




## Document Details

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## Submitter Info

**Comment:** I support an exemption for abandoned online games. My concern is with online games that failed to achieve a financially-stable user base in spite of large initial financial investments from crowdfunding. This lack of market success greatly limits continued development of the game experience and thus its ability to attract new players. When the lack of financial sustainability results in the computing infrastructure for these games being shut down, it extinguishes the investment of the backers and eliminates any chance of the game's demonstration regardless of its historical and artistic value. Being able to reproduce or emulate the required infrastructure would preserve this experience. An example of this is the game "Akaneiro: Demon Hunters" whose Kickstarter campaign I backed. The company behind it, Spicy Horse, encountered severe financial problems (<https://www.kickstarter.com/projects/spicyhorse/akaneiro-demon-hunters/posts/813478>) and is currently down to only one developer (<http://steamcommunity.com/app/230310/discussions/0/133260492064538133/>). Its future looks grim. This game, based on Japanese folklore, is single-player but relies on an online server and is unplayable without it. \* 

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