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To: Julie L. Sigall  
Associate Register for Policy & International Affairs

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From: Matthew Larson

Comment:

I am increasingly frustrated as a consumer and computer game-enthusiast. Older PC games--as well as a slew of console games--are not being re-issued or distributed by companies, having the effect of diminishing appreciation for the software designers and creative artists of yesteryear.

Trying to find legitimate copies on eBay is insane, with extreme gouging taking place. A great section of our entertainment past is virtually inaccessible (unless you have deep pockets), due to those corporations and patent holders that are either greedy, or can't justify spending money on "old game" marketing and distribution. I am referring to classic games like the King's Quest series, the Space Quest series, and many others!

Imagine being admitted to a museum, but being denied access to exhibits, or asked for \$200 to see a certain Van Gogh or Rembrandt painting. Is that what we want America to become? It already has in the case of many older computer games, a form of artistry that is being denied the current generation. I happen to have a large collection of games--200+-- I have amassed since childhood, and many of them are unavailable now in retail stores, local or online. They are also unavailable direct from the producing companies!

I want to see my children's children be able to experience classic gaming at its finest, and appreciate technological advancements that came along. No one should have to go to illegal sources to obtain these works; classics should be available to all.