

---

Subject: Re: TES: Skyrim

Posted by [YesNoMaybe](#) on Sun, 13 Nov 2011 13:54:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's definitely a step forward from oblivion. They are more about the immersion that morrowind had, than you had with oblivion. Its a shame the menu is so goddamn console-oriented and pc-unfriendly though

The dungeons are DEFINITELY a big step forward too from oblivion, since those were just copy and paste different segments into different combinations. The skyrim ones once again remind me a lot of morrowind, with the wooden ramps over the water, the platforms at the top of caves with little supplies and a chest. I could have sworn that they directly tried to replicate one of the mines from morrowind lol.

Also very good to see the enchant skill back

---