Witcher 2 (SecuROM + Sunset): EVALUATION SUMMARY





About Witcher 2 (Non GOG)

Witcher 2: Assassin of Kings (Witcher 2) is a medievalfantasy role playing game (RPG). Developed by CD Projekt RED Studios, Witcher 2 is part of the widelysuccessful Witcher franchise utilising the "Red Engine" game engine. This version was evaluated from GamersGate with automatic patchs subsequently added via. the installation of Witcher 2.

Medium: Digital Version

Versions Tested: Sunset Patch To 1.26



About SecuROM & Sunset Patch

SecuROM is developed by Sony DADC and remains one of the oldest DRM series in the Video Gaming market. This version implemented by CD Projekt RED is an online-centric, hardware-based DRM.

A Sunset Patch should remove all forms of DRM. In addition, it embraces Consumer Rights and Ownership without using any sort of content restriction available.



About CD Projekt RED

With over 300 employees, CD Projekt RED is a Polish-based video gaming publisher with offices spanning across Central Europe. They are known widely for the development and creation of the Witcher franchise, as well as the widely popular and successful distribution service. Good Old Games.

INDIVIDUAL SCORES





68%

NOT FRIENDLY

* RYG's Rating is an aggregate of the Individual Scores (N/A Ratings are NOT factored)

AREAS OF CONCERN

Pre-Purchase & DRM Notification

Publisher: No demo.

Privacy Policy

BOTH: Non-existent.

EULA

BOTH: EULA accessible only through installation; Not written for AUS Consumers; Incomprehensible, inconsistent and overwritten; No warranty/refund provisions for consumers; Ownership bias.

Installation

DRM: Inert DRM files (SecuROM and Steam) found within Game's directory after Sunset Patch (Inert DRM Files will not interfere with the gameplay and can be safely removed).

Publisher: As above.

Automatic Patches & Updates

BOTH: Changelogs not provided *during* installation of patches. Sunset Patch and notification not provided

Activation

BOTH: Initial online activation; Non-disclosure of information required/requested for activation; Non-disclosure of where the information is sent/received; Game non-transferrable.

Internal Disputes Resolution:

BOTH: Non-existent.

