

Go Home Dinosaurs

An RYG Analysis

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

Developer: Fire Hose Games
Publisher: Fire Hose Games

RYG's VERDICT

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

1a. Product Info

Looking at how much information is provided on Go Home Dinosaurs on the Steam site prior and on release.

- ✓ Go Home Dinosaurs released globally for PC Windows on 15.03.2013
- ✓ Minimum and recommended specs provided
- ✓ Advised Steamworks (Steam) DRM was to be used for Go Home Dinosaurs
- ✓ Advised how Steam DRM would activate Go Home Dinosaurs
- ✓ EULA, Privacy Policy and TOS fully accessible on steampowered.com
- ✓ All game-related information can be found on steampowered.com

- ✗ Available only on Windows
- ✗ No demo
- ✗ No Manual and/or Readme

1b. Digital Dwnld

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

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

Note: Refer to Section 3, [Billing, Payment & Other Subscriptions](#) in respect to pre-order refunds for users living in the EU

Note: Difference in prices for Go Home Dinosaurs can be found via. [Steam Apps Database](#).

- ✓ Available worldwide through steampowered.com
- ✓ Minimum and recommended specs provided
- ✓ Advised Steamworks (Steam) DRM was to be used for Go Home Dinosaurs
- ✓ Advised how Steam DRM would activate Go Home Dinosaurs
- ✓ Free and unlimited access and downloads after purchase
- ✓ Can backup purchased games "offline" (e.g. external or optical drives)
- ✓ Refunds offered for pre-orders (EU ONLY!)
- ✓ Can access personal data
- ✓ Can terminate account or request to terminate account

- ✗ Go Home Dinosaurs 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)
- ✗ Cover waived against any unforeseeable damages, disruptions of service

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

3a. EULA (GAME)

3b. EULA (STEAM)

Note: 6,946 Words found in Steam's EULA.

EULA has been updated to July 2013.

- ✗ Account termination voids past purchases and licenses to play them
- ✗ Consumers prevented from disputing Steam TOS breaches made against them
- ✗ Can't review and question changes made to Steam TOS
- ✗ Past purchases voided after refusing to accept Steam TOS

Looking at Go Home Dinosaurs's Privacy Policy through Steam

- ✓ Privacy Policy found on steampowered.com
 - ✓ Policy applies to Steam Client, Steamworks DRM and Go Home Dinosaurs
 - ✓ 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 Go Home Dino

Looking at Go Home Dinosaurs's EULA from Fire Hose Games.

- ✓ EULA / TOS wasn't found / wasn't required.

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

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

6. DRM & Activation

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

Note: Go Home Dinosaurs will be connected to the following servers: Highwinds Networks, Limelight Networks and Valve (Akamai Technologies, Highwinds Networks, Kaia Global Networks Ltd, Qwest Communications, Level 3 Communications, TiNet and Comcast).

See Also: How to play Go Home Dinosaurs in [offline mode](#).

- ✗ 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 Go Home Dinosaurs 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 10 minutes (using an ADSL2+ connection)

- ✗ No installation logs of files and registry keys

Looking at how Go Home Dinosaurs is patched prior and after gameplay.

- ✓ Can play the game unpatched.

- ✗ No plans to sunset Steam DRM

Looking at Steam DRM in relation to Go Home Dinosaurs 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 Go Home Dinosaurs 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: Details on remapping keys on a console controller and other GPU settings can be found on [PCGamingWiki](#).

Note: [Config file](#) found in /AppData/Local/Fire House Games/. Savegame file found in the /SteamApps/userdata/.../216090/ folder.

Note: Go Home Dinosaurs will try to connect to Amazon Web Services in offline mode.

Looking at the gameplay aspects of Go Home Dinosaurs and how it interacts with PC Windows.

- ✓ Can play on minimum specs
- ✓ Can play a backup copy of the game
- ✓ Suitable options to modify video settings (not a graphically intensive game)
- ✓ Disc not required for gameplay
- ✓ Can play in windowed mode
- ✓ Can play offline
- ✓ 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

- ✗ Only playable on mouse
- ✗ Will "phone home"
- ✗ 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 Go Home Dinosaurs 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 Go Home Dinosaurs without major errors
- ✓ Start-up settings remain unaltered
- ✓ No DRM and monitoring services running in the background
- ✓ 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 Go Home Dinosaurs.

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

- ✓ 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 Steam remain

10. Customer Support

Looking at the customer support side of Go Home Dinosaurs through Steam's Community Forums

- ✓ 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

66%

BARGAIN BIN MATERIAL

64% and below

SHOWS PROMISE & POTENTIAL

Between 65% and 84%

WORTH SUPPORTING

85% and above

Go Home Dinosaurs is a very small game so the amount of issues found in downloading, installing and uninstalling the game is quite minimal. There is the small issue that it will "phone-home" back to Amazon Web Services in offline mode. But, putting that aside, users new or adverse to using Steam will encounter the usual issues that comes with Steam (legal rights, DRM, tethered gaming platform) in which we've covered extensively in previous evaluations.



Colophon

This analysis of Go Home Dinosaurs 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. Go Home Dinosaurs was bought with RYG funds through Steam.

Disclaimer

These analyses are only a guide and represent RYG's perspective into Go Home Dinosaurs 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 Go Home Dinosaurs 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: Go Home Dinosaurs
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