

Brink: EVALUATION SUMMARY



About Brink

Brink is a science-fiction first person shooter game developed by Splash Damage and published by Bethesda Softworks (ZeniMax). Brink was designed with an emphasis of Co-Op within Steam's multiplayer ecosystem. Brink represents RYG's first "Steam" game to be evaluated under Project RYG 2.0.

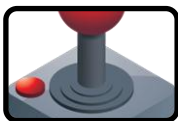
Medium: Disc Version

Versions Tested: Automatic Patch to 1.02



About Steamworks

Developed by Valve, Steamworks is a user account-based, online-centric DRM. Steamworks also provides added capabilities such as social networking, multiplayer matchmaking and rapid patch deployment all within Valve's "Steam" client.



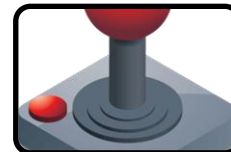
About Zenimax Media Inc.

With over 1,000 employees and having acquired Arkane Studios, Tango Gameworks and MachineGames successively in late 2010, ZeniMax Media is an American video-gaming Publisher. ZeniMax is also known for their ownership and association of Bethesda Softworks and id Software.

INDIVIDUAL SCORES



66%



56%



N/A

RYG's RATING*

61%

NOT FRIENDLY

* RYG's Rating is an aggregate of the Individual Scores (N/A Ratings are NOT factored)

AREAS OF CONCERN

- Pre-Purchase & DRM Notification

DRM: Inconsistent DRM documentation between manual, readme and EULA.

Publisher: Unpolished release (requires critical Day 1 patch); Demo non-existent.

- Privacy Policy

DRM: List of 3rd Parties not provided; Limited opt-out options and Limited consumer ownership with respect to collection of data;

Publisher: Non-existent.

- EULA

DRM: Not written for AUS Consumers; Incomprehensible, inconsistent and overwritten.

Publisher: As above; EULA accessible only through installation; Not written for AUS Consumers; Limited warranty/refund provisions for consumers; Ownership bias.

- Installation

DRM: No installation logs; Usability issues with respect to the installation of the game from a physical medium (Disc).

Publisher: As above; Very poor documentation.

- Automatic Patches & Updates

BOTH: Changelogs not provided *during* installation of patches; No option to opt-out of automatic patches until *after* updates are complete; Sunset option difficult due to multiplayer architecture of the game.

- Activation

BOTH: Very poor documentation within gaming package with respect to installation and activation of the game; Initial online activation; Non-disclosure of information required/requested for activation; Non-disclosure of where the information is sent/received; Activation tied to a user-account; Activation non-transferrable; Resale prohibited.

- Uninstallation

BOTH: Some registry keys remain; Game non-transferrable.

- Internal Disputes Resolution:

BOTH: Non-existent.