

Type:Rider

An RYG Analysis

Platform: PC (Windows 7 only)
DRM: DRM Free
Digital Distributor: IndieGameStand

Developer: Ex Nihilo
Publisher: Plug In Digital

RYG's ASSESSMENT

71% **SHOWS PROMISE & POTENTIAL**
Between 65% and 84%

1a. Product Info

Looking at how much information is provided on Type:Rider on the IndieGameStand site prior and on release.

- ✓ Type:Rider was released globally on 31.10.2013
- ✓ Available on Windows, MacOS and Linux (Linux via. [Steam](#))
- ✓ Type:Rider sold through multiple digital vendors
- ✓ DRM Free Options provided through IndieGameStand
- ✓ Advised DRM Free on 31.10.2013
- ✓ EULA, [Privacy Policy](#) and [TOS](#) fully accessible on [indiegamestand.com](#)
- ✓ All game-related information can be found on [indiegamestand.com](#)

- ✗ Minimum and recommended specs not provided through IndieGameStand
- ✗ Download Payload not provided until after the purchase of Type: Rider
- ✗ No demo
- ✗ No Manual and/or Readme

1b. Digital Dwnld

Looking at IndieGameStand as a digital distributing service for PC games.

- ✓ Type:Rider sold at one, global price
- ✓ Available worldwide through [indiegamestand.com](#)
- ✓ Download / Client Manager not required for gameplay
- ✓ Advised DRM Free on 31.10.2013
- ✓ Minimal details required to set up a User Account
- ✓ Alternative payment options provided (Paypal, Credit Card, Amazon, Google)
- ✓ Correct currency confirmation provided prior, during and after purchase
- ✓ Confirmation of purchase and receipt provided
- ✓ Free and unlimited access and downloads after purchase
- ✓ Can backup purchased games "offline" (e.g. external or optical drives)
- ✓ Refunds and/or exchanges offered for purchased games
- ✓ Can access personal data
- ✓ Can terminate account or [request to terminate account](#)

- ✗ Download payload not provided prior to purchase

Note: Requesting refunds, however, are at the sole discretion of [IndieGameStand](#).

Note: Downloading Type:Rider will take ~160Mb.

2. Privacy Policy (IGS)

Note: This applies to the IndieGameStand's Privacy Policy only.

Note: There's 1,331 words within IndieGameStand's Privacy Policy. Updated July 2012.

- ✗ Warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Account termination voids past purchases and licenses to play them
- ✗ Consumers prevented from validating IndieGameStand TOS breaches
- ✗ Can't review and question changes made to IndieGameStand TOS
- ✗ Past purchases voided after refusing to accept IndieGameStand TOS

Looking at IndieGameStand Privacy Policy through the IndieGameStand

- ✓ Privacy Policy found on indiegamestand.com
- ✓ Policy applies to the IndieGameStand only
- ✓ Policy was formatted for easy reading
- ✓ Policy was written for easy reading on the web
- ✓ "Personally-identifiable" and "non-personally identifiable" info are defined
- ✓ Policy explicitly specifies which info are collected during purchase & download
- ✓ Policy explicitly specifies which information are used
- ✓ Data centres are 100% safe and secure
- ✓ Visible opt-in / opt-out process
- ✓ Players can access their personally-identifiable information
- ✓ Players can modify their personally-identifiable information
- ✓ Players have full control over their personally-identifiable information
- ✓ Players can validate the info they've provided

- ✗ Users not visibly notified of any changes made to the Policy
- ✗ Players not consulted on future revisions to the Privacy Policy
- ✗ Not advised where the info is specifically stored
- ✗ Third parties not identified
- ✗ Players cannot export their information
- ✗ User data is retained by IndieGameStand for an extended period of time
- ✗ Can't review and query changes made to the Privacy Policy
- ✗ IndieGameStand may transfer all players information in the event of a sale
- ✗ Players must accept changes made to the Policy before using IndieGameStand

Looking at IndieGameStand's Terms of Service

- ✓ EULA / TOS is found on indiegamestand.com
- ✓ EULA / TOS covers IndieGameStand's website only and not games specifically!
- ✓ EULA / TOS not found / required for Type:Rider

Looking at how Type:Rider 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

3. EULA (IGS)

4. Setup / Install

Note: Type:Rider was distributed via The IndieGameStand as a ZIP file. The game will install registry keys under /HKCU/Software/Ex-Nihilo

5. Updates / Patching

Note: The version of Type:Rider evaluated was up to date and required no updates.

- ✓ Error-free installation
- ✓ Installation completed within 5 minutes
- ✗ No installation logs of files and registry keys

Looking at how Type:Rider is patched prior and after gameplay.

- ✓ Can opt-in / opt-out of automatic updates
- ✓ Can play the game unpatched

6. DRM & Activation

Looking at IndieGameStand in relation to Type:Rider and its effects on Windows PCs only.

- ✓ Firewall and AV settings aren't modified or required to be modified
- ✓ User account not required
- ✓ Can play single-player game offline
- ✓ Unlimited hardware activations
- ✓ Unlimited installations
- ✓ Activation is simple and hassle-free

7. Gameplay Experience

Looking at the gameplay aspects of Type:Rider and how it interacts with PC Windows.

- ✓ Can play on minimum specs
- ✓ Can play a backup copy of the game
- ✓ Can play in full screen mode
- ✓ Can play in (flexible) windowed mode
- ✓ Separate volume controls provided
- ✓ 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
- ✓ Will resume at the last checkpoint
- ✓ Can perform a manual save during gameplay
- ✓ Can play on more than one PC simultaneously
- ✓ No DRM or monitoring services running in the background
- ✗ Limited video settings provided
- ✗ Only playable on fixed mouse / keyboard / console controller settings
- ✗ English audio only provided
- ✗ No known option for user-generated audio localisations
- ✗ Will "phone home"
- ✗ Won't advise players on connecting to third party servers
- ✗ Cannot opt out of Achievements

8. **PC Checkup**

Looking at whether Type:Rider 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 Type:Rider 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 Type:Rider (How much legacy material is there after the removal of Type:Rider?)

- ✓ Can manually delete Type:Rider files (including savegames)
- ✗ Some registry files will need manual deletion (from HKCU/Software/Big Robot/

10. **Customer Support**

Looking at the customer support side of Type:Rider through the IndieGameStand

- ✓ Customer service / support found in one place at humblestore.com
- ✓ Website is easy to use and navigate
- ✓ Searching on the IndieGameStand is direct and quick
- ✓ Info is easy to read and understand

RYG's VERDICT

71%

BARGAIN-BASE- MENT MATERIAL SHOWS PROMISE & POTENTIAL

64% and below

Between 65% and 84%

WORTH
SUPPORTING

We found that many of the features contained within IndieGameStand were made in similar fashion with the likes of GOG and Humble Store. The experiences in Setting up user accounts, paying for games, downloading and storing them were quite similar. The noticeable differences were the lack of technical details by way of system specs, or a truncated and slightly-conversationally worded TOS / Privacy Policy, which is a good thing from a readability perspective. The real downside is whether to invest in another distribution portal for games knowing that developers will try to place their games in the most accessible [and frequently-visited] distribution portals.

Type:Rider is a relatively simple platformer with a typographic twist, which will appeal to those who love fonts and type. Apart from this the game is limited in some features, namely in some gameplay settings, as well as a phone home requirement, which is linked entirely to the gameplay analytics.



Colophon

This analysis of Type:Rider 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. Type:Rider was bought with RYG funds through IndieGameStand.

Disclaimer

These analyses are only a guide and represent RYG's perspective into Type:Rider 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 Type:Rider 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: Type:Rider
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