

Dishonored

An RYG Analysis

Platform: PC (Windows 7 only)
DRM: Steamworks (Steam)
Digital Distributor: PHYSICAL COPY ONLY!!!

Developer: Arkane Studios
Publisher: Bethesda Softworks

RYG's VERDICT

66% **SHOWS PROMISE & POTENTIAL**
Between 65% and 84%

1a. Product Info

Looking at how much information is provided on Dishonored on its website prior and on release.

- ✓ Dishonored for PC was released globally on 11.10.2012
- ✓ Only the base game was sold (No Day-One DLCs or Pre-order packs)
- ✓ Minimum and recommended specs provided
- ✓ Advised Steamworks (Steam) DRM was to be used for Dishonored
- ✓ Advised how Steam DRM would activate the game through Dishonored
- ✓ Manual and Readme found on steampowered.com
- ✓ All game-related information can be found on steampowered.com
- ✗ Dishonored was released after the sale of its console version
- ✗ Available only on Windows and MacOS
- ✗ No demo
- ✗ EULA is only found within the game (Privacy Policy is found on Steam)

2. Privacy Policy

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

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.

- ✓ Privacy Policy found on steampowered.com
- ✓ Policy applies to Steam Client, Steamworks DRM and Dishonored
- ✓ 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

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

3a. EULA (GAME)

Note: 1,962 words found in Dishonored's EULA

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

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

- ✗ Third parties not identified
- ✗ Users have limited control over their Steam account
- ✗ Users must accept ALL changes to the Policy before playing Dishonored

Looking at Dishonored's EULA from Bethesda Softworks

- ✓ EULA / TOS covers Dishonored and Steam DRM
- ✓ Easy to read, understand and is worded with clear consistency
- ✓ Drafted to coincide with relevant consumer laws at the point of purchase
- ✓ Can replace damaged copies with a free, replacement copy (AUS only)
- ✓ Terms and conditions for Steam DRM are clearly defined
- ✓ Can back-up copies of Dishonored
- ✓ Permitted to create free "mods" of Dishonored (no known mods found)
- ✓ All warranties provided (for AUS in respect to "goods" only)
- ✓ 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

- ✗ EULA / TOS is only found within the game itself
- ✗ 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
- ✗ Dishonored's source code isn't to be modified or reverse-engineered
- ✗ Monitoring services / software are required to play Dishonored
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Termination process dictated by Bethesda Softworks

Looking at Steam Subscriber's Agreement through Steam.

3b. EULA (STEAM)

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

- ✓ 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

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

Note: First-time users should expect a 30Mb update before playing Dishonored.

6. DRM & Activation

Note: It is recommended that (new) users should install and update Steam first before installing Dishonored.

Note: Dishonored will only be connected to the following servers: Highwinds Networks, Limelight Networks and Valve.

See Also: How to play Dishonored in [offline mode](#).

Looking at how Dishonored 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

- ✗ No installation logs of files and registry keys

Looking at how Dishonored is patched prior and after gameplay.

- ✓ No day one patch found (First time users will need to update the game)
- ✓ No other DRM files or registry keys are installed
- ✓ Details of patches provided via. [steampowered.com](#)
- ✓ Users can be advised of game patch's availability
- ✓ Users advised of any changes to the Privacy Policy &/or EULA before an update

- ✗ Automatic updates are mandatory
- ✗ Requires ALL patches to play Dishonored
- ✗ Patches only installed via. automatic updates
- ✗ No installation logs of files and registry keys
- ✗ Rollback option not provided
- ✗ No plans to sunset Steam DRM

Looking at Steamworks (Steam) DRM in relation to Dishonored 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 Dishonored 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

7. Gameplay Experience

Note: PCGamingWiki has a nice page dedicated to [customising and tweaking Dishonored](#) for PCs.

Note: (Local) savegame files are found under the \Program Files (x86)\Steam\userdata\ folder.

Note: Config files are found under the \My Documents\My Games\Dishonored\DishonoredGame\ folder.

Looking at the gameplay aspects of Dishonored 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 & play with keyboard, mouse and/or console controls
 - ✓ Suitable options to modify video settings
 - ✓ Can play in windowed mode
 - ✓ Can play offline
 - ✓ Won't "phone home"
 - ✓ Can access DLC offline
 - ✓ 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
-
- ✗ Can only play on one PC at a time per game / account
 - ✗ DRM and monitoring services will operate during and after gameplay

8. PC Checkup

Looking at whether Dishonored 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 Dishonored without major errors
- ✓ Start-up settings remain unaltered
- ✓ No DRM / monitoring services running in the background after shutting down
- ✓ System configuration files 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 Dishonored.

Looking at how clean, efficient and effective the removal process is for Dishonored (How much legacy material is there after the removal of Dishonored?)

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

10. Customer Support

Looking at the customer support side of Dishonored through Steam's Forum on Dishonored

- ✓ Customer service / support found in one place at steampowered.com
- ✓ Their forum is easy to use and navigate
- ✓ Searching on the Dishonored forum on Steam is direct and quick
- ✓ Info is easy to read and understand

RYG's VERDICT

66%

BARGAIN BIN MATERIAL

64% and below

SHOWS PROMISE & POTENTIAL

Between 65% and 84%

WORTH SUPPORTING

85% and above

After looking at a large number of Steam games we find Dishonored to be rather pedestrian in that there won't be any surprises or quirks to be found in a genuine Steam-protected/distributed game. The better aspect of this, apart from the impressive porting process from the console version is that it's a AAA game that won't dare to phone home back to any of its developer / publisher servers or any servers apart from Steam's very own, even in offline mode. Apart from this, the usual things we found with Steam and with Dishonored as a AAA game were, more or less usual, such as its legal documentation, privacy policies, EULAs and even some aspects of its user experience.



Colophon

This analysis of Dishonored 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. Dishonored was bought with RYG funds through EB Games.

Disclaimer

These analyses are only a guide and represent RYG's perspective into Dishonored 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 Dishonored 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: Dishonored
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