

LA Noire: EVALUATION SUMMARY



About LA Noire

LA Noire is a third-person, detective-thriller game set within a neo-noir landscape of Los Angeles. LA Noire also represented one of Australia's largest AAA exports in the video gaming industry.

Medium: Digital Version (via. Steam)

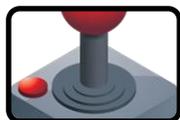
Versions Tested: Automatic Patch to 1.3.2613



About Steam & GameShield

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.

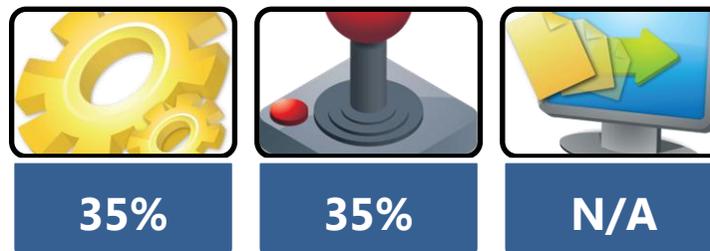
Developed by Yummy Interactive, GameShield is a hardware-based and online-centric DRM with known capabilities to fully integrate itself into an Operating System's registry and create "alias" files to aid anti-circumvention.



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 (N/A Ratings are NOT factored)

AREAS OF CONCERN

- Pre-Purchase & DRM Notification

DRM and Publisher: Little information is provided as to which combination of GameShield IronWrap was implemented in the game; Little is known given the surreptitious architecture of GameShield; DRM Strategy is three-tiered: Steam + Rockstar Social Club + GameShield; Relevant Links are not provided in relation to GameShield

- Privacy Policy

BOTH: Limited opt-out options and Limited consumer ownership with respect to collection of data; Non-personally identifiable data can identify Steam and Rockstar Social Club users; Data stored not 100% safe nor secure; Notification of changes difficult to determine. (GameShield not applicable as it was integrated within Rockstar Social Club)

- EULA

BOTH: Not written for AUS Consumers; Incomprehensible, inconsistent and overwritten; EULAs not tailored in respect to the game, Rockstar Social Club and Steam; EULA for GameShield was absent; Limited warranty/refund provisions for consumers; Ownership bias; Severely-limiting disputes resolution.

- Personal Backup

BOTH: Legally non permissible in spite of Steam's capabilities of cloud-based backup and multiple-machine installations; Resale prohibited; Game not transferrable.

- Installation

BOTH: Installation logs for LA Noire, GameShield and Rockstar Social Club weren't provided; One SecuROM inert-file was found in the game directory suggesting that SecuROM was initially considered as the DRM of choice.

- Automatic Patches & Updates

Publisher: Changelogs not provided during installation of patches; Sunset option difficult due to digital distribution / DRM architecture of Steam + Rockstar Social Club + GameShield.

- Activation

BOTH: Non-disclosure of information required/requested for activation; Non-disclosure of where the information is sent/received; Two-tiered online activation process; Unknown machine activation limit given how Rockstar created their GameShield DRM system (We've managed 5x installations across 3 OSes without failure with 2x on the one machine); Activation tied to a user-account.

- Uninstallation

BOTH: Some files and registry keys will remain; Alias files and registry keys in relation to GameShield may remain (yet to be decisively confirmed).

- Customer / Technical Support

Publisher: DRM Information still remains an elusive issue on their official support site(s).