

## Request for Reconsideration after Final Action

**The table below presents the data as entered.**

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<b>LITERAL ELEMENT</b>	FUS RO DAH
<b>STANDARD CHARACTERS</b>	YES
<b>USPTO-GENERATED IMAGE</b>	YES
<b>MARK STATEMENT</b>	The mark consists of standard characters, without claim to any particular font style, size or color.
<b>EVIDENCE SECTION</b>	
<b>EVIDENCE FILE NAME(S)</b>	
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<b>DESCRIPTION OF EVIDENCE FILE</b>	Request for Reconsideration and supporting exhibits
<b>ADDITIONAL STATEMENTS SECTION</b>	
<b>SECTION 2(f) Claim of Acquired Distinctiveness, BASED ON EVIDENCE</b>	The mark has become distinctive of the goods/services, as demonstrated by the attached evidence.
<b>2(f) EVIDENCE FILE NAME(S)</b>	
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SIGNATORY'S NAME	Thomas E. Zutic
SIGNATORY'S POSITION	Attorney of Record, DC Bar Member
SIGNATORY'S PHONE NUMBER	(202) 799-4000
DATE SIGNED	08/12/2016
AUTHORIZED SIGNATORY	YES
CONCURRENT APPEAL NOTICE FILED	NO
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## Request for Reconsideration after Final Action

### To the Commissioner for Trademarks:

Application serial no. **85589294** FUS RO DAH(Standard Characters, see <http://tmng-al.uspto.gov/resting2/api/img/85589294/large>) has been amended as follows:

#### EVIDENCE

Evidence in the nature of Request for Reconsideration and supporting exhibits has been attached.

#### Original PDF file:

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Converted PDF file(s) ( 3 pages)

[Evidence-1](#)

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**Original PDF file:**

[evi\\_65175311-20160812134233053768 . Exhibit B Request for Reconsideration - FUS RO DAH.pdf](#)

**Converted PDF file(s) ( 88 pages)**

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#### **ADDITIONAL STATEMENTS**

##### **SECTION 2(f) Claim of Acquired Distinctiveness, BASED ON EVIDENCE**

The mark has become distinctive of the goods/services, as demonstrated by the attached evidence.

##### **Original PDF file:**

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##### **Converted PDF file(s) ( 2 pages)**

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**SIGNATURE(S)**

**Request for Reconsideration Signature**

Signature: /Thomas E. Zutic/ Date: 08/12/2016

Signatory's Name: Thomas E. Zutic

Signatory's Position: Attorney of Record, DC Bar Member

Signatory's Phone Number: (202) 799-4000

The signatory has confirmed that he/she is an attorney who is a member in good standing of the bar of the highest court of a U.S. state, which includes the District of Columbia, Puerto Rico, and other federal territories and possessions; and he/she is currently the owner's/holder's attorney or an associate thereof; and to the best of his/her knowledge, if prior to his/her appointment another U.S. attorney or a Canadian attorney/agent not currently associated with his/her company/firm previously represented the owner/holder in this matter: (1) the owner/holder has filed or is concurrently filing a signed revocation of or substitute power of attorney with the USPTO; (2) the USPTO has granted the request of the prior representative to withdraw; (3) the owner/holder has filed a power of attorney appointing him/her in this matter; or (4) the owner's/holder's appointed U.S. attorney or Canadian attorney/agent has filed a power of attorney appointing him/her as an associate attorney in this matter.

The applicant is not filing a Notice of Appeal in conjunction with this Request for Reconsideration.

Serial Number: 85589294

Internet Transmission Date: Fri Aug 12 14:21:39 EDT 2016

TEAS Stamp: USPTO/RFR-XX.XXX.X.XX-201608121421391193

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**FUS RO DAH**  
**Application No. 85/589,294**  
**Request for Reconsideration**

**I. INTRODUCTION**

The Examining Attorney has maintained her refusal to register Application No. 86/589,294 (the "Application"), finding that the proposed mark FUS RO DAH (the "Mark"), for use in connection with "clothing, namely, t-shirts, shirts, sweatshirts; headwear, namely, hats" in Class 25 ("Applicant's Goods") on the basis that it is allegedly ornamental in nature. However, Applicant reasserts that its Mark is not merely ornamental, but rather functions as a strong source identifier, and has attached ample evidence in support of this assertion. Accordingly, for the reasons further discussed herein, Applicant respectfully requests that the Examining Attorney withdraw the merely ornamental refusal, and allow the Application to proceed to publication.

**A. Because Applicant's Mark Is Not Merely Ornamental, But Rather Functions As A Strong Source Identifier In The Minds of Consumers, It Should Be Allowed To Proceed To Publication**

Matter that serves primarily as a source indicator, either inherently or as a result of acquired distinctiveness, and that is only incidentally ornamental or decorative, can be registered as a trademark. In re Paramount Pictures Corp., 213 USPQ 1111, 1114 (TTAB 1982). Specifically, when determining whether a proposed mark is ornamental as used on the goods, the Examining Attorney should consider: "(1) the commercial impression of the proposed mark; (2) the relevant practices of the trade; (3) secondary source, if applicable; and (4) evidence of distinctiveness." TMEP § 1202.03. In the instant case, the proposed mark functions as a strong source identifier in the minds of consumers in that it (1) creates the commercial impression of a trademark; (2) is unique when used in connection with clothing; (3) acts as a secondary source identifier; and (4) at a minimum, has acquired distinctiveness. Thus, Applicant respectfully requests that the Examining Attorney withdraw the ornamental refusal.

**i. The Proposed Mark Is A Strong Source Identifier Because It Creates The Commercial Impression Of A Trademark**

When weighing the commercial impression of the proposed mark, the significance of the proposed mark must be considered. TMEP § 1202.03(a). For instance, common expressions and symbols (e.g., the peace symbol, "smiley face," or the phrase "Have a Nice Day") are normally not perceived as marks. *Id.* In this case, Applicant's Mark is far from being a common expression in ordinary parlance. The term FUS RO DAH is an entirely coined term originally created for the purpose of describing the sound of a unique dragon shout in *The Elder Scrolls V: Skyrim* video game (developed by Applicant). Indeed, the term is so unique that when consumers see the proposed mark on clothing they automatically associate it with Applicant. Representative samples of such consumer recognition is attached hereto as Exhibit A.

Further, while the Examining Attorney must also consider the size, location, and dominance of the proposed mark, as applied to the goods, to determine whether ornamental matter serves a trademark function, In re Lululemon Athletica Can. Inc., 105 USPQ2d 1684, 1687 (TTAB 2013) (quoting In re Right-On Co., 87 USPQ2d 1152, 1156 (TTAB 2008)), the size of the mark on clothing is only one consideration in determining the registrability of a mark. In re Lululemon Athletica Can. Inc., 105 USPQ2d at 1689. In the instant case, the fact that proposed mark incorporates a larger font size, as shown in the submitted specimen of use, does not mean that the mark is merely ornamental. Regardless of font size, the proposed mark serves a source identifying function. Consumers who see the proposed mark will automatically associate the goods with Applicant. See Exhibit A.

**ii. The Proposed Mark Is A Strong Source Identifier Because It Is Unique When Used In Connection With Clothing**

When considering the relevant practices of the trade, it is relevant to judge whether the mark “is unique or unusual in a particular field, as opposed to a mere refinement of a commonly-adopted and well-known form of ornamentation for a particular class of goods that would be viewed by the public as a dress or ornamentation for the goods.” TMEP § 1202.03(b). As previously discussed in Section (A)(i) above, in the instant case, the proposed mark is not a commonly adopted or well-known form of ornamentation, such as a smiley face or peace symbol, but rather a distinctive word mark clearly associated with the Applicant, and only the Applicant. Unlike the mere ornamentation of a smiley face, for example, which generally does little to communicate source of origin, the source of the proposed mark belongs unmistakably to the Applicant as the developer of *The Elder Scrolls* video games. See Exhibit A.

Further in determining whether a design is inherently distinctive, we must consider “whether it [is] a ‘common’ basic shape or design, whether it [is] unique or unusual in a particular field, [or] whether it is a mere refinement of a commonly-adopted and well-known form of ornamentation for a particular class of goods viewed by the public as a dress or ornamentation for the goods.” *Seabrook Foods, Inc. v. Bar-Well Foods Ltd.*, 568 F.2d 1342, 196 USPQ 289, 291 (CCPA 1977). In this case, while it is very common for video games to have clothing associated with the game, the proposed mark itself is entirely unique for “clothing, namely, t-shirts, shirts, sweatshirts; headwear, namely, hats.” It does not function as mere ornamentation, but unmistakably tells consumers the source of the apparel, such that consumers know the mark and can immediately recognize that it belongs to Applicant. See Exhibit A.

**iii. The Proposed Mark Is A Strong Source Identifier Because It Also Serves As Secondary Source Identifier**

Matter that serves primarily as a source identifier, and is only incidentally ornamental, can be registered as a trademark. See In re Paramount Pictures Corp., 213 U.S.P.Q. 1111, 1113 (TTAB 1982) (finding that the mark MORK & MINDY, as applied to a T-shirt, functioned as a source identifier, and stating that “the broad and liberal interpretation of our law is that, where such a sign also serves a source identifying function, it should be regarded as acceptable subject matter for registration”). Here, the proposed mark serves primarily as a source identifier for Applicant in that when consumers see the proposed mark they automatically think of the Applicant. See Exhibit A.

Additionally, “matter that serves as an identifier of a ‘secondary source’ is considered an arbitrary symbol and is registrable on the Principal Register.” TMEP § 1202.03. In the instant case, the proposed mark conveys “to the purchasing public the ‘secondary source’ of the T-shirt (rather than the manufacturing source).” *Id.* Specifically, even if it were asserted that the FUS RO DAH mark does not serve as a source identifier for Applicant directly (and Applicant would strongly contest such an assertion), the use of the mark on t-shirts automatically calls to mind the video game *The Elder Scrolls V: Skyrim*, which was developed by Applicant, and therefore the FUS RO DAH mark serves as a secondary source identifier.

**iv. The Proposed Mark Is A Strong Source Identifier Because It Has Acquired Distinctiveness**

Finally, evidence of distinctiveness may also weigh against a finding that the proposed mark is merely ornamental as used on the goods. TMEP § 1202.03(d). Here, Applicant asserts that FUS RO DAH is significantly distinct in nature and no claim of acquired distinctiveness is necessary. That said, Applicant has expended tens of millions of dollars developing, advertising and promoting *The Elder Scrolls V: Skyrim* video game. Since its launch *The Elder Scrolls V: Skyrim* has been a tremendous worldwide success and has garnered extensive media coverage and extraordinarily high consumer recognition. As a result, based on the extraordinarily well-known nature of *The Elder Scrolls V: Skyrim* and the efforts of Applicant to finance, develop, advertise and promote *The Elder Scrolls V: Skyrim* over several years, Applicant’s customers and the public in general have come to know and recognize the FUS RO DAH

mark and to automatically associate it with Applicant. Representative samples of widespread media exposure and publicity are attached hereto as Exhibit B.

## **II. CONCLUSION**

In light of the above, Applicant respectfully reasserts that the Examining Attorney withdraw the merely ornamental refusal and allow the Application to proceed to publication.

## **EXHIBIT A**

## P1\_10 Fus Ro Dah

O. East, E. Longstaff, M. Fletcher, C. Li

Department of Physics and Astronomy, University of Leicester, Leicester, LE1 7RH.

November 6, 2013

### Abstract

The power of the “Thu’um” is unquestionable within the video game, Skyrim [1]. This paper investigates the possibility of knocking down an opponent using only their voice. It was calculated that the minimum amount of force required to do so is 121.2N, and that an average person can only produce 3.74N.

### Introduction

The popular game of Skyrim by Bethesda Game Studios lets players take the role of the Dragonborn [1]. The protagonist possesses magical abilities called the “Thu’um”. One in particular is the ability to knock down opponents with the power of just their voice by shouting the words “Fus Ro Dah” [1]. In this paper, we investigate the plausibility of such a feat in an average male using a simple model.

### Theory

Firstly consider the target, which was modelled to be a rigid, human sized cuboid. The cuboid is 1.7m high [2], 0.25m wide and 0.25m depth, (estimates for width and depth have been made) with an even distribution of mass of 84kg [2].

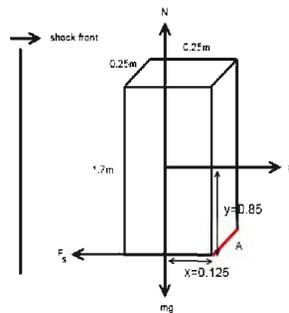


Figure 1. A free body diagram of target modelled as a cuboid.

where  $N$  is the normal force,  $mg$  is the force due to gravity where  $m$  is mass of the cuboid and  $g$  is acceleration due to gravity which we assumed to be  $9.81 \text{ m s}^{-2}$ ,  $F$  is the force applied,  $F_s$  is the force due to static friction and  $A$  is the pivot edge.

We assume an even force is applied across the surface, i.e. the force is applied in the centre of the incident face. The cuboid will feel a torque that will cause the whole object to pivot via edge  $A$ . We also assume that the force of static friction prevents the cube from sliding and the coefficient of friction  $\mu$ , to be 0.9 between rubber and dry asphalt [3].

For an average person, their maximum exhaled (tidal) volume is about 0.5 litres [4]. We assume that this volume of air creates a pressure wave that transfers momentum, which exerts a force on the target, and that there is no divergence of the wave or energy loss. To convert the volume to a mass we used air at  $30^\circ\text{C}$  with air density at  $1.165 \text{ kg m}^{-3}$  [5]. We assume that momentum is conserved, and that all momentum is applied to the cuboid surface.

### Method and Results

First we considered the minimum force required to tip the cuboid target over. Referring to fig. 1 we can calculate the force of static friction using [6]:

$$F_s = \mu N \quad (1)$$

where  $N$  is the normal force which is equal to the weight ( $mg$ ) where  $g$  is the acceleration due to gravity. From this we obtain a value of  $F_s = 742\text{N}$ . The force applied must not exceed  $F_s$ , otherwise the cuboid will slide instead of tip. Now we consider the pivot edge  $A$ , where the cuboid will rotate from; consider the equation of torque [7]:

$$\tau = r \times F \quad (2)$$

where  $\tau$  is the torque,  $r$  is the distance from the pivot and  $F$  is the force at the distance.

From the reference of pivot  $A$ , we can calculate the total torque acting upon that point:

$$\tau_{tot} = \tau_f - \tau_{mg} \quad (3)$$

where  $\tau_{tot}$  is the total torque,  $\tau_f$  is the torque from the applied force and  $\tau_{mg}$  is the torque force due to gravity. Substituting in  $\tau_f$  and  $\tau_{mg}$  and setting  $\tau_{tot} = 0$  to find the limiting force, we get:

$$F_{min}y = mgx \quad (4)$$

Rearrange for  $F$  we get:

$$F_{min} = \frac{mgx}{y} \quad (5)$$

where  $F_{min}$  is the minimum required force to tip the cuboid,  $m$  is the mass of the cuboid,  $x$  is half the width and  $y$  is half the height. From this, we find that  $F_{min} = 121.2N$ .

We also know that:

$$F = \frac{\Delta p}{\Delta t} \quad (6)$$

And also:

$$m_g = \rho V \quad (7)$$

where  $F$  is the force,  $p$  is the momentum,  $t$  is time,  $m_g$  is the mass of the gas,  $\rho$  is the density and  $V$  is the volume. Using the values of density and volume and inputting these into eq. 7, the mass of gas exhaled from an average person's lungs is  $5.825 \times 10^{-4}$  kg this is the mass of the pressure wave. We then calculate the momentum of the pressure wave using:

$$p = mv \quad (8)$$

where  $v$  is the velocity. In this case, the velocity of the pressure wave created is assumed to be  $v = 320.55 \text{ m s}^{-1}$  (sound speed) [8]. Using eq. 8, the momentum of the pressure wave will then be  $0.187 \text{ kg m s}^{-1}$ .

Referring back to eq. 6, the momentum change,  $\Delta p = 2p$  as we assume the air is completely reflected back and assuming that  $\Delta t = 0.1 \text{ s}$ . From this, we substitute in the values calculated into eq. 6, and we find that the force of the pressure wave created by a person is  $3.74N$ .

Returning to  $F_{min}$ , rearranging eq. 6 to find the minimum momentum required we find it to be  $6.06 \text{ kg m s}^{-1}$ . Using eq. 7 and the value of momentum calculated, if the velocity is kept constant, the minimum amount of mass required to be exhaled to tip the cuboid is  $18.9$  litres. Alternatively if we kept mass

constant, then the velocity required would be  $10403 \text{ m s}^{-1}$  which is roughly  $32$  Mach ( $32$  times the speed of sound).

### Discussion

Realistically, it is impossible for a person to naturally exhale such a large amount of air from their lungs. It is also absolutely ridiculous for a person to create a pressure wave that is  $32$  times that of the speed of sound, using only their lungs. The result calculated is also the absolute minimum required force to tip the cuboid, with many assumptions.

### Conclusion

The power of the "Thu'um" is unfortunately not able to manifest in the real world. Unaided, it is an impossible task to tip an opponent over using just your voice. The amount of force produced by an average human is only  $3.1\%$  the required amount of force that is needed. People who wish to achieve such an act may want to stick to the video game.

### References

- [1]<http://www.elderscrolls.com/skyrim> accessed on the 6/11/2013.
- [2]<https://catalogue.ic.nhs.uk/publications/public-health/surveys/heal-surv-eng-2011/HSE2011-Ch10-Adult-obesity.pdf> accessed on the 06/11/2013.
- [3][http://www.engineeringtoolbox.com/friction-coefficients-d\\_778.html](http://www.engineeringtoolbox.com/friction-coefficients-d_778.html) accessed on the 06/11/2013.
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- [7]P. Tipler, G. Mosca, *Physics with Modern Physics for Scientist and Engineers* (6th ed.), (2008).
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# But Not Simpler

« Nerds and Words: Week 8

Talking Science, Aliens, And RoboCop With Kids! »

## Could Shouting “Fus Ro Dah” Ever Knock Someone Over?

By Kyle Hill | February 25, 2014 10:30 am



The merchant wanted me to clear the decaying tomb outside the village. I was halfway to it when I saw something more interesting in the distance. It was a set of stairs carved into stone that instantly distracted me, like a million other little things in *Skyrim*, from my quest. I set out for the stairs and made my way up a few before a troll beset me. It got too close. With three words and a mighty shout, a blast of air blew the troll down the mountainside like a smelly ragdoll no child would buy. Above me, a dragon roared. I felt powerful. Could you do something like that for real?

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**Don't have time to read? Listen to the whole article below!**

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Dragons are on my mind, dragons and the power of breath. Recently [I tried to make some sense out of fire-breathing dragons](#) and while doing so my mind wandered to the epic RPG, *Skyrim*. With a save file

totaling more than 90 hours of dungeon crawling, potion crafting, and dragon slaying, the magic of *Skyrim* is as ingrained in me as the myth of dragons themselves. In the game, what unites your character to these monstrosities is your voice, your “thu’um.” Your voice has the power to push walls of fire, ice, and concentrated momentum. This last thu’um—or “shout”—has even gained Internet memedom for its power. *Fus Ro Dah!*

There is an obscene pleasure in fus ro dah-ing a reanimated Norse skeleton into a deep glacial crevasse. Limbs fail and bodies tumble before your mighty voice. But since this is literally your voice pushing people around, momentum and physics can illuminate it as much as the constellations that unlock the skill inside the game can. What would it take to shout “fus ro dah” and knock a person over?

In my **endless Internet stumbling**, I came across a journal that looks to be authored by physics students and teachers who share my enthusiasm for nerdy topics. One of them must like *Skyrim* as much as I do, because **this paper** in the *Journal of Physics Special Topics* sought to answer the very question I was wondering about in-between reloading saves to make sure my Lydia wouldn’t be lost forever. The paper reads like a wonderful introduction to physics.

Like any good physics problem, figuring out the necessary power of a fus ro dah begins with making something very complicated very simple. First, assume that your target isn’t some oddly shaped humanoid, but a cube. Then make a few more assumptions. For the sake of calculation you need a mass of the target and a value for the friction between them and what they are standing on (this value will ultimately determine what force it will take to tip the cube/person over). With these numbers you draw the cube and do some torque-filled calculation—blowing someone over is like finding the amount of force you need to turn a person like a wheel about an axis. In this case, the axis is his or her heels.

All in all, the paper from the nerdy physicists concludes that it would take around 120 newtons applied to the center of an 84-kilogram person to tip them over—far less than you could generate with a punch. I suppose this scenario is like being caught off-guard by a strong draft. Still, could the human voice bring with it this windy punch?

More assumptions are required. If you multiply an assumed amount of air exhaled by the average human by the density of air at normal temperature and pressure, you get the mass of a shout. And because you are shouting at an opponent, the speed of this Thu’um should be the speed of sound—over 300 meters per second. Mass and velocity together describe momentum. The last value needed is time of impact, something small like 0.1 seconds. Finally, if you take the change in the Thu’um’s momentum over the impact time you get a force. It’s tiny, only about four newtons, or barely three percent of what is needed to tip an attacker over. The underwhelming result at least makes intuitive sense. Even when you shout at the top of your lungs, you don’t feel as if you are marshaling much momentum. You can hardly blow out a candle at distance.

*Skyrim* is a game filled with fantasy, and physics dictates that some is needed to make the fus ro dah as powerful as it is in the game. In the final, geeky paragraphs of the paper, the authors calculate the volume of air and/or the air speed your lungs would really need to push an enemy over. If the volume of the lungs remained quite human, one would have to shout at Mach 32—air escaping your mouth almost fast enough to leave Earth’s gravity. But if your shout’s speed remained underwhelming, you would have to exhale 19 liters worth of air to deliver the knockout blow. Your lungs at maximum inflation hold about four.

No matter how you shift the variables around, the human body just isn’t the air cannon *Skyrim*’s Dovahkiin is. Following the physics, the most yelling “Fus Ro Dah!” at an enemy will get you is a slight pause and a very confused look.

—

## More Geeky Science:

- [The Many-Worlds Hypothesis And The Hardest Super Mario Level](#)
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—

**Image Credit:** [Dovahkiin FUS RO DAH!](#) by [VictorSauron](#)

**Reference:** East, O., Longstaff, E., Fletcher, M., & Li, C. (2013, November 6). Fus Ro Dah. *Journal of Physics Special Topics*. (<http://physics.le.ac.uk/journals/index.php/pst/article/view/663>)

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# I Shouted 'Fus Ro Dah' At *Skyrim*, And I Kinda Liked It



Jason Schreier  
4/20/12 9:00am · Filed to: SKYRIM

41.7K 123 1



Here's a confession: I have absolutely no interest in Microsoft's Kinect.

The controller-free interface doesn't appeal to me. I don't want to dance around my living room or wave my arms to fling boulders at castles. I get bored just thinking about it.

### ***Wreckateer* Is Like A Kinect Version Of *Angry Birds***

Here's some video footage of *Wreckateer*, an upcoming Xbox Live game for Kinect that requires...

Shouting dragon words in *Skyrim* might have changed my mind. Kinda.

Within the next few weeks, Bethesda will release a free patch that enables Kinect support for its massively popular role-playing game. You won't get to waggle or wave, but you will get to shout at your television screen. Voice commands like "equip sword" and "quick map" will allow you to perform those respective actions without touching your controller. You'll even get to belt dragon shouts like "Fus Ro Dah" and other semi-pronounceable phrases.



