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

Date: 03/14/2005

From: David McBride

Comment:
I come across this on a daily basis. I voluntary code areas on a mud, which is a
free text based multiuser game, many of which have been around for decades. We have
banned all copyrighted areas because we would put our mud at financial risk simply
by implementing a single area that was held as copyrighted. At the same time we
would enjoy creating areas that harken back to decade old videogames or thirty year
old books.

Such a change to the copyright system would benefit us directly, while still
allowing the copyright-holder to prevent our unauthorized use of their ip, if they
desire (and 99.99% won't, since we aren't making any money off of it).