

Roots-James-20050314070028

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From: James Roots

Comment:

I have some interest in obsolete home computers as a hobby. Some years ago I attempted to convert my collection of games for one of these (An Amstrad CPC 6128) from tape to a more durable digital medium. This I managed with little difficulty, but ran into copyright difficulties when considering supplying these to others with a similar interest. Most of the games were produced in the early 90's, largely by a company known then as Firebird. I attempted to find information on this company, and concluded it was now out of business, but I have no affordable way to determine the status of its copyrights - if they ended with the company, or were sold to another.

Further complicating matters, while the majority of the games are of no commercial value at all, many similar classic games have been recently revived for portable, and in particular mobile-phone gaming. This means that a work which may have no commercial value or distribution when a hobbyist attempts to make it available could regain value in later years.

CPC series games, and many intended for other computers from the same era, are inherently perishable in their original form. Analog cassette media are subject to degradation with time, an effect that had already affected much of my collection at the time. As they have little or no commercial value, they are preserved only by the enthusiast community.

(Phone number not available)