### **Kinect Integration for *Skyrim* Lets You Scream Dragon Shouts and More**

The voice-command feature that had been joked about for Bethesda's hit RPG will actually be...

I had the opportunity to test out these voice features at an event in Manhattan earlier this week, and I left more impressed than I expected to be. Outside of a little air conditioner interference, the machine had no trouble recognizing any of my voice commands or shouts. It took a second or two for commands to register, but the lag was less severe than I expected. (Just don't put your Kinect next to anything noisy.) And once you get the hang of all of the shortcuts, they're a neat way to swap weapons and use healing items during battle more quickly and efficiently than you can with a controller.

**KOTAKU**

The whole thing is based on your Favorites menu. You can go through that list and say things like "assign fire spell" or "assign bow." Then, while wandering through tundras or killing villagers or whatever it is you like to do in *Skyrim*, you can activate those keywords by saying things like "equip bow" or "equip fire left" (for your left hand).

Dragon shouts are a different story. You can say their English translations without a problem, but to use them in Dragon-speak, you have to hold down a button while speaking. This is because the Kinect only recognizes English, a Bethesda representative explained.

You'll also be able to bark orders at followers. (Bethesda says it will reveal a full list of all available Kinect voice commands at some point in the near future.)

This is all especially fun when you want to fuck with your friends. Wait until they're up against a tricky dragon or surrounded by undead draugr, then shout something like "equip bow" while they're in melee combat. They'll be really annoyed for like, ten seconds. Until they turn off the Kinect features and defriend you on Facebook.

Another great addition: You can use Kinect's voice commands to sort your inventory items by category, arranging them by value or weight by saying "sort by value" or "sort by weight." Sadly, this much-needed *Skyrim* feature is only supported by Kinect's voice commands. If you don't have Kinect, you're out of luck.

All that said, this is still nothing more than a gimmick. It's a neat, impressive gimmick, but *Skyrim*'s voice integration isn't going to be the killer app that convinces you to buy a Kinect. Still, it's cool enough to make you start thinking about all of the possibilities that voice controls could bring to gaming. And the patch is free. So if you've already got one of Microsoft's controller-free accessories, voice commands might just make your endless *Skyrim* sessions more convenient. Or at least more silly.

The logo for Kotaku, featuring the word "KOTAKU" in a stylized, bold, yellow font with a black outline. The letters are slightly irregular and have a hand-drawn feel.



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Prepare For Fus Ro Dah! Kinect Support Announced For 'Skyrim'



By [The Movie God](#) | @ | Friday, April 13th, 2012 at 11:01 am



As many of us wait in anticipation for what kind of DLC Bethesda Softworks will announce for their juggernaut video game, *The Elder Scrolls V: Skyrim*, the company has made another very cool announcement.

Bethesda has revealed that coming later this month in a free update, Kinect support will become available for *Skyrim*. With it comes over 200 commands that you will be able to use your own voice for, including...you guessed it, FUS RO DAH! (YouTube it if you've never played; you shan't be disappointed)

Continue on below to see a special video made for *Skyrim*'s Kinect support.

With the Kinect, Xbox 360 users will be able to use their voices for not only the Dragon Shouts, but also hotkeying items and spells, controlling your followers, saving and loading games, and working various menu options such as Items, Magic, Map, Barter, Container, Favorites, and Skills. You'll also have special new functions with your map, and the ability to sort your inventory by name, weight, and value.

Since Kinect first arrived, I've stubbornly said that this "controller-less gaming" was a waste of time, and that the best way to utilize the motion gaming boom would be to infuse it with existing gameplay. Thankfully developers like Bethesda with *Skyrim* and BioWare with *Mass Effect 3* realized this too, and hopefully they'll set the standard.

Flailing around your body in front of your TV like a jackass is just silly, but combining controller-based games—especially RPGs—with immersive options

<http://www.geeksofdoom.com/2012/04/13/prepare-for-fus-ro-dah-kinect-support-announced-for-skyrim>



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[Source: Bethesda]

7/14/2016

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- If the shout is used against fish in water, they will die and float on the water.

## Notes

- Fall damage is not applied to the victim until a few seconds after the target has come to a complete stop, right before they start getting back up. As such, you may find that an opponent may appear to spontaneously die with no apparent explanation after surviving a fall.
- Even with all three words of this shout and the Force Without Effort perk you can only stagger a dragon; it is impossible to make a living dragon ragdoll. This same immunity also applies to Dwarven automatons, mammoths, and a myriad of other enemies in Skyrim. Other creatures and NPCs which cannot be ragdolled using this shout include: Argeir, ash guardians<sup>DB</sup>, Borri, dragon priests, Einarth, Felldir the Old, flame atronachs, frost atronachs, Gormlaith Golden-Hilt, Hakon One-Eye, Karstaag<sup>DB</sup>, lurkers<sup>DB</sup>, Miraak<sup>DB</sup>, mounted rieklings<sup>DB</sup>, seekers<sup>DB</sup>, storm atronachs, Tsun, and Wulfgar.
  - Typically, those immune are creatures that fall apart when dying and entering a ragdoll state, or are plot-critical NPCs located around an area with a large drop nearby.
- This is the most commonly used shout by draugr, often making you ragdoll, with the illusion that you have died. To distinguish this ragdoll from real death, look for the pulsing red hue on your screen; if it is not there, you're fine. If it is there, either you are close to death, or have already died. For death, the game will abruptly cut music and replace it with a somber tone, revealing another giveaway. It is also possible to jump during the animation of getting back up, even while the body is still in the prone position where it first landed.
- Use caution when attacking enemies that use this shout while you are riding a dragon. It can knock you off your dragon and the fall damage can easily claim your life.
- Ward spells (including the ward created by blocking with Spellbreaker) completely negate the effects of draugr's Unrelenting Force shout on you and thus prevent the ragdoll effect.

## Word Wall Translation

Thu'um	Word Wall	Translation
	Transliteration	
Fus	ᠠᠨᠢᠮᠠᠭᠠᠷ ᠠᠶᠢᠨ ᠠᠷᠠᠭᠢᠰᠢᠨ ᠠᠶᠢᠨ	<i>Here lies the guardian                      Keeper of (the) dragonstone                      And a <b>force</b> of unending                      Rage and darkness</i>
	HET NOK FaaL VahLOK DeiNMaaR DO DOVahGOLZ ahRK aaN <b>FUS</b> DO UNSLaaD RahGOL ahRK VULOM	

## Bugs

- Sometimes when using the shout, it may fail to work.
  - Using a shield bash can fix this.

Shouts in Skyrim		[hide]
<b>Standard Shouts</b>	Animal Allegiance • Aura Whisper • Become Ethereal • Call Dragon • Call of Valor • Clear Skies • Disarm • Dismay • Dragonrend • Elemental Fury • Fire Breath • Frost Breath • Ice Form • Kyne's Peace • Marked for Death • Slow Time • Storm Call • Throw Voice • <b>Unrelenting Force</b> • Whirlwind Sprint	
<b>Dawnguard Shouts</b>	Drain Vitality • Soul Tear • Summon Durnehviir	

**Dragonborn Shouts**    Battle Fury • Bend Will • Cyclone • Dragon Aspect

**Non-Player Shouts**    Dragon Storm Call • Ice Storm<sup>DB</sup> • Multiple Summon<sup>DG</sup> • Phantom Form • ResurrectionShout •  
Soul Cairn Summon<sup>DG</sup> • Steam Breath • Vile Vapor

Retrieved from "http://en.uesp.net/w/index.php?title=Skyrim:Unrelenting\_Force&oldid=1504747"

Categories: Skyrim-Dragon Shouts | Skyrim-Confirmed Bugs



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## The REAL Fus Ro Dah - Shout from Trailer (Chant)



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Category: Audio

File Size 0.576 MB  
 Posted Apr 8, 2012 @ 4:39am  
 1 Change Note ( view )



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### The REAL Fus Ro Dah - Shout from Trailer (Chant)

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Ryan  
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#### DESCRIPTION

This mod replaces that boring old "Fus....roDah!" of the Unrelenting Force shout with the epic shout from the Skyrim Trailer!

This is the "Shout with Chant" version (the SECOND version that you see in the video) of "The REAL Fus Ro Dah" mod, which includes about 5 seconds of the extra chanting after the shout that you hear in the background of the trailer.

If you want to download the "Shout Only" version (the first version that you see which has been hand-edited to remove all background noise from the trailer) follow this link:

145,083 Unique Visitors  
 41,948 Current Subscribers  
 3,066 Current Favorites

<http://steamcommunity.com/sharedfiles/filedetails/?id=19060>

Alternatively, you can get both versions from the Nexus page:  
<http://www.skyrim.nexusmods.com/downloads/file.php?id=2973>

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**wont work**  
TheCoin

Nov 23, 2015 @ 9:47am

2



**Crashing my game**  
(T.E.V) ItsLiam21

Feb 9 @ 8:51am

0

458 Comments

< 1 2 3 4 5 6 ... 46 >



squiddy0990 Jul 11 @ 10:46am

```

THIS IS BOB
COPY AND PASTE HIM
SO HE CAN TAKE
OVER STEAM
AND THAT WILL TELL BETHESDA
TO GIVE US ELDER SCROLLS VI

```



Waiting... Jul 5 @ 5:16am

```

THIS IS BOB
COPY AND PASTE HIM
SO HE CAN TAKE
OVER STEAM
AND MAKE THE PRICE LOWER
ALL GAMES ALL 90%

```



IT5CALLED5KILL Jun 30 @ 7:43pm

```

THIS IS BOB
COPY AND PASTE HIM
SO HE CAN TAKE
OVER STEAM
AND THAT WILL TELL BETHESDA
TO GIVE US ELDER SCROLLS VI

```



Shadow Jun 28 @ 8:14pm



 cheunlo Jun 20 @ 9:09am  
 how come it doesn't work for me? I installed it , the game works and when I shout nothing happens

 MLG Sniper Jun 7 @ 4:04pm  
 this mod crashes my game after i leave the save file with the shout and then try to get back into it, something in your mod fucks up my game, until u fix it i cant use the mod m8 🤔

 Yuudachi Kai Ni Jun 7 @ 3:43am  
 @PanzerGuy same. This mod is just too awesome not to^^

 PanzerGuy Jun 5 @ 8:17pm  
 Even if my character's female, still using this.

 The Electric Bolt May 14 @ 10:37am  
 #Doktor Oktoberfest #Ragriz Ace18 the choir does not chant that, its the dragon language and it is saying 'But a day, shall arise, when the dark, dragons lies.' and the song goes on, you don't know anything 🤔🤔

 Tyderf May 11 @ 6:09pm  
 When I cast this shout my game crashes. Moving this mod up my load order makes my infinite shouts mod not work.

< 1 2 3 4 5 6 ... 46 >



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# Top 10 Insane FUS RO DAH Moments

Whenever the Dragonborn shouts, a dude falls down. It happens. It's Skyrim. It's what the game is about. Get with the program already.

*Ian Miles Cheong / Features /*

## FUS RO DAH!



Are you all tired of Skyrim? No? Neither are we. With the amount of shouting that goes on in the game, someone was bound to turn "Fus Ro Dah" into a meme—one that makes full use of the shouting effect and combines it with people falling down.

You may have to journey all the way up to High Hrothgar and complete a couple of quests to unlock the full potential of the Unrelenting Force, but it's well worth it. Not only can you shout down trolls and other giant monsters, you can even stun dragons with a single blast.

Apply that shout to real life, and it's a surefire recipe for laughter. We've got just the thing, with ten videos displaying just how funny this would-be 'meme' can possibly get.

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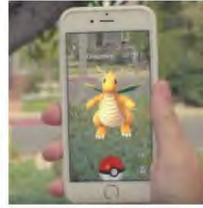
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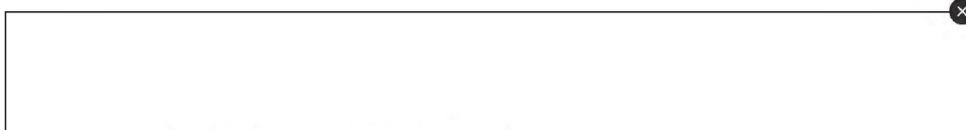
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## Wow, Replicating *Skyrim's* Fus Ro Dah In Real Life Sounds *Horrifying*



Patricia Hernandez

7/26/13 3:30pm · Filed to: SKYRIM

35.1K 116 2

Shouting in *Skyrim*—a special ability that Dragonborn have—isn't a thing that exists, obviously. But if we were to *make* it real, getting a sound strong enough to physically move someone, like the Fus Ro Dah shout does, would mean suffering devastating effects according to Vsauce3.

We're talking like, the type of shock wave that would cause internal damage. *Your internal organs would be destroyed.* That's not even taking into account the possibility of a BLACK HOLE.

Jesus. Uh, yeah, let's not try to recreate a Fus Ro Dah in real life and just stick to *Skyrim*.

What if You Were Fus Ro Dah'd? [Vsauce3]

**KOTAKU**

**EXHIBIT B**

TECH VIDEO GAMES

## At 20 Million Copies Sold, Skyrim Is in the Top 20 Bestselling Games of All Time

Matt Peckham @mattpeckham Jan. 27, 2014

**That's across all platforms: PlayStation 3, Windows and Xbox 360**

This is technically last week's news — last Thursday's to be precise: *Skyrim* has sold 20 million copies since it launched in November 2011.

That figure was buried in a press release about Bethesda's upcoming *The Elder Scrolls Online*, so mentioned almost offhand, but I noticed a few sites picking it up this morning, and I understand why. While something as mainstream-obvious as *Grand Theft Auto V* already has *Skyrim* by some 9 million copies, *Skyrim* is a deeply traditional roleplaying game: the apotheosis of computer-automated realizations of the sort of thing Gary Gygax and Dave Arneson were thinking about back in the early 1970s.

I'm not asking anyone to genuflect at the altar of D&D, or even saying *Skyrim*'s one of the greats (for me, because of the kinds of things *Skyrim* has to do to be the kind of game it was, given technological limitations in 2011, its greatness inexorably diminishes — just as *Oblivion*'s and *Morrowind*'s and *Daggerfall*'s and *Arena*'s did — with time and hindsight). I'm just noting that it seems counterintuitive, after years of treatises on the death of single player gaming, the death of extremely long form gaming and the stagnation of so-called Western fantasy gaming, that a game like *Skyrim* exists a decade into the 21st century, much less ranks in the top 20 bestselling games, across all platforms, of all time.



Bethesda



RECOMMENDED FOR YOU



Bear in mind that 20 million copies comprises all the subsequent compilation editions, and a certain number of buyers (myself included) are probably double-dipping, but consider that by comparison, Nintendo's *Super Mario Bros. 3* sold 18 million copies, while *Super Mario World* grabbed just a tick more at 20.6 million. None of the *Halos* are in that list, nor any of the *Gears of Wars*. Not a single *Zelda* game's ever come close, and the top-selling installment in Sony's bestselling PlayStation 2-exclusive franchise, *Gran Turismo 3* (and remember that the PS2 is the bestselling game console in history), couldn't crack 15 million copies. Even on the PC, granting that the revenue model for a lower-selling game, copy-wise, like *World of Warcraft*, is another matter, *The Sims 2* is merely a sales tie — there's nothing better-selling.

I still haven't "finished" Bethesda's *The Elder Scrolls: Skyrim*. Between all the false starts and character rejiggering, the marathon play sessions that started out with the best of intentions but fizzled around the post-Dark Brotherhood quest-line business or the cosmic chitchat atop the Throat of the World, I've probably played more than most. But I have yet to feel that finish line ribbon snap across my chest. Maybe I never will. That's what I love about games like *Skyrim*, and that's why I'll keep returning to them, story problems, gameplay drudgery and all.



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### The Elder Scrolls V: Skyrim (2011 Video Game) Awards

Showing all 13 wins and 16 nominations

#### BAFTA Awards 2012

Best Original Music  
Jeremy Soule

Artistic Achievement  
Todd Howard

**Nominated**  
BAFTA Games Award

Best Design  
Todd Howard

Best Story  
Todd Howard

Best Game  
Todd Howard

#### Academy of Interactive Arts & Sciences, USA 2012

Outstanding Achievement in Story

Role-Playing/Massively Multiplayer Game of the Year

**Won**  
Interactive Achievement Award

Outstanding Achievement in Game Play Engineering

Outstanding Achievement in Game Direction

Game of the Year

**Nominated**  
Interactive Achievement Award

Outstanding Innovation in Gaming

#### Game Audio Network Guild Awards 2012

**Won**  
GANG Award

Best Original Vocal Song - Choral  
"Main Theme"

**Nominated**  
GANG Award

Music of the Year

Best Original Soundtrack Album

#### Game Critics Awards 2011

**Won**  
Best of E3

Best Console Game

Best Role Playing Game

**Nominated**  
Best of E3

Best of Show

#### Game Developers Choice Awards 2012

Game of the Year



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**Nominated**  
IFMCA Award

Best Original Score for a Video Game or Interactive Media  
Jeremy Soule

Satellite Awards 2013

**Nominated**  
Satellite Award

Outstanding Role Playing Game

Satellite Awards 2011

**Won**  
Satellite Award

Outstanding Role Playing Game

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VGA

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows

Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4

Developer: Bethesda Softworks

Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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### Europe First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	268,968	N/A	268,968
19th November 2011	2	107,584	-60.0%	376,552
26th November 2011	3	76,751	-28.7%	453,303
03rd December 2011	4	73,314	-4.5%	526,617
10th December 2011	5	71,901	-1.9%	598,518
17th December 2011	6	78,961	9.8%	677,479
24th December 2011	7	89,240	13.0%	766,719
31st December 2011	8	71,701	-19.7%	838,420
07th January 2012	9	25,242	-64.8%	863,662
14th January 2012	10	17,080	-32.3%	880,742

### Europe Annual Summary (Units)

Year	Yearly	Change	Total
2011	838,420	N/A	838,420
2012	488,142	-41.8%	1,326,562
2013	354,080	-27.5%	1,680,642
2014	222,784	-37.1%	1,903,426
2015	127,230	-42.9%	2,030,656
2016	35,073	-72.4%	2,065,729

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
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## The Elder Scrolls V: Skyrim

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Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

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### France First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	27,137	N/A	27,137
19th November 2011	2	10,223	-62.3%	37,360
26th November 2011	3	6,774	-33.7%	44,134
03rd December 2011	4	5,112	-24.5%	49,246
10th December 2011	5	6,288	23.0%	55,534
17th December 2011	6	11,636	85.1%	67,170
24th December 2011	7	10,443	-10.3%	77,613
31st December 2011	8	6,540	-37.4%	84,153
07th January 2012	9	2,544	-61.1%	86,697
14th January 2012	10	1,466	-42.4%	88,163

### France Annual Summary (Units)

Year	Yearly	Change	Total
2011	84,153	N/A	84,153
2012	67,568	-19.7%	151,721
2013	44,710	-33.8%	196,431
2014	26,751	-40.2%	223,182
2015	23,656	-11.6%	246,838
2016	4,961	-79.0%	251,799

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- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
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- Fallout: New Vegas (1.16m)
- Fallout 4 (1.16m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
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# The Elder Scrolls V: Skyrim

Skyrim Review: An RPG Worth Shouting About

review

by Andrew Reiner on November 10, 2011 at 07:01 AM 301,458 Views



The Elder Scrolls has always had a dedicated following, but given the success of Oblivion and the expectations for its sequel, I assumed Bethesda would play it safe and deliver a slightly enhanced continuation of the franchise. Instead, I walked away feeling I had played the next evolution of the series.

I wasn't so optimistic as the game opened. Skyrim's story begins with a political prisoner's beheading at a public execution. This sequence is worrisome, not because my character was the next in line to feel the axe, but due to the choppy narrative flow. The intensity that is supposed to accompany this scene is stripped away by robotic character animations, confusion over who is talking at any given point, and uncomfortable lulls in the pacing. Making this scene feel real requires just as much imagination as a Dungeons & Dragons session. Cinematic storytelling has never been Bethesda Game Studios' strong suit, and I find it surprising that the team decided to make it such a prominent component in Skyrim's introductory moments.

This disappointing sequence concludes with an unexpected yet praise-worthy series of events. Before my character's head was permanently separated from his body, a dragon swooped in and burned as many of the poorly established characters as it could. This awesome moment transitions to an escape sequence that plays out similarly to a Call of Duty "follow" mission. As I ran in the opposite direction of the thrashing beast, it smashed through walls in pursuit, implying that I was the target all along. Again, this exacting approach seems out of place in an open world Bethesda production, but it ends up being a great transition that sets up the true heart of this adventure. After its rocky first steps, Skyrim's story and gameplay find their stride.

From the moment the attack subsided and my character emerged safely onto Skyrim's mountainous terrain, I found myself in awe of the world around me. All of Bethesda's releases this generation have given me that "I'm not in Kansas anymore" feeling once the open world is revealed, but not to the degree that Skyrim does. This world has that Rapture or Arkham Asylum allure, and is as much of a star of this adventure as any of the characters, dragons, or gameplay.

## The Elder Scrolls V: Skyrim



1 Player(s)  
Developer: Bethesda Game Studios  
Publisher: Bethesda Softworks  
Genre: Role-Playing  
Release Date: 11/11/2011

more info

GI Rating  
**9.5**

**Concept:**  
Bethesda's long-running series returns with its best chapter yet

**Graphics:**  
Everything looks great from a distance, but some textures are muddy when viewed up close. Texture pop-in also occurs frequently

**Sound:**  
One of my favorite soundtracks ever. Voice acting quality is still inconsistent, but at least there are more than six people providing voices

**Playability:**  
The combat and world exploration are incredibly fun. The streamlined menu and favorites systems works like a charm

**Entertainment:**  
You can easily sink 100 hours into this game and still find yourself overwhelmed by the amount of content remaining

**Replay:**  
High

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While Skyrim's landscape doesn't have the fantastical elements of the aforementioned places, excitement and a true sense of discovery are tied to the secrets hidden within. I climbed a mountain to find a long-forgotten tomb, crossed a frozen tundra in search of powerful masked adversaries linked to one of this world's greatest mysteries, and found myself riding my steed with haste toward a village under dragon attack. Much of the content the world offers is worth devoting time to, whether that leads to an enchanted sword or a settlement filled with side quests.

The frequency with which you obtain new quests is astounding. At one point, I had 14 main quests and 32 miscellaneous quests active at once. This huge list turned me into an antisocial outcast; I stopped approaching other characters for fear of getting more quests from them. Even this strategy wouldn't work, as messengers would hand me documents containing new quests, and some NPCs rewarded jobs well done with additional tasks. After completing the narrative quest and logging over 100 hours into the game, I still found myself overwhelmed by the amount of uncompleted quests, NPCs I neglected to talk to, and areas of the map that I hadn't visited yet.

A story thread accompanies almost every quest. Some of these tales tie into the main conflict at hand (your character is the "Chosen One" tasked with cleansing the kingdom of dragons), while other side stories stand on their own or flesh out the world history. In a way, the game feels like a gigantic collection of short stories. The main campaign is superbly penned and is Bethesda's best effort to date. All of the scenes involving the greybeards are fantastic. I also thoroughly enjoyed Skyrim's take on the Dark Brotherhood, and I got a big kick out of being a part of the Bard's Guild (my evil character had music in his heart all along). Even the books scattered across the kingdom, of which there are a dizzying amount, have great tales to tell.

