Subject: TES: Skyrim
Posted by Caveman on Wed, 09 Nov 2011 16:59:26 GMT
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So just curious as to whos getting it? What platform?

Ive had mine on pre-order since may and I got an email yesterday saying that I am getting some exclusive map with my order as well which I didn't know about.

I love the TES series.

Subject: Re: TES: Skyrim
Posted by iRANian on Wed, 09 Nov 2011 17:27:16 GMT
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can't wait till i can pirate it

Subject: Re: TES: Skyrim
Posted by Caveman on Wed, 09 Nov 2011 17:31:30 GMT
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iRANian wrote on Wed, 09 November 2011 17:27can't wait till i can pirate it

This game deserves to be bought. Unlike COD or BF3.

Subject: Re: TES: Skyrim
Posted by iRANian on Wed, 09 Nov 2011 17:36:45 GMT
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Yeah, after it's been out for 6 months and most of the glitches has been fixed + all the extra crap is packaged in one game.

The game's getting a day 1 patch so that doesn't fare that good, it also looks about as good as Oblivion and they recycled a lot of textures from Fallout 3.

Subject: Re: TES: Skyrim
Posted by R315r4z0r on Wed, 09 Nov 2011 17:42:16 GMT
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Tbh it's about at the same priority as MW3 is for me. I may or may not get it depending on my mood and how much money I have to spend in a few months.

Subject: Re: TES: Skyrim
Posted by BAGUETTE on Wed, 09 Nov 2011 18:24:53 GMT
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Iran is just a poor noob who hates life, buy the friggin game

---

Subject: Re: TES: Skyrim
Posted by ehhh on Wed, 09 Nov 2011 18:40:44 GMT
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I'll probably get it on pc in a few months, lol @ cavemans reply to iran though.

Subject: Re: TES: Skyrim
Posted by iRANian on Wed, 09 Nov 2011 18:44:32 GMT
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BF3 and CoD are both decent console FPS games

I'll buy the game if it's good, but with BF3 crashing PCs after playing 5-7 mins I'm not gonna risk wasting the money at launch. Same with all the bugs Fallout 3 had, at least Bethesda dumped the Gamebryo engine which they used for Fallout 3 and Oblivion. They also have a team of 10 people designing the dungeons for Skyrim, instead of one guy doing it for all the Oblivion dungeons, which were shit.

Subject: Re: TES: Skyrim
Posted by Starbuzz on Wed, 09 Nov 2011 20:11:18 GMT
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^ yeah, the TES dungeous are so boring after a while.

Anyway, I bought Oblivion sometime in May and I have yet to finish it...it doesn't help that I am the sort of type that wanders around looking at stuff and before I know it, an hour had gone by. Plus I got 3 chars going lol; this game was the best $20 I ever spent.

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Wed, 09 Nov 2011 20:55:19 GMT
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6GB filesize

fuck you, Bethesda

Subject: Re: TES: Skyrim
Posted by Gohax on Wed, 09 Nov 2011 21:48:42 GMT
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I'm getting it for xbox. I'll be playing the hell out of this over Thanksgiving break

---

Subject: Re: TES: Skyrim
Posted by zeratul on Thu, 10 Nov 2011 00:56:13 GMT
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Getting it for xbox cant fucking wait

Subject: Re: TES: Skyrim
Posted by Caveman on Thu, 10 Nov 2011 15:59:27 GMT
View Forum Message <> Reply to Message

@Iran - The Elder Scrolls V Skyrim-Razor1911

Enjoy.

Subject: Re: TES: Skyrim
Posted by iRANian on Thu, 10 Nov 2011 17:42:29 GMT
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I've already been downloading it for 2 hours now.

Subject: Re: TES: Skyrim
Posted by Killgeak on Thu, 10 Nov 2011 19:08:43 GMT
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i pre ordered it for the 360, i have spent 100s of hours on oblivion and i loved it, same for morrowind.

The bad thing is i can't play untill tuesday

Subject: Re: TES: Skyrim
Posted by JohnDoe on Fri, 11 Nov 2011 13:16:28 GMT
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Subject: Re: TES: Skyrim
Posted by iRANian on Sat, 12 Nov 2011 00:38:05 GMT
View Forum Message <> Reply to Message

goddamn vampirism

Subject: Re: TES: Skyrim
Posted by Caveman on Sat, 12 Nov 2011 12:04:51 GMT
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Haha well I got my copy yesterday and I played it for a few hours...Im running @ ultra with around 30FPS.

