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Subject: Re: TES: Skyrim

Posted by [Gohax](#) on Thu, 17 Nov 2011 17:50:27 GMT

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Herr Surth wrote on Thu, 17 November 2011 05:33Jerad Gray wrote on Wed, 16 November 2011 17:04Herr Surth wrote on Wed, 16 November 2011 05:07Lol, "FALLOUT HAS BUGS !"

at least fallout wasnt as shitfuckboring to explore as this piece of uninspired mediocrity. You found the mounds of repetitive desert terrain more interesting than diverse living terrain in skyrim?

Its not about the fucking terrain, its about the locations for sidequests. PLaces like Oasis, Rivetcity, The White House, the vaults... All of those had some cool stuff and characters. Skyrim has Blandcities #1-#99. NOT FUCKING INTERESTING.

oh yeah, also combat is a joke. This games difficulty level is infuriatingly low.

There is a hardcode mode or something, I believe. Even so, I'm finding it hard as hell atm. Mainly because with my Legendary Dragonscale armor, I had an armor rating (for Light Armor) of 393. I wanted to get my heavy armor up and use the Daedric Armor, so I put that on and my armor rating is only 121... So, I'm getting destroyed by basically everything lol. Will probably just end up throwing back on my Dragonscale armor.

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