# BulletStorm: EVALUATION SUMMARY

About BulletStorm

Developed by Epic Games and People Can Fly, BulletStorm is a science-fiction, first-person shooter game. While BulletStorm has garnered some criticism for its loose connections to sexual and violent crimes, it has been fairly well-received by the Gaming Community for its crass and 'over-the-top' gameplay.

Medium: Disc Version
Versions Tested: 1.00

About Games For Windows Live

Developed Microsoft, Games for Windows Live (GFWL) is social gaming service that boasts the ability to allow players to play games across different platforms (PCs and Xbox360) and act as a Digital Distribution platform. This version of GFWL implemented has a Zero Day Privacy Protection, a Server Side Activation (Serial Key online activation) and requires users to create a Windows LIVE ID account.
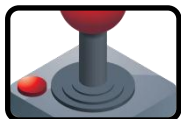
About Electronic Arts

With over 8,000 employees and $3 Billion USD in revenue, Electronic Arts Inc (EA) is one of the world's largest developer and publisher of Video Games. Aside from once owning a 15% interest in Ubisoft Entertainment, EA's list of Developers includes Westwood Studios, DICE, Maxis, as well as Bioware. John Riccitiello is their current CEO.

INDIVIDUAL SCORES
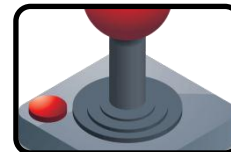
41%	35%	N/A

RYG's RATING*

38%

UNACCEPTABLE

* **RYG's Rating** is an aggregate of the Individual Scores

AREAS OF CONCERN

– **Pre-Purchase & DRM Notification**

> **DRM:** Documentation inconsistent between Publisher's websites, Gaming Package, Manual, Readme and EULA.
> **Publisher:** As above; No Demo release (as yet); Game released incomplete with respect to GFWL.

– **Privacy Policy**

> **Publisher:** List of 3rd Parties able to access online data not listed with respect to BulletStorm; Consumers cannot validate EA's collection of data.

– **EULA**

> **DRM:** EULA absent; DRM information inconsistent.
> **Publisher:** As above; Not written for AUS Consumers; Incomprehensible, inconsistent and overwritten; Limited warranties/refunds provisions for consumers outside US; Ownership bias; Internal Disputes Resolution non-existent.

– **Personal Backup**

> **BOTH:** Not Permissible.

– **Installation**

> **BOTH:** DRM Files not contained to Gaming Directory; DRM Files found within OS System Folders; Installation logs not provided.

– **Automatic Patches & Updates**

> **DRM:** Latest GFWL not provided on disc; No changelogs provided; Update dependent on Internet connection speeds; Absolute requirement to play BulletStorm.

– **Activation**

> **DRM:** Online Activation; Documentation on activation process not provided; Non-disclosure of information required/requested for activation; Non-disclosure of where the information is sent/received; Conflicting information related to "Online"/"Offline" play; Serial key non-transferrable; Resale not possible.
> **Publisher:** As above; Poor documentation.

– **Gameplay**

> **DRM:** Conflicting information related to "Online"/"Offline" play; High speed internet connection required for "Online"/"Offline" play.
> **Publisher:** As above; Multiple errors encountered during repeated game launches.

– **Customer / Technical Service**

> **Publisher:** Inaccurate information provided with respect to GFWL updates and "offline" play; Important tech issues difficult to find; Poor DRM support and consultation.