




## Document Details

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## Submitter Info

**Comment:** I believe that the consumers paying for a product should retain use of said product after the product is no longer being supported or had been shutdown. If the consumers own part of a game then they should retain access to the content for as long as the consumer wishes. There have been countless have shutdowns where consumers lost their property because a company decided to no longer support the game and by doing that they steal away property made by the consumer. There should be rules set in place. Examples: If you have an income that exceeds the maintenance costs of servers to keep said game running the game should not be able to be shutdown, also the game should then be surrendered to the consumers to replicate said servers if the company truly is abandoning the game. To many people are losing their online homes, families, communities because they can no longer make big bucks. Please consider having rules to protect the consumers right to their property they pay for after a company decided to shut them down. \* 

**First Name:** Arthur \* 

**Last Name:** Stubblefield \* 

**Mailing Address:**

**City:**

**Country:**

**State or Province:**

**ZIP/Postal Code:**

**Email Address:**

**Phone Number:**

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