Most of these story threads took me to new places on the map. Oblivion was knocked for its lack of variety in its dungeon designs. This isn't the case with Skyrim. Yes, there are repeated textures and rock formations, but the composition of each dungeon is largely unique and individualized - in some cases with one-off Indiana Jones-like puzzles or traps. The dungeon designs also factor in player convenience with easily accessible exits. That's right, you no longer have to endure extensive backtracking to return to the overworld.

I planned to create a tank character who relied on a sword and shield combination, but quickly became addicted to the brilliantly designed spell casting. It empowered me with the feeling that I was a medieval Emperor Palpatine, capable of decimating foes by blasting fire and electricity simultaneously out of two outstretched hands.

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Since your character is Dragonborn ("Dovakin" in the game's ancient dragon language), he or she can also bellow powerful magic-like shouts. The fact that the simple act of yelling can engulf a handful of enemies in deadly flames is hilarious, bad ass, and an amazing new power added to the Elder Scrolls mix.

The variety of spells and shouts is extensive and fun to experiment with (try rocking fire, ice and electricity at the same time). I also found myself experimenting more with my skill types than I have in any other Elder Scrolls game, thanks to the rewarding new perk system.

All of the game's spell and weapon management is handled exceptionally well through a streamlined menu system that is the most user-friendly solution I've seen in an RPG. Any spell or weapon can be added to a favorites list and magic weapons can be recharged with soul gems with just a few button clicks. I wish inventory management were handled better in a broad sense, since I had to spend too much time finding vendors who would accept certain items and have the adequate funds to buy them. Not being able to sort items in the chest is also a time-consuming pain.



Combat showcases just as much improvement as the spell functionality. In Oblivion, I exploited enemy AI by backpedaling and firing spells as foes haplessly tried to reach me. This tactic no longer works in Skyrim. Enemies on the offensive move faster than your backpedaling character. While their pathfinding can still be exploited in certain situations – such as an enemy being unable to navigate a table successfully – combat is largely a test of skill. Every facet of the combat system works well. Swords clang violently, shields are the lifesavers they should be, and thanks to your ability to multitask, healing spells can be cast at the same time as striking.

As terrifying as it is to see a dragon rain fire down on people fighting to save their homes and families, early fights with these beasts don't pack much excitement or challenge. Despite their menacing appearance, dragons don't have much defense for sword or spell strikes to the leg or wing. These flying pigs are easy to cheese...early on. More powerful dragon types come into play as the game goes on, even after the critical path's conclusion.

The biggest problem Skyrim runs into has plagued every Bethesda-developed game I've played: It's buggy. Not to the degree that Oblivion was – Bethesda makes headway in delivering a more stable product, but I ran into numerous bugs that forced me to reload previous saves. The auto-save system charts several recent points, which can be a relief, but losing progress is annoying and can erase significant victories and character development. If you play the game for dozens of hours, you'll likely run into setbacks like these a few times. Some of the glitches can be quite funny. For instance, one of my followers floated behind me horizontally like Han Solo trapped in Carbonite. I also killed a dragon in one hit, yet its skeleton remained alive and invincible in the world (I named him Broken, the fearsome).

These problems, as unwanted as they are, don't hold Skyrim back from being Bethesda Game Studios' finest release to date. This is one of those games that I go into with a clear idea of what I want to accomplish, but somehow along the way find myself on the other side of the continent with eight hours of gameplay under my belt and no checkmarks next to my planned tasks. Skyrim ruled my life for two straight weeks, and I wouldn't be surprised if it becomes a fixture in my gaming rotation for the remainder of the year. It's one of the biggest, most content rich games I've had the pleasure of playing.



#### Review Stats:

I spent 11 days within the world of Skyrim. Here are a few of the stats from my playthrough:

Time: 105.08.59  
Quests Completed: 126  
People Killed: 847  
Animals killed: 354  
Creatures Killed: 225  
Undead Killed: 467  
Daedra Killed: 13  
Automatons Killed: 67  
Dragon Souls Collected: 43  
Shouts Learned: 19  
Shouts Unlocked: 20  
Shouts Mastered: 9  
Times Shouted: 855  
Words of Power Unlocked: 46  
Favorite School: Restoration  
Favorite Spell: Fast Healing  
Favorite Shout: Fire Breath  
Total Lifetime Bounty: 48,111  
Largest Bounty: 14,080  
Locks Picked: 137  
Potions Used: 309

#### The Ending

If you think you completed the story campaign, but the credits didn't roll, trust your gut. Given the expansiveness of the side quests in Skyrim, Bethesda chose to throw you right back into the game world rather than force you to watch 25 minutes of credits. If you want to see who made the game, there's an option to watch the credits in the main menu.

#### The PS3 and PC Versions

Bethesda Softworks did not have PlayStation 3 or PC code to send us in time for our review. Reviews for these versions will be posted in the following days.

Email the author Andrew Reiner, or follow on [Twitter](#), [Facebook](#), and [Game Informer](#).

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## User Reviews:



by [experinejos](#) Saturday, March 15, 2014 at 04:45 PM

**10.00** After more than a year of playing skyrim, I came to a hard realization. Standing atop the throat of the world in dragonbone armor, Kohnarik atop my head, with the ebony warrior dead and gone, I realized that it was over. Oh sure I can still run jobs for one of the many guilds or hunt bandits, giants... [read more](#)



by [JohnWrek](#) Wednesday, November 27, 2013 at 11:34 AM

**9.75** This comprehensive review is intended to serve as a sort of product "buying guide" as well as an actual review for the game and content in question. If you waited all this time, holding off on buying Bethesda's epic title so that you could pick up the essentially Game of the Year version... [read more](#)



by [ParadigmTheFallen](#) Thursday, February 28, 2013 at 10:10 AM

**7.50** Some people complain I'm too hard on games, but I see a game like this getting called "perfect" by so many people that I automatically worry it's going to turn out to be crap. While not necessarily crap, Skyrim is far from this idea of a perfect open world RPG as everyone tries to make... [read more](#)



by [PowerlessTen](#) Wednesday, August 01, 2012 at 08:36 PM

**8.00** I expected a long entertaining storyline and experience. My younger brother finished the main story before me so i know that its much shorter than I hoped for. great skill and combat. Everything was great but after all the other reviews I figured it would last longer. **The main story \*SPOILER\* after you... read more**



by [tompeogu](#) Monday, July 16, 2012 at 08:28 PM

**8.75** I enjoyed playing Skyrim. Skyrim has some good stories, and some fun gameplay. Though, sometimes, Skyrim can get pretty tiresome. I felt that the main story wasn't as developed as the side quests. I recently played a giant conspiracy theory quest in Markarth, and I had more fun playing that than... read more



by [ExtremeBatmanFan](#) Friday, July 06, 2012 at 10:00 PM

**10.00** I love this game. Amazing map with many locations to find and explore. So many diverse weapons, magic, and other items. The main story is great and the side quest will keep you playing for many many hours. Great sound and stunning graphics. I would highly recommend this game to anyone who loves RPG games... read more

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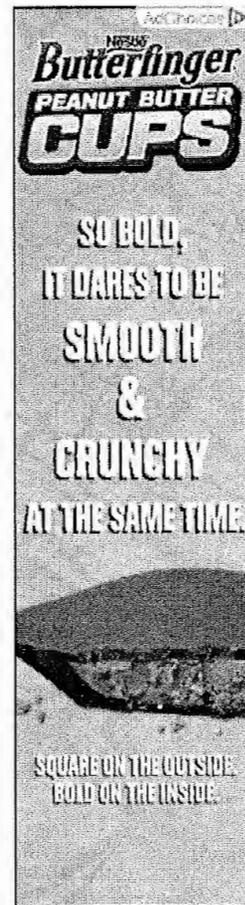
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GameFocus	12/16/11	9.7 out of 10	97.00%
Thunderbolt	12/13/11	10 out of 10	100.00%
X-ONE Magazine UK	12/25/11	9 out of 10	90.00%
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Site	Date	Rating	Ratio
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### THE ELDER SCROLLS V: SKYRIM

/ EU & US Release date: 11 Nov, 2011

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## THE ELDER SCROLLS V: SKYRIM REVIEW

10 November 2011 | By Joe Robinson (/staff)

It's always a bad sign when you enter a new location and find most of the enemies are already dead. Not in terms of the game being broken, or even in terms of maybe you have dementia and just forgot you'd passed through here already, but it means that there's something so bad-ass lurking in the depths that it prompted everyone else to spawn already dead, out of fear. Or (as we later found out) it could mean that someone had already gone through this dungeon and stolen what it was you were hoping to find. Bastards.



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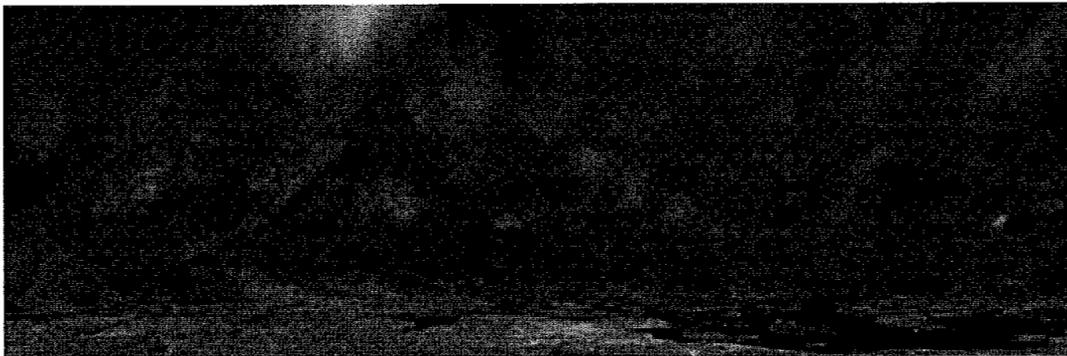
"So, you take the 1000 on the left, and I'll take the 1000 on the right?" "Personally, I want to slay the dragon..."

But this is a testament to how well *Skyrim*, the latest instalment in *The Elder Scrolls* franchise, is crafted: that the world is so alive and so engaging that you come across set-ups like this and suddenly you're on alert and wondering what went on. Sure, a lot of it is token scripted stuff - NPC's talking to each other, random parties walking aimlessly along random roads... little stuff like that. But on top of that, you have a world that's crammed full of caves to explore, tombs to loot, people to save or kill... sometimes both. Each area has its own little story or theme or just something going on - even if it's as small as a bandit cave not having any actual bandits in it because a troll wandered in and killed everyone. Even stuff like what race, sex etc... you chose at the beginning affect how the world reacts to you, and the deeds you accomplish in the game are recognised and even commented on.

You should all know what *Skyrim* is about by now, but just in case you don't: *The Elder Scrolls* games are all set in the fictional fantasy world of Tamriel. Each game usually deals with a different continent in this world, and *Skyrim's* continent is called, well, Skyrim. It's home to the Nord-race of Humans, drawing on obvious inspirations. You are an unnamed hero, entering a land beset by civil war, unrest and just to top it off - the Dragons have returned. *Elder Scrolls* games are very free-form, allowing you to go almost anywhere and do anything, in any order. This is actually the first *Elder Scrolls* game using Bethesda's new engine, which has allowed for a number of improvements both to gameplay, and to the graphics.

The core of the game, of course, is you and how you interact with the world around you. Combat is very fluid, and reaction based. You equip a weapon to each hand (unless it's two-handed like a Great sword or a bow), and you have to time your block and parries with your attacks. If you're dual wielding you can't block at all, but then if you've got a shield you can block and then just smash them in the face. Depending on what perks you chose, you can get certain extra combat-related abilities. Quests are given by NPC's, but can also be found by reading books, exploring, being in a certain place in a certain time... there are miscellaneous tasks, and then major quest threads (Apart from the main one) usually faction related but there are plenty of independent threads as well.

New *Elder Scrolls* instalments are more evolutions than revolutions - a lot of the basics in Skyrim are the same as Oblivion and past games. The open world gameplay, the quest system, followers, factions etc... hell, you even start the game out as a prisoner again. But those are more behind the scenes stuff - Skyrim's topography is completely different to that of Cyrodiil in *Oblivion*, and it makes exploring and travelling a delight. To plod slowly through a snow-covered pass, only to descend into forest which then opens up into marsh... such diversity really just adds to the whole feel of the game.



(<https://gamewatcher-images.s3.amazonaws.com/image/file/0/0f/55820/2060.jpg>)

Views like this make the world worth exploring. Beautiful, even on the consoles...

Other actual changes include the way your character progresses - instead of choosing a class, or even a handful of traits that are the 'primary' traits as in previous games, your skills improve as you use them. Each time you level you then get to choose a perk within a specific skill-tree, further augmenting your abilities. This very free-form character development fits with the game perfectly - it's actually surprising that they haven't done this before now, but then again genre conventions don't change easily.

And then of course there are the Dragons themselves. We feel a bit odd devoting an entire paragraph to these guys, but it's one of the key things the Bethesda's new engine

allows for. As we've already mentioned, the return of the Dragons is integral to the main storyline in Skyrim. Apart from any that you face whilst going through that particular quest line, Dragons also exist naturally in the world, and there are two main ways you'll encounter them. First off, dotted around the map are locations where a dragon rests, these are locations you can seek out and add to your map, and even fast travel to. In addition to that, Dragons will randomly spawn and attack you as you travel through the game world. We were a bit sceptical at first, but after having compared notes with other writers, these encounters are truly random, and work very well - to the point where they become no different to any other random mob you may encounter in your travels, albeit a lot stronger.

You'll also be pleased to know that, for a Bethesda title, this game is relatively bug-free and stable - a couple of hiccups and oddities... although we've yet to see how the PC version will turn out (separate review will be done of that). Nothing you can't handle, and considering the complexity of the world it's surprising how well it does hold up. There's a couple of things we were disappointed in - the lack of follower quests, the surprising amount of micro-management you have to engage in sometimes, strange AI path-finding and behaviour (could do with some more work)... little things, mainly. A quick note on graphics - Skyrim is another game that's pushing the limits of what the current generation can handle. On the consoles at least whilst it does look good and better than *Oblivion*, you can tell it's being stretched.

We could go on, but then this review would be in danger of being as huge as the game is itself - there's plenty of stuff we haven't talked about (Shouts, Werewolves), hell, probably plenty of stuff we've forgotten to talk about. Just go and play it and you'll see what we mean. Despite how good the game is though, in its own way it's a little niche - not in terms of content but in terms of the core of its design. A lot of people don't like the openness of free-form games, the lack of direction, and if you're one of the those people then you probably won't get on with *Skyrim* because it's openness personified and in that respects nothing has, or will ever, change.



(<https://gamewatcher-images.s3.amazonaws.com/image/file/3/69/55833/2061.jpg>)

The Nords of Skyrim are actually pretty racist, and as such you rarely see some of the more outlandish species of Tamriel

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## THE ELDER SCROLLS V: SKYRIM VERDICT

But, assuming you're fine with that, then Skyrim is, in a word, amazing. Sure, it has its problems, its oddities, and again some of these are just down to how the game is made and others just need some extra patching or work done to it. There is always a danger with games like these that you'll get bored, or you'll lose your drive - Bethesda have done a wonderful job of staving off that feeling in this game. People commented on how much of a cop out the main quest in Oblivion was towards the end, and whilst the main quest is better in Skyrim, it honestly doesn't matter - there's so many other threads, both big and small, to pull you along you'll never want for something to do. We can honestly think of no better game to while away your Christmas vacation.

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## TOP GAME MOMENT

There have been many memorable moments so far, but we have to say the best out of the bunch was when we did a finishing move on a dragon.

---



(/staff)Author: Joe Robinson (/staff)

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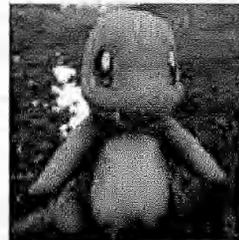
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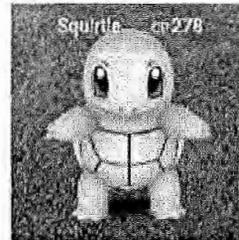
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# The Elder Scrolls V: Skyrim – Dragonborn

Lovecraftian Excellence

review

by Andrew Rolner on December 11, 2012 at 05:08 PM 81,242 Views



## The Elder Scrolls V: Skyrim – Dragonborn



1 Player(s)  
Developer: Bethesda Game Studios  
Publisher: Bethesda Softworks  
Genre: Role-Playing  
Release Date: 12/14/2012

more info

GI Rating  
**8.5**

### Concept:

Skyrim's third expansion pack takes players to the coast of Morrowind, where the first Dragonborn resides

### Graphics:

The creative environment designs for Apocrypha are a breath of fresh air. Dragon riding animations skip and look unfinished. The Dragon Aspect armor effects look fantastic

### Sound:

Hermæus Mora's voice is brilliant, and the action is accompanied by a typical Skyrim score

### Playability:

New shouts add depth to the combat mechanic, and Dragon Aspect enhances melee

### Entertainment:

The critical path offers five to six hours of great questing that fizzles out in the final act

On paper, Dragonborn sounds like an extraordinary addition to the Skyrim experience. It boasts dragon riding, a trip to Morrowind's coastal island of Solstheim, new armor, weapons, and adversaries – and at the crux of it all is a showdown between two all-powerful Dragonborn characters. As impressive as these talking points are, they are all eclipsed by the surprising inclusion of the Oblivion plane of Apocrypha.

Clearly a love letter to the work of H.P. Lovecraft, Apocrypha is infested with slimy tentacles and creatures with as many eyes as they have mouths. The hallways sway with life, sometimes collapsing or expanding as you walk down them. The architecture teems with shelves filled with lost tomes and scrolls. Dare to look upon one and the lettering comes to life for a brief moment before teleporting you deeper within this eerie, labyrinth-like realm.

After you see Apocrypha, the giant mushrooms littered across Solstheim's terrain look unremarkable, yet are still a nice change of pace from Skyrim's snow-covered terrain. Apocrypha is a welcome show-stealer. The big bad that lurks inside of it, Hermæus Mora, is equally as gawk-worthy and cool. Hermæus Mora is the Daedric prince of knowledge and power, who chooses to appear as a mess of tentacles when dealing with mortals. Conversing with this intelligent abomination is as fascinating as it is dangerous.

Hermæus Mora shares the spotlight with another great character: Miraak, the first of the Dragonborn. These finely penned characters are tied to all of the significant plot points for the central story. Hermæus Mora adds intrigue with his propositions and view of the world. Miraak makes your blood boil by his actions; he steals dragon souls from you, and is driven by an insatiable thirst for power. The battle between Miraak and your Dovahkiin is grandiose, but unfortunately proves far too repetitive in its

unraveling. Miraak doesn't have a great defense for close range attacks – especially if you're using the Dragon Aspect shout, which is unlocked within this quest line.

Test Chamber - Skyrim: Dragonborn



When you use Dragon Aspect, your character is adorned by magical armor that increases damage bonuses for weapons and shouts. This shout can only be used once per day, but stays active for a significant amount of time. If you lean on melee for most encounters, this shout is invaluable. I used it throughout most of Dragonborn's campaign, and wished I had it in my arsenal when I first journeyed through Skyrim.

Battlefield dominance also stems from the Bend Will shout. When the first word is unlocked, you gain control of animals. The second word turns mortals into temporary slaves. The third word allows dragons to be tamed. Although your character can jump up on the neck of one of these gigantic beasts, don't think for a second that you get full control over it. All you can do is tell it who to target and where to land.

These beasts stutter and stop as they fly, and often look like they are going to glitch out of existence. They lack aggression, too, attacking at a snail's pace and delivering little in terms of damage. Long story short, the dragon-riding mechanic is a disaster. I'd rather see backwards-flying dragons return than use this power again. Thankfully, for campaign purposes, you only have to tolerate it once, and for no longer than five minutes. After that, its usage is entirely in your hands.

Dragonborn delivers a great adventure that rarely apes content from the core game. The dungeon designs are inventive – especially the water temple – and flow nicely from quest to quest. Solstheim is a fun island to explore, offering a wealth of side content and locales to uncover. The dragon-riding and battle against Miraak in the final act are rough, but the story stays strong and is tied to one of Skyrim's most enjoyable quest lines.

Dragonborn requires The Elder Scrolls V: Skyrim game, and is available now on Xbox Live for 1,600 Microsoft Points.

Email the author Andrew Reiner, or follow on Twitter, Facebook, and Game Informer.

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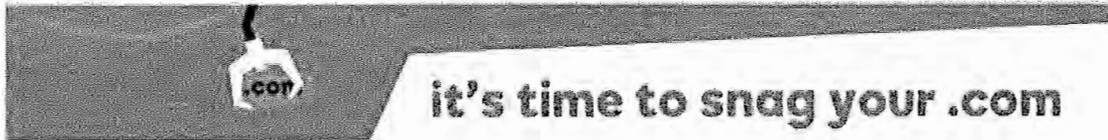
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Bethesda Game Studios' acclaimed single-player role-playing game *The Elder Scrolls V: Skyrim* (/the-elder-scrolls-v-skyrim/) has now sold more than 20 million copies since launch in November 2011.

Bethesda announced the news as part of a recent press release, but did not say if the sales figure refers to sell-in (shipped) or sell-through (sold). We've asked a Bethesda representative for comment.



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*Skyrim*, which was our 2011 Game of the Year (<http://www.gamespot.com/videos/game-of-the-year-best-of-2011-awards-winner/2300-6347814/>), sold-through 3.5 million copies during its first 48 hours (<http://www.gamespot.com/articles/skyrim-tops-35-million-sold/1100-6346105/>) out of 7 million copies shipped to retailers during that two-day window. Bethesda Game Studios is now working on a new game, believed to be the Boston-set *Fallout 4* for Xbox One, PlayStation 4, and PC (<http://www.gamespot.com/articles/fallout-4-in-development-set-in-boston-report/1100-6416669/>).

[The Elder Scrolls V: Skyrim Video Review](#)



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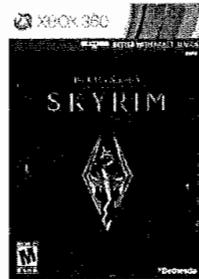
# The Elder Scrolls V: Skyrim

by Bethesda Softworks



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- Dragons return
  - Battle ancient dragons like you've never seen. As Dragonborn, learn their secrets and harness their power for yourself.

