

# Cities In Motion 2

An RYG Analysis

**Platform:** PC (Windows 7 only)  
**DRM:** Steamworks (Steam)  
**Digital Distributor:** Steam

**Developer:** Colossal Order  
**Publisher:** Paradox Interactive

## RYG's VERDICT

# 64%

## BARGAIN BIN MATERIAL

64% and below

### 1a. Product Info

**Note:** Steam DRM is used for all version of Cities in Motion 2 that are sold digitally outside of Steam.

*Looking at how much information is provided on Cities In Motion 2 on its website prior and on release.*

- ✓ Cities in Motion 2 released globally on 02.04.2013
- ✓ Base game and day-one DLCs sold as one package
- ✓ Minimum and recommended specs provided
- ✓ Advised Steamworks (Steam) DRM was to be used for Cities In Motion 2
- ✓ Advised how Steam DRM would activate the game
- ✓ Manual and Readme found on [steampowered.com](http://steampowered.com) / [citiesinmotion2.com](http://citiesinmotion2.com)
- ✓ EULA, Privacy Policy and TOS fully accessible on [steampowered.com](http://steampowered.com)
- ✓ All game-related information can be found on [steampowered.com](http://steampowered.com)
  
- ✗ Available only on Windows and MacOS
- ✗ Closed alpha/beta access only

### 1b. Digital Dwnld

**Note:** Backing up Steam games "offline" can be found via. [PC-GamingWiki](http://PC-GamingWiki).

*Looking at Steam as a digital distributing service for PC games.*

**See Also:** Refer to Section 3, *Billing, Payment & Other Subscriptions* in respect to pre-order refunds for users living in the EU.

- ✓ Available worldwide through [steampowered.com](http://steampowered.com)
- ✓ Minimum and recommended specs provided
- ✓ Advised Steamworks (Steam) DRM was to be used for Cities In Motion 2
- ✓ Advised how Steam DRM would activate the game
- ✓ Free and unlimited access and downloads after purchase
- ✓ Can backup purchased games "offline" (e.g. external or optical drives)
- ✓ Refunds offered for pre-orders
- ✓ Can access personal data
- ✓ Can terminate account or request to terminate account

**See Also:** Difference in prices for The Cave can be found via. [Steam Apps Database](http://Steam Apps Database).

- ✗ Cities In Motion 2 is priced inconsistently across global regions
- ✗ Download / Client Manager is required, including for gameplay
- ✗ User account creation is required
- ✗ No refunds or exchanges for purchased games
- ✗ Warranties waived (excluding physical merchantability warranties)

## 2. Privacy Policy

**Note:** 1,507 words found within Steam's Privacy Policy.

**See Also:** Relevant Sections: *Collection of Information, Personally Identifiable Information and Use of Personally Identifiable Information.*

**Note:** Privacy Policy was retrieved April 2013; Effective Date of Steam's Privacy Policy prior to this evaluation was August 2012.

## 3a. EULA (GAME)

**Note:** 4,211 words found in Cities In Motion 2's EULA.

**Note:** Steam's Subscriber's Agreement (EULA / TOS) is evaluated as a separate section 3b. EULA (STEAM)

- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Account termination voids past purchases and licenses to play them
- ✗ Consumers prevented from disputing and validating Steam's TOS breaches
- ✗ Can't review and question changes made to Steam's TOS
- ✗ Past purchases voided after refusing to accept Steam's TOS

*Looking at Steam's Privacy Policy through Valve (Steam)*

- ✓ Privacy Policy found on [steampowered.com](http://steampowered.com)
- ✓ Policy applies to Steam Client, Steamworks DRM and Cities In Motion 2
- ✓ Easy to read, understand and is worded with clear consistency
- ✓ Users visibly notified of any changes made to the Policy
- ✓ "Personally-identifiable" and "non-personally identifiable" info are defined
- ✓ Policy specifies what's are collected before and during gameplay
- ✓ Info is stored in the US
- ✓ Data centres are 100% safe and secure
- ✓ Info is used solely for improving Steam's services only!
- ✓ Visible opt-in / opt-out process
- ✓ Users can access and modify their user account
- ✓ Users can modify their user account
- ✓ Users can validate the info they've provided
- ✓ Can request to have their data removed
- ✓ Can review and query changes made to the Privacy Policy
- ✗ Third parties not identified
- ✗ Users have limited control over their Steam account
- ✗ Users must accept ALL changes to the Policy before playing Cities In Motion 2

