



Sen. Steve Stadelman

**Filed: 4/22/2026**

10400SB2822sam002

LRB104 16965 SPS 37010 a

1 AMENDMENT TO SENATE BILL 2822

2 AMENDMENT NO. \_\_\_\_\_. Amend Senate Bill 2822, AS AMENDED,  
3 by replacing everything after the enacting clause with the  
4 following:

5 "Section 1. Short title. This Act may be cited as the  
6 Digital Purchase Transparency Act.

7 Section 5. Definitions. As used in this Act:

8 "Blockchain-based asset" means a digital good whose  
9 ownership and access are verified through a decentralized  
10 ledger technology and that cannot be unilaterally revoked or  
11 altered by the seller after the transaction.

12 "Clear and conspicuous" means in a manner that clearly  
13 calls attention to the language. "Clear and conspicuous"  
14 includes using larger type than the surrounding text, using  
15 contrasting type, font, or color to the surrounding text of  
16 the same size, and setting off the surrounding text by using

1 symbols or other marks.

2 "Digital application or game" means an application or game  
3 that a person accesses and manipulates using a specialized  
4 electronic gaming device, computer, mobile device, tablet, or  
5 other device with a display screen, including any add-ons or  
6 additional content for that application or game.

7 "Digital audio work" means a work that results from the  
8 fixation of a series of musical, spoken, or other sounds that  
9 are transferred electronically, including prerecorded or live  
10 songs, music, oral readings of books or other written  
11 materials, speeches, ringtones, and other sound recordings.

12 "Digital audiovisual work" means a series of related  
13 images and accompanying sounds that, when shown in succession,  
14 impart an impression of motion, including motion pictures,  
15 musicals, videos, news and entertainment programs, and live  
16 events.

17 "Digital book" means a work that is generally recognized,  
18 in the ordinary and usual sense, as a book of fiction or  
19 nonfiction and that is transferred electronically.

20 "Digital code" means a code that provides the person who  
21 holds the code a right to obtain an additional digital good or  
22 a digital audiovisual work, digital audio work, or digital  
23 book that may be obtained by any means, including tangible  
24 forms and electronic mail, regardless of whether the code is  
25 designated as song code, video code, or book code. "Digital  
26 code" includes: (i) codes that are used to access or obtain any

1 specified digital goods or any additional digital goods that  
2 have been previously purchased; and (ii) promotion cards or  
3 codes that are purchased by a retailer or other business  
4 entity for use by the retailer's or entity's customers.

5 "Digital good" includes, whether electronically or  
6 digitally delivered or accessed, a digital audiovisual work,  
7 digital audio work, digital book, digital code, or digital  
8 application or game. "Digital good" does not include a cable  
9 television service; satellite relay television service;  
10 Internet access service; telecommunications service; or any  
11 other distribution of television, video, radio, Internet, or  
12 telecommunications service. "Digital good" also does not  
13 include any service that is clearly and conspicuously  
14 identified at the point of sale as being a monthly  
15 subscription service.

16 Section 10. Required disclosures.

17 (a) It is unlawful for a seller of a digital good to offer  
18 for sale or advertise a digital good to a consumer using the  
19 terms "buy" or "purchase" or any other term that a reasonable  
20 person would understand to confer an ownership interest in  
21 that digital good unless either:

22 (1) at the time of each transaction, the seller:

23 (A) provides to the consumer a complete list of  
24 restrictions and conditions for the license, including  
25 any circumstances under which access may be revoked;

1 and

2 (B) receives an affirmative acknowledgment from  
3 the consumer that the consumer received from the  
4 seller:

5 (i) a license to access the digital good; and

6 (ii) a notice that the seller may unilaterally  
7 revoke access to the digital good if the seller no  
8 longer holds the right to the digital good; or

9 (2) before executing each transaction, the seller  
10 provides to the consumer a clear and conspicuous statement  
11 that: (i) states in plain language that buying or  
12 purchasing a digital good is a license; and (ii) includes  
13 a hyperlink, quick response code, URL, or other similar  
14 method to access the terms and conditions of the license.

15 Any affirmative acknowledgment from the consumer or clear  
16 and conspicuous statement required under this subsection shall  
17 be distinct and separate from any other terms and conditions  
18 of the transaction.

19 (b) This Section does not require a person to download a  
20 digital good or prohibit a person from storing a digital good  
21 on a server for access through the Internet.

22 Section 15. Limitations. This Act does not apply to:

23 (1) a subscription-based service that advertises or  
24 offers for sale access to any digital good solely for the  
25 duration of the subscription;

1           (2) a digital good that is advertised or offered to a  
2 person without monetary consideration;

3           (3) a digital good that is advertised or offered to a  
4 person and that the seller cannot revoke access to after  
5 the transaction, including making the digital good  
6 available at the time of purchase for permanent offline  
7 download to an external storage source to be used without  
8 a connection to the Internet;

9           (4) a blockchain-based asset, including a non-fungible  
10 token, where ownership is decentralized and not subject to  
11 unilateral revocation by the seller;

12           (5) an educational or noncommercial digital good that  
13 is provided by a public library, educational institution,  
14 or open-source platform; or

15           (6) content owners or licensors whose digital goods  
16 are sold by a third party.

17           Section 20. Enforcement. A violation of any of the  
18 provisions of this Act is an unlawful practice under the  
19 Consumer Fraud and Deceptive Business Practices Act. All  
20 remedies, penalties, and authority granted to the Attorney  
21 General by that Act shall be available to the Attorney General  
22 for the enforcement of this Act.

23           Section 90. The Consumer Fraud and Deceptive Business  
24 Practices Act is amended by adding Section 2MMMM as follows:

1 (815 ILCS 505/2MMMM new)

2 Sec. 2MMMM. Violations of the Digital Purchase  
3 Transparency Act. Any person who violates the Digital Purchase  
4 Transparency Act commits an unlawful practice within the  
5 meaning of this Act."