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## Class\_08\_Reply\_Kwiatkowski

Posted by the **U.S. Copyright Office** on Mar 15, 2018

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While I understand the Offices concerns that current games might be compromised or abused, the systems that are in place now would still be there to protect companies from losing profit. The main push of this effort isn't to effect current games, but games that have already been shut down. These games aren't making any profit and the players who called these worlds home miss them. To this day some players of these games still hope for updates that their homes might be coming back. And it really is like a home to many of these players. They invested time and money into these worlds. For online MMO's its often a large amount of time and money. Friendships are often formed in these worlds and memories made. And then suddenly its gone. Imagine if you couldn't show your child where you grew up, or met your spouse, or hung out with your oldest friend. These places and the emotions attached to them disappear in the blink of an eye and they can never see them again. I beseech you to please make changes to the existing DMCA for all of us who have lost these places.

## **Comment ID** COLC-2017-0007-0243 **Tracking Number** 1k1-90ju-lfsu **Comment Details** Submitter Info **Submitter Name**

3/25/22, 4:39 PM Regulations.gov

Joseph Kwiatkowski



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