At the moment its just pick up everything and get all the gold ya can.

Edit:

Subject: Re: TES: Skyrim
Posted by iRANian on Sat, 12 Nov 2011 12:30:49 GMT
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There's almost no difference between high and ultra other than a fps drop of 45-50.

Subject: Re: TES: Skyrim
Posted by Caveman on Sat, 12 Nov 2011 12:55:23 GMT
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I haven't tested the settings yet I just clicked on Ultra and pressed play. I'll do some fine tuning later.

Subject: Re: TES: Skyrim
Posted by iRANian on Sat, 12 Nov 2011 13:10:37 GMT
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Might wanna check out

http://www.gamefront.com/how-to-improve-skyrim-with-ini-file-tweaks/

it has a fix for the FOV and mouse lag crap

Subject: Re: TES: Skyrim
Posted by Lone0001 on Sat, 12 Nov 2011 14:59:45 GMT
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GEORGE ZIMMER wrote on Wed, 09 November 2011 15:556GB filesize

fuck you, Bethesda

If you're complaining about that being a lot, what are you thinking? That is quite a small size for a game such as this, I would have expected it to be 10GB or more. Looking at the size of Portal 2 right now, it's almost 12GB and it doesn't pack anywhere near as much content as Skyrim imo.

Most games coming out that I've seen are around 8GB or more.

Subject: Re: TES: Skyrim
Posted by Caveman on Sat, 12 Nov 2011 15:13:55 GMT
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iRANian wrote on Sat, 12 November 2011 13:10Might wanna check out

http://www.gamefront.com/how-to-improve-skyrim-with-ini-file-tweaks/

it has a fix for the FOV and mouse lag crap

I will look into the FOV setting but I don't have any mouse lag? My mouse speed is normal.

Subject: Re: TES: Skyrim
Posted by R315r4z0r on Sat, 12 Nov 2011 17:08:03 GMT
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Lone0001 wrote on Sat, 12 November 2011 09:59GEORGE ZIMMER wrote on Wed, 09 November 2011 15:556GB filesize

fuck you, Bethesda

If you're complaining about that being a lot, what are you thinking? That is quite a small size for a game such as this, I would have expected it to be 10GB or more. Looking at the size of Portal 2 right now, it's almost 12GB and it doesn't pack anywhere near as much content as Skyrim imo.

Most games coming out that I've seen are around 8GB or more.
Crysis 1 is 12gb. And that game's from 2007.

Subject: Re: TES: Skyrim
Posted by Caveman on Sat, 12 Nov 2011 17:34:51 GMT
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R315r4z0r wrote on Sat, 12 November 2011 17:08Lone0001 wrote on Sat, 12 November 2011 09:59GEORGE ZIMMER wrote on Wed, 09 November 2011 15:556GB filesize

fuck you, Bethesda

If you're complaining about that being a lot, what are you thinking? That is quite a small size for a game such as this, I would have expected it to be 10GB or more. Looking at the size of Portal 2 right now, it's almost 12GB and it doesn't pack anywhere near as much content as Skyrim imo.

Most games coming out that I've seen are around 8GB or more.
Crysis 1 is 12gb. And that game's from 2007.

When I DLd RAGE it was 18GB.. People have to face that games are gonna get bigger.

Subject: Re: TES: Skyrim
Posted by iRANian on Sat, 12 Nov 2011 18:10:32 GMT
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mouse acceleration is on by default in the game

Subject: Re: TES: Skyrim
Posted by Doitle on Sun, 13 Nov 2011 01:11:41 GMT
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Elder Scrolls? I didn't know Notch's new game was out already.

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Sun, 13 Nov 2011 02:38:14 GMT

Doitle wrote on Sat, 12 November 2011 18:11Elder Scrolls? I didn't know Notch's new game was out already.
well played

Subject: Re: TES: Skyrim
Posted by YesNoMaybe on Sun, 13 Nov 2011 13:54:21 GMT

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

Subject: Re: TES: Skyrim
Posted by Starbuzz on Sun, 13 Nov 2011 15:16:16 GMT

hey, what do you mean "enchant skill" back? You can enchant items without those crappy soul gems/Azura Stars now?