*Looking at Cities In Motion 2's EULA from Paradox Interactive*

- ✓ EULA / TOS is found on [steampowered.com](http://steampowered.com)
- ✓ EULA / TOS covers Cities In Motion 2 and Steam DRM
- ✓ Terms and conditions for Steam DRM are clearly defined
- ✓ Can back-up copies of Cities In Motion 2
- ✓ Won't blacklist specific background services or software
- ✓ Users can initiate legal action if the arbitration process fails
- ✓ Users can criticise or provide criticism about the game without reprisals
- ✗ Difficult to read, understand and is inconsistently worded
- ✗ Drafted to only abide by the laws of Sweden
- ✗ Users not visibly notified of any changes made to the EULA / TOS
- ✗ Can't review and query changes made to the EULA / TOS
- ✗ License to play the game only provided
- ✗ No refunds or exchanges for purchased games
- ✗ Circumvention of Steam DRM prohibited
- ✗ Cities In Motion 2's source code isn't to be modified or reverse-engineered
- ✗ Not permitted to create "mods"

**Note:** Limited warranties, waivers of liability and indemnity are commonly found within many software EULAs and TOSs

## 3b. EULA (STEAM)

**Note:** 6,286 Words found in Steam's EULA.

*See Also:* Section 12, *Dispute Resolution / Binding Arbitration / Class Action Waiver*

## 4. Setup / Install

**Note:** Installing games through Steam to a different folder and drive can be done by altering the Steam shortcut to add "-dev" (via. [RPS](#))

## 5. Updates / Patching

- ✗ Monitoring services / software are required to play Cities In Motion 2
- ✗ Warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Termination process dictated by Paradox Interactive
- ✗ Arbitration process isn't freely-provided and is overseen by Paradox Interactive

*Looking at Steam Subscriber's Agreement through Steam.*

- ✓ EULA / TOS is found on steampowered.com
- ✓ EULA / TOS covers Steam DRM
- ✓ Terms and conditions for Steam DRM are clearly defined
- ✓ Can back-up copies of Steam Client
- ✓ Permitted to create free "mods" of Valve's Source Code Engine
- ✓ Won't blacklist specific background services or software
- ✓ Termination process is clear and transparent
  
- ✗ Difficult to read and understand
- ✗ Drafted to only abide by the laws of US in the state of California
- ✗ Users not visibly notified of any changes made to the EULA / TOS
- ✗ Can't review and query changes made to the EULA / TOS
- ✗ Circumvention of Steam DRM prohibited
- ✗ Monitoring services / software are required to use Steam
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Arbitration process isn't freely-provided and requested by Valve
- ✗ Legal action is waived

*Looking at how Cities In Motion 2 is installed on Windows PCs only.*

- ✓ Custom installation options are provided
- ✓ All files are installed within folders designated by users
- ✓ Steam DRM files installed within folders designated by users
- ✓ Currently-executing background services won't interfere with installation
- ✓ Error-free installation
- ✓ Installation completed within 30 minutes (on a Broadband connection)
  
- ✗ No installation logs of files and registry keys

*Looking at how Cities In Motion 2 is patched prior and after gameplay.*

- ✓ Can play the game unpatched
- ✗ No plans to sunset Steam DRM

## 6. DRM & Activation

**Note:** It is recommended that (new) users should install and update Steam first before installing Cities In Motion 2.

**Note:** Cities In Motion 2 will only be connected to the following servers: Valve, Limelight Networks and Highwinds Networks.

**See Also:** How to play Cities In Motion 2 in [offline mode](#).

## 7. Gameplay Experience

**See Also:** [PCGamingWiki's Page on Cities In Motion 2](#), which includes a range of customisation / tweaks.

**Note:** (Local) savegame files and Configuration files are found under the AppData\LocalLow\Cossal Order\ folder.

## 8. PC Cleanup

*Looking at Steamworks (Steam) DRM in relation to Cities In Motion 2 and its effects on Windows PCs only.*

- ✓ Won't interfere with currently-executing background services or software
- ✓ Firewall and AV settings aren't modified or required to be modified
- ✓ Users are aware and advised on how Cities In Motion 2 will be activated
- ✓ Username, password and email are only required
- ✓ Unlimited online activations to any one PC
- ✓ Can play single-player game offline
- ✓ Only Steam DRM is implemented
- ✓ Unlimited hardware activations
- ✓ Unlimited installations
- ✓ Support and troubleshooting process provided
- ✓ Activation is simple and hassle-free
  
