

GTA: Episodes From Liberty City: EVALUATION SUMMARY



About GTA: EFLC

Developed by Rockstar North, GTA: Episodes From Liberty City (EFLC) is an open-world action-adventure game comprising elements of driving as well as third-person shooters. EFLC is a standalone game from GTA: IV and is published by Rockstar Games, a subsidiary of Take-Two Interactive.

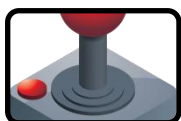
Medium: Disc Version
Version Tested: 1.00



About GFWL & SecuROM

Developed Microsoft, Games for Windows Live (GFWL) is social gaming service that boasts the ability to allow players to play games across different platforms (PCs and Xbox360) and act as a Digital Distribution platform.

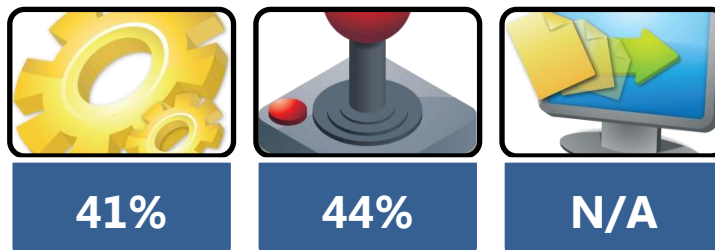
SecuROM is developed by Sony DADC and remains one of the oldest DRM series in the Video Gaming market. This version implemented by Rockstar Games is an online-centric, hardware-based DRM.



About Take-Two Interactive

With over 2,000 employees and about \$1 Billion in revenue, Take-Two Interactive is an American video-gaming Publisher. They oversee 2K Games and Rockstar Games in their production of video games and they handle several key franchises including GTA, BioShock as well as the line-up of 2K Sports franchises.

INDIVIDUAL SCORES



RYG's RATING*



* RYG's Rating is an aggregate of the Individual Scores

AREAS OF CONCERN

- Pre-Purchase & DRM Notification

DRMs: SecuROM Notifications inconsistent from Gaming Manual and EULA.

Publisher: As above; Delayed PC release.

- Privacy Policy

DRMs: Non-existent with respect for SecuROM.

Publisher: Not provided on the Gaming Package or EULA

- EULA

BOTH: Incomprehensible and inconsistent; No mention of "SecuROM"; Ownership bias.

- Personal Backup

BOTH: Not permissible.

- Installation

DRMs: SecuROM Files not contained to Gaming Directory; Installation logs not provided for both DRMs.

Publisher: As above; file-transfer issues with certain operating systems; Logs not provided.

- Game Patches & Updates

BOTH: As per "EULA" with respect to manual patches and updates. (Updates through GFWL not evaluated).

- Activation

DRMs: Online and Hardware activation; Non-disclosure of information required/requested for activation; Non-disclosure of where the information is sent/received; Release Date Check issues; Activation limits not provided; Disc required to play EFLC; Activation non-transferrable; Resale prohibited.

Publisher: As above; Inconsistent documentation.

- Uninstallation

DRMs: DRM Removal tool not provided in game; Some files and registry keys remain.

Publisher: Some files and registry keys remain.

- Customer Support & Internal Disputes Resolution

DRMs: Sparse and not localised to Publisher's release of EFLC.

Publisher: Non-existent