Subject: Re: TES: Skyrim
Posted by YesNoMaybe on Sun, 13 Nov 2011 16:14:15 GMT

Well, in morrowind, you could either enchant yourself with soul gems, or have a vendor enchant something for you. If you did it yourself it could fail, but you yourself can enchant much more powerfully than the vendors.

in oblivion they took it out altogether and replaced it with enchantment altars and those oblivion stones, which was pretty gay.

Now they put it back in skyrim and i hope you can make awesome items and combinations once again by enchanting yourself.

Subject: Re: TES: Skyrim
Posted by iRANian on Sun, 13 Nov 2011 22:58:18 GMT
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Yeah you can do the enchanting shit in skyrim. I'm quite amazed at how much content this game has, I've been playing for 24 hours now and I still haven't discovered that much of the world, and I have only done 16 dungeons or so. Wouldn't amaze me if it will be the Game of the Year.

Subject: Re: TES: Skyrim
Posted by nikki6ixx on Mon, 14 Nov 2011 00:03:55 GMT
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Do you have to be a real RPG nerd to like this game, or can us casual morons have fun?

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Mon, 14 Nov 2011 03:12:08 GMT
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nikki6ixx wrote on Sun, 13 November 2011 17:03Do you have to be a real RPG nerd to like this game, or can us casual morons have fun?
They definitely seemed to have geared Skyrim towards casual userbases (which isn't ALL bad, faggots).

I have yet to play it, but a lot of what I've heard makes me sad (namely, removing even MORE skills... totally kills the idea of customization).

Morrowind is definitely a game you have to be a nerd to enjoy (also kinda needs mods to not look like shit), but it was kinda the GTA of RPG's. Skyrim seems to just be more or less "action FPS with some RPG elements and some adventure"

maybe I'm wrong though and it's better than Morrowind and Oblivion combined

Subject: Re: TES: Skyrim
Posted by Gohax on Mon, 14 Nov 2011 08:05:41 GMT
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Imo, this is better than Morrowind and Oblivion. Playing both, extensively, I think so. This game is amazing. So much stuff to do in it; you'll get lost from the main quest easily. You could probably spend 50+ hours playing this game and not even touching the main storyline; doing dungeouns, the factions (DB, mages, thieves guild, companions, etc.) and just exploring.

Subject: Re: TES: Skyrim

Posted by GEORGE ZIMMER on Mon, 14 Nov 2011 08:17:03 GMT
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One question, can you still be a part of every faction like you could in the previous TES series? I HATED that shit.

Subject: Re: TES: Skyrim
Posted by Caveman on Mon, 14 Nov 2011 13:47:58 GMT
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Im not sure - I played it all weekend and ive only just joined the companions. Im trying to find the thieves guild but no lack.. I found a begger and I was like ahhhhhhhh here we go but he took my took and disappeared :@

Subject: Re: TES: Skyrim
Posted by Killgeak on Mon, 14 Nov 2011 22:04:48 GMT
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@caveman

for the thieves guild you need to go to Riften a NPC will contact you there no matter what you do.

Dark brotherhood is a bit harder too find but obviously way cooler and ... cooler.
almost finished the thieves guild quests!

Subject: Re: TES: Skyrim
Posted by DutchNeon on Mon, 14 Nov 2011 22:35:38 GMT
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The menu's are horrible mouse unfriendly and sometimes don't even register mouse clicks. I was stuck on the character creation for race as I couldn't switch. Eventually found out scrolling left /right and back fixed it but I had to do it a lot.

Maybe better to buy it on 360 I guess?

Subject: Re: TES: Skyrim
Posted by Gohax on Tue, 15 Nov 2011 04:49:01 GMT
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GEORGE ZIMMER wrote on Mon, 14 November 2011 01:17One question, can you still be a part of every faction like you could in the previous TES series? I HATED that shit.

Yeah, you can. I like it, but some guilds/factions sort of contradict others, so joining one and then joining another is off. Though, it adds more to do to the game, so I'm not that biased towards it.

Subject: Re: TES: Skyrim
Posted by Gohax on Tue, 15 Nov 2011 04:52:11 GMT
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Killgeak wrote on Mon, 14 November 2011 15:04@caveman

for the thieves guild you need to go to Riften a NPC will contact you there no matter what you do.

Dark brotherhood is a bit harder too find but obviously way cooler and ... cooler.
almost finished the thieves guild quests!

