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## Class\_08\_Reply\_VandenBrul

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

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I have seen first hand what can and will happen to products with online only features that are discarded by their creators due to a lack of profit or other reason. I feel there is not only a right but a need for such preservation of products as no matter what the rights holders would claim they have no desire to bring back products that have such requirements. Examples can be seen in games such as Tom Clancy's Hawx 2 which requires online services to function. Not just for multiplayer but even to do single player or open the game, yet this ability was shut down with the servers. Another example is Tabula Rasa, a game that was discarded by it's rights holder over a disagreement with it's lead designer and creator Richard Garriott. A third example is Star Wars Galaxies which the rights holder has made very clear they have no desire to return and required a community to create their own preservation tools to bring it back for future generations.

Unlike books and music, games can be so much harder to preserve, especially as it is a newer medium and form of art. It is a direct result and example of the human advancement in technology and intellect. Imagine if your favorite book could only be accessed by an internet connection to the rights holders server. That server is then shut down as the book was not popular enough. That book is now lost to history unless others restore said server. That is exactly what is happening in this case. It must be allowed to be preserved or entire parts of human history could be lost forever.

So I implore you to vote in favor of the exemption request put before you and as such vote in favor of history and art preservation.

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**Comment Details**

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