
Subject: The Elder Scrolls V: Skyrim
Posted by [zeratul](#) on Sat, 22 Jan 2011 20:31:35 GMT
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I cant wait for the release (planned to be) on November 11
<http://www.gameinformer.com/p/esv.aspx>

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [GEORGE ZIMMER](#) on Sun, 23 Jan 2011 04:04:09 GMT
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I'm a little bit worried about them shaving off MORE skills than Oblivion. Yeah, a few could use some merging (Mercantile and Speechcraft), and a few could be removed (Security, since the whole lockpicking mechanic should be an actual ingame thing now). But somehow I feel they're still going to do full-retard things, IE: Spears still not existing, probably remove another weapon type to "streamline" things, etc.

On the plus side, at least they admit they fucked up with Oblivion's level scaling system. I haven't actually played Oblivion (played the living shit out of Morrowind though, and still am), but just from looking at it the whole idea of everything else levels as you levels is absolute bullshit.

Also, if they take out Khajit and Argonians I'll be PISSED. They probably would, too.

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [zeratul](#) on Sun, 23 Jan 2011 04:26:00 GMT
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I started thinking about all that a few hours after watching the trailer. I'm waiting a month or two after the realease to check personal reviews and such. I played Oblivion and still play it constantly. I'm hoping theres much less exploits and that there wont be any duplication glitches. or any glitches that make quests incompletable(oblivion had several of those)Im looking forward to the whole dragons idea and duel wielding weapons and a better inventory screen.

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [GEORGE ZIMMER](#) on Sun, 23 Jan 2011 04:28:20 GMT
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Actual dual wielding I'm looking forward to. I also like that you'll be able to have a sword in one hand, and a spell in the other. Pretty cool.

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [nikki6ixx](#) on Sun, 23 Jan 2011 04:37:11 GMT

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Thank God they're not using the Gamebryo engine anymore. That means the next Fallout will potentially look good.

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [JohnDoe](#) on Sun, 23 Jan 2011 18:07:27 GMT
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i heard these games have the kind of world nobody wants to explore
opinions?

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [JohnDoe](#) on Sun, 23 Jan 2011 18:08:50 GMT
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gothic: bad game, good world

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [GEORGE ZIMMER](#) on Sun, 23 Jan 2011 19:22:34 GMT
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JohnDoe wrote on Sun, 23 January 2011 12:07i heard these games have the kind of world nobody wants to explore

opinions?
yes, that certainly sounds like opinions

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [JohnDoe](#) on Sun, 23 Jan 2011 19:43:03 GMT
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last update: opinion still possibly true

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [Dover](#) on Mon, 24 Jan 2011 08:41:33 GMT
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He sort of has a point. I only really explored if I had to, at least after I found out about fast traveling.

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [GEORGE ZIMMER](#) on Mon, 24 Jan 2011 09:55:43 GMT
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Dover wrote on Mon, 24 January 2011 02:41He sort of has a point. I only really explored if I had to, at least after I found out about fast traveling.

Baw. Well, I liked exploring in Morrowind. It was nice finding random little dungeons and such.

Dunno about Oblivion, I hear it's not nearly as much fun to explore. But Morrowind's pretty nice.

Also, mods make these games awesome.

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [JohnDoe](#) on Mon, 24 Jan 2011 19:30:10 GMT
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i like to explore the world of albion

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [JohnDoe](#) on Mon, 24 Jan 2011 19:31:19 GMT
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just finished exploring albion

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [JohnDoe](#) on Mon, 24 Jan 2011 19:32:28 GMT
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it was fun while it lasted

Subject: Re: The Elder Scrolls V: Skyrim
Posted by [Gohax](#) on Tue, 25 Jan 2011 12:31:17 GMT
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Can't wait for this game. Been waiting for a new Elder Scrolls for years now. Fallout has been keeping me busy in between though ^^