Thieves guild you go to Riften and some guy asks you to meet him. I haven't done it yet, but I do have the mission. Just need to meet him sometime during the day.

I had it all written out, but I added spoilers just in case it did spoil something. This basically tells you how to get into the dark brotherhood.

Toggle SpoilerDark Brotherhood is awesome. I've already completed it, but it's got a cool storyline. To get into it, you have to go to (I think) Windhelm (not to familiar with the towns yet). There, you'll find a house that's locked. Go in there, and there's a kid performing black sacrament and you accept his contract (you're not in dark brotherhood yet). I won't go into detail further, but that basically starts it.

Subject: Re: TES: Skyrim
Posted by Killgeak on Tue, 15 Nov 2011 09:11:59 GMT
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lol i;m already deep in the dark brotherhood
i got like 15 quests running without the MISC quests (20-40)
It's kinda hard for me to keep focused on 1 quest... i keep wandering off

Subject: Re: TES: Skyrim
Posted by Caveman on Tue, 15 Nov 2011 13:45:24 GMT
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Alright cool guys, thanks. I haven't read your spoiler, Gohax but im gonna assume you have to kill someone.

@killgeak - Yeah I have the same problem.. I goto a town speak to everyone and start doing there quests and forget the reason why I actually went there in the first place.

Subject: Re: TES: Skyrim
Posted by Killgeak on Tue, 15 Nov 2011 17:42:07 GMT
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Gohax wrote on Mon, 14 November 2011 21:49GEORGE ZIMMER wrote on Mon, 14 November 2011 01:17One question, can you still be a part of every faction like you could in the previous TES series? I HATED that shit.

Yeah, you can. I like it, but some guilds/factions sort of contradict others, so joining one and then joining another is off. Though, it adds more to do to the game, so I'm not that biased towards it.

you can't join the rebbelion AND fight for the imperials!

Subject: Re: TES: Skyrim
Posted by Herr Surth on Tue, 15 Nov 2011 21:09:25 GMT
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Meh. This game is so very meh.

Subject: Re: TES: Skyrim
Posted by Gohax on Wed, 16 Nov 2011 02:38:30 GMT
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Killgeak wrote on Tue, 15 November 2011 10:42Gohax wrote on Mon, 14 November 2011 21:49GEORGE ZIMMER wrote on Mon, 14 November 2011 01:17One question, can you still be a part of every faction like you could in the previous TES series? I HATED that shit.

Yeah, you can. I like it, but some guilds/factions sort of contradict others, so joining one and then joining another is off. Though, it adds more to do to the game, so I'm not that biased towards it.

you can't join the rebbelion AND fight for the imperials!

Yeah, that's about one of the only ones you can't do. I haven't decided on which one I am going to join, yet.

Subject: Re: TES: Skyrim
Posted by Caveman on Wed, 16 Nov 2011 03:56:54 GMT
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I found the thieves guild wooo. Although I think I might have to finish a few side quests before I

carry on? I have a quest with one of the 'marks' and im not sure if i'll fail it by beating him up?

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Wed, 16 Nov 2011 06:21:59 GMT
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Doitle wrote on Sat, 12 November 2011 18:11Elder Scrolls? I didn't know Notch's new game was out already.
I wouldn't buy that...

Skyrim however I am loving, unlike fall out I have yet to notice anything besides physics bugs...
and I believe they use the havok engine so those were to be expected.

Subject: Re: TES: Skyrim
Posted by Herr Surth on Wed, 16 Nov 2011 12:07:08 GMT
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Lol, "FALLOUT HAS BUGS !"

at least fallout wasnt as shitfuckboring to explore as this piece of uninspired mediocrity.

Subject: Re: TES: Skyrim
Posted by ehhh on Wed, 16 Nov 2011 12:32:00 GMT
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Love how skyrim has typos lol...

Subject: Re: TES: Skyrim
Posted by zeratul on Wed, 16 Nov 2011 13:43:45 GMT
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Caveman wrote on Tue, 15 November 2011 21:56I found the thieves guild wooo. Although I think I might have to finish a few side quests before I carry on? I have a quest with one of the 'marks' and im not sure if i'll fail it by beating him up?
If by beating him up you mean "Brawl" you'll be fine but once hes down stop hitting him.