Harness the power of the Thu'um and other voice commands in this introduction to Skyrim Kinect for Xbox 360® Support. Available as a free download on Xbox Live slated for release this month, Skyrim Kinect for Xbox 360 Support will feature more than 200 Voice Commands. Adding a new dimension to Skyrim's gameplay, the Kinect for Xbox 360 integration offers Voice Commands throughout the game including Dragon Shouts, Hotkey Equipping, Follower Commands, and all Menus (Items, Magic, Map, Barter, Container, Favorites, and Skills). With Voice Commands, quickly create and load saves during gameplay and access menus and inventories. Skyrim's Kinect for Xbox 360 Support also adds new functionality including special map functions, additional hotkey options, and the ability to sort inventory items by name, weight, and value. *Used version may not include Kinect features*

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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### Germany First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	111,604	N/A	111,604
19th November 2011	2	52,431	-53.0%	164,035
26th November 2011	3	41,003	-21.8%	205,038
03rd December 2011	4	40,492	-1.2%	245,530
10th December 2011	5	36,612	-9.6%	282,142
17th December 2011	6	36,038	-1.6%	318,180
24th December 2011	7	41,553	15.3%	359,733
31st December 2011	8	38,738	-6.8%	398,471
07th January 2012	9	13,974	-63.9%	412,445
14th January 2012	10	9,137	-34.6%	421,582

### Germany Annual Summary (Units)

Year	Yearly	Change	Total
2011	398,471	N/A	398,471
2012	211,324	-47.0%	609,795
2013	154,179	-27.0%	763,974
2014	103,329	-33.0%	867,303
2015	52,479	-49.2%	919,782
2016	17,359	-66.9%	937,141

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
- World of Warcraft: Wrath of the Lich King (1.32m)
- Fallout: New Vegas (1.16m)
- Fallout 4 (1.16m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.66m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

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- The Elder Scrolls V: Skyrim on Vandal

### Comments



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## The Elder Scrolls V: Skyrim

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Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary Global USA Europe UK Germany France Comments

### Global First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	663,292	N/A	663,292
19th November 2011	2	224,023	-66.2%	887,315
26th November 2011	3	146,587	-34.6%	1,033,902
03rd December 2011	4	124,676	-14.9%	1,158,578
10th December 2011	5	129,565	3.9%	1,288,143
17th December 2011	6	155,778	20.2%	1,443,921
24th December 2011	7	192,428	23.5%	1,636,349
31st December 2011	8	116,115	-39.7%	1,752,464
07th January 2012	9	43,223	-62.8%	1,795,687
14th January 2012	10	31,860	-26.3%	1,827,547

### Global Annual Summary (Units)

Year	Yearly	Change	Total
2011	1,752,464	N/A	1,752,464
2012	913,733	-47.9%	2,666,197
2013	620,183	-32.1%	3,286,380
2014	350,194	-43.5%	3,636,574
2015	173,437	-50.5%	3,810,011
2016	47,941	-72.4%	3,857,952

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
- World of Warcraft: Wrath of the Lich King (1.32m)
- Fallout: New Vegas (1.16m)
- Fallout 4 (1.16m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.66m)
- The Witcher 3: Wild Hunt (0.62m)
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## An Examination of Skyrim's Massive Success

*By Matt Beaudette on March 29, 2014 ()*

Core gamers often like to think that success or failure in this industry is dependent upon us, but that is by no means true. Comparatively, we probably hold more influence than any other group of video game consumers, but for a game to achieve massive levels of success it has to be embraced by more than just core gamers. This isn't to say games can't be targeted only at core gamers and still succeed, but to reach that next level of success a game really has to appeal to a much wider audience.

For instance, no one would argue that *Dark Souls* has become a phenomenon, but its very hardcore design and high level of challenge means its appeal is mostly limited to core gamers. So while 2+ million in sales for the original game is an undisputed success, it never has any hope of reaching the numbers of games like Call of Duty or Grand Theft Auto, and there's nothing wrong with that.



While a properly budgeted game designed first and foremost for the hardcore audience, like *Dark Souls*, can certainly be a success in that 2-5 million units sold range, the unfortunate truth is that most AAA publishers aren't content with that level of success. This often results in games that try to appeal to a wider audience, often streamlining and simplifying games to a point where they just aren't as good. One of the most egregious examples of this is *Dragon Age II*, which paled in comparison to the original *Dragon Age: Origins* in terms of depth, complexity, freedom, and most importantly, quality. Interestingly though, *Dragon Age II* didn't reach anywhere near the level of success of its predecessor, which will hopefully discourage this direction by other developers.

If we look at the most successful games in terms of sales, there aren't a whole lot of surprises. *Mario Kart Wii*, with over 30 million units sold, is a game that appeals to just about everyone and was available on one of the best selling home consoles of all time. The Grand Theft Auto series is one that has long been a favorite of the infrequent game players that purchase only a handful of games per year, which is probably the most populous group of video games consumers.

These gamers don't play a lot of games, but when they do they take them quite seriously. Call of Duty is also a series that is popular with this group, resulting in huge numbers each and every year. Another huge seller is The Sims series, which is insanely popular with the

very casual game playing crowd. Other hugely successful games that obviously appeal to a wide range of players are *Minecraft*, many Mario platformers, and the "Wii" line of games that includes games such as *Wii Sports* and *Wii Fit*.



Among games that have sold over 20 million units, one immediately jumps out as a bolt from the blue; *The Elder Scrolls V: Skyrim*. It's no surprise that *Skyrim* is popular among serious game enthusiasts, as both *Oblivion* and *Morrowind* were, but to see it achieve such a massive degree of mainstream success is shocking. *Skyrim* may not be the most complex role playing game ever created, or even the most complex *Elder Scrolls* game for that matter, but it's still a pretty hardcore fantasy RPG with a vast open world and hundreds of hours of content.

So, how did a nerdy fantasy role playing game about dragons, magic, and monsters appeal to a wide enough array of people to sell over 20 million copies? Let's take a closer look.

To get a better idea for how *Skyrim* was so successful, we have to first look at previous games in the series. The first two being *Arena* and *Daggerfall*, which were very much niche PC titles that didn't gain much traction beyond the hardcore PC RPG crowd of the '90s. *Morrowind* was really the first title in the series to gain recognition among the wider gaming community. This was obviously due to the fact that *Morrowind* was the first *Elder Scrolls*

game released on consoles, hitting the original Xbox at a time when there weren't a whole lot of great games available on the system. While *Morrowind* definitely brought the series to new levels of success, it was nothing compared to what *Oblivion* would achieve.



*Oblivion* was far and away the most successful game in the series prior to *Skyrim*, and this was largely the result of perfect timing. When *Oblivion* released for Xbox 360 and PC in March of 2006, it was the first real "next gen" game available. With the Xbox 360 finally becoming widely available after the initial launch shortage, new owners were itching for something to play, and just on a visual level *Oblivion* looked better than any other 360 game available by leaps and bounds. That, combined with absolutely glowing reviews across the board was enough to convince a large number of early adopters to give the game a shot. When the game released on the Playstation 3 later in the year, the strong buzz from the other versions gave it a huge boost on that system as well.

Due to *Oblivion's* unique launch circumstances, Bethesda endeared themselves with a large number of gamers who would otherwise maybe not even try a fantasy RPG to begin with. These gamers were eager to play the next great Bethesda game, so *Fallout 3* was also a huge success. *Fallout 3* had an additional advantage in crossover potential because it resembled a first person shooter, a genre that had become the most popular among the wider gaming audience by that time. Anyone that has played *Fallout 3* will tell you that it's not really a shooter, but that surface similarity was enough to get more people that may not typically play an RPG to try it out, thus creating more Bethesda fans.



So, that brings us to *Skyrim*, a game that went far beyond the success of *Oblivion* and *Fallout 3* into a realm usually reserved for Mario, GTA, and Call of Duty. *Skyrim* was obviously helped by the wave of interest that came in the wake of *Oblivion* and *Fallout 3*, but other factors helped it go far beyond that point. One of the biggest boosts to *Skyrim*'s success was likely *Game of Thrones*. The first season aired on HBO just months before *Skyrim* launched, and its massive critical success combined with its huge cultural impact probably sparked interest in the fantasy setting. *Game of Thrones* made swords, dragons, and medieval fantasy insanely popular at the absolute perfect time for *Skyrim* to capitalize on it.

*Skyrim* also really benefited from the smart decisions Bethesda made in making the game more accessible without sacrificing too much of the depth. By removing the character classes, the beginning of the game was less daunting to newcomers and the dynamic skill progression gave everyone more freedom in terms of character development. Let's also not forget that Bethesda games are unlike anything else available, and that feeling of freedom and losing oneself in a world is something that more than just hardcore game enthusiasts can appreciate.

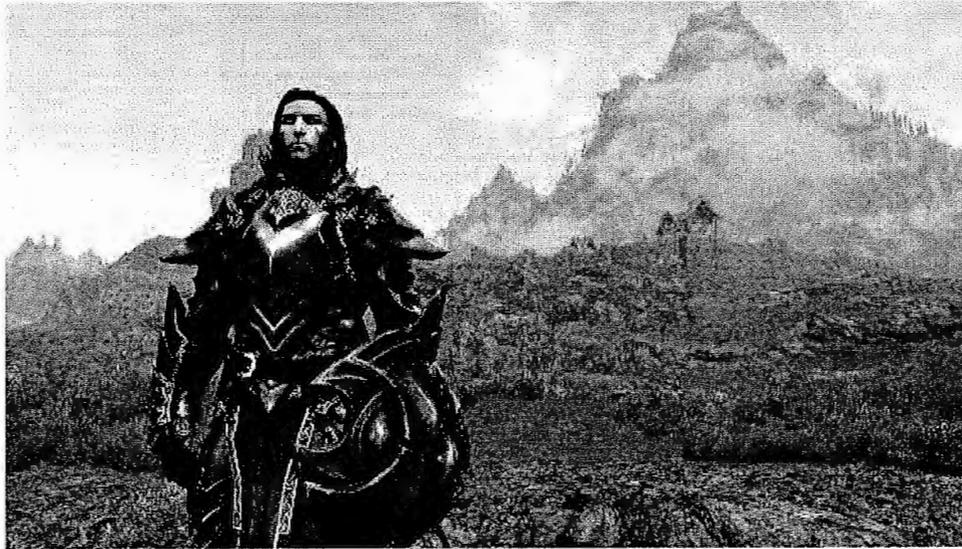
The fact of the matter is, Bethesda made the most visually impressive and open ended game they had ever released at a time when there were simply an absurd number of consoles in homes around the world. So many developers and publishers think nonstop action and games streamlined to hell are the key to winning over the less hardcore crowd, but *Skyrim* proved that gamers can appreciate the freedom of simply inhabiting a realistic world.



With *Skyrim* showing that mainstream success doesn't have to come at the expense of freedom and depth, what does this mean for the future of the industry? Whether or not you like *Skyrim*, there's really no arguing its success will have a positive effect on the greater gaming industry. *Skyrim* is a game with hundreds of hours of content, no microtransactions or payed cheats, DLC that is priced right and offers dozens of hours of content, and developer sanctioned modding tools that result in hundreds more hours of great community made content. A game that does all this and also happens to be one of the most successful games of all time can only ever be a positive influence on the industry.

If we look at some upcoming games, we can already see *Skyrim's* influence. After the strong negative reaction to *Dragon Age II*, mostly centered around the dumbed down mechanics and lack of freedom with a shockingly small game world, Bioware seems to be taking direct cues from *Skyrim* for their next title. *Dragon Age Inquisition* is said to be open world, is hundreds of times the size of *Dragon Age II*, and is bringing back some of the more complex elements from the original.

Additionally, if you pay attention to some of the comments coming from lead designer Eiji Aonuma, the unannounced Wii U *Zelda* game would also seem to be going in a more *Skyrim*-like direction. Aonuma has made statements about the lack of freedom recent *Zelda* games have offered, and has also discussed rethinking the idea of doing dungeons in a specific order. For the record, *Skyrim* was one of the most popular western developed games of the past generation in Japan, as well.



Now, it's certainly possible that *Skyrim's* success can't be replicated and it's just one of those unquantifiable phenomenons that won't be repeated, though even if that is true I'd much prefer more games try to borrow ideas from *Skyrim* than *Call of Duty*. If the next five years are filled with "Skyrim clones" just as last generation was filled with "COD clones," and the generation before that with "GTA Clones," there could certainly be worse things to happen to this industry. However things go, it's still fascinating and incredibly encouraging that a game like *Skyrim* is among the most commercially successful video games of all time.

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(<http://www.hardcoregamer.com/2014/03/29/shin-megami-tensei-devil-summoner-raidou-kuzunoha-vs-the-soulless-army-out-on-psn-next-week/79956/>)

GamingisFTW

# A Look Back At *Skyrim* , And How It Impacted The Gaming Community



GamingisFTW  
7/16/15 10:54am · Filed to: SKYRIM ↘



When *Skyrim* was announced in 2010 and debuted at E3 in 2010, it took the world of RPG's by storm. It was massive, futuristic and revolutionary in it's high quality graphics and textures, and most importantly: immersive. You played the

role of Dovahkiin; a Dragon word in the lore of the *Elder Scrolls* series for "Dragonborn." You had the powers and "shouts" of that of a dragon, and were a very well armed killing machine.

It's been four years since *Skyrim* was released, but it still only feels like yesterday that I was playing it and enjoying my time in that snowy, beautiful, mountainous, nordic land. It was one of those games that had a very well thought out story that doesn't always come around all that often, and it got all the respect it deserved just as such. People today still play it religiously, as the PC community being the lead role in it's current main attraction. It has an extremely massive modding community, and with all the people that contribute to adding their own ideas and creations into the game, it's still as alive as it was the day it came out.



The total for *Skyrim*'s sales is an estimated \$1,390,000,000, and an estimated \$450,000,000 in the first week of its release, with 23,270,000 units of the game sold. An amazing feat for an game developing company to conquer, but with *Bethesda*, the developing company of the game, it was just a good sale at best. The developers at *Bethesda* always know what they're doing when making a game, so they expect nothing less than the best. And who can blame them? One game they made, which took 3.5 years to make, sold over \$1 billion. I would not whatsoever say they are cocky, but they are just very determined and pragmatical. Todd Howard, the executive producer and lead game director at *Bethesda*, is the one responsible for many of the *Fallout* and *Elder Scrolls* games. He is an ambitious man with a very good head on his shoulders in the world of game development, as he has personally been making games since he was 18. He's been in many interviews with a very large number of people, and he always shocks and just tells the story of the company, himself, and the games just as it is. A man with pure honesty is a commodity and a very good thing to have in the gaming industry.

The modding community, which was created after the release of the modding kit by Bethesda called the "Creation Kit", has done nothing but continue to grow and expand upon it's users own ideas and creations into the game itself. With such a large fan base and modding community of it's own to add to it, *Skyrim* is still very much going strong to this day, as if the years have never aged it. It's impressive to see that such a loyal fanbase can stay with a single game for so long at a time, but with the ability of the players to do anything they please

with their imagination, it's not so much of shock. But still,  
despite all of the years since it's release, a game such as this  
may still be going very strong even four more years from now.

The Elder Scrolls V: Skyrim Xbox 360 f t p S+  
 Bethesda Softworks Release Date: Nov 11, 2011 Also On: PC, PlayStation 3

Summary Critic Reviews User Reviews Details & Credits Trailers & Videos



96

**Metascore**  
 Universal acclaim  
 based on 89 Critics

What's this?

8.4

**User Score**  
 Generally favorable reviews  
 based on 3537 Ratings

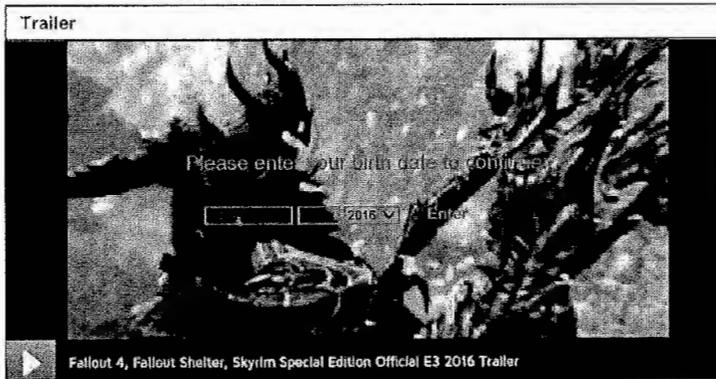
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0

**Summary:** The next chapter in the Elder Scrolls saga arrives from the Bethesda Game Studios. Skyrim reimagines the open-world fantasy epic, bringing to life a complete virtual world open for you to explore any way you choose. Play any type of character you can imagine, and do whatever you want; the... [Expand](#)

**Developer:** Bethesda Game Studios  
**Genre(s):** Role-Playing  
**Cheats:** On GameFAQs  
**Rating:** M  
**Special Controllers:** Kinect Compatible  
[More Details and Credits](#)

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Critic Reviews	User Reviews	Write a Review
Positive: 89 Mixed: 0 Negative: 0	Positive: 1,039 Mixed: 104 Negative: 87	
<p><b>100</b> <a href="#">Gamereactor Denmark</a>                      Nov 10, 2011</p> <p>It is not often I get lost in a game like I did with Skyrim. Everything about this game screams quality and adventure. While Bethesda hasn't exactly got a track record for delivering bug-free games at launch, this has been a pleasant, polished and amazing experience so far. A much improved third-person view, amazing music, a living breathing world, a menu-system that's amazing and a game filled with interesting stuff to do. Truly a masterpiece.</p> <p>All this publication's reviews <a href="#">Read full review</a></p>	<p><b>10</b> <a href="#">ColonelBoston</a>                      Jan 17, 2012</p> <p>Skyrim is a beautiful game that's ridiculously immersive. From the endless wandering to the seemingly never-ending number of quests, Skyrim... <a href="#">Expand</a></p> <p>0 of 0 users found this helpful</p>	
<p><b>100</b> <a href="#">BigPond GameArena</a>                      Nov 11, 2011</p> <p>Skyrim is completely and utterly addictive in every aspect and quite possibly, I'll say it, the greatest RPG of all time. It affords you the luxury of playing it your way and doesn't try to constrain you. It wants you to get lost in a winter wonderland and believe me, you will. Kiss the rest of your life goodbye.</p> <p>All this publication's reviews <a href="#">Read full review</a></p>	<p><b>10</b> <a href="#">elras</a>                      Nov 11, 2011</p> <p>A masterpiece, is one of those games that make you think that video games can be considered an art, like painting, music or movies. It's a... <a href="#">Expand</a></p> <p>152 of 196 users found this helpful</p>	
<p><b>100</b> <a href="#">Gamer.no</a>                      Feb 6, 2012</p> <p>This epic role-playing game might be Bethesda's best game yet, and offers an unique and spectacular world filled with fun. The freedom ensures a great experience</p>	<p><b>10</b> <a href="#">usualben</a>                      Oct 27, 2014</p>	

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..... (http://waddich.com/2016/07/12/skyrim-special-edition-is-a-remaster-of-bethesda-s-best-seller/) Amazon discuss the future of bots, AI and messaging. **Day two of MobileBeat 2016 is live streaming here!**  
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## The Elder Scrolls V: Skyrim Special Edition is a remaster of Bethesda's best-seller [update]

JASON WILSON (HTTP://VENTUREBEAT.COM/AUTHOR/JASON-WILSON/) JUNE 12, 2016 7:41 PM  
TAGS: BETHESDA (HTTP://VENTUREBEAT.COM/TAG/BETHESDA/), BETHESDA SOFTWARES (HTTP://VENTUREBEAT.COM/TAG/BETHESDA-SOFTWARES/), E3 2016 (HTTP://VENTUREBEAT.COM/TAG/E3-2016/), FALLOUT 4 (HTTP://VENTUREBEAT.COM/TAG/FALLOUT-4/), THE ELDER SCROLLS IV: OBLIVION (HTTP://VENTUREBEAT.COM/TAG/THE-ELDER-SCROLLS-IV-OBLIVION/), THE ELDER SCROLLS V: SKYRIM (HTTP://VENTUREBEAT.COM/TAG/THE-ELDER-SCROLLS-V-SKYRIM/)



Above: Releasing an updated version of the blockbuster RPG, Skyrim, for current-gen consoles was a real Fus Ro Duh.  
Image Credit: Bethesda

So, who's up for being a born-again Dragonborn?

Bethesda is releasing The Elder Scrolls V: Skyrim Special Edition PlayStation 4 and Xbox One, the publisher revealed tonight from its leadup event to the Electronic Entertainment Expo in Los Angeles. It's coming out October 28. Skyrim racked up more than 20 million copies in sales since its original release for the PlayStation 3, Xbox 360, and PC, making this role-playing game one of the 10 best-selling games of all time (http://time.com/1875/at-20-million-copies-sold-skyrim-is-in-the-top-20-best-selling-games-of-all-time/) as of 2014.

Skyrim focuses on the exploits of the Dragonborn, a hero who journeys through the northern regions of Tamriel (http://elderscrolls.wikia.com/wiki/Tamriel) to stop the draconic threat. The Elder Scrolls games are open-world romps that feature a great deal of character customization — players do not find themselves committing to one type of character and can instead mix-and-match

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Watch ex... can be differentiable, it's a forward pass and a backward pass, and the whole thing is a linear path, which enables them to explore various areas as they weave in and out of the main storyline (hence open world).

And if you own the PC Legendary Edition, you get the special edition as a free update.



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@BethesdaStudios

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If you own #Skyrim and all its add-ons or own Legendary Edition on Steam, you'll get a free upgrade to Skyrim Special Edition on Oct 28 #BE3

11:20 PM - 12 Jun 2016

5,738 10,823

And on PC, the mod-making scene provides for an extra layer of customization with free pieces of fan-made content, which has helped Skyrim remain relevant as it ages. It was even involved with the outcry against paid mods (<http://venturebeat.com/2015/04/23/gamers-react-to-paying-for-mods-on-steam/>) on the digital PC gaming store Steam last year.

Game-industry onlookers were watching for an Elder Scrolls announcement coming into E3, one of the biggest game-focused events of the year, but many were expecting that Bethesda would show the world The Elder Scrolls VI. It has been five years since Skyrim debuted, and that game came out five years after its predecessor, The Elder Scrolls IV: Oblivion in 2006, four years after The Elder Scrolls III: Morrowind (which hardcore fans had been hoping would receive a remaster this year).

This isn't the only Elder Scrolls game in the mix. Last E3, Bethesda announced a digital card game (<http://venturebeat.com/2016/04/21/the-elder-scrolls-legends-starts-its-closed-beta-and-sure-looks-like-hearthstone/>) set in Tamriel, and the publisher also has a massively multiplayer online role-playing game (<http://venturebeat.com/2014/04/03/the-elder-scrolls-online-review/>), which debuted in 2014.

Another Bethesda series, Fallout, has also seen some long development times between sequels. Fallout 3 debuted in 2008, and Fallout 4 rolled out seven years later, Fallout: New Vegas hit in 2010, but that was an offshoot that Obsidian Entertainment developed for Bethesda.

*Update 8:25 p.m. Pacific: Special Edition is free if you own the Legendary edition on Steam.*

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#### Bethesda Softworks

Bethesda Softworks, a division of ZeniMax Media Inc, founded in 1986, has a long history of success as a developer and publisher of award-winning video games for PCs, Sony's PlayStation@,.... All Bethesda Softworks news » (<http://www.vbprofiles.com/companies/521b14761dedae2c45000595>)

**VB** Track Bethesda Softworks's Landscape to stay on top of the industry. Access the entire ecosystem, track innovation & deals. Learn more (<http://landscapes.pagedemo.co/>).

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**PC GAMER**



## Skyrim crowned Ultimate Game of the Year, full list of winners revealed at 30th hmv GamesMaster Golden Joystick Awards

By PCGamer October 26, 2012



The Elder Scrolls V: Skyrim has scooped the big gong at this year's Golden Joystick Awards, fighting off competition from the likes of Mass Effect 3, Modern Warfare 3 and Battlefield 3 to be anointed The Ultimate Game of the Year. Jarls everywhere raised a mead-filled skull in stern approval of its triumph.

Hit the jump for the full list of winners.

Bethesda's open world dragon-bashing RPG also snagged two other awards at the ceremony, held this year in the extremely plush Westminster Park Plaza hotel in London. With comedian Ed Byrne doing the honours, Skyrim received commendation as the Best RPG and also won the Top Gaming Moment category for the Throat of the World sequence.

