

Platform: PC (Windows 7 only)
DRM: Steamworks (Steam)
Digital Distributor: PHYSICAL COPY ONLY!

Developer: Eugen Systems
Publisher: Ubisoft

RYG's VERDICT

64% **BARGAIN BIN MATERIAL**
64% and Below

1. Product Info

See Also: Demo can be found on Steam's website.

See Also: RUSE's manual, which also had info on how it works with Steam.

See Also: Steam's EULA, Steam's Privacy Policy and RUSE's EULA.

Looking at how much information is provided on R.U.S.E. (RUSE) on its website prior and on release.

- ✓ Base game and day-one DLCs sold as one package
- ✓ Minimum and recommended specs provided
- ✓ Demo provided
- ✓ Advised Steamworks DRM (Steam) was to be used for R.U.S.E. (RUSE)
- ✓ Advised how Steam DRM would activate the game through RUSE
- ✓ Manual and Readme provided with the game
- ✓ EULA, Privacy Policy and TOS fully accessible on steampowered.com
- ✓ All game-related information can be found on steampowered.com

- ✗ RUSE released with different global dates
- ✗ Available only on Windows

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.*

Looking at RUSE's Privacy Policy through Steam

- ✓ Privacy Policy found on steampowered.com
- ✓ Policy applies to Steam Client, Steamworks DRM and RUSE
- ✓ 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

Note: Privacy Policy was retrieved January 2013; Effective Date of Steam's Privacy Policy prior to this evaluation was September 2012.

3a. EULA (GAME)

Note: 1,201 words found in RUSE's EULA

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

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*

- ✗ 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 RUSE

Looking at RUSE's EULA from Ubisoft.

- ✓ EULA / TOS is found on steampowered.com
- ✓ EULA / TOS covers RUSE and Steam DRM
- ✓ Terms and conditions for Steam DRM are clearly defined
- ✓ 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 exclude 12 specific countries
- ✗ 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
- ✗ RUSE's source code isn't to be modified or reverse-engineered
- ✗ Not permitted to create "mods"
- ✗ Monitoring services / software are required to play RUSE
- ✗ Warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Termination process dictated by Ubisoft

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
- ✗ 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

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](#))

Note: All Steam-related files will be installed to the main Steam directory only!

5. Updates / Patching

Note: New players will be required to install a 300Mb patch before playing RUSE.

6. DRM & Activation

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

Note: RUSE will only be connected to the following servers: Valve, Highwinds Networks and Limelight Networks.

See Also: How to play RUSE in [offline mode](#).

Note: Whilst the RUSE Manual has instructions on setting up a Uplay account, this is not a necessary step to play RUSE in single-player mode.

Looking at how RUSE 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 minutes

- ✗ No installation logs of files and registry keys

Looking at how RUSE is patched prior and after gameplay.

- ✓ No other DRM files or registry keys are installed
- ✓ Details of patches provided via [Steam](#)
- ✓ Users can be advised of game patch's availability
- ✓ Users advised of any changes to the Privacy Policy or EULA before an update

- ✗ Automatic updates are mandatory
- ✗ Requires ALL patches to play RUSE
- ✗ Patches only installed via. automatic updates
- ✗ No installation logs of files and registry keys
- ✗ Rollback option not provided
- ✗ No plans to sunset Steam DRM

Looking at Steamworks (Steam) DRM in relation to RUSE 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 RUSE 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

See Also: RUSE must be played in "Vista SP2 Compatibility Mode" as well as with Admin mode switched on. More info can be found on the [Ubisoft Forums](#).

Note: Savegame and configuration settings can be found within /Program Files x86/Steam/user-data/.../.../local/

Note: RUSE will only be connected to the following servers: Valve, Highwinds Networks and Limelight Networks.

Looking at the gameplay aspects of RUSE 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 customise (keyboard and mouse) controls
- ✓ Can play in windowed mode
- ✓ Can play offline
- ✓ Can play without connectivity issues on an ADSL connection
- ✓ 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 and keyboard
- ✗ Will "phone home"
- ✗ Will encounter initial launch errors
- ✗ 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 RUSE 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 RUSE 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: Some registry keys relating to Steam remaining after a complete uninstallation are as follows: /HKCR/steam/, /HKCU/Software/Valve and /HKU/Software/Wow6432Node/Valve

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

- ✓ Direct uninstallation shortcut provided
- ✓ Backup savegames prompt provided / Savegames retained
- ✓ Clean uninstallation in relation to RUSE and Steam-related files

- ✗ Some registry keys related to Steam remain

10. Customer Support

Looking at the customer support side of RUSE through Steam

- ✓ Customer service / support found in one place at support.steampowered.com

- ✓ support.steampowered.com is easy to use and navigate
- ✓ Searching on support.steampowered.com is direct and quick
- ✓ Info is easy to read and understand
- ✓ Arbitration / resolution service is available
- ✓ Arbitration / resolution process is easy to follow / understand
- ✓ Options provided for giving feedback on the service of customer support

- ✗ Arbitration / resolution process may favour towards Valve
- ✗ Legal action (including class action) waived once arbitration process is initiated

**RYG's
VERDICT**

64%

**BARGAIN BIN
MATERIAL**

64% and below

**SHOWS PROMISE
& POTENTIAL**

Between 65% and 84%

**WORTH
SUPPORTING**

85% and above

If Ubisoft ever needed a better reason to use Steam's as its client, DRM, distribution and support services exclusively for all their future releases this analysis would be it. For gamers there might be an added requirement to tweak RUSE here and there for optimum gameplay, but, really, that's all part of the PC gaming process. In spite of the score, Eugen Systems and Ubisoft should be supported for their efforts.



Colophon

This analysis of RUSE 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. RUSE was bought with RYG funds through OzGameShop.

Disclaimer

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