Machinarium

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

Developer: Amanita Design
Publisher: Lace Mamba Group

RYG's VERDICT

86%   WORTH SUPPORTING
85% and above

1.   Product Info

See Also: MacOS, Linux, iOS and Android versions can be bought via. machinarium.net

Note: Demo can be found on machinarium.net/demo

Looking at how much information is provided on Machinarium on its website (or product packaging) prior and on release.

- ✓ Machinarium released globally on 16.09.2009
- ✓ Available on Windows, MacOS and Linux
- ✓ Base game and day-one DLCs (soundtrack + walkthrough) sold as one package
- ✓ Minimum and recommended specs provided
- ✓ Demo provided
- ✓ Advised DRM Free on 01.09.2009 on Amanita Design's forum
- ✓ All game-related information can be found on machinarium.net

- ✗ Manual and/or Readme not provided in-game

2.   EULA TOS

Note: 35 Words found within Machinarium's EULA on game package

Looking at Machinarium's End User License Agreement published via. Lace Mamba Group.

- ✓ EULA / TOS covers Machinarium
- ✓ Is short, easy to read, understand and is worded with clear consistency
- ✓ Drafted to coincide with relevant consumer laws at the point of purchase
- ✓ Refunds and/or exchanges offered at point of sale
- ✓ Can replace damaged copies with a free, replacement copy
- ✓ Terms and conditions for Machinarium's DRM-Free aspects are clearly defined
- ✓ Can back-up copies of Machinarum
- ✓ Won't blacklist specific background services or software
- ✓ Users can criticise or provide criticism about the game without reprisals
- ✓ No mention of a class-action lawsuit waiver

Note: Limited warranties, waivers of liability and indemnity are commonly found within many software EULAs and TOSs. However, this was absent in Machinarium's EULA

- ✗ 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
- ✗ Machinarium's source code isn't to be modified or reverse-engineered
- ✗ No mention of cover or potential liabilities waived

3. Setup / Install

Looking at how Machinarium is installed on Windows PCs only.

- ✓ Custom installation options are provided
- ✓ All files are installed within folders designated by users
- ✓ No DRM files or registry keys installed
- ✓ Currently-executing background services won't interfere with installation
- ✓ Error-free installation
- ✓ Installation completed within 30 minutes (Average time 2 minutes and less)

- ✗ No installation logs of files and registry keys provided after installation

4. Updates / Patching

Looking at how Machinarium is patched prior and after gameplay.

See Also: More information on recent updates and patches on Machinarium can be found at Amanita Design's website

- ✓ Can play the game without patch (Machinarium is packaged as version 1.02)

5. DRM & Activation

Looking at the DRM-Free nature of Machinarium 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

6. Gameplay Experience

Looking at the gameplay aspects of Machinarium and how it interacts with PC Windows.

Note: Machinarium isn't graphically intensive; Only screen resolutions and windowed mode offered as video settings.

- ✓ Can play on minimum specs
- ✓ Can play a backup copy of the game
- ✓ Suitable options to modify video settings (in respect to a less-intensive game)
- ✓ Can play in windowed mode
- ✓ Can play offline
- ✓ Can access DLC offline (Soundtrack and walkthrough provided with the game)
- ✓ Won't "phone home"
- ✓ 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

Note: Savegame found at AppData\Roaming\Macromedia\Flash Player\#SharedObjects\...\localhost\Program Files (x86)\Machinarium\

- ✗ Can't customise controls / can't play with console controller

7. PC Checkup

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

8. Removal Uninstall

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

Note: Savegame found at AppData\Roaming\Macromedia\Flash Player\#SharedObjects\...\localhost\Program Files (x86)\Machinarium\

- ✓ Direct uninstallation shortcut provided
- ✓ Backup savegames prompt provided / Savegames retained
- ✓ Clean uninstallation

9. Customer Support

Looking at the customer support side of Machinarium through Amanita Design

- ✓ Customer service / support found in one place at Amanita Design's forum
- ✓ Their website is easy to use and navigate
- ✓ Searching on their forum is direct and quick
- ✓ Info is easy to read and understand
- ✓ Customer services is quick to respond within 24 hours
- ✓ Customer service will resolve issues within 24 hours (at the earliest)
- ✓ Tone and language used is warm, inviting and personable
- ✓ Focused on understanding problems and providing an effective solution
- ✓ Options provided for giving feedback on the service & quality of support

RYG's VERDICT

86%

WORTH SUPPORTING

85% and above

SHOWS PROMISE & POTENTIAL

Between 65% and 84%

BARGAIN BIN MATERIAL

64% and below

It isn't easy for a game to be made with such quality and with a gamer-first mentality. Even if you don't like the type of game that Machinarium is, there's ample reason to support Machinarium and Amanita Design because of how it was made. Fans need little convincing.

Colophon

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

Disclaimer

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