Other PC games won big as well, with Civilization 5: Gods & Kings winning Best Strategy, Portal 2 getting the Best DLC nod for the Perpetual Testing Initiative, Battlefield 3 snagging Best Shooter, the Best MMO award going to World of Tanks and indie horror hit Slender championed as the best Browser-Based game.

Here's the full list of winners:

BEST ACTION / ADVENTURE in association with Digital Spy: Batman Arkham City

BEST STRATEGY in association with PC Gamer: Civilization 5: Gods & Kings

BEST MOBILE / TABLET in association with Edge: Angry Birds Space

BEST DOWNLOADABLE in association with Official Xbox Magazine: Minecraft (360)

BEST FIGHTING in association with Nuts: Mortal Kombat Complete Edition

BEST SHOOTER in association with Gioteck: Battlefield 3

BEST MMO in association with hmv Gamerbase: World of Tanks

BEST HANDHELD in association with T3: Uncharted: Golden Abyss

TOP GAMING MOMENT in association with Daily / Sunday Mirror: The Elder Scrolls 5: Skyrim: Throat of the World

ONE TO WATCH in association with hmv: Grand Theft Auto 5

BEST DLC in association with Official Playstation Magazine: Portal 2: Perpetual Testing Initiative

BEST RPG in association with MSN: The Elder Scrolls 5: Skyrim

BEST SPORTS in association with talkSPORT: FIFA 12

BROWSER-BASED / FLASH in association with CVG: Slender

BEST RACING in association with GamesRadar.com: Forza 4

OUTSTANDING CONTRIBUTION: EA Sports & FIFA

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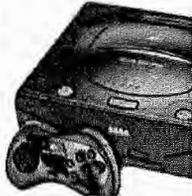
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By Zergnet



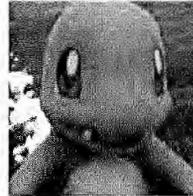
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## Review: The Elder Scrolls V: Skyrim Provides Mayhem and Wonder Galore

### AT A GLANCE

#### The Elder Scrolls V: Skyrim

PCWORLD RATING

Wonder comes in many forms in Skyrim, and Bethesda shows us this wonder in many places and in many ways in one of their most enjoyable games yet.

1 COMMENT

By [Jason Wilson \(/author/Jason-Wilson/\)](#), GamePro  
Nov 10, 2011 8:00 AM

Wonder has always been at the heart of The Elder Scrolls. The wonder of discovering what sits on a mountain's peak. The wonder of plunging into a cave hiding in the rock. The wonder of learning more about what's now one of the oldest worlds in gaming. The Elder Scrolls V: Skyrim delivers on this wonder better than any game in the series.

One of the knocks on Oblivion, the fourth game in the Elder Scrolls series, is that it lacks some of the wonder of Morrowind (the series' third game). Fans worried that this would continue in Skyrim -- not just in the game's design, but also in the "Radiant" system, which has NPCs point players toward interesting locations and quests (instead of, say, discovering these on your own), and the streamlined skill system. As I traveled across Skyrim, wanderlust once again grabbed me, repeatedly throwing me off my main quest course and leading me to poke around caves, fortresses, and ruins. Skyrim embodies wonder to me.

The eerie tombs of the Nords, which crawl with undead just itching to use their embalming tools on you; the halls of the Dwemer, the long-dead dwarves of Tamriel that merge magic with mythology; shrines that sit high upon mountaintops, offering expansive views of Skyrim's stark, wintry beauty along with adventure; dungeons carved out of ice caverns -- the variety of locations in Skyrim continually evoked a sense of wonder for me, and rarely did I experience a "been there, done that" feeling while exploring the world. Even the towns and villages feel distinct.



You can even find wonder in the skill system. As with *The Witcher 2*, the streamlining doesn't hurt the game. I've always appreciated that you level up in *The Elder Scrolls* by using your skills, and nothing's different about this in *Skyrim*. But this game has fewer skills than before, and after 65 hours of playing, I didn't miss the skills such as Athletics or Blunt, and not just because I prefer to fight with magic. The perks, which grant abilities along skill trees, make *Skyrim*'s approach to your players' skills engrossing; I felt more powerful and capable as I leveled up, something I didn't feel as much in *Oblivion*. And the way the skill trees are laid out as glowing constellations is gorgeous. It's unique.

Wonder appears in *Skyrim* in its tale of the Dragonborn. Your character is an ancient legend stepping into the present day, a wielder of the Shout, the words of power used by the Dragons. As your Dragonborn learns more about the powers of their Shouts (via the main quest and some sidequests), you also learn more about *Skyrim*, its history, and the Dragons' role in Tamriel. This drives you to regularly dip into the main storyline. Dragons are so pervasive in fantasy that it's amazing they'd never been in Bethesda's games. The story takes you to some amazing places as well, concluding somewhere unexpected (again, that "wonder" thing). More importantly, unlike the series' past games, the main story made me want to finish it (in this case, so I could learn why the Dragons had returned).



The wonder comes from combat as well. Dual-wielding makes combat a blast, especially if you use magic. Equip the Sparks spell to both your hands and fry foes like Emperor Palpatine. I frequently put my most powerful destructive spell in one hand and either a spellward or healing spell in another, almost always giving myself a way to bail myself out of trouble when taking on a powerful foe. I even dabbled with a spell and a dagger or staff, or something that even proved to be more fun -- putting daggers in each of my hands, sneaking up on some low-level bandit, and shanking him with both.

As a Bethesda game, *Skyrim* not only carries an open-world pedigree, but also a tendency for technical issues. Surprisingly, I dealt with fewer issues than I have with any unpatched Bethesda game. I did laugh when the Dragon skeleton I left in the courtyard of the mages' college appeared at the school's entrance. I did giggle as my character slid down a mountain on his heels -- he should've died from a long fall instead. What does concern me

is how the Creation Engine (Skyrim's game engine) sometimes places its foes and balances a challenge, like when a Giant appeared right as I had just killed a Dragon. I hope this is a hiccup and not an issue that strikes others.

Like every other game in the series, Skyrim is going to eat hundreds of hours of my gaming time over the next few years. It has that sense of wonder that makes the Elder Scrolls games so great, and with the changes to skills, the Shouts, and dual-wielding, I think any gamer is going to have a lot of fun with Skyrim (and its eventual expansions) as well.



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infographic: Dell DEM embedded technology enables innovation

### What Version Did I Play?

Bethesda sent *GamePro* the Xbox 360 version of *The Elder Scrolls V: Skyrim*. I admit that I was not looking forward to playing this on a console for review; *The Elder Scrolls* is a PC series, and I feel it should be reviewed on a computer. Bethesda, however, has developed a system that makes juggling spells, potions, weapons, and Shouts easy – certainly much better than with console versions of *Oblivion*. In your inventory, you can "Favorite" a spell, potion, weapon, or Shout, and you can pull these up by hitting Up on the D-pad. It's simple and effective, and I never had a problem adjusting weapons and spells during battle. I didn't miss using hotkeys as much I as I thought I would. But if you are playing the 360 version, please heed this warning: The game takes a long time to load, even when you install it to your hard drive.

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## Skyrim Is Still Popular: Helps Steam Set New Record

🕒 January 9, 2015 by [Shane Scarbrough](#)

💬 1 Comment



*Despite its age, Skyrim is still popular.*

PC Gamer reports that Steam set a new peak concurrent user record on January 1, 2015 (you can read the full article [here](#)). More than 8.4 million people were using Steam at around 11:30 AM. This is an insane number of concurrent gamers, but what really stands out is that *Skyrim* was the fifth most popular game being played at the time – this despite that fact that *Skyrim* recently celebrated its third birthday.

**RELATED:** [Happy Birthday Skyrim! You're 3 Years Old Today](#)

## Skyrim Is Still Popular

*Skyrim*'s popularity should come as no surprise to its legions of fans, but even I had to do a double-take when I saw the numbers. Here are the top games that were being played on the record setting day:

GAME	NUMBER OF PLAYERS
Dota 2	875K
Counter-Strike: Global Offensive	360K

GAME	NUMBER OF PLAYERS
Team Fortress 2	89K
Contact Us Football Manager 2015	75K
Skyrim	66K

## Reasons For Skyrim's Popularity

*Skyrim* is still popular for all the reasons I outlined in an earlier article titled *Do People Still Play Skyrim? Yes, And Here's Why*:

1. Active modding community,
2. Robust character creation and leveling system,
3. Open world concept and immense world to explore,
4. Graphics, music and immersive qualities.

As far as Steam's record setting day is concerned, I should probably add a 5th reason for its popularity: *incredible price*. During the holiday season, a Steam-activated copy of *Skyrim* went on sale for as low as \$4 at one point.

Four bucks is an absolute steal for *Skyrim*, and my guess is that a new crop of gamers helped propel *Skyrim* up the charts on January 1 – both newbies and console gamers looking to explore the world of PC mods. This is entirely speculation on my part, but I can say with certainty that the *Skyrim* Fansite's traffic spiked significantly around the time of the Steam sales, with an increased number of gamers searching our site for popular "how to" articles (*Help Choosing Your Skyrim Character Name*, *The Best Skyrim Character: Warrior, Thief or Mage?*, etc.). This increased traffic leads me to believe that a large number of gamers have discovered (and rediscovered) the phenomena known as *Skyrim*.

## Final Thoughts

*Skyrim* is an amazing game – one that helps define a generation. Despite its age, the recent Steam record helps prove the game is still being played by large

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numbers of gamers. What are some reasons why you feel that **Skyrim** is still popular? Please share your thoughts and opinions in the **Speak Your Mind** section below. Until next time, fellow travelers!

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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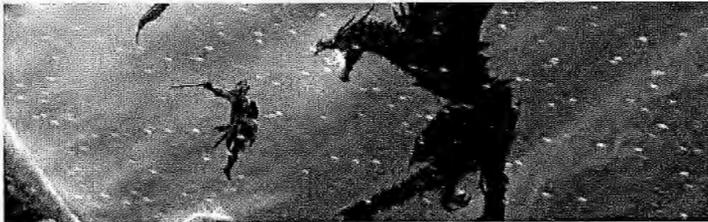
### Total Units

North America:	1.15m	29.8%
+ Europe:	2.07m	53.5%
+ Rest of the World:	0.64m	16.6%
= Global	3.86m	

### Release History

Title	Publisher	Region	Date	Distribution
The Elder Scrolls V: Skyrim Collectors Edition	Bethesda Softworks	North America	11th November 2011	Retail
The Elder Scrolls V: Skyrim	Bethesda Softworks	Europe	11th November 2011	Retail
The Elder Scrolls V: Skyrim	Bethesda Softworks	North America	11th November 2011	Retail
The Elder Scrolls V: Skyrim	Bethesda Softworks	Europe	11th November 2011	Retail
The Elder Scrolls V: Skyrim - Hearthfire	Bethesda Softworks	North America	04th October 2012	DLC
The Elder Scrolls V: Skyrim - Hearthfire	Bethesda Softworks	Europe	04th October 2012	DLC

### Game Overview



The Elder Scrolls V: Skyrim is an open-world action RPG developed by Bethesda Game Studios for Microsoft Windows, PlayStation 3, and Xbox 360. The fifth game in the Elder Scrolls series, it takes place in the Nordic homeland of Skyrim, where a civil war rages and dragons have returned to terrorise the land.

As with the previous games, the player controls an unknown prisoner who was caught in an Imperial ambush while attempting to cross the border into Skyrim. Headed to Helgen to be executed, the player is about to be beheaded when a Dragon arrives and destroys the town. Revealed to be the latest "Dovahkin", a Dragonborn, an individual with the body of a mortal and the soul of a Dragon, Skyrim's civil war is the last in a sequence of prophetic events foretold by the Elder Scrolls.



The Elder Scrolls V: Skyrim Wiki on Gamewise

- Overview
- Release Dates
- Credits



### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
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- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.66m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

### External Links

- The Elder Scrolls V: Skyrim on Vandal

### Comments

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## Skyrim Breaks Sales Records & Gets Online Multiplayer Mod

By **Rob Keyes**

(<http://gamerant.com/author/robk/>)

| 5 years ago

It's been a good week for Bethesda. They took home game of the year and studio of the year awards from the Spike Video Game Awards (<http://gamerant.com/tag/spike-video-game-awards/>) for their work on *The Elder Scrolls V: Skyrim*, and the game is seeing strong sales on all platforms, especially for PC.

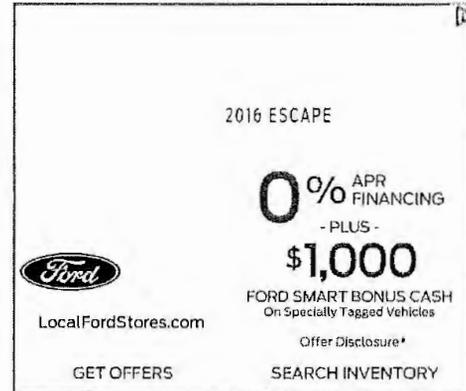
Along with releasing the 1.3 patch (<http://gamerant.com/skyrim-patch-13-released-row-121626/>) yesterday, Bethesda (<http://gamerant.com/tag/bethesda/>) announced that they've passed the 10 million mark in units shipped (not sold) and that reorders from retailers are the strongest they've been for the series.

For PC specifically, *Skyrim* (<http://gamerant.com/tag/skyrim/>) broke the record for digital sales and for the month of November, it outsold all other PC games by a factor of three to one, again showing the strength of the series roots on the PC.



Robert Altman, Chairman and CEO of ZeniMax Media:

"We are gratified that Skyrim continues to garner high review scores and accolades around the world. We are most grateful to our fans for their support and enthusiasm for the game, and their love of the hundreds of hours of gameplay it offers. We continue to strive to deliver the highest quality entertainment experience for everyone. 2012 will be another huge year for our fans, with the release of the Creation Kit, as well as exciting DLC which will add to the richness of this epic adventure."



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When *Skyrim* launched on Steam for PC, it sold 230,000 copies within the first 24 hours (<http://gamerant.com/skyrim-steam-users-number-230000-24-hours-destroys-mw3-dyce-116084/>), beating out *Call of Duty: Modern Warfare 3*. Since that time, it's continued that run of success on the platform. Jason Holtman, Director of Business Development at Valve Corporation:

"Skyrim is the fastest selling title in Steam's history. Bethesda's commitment to and understanding of the PC as a gaming platform shows in the great review scores, spectacular launch, and continued high player numbers that Skyrim has received. We are delighted that Bethesda chose to use Steamworks to support Skyrim both at retail and digitally."

Outside of better performance and better graphics of the PC version (<http://gamerant.com/skyrim-time-lapse-video-curt-119636/>) of the game, it is only the PC version that allows users to edit the game, build and download mods. It is this community involvement that extended the life and improved the game with limitless alterations and added content for *Morrowind* and *Oblivion*, and in just one month since release for *Skyrim*, we're seeing the same there. Keep in mind, this all before the *Skyrim* creation kit (<http://gamerant.com/skyrim-updates-creation-kit-bethesda-trung-119156/>) has even released (it releases in January)...

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So, while Bethesda always said that multiplayer is possible with *Skyrim* ([http://www.google.com/url?q=http://gamerant.com/elder-scrolls-skyrim-multiplayer-coop-robk-](http://www.google.com/url?q=http://gamerant.com/elder-scrolls-skyrim-multiplayer-coop-robk-78754/&sa=U&ei=IlzrTqDUEMWJtwf4qtmSCg&ved=0CBAQFjAF&client=internal-uds-cse&usg=AFQjCNF89MllzTYBp2gYInnl0k4RsZ9HJw)



78754/&sa=U&ei=IlzrTqDUEMWJtwf4qtmSCg&ved=0CBAQFjAF&client=internal-uds-cse&usg=AFQjCNF89MllzTYBp2gYInnl0k4RsZ9HJw), every installment of *The Elder Scrolls* series has remained single-player. That's not going to stop eager and creative fans from getting what they want however. Take a look at this early build for an online mod for *Skyrim*.

[http://www.youtube.com/watch?v=abs\\_yGod5MQ](http://www.youtube.com/watch?v=abs_yGod5MQ)

Now, this is not very fun looking and/or impressive multiplayer by any means, but it's a test to show that it *does* work. A user has been able to build in multiple players sharing the same game. That's step one.

The video surfaced not long ago and rightfully so, PC players were excited. If you want to try it out yourself, you can download it [here](#).

This just goes to show what can be done with a little ambition.

*The Elder Scrolls V: Skyrim* is available now for the PC, PS3 and Xbox 360.

-

Follow me on Twitter @rob\_keyes ([http://twitter.com/rob\\_keyes](http://twitter.com/rob_keyes)).

Source: FPSWin (<http://fpswin.com/first-person/skyrim-online-mod-released/>)

Header edited from image by jSoftStudios (<http://skyrimmp.com/>).

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TECH VIDEO GAMES

## At 20 Million Copies Sold, Skyrim Is in the Top 20 Bestselling Games of All Time

Matt Peckham @mattpeckham Jan. 27, 2014

That's across all platforms: PlayStation 3, Windows and Xbox 360

This is technically last week's news — last Thursday's to be precise: *Skyrim* has sold 20 million copies since it launched in November 2011.

That figure was buried in a press release about Bethesda's upcoming *The Elder Scrolls Online*, so mentioned almost offhand, but I noticed a few sites picking it up this morning, and I understand why. While something as mainstream-obvious as *Grand Theft Auto V* already has *Skyrim* by some 9 million copies, *Skyrim* is a roleplaying game. Make that a deeply traditional roleplaying game: the apotheosis of computer-automated realizations of the sort of thing Gary Gygax and Dave Arneson were thinking about back in the early 1970s.

I'm not asking anyone to genuflect at the altar of D&D, or even saying *Skyrim*'s one of the greats (for me, because of the kinds of things *Skyrim* has to do to be the kind of game it was, given technological limitations in 2011, its greatness inexorably diminishes — just as *Oblivion*'s and *Morrowind*'s and *Daggerfall*'s and *Arena*'s did — with time and hindsight). I'm just noting that it seems counterintuitive, after years of treatises on the death of single player gaming, the death of extremely long form gaming and the stagnation of so-called Western fantasy gaming, that a game like *Skyrim* exists a decade into the 21st century, much less ranks in the top 20 bestselling games, across all platforms, of all time.



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Bear in mind that 20 million copies comprises all the subsequent compilation editions, and a certain number of buyers (myself included) are probably double-dipping, but consider that by comparison, Nintendo's *Super Mario Bros. 3* sold 18 million copies, while *Super Mario World* grabbed just a tick more at 20.6 million. None of the *Halos* are in that list, nor any of the *Gears of Wars*. Not a single *Zelda* game's ever come close, and the top-selling installment in Sony's bestselling PlayStation 2-exclusive franchise, *Gran Turismo 3* (and remember that the PS2 is the bestselling game console in history), couldn't crack 15 million copies. Even on the PC, granting that the revenue model for a lower-selling game, copy-wise, like *World of Warcraft*, is another matter, *The Sims 2* is merely a sales tie — there's nothing better-selling.

I still haven't "finished" Bethesda's *The Elder Scrolls: Skyrim*. Between all the false starts and character rejiggering, the marathon play sessions that started out with the best of intentions but fizzled around the post-Dark Brotherhood quest-line business or the cosmic chitchat atop the Throat of the World, I've probably played more than most. But I have yet to feel that finish line ribbon snap across my chest. Maybe I never will. That's what I love about games like *Skyrim*, and that's why I'll keep returning to them, story problems, gameplay drudgery and all.



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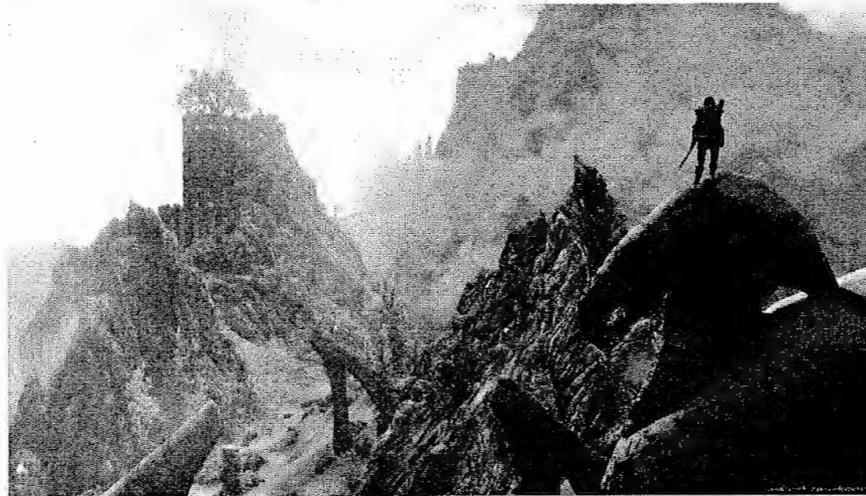
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MAR 7, 2015 @ 12:27 PM 29,132 VIEWS

The Little Black Book of Billionaire Secrets

## The Solitude of 'Skyrim' Remains The Remedy For An Overly-Connected Age



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**Paul Tassi**, CONTRIBUTOR

News and opinion about video games, technology and the internet [FULL BIO](#)

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The first thing I did when I got my new gaming PC set up was to use Internet Explorer to download Google Chrome. The second? I downloaded Steam and installed Skyrim straight away.

I did it as a test of sorts. I'd never played Skyrim on PC before, because my past computers have always been too terrible to handle it. So I felt an immense amount of satisfaction when I booted it up for the first time and saw that the game defaulted to Ultra High graphics settings. That was a first.

But what was meant to be a simple test turned into a weeks-long journey back into the world. I found that after playing through the first hour, a wave of (four year-old) nostalgia hit me, and I didn't want to stop.

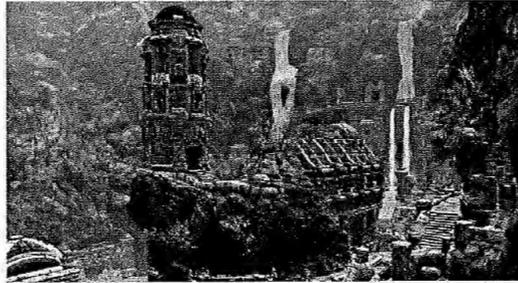
I didn't. In the past two weeks, I've logged about 70 hours into the game, and am not planning to stop any time soon. It really is miraculous how much the game still resonates with me, and even though I sank easily 150 hours into the game the first time around on Xbox 360, there's still so, so much I missed. I'm not alone, either. According to Steam charts, despite being four years old, Skyrim is still the 7<sup>th</sup> most popular game on the service with 40,000 players playing as I write this.



TRENDING



When you look at the list of the best-selling video games of all time, almost all of the top 25 are either Nintendo games, Call of Duty installments, or Grand Theft Auto sequels. The first to crack the chart that isn't from one of those three categories is Skyrim, with 20 million copies sold by last count. And yet, despite its success, it has few true imitators. Almost no other game has been able to replicate its breadth and volume. There are bigger video game maps out there, sure, but ones that are far less populated with content. There are longer games too, but only if you start repeating yourself in a grind for better gear or higher levels.



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Bethesda Should License Skyrim For Professional Mods  
'Skyrim' Modders Bring 'Morrowind' To Life In Amazing 'Skywind' Mod



As a whole, the industry looked at Skyrim and essentially ran in the opposite direction. Hell, even the Elder Scrolls series itself did. There's been a huge shift to multiplayer, multiplayer, multiplayer. Despite the enormous impact of Skyrim, few other games have been content to exist without some form of multiplayer attached to it. The next iteration of the Elder Scrolls series was an MMO, The Elder Scrolls Online, and when it was revealed, the mantra among fans was that Zenimax didn't understand the series if they thought that what it needed was a hundred other heroes like you running around the map with little names over their heads.

