written clarification and formal confirmation on the following matters within **10 business days**:

**1. Affirmation of Comprehensive Platform Cleansing:** Please affirm directly to this office and our clients that Roblox has executed a diligent, comprehensive, and exhaustive search across its entire platform, and that all such dangerous and heinous mass violence simulation content has been entirely identified and permanently removed. Please describe to the extent possible the steps taken in the search to ensure thoroughness and any content that was identified in the search.

**2. Specificity of Guardrails and Preventative Policies:** Please provide a detailed explanation of the specific restrictions, content moderation policies, and preventative guardrails Roblox has implemented to ensure that games glorifying or simulating school shootings can never exist on the platform again. Parents should not have to wonder whether a gaming platform marketed to children is hosting simulations of mass murder. We demand meaningful specificity regarding the updated technical mechanisms designed to stop this evolution of violent content. Please note that our request seeks to identify not just the safety precautions implemented as to in-game or in-platform communications where children could be victimized, manipulated or otherwise exposed to harmful content, but also the safety precautions implemented as to the user-generated gaming and related content.

**3. Compliance with the Law and Law Enforcement Investigations:** Please confirm that Roblox is fully complying with all ongoing law enforcement investigations regarding this simulation, any related content, and any implications stemming from such content having been allowed on your platform in the first place. Specifically, we demand that Roblox cooperate transparently in providing all requested data, account details, and information to all investigative authorities to ensure the perpetrators behind this content are held accountable.

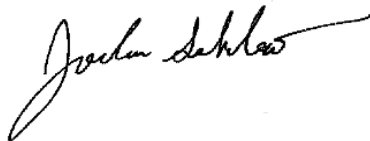
**4. Seeking Input from Parents:** Please describe any efforts Roblox has made to seek input from parents concerning the platform's safety and security and the content accessible to children. Our clients possess relevant personal but also professional experience and opinions and would appreciate the opportunity to provide input and, given their particular experiences, we assume you would be eager to benefit from their perspectives.

### Conclusion

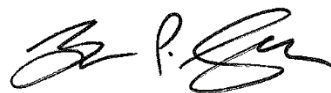
Understanding the precise steps Roblox has taken to rectify this failure will assist our clients in determining how best to proceed and will inform our assessment of all available options, legal or otherwise. We look forward to your formal and comprehensive response addressing each of the items outlined above within 10 business days of receipt of this letter. We remain hopeful that Roblox will show the necessary moral leadership to resolve this matter cooperatively and that a shocking and inexplicable development such as this will lead to a dramatic increase in desperately needed protections for children. An apology would be meaningful, but concrete actions resulting in safer children would mean much more.

Please note that nothing in this correspondence should be construed as a waiver of any rights or remedies available to our clients under applicable state or federal law or regulation.

Respectfully submitted,



Jordan Sekulow  
Executive Director



Benjamin P. Sisney  
Senior Litigation Counsel