

# I Am Alive

An RYG Analysis

**Platform:** PC (Windows 7 only)  
**DRM:** DRM Free  
**Digital Distributor:** PHYSICAL COPY ONLY!!!

**Developer:** Darkworks / Ubisoft Shanghai  
**Publisher:** Ubisoft

## RYG's VERDICT

# 53%

## BARGAIN BIN MATERIAL

64% and below

## 1. Product Info

*Note:* I Am Alive (Physical Copy only) was released DRM Free. More information on how to get the best out of I Am Alive can be found through [PCGamingWiki](#).

*Looking at how much information is provided on I Am Alive on the Steam site prior and on release.*

- ✓ I Am Alive released globally for PC Windows on 06.09.2012
- ✓ Minimum and recommended specs provided
- ✓ Manual and Readme provided with the game
  
- ✗ I Am Alive for PC released after the sale of its console version
- ✗ Available only on Windows
- ✗ No demo
- ✗ No DRM notification found on the package or on the website
- ✗ EULA, Privacy Policy and TOS is only found within the game
- ✗ All game-related information on I Am Alive is difficult to find and navigate

## 2. Privacy Policy

*Note:* 2,458 words found within Ubisoft's "Global" [Privacy Policy](#).

*Note:* Safety & reliability of their data centres cited under "What Safeguards Does Ubisoft Use to Protect My Personal Information?"

*Note:* I Am Alive will only connect to Ubisoft's servers to determine if the game is up to date.

*Looking at I Am Alive's Privacy Policy through Ubisoft*

- ✓ Policy applies to I Am Alive only
- ✓ Data centres are 100% safe and secure
- ✓ Can still play I Am Alive without accepting to the amended Privacy Policy
  
- ✗ Privacy Policy only found on ubi.com
- ✗ Difficult to read, understand and is inconsistently worded
- ✗ Users not visibly notified of any changes made to the Policy
- ✗ "Personally-identifiable" and "non-personally identifiable" info are intertwined
- ✗ Doesn't define what info is specifically collected before and during gameplay
- ✗ Not advised where the info is specifically stored
- ✗ Not clearly defined how info is used
- ✗ Third parties not identified
- ✗ Opt-in / opt-out process not provided
- ✗ No options to access, modify or validate the info sent to Ubisoft's servers
- ✗ User data is retained by Ubisoft for an extended period of time
- ✗ Can't review and query changes made to the Privacy Policy

# 3. EULA TOS

*Note:* 1,186 words found in Ubisoft's EULA. Only 3 versions exist: US, Canada and UK.

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

*Looking at I Am Alive's EULA from Ubisoft*

- ✓ EULA / TOS covers I Am Alive only
- ✓ Easy to read, understand and is worded with clear consistency
- ✓ Can replace damaged copies with a free, replacement copy
- ✓ Can opt-out of any monitoring services / software
- ✓ 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 only
- ✗ Drafted to only abide by the laws of the US, UK or Canada
- ✗ 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
- ✗ Terms and conditions for its DRM-Free component aren't clearly defined
- ✗ Back-ups aren't permitted
- ✗ I Am Alive's source code isn't to be modified or reverse-engineered
- ✗ Not permitted to create "mods"
- ✗ Warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Termination process dictated by Ubisoft

# 4. Setup / Install

*Note:* I Am Alive will not install any files or services relating to Ubisoft's Uplay.

*Looking at how I Am Alive is installed on Windows PCs only.*

- ✓ Custom installation options are provided
- ✓ All files are 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

# 5. Updates / Patching

*Note:* The physical version of I Am Alive is up to date and will not require any updates.

*Looking at how I Am Alive is patched prior and after gameplay.*

- ✓ Day-one patch not required
- ✓ Can play the game unpatched
  
- ✗ I Am Alive will connect to an auto-update launcher if users are connected

## 6. DRM & Activation

*Looking at DRM-Free components in relation to I Am Alive 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
- ✓ Can validate the safety and reliability of the activation process
- ✓ User account not required
- ✓ Unlimited online activations to any one PC
- ✓ Can play single-player game offline
- ✓ Is released DRM Free
- ✓ Unlimited hardware activations
- ✓ Unlimited installations
- ✓ Activation is simple and hassle-free
  
- ✗ No instructions OR notifications provided on the activation process
- ✗ Activation pathway isn't explained
- ✗ No support or troubleshooting process

## 7. Gameplay Experience

**Note:** I Am Alive (Physical Copy only) was released DRM Free. More information on how to get the best out of I Am Alive can be found through [PCGamingWiki](#).

**Note:** Savegame files are found in the /My Documents/I Am Alive/ folder.

Configuration files are found in the /Game Folder/src/System/ folder marked "UserSettings.ini"

**Note:** I Am Alive will attempt to connect to Ubisoft's servers only to determine if there is an available update for the game.

*Looking at the gameplay aspects of I Am Alive 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 controller
- ✓ Can play in windowed mode
- ✓ Can play 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
- ✓ Can play on more than one PC simultaneously
- ✓ Can modify savegame and/or ini file
- ✓ No DRM or monitoring services running in the background
  
- ✗ Can modify keyboard settings only (console controller settings are fixed)
- ✗ Will "phone home"
- ✗ Savegame option(s) are triggered via. a checkpoint system only

## 8. PC Checkup

*Looking at whether I Am Alive will modify certain PC settings without users permission / consent.*

- ✓ PC clean after scanning for viruses & rootkits
- ✓ PC clean after scanning for malware and spyware
- ✓ HOSTS wasn't modified
- ✓ Played I Am Alive 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

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

- ✓ Backup savegames prompt provided / Savegames retained
- ✗ Will need to uninstall the game via. Control Panel
- ✗ Some game files from /Program Files/ related to I Am Alive remain

## 10. Customer Support

*Looking at the customer support side of I Am Alive through Ubisoft's Support Network*

- ✓ Customer service / support found in one place at [support.ubi.com](https://support.ubi.com)
- ✗ Ubisoft's support service is difficult to use
- ✗ Searching on I Am Alive is difficult to find
- ✗ Info is hard to read and understand

## RYG's VERDICT

# 53%

## BARGAIN BIN MATERIAL

64% and below

## SHOWS PROMISE & POTENTIAL

Between 65% and 84%

## WORTH SUPPORTING

85% and above

*While the physical game was packaged as a DRM-Free game there was little information provided at the time of its release. In addition to this, I Am Alive will connect to a Ubisoft server without any knowledge or consent from the user. Apart from this I Am Alive should play like a DRM Free game on a Windows PC.*



### Colophon

This analysis of I Am Alive 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. I Am Alive was bought with RYG funds through EB Games.

### Disclaimer

These analyses are only a guide and represent RYG's perspective into I Am Alive 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 I Am Alive and hope you continue to support our work.