Skyrim is a peaceful game. It may sound strange to say that, given that your character is always lopping the heads off bandits or burning mages alive, but through *gameplay* it's an incredibly soothing, almost therapeutic experience. It's one of the only games out there that put exploration at the forefront of the experience, and modern games have yet to learn that lesson.

Take a typical sandbox game of almost any time in the modern era. You start at a hub world. You get a quest from someone in that area, and it may take you to another part of the world. There you meet another character who will give you another quest, which might take you to another place where you meet another character, and so on. Though there's a whole world to explore, you go from point A to a nearby point B and expand outward from there.



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Early on, Skyrim does something amazing, even if it at first it seems like a nightmare for new players. Very, very early in the main questline, you hear a shout from the skies, and are told the Greybeards want to visit you. The Greybeards live on top of the highest mountain on the entire map, and even getting to the base of that mountain is a harrowing experience, much less climbing it. The game forces you to trek in a wide, wide arc around the map, running into dozens of different side-quests, random encounters and unexplored dungeons along the way. It's why many players report sinking dozens of hours into the game before even making it up that mountain, which is probably 5% of the way through the main storyline.

The game keeps this up, always tasking you with going places that are comically far away, *requiring* you to make the trudge there, get lost, and run into god knows what along the way. Rather than modern open world games that lock different parts of the map based on your level or story progression, or forcing players to climb towers to reveal portions of the map, you discover it in Skyrim simply by exploring yourself.



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The map is fully revealed, and fully available from moment one. It shows you the location of all the major cities in the world, and it's up to you which you want to visit. You simply pick a direction, and start walking. Skyrim has been criticized for a difficulty system that makes enemies scale with your current level, no matter where you are. But the benefit of this system is that players will only rarely wander into areas they are absolutely *not* meant to go. Outside of a few giant camps or dungeon bosses that will wreck low level characters, the vast majority of the map is playable by players of any level at any point in time. We almost never see this now, and MMOs in particular usually outright *tell* you that you should be "X level through X level" in order to effectively fight in a certain zone. Skyrim, instead, said "go get into trouble" and took its hands off the wheel.

That feeling is addicting, and that's why I'm able to get sucked into a four year old game I've already beaten like it just came out yesterday. That's why 40,000 players are still playing it as we speak. The sheer amount of content and the never-ending joy of discovering new things can make you cruise to 200 hours easily in the game, and that's before you even start playing around with mods.

Then I look at the current game landscape and wonder why no one else has managed to produce an experience even close to this. Games like Destiny and Dragon Age try to some extent, but their maps are still far more linear than they let on, and players will traipse through the same areas over and over again. MMOs have big worlds with lots to do, but that sense of tranquility is lost as



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you're no longer just one adventurer stalking through the wilds on your own. MMOs are chaos, while Skyrim is peace.



With 20 million sales, you would think Skyrim would have spawned at least some measure of serious competition, but it simply remains untouched, the high king of the open world sandbox genre. The power of a focused, high-quality single player experience should not be forgotten by developers, even in this "social" age. We don't always need to connect with others, to share worlds. Sometimes we want to exist as the king of our own little universe, and not let anyone else in. That's what Skyrim excelled at above all else, and why it remains immortal today.



*Follow me on Twitter, like my page on Facebook, and pick up a copy of my sci-fi novel, The Last Exodus, and its sequel, The Exiled Earthborn, along with my new Forbes book, Fanboy Wars.*

**Watch below to see when Call of Duty may return to World War II:**



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2		Grand Theft Auto V					
		X360, PS3, PS4, PC, XONE					
3		Pokemon X / Y					
		3DS					
4		The Elder Scrolls V: Skyrim					
		X360, PC, PS3, PS4, XONE					
5		Pokemon FireRed / LeafGreen Version					
		GBA					
6		Fallout 4					
		PS4, XONE, PC					
7		Pokemon Diamond / Pearl / Platinum Version					
		DS					
8		Pokemon HeartGold / SoulSilver Version					
		DS					
9		The Witcher 3: Wild Hunt					
		PS4, PC, XONE, MAC					
10		Pokemon Alpha Sapphire / Omega Ruby					
		3DS					
11		Pokemon Ruby / Sapphire / Emerald Version					
		GBA					

- 12 **Pokemon Black/White Version**  
DS
- 13 **Pokemon Red / Blue / Yellow / Green Version**  
GB
- 14 **Overwatch**  
PS4, PC, XONE
- 15 **Dark Souls III**  
PS4, XONE, PC
- 16 **Destiny**  
PS4, XONE, X360, PS3
- 17 **Grand Theft Auto: San Andreas**  
PS2, PC, PS3, X360, XBOX, PS4, IOS, AND, MAC, WINM
- 18 **Final Fantasy: Brave Exvius**  
AND, IOS
- 19 **Red Dead Redemption**  
X360, PS3
- 20 **Dark Souls**  
PS3, X360
- 21 **Pokemon Sun / Moon**  
3DS
- 22 **Dragon Age: Inquisition**  
PS4, PC, XONE, X360, PS3
- 23 **Fire Emblem Fates**  
3DS
- 24 **Pokemon Gold / Silver / Crystal Version**  
GBC
- 25 **Dark Souls II**  
PS3, X360, PC
- 26 **Metal Gear Solid V: The Phantom Pain**  
PS4, PS3, XONE, PC, X360
- 27 **Fallout: New Vegas**  
X360, PC, PS3
- 28 **League of Legends**  
PC, MAC
- 29 **Minecraft**  
PC, X360, PS3, XONE, PS4, VITA, WIIU, MAC, WEB, LNX

- 30 **Dragon Ball: Xenoverse**  
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- 31 **Final Fantasy XIV Online: A Realm Reborn**  
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- 37 **Monster Hunter Generations**  
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- 39 **NBA 2K16**  
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PS4, XONE, PC, PS3, X360
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- 48 **Dragon's Dogma**

	PS3, X360
49	Monster Hunter 4 Ultimate 3DS
50	The Elder Scrolls Online PC, MAC
51	Animal Crossing: New Leaf 3DS
52	The Elder Scrolls IV: Oblivion PC, X360, PS3, MOBI, PSP
53	Pokemon Shuffle 3DS, IOS, AND
54	Digimon Story Cyber Sleuth VITA, PS4
55	The Sims 4 PC, MAC
56	Dragon Age: Origins PC, X360, PS3, MAC
57	Final Fantasy XV PS4, XONE
58	Tales of Zestiria PS3, PS4, PC
59	Final Fantasy VII PS, PC, PS4, IOS, AND
60	Resident Evil 5 X360, PS3, PS4, PC, XONE, AND
61	Batman: Arkham Knight PS4, XONE, PC
62	Dragon Ball Z Dokkan Battle IOS, AND
63	Mass Effect 3 X360, PC, PS3, WIU
64	Call of Duty: Black Ops X360, PS3, PC, WII, DS, MAC
65	The Legend of Zelda: Ocarina of Time N64
66	Mass Effect 2

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- 67 **Super Smash Bros. for Wii U**  
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- 68 **South Park: The Stick of Truth**  
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- 69 **Assassin's Creed IV: Black Flag**  
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PS4, XONE, PS3, X360, PC
- 72 **Tokyo Mirage Sessions #FE**  
WIIU
- 73 **DOOM**  
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- 75 **Mortal Kombat X**  
PS4, XONE, PC, PS3, X360
- 76 **Diablo III**  
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- 77 **Xenoblade Chronicles X**  
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- 78 **Zero Escape: Zero Time Dilemma**  
3DS, VITA, PC
- 79 **ARK: Survival Evolved**  
XONE, PC, LNX, MAC
- 80 **Kingdom Hearts: Unchained X**  
IOS, AND
- 81 **The Witcher 2: Assassins of Kings**  
PC, X360, MAC, LNX
- 82 **Fire Emblem: Awakening**  
3DS
- 83 **Call of Duty: Black Ops II**  
X360, PS3, WIIU, PC
- 84 **Hyrule Warriors**

- 3DS, WIU
- 85 **Team Fortress 2**  
PC, MAC, LNX
- 86 **Final Fantasy IX**  
PS, PC, IOS, AND
- 87 **Batman: Arkham City**  
X360, PS3, PC, MAC
- 88 **Monster Hunter 3 Ultimate**  
3DS, WIU
- 89 **Final Fantasy XIII**  
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- 90 **MARVEL Future Fight**  
IOS, AND
- 91 **The Legend of Zelda: Twilight Princess**  
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- 92 **Battlefield 4**  
PS4, XONE, X360, PC, PS3
- 93 **Far Cry 4**  
PS4, XONE, PC, X360, PS3
- 94 **Warframe**  
PS4, PC, XONE
- 95 **Final Fantasy VI**  
GBA, SNES, PS, IOS, AND, PC
- 96 **Mount & Blade: Warband**  
PC, PS4, XONE, AND, MAC, LNX
- 97 **Neverwinter**  
XONE, PS4, PC
- 98 **Shin Megami Tensei: Persona 4**  
PS2
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PC, MAC
- 100 **Injustice: Gods Among Us (Mobile)**  
IOS, AND

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ISSUES LEVITY AROUND TOWN INTROSPECTION

CONVERSATIONS RETROSPECTION

# Skyrim: A New Type Of Game

*There is no game quite like Skyrim.*

by BRIAN A. FELDMAN / Mar 22, 2012

There is no game quite like Skyrim. With a myriad of choices—from a character’s species to specialized skills and play styles, factions they ally with or fight against, and a massive open world to explore both above and below ground—the game doesn’t push a player in one direction so much as it sets them free to do whatever they want. Sure, it’s not the first medieval fantasy game to feature dungeons and dragons, but there is nothing quite like it either.

Developed by Bethesda Studios, and released on Nov. 11 of last year (a coveted 11/11/11 release date), the roleplaying game has sold millions of copies worldwide.

“Skyrim is what you make of it,” Felix L. Wu ’14 says. “I wouldn’t call it a sandbox. It’s not like Grand

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Theft Au'o. It's sort of like a Lego set, you get what I mean? Lego sets have instructions, you build things with them and then you mix them with your own Lego sets that you have and start doing your own thing."

4 The High Society  
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"If we estimate about a very conservative estimate of two hours a week since it came out...I would not be surprised if I've already played 50 hours," Wu guesses.

**WILL THE REAL DARK ELF PLEASE STAND UP?**

Because of the game's incredible flexibility, the character a player creates and the way he plays can give players an outlet to an alternate reality of sorts—and can even say a lot about who the player is.

Amil A. Jayasuriya '14 estimates that he has spent approximately 30 hours playing the game. "I played as one of the regular people...not the Nord. The Imperials."

Jayasuriya's roommate Allen J. Macleod '14 has a slightly different style of character creation. "I employ a color-blind selection process so I don't see race," he jokes. "No, uh, I am a Dark Elf? I think? Wow, if I had to pick the one thing that sounded the nerdiest...."

But despite the nerdy feelings we all feel when discussing our gaming habits, Skyrim's mainstream status is difficult to ignore. Wu indicates some surprise at the game's ability to gain widespread appeal. "A number of my friends, who I wouldn't expect to play Skyrim or enjoy it, actually enjoy it," he claims. "It's still a video game, of course, but it feels less like the standard sort of familiarized storyline shooter whatever video game. It's an explorative, choose-your-own-adventure sort of thing."

That free dom to do whatever, whenever makes Skyrim the antithesis of games like Call of Duty, which tells a single story in a single, specific way. In fact, many players disregard what would be considered Skyrim's main narrative thread in favor of exploring their own interests.

"I basically just abandoned the main plot and just went to find words," Macleod says, referring to dragon shouts that the player can discover throughout the game in order to gain unique, powerful abilities.

Similarly, Jayasuriya completely avoided the game's main line of quests in order to join the Dark Brotherhood, a guild of assassins and a standout faction from Skryim's predecessor, The Elder Scrolls IV: Oblivion. "I played Oblivion, and the thing I liked the most about that was the Dark Brotherhood," he says. In Oblivion, the player could be recruited by the Dark Brotherhood by murdering an innocent person. "And so, on day one, me and [my friend James] went around murdering a town trying to get into the Dark Brotherhood, but that's not how you get into it in this game, so...we just murdered a town."

"I actually intentionally started off by ignoring the main quest line and doing the College of Winterhold line," Wu says, "to essentially gain access to all the spells, all the people that could teach me skills." He spent much of his time leveling up his skills of Conjuration and Destruction magic in order to play entirely as a mage, a class of characters that uses magic, unlike a thief who specializes in stealth or a warrior who solves problems with brute force.

"In some ways, I've been playing this almost as if I was actually trying to follow a standard mage storyline," he explains. "Like a questing mage who's searching for the inner secrets of magic. I'm not closely doing that necessarily, but I definitely have

that in mind when I'm playing; that I'm not a warrior by any means." ISSUES   LEVITY   AROUND TOWN   INTROSPECTION

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## JA, RULES

But even within the game's incredibly nonrestrictive rule set, there are certain rules to which each player holds himself. "One rule I impose on myself is to find the secret of the town and get myself into that organization as quickly as possible," Jayasuriya says, explaining how each city plays host to some sort of faction or group. Riften, a city in the southeast corner of the game's map, plays host to the Thieves Guild, a perfect host for Jayasuriya's stealth-focused character. "It does a good job bringing you right into the world. Almost without a choice, you learn about what's happening in a city. And you get an image of the social dynamic with the city."

"The game does do a good job of portraying characters that are more innocent and more annoying," Jayasuriya says. "So as a rogue, when you have the ability to pickpocket or assassinate without really getting into too much trouble, you're never gonna go after the caravan that's outside of town where they're struggling to survive." Even among thieves, a man/lizard-man/dark elf/anthropomorphic cat must have a code.

While some players focus on combat or stealth, other players focus on exploring the massive digital landscape. When I tell Wu that my style is to turn the difficulty all the way down so that I never have to worry about dying and losing progress, he gets where I'm coming from. "I understand that," he nods. "One of my friends has been doing more explorative sort of play. He had one save that was accidentally saved over by someone. But then he started another one—totally different—playing as an Argonian, who no one plays as, running around with two maces doing ridiculous things."

“He’s been trying out all the fun things. Playing a werewolf all the time,” he describes. “Just rushing into things without giving a crap.”

ISSUES LEVITY AROUND TOWN INTROSPECTION  
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Skyrim’s lack of strict rules of play gives the player flexibility to do whatever he chooses. The infinite number of wooden bowls populating the game’s environments are of no use in combat or trade, but to Wu they are indicative of the game’s freedom. “If I wanted to, I could sell every wooden bowl I find, and that could just be something I do, and there’s no one stopping me from doing something like that,” Wu says.

There is a social element to Skyrim, as the uniqueness of each player’s game makes it ripe for discussion. “It’s definitely fun watching and helping somebody else along,” Jayasuriya says.

“[My roommates and I] are all playing different styles. The guy in our room—senior spring, he already has a job—he’s already at level 52 after only starting this semester. He’s been doing a beefy warrior type,” Wu says. “My other roommate, Jonathan, has been playing a sneaking thief character.”

Macleod adds, “I also think the game does a good job of giving things a sort of epic—and I mean that not so much as ‘Aw, that was epic!’—but I mean in the actual sense of an epic journey.”

As of now, Jayasuriya has put his time with Skyrim on hiatus. “I don’t think I would play it again. Then again, with one character, you can play for like 300-plus hours and still be finding new things.”

—Staff writer Brian A. Feldman can be reached at [bfeldman@college.harvard.edu](mailto:bfeldman@college.harvard.edu).

COLLEGE LIFE





## Elder Scrolls V: Skyrim – review

Xbox 360/PS3/PC; £54.99; cert 15+; Bethesda Game Studios

Nick Cowen

Thursday 10 November 2011 08.00 EST

Every game has a single over-riding requirement for its players. Some demand lightning-fast reflexes and the commitment it takes to master the depth of their controls. Others ask for a willingness to think outside the box or some degree of intelligence for puzzle solving.

These are all attributes players will need if they hope to succeed in The Elder Scrolls V: Skyrim. But the one asset players will need above all else is time.

The reason for this is that Skyrim is one of the most gargantuan undertakings gamers will experience all year. The sheer size of the adventure, both in terms of its environment and in the amount of activities available to the player, is mind-blowing.

This shouldn't come as too much of a surprise. The game's developer, Bethesda, has banked a rather lucrative existence on creating open-world RPGs that are filled to bursting with content. As with Elder Scrolls IV: Oblivion and Fallout 3 before it, Skyrim is a game that's easy to completely lose yourself in.

The reason for this is two-fold. First, the game's production values work hard to immerse the player in Bethesda's sword and sorcery world. For a game of this size the quality of the graphics and the attention to detail is awe-inspiring.

As the player travels through Skyrim, they'll encounter dense woodlands, snow-capped mountains, majestic cities and crystal clear rivers that run throughout the map. They'll run into an assortment of interesting characters and battle myriad monsters.

They'll have to plough through blizzards, find shelter from thunderstorms and, on a clear night, they can gaze up at the sky and see auroras bleeding through the darkened heavens above them. The visual and sonic features of the game completely obliterate any traces of the outside world.

The second part of this enchantment is wrapped up in the number of ways Bethesda allows the players to interact with the world it has created.

Players can while away hours upon hours creating weapons at a forge, mixing potions at an alchemy table, enchanting weapons, chopping wood, practicing archery,

investigating subterranean caverns or simply pointing their character at the horizon and heading over the nearest hill.

They can buy a house, join a guild, marry an NPC or read every book contained in the library at a college for mages. Around every corner and at every new town they wander into, there's a monster to fight, a character to talk to and some new discovery to be made.

The amount of things to do in Skyrim makes the player feel like they're a living, breathing part of its world. In short, you need time by the bucketload to get to grips with Skyrim, because once you enter its world, it becomes your world.

There's a story, which guides the player's progress to an extent. It begins with an escape from the headsman's chopping block and then the player is cut loose in the massive world of Skyrim with the barest essentials in information about themselves and the land they now inhabit.

Skyrim is plagued on two fronts - by a bloody civil war and by the return of a race of dragons that, until recently, were extinct. The player is also aware that they are the last of a race called the Dragonborn, and they are also all that stands between Skyrim and its ultimate destruction.

Still, that's enough to be getting on with, eh? The plot then proceeds to reveal its pleasures by inches, one mission and side-quest at a time.

As the player completes one heroic (and not so heroic) deed after another, they get to grips with the game's deep and intuitive control system. The right and left triggers wield whatever weapon, shield or magic spell the player assigns to them. The inventory soon starts filling up with useful items that the player can assign to the D-pad for a quick weapon change act in the middle of combat.

Every time the player uses a weapon or a spell or skill in Skyrim, their proficiency with that item or in that talent goes up. Once their overall XP hits the next level, they're able to assign a talent point to the skill of their choosing.

In this way, the game rewards the participant for playing in exactly the way they want to. If you want cut your way through the land using just a sword and shield, the game will ensure you become more proficient in doing so. If magic or sneaking about in the dark are more your things, you'll get better at both the more you do them.

On top of weapons and spells, the player has an edge over most opponents in the form of their Dragonborn "shouts". These are magical powers that are acquired by reading runes carved into the walls of dungeons and caves the player will encounter, and which are unlocked with the souls of the dragons they've killed.

Shouts vary in power and recharge rate; one enables the player to breathe fire on opponents, another provides them with a quick-sprint, and yet another allows them to bring a dragon crashing down from the sky.

There's a price for all this power. Players will have to look past occasional bugs in the gameplay, for one.

These range from characters attaching themselves to pieces of the environment, the odd animation glitch and the rare instance where a previous save needs to be loaded after the game crashes completely.

There are also a couple of niggles that were present in Fallout 3, too, such as the unnerving stare plastered over the faces of NPCs or the way in which accidentally picking up an item that doesn't belong to you can cause a friendly character to turn hostile.

But the largest cost that Skyrim wishes to exact from players is that which is measured in human hours: time. And given the volume of content Bethesda's game holds, preparations ahead of playing may be necessary.

So, with that in mind, may your boss believe you when you phone in claiming you have the plague, may your significant other be tolerant and understanding, and may your friends know you well enough not to make enquiries with the police if they don't hear from you in over a month.

Skyrim awaits, adventurers. All it asks in return is your life ...

... well, a large chunk of it anyway.

**Game reviewed on Xbox 360**

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows

Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4

Developer: Bethesda Softworks

Genre: Role-Playing

Summary Global USA Europe UK Germany France Comments

### UK First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	53,379	N/A	53,379
19th November 2011	2	14,192	-73.4%	67,571
26th November 2011	3	7,045	-50.4%	74,616
03rd December 2011	4	6,763	-4.0%	81,379
10th December 2011	5	8,458	25.1%	89,837
17th December 2011	6	8,727	3.2%	98,564
24th December 2011	7	11,747	34.6%	110,311
31st December 2011	8	5,937	-49.5%	116,248
07th January 2012	9	1,512	-74.5%	117,760
14th January 2012	10	1,597	5.6%	119,357

### UK Annual Summary (Units)

Year	Yearly	Change	Total
2011	116,248	N/A	116,248
2012	69,780	-40.0%	186,028
2013	54,027	-22.6%	240,055
2014	24,218	-55.2%	264,273
2015	13,995	-42.2%	278,268
2016	1,867	-86.7%	280,135

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
- World of Warcraft: Wrath of the Lich King (1.32m)
- Fallout: New Vegas (1.16m)
- Fallout 4 (1.16m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.65m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

### External Links

- The Elder Scrolls V: Skyrim on Vandal

### Comments



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Summary	Global	USA	Europe	UK	Germany	France	Comments
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### USA First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	256,083	N/A	256,083
19th November 2011	2	65,980	-74.2%	322,063
26th November 2011	3	35,316	-46.5%	357,379
03rd December 2011	4	20,293	-42.5%	377,672
10th December 2011	5	26,456	30.4%	404,128
17th December 2011	6	41,072	55.2%	445,200
24th December 2011	7	60,608	47.6%	505,808
31st December 2011	8	23,045	-62.0%	528,853
07th January 2012	9	10,153	-55.9%	539,006
14th January 2012	10	9,144	-9.9%	548,150

### USA Annual Summary (Units)

Year	Yearly	Change	Total
2011	528,853	N/A	528,853
2012	264,087	-50.1%	792,940
2013	154,495	-41.5%	947,435
2014	68,923	-55.4%	1,016,358
2015	32,957	-52.2%	1,049,315
2016	8,836	-73.2%	1,058,151

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
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### External Links

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### Comments

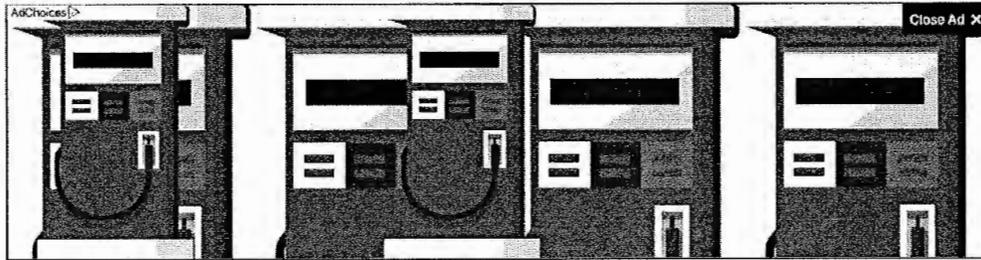


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http://venturebeat.com/2016/07/12/watch-mobilebeat-2016-live/)



## VGA awards: Bethesda's Skyrim wins game of the year

DEAN TAKAHASHI (HTTP://VENTUREBEAT.COM/AUTHOR/DEAN-TAKAHASHI/) DECEMBER 10, 2011 7:04 PM

TAGS: BETHESDA SOFTWORKS (HTTP://VENTUREBEAT.COM/TAG/BETHESDA-SOFTWORKS-2), SKYRIM (HTTP://VENTUREBEAT.COM/TAG/SKYRIM/), TODD HOWARD (HTTP://VENTUREBEAT.COM/TAG/TODD-HOWARD/)



(http://venturebeat.com/2011/12/10/vga-awards-bethesdas-skyrim-wins-game-of-the-year/skyrim-3/) Bethesda Softworks' The Elder Scrolls V: Skyrim won the Game of the Year award at the Spike TV Video Game Awards (http://venturebeat.com/2011/12/10/live-coverage-vga-awards-kick-off-promising-13-new-game-reveals/) show tonight.

