

# Gone Home

An RYG Analysis

**Platform:** PC (Windows only)  
**DRM:** DRM Free  
**Digital Distributor:** Direct from Developer

**Developer:** The Fullbright Company  
**Publisher:** The Fullbright Company

## RYG's VERDICT

**91%** **WORTH SUPPORTING**  
**85% and above**

### 1. Product Info

*Looking at how much information is provided on Gone Home on its website prior and on release.*

- ✓ Gone Home was released globally (for WIN) on 16.08.2013
- ✓ Available on Windows, MacOS and Linux
- ✓ Minimum and recommended specs provided
- ✓ Advised DRM Free on 16.08.2013
- ✓ EULA, Privacy Policy and TOS not required
- ✓ All game-related information can be found on [gonehomegame.com](http://gonehomegame.com)
- ✗ Demo not provided
- ✗ No Manual and/or Readme provided (other than in-game)

### 2. Digital Download

*Looking at the Gone Home's website direct as a digital distributing service for PC games.*

- ✓ Gone Home sold at one, global price
- ✓ Available worldwide through [gonehomegame.com](http://gonehomegame.com)
- ✓ Download / Client Manager is not required
- ✓ Released DRM Free on 16.08.2013
- ✓ User account creation is optional; minimal details required
- ✓ Free and unlimited access and downloads after purchase
- ✓ Can backup purchased games "offline" (e.g. external or optical drives)
- ✗ Minimum and recommended specs not provided
- ✗ Warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service

### 3. Privacy Policy & EULA

*Looking at Gone Home's Privacy Policy and End User License Agreement.*

- ✓ EULA / TOS and the Privacy Policy is not required for Gone Home

## 4. Setup / Install

*Note:* Downloading and Installing Gone Home will take ~1Gb.

*Note:* Config and Savegame locations are found within the /AppData/Localrow/The Fullbright Company/Gone Home folder.

## 5. Updates / Patching

## 6. DRM & Activation

*Note:* Gone Home will not connect to any server(s) before and during gameplay.

## 7. Gameplay Experience

*Looking at how Gone Home is installed on Windows PCs only.*

- ✓ All game files installed within folders designated by users
- ✓ Currently-executing background services won't interfere with installation
- ✓ Error-free installation
- ✓ Installation logs provided
- ✓ Installation completed within 10 minutes

*Looking at how Gone Home is patched prior and after gameplay.*

- ✓ Can play the game unpatched

*Looking at the DRM-Free nature of Gone Home and its effects on Windows PCs only.*

- ✓ Firewall and AV settings aren't modified
- ✓ User account not required
- ✓ Can play single-player game offline (Internet connection not required)
- ✓ No hardware activations
- ✓ Unlimited installations
- ✓ Activation's not required

*Looking at the gameplay aspects of Gone Home 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
- ✓ Suitable options to modify video settings
- ✓ Can play with console (XBox360) controller
- ✓ Can customise keyboard controls only
- ✓ 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 play on more than one PC simultaneously
- ✓ Can modify savegame and/or ini file
- ✓ No DRM or monitoring services running in the background

## 8. PC Checkup

*Looking at whether Gone Home 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 Gone Home 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:* Remaining files from /AppData/LocalRow/The Fullbright Company/ can be removed manually. Registry keys within HKCU/Software/The Fullbright Company/ can be removed manually

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

- ✓ Direct uninstallation shortcut provided
- ✓ Backup savegames prompt provided / Savegames retained
- ✗ Files and registry keys remain after uninstallation

## 10. Customer Support

*Looking at the customer support side of Gone Home through The Fullbright Company.*

- ✓ Customer service / support is found through [gonehomegame.com](http://gonehomegame.com)
- ✓ Website's easy to use and navigate
- ✓ Searching on the Gone Home Game website is direct and quick
- ✓ Info is easy to read and understand

## RYG's VERDICT

# 91%

## WORTH SUPPORTING

85% and above

## SHOWS PROMISE & POTENTIAL

Between 65% and 84%

## BARGAIN BIN MATERIAL

64% and below

*Gone Home is quite a simple game to configure and a game that's virtually unbridled from all the legal documentation, activations and even lazy menu options. The only sore issue we had was the way the game was removed from the system, which required some manual removal of some files and registry keys afterwards.*



### Colophon

This analysis of *Gone Home* 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. *Gone Home* was bought with RYG funds through The Fullbright Company's website.

### Disclaimer

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