



## Document Details

<b>Docket ID:</b>	COLC-2017-0007 <a href="#">🔗</a>
<b>Docket Title:</b>	Exemptions To Permit Circumvention of Access Controls on Copyrighted Works <a href="#">*</a> <a href="#">🔗</a>
<b>Document File:</b>	 <a href="#">HTML</a>
<b>Docket Phase:</b>	Notice of Inquiry
<b>Phase Sequence:</b>	1
<b>RIN:</b>	Not Assigned <a href="#">🔗</a>
<b>Original Document ID:</b>	COLC-2017-0007-DRAFT-0184
<b>Current Document ID:</b>	COLC-2017-0007-DRAFT-0184
<b>Title:</b>	Class_08_Reply_Adkins <a href="#">🔗</a>
<b>Number of Attachments:</b>	0
<b>Document Type:</b>	PUBLIC SUBMISSIONS <a href="#">*</a> <a href="#">🔗</a>
<b>Document Subtype:</b>	Comment(s) <a href="#">🔗</a>
<b>Comment on Document ID:</b>	COLC-2017-0007-0070 <a href="#">🔗</a>
<b>Comment on Document Title:</b>	Exemptions to Permit Circumvention of Access Controls on Copyrighted Works <a href="#">🔗</a>
<b>Status:</b>	Pending_Post <a href="#">🔗</a>
<b>Received Date:</b>	02/03/2018 <a href="#">*</a> <a href="#">🔗</a>
<b>Date Posted:</b>	<a href="#">🔗</a>
<b>Posting Restriction:</b>	No restrictions <a href="#">🔗</a>
<b>Submission Type:</b>	Web
<b>Number of Duplicate Submissions:</b>	1 <a href="#">*</a> <a href="#">🔗</a>

## Document Optional Details

<b>Status Set Date:</b>	02/03/2018
<b>Current Assignee:</b>	Nyepan, Dineda (COLC)
<b>Status Set By:</b>	Public
<b>Comment Start Date:</b>	<a href="#">🔗</a>
<b>Comment Due Date:</b>	<a href="#">🔗</a>

**Tracking Number:** 1k2-91ae-3cph 

**Total Page Count  
Including Attachments:** 1

## Submitter Info

**Comment:** I am writing in strong support of an exemption for abandoned video games including Massively Multiplayer Online games (MMOs). Consumers licensed the use of the games and associated content; the publishers voluntarily ceased to support it. As it was the decision of the publisher to stop all commercial endeavors regarding the title, consumers should not be penalized via a lack of access to the licensed titles. Any organization, and not just special interest groups (e.g. museums and digital preservation groups), should be empowered to operate discontinued games and make any defect fixes or enhancements to that game after it has been discontinued. Any game clients, and any assets distributed with the client, freely distributed by the publisher should remain freely available to anyone wishing to obtain it. An allowable restriction to this exemption is that those hosting the MMOs should only be able to charge reasonable fees to cover operating costs such as hosting, staffing, and support when it comes to the original work. Companies hosting the MMOs should be able to make a profit for any new content or premium services offered above and beyond that found in the original work. \* 

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