Subject: Re: TES: Skyrim
Posted by Caveman on Wed, 16 Nov 2011 18:12:54 GMT
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Zeratul wrote on Wed, 16 November 2011 13:43Caveman wrote on Tue, 15 November 2011 21:56I found the thieves guild wooo. Although I think I might have to finish a few side quests before I carry on? I have a quest with one of the 'marks' and im not sure if i'll fail it by beating him up?
If by beating him up you mean "Brawl" you'll be fine but once hes down stop hitting him.

Ok noted, thanks.

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Thu, 17 Nov 2011 00:04:49 GMT
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Herr 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?

Subject: Re: TES: Skyrim
Posted by zeratul on Thu, 17 Nov 2011 00:54:59 GMT
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Gohax wrote on Mon, 14 November 2011 22:52

Toggle SpoilerDark Brotherhood is awesome. I've already completed it, but it's got a cool storyline. To get into it, you have to go to (I think) Windhelm (not to familiar with the towns yet). There, you'll find a house that's locked. Go in there, and there's a kid performing black sacrament and you accept his contract (you're not in dark brotherhood yet). I won't go into detail further, but that basically starts it.
The lazy way is listed below
Toggle SpoilerTalk to the male inn keeper in Riverwood, ask him about rumors. This stays gold for about 3 or 4 times. He will mention the kid at some point and make it an active "Miscellaneous" quest

---

Subject: Re: TES: Skyrim
Posted by Gohax on Thu, 17 Nov 2011 08:20:13 GMT
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I found that way out tonight, er well a friend of mine did. Was in a party with two other people and he found that way out.

Anyways, I've done got my crafting up to 100. Crafted all of the Dragonscale armor + shield and made it all Legendary. Also crafted all of the Daedric armor (just did that tonight) and the Deadric

sword, Daedric greatsword, and Daedric Bow. Deadric sword and bow are both Legendary.

I'm working on getting my enchanting up, and finding a fire enchantment. I want to add a fire enchantment to my Sword and Greatsword, and a shock to my bow.

Has anyone found a fire enchantment yet? Or a weapon that has a fire enchantment on it?

Subject: Re: TES: Skyrim
Posted by Herr Surth on Thu, 17 Nov 2011 12:33:40 GMT
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Jerad 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.

Subject: Re: TES: Skyrim
Posted by F1r3st0rm on Thu, 17 Nov 2011 17:29:48 GMT
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also the VATS system was fun as hell to use

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 !"

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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.

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Thu, 17 Nov 2011 17:52:31 GMT
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When stats do the gameplay for you in a game that has the physics and capability to do otherwise, you are not making your game properly.

Subject: Re: TES: Skyrim
Posted by Killgeak on Thu, 17 Nov 2011 19:04:45 GMT
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lol @ gohax smithing and enchanting his way up so you can level fast and have an easy time

im about level 27 now and i still walk around in thieves guild/dark brotherhood/nightingale armor

Sneak+Archery ftw

Subject: Re: TES: Skyrim
Posted by Gohax on Thu, 17 Nov 2011 20:12:23 GMT
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Lol Killgeak. I didn't do it to level up fast. I did it to get the armor; it's badass. It's not like I didn't earn it; it took forever lol.

But, I'm playing on Expert difficulty anyway, so even with my armor, the game is still freaking hard.

Also, made all of my Deadric armor legendary

Subject: Re: TES: Skyrim
Posted by Killgeak on Thu, 17 Nov 2011 20:26:47 GMT
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lols you can get 100 smithing within 15 minutes

Toggle SpoilerIRON DAGGERS

Subject: Re: TES: Skyrim
Posted by Gohax on Thu, 17 Nov 2011 20:31:13 GMT
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YES! But, it takes quite a bit of money to do that. It took me (accumulated, I didn't do it all at once) about 3 hours to get my smithing to 100.

I wonder if this "trick" was intended?

Subject: Re: TES: Skyrim
Posted by Killgeak on Thu, 17 Nov 2011 20:42:31 GMT
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no idea, i checked but the smith in my game only has like 15 ignots.. i already massed over 60.000 septims tho

---

Subject: Re: TES: Skyrim
Posted by Gohax on Thu, 17 Nov 2011 21:18:55 GMT
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I spend gold on any Ebony ingots or Daedra hearts I see. I hardly keep money saved up.

Subject: Re: TES: Skyrim
Posted by Killgeak on Thu, 17 Nov 2011 21:40:06 GMT
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What can i say, I', dutch.