The title beat out rivals Batman: Arkham City, Portal 2, Uncharted 3: Drake's Deception, and The Legend of Zelda: Skyward Sword.

The developers, including Todd Howard, pictured center, thanks their wives and employees for all of the long hours working on the title. Skyrim, a fantasy role-playing game, also won for best RPG and Bethesda won for Studio of the Year

Other big winners include Skyward Sword, the best Wii game and motion-sensing game; Uncharted 3, for best graphics; Batman Arkham City for character of the year (the Joker), best Xbox 360 game, and best action-adventure game; Portal 2, for best PC game, best multiplayer, best performance by a human female, best performance by a human female, and best DLC; Bastion, for best original game and best original score; Call of Duty Modern Warfare 3, for best shooter; Minecraft, for best independent game; Mortal Kombat, for best fighting game; and the gamer god title went to the founders of Blizzard Entertainment: Mike Morhaime, Allen Adham, and Frank Pearce.

Uncharted 3: Drake's Deception won for best PS 3 game. Forza Motorsport 4 won best driving game; NBA 2K12 won best sports game; Build that Wall won for best song, mass Effect 3 won for most anticipated game and Assassin's Creed Revelations won for best trailer.

Shigeru Miyamoto, the creator of Mario at Nintendo, accepted the Video Game Hall of Fame award. The ninth-annual show, executive produced by Emmy Award winner Mark Burnett, seemed better run this year. Part of the reason was that a soldier in military fatigues was authorized to run up on stage and take

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### GB Latest News



California rivals for state senate seat plan to battle in epic Pokémon Go duel

(http://venturebeat.com/2016/07/14/cal-rivals-for-state-senate-seat-plan-to-battle-in-epic-pokemon-go-duel/)



5 features Pokémon Go needs (http://venturebeat.com/2016/07/13/5-features-we-want-to-see-added-to-pokemon-go/)

Watch extended coverage of the show, including the ceremony, the "teabagging" of the winners, and the "teabagging" of the winners. <http://venturebeat.com/category/games/> Day two of MobileBeat 2016 is live streaming here!

"teabagged" them, or pretended to sit on their faces, going up and down, up and down. Robert Bowling, who accepted the award for best shooter game for Modern Warfare 3, actually ran off the stage as the soldier guy ran up. Bowling's companion was caught and teabagged.

The show was broadcast live from Sony Studios in Los Angeles.



DECLARATION UNDER §2(f) OF THE LANHAM ACT

I, J. Griffin Leshner, declare that:

1. I am EVP Legal and Secretary of ZeniMax Media Inc., a Corporation incorporated under the laws of Delaware (“Applicant”). As Secretary, I am a person with the requisite authority to sign this document and am authorized to make this Declaration on behalf of Applicant.
2. This Declaration is made in support of United States Trademark Application Serial No. 85/589,294 for the mark FUS RO DAH (the “Mark”). This Declaration is made upon information and belief.
3. Applicant has made widespread continuous use of the Mark since at least as early as April 30, 2013.
4. The Mark has become distinctive of Applicant’s apparel goods in commerce as a result of extensive use in interstate commerce by Applicant and widespread promotion of the Mark by Applicant for over three years on its apparel.
5. Applicant has expended significant resources in connection with promoting the Mark.
6. Through longstanding use and widespread promotion, Applicant’s Mark is clearly associated as a source identifier with Applicant’s apparel goods. Representative samples of such consumer recognition are attached hereto as Exhibit A.
7. Applicant has promoted its goods under the Mark through the use of its Internet web site located at the domain name [www.bethesda.net](http://www.bethesda.net) and through promotion of *The Elder Scrolls V: Skyrim* video game.
8. Applicant has expended tens of millions of dollars developing, advertising, and promoting *The Elder Scrolls: Skyrim* video game such that Applicant’s customers have come to know and recognize the Mark and to automatically associate it with Applicant. Representative samples of widespread media exposure and publicity are attached hereto as Exhibit B.
9. I further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further, that these statements were made with the knowledge that willful false statements and the like so made are

punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or document or any registration resulting therefrom.

Dated: August 10, 2016

By: 

J. Griffin Leshner, EVP Legal and Secretary

## **EXHIBIT A**

## P1\_10 Fus Ro Dah

O. East, E. Longstaff, M. Fletcher, C. Li

Department of Physics and Astronomy, University of Leicester, Leicester, LE1 7RH.

November 6, 2013

### Abstract

The power of the “Thu’um” is unquestionable within the video game, Skyrim [1]. This paper investigates the possibility of knocking down an opponent using only their voice. It was calculated that the minimum amount of force required to do so is 121.2N, and that an average person can only produce 3.74N.

### Introduction

The popular game of Skyrim by Bethesda Game Studios lets players take the role of the Dragonborn [1]. The protagonist possesses magical abilities called the “Thu’um”. One in particular is the ability to knock down opponents with the power of just their voice by shouting the words “Fus Ro Dah” [1]. In this paper, we investigate the plausibility of such a feat in an average male using a simple model.

### Theory

Firstly consider the target, which was modelled to be a rigid, human sized cuboid. The cuboid is 1.7m high [2], 0.25m wide and 0.25m depth, (estimates for width and depth have been made) with an even distribution of mass of 84kg [2].

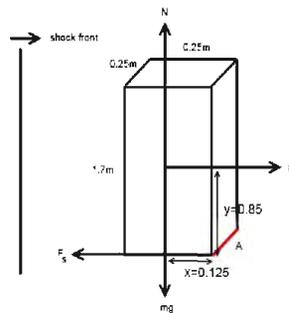


Figure 1. A free body diagram of target modelled as a cuboid.

where  $N$  is the normal force,  $mg$  is the force due to gravity where  $m$  is mass of the cuboid and  $g$  is acceleration due to gravity which we assumed to be  $9.81 \text{ m s}^{-2}$ ,  $F$  is the force applied,  $F_s$  is the force due to static friction and  $A$  is the pivot edge.

We assume an even force is applied across the surface, i.e. the force is applied in the centre of the incident face. The cuboid will feel a torque that will cause the whole object to pivot via edge  $A$ . We also assume that the force of static friction prevents the cube from sliding and the coefficient of friction  $\mu$ , to be 0.9 between rubber and dry asphalt [3].

For an average person, their maximum exhaled (tidal) volume is about 0.5 litres [4]. We assume that this volume of air creates a pressure wave that transfers momentum, which exerts a force on the target, and that there is no divergence of the wave or energy loss. To convert the volume to a mass we used air at  $30^\circ\text{C}$  with air density at  $1.165 \text{ kg m}^{-3}$  [5]. We assume that momentum is conserved, and that all momentum is applied to the cuboid surface.

### Method and Results

First we considered the minimum force required to tip the cuboid target over. Referring to fig. 1 we can calculate the force of static friction using [6]:

$$F_s = \mu N \quad (1)$$

where  $N$  is the normal force which is equal to the weight ( $mg$ ) where  $g$  is the acceleration due to gravity. From this we obtain a value of  $F_s = 742\text{N}$ . The force applied must not exceed  $F_s$ , otherwise the cuboid will slide instead of tip. Now we consider the pivot edge  $A$ , where the cuboid will rotate from; consider the equation of torque [7]:

$$\tau = r \times F \quad (2)$$

where  $\tau$  is the torque,  $r$  is the distance from the pivot and  $F$  is the force at the distance.

From the reference of pivot  $A$ , we can calculate the total torque acting upon that point:

$$\tau_{tot} = \tau_f - \tau_{mg} \quad (3)$$

where  $\tau_{tot}$  is the total torque,  $\tau_f$  is the torque from the applied force and  $\tau_{mg}$  is the torque force due to gravity. Substituting in  $\tau_f$  and  $\tau_{mg}$  and setting  $\tau_{tot} = 0$  to find the limiting force, we get:

$$F_{min}y = mgx \quad (4)$$

Rearrange for  $F$  we get:

$$F_{min} = \frac{mgx}{y} \quad (5)$$

where  $F_{min}$  is the minimum required force to tip the cuboid,  $m$  is the mass of the cuboid,  $x$  is half the width and  $y$  is half the height. From this, we find that  $F_{min} = 121.2\text{N}$ .

We also know that:

$$F = \frac{\Delta p}{\Delta t} \quad (6)$$

And also:

$$m_g = \rho V \quad (7)$$

where  $F$  is the force,  $p$  is the momentum,  $t$  is time,  $m_g$  is the mass of the gas,  $\rho$  is the density and  $V$  is the volume. Using the values of density and volume and inputting these into eq. 7, the mass of gas exhaled from an average person's lungs is  $5.825 \times 10^{-4}$  kg this is the mass of the pressure wave. We then calculate the momentum of the pressure wave using:

$$p = mv \quad (8)$$

where  $v$  is the velocity. In this case, the velocity of the pressure wave created is assumed to be  $v = 320.55 \text{ m s}^{-1}$  (sound speed) [8]. Using eq. 8, the momentum of the pressure wave will then be  $0.187 \text{ kg m s}^{-1}$ .

Referring back to eq. 6, the momentum change,  $\Delta p = 2p$  as we assume the air is completely reflected back and assuming that  $\Delta t = 0.1 \text{ s}$ . From this, we substitute in the values calculated into eq. 6, and we find that the force of the pressure wave created by a person is  $3.74\text{N}$ .

Returning to  $F_{min}$ , rearranging eq. 6 to find the minimum momentum required we find it to be  $6.06 \text{ kg m s}^{-1}$ . Using eq. 7 and the value of momentum calculated, if the velocity is kept constant, the minimum amount of mass required to be exhaled to tip the cuboid is  $18.9$  litres. Alternatively if we kept mass

constant, then the velocity required would be  $10403 \text{ m s}^{-1}$  which is roughly  $32$  Mach ( $32$  times the speed of sound).

### Discussion

Realistically, it is impossible for a person to naturally exhale such a large amount of air from their lungs. It is also absolutely ridiculous for a person to create a pressure wave that is  $32$  times that of the speed of sound, using only their lungs. The result calculated is also the absolute minimum required force to tip the cuboid, with many assumptions.

### Conclusion

The power of the "Thu'um" is unfortunately not able to manifest in the real world. Unaided, it is an impossible task to tip an opponent over using just your voice. The amount of force produced by an average human is only  $3.1\%$  the required amount of force that is needed. People who wish to achieve such an act may want to stick to the video game.

### References

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- [2]<https://catalogue.ic.nhs.uk/publications/public-health/surveys/heal-surv-eng-2011/HSE2011-Ch10-Adult-obesity.pdf> accessed on the 06/11/2013.
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- [4]<http://hypertextbook.com/facts/2001/LauraCalabrese.shtml> accessed on the 06/11/2013.
- [5][http://www.engineeringtoolbox.com/air-density-specific-weight-d\\_600.html](http://www.engineeringtoolbox.com/air-density-specific-weight-d_600.html) accessed on the 06/11/2013.
- [6]<http://demonstrations.wolfram.com/EngineeringDynamicsTipOrSlip/> accessed on the 06/11/2013.
- [7]P. Tipler, G. Mosca, *Physics with Modern Physics for Scientist and Engineers* (6th ed.), (2008).
- [8]<http://hyperphysics.phy-astr.gsu.edu/hbase/sound/souspe.html> accessed on the 06/11/2013.



# But Not Simpler

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Talking Science, Aliens, And RoboCop With Kids! »

## Could Shouting “Fus Ro Dah” Ever Knock Someone Over?

By Kyle Hill | February 25, 2014 10:30 am



The merchant wanted me to clear the decaying tomb outside the village. I was halfway to it when I saw something more interesting in the distance. It was a set of stairs carved into stone that instantly distracted me, like a million other little things in *Skyrim*, from my quest. I set out for the stairs and made my way up a few before a troll beset me. It got too close. With three words and a mighty shout, a blast of air blew the troll down the mountainside like a smelly ragdoll no child would buy. Above me, a dragon roared. I felt powerful. Could you do something like that for real?

---

**Don't have time to read? Listen to the whole article below!**

---

Dragons are on my mind, dragons and the power of breath. Recently **I tried to make some sense out of fire-breathing dragons** and while doing so my mind wandered to the epic RPG, *Skyrim*. With a save file

totaling more than 90 hours of dungeon crawling, potion crafting, and dragon slaying, the magic of *Skyrim* is as ingrained in me as the myth of dragons themselves. In the game, what unites your character to these monstrosities is your voice, your "thu'um." Your voice has the power to push walls of fire, ice, and concentrated momentum. This last thu'um—or "shout"—has even gained Internet memedom for its power. *Fus Ro Dah!*

There is an obscene pleasure in fus ro dah-ing a reanimated Norse skeleton into a deep glacial crevasse. Limbs fail and bodies tumble before your mighty voice. But since this is literally your voice pushing people around, momentum and physics can illuminate it as much as the constellations that unlock the skill inside the game can. What would it take to shout "fus ro dah" and knock a person over?

In my [endless Internet stumbling](#), I came across a journal that looks to be authored by physics students and teachers who share my enthusiasm for nerdy topics. One of them must like *Skyrim* as much as I do, because [this paper](#) in the *Journal of Physics Special Topics* sought to answer the very question I was wondering about in-between reloading saves to make sure my Lydia wouldn't be lost forever. The paper reads like a wonderful introduction to physics.

Like any good physics problem, figuring out the necessary power of a fus ro dah begins with making something very complicated very simple. First, assume that your target isn't some oddly shaped humanoid, but a cube. Then make a few more assumptions. For the sake of calculation you need a mass of the target and a value for the friction between them and what they are standing on (this value will ultimately determine what force it will take to tip the cube/person over). With these numbers you draw the cube and do some torque-filled calculation—blowing someone over is like finding the amount of force you need to turn a person like a wheel about an axis. In this case, the axis is his or her heels.

All in all, the paper from the nerdy physicists concludes that it would take around 120 newtons applied to the center of an 84-kilogram person to tip them over—far less than you could generate with a punch. I suppose this scenario is like being caught off-guard by a strong draft. Still, could the human voice bring with it this windy punch?

More assumptions are required. If you multiply an assumed amount of air exhaled by the average human by the density of air at normal temperature and pressure, you get the mass of a shout. And because you are shouting at an opponent, the speed of this Thu'um should be the speed of sound—over 300 meters per second. Mass and velocity together describe momentum. The last value needed is time of impact, something small like 0.1 seconds. Finally, if you take the change in the Thu'um's momentum over the impact time you get a force. It's tiny, only about four newtons, or barely three percent of what is needed to tip an attacker over. The underwhelming result at least makes intuitive sense. Even when you shout at the top of your lungs, you don't feel as if you are marshaling much momentum. You can hardly blow out a candle at distance.

*Skyrim* is a game filled with fantasy, and physics dictates that some is needed to make the fus ro dah as powerful as it is in the game. In the final, geeky paragraphs of the paper, the authors calculate the volume of air and/or the air speed your lungs would really need to push an enemy over. If the volume of the lungs remained quite human, one would have to shout at Mach 32—air escaping your mouth almost fast enough to leave Earth's gravity. But if your shout's speed remained underwhelming, you would have to exhale 19 liters worth of air to deliver the knockout blow. You lungs at maximum inflation hold about four.

No matter how you shift the variables around, the human body just isn't the air cannon *Skyrim*'s Dovahkiin is. Following the physics, the most yelling "Fus Ro Dah!" at an enemy will get you is a slight pause and a very confused look.

—

## More Geeky Science:

- [The Many-Worlds Hypothesis And The Hardest Super Mario Level](#)
- [‘The Walking Dead’ Zombie Virus Makes More Sense As Venom](#)

—

**Image Credit:** [Dovahkiin FUS RO DAH!](#) by [VictorSauron](#)

**Reference:** East, O., Longstaff, E., Fletcher, M., & Li, C. (2013, November 6). Fus Ro Dah. *Journal of Physics Special Topics*. (<http://physics.le.ac.uk/journals/index.php/pst/article/view/663>)

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# I Shouted 'Fus Ro Dah' At *Skyrim*, And I Kinda Liked It



Jason Schreier

4/20/12 9:00am · Filed to: SKYRIM

41.7K 123 1



Here's a confession: I have absolutely no interest in Microsoft's Kinect.

The controller-free interface doesn't appeal to me. I don't want to dance around my living room or wave my arms to fling boulders at castles. I get bored just thinking about it.

## ***Wreckateer* Is Like A Kinect Version Of *Angry Birds***

Here's some video footage of *Wreckateer*, an upcoming Xbox Live game for Kinect that requires...

Shouting dragon words in *Skyrim* might have changed my mind. Kinda.

Within the next few weeks, Bethesda will release a free patch that enables Kinect support for its massively popular role-playing game. You won't get to waggle or wave, but you will get to shout at your television screen. Voice commands like "equip sword" and "quick map" will allow you to perform those respective actions without touching your controller. You'll even get to belt dragon shouts like "Fus Ro Dah" and other semi-pronounceable phrases.



### **Kinect Integration for *Skyrim* Lets You Scream Dragon Shouts and More**

The voice-command feature that had been joked about for Bethesda's hit RPG will actually be...

I had the opportunity to test out these voice features at an event in Manhattan earlier this week, and I left more impressed than I expected to be. Outside of a little air conditioner interference, the machine had no trouble recognizing any of my voice commands or shouts. It took a second or two for commands to register, but the lag was less severe than I expected. (Just don't put your Kinect next to anything noisy.) And once you get the hang of all of the shortcuts, they're a neat way to swap weapons and use healing items during battle more quickly and efficiently than you can with a controller.

**KOTAKU**

The whole thing is based on your Favorites menu. You can go through that list and say things like "assign fire spell" or "assign bow." Then, while wandering through tundras or killing villagers or whatever it is you like to do in *Skyrim*, you can activate those keywords by saying things like "equip bow" or "equip fire left" (for your left hand).

Dragon shouts are a different story. You can say their English translations without a problem, but to use them in Dragon-speak, you have to hold down a button while speaking. This is because the Kinect only recognizes English, a Bethesda representative explained.

You'll also be able to bark orders at followers. (Bethesda says it will reveal a full list of all available Kinect voice commands at some point in the near future.)

This is all especially fun when you want to fuck with your friends. Wait until they're up against a tricky dragon or surrounded by undead draugr, then shout something like "equip bow" while they're in melee combat. They'll be really annoyed for like, ten seconds. Until they turn off the Kinect features and defriend you on Facebook.

Another great addition: You can use Kinect's voice commands to sort your inventory items by category, arranging them by value or weight by saying "sort by value" or "sort by weight." Sadly, this much-needed *Skyrim* feature is only supported by Kinect's voice commands. If you don't have Kinect, you're out of luck.

All that said, this is still nothing more than a gimmick. It's a neat, impressive gimmick, but *Skyrim*'s voice integration isn't going to be the killer app that convinces you to buy a Kinect. Still, it's cool enough to make you start thinking about all of the possibilities that voice controls could bring to gaming. And the patch is free. So if you've already got one of Microsoft's controller-free accessories, voice commands might just make your endless *Skyrim* sessions more convenient. Or at least more silly.

The logo for Kotaku, featuring the word "KOTAKU" in a bold, stylized, orange-yellow font with a slight shadow effect.



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Prepare For Fus Ro Dah! Kinect Support Announced For 'Skyrim'



By The Movie God | @ | Friday, April 13th, 2012 at 11:01 am

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As many of us wait in anticipation for what kind of DLC Bethesda Softworks will announce for their juggernaut video game, The Elder Scrolls V: Skyrim, the company has made another very cool announcement.

Bethesda has revealed that coming later this month in a free update, Kinect support will become available for Skyrim. With it comes over 200 commands that you will be able to use your own voice for, including...you guessed it, FUS RO DAH! (YouTube it if you've never played; you shan't be disappointed)

Continue on below to see a special video made for Skyrim's Kinect support.

With the Kinect, Xbox 360 users will be able to use their voices for not only the Dragon Shouts, but also hotkeying items and spells, controlling your followers, saving and loading games, and working various menu options such as Items, Magic, Map, Barter, Container, Favorites, and Skills. You'll also have special new functions with your map, and the ability to sort your inventory by name, weight, and value.

Since Kinect first arrived, I've stubbornly said that this "controller-less gaming" was a waste of time, and that the best way to utilize the motion gaming boom would be to infuse it with existing gameplay. Thankfully developers like Bethesda with Skyrim and BioWare with Mass Effect 3 realized this too, and hopefully they'll set the standard.

Flailing around your body in front of your TV like a jackass is just silly, but combining controller-based games—especially RPGs—with immersive options



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[Source: Bethesda]

7/14/2016

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**Dragonborn Shouts**    Battle Fury • Bend Will • Cyclone • Dragon Aspect

**Non-Player Shouts**    Dragon Storm Call • Ice Storm<sup>DB</sup> • Multiple Summon<sup>DG</sup> • Phantom Form • ResurrectionShout •  
Soul Cairn Summon<sup>DG</sup> • Steam Breath • Vile Vapor

Retrieved from "http://en.uesp.net/w/index.php?title=Skyrim:Unrelenting\_Force&oldid=1504747"

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## The REAL Fus Ro Dah - Shout from Trailer (Chant)



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Category: Audio

File Size 0.576 MB  
 Posted Apr 8, 2012 @ 4:39am  
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### The REAL Fus Ro Dah - Shout from Trailer (Chant)

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Ryan  
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#### DESCRIPTION

This mod replaces that boring old "Fus....roDah!" of the Unrelenting Force shout with the epic shout from the Skyrim Trailer!

This is the "Shout with Chant" version (the SECOND version that you see in the video) of "The REAL Fus Ro Dah" mod, which includes about 5 seconds of the extra chanting after the shout that you hear in the background of the trailer.

