

I submit this comment in support of allowing for abandoned video game software content and communication to be accessed and actively maintained by individuals seeking to preserve the stability and creative development of these online entities.

For purposes of brevity I will primarily emphasize that there is, to my understanding, no documented financial risk or undue hardship imposed on the video game industry and their accompanying entities by allowing for the above-mentioned request since abandoned video game servers do not stifle their capacity to create new products or online experiences. Throughout history many works of art across several mediums including but not limited to video games have continued to, even for many years and long stretches of time after their initial release, engender followings and creative support in the form of modifications and other means of customization that add life to the existing virtual world, all of which could potentially contribute to amassing interest of those previously unexposed to the product or virtual world with the possibility for enticing them to explore other products and experiences- including those new experiences and products proffered by the original creator or contingent video game company within the industry.

One such product I would cite as an example of video game modification prowess not intruding upon the financial efficacy of newer video game releases would be "Project M," a modification of the Nintendo Wii title "Super Smash Bros. Brawl." Project M used the existing engine and programming from the original product to create a customized, enticing gameplay experience (which still required the original game disc to access) that to this day commands a strong following. This modified work also allowed for online play, a capability that did not prevent newer offerings of the "Smash Bros." franchise from performing exceptionally well in sales for both American and Japanese markets with regards to the Wii U console. While I cannot cite any official research that has been performed with an analysis of the positive or negative effects on sales precedent would suggest that no greater damage is inflicted on the potential sales of newer video games offered for purchase.

In summary, I would ask that those seeking to preserve and continue the evolution of video game software and the operation of servers making use of abandoned content be allowed to do so without harassment or undue constraint.