Subject: Re: TES: Skyrim
Posted by zeratul on Fri, 18 Nov 2011 01:32:29 GMT
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M'aiq has returned
UESP

Subject: Re: TES: Skyrim
Posted by F1r3st0rm on Fri, 18 Nov 2011 08:00:06 GMT
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this is what you gotta do
http://www.metro.co.uk/tech/games/882007-family-name-son-dovahkiin-after-skyrim-

character-get-free-games

Subject: Re: TES: Skyrim
Posted by zeratul on Fri, 18 Nov 2011 19:18:41 GMT
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Gohax wrote on Thu, 17 November 2011 02:20
I'm working on getting my enchanting up, and finding a fire enchantment. I want to add a fire enchantment to my Sword and Greatsword, and a shock to my bow.

Has anyone found a fire enchantment yet? Or a weapon that has a fire enchantment on it?
The Fence at the thieves guild sells some fire enchanted items on occasion

---

Subject: Re: TES: Skyrim
Posted by Gohax on Sat, 19 Nov 2011 08:51:40 GMT
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Zeratul wrote on Fri, 18 November 2011 12:18Gohax wrote on Thu, 17 November 2011 02:20
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Has anyone found a fire enchantment yet? Or a weapon that has a fire enchantment on it?
The Fence at the thieves guild sells some fire enchanted items on occasion

Yea, my friend told me that after I asked him. Oddly enough, right after I posted that I got on and started finding people with fire enchanted weapons. I fought a Forsworn briarheart that had two Glass swords enchanted with fire (dual wield)

Subject: Re: TES: Skyrim
Posted by Killgeak on Mon, 21 Nov 2011 21:23:56 GMT
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finished main quest + all factions except taking the thieves guild back to its former glory (+-50 misc quests)

I'm intending to 1000/1000 this one on the 360, i;m 70-80 hours in atm..

Best game i've played in a long long time.

Subject: Re: TES: Skyrim
Posted by Gohax on Tue, 22 Nov 2011 10:48:18 GMT

Killgeak wrote on Mon, 21 November 2011 14:23finished main quest + all factions except taking the thieves guild back to its former glory (+-50 misc quests)

I'm intending to 1000/1000 this one on the 360, i;m 70-80 hours in atm..

Best game i've played in a long long time.

Yeah, I'm going to try and get all the achievements for the game as well. Honestly, I haven't really even looked at them. I hadn't planned too until I beat the game. Give me something else to do. I just hope I don't skip any and have to start another playthrough :/

Subject: Re: TES: Skyrim
Posted by Killgeak on Tue, 22 Nov 2011 22:33:24 GMT

afaik there are no missable achievements, i did look at the list but i just skimmed trough it.

but now i finished everything i took the liberty to give it a good look, only to find out i only need like 6-7 more

Subject: Re: TES: Skyrim
Posted by Nurple on Wed, 23 Nov 2011 02:55:29 GMT

http://www.ebaumsworld.com/video/watch/82025744/

Subject: Re: TES: Skyrim
Posted by Gohax on Wed, 23 Nov 2011 22:19:32 GMT

LOOL Pwned!

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Fri, 25 Nov 2011 07:38:36 GMT

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.
I thought both of Fallout 3's cities were boring slums, but whatever. The game was fun but I still enjoy Oblivion and Skyrim more.

Subject: Re: TES: Skyrim
Posted by ehhh on Fri, 25 Nov 2011 08:39:15 GMT
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iuno why but i seem to prefer axes/swords to guns, I also prefer the oblivion/skyrim cities more too.

Subject: Re: TES: Skyrim
Posted by Gohax on Tue, 29 Nov 2011 06:01:32 GMT
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Tbh, I like them both. You get a taste of both worlds. Post-apocalpytic time where you're scavenging for what guns, bullets, and food you can find. Then you have the shield, sword and bow era; crafting weapons and armor and finding herbs for potions etc.

I know it's a bit early, but I'm eagerly awaiting the next Fallout.

Subject: Re: TES: Skyrim
Posted by Starbuzz on Tue, 29 Nov 2011 14:17:28 GMT
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can someone describe how the character creation side of the game was different from Oblivion? I was always able to create great looking characters (after I got the hang of the slider settings) without any problems...do they have the same sliders and what not?

Subject: Re: TES: Skyrim
Posted by Caveman on Tue, 29 Nov 2011 14:24:32 GMT
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More or less yes, its just hard to use. The whole UI is hard to use as it was made for console faggots.

