

# Final Fantasy 7

An RYG Analysis

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

**Developer:** Square Enix  
**Publisher:** Square Enix

## RYG's VERDICT

# 55%

## BARGAIN BIN MATERIAL

64% and Below

## 1. Product Info

**Note:** More information on Square Enix DRM used and its cloud-saving feature can be found on [steampowered.com](http://steampowered.com).

*Looking at how much information is provided on Final Fantasy 7 on its website prior and on release.*

- ✓ Final Fantasy 7 (2012) released globally via Steam on 04.07.2013
- ✓ Minimum and recommended specs provided
- ✓ Advised Steamworks (Steam) and Square Enix DRM was to be used
- ✓ Advised how Steam and Square Enix DRM would activate the game
- ✓ 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
- ✗ No demo
- ✗ No manual provided

## 2a. Privacy Policy

**Note:** 2,080 words found within [Square Enix's Privacy Policy](#).

**Note:** Steam's Privacy Policy is evaluated as a separate section **2b. Privacy Policy (STEAM)**.

*Looking at Final Fantasy 7's Privacy Policy through [Square Enix](#)*

- ✓ Privacy Policy found on Square Enix's website and on Final Fantasy 7's EULA
- ✓ Easy to read, understand and is worded with clear consistency
- ✓ "Personally-identifiable" and "non-personally identifiable" info are defined
- ✓ Policy specifies how gameplay info are collected before and during gameplay
- ✓ Info is used solely for the purposes of gameplay
- ✓ Users can access their gameplay data
- ✓ Can review and query changes made to the Privacy Policy
  
- ✗ Policy only applies to Final Fantasy 7 only
- ✗ Users not visibly notified of any changes made to the Policy
- ✗ Not advised where the info is specifically stored
- ✗ Third parties not identified
- ✗ Opt out option(s) not provided prior to game launch
- ✗ Data Centres are not 100% secure
- ✗ Little or no options to modify user's gameplay data
- ✗ Users have limited control over their gameplay data

**Note:** Privacy Policy was retrieved July 2013; Effective date of Privacy Policy is July 2012.

## 2b. 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 July 2013; Effective Date of Steam's Privacy Policy prior to this evaluation was August 2012.

## 3a. EULA (GAME)

**Note:** 4,169 words found in Final Fantasy 7 EULA.

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

- ✗ Users can't validate what they've provided
- ✗ User data is retained by Square Enix for an extended period of time
- ✗ Users must accept ALL changes made to the Policy before playing the game

*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 Final Fantasy 7
  - ✓ 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 the info they send via. their user account
  - ✗ Users must accept ALL Policy changes before playing Final Fantasy 7

*Looking at Final Fantasy 7's EULA from Square Enix.*

- ✓ EULA / TOS is found on [steampowered.com](http://steampowered.com)
  - ✓ EULA / TOS covers Final Fantasy 7 and Steam DRM
  - ✓ Can replace damaged copies with a free, replacement copy
  - ✓ Terms and conditions for Steam DRM are clearly defined
  - ✓ 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 the UK
  - ✗ 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
  - ✗ Back-ups aren't permitted
  - ✗ Final Fantasy 7's source code isn't to be modified or reverse-engineered
  - ✗ Not permitted to create "mods"
  - ✗ Monitoring services / software are required to play Final Fantasy 7

**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

- ✗ Warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Termination process dictated by Square Enix

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

- ✓ EULA / TOS is found on [steampowered.com](http://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 Final Fantasy 7 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 mins (using an ADSL2+ connection)
  
- ✗ No installation logs of files and registry keys

*Looking at how Final Fantasy 7 is patched prior and after gameplay.*

- ✓ Patch not required for gameplay (vanilla version released)
  
- ✗ No plans to sunset Steam DRM.

## 6. DRM & Activation

**Note:** It is recommended that (new) users should install and update Steam first before installing Final Fantasy 7.

**Note:** Final Fantasy 7 will only be connected to the following servers: Valve, Eidos, Square Enix, Comodo (SSL), Amazon Web Services, iWeb Technologies, Softlayer Technologies, Highwinds Networks and Limelight Networks.

**See Also:** How to play Final Fantasy 7 in [offline mode](#).

## 7. Gameplay Experience

**Note:** There will be regular issues encountered during the cloud save option. The fallback option allows users to save their game locally at `\Documents\Square Enix\FINAL FANTASY VII Steam`

## 8. PC Checklist

*Looking at Steamworks (Steam) and Square Enix DRM in relation to Final Fantasy 7 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 Final Fantasy 7 will be activated
- ✓ Unlimited online activations to any one PC
- ✓ Can play single-player game offline
- ✓ Unlimited hardware activations
- ✓ Unlimited installations
  
- ✗ 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
- ✗ Username, Password, DOB, Location and Security Questions are required
- ✗ Game is locked to specific account after activation
- ✗ Steam and Square Enix DRM are implemented
- ✗ No support or troubleshooting process
- ✗ Activating the game isn't simple and hassle-free

*Looking at the gameplay aspects of Final Fantasy 7 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 control and can play with (XBox360) console controller
- ✓ Can play in windowed mode
- ✓ Can play offline
- ✓ Won't interfere with services and background software
- ✓ Will resume at the last checkpoint
- ✓ Can modify savegame and/or ini file
  
- ✗ Very limited graphical options provided
- ✗ Will "phone home" to Square Enix, Eidos and Amazon Web Service
- ✗ Connectivity issues are commonplace on an ADSL connection
- ✗ Will encounter errors, in particular with Cloud Saves
- ✗ 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 Final Fantasy 7 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 Final Fantasy 7 without major errors
- ✓ Start-up settings remain unaltered

## 9. Removal Uninstall

**Note:** Some registry keys relating to Steam remaining after a complete uninstallation are as follows: /HKCR/steam/, /HKCU/Software/Valve and /HKU/Software/Wow6432Node/Valve

## 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 Final Fantasy 7 (How much legacy material is there after the removal of Final Fantasy 7?)*

- ✓ Clean uninstallation in relation to Final Fantasy 7 and Steam-related files
- ✗ Will need to uninstall the game via. Control Panel
- ✗ Some registry keys related to Steam and Final Fantasy 7 remain

*Looking at the customer support side of Final Fantasy 7 through Valve*

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

## RYG's VERDICT

# 55%

## BARGAIN BIN MATERIAL

64% and below

## SHOWS PROMISE & POTENTIAL

Between 65% and 84%

## WORTH SUPPORTING

85% and above

*There is a lot to be desired with Final Fantasy 7, which is a game that feels very much a direct copy from the 90's version. There's little by way of any graphical improvements, which, doesn't help when there's a secondary user-account DRM linked to the game with a specific intention of providing cloud saves. Unfortunately, the cloud save option will work intermittently through Square Enix. It's best to avoid this particular version until a hassle-free alternative is presented.*



### Colophon

This analysis of Final Fantasy 7 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. Final Fantasy 7 was bought with RYG funds through Steam.

### Disclaimer

These analyses are only a guide and represent RYG's perspective into Final Fantasy 7 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 Final Fantasy 7 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: Final Fantasy 7  
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