- ✗ No instructions provided on the activation process
- ✗ Can't verify the safety and reliability of the activation process
- ✗ A non-transferrable user account is required
- ✗ Game is locked to specific account after activation

*Looking at the gameplay aspects of Cities In Motion 2 and how it interacts with PC Windows.*

- ✓ Can play on minimum specs
- ✓ Can play a backup copy of the game
- ✓ Disc not required for gameplay
- ✓ Can customise controls
- ✓ Can play in windowed mode
- ✓ Can play offline
- ✓ Won't "phone home"
- ✓ Can play without connectivity issues on an ADSL connection
- ✓ Can play error-free for more than 5hrs
- ✓ Won't interfere with services and background software
- ✓ Will resume at the last checkpoint
- ✓ Can modify savegame and/or ini file
  
- ✗ Only playable on mouse and keyboard
- ✗ Can only play on one PC at a time per game / account
- ✗ DRM and monitoring services will operate during and after gameplay

*Looking at whether Cities In Motion 2 will modify certain PC settings without users permission / consent.*

- ✓ PC clean after scanning for viruses
- ✓ PC clean after scanning for malware and spyware
- ✓ PC clean after scanning for rootkits
- ✓ HOSTS wasn't modified
- ✓ Played Cities In Motion 2 without major errors
- ✓ Start-up settings remain unaltered

## 9. Removal Uninstall

**Note:** Steam does offer an option to **manually remove all Steam-related files**. It does work and will remove any remaining files and keys after uninstallation of Cities In Motion 2.

## 10. Customer Support

- ✓ No DRM / monitoring services running in the background after shutting down
- ✓ System configuration files remain unaltered

*Looking at how clean, efficient and effective the removal process is for Cities In Motion 2 (How much legacy material is there after the removal of Cities In Motion 2?)*

- ✓ Will need to uninstall the game via. Control Panel
- ✓ Knowledgebase provided at Steam to remove all Steam files and registry keys
- ✓ Knowledgebase in removing game + DRM files is easy to understand
- ✗ Some files and registry keys related to Cities In Motion 2 remain

*Looking at the customer support side of Cities In Motion 2 through Steam*

- ✓ Customer service / support found in one place at support.steampowered.com
- ✓ support.steampowered.com is easy to use and navigate
- ✓ Searching on support.steampowered.com is direct and quick
- ✓ Info is easy to read and understand
- ✓ Arbitration / resolution service is available
- ✓ Arbitration / resolution process is easy to follow / understand
- ✗ Arbitration / resolution process favours Paradox Interactive
- ✗ Legal action waived once arbitration process is initiated
- ✗ No option provided for giving feedback on the service of customer support

## RYG's VERDICT

# 64%

## BARGAIN BIN MATERIAL

64% and below

## SHOWS PROMISE & POTENTIAL

Between 65% and 84%

## WORTH SUPPORTING

85% and above

*In spite of the "low" score, Cities In Motion 2 is a small game to install, its files and registry keys self-contained on any PC (so they are easy to remove) and, for some, it will play offline (and won't phone home) even if PCs are connected via the Internet. It's low-score, however, is reflective of the game's legal and consumer-rights point of view.*



### Colophon

This analysis of Cities In Motion 2 was compiled by Lisa and Martin Pham. Typeface used is ITC Stone Sans. RYG thanks Anna Henriksson, Josh Bush, Ethan Lee, Adam Ames and David Hatch for their insights and suggestions in the design of this analysis. Cities In Motion 2 was bought with RYG funds through Steam

### Disclaimer

These analyses are only a guide and represent RYG's perspective into Cities In Motion 2 as a product. We believe everyone should perform their own research and reach their own conclusions. This is one view of many. Again, we thank you for taking the time to read our analysis of Cities In Motion 2 and hope you continue to support our work.

RYG is a user research and design studio for video game developers and publishers. Our focus is planning and designing games with a gamers'-first mentality through user and product research. RYG is led by a husband-and-wife team of Lisa and Martin Pham. RYG is operated in the heart of Sydney.

RYG Analysis: Cities In Motion 2  
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