Subject: Re: TES: Skyrim
Posted by iRANian on Tue, 29 Nov 2011 14:27:58 GMT
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Is there anyway to go to the bottom of a list with the UI? I got around 50 apparel items and I want to check out my Steel Armor stuff most of the time, so I have to spend a good minute scrolling down...pretty gay.

Subject: Re: TES: Skyrim
Posted by Caveman on Tue, 29 Nov 2011 16:43:50 GMT
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There are quite a few mods that have been made for skyrim some of which drastically improve the UI.

Subject: Re: TES: Skyrim
Posted by iRANian on Tue, 29 Nov 2011 16:58:51 GMT
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I only got the kill-able children mod installed, any UI mods you recommend?

Subject: Re: TES: Skyrim
Posted by Caveman on Tue, 29 Nov 2011 17:17:26 GMT
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Well I use Vals crafting mod.. Allows you to smelt weapons you pick up into raw material... Makes sense really.

FXAA Post process injector... It really improves the detail in Skyrim.

QD Inventory - This changes the UI.. I personally find it alot better.

Subject: Re: TES: Skyrim
Posted by iRANian on Tue, 29 Nov 2011 17:34:39 GMT
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Thanks, yeah I don't understand why I can't smelt weapons.

Subject: Re: TES: Skyrim
Posted by Starbuzz on Wed, 30 Nov 2011 02:08:21 GMT

that sucks! I checked out a video of the character creation screen...I think the new characters are really good looking but there doesn't seem to be as much customization options as it was in Oblivion.

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Thu, 01 Dec 2011 21:22:13 GMT

Starbuzz wrote on Tue, 29 November 2011 19:08that sucks! I checked out a video of the character creation screen...I think the new characters are really good looking but there doesn't seem to be as much customization options as it was in Oblivion.
Indeed there is slightly less customization ability, but you still have just about all the control over the face as you did, which is debatably the most important area.

Subject: Re: TES: Skyrim
Posted by Starbuzz on Thu, 01 Dec 2011 22:20:56 GMT

Jerad Gray wrote on Thu, 01 December 2011 14:22Starbuzz wrote on Tue, 29 November 2011 19:08that sucks! I checked out a video of the character creation screen...I think the new characters are really good looking but there doesn't seem to be as much customization options as it was in Oblivion.
Indeed there is slightly less customization ability, but you still have just about all the control over the face as you did, which is debatably the most important area.

That's really good to know...thanks! Fully agree...the face is most important. Me and my sister are huge Oblivion fans and I made the chars for both of us and they have a 99% resemblance to our real faces lol!

It's incredible how much we can do once we get the hang of the sliders and what they control!

Hopefully we can do the same in Skyrim when we get to creating characters.

Subject: Re: TES: Skyrim
Posted by Caveman on Thu, 01 Dec 2011 23:14:44 GMT

Must be ones ugly dude ^^ Nah just kidding. I never bothered with it.. I picked the race, moved the odd slider and went gogogoogogogogo.

Subject: Re: TES: Skyrim
Posted by Killgeak on Sat, 03 Dec 2011 16:05:18 GMT
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1000/1000 it a few days ago.

There is 1 missable achievement/trophy which is:

Toggle SpoilerOblivion walker Toggle SpoilerYou can sell or drop one of the artifacts and with that spoil the chievo

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Subject: Re: TES: Skyrim
Posted by Gohax on Sat, 03 Dec 2011 19:56:49 GMT
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Killgeak wrote on Sat, 03 December 2011 09:051000/1000 it a few days ago.

There is 1 missable achievement/trophy which is:

Toggle SpoilerOblivion walker Toggle SpoilerYou can sell or drop one of the artifacts and with that spoil the chievo

Great. So, I've missed that one then. I already dropped the mace, or sold it I believe :/

I haven't really been playing that much last few days anyway, with finals coming up I haven't had a chance too. But, I just started on the main questline.

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Sun, 04 Dec 2011 00:38:34 GMT
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Been playing Morrowind again, and I'm just curious: Can you still make custom magic in Skyrim? Or did they fuck that one up (I haven't even touched Oblivion either and will probably skip it altogether).

If it's still in, how does it work?

