

Diablo 3: EVALUATION SUMMARY



About Diablo 3

Diablo 3 is Blizzard's much-anticipated dungeon-crawling role-playing game and is the third iteration of the Diablo series. Diablo 3 includes a co-op mode along with an auction house where gamers can buy/sell their items for virtual credits and vice-versa.

Medium: Disc Version

Versions Tested: Automatic Patch to 1.01.9558



About Battle.NET

Developed by Blizzard Entertainment, Battle.NET is a user-account and persistent online-based DRM. Its capabilities and services also include digital distribution, multiplayer match-making and social-networking.



About Blizzard Entertainment

With over 4,500 employees, Blizzard Entertainment, partnered with Activision, is one of the world's largest developer and publisher of Video Games. Whilst Blizzard is notorious for delaying their games in the pursuit of perfection, they have successfully capitalised the Massively Multiplayer Online market with World of Warcraft as well as developed successful titles such as the StarCraft and Diablo series.

INDIVIDUAL SCORES



56%



57%



N/A

RYG's RATING*

57%

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 and Publisher: Inconsistent DRM information provided; Phrase "Internet Connection Required" does not imply "Persistent Internet Connection Required"; Section 11 of Diablo 3's EULA dated October 2011 states Diablo 3 was designed for offline gameplay.

– Privacy Policy

BOTH: List of 3rd Parties not provided; Opt-out options with respect to collection of data not provided.

– EULA

BOTH: Not written for AUS Consumers; Incomprehensible, inconsistent and overwritten; Most recent EULA provided during activation stage cannot be printed or saved; Latest EULA (May 2012) not updated on official website; Inconsistent wording in relation to "consent to monitor" and "duration of online component"; Waiver to sue clause present.

– Installation

BOTH: Installation logs not provided; DRM files not installed to Gaming directory.

– Automatic Patches & Updates

Publisher: Changelogs not provided *during* installation of patches; Sunset option difficult due to DRM architecture of Battle.NET;

– Activation

BOTH: Non-disclosure of information required/requested for activation; Non-disclosure of where the information is sent/received; Activation tied to a user-account.

– Gameplay

BOTH: Persistent online connection required for gameplay; Gameplay is dependent on the strength and speed of the online connection; Users will be disconnected from their game irrespective of gaming activity (Error 37 and 3007); No option to save games locally.

– Uninstallation

DRM: Some files and registry keys will remain.

– Customer / Technical Support

BOTH: At times inconsistent, particularly in relation to online connection issues.