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The expansion of the abandoned games clause to include Massively Multiplayer Online (MMO) games is vital to the preservation efforts of all online games. At any time the companies that offer and host the servers for these games can shut down with little to no warning leaving thousands of players without access to the games that they have paid for, in some cases, for over a decade.

These MMOs are a special case in that they require a subscription fee to play and access the game's content, and dwarfs the cost of single-player games by far. Players invest an extensive amount of time and money to play these games and after a company has decided to abandon or shut down the official servers the player is left with no way to access the content that they've paid for. They can and do develop a strong attachment to the characters and items that they've collected over the years as well as the communities that form.

In these instances I believe that the gaming community should not be blocked in recreating the servers for private or non-profit use to preserve the works that are no longer offered, even for a fee.

As the market trends towards online content hosting and distribution, games have evolved to have little to no single-player content and by not allowing this exemption, a large percentage of these games will not be archived and lost forever.

Please consider making these works exempt for archival efforts as there is no other avenue to continue to access or preserve this content, even if the user is willing to pay.

Thank you for your consideration.

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Comment Details**Submitter Info****Submitter Name**

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