Thief: Deadly Shadows

An RYG Analysis

Platform: PC (Windows 7 only)
DRM: Safedisc (Disc Check Only)
Digital Distributor: PHYSICAL RETAIL VERSION

Developer: Eidos Interactive
Publisher: Ion Storm (Defunct)

RYG's ASSESSMENT

73% SHOWS PROMISE & POTENTIAL
Between 65% and 84%

1a. Product Info

Looking at how much information is provided on Thief (DS) on the physical retail version.

Note: This installation checklist should help optimise and enhance the gameplay within Thief: DS. The 1.1 Patch is included. (*Disclaimer: We can't endorse the use of cracks*)

✓ Thief: DS released simultaneously with its console version
✓ Thief: DS released globally on 25.05.2004
✓ Thief: DS sold through multiple vendors
✓ DRM-Free version of Thief: DS sold through GOG
✓ Minimum and recommended specs provided
✓ Demo provided through Thief's WIkia Site
✓ Manual and Readme provided with the game disc
✓ All game-related information can be found on the game disc

Note: Retail version of Thief: DS will require a constant disc verification each and every time players play Thief: DS.

✕ Available only on Windows
✕ No DRM notifications (SafeDisc Disc Check only)
✕ EULA, Privacy Policy and TOS is only found within the game

2. Privacy Policy

Looking at Thief: Deadly Shadows's Privacy Policy

✓ Privacy Policy not required as Thief: DS won't connect to any third-party server

3. EULA

Looking at Thief: Deadly Shadows's EULA on the retail copy supplied by Eidos / Ion Storm

Note: There's 1,511 words in the Thief: DS's EULA.

✓ EULA / TOS covers Thief: Deadly Shadows and Safedisc DRM
✓ Ownership of the game is transferred to users after purchase
✓ Refunds and/or exchanges offered for purchased games
✓ Can replace damaged copies with a free, replacement copy
✓ Terms and conditions for Safedisc DRM are clearly defined
✓ Can back-up copies of Thief: Deadly Shadows
✓ Won't blacklist specific background services or software
✓ Players can initiate legal action if the arbitration process fails
✓ Players can criticise or provide criticism about the game without reprisals

- ✘ EULA / TOS is only found within the game disc
- ✘ EULA / TOS was not formatted for easy reading
- ✘ EULA / TOS was not written for easy comprehension
- ✘ Drafted to only abide by the laws of England
- ✘ Players not visibly notified of any changes made to the EULA / TOS
- ✘ Players not visibly notified of any changes made to the EULA / TOS
- ✘ Can't review and query changes made to the EULA / TOS
- ✘ Thief: DS'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 Eidos Interactive

Note: In spite of this, there are a number of mods, texture customisations and tweaks designed by players to improve the gameplay of Thief: DS.

4. Setup / Install

Note: Thief: DS will take up ~2Gb of HDD space on Player's PCs.

Looking at how Thief (DS) is installed on Windows PCs only.

- ✓ Players can extract all game files to the directory of their choosing
- ✓ All game files are installed within folders designated by players
- ✓ No DRM files installed within folders designated by players
- ✓ Currently-executing background services won't interfere with installation
- ✓ Error-free installation
- ✓ Installation completed within 20 minutes

- ✘ No installation logs of files and registry keys

5. Updates / Patching

Note: Digital versions of Thief: DS will be patched to version 1.1.

Looking at how Thief (DS) is patched prior and after gameplay.

- ✓ Can opt-in / opt-out of automatic updates
- ✓ Can play the game unpatched
- ✓ Can install patches manually without the client manager
- ✓ Can play Thief: DS with the new patch

- ✘ Notifications not provided for availability of game patches
- ✘ No installation logs of files and registry keys
- ✘ Rollback option not provided
- ✘ No plans to sunset SafeDisc DRM

6. DRM & Activation

Looking at SafeDisc DRM in relation to Thief (DS) 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

✓ Can transfer activation/game to another user account
✓ Only one DRM (SafeDisc) is implemented
✓ Unlimited hardware activations
✓ Unlimited installations
✓ Activation is simple and hassle-free

✗ No instructions provided on the activation process
✗ Activation pathway isn't explained

Note: Retail version of Thief: DS will require a constant disc verification each and every time players play Thief: DS.

7. Gameplay Experience

Looking at the gameplay aspects of Thief (DS) and how it interacts with PC Windows.

Note: This guide from Tweakguides will make Thief: DS an enjoyable experience.

✓ Can play on minimum specs
✓ Can play a backup copy of the game
✓ Can play Thief: DS in borderless full-screen mode with Sneaky Upgrade
✓ Can play Thief: DS in windowed mode
✓ Video options provided in resolution, anti-aliasing and vsync
✓ Can customise keyboard controls
✓ Can customise mouse controls
✓ Separate Volume Controls provided
✓ English subtitles provided only
✓ 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 perform a manual save during gameplay
✓ Can play on more than one PC simultaneously
✓ Can modify savegame and/or ini file
✓ No DRM or monitoring services running in the background

✗ Playing Thief: DS will perform a constant disc verification
✗ Only playable on mouse and keyboard
✗ No known option for user-generated subtitles
✗ No known option for user-generated language sets

8. PC Checkup

Looking at whether Thief (DS) will modify certain PC settings without Players 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 Thief (DS) 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 Thief (DS) (How much legacy material is there after the removal of Thief (DS)?)

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

RYG's VERDICT

73%

BARGAIN-BASE-MENT MATERIAL	SHOWS PROMISE & POTENTIAL	WORTH SUPPORTING
64% and below	Between 65% and 84%	85% and above

While there are other (accessible) versions of Thief: Deadly Shadows sold through Steam or GOG, we did this this retail version to be just as the same in respect to the overall playing experience. What did help just like our analysis of Thief: The Dark Project was the amount of user-support in tweaks, enhancements and mods that made Thief: Deadly Shadows an enjoyable PC FPS/Stealth game. Players shouldn't experience too many issues apart from the constant disc check, which feels quite dated in comparison to digital distribution / online activations, etc.

Colophon

This analysis of Thief (DS) 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. Thief (DS) was bought with RYG funds through EB Games.

Disclaimer

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