Subject: Re: TES: Skyrim
Posted by zeratul on Sun, 04 Dec 2011 06:43:11 GMT
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If by custom magic you mean Enchanting it is done at an alter. If you mean making skills I have seen nothing about it in the game or on UESP

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Sun, 04 Dec 2011 13:27:41 GMT
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BALLS

Spellmaking is cool as hell in Morrowind :[

Subject: Re: TES: Skyrim
Posted by Starbuzz on Mon, 05 Dec 2011 12:24:12 GMT
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I got another question! Are you able to drag/drop/move objects around like in Oblivion? I am big on arranging shelves and stuff lol...can that be done in Skyrim?

Subject: Re: TES: Skyrim
Posted by iRANian on Mon, 05 Dec 2011 12:26:00 GMT
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Yeah, hold E for a few second and then you'll be able to move objects around, you need to get used to it a bit as E is also used to take items from dead NPCs etc.

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Mon, 05 Dec 2011 16:22:33 GMT
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Its annoying how it makes you press e again to drop the object, unstead of just dropping it when you release e...

Subject: Re: TES: Skyrim
Posted by GEORGE ZIMMER on Mon, 05 Dec 2011 17:02:31 GMT
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iRANian wrote on Mon, 05 December 2011 05:26Yeah, hold E for a few second and then you'll be able to move objects around, you need to get used to it a bit as E is also used to take items from dead NPCs etc.
because the PC version is a fucking port

>:[

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Tue, 06 Dec 2011 05:04:42 GMT
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GEORGE ZIMMER wrote on Mon, 05 December 2011 10:02iRANian wrote on Mon, 05 December 2011 05:26Yeah, hold E for a few second and then you'll be able to move objects around, you need to get used to it a bit as E is also used to take items from dead NPCs etc.
because the PC version is a fucking port

>:[
Nah, its still the oblivion engine, they just didn't redesign the ui with pc in mind.

Subject: Re: TES: Skyrim
Posted by Dave Anderson on Tue, 06 Dec 2011 10:43:23 GMT
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A UI and key system that is setup for consoles and PC's alike doesn't make a game a console port. PC consumers just have to learn to share the game industry.

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Fri, 09 Dec 2011 14:38:43 GMT
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Dave Anderson wrote on Tue, 06 December 2011 03:43A UI and key system that is setup for consoles and PC's alike doesn't make a game a console port. PC consumers just have to learn to share the game industry.
Although in all fairness, when was the last time a truly PC only game was ported to console?

My issue with games that are designed with a console in mind is often that the controls have to be dumbed down in order to make it work with the controller... maybe consoles just need to get a keyboard instead. ;3

Subject: Re: TES: Skyrim
Posted by F1r3st0rm on Fri, 09 Dec 2011 15:18:15 GMT
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the witcher was a pc only game, then they released the sequel and it was ported to xbox i think

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Subject: Re: TES: Skyrim
Posted by Gohax on Wed, 14 Dec 2011 01:07:25 GMT
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F1r3st0rm wrote on Fri, 09 December 2011 08:18the witcher was a pc only game, then they released the sequel and it was ported to xbox i think

Hasn't been released for xbox yet. Sometimes next year, think about spring time.

Subject: Re: TES: Skyrim
Posted by danpaul88 on Wed, 14 Dec 2011 10:52:07 GMT
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I just started TES: Oblivion on my PS3 a few days ago... enjoying it so far, if I ever finish it I might have to buy Skyrim...

Believe it or not this is the first time I have ever played a TES game... had Oblivion for a while but never had the time to sit down and play it.

Subject: Re: TES: Skyrim
Posted by Jerad2142 on Wed, 14 Dec 2011 16:17:01 GMT
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danpaul88 wrote on Wed, 14 December 2011 03:52I just started TES: Oblivion on my PS3 a few days ago... enjoying it so far, if I ever finish it I might have to buy Skyrim...

Believe it or not this is the first time I have ever played a TES game... had Oblivion for a while but never had the time to sit down and play it.
If you have the Shivering Isles Expansion make sure to try that, I have to say that one of my favorite quests on Oblivion.

Subject: Re: TES: Skyrim
Posted by danpaul88 on Wed, 14 Dec 2011 22:49:50 GMT
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Yeah, I have the GOTY edition so it includes shivering isles and some other addon pack that I forget the name of.

Subject: Re: TES: Skyrim
Posted by Killgeak on Wed, 14 Dec 2011 22:59:07 GMT
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knights of the nine