If you want to download the "Shout Only" version (the first version that you see which has been hand-edited to remove all background noise from the trailer) follow this link:

145,083 Unique Visitors  
 41,948 Current Subscribers  
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<http://steamcommunity.com/sharedfiles/filedetails/?id=19060>

Alternatively, you can get both versions from the Nexus page:  
<http://www.skyrim.nexusmods.com/downloads/file.php?id=2973>

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**wont work**  
TheCoin

Nov 23, 2015 @ 9:47am

2



**Crashing my game**  
(T.E.V) ItsLiam21

Feb 9 @ 8:51am

0

458 Comments

< 1 2 3 4 5 6 ... 46 >



squiddy0990 Jul 11 @ 10:46am

```

THIS IS BOB
COPY AND PASTE HIM
SO HE CAN TAKE
OVER STEAM
AND THAT WILL TELL BETHESDA
TO GIVE US ELDER SCROLLS VI

```



Waiting... Jul 5 @ 5:16am

```

THIS IS BOB
COPY AND PASTE HIM
SO HE CAN TAKE
OVER STEAM
AND MAKE THE PRICE LOWER
ALL GAMES ALL 90%

```



IT5CALLED5KILL Jun 30 @ 7:43pm

```

THIS IS BOB
COPY AND PASTE HIM
SO HE CAN TAKE
OVER STEAM
AND THAT WILL TELL BETHESDA
TO GIVE US ELDER SCROLLS VI

```



Shadow Jun 28 @ 8:14pm



 cheunlo Jun 20 @ 9:09am  
how come it doesn't work for me? I installed it , the game works and when I shout nothing happens

 MLG Sniper Jun 7 @ 4:04pm  
this mod crashes my game after i leave the save file with the shout and then try to get back into it, something in your mod fucks up my game, until u fix it i cant use the mod m8 🤔

 Yuudachi Kai Ni Jun 7 @ 3:43am  
@PanzerGuy same. This mod is just too awesome not to^^

 PanzerGuy Jun 5 @ 8:17pm  
Even if my character's female, still using this.

 The Electric Bolt May 14 @ 10:37am  
#Doktor Oktoberfest #Ragriz Ace18 the choir does not chant that, its the dragon language and it is saying 'But a day, shall arise, when the dark, dragons lies.' and the song goes on, you don't know anything 🤔🤔

 Tyderf May 11 @ 6:09pm  
When I cast this shout my game crashes. Moving this mod up my load order makes my infinite shouts mod not work.

< 1 2 3 4 5 6 ... 46 >



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# Top 10 Insane FUS RO DAH Moments

Whenever the Dragonborn shouts, a dude falls down. It happens. It's Skyrim. It's what the game is about. Get with the program already.

*Ian Miles Cheong / Features /*

## FUS RO DAH!



Are you all tired of Skyrim? No? Neither are we. With the amount of shouting that goes on in the game, someone was bound to turn "Fus Ro Dah" into a meme—one that makes full use of the shouting effect and combines it with people falling down.

You may have to journey all the way up to High Hrothgar and complete a couple of quests to unlock the full potential of the Unrelenting Force, but it's well worth it. Not only can you shout down trolls and other giant monsters, you can even stun dragons with a single blast.

Apply that shout to real life, and it's a surefire recipe for laughter. We've got just the thing, with ten videos displaying just how funny this would-be 'meme' can possibly get.

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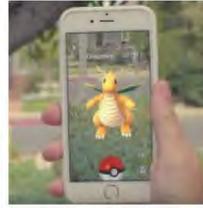
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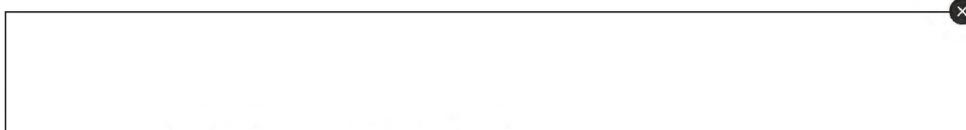
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# KOTAKU Wow, Replicating *Skyrim's* Fus Ro Dah In Real Life Sounds *Horrifying*



Patricia Hernandez

7/26/13 3:30pm · Filed to: SKYRIM

35.1K 116 2

Shouting in *Skyrim*—a special ability that Dragonborn have—isn't a thing that exists, obviously. But if we were to *make* it real, getting a sound strong enough to physically move someone, like the Fus Ro Dah shout does, would mean suffering devastating effects according to Vsauce3.

We're talking like, the type of shock wave that would cause internal damage. *Your internal organs would be destroyed.* That's not even taking into account the possibility of a BLACK HOLE.

Jesus. Uh, yeah, let's not try to recreate a Fus Ro Dah in real life and just stick to *Skyrim*.

What if You Were Fus Ro Dah'd? [Vsauce3]

**KOTAKU**

**EXHIBIT B**

TECH VIDEO GAMES

# At 20 Million Copies Sold, Skyrim Is in the Top 20 Bestselling Games of All Time

Matt Peckham @mattpeckham Jan. 27, 2014

**That's across all platforms: PlayStation 3, Windows and Xbox 360**

This is technically last week's news — last Thursday's to be precise: *Skyrim* has sold 20 million copies since it launched in November 2011.

That figure was buried in a press release about Bethesda's upcoming *The Elder Scrolls Online*, so mentioned almost offhand, but I noticed a few sites picking it up this morning, and I understand why. While something as mainstream-obvious as *Grand Theft Auto V* already has *Skyrim* by some 9 million copies, *Skyrim* is a deeply traditional roleplaying game: the apotheosis of computer-automated realizations of the sort of thing Gary Gygax and Dave Arneson were thinking about back in the early 1970s.

I'm not asking anyone to genuflect at the altar of D&D, or even saying *Skyrim*'s one of the greats (for me, because of the kinds of things *Skyrim* has to do to be the kind of game it was, given technological limitations in 2011, its greatness inexorably diminishes — just as *Oblivion*'s and *Morrowind*'s and *Daggerfall*'s and *Arena*'s did — with time and hindsight). I'm just noting that it seems counterintuitive, after years of treatises on the death of single player gaming, the death of extremely long form gaming and the stagnation of so-called Western fantasy gaming, that a game like *Skyrim* exists a decade into the 21st century, much less ranks in the top 20 bestselling games, across all platforms, of all time.



Bethesda



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Bear in mind that 20 million copies comprises all the subsequent compilation editions, and a certain number of buyers (myself included) are probably double-dipping, but consider that by comparison, Nintendo's *Super Mario Bros. 3* sold 18 million copies, while *Super Mario World* grabbed just a tick more at 20.6 million. None of the *Halos* are in that list, nor any of the *Gears of Wars*. Not a single *Zelda* game's ever come close, and the top-selling installment in Sony's bestselling PlayStation 2-exclusive franchise, *Gran Turismo 3* (and remember that the PS2 is the bestselling game console in history), couldn't crack 15 million copies. Even on the PC, granting that the revenue model for a lower-selling game, copy-wise, like *World of Warcraft*, is another matter, *The Sims 2* is merely a sales tie — there's nothing better-selling.

I still haven't "finished" Bethesda's *The Elder Scrolls: Skyrim*. Between all the false starts and character rejiggering, the marathon play sessions that started out with the best of intentions but fizzled around the post-Dark Brotherhood quest-line business or the cosmic chitchat atop the Throat of the World, I've probably played more than most. But I have yet to feel that finish line ribbon snap across my chest. Maybe I never will. That's what I love about games like *Skyrim*, and that's why I'll keep returning to them, story problems, gameplay drudgery and all.



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### The Elder Scrolls V: Skyrim (2011 Video Game) Awards

Showing all 13 wins and 16 nominations

#### BAFTA Awards 2012

Best Original Music  
Jeremy Soule

Artistic Achievement  
Todd Howard

**Nominated**  
BAFTA Games Award

Best Design  
Todd Howard

Best Story  
Todd Howard

Best Game  
Todd Howard

#### Academy of Interactive Arts & Sciences, USA 2012

Outstanding Achievement in Story

Role-Playing/Massively Multiplayer Game of the Year

**Won**  
Interactive Achievement Award

Outstanding Achievement in Game Play Engineering

Outstanding Achievement in Game Direction

Game of the Year

**Nominated**  
Interactive Achievement Award

Outstanding Innovation in Gaming

#### Game Audio Network Guild Awards 2012

**Won**  
GANG Award

Best Original Vocal Song - Choral  
"Main Theme"

**Nominated**  
GANG Award

Music of the Year

Best Original Soundtrack Album

#### Game Critics Awards 2011

**Won**  
Best of E3

Best Console Game

Best Role Playing Game

**Nominated**  
Best of E3

Best of Show

#### Game Developers Choice Awards 2012

Game of the Year



**BRYAN CRANSTON**  
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**Won**  
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**Nominated**  
IFMCA Award

Best Original Score for a Video Game or Interactive Media  
Jeremy Soule

Satellite Awards 2013

**Nominated**  
Satellite Award

Outstanding Role Playing Game

Satellite Awards 2011

**Won**  
Satellite Award

Outstanding Role Playing Game

Spike Video Game Awards 2011

**Won**  
VGA

Game of the Year  
Studio of the Year  
Bethesda Game Studios

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VGA

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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### Europe First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	268,968	N/A	268,968
19th November 2011	2	107,584	-60.0%	376,552
26th November 2011	3	76,751	-28.7%	453,303
03rd December 2011	4	73,314	-4.5%	526,617
10th December 2011	5	71,901	-1.9%	598,518
17th December 2011	6	78,961	9.8%	677,479
24th December 2011	7	89,240	13.0%	766,719
31st December 2011	8	71,701	-19.7%	838,420
07th January 2012	9	25,242	-64.8%	863,662
14th January 2012	10	17,080	-32.3%	880,742

### Europe Annual Summary (Units)

Year	Yearly	Change	Total
2011	838,420	N/A	838,420
2012	488,142	-41.8%	1,326,562
2013	354,080	-27.5%	1,680,642
2014	222,784	-37.1%	1,903,426
2015	127,230	-42.9%	2,030,656
2016	35,073	-72.4%	2,065,729

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
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- Dragon Age: Origins (0.52m)

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### France First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	27,137	N/A	27,137
19th November 2011	2	10,223	-62.3%	37,360
26th November 2011	3	6,774	-33.7%	44,134
03rd December 2011	4	5,112	-24.5%	49,246
10th December 2011	5	6,288	23.0%	55,534
17th December 2011	6	11,636	85.1%	67,170
24th December 2011	7	10,443	-10.3%	77,613
31st December 2011	8	6,540	-37.4%	84,153
07th January 2012	9	2,544	-61.1%	86,697
14th January 2012	10	1,466	-42.4%	88,163

### France Annual Summary (Units)

Year	Yearly	Change	Total
2011	84,153	N/A	84,153
2012	67,568	-19.7%	151,721
2013	44,710	-33.8%	196,431
2014	26,751	-40.2%	223,182
2015	23,656	-11.6%	246,838
2016	4,961	-79.0%	251,799

### Similar Games

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- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
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- World of Warcraft: Mists of Pandaria (1.83m)
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- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
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- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.65m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

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Home Review Xbox 360 The Elder Scrolls V: Skyrim Skyrim Review: An RPG Worth

# The Elder Scrolls V: Skyrim

Skyrim Review: An RPG Worth Shouting About

review

by Andrew Reiner on November 10, 2011 at 07:01 AM 301,458 Views



The Elder Scrolls has always had a dedicated following, but given the success of Oblivion and the expectations for its sequel, I assumed Bethesda would play it safe and deliver a slightly enhanced continuation of the franchise. Instead, I walked away feeling I had played the next evolution of the series.

I wasn't so optimistic as the game opened. Skyrim's story begins with a political prisoner's beheading at a public execution. This sequence is worrisome, not because my character was the next in line to feel the axe, but due to the choppy narrative flow. The intensity that is supposed to accompany this scene is stripped away by robotic character animations, confusion over who is talking at any given point, and uncomfortable lulls in the pacing. Making this scene feel real requires just as much imagination as a Dungeons & Dragons session. Cinematic storytelling has never been Bethesda Game Studios' strong suit, and I find it surprising that the team decided to make it such a prominent component in Skyrim's introductory moments.

This disappointing sequence concludes with an unexpected yet praise-worthy series of events. Before my character's head was permanently separated from his body, a dragon swooped in and burned as many of the poorly established characters as it could. This awesome moment transitions to an escape sequence that plays out similarly to a Call of Duty "follow" mission. As I ran in the opposite direction of the thrashing beast, it smashed through walls in pursuit, implying that I was the target all along. Again, this exacting approach seems out of place in an open world Bethesda production, but it ends up being a great transition that sets up the true heart of this adventure. After its rocky first steps, Skyrim's story and gameplay find their stride.

From the moment the attack subsided and my character emerged safely onto Skyrim's mountainous terrain, I found myself in awe of the world around me. All of Bethesda's releases this generation have given me that "I'm not in Kansas anymore" feeling once the open world is revealed, but not to the degree that Skyrim does. This world has that Rapture or Arkham Asylum allure, and is as much of a star of this adventure as any of the characters, dragons, or gameplay.

## The Elder Scrolls V: Skyrim



1 Player(s)  
Developer: Bethesda Game Studios  
Publisher: Bethesda Softworks  
Genre: Role-Playing  
Release Date: 11/11/2011

more info

GI Rating  
**9.5**

**Concept:**  
Bethesda's long-running series returns with its best chapter yet

**Graphics:**  
Everything looks great from a distance, but some textures are muddy when viewed up close. Texture pop-in also occurs frequently

**Sound:**  
One of my favorite soundtracks ever. Voice acting quality is still inconsistent, but at least there are more than six people providing voices

**Playability:**  
The combat and world exploration are incredibly fun. The streamlined menu and favorites systems works like a charm

**Entertainment:**  
You can easily sink 100 hours into this game and still find yourself overwhelmed by the amount of content remaining

**Replay:**  
High

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While Skyrim's landscape doesn't have the fantastical elements of the aforementioned places, excitement and a true sense of discovery are tied to the secrets hidden within. I climbed a mountain to find a long-forgotten tomb, crossed a frozen tundra in search of powerful masked adversaries linked to one of this world's greatest mysteries, and found myself riding my steed with haste toward a village under dragon attack. Much of the content the world offers is worth devoting time to, whether that leads to an enchanted sword or a settlement filled with side quests.

The frequency with which you obtain new quests is astounding. At one point, I had 14 main quests and 32 miscellaneous quests active at once. This huge list turned me into an antisocial outcast; I stopped approaching other characters for fear of getting more quests from them. Even this strategy wouldn't work, as messengers would hand me documents containing new quests, and some NPCs rewarded jobs well done with additional tasks. After completing the narrative quest and logging over 100 hours into the game, I still found myself overwhelmed by the amount of uncompleted quests, NPCs I neglected to talk to, and areas of the map that I hadn't visited yet.

A story thread accompanies almost every quest. Some of these tales tie into the main conflict at hand (your character is the "Chosen One" tasked with cleansing the kingdom of dragons), while other side stories stand on their own or flesh out the world history. In a way, the game feels like a gigantic collection of short stories. The main campaign is superbly penned and is Bethesda's best effort to date. All of the scenes involving the greybeards are fantastic. I also thoroughly enjoyed Skyrim's take on the Dark Brotherhood, and I got a big kick out of being a part of the Bard's Guild (my evil character had music in his heart all along). Even the books scattered across the kingdom, of which there are a dizzying amount, have great tales to tell.

Most of these story threads took me to new places on the map. Oblivion was knocked for its lack of variety in its dungeon designs. This isn't the case with Skyrim. Yes, there are repeated textures and rock formations, but the composition of each dungeon is largely unique and individualized - in some cases with one-off Indiana Jones-like puzzles or traps. The dungeon designs also factor in player convenience with easily accessible exits. That's right, you no longer have to endure extensive backtracking to return to the overworld.

I planned to create a tank character who relied on a sword and shield combination, but quickly became addicted to the brilliantly designed spell casting. It empowered me with the feeling that I was a medieval Emperor Palpatine, capable of decimating foes by blasting fire and electricity simultaneously out of two outstretched hands.

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 **JohnWrek** Rating **9.75**

 **Paradigmthealien** rating **7.50**

 **PowerlessTea** Rating **8.00**

 **lompengu** rating **8.75**

 **ExtremeBatmanFan** Rating **10.00**

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Since your character is Dragonborn ("Dovakin" in the game's ancient dragon language), he or she can also bellow powerful magic-like shouts. The fact that the simple act of yelling can engulf a handful of enemies in deadly flames is hilarious, bad ass, and an amazing new power added to the Elder Scrolls mix.

The variety of spells and shouts is extensive and fun to experiment with (try rocking fire, ice and electricity at the same time). I also found myself experimenting more with my skill types than I have in any other Elder Scrolls game, thanks to the rewarding new perk system.

All of the game's spell and weapon management is handled exceptionally well through a streamlined menu system that is the most user-friendly solution I've seen in an RPG. Any spell or weapon can be added to a favorites list and magic weapons can be recharged with soul gems with just a few button clicks. I wish inventory management were handled better in a broad sense, since I had to spend too much time finding vendors who would accept certain items and have the adequate funds to buy them. Not being able to sort items in the chest is also a time-consuming pain.



Combat showcases just as much improvement as the spell functionality. In Oblivion, I exploited enemy AI by backpedaling and firing spells as foes haplessly tried to reach me. This tactic no longer works in Skyrim. Enemies on the offensive move faster than your backpedaling character. While their pathfinding can still be exploited in certain situations – such as an enemy being unable to navigate a table successfully – combat is largely a test of skill. Every facet of the combat system works well. Swords clang violently, shields are the lifesavers they should be, and thanks to your ability to multitask, healing spells can be cast at the same time as striking.

As terrifying as it is to see a dragon rain fire down on people fighting to save their homes and families, early fights with these beasts don't pack much excitement or challenge. Despite their menacing appearance, dragons don't have much defense for sword or spell strikes to the leg or wing. These flying pigs are easy to cheese...early on. More powerful dragon types come into play as the game goes on, even after the critical path's conclusion.

The biggest problem Skyrim runs into has plagued every Bethesda-developed game I've played: It's buggy. Not to the degree that Oblivion was - Bethesda makes headway in delivering a more stable product, but I ran into numerous bugs that forced me to reload previous saves. The auto-save system charts several recent points, which can be a relief, but losing progress is annoying and can erase significant victories and character development. If you play the game for dozens of hours, you'll likely run into setbacks like these a few times. Some of the glitches can be quite funny. For instance, one of my followers floated behind me horizontally like Han Solo trapped in Carbonite. I also killed a dragon in one hit, yet its skeleton remained alive and invincible in the world (I named him Broken, the fearsome).

These problems, as unwanted as they are, don't hold Skyrim back from being Bethesda Game Studios' finest release to date. This is one of those games that I go into with a clear idea of what I want to accomplish, but somehow along the way find myself on the other side of the continent with eight hours of gameplay under my belt and no checkmarks next to my planned tasks. Skyrim ruled my life for two straight weeks, and I wouldn't be surprised if it becomes a fixture in my gaming rotation for the remainder of the year. It's one of the biggest, most content rich games I've had the pleasure of playing.



#### Review Stats:

I spent 11 days within the world of Skyrim. Here are a few of the stats from my playthrough:

Time: 105.08.59  
Quests Completed: 126  
People Killed: 847  
Animals killed: 354  
Creatures Killed: 225  
Undead Killed: 467  
Daedra Killed: 13  
Automatons Killed: 67  
Dragon Souls Collected: 43  
Shouts Learned: 19  
Shouts Unlocked: 20  
Shouts Mastered: 9  
Times Shouted: 855  
Words of Power Unlocked: 46  
Favorite School: Restoration  
Favorite Spell: Fast Healing  
Favorite Shout: Fire Breath  
Total Lifetime Bounty: 48,111  
Largest Bounty: 14,080  
Locks Picked: 137  
Potions Used: 309

#### The Ending

If you think you completed the story campaign, but the credits didn't roll, trust your gut. Given the expansiveness of the side quests in Skyrim, Bethesda chose to throw you right back into the game world rather than force you to watch 25 minutes of credits. If you want to see who made the game, there's an option to watch the credits in the main menu.

#### The PS3 and PC Versions

Bethesda Softworks did not have PlayStation 3 or PC code to send us in time for our review. Reviews for these versions will be posted in the following days.

Email the author Andrew Reiner, or follow on Twitter, Facebook, and Game Informer.

Filed under: role playing, xbox 360, the elder scrolls v. skyrim, review, 225

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The Elder Scrolls V: Skyrim Xbox 360



screenshots



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## User Reviews:



by experinejos Saturday, March 15, 2014 at 04:45 PM

**10.00** After more than a year of playing skyrim, I came to a hard realization. Standing atop the throat of the world in dragonbone armor, Kohnarik atop my head, with the ebony warrior dead and gone, I realized that it was over. Oh sure I can still run jobs for one of the many guilds or hunt bandits, giants... read more



by JohnWrek Wednesday, November 27, 2013 at 11:34 AM

**9.75** This comprehensive review is intended to serve as a sort of product "buying guide" as well as an actual review for the game and content in question. If you waited all this time, holding off on buying Bethesda's epic title so that you could pick up the essentially Game of the Year version... read more



by ParadigmTheFallen Thursday, February 28, 2013 at 10:10 AM

**7.50** Some people complain I'm too hard on games, but I see a game like this getting called "perfect" by so many people that I automatically worry it's going to turn out to be crap. While not necessarily crap, Skyrim is far from this idea of a perfect open world RPG as everyone tries to make... read more



by **PowerlessTen** Wednesday, August 01, 2012 at 08:36 PM

**8.00** I expected a long entertaining storyline and experience. My younger brother finished the main story before me so i know that its much shorter than I hoped for. great skill and combat. Everything was great but after all the other reviews I figured it would last longer. **The main story \*SPOILER\* after you... read more**



by **tompeogu** Monday, July 16, 2012 at 08:28 PM

**8.75** I enjoyed playing Skyrim. Skyrim has some good stories, and some fun gameplay. Though, sometimes, Skyrim can get pretty tiresome. I felt that the main story wasn't as developed as the side quests. I recently played a giant conspiracy theory quest in Markarth, and I had more fun playing that than... read more



by **ExtremeBatmanFan** Friday, July 06, 2012 at 10:00 PM

**10.00** I love this game. Amazing map with many locations to find and explore. So many diverse weapons, magic, and other items. The main story is great and the side quest will keep you playing for many many hours. Great sound and stunning graphics. I would highly recommend this game to anyone who loves RPG games... read more

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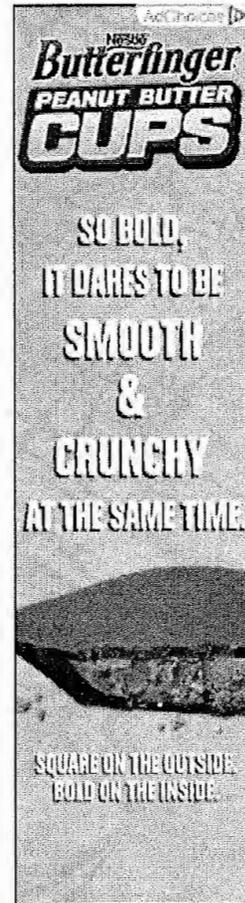
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EGM	01/05/12	10 out of 10	100.00%
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UGO	12/02/11	A+	100.00%
D+PAD Magazine	12/01/11	5 out of 5	100.00%
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Xbox World Australia	11/30/11	99 out of 100	99.00%
DarkStation	11/28/11	10 out of 10	100.00%
ZTGD	11/28/11	10 out of 10	100.00%
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PALGN	11/23/11	9.5 out of 10	95.00%
Game Over Online	11/21/11	93 out of 100	93.00%
Console Monster	11/18/11	95 out of 100	95.00%
Gamestyle	11/17/11	10 out of 10	100.00%
Games Xtreme	11/17/11	9.9 out of 10	99.00%
GameShark	11/14/11	A	95.00%
411mania	11/13/11	9.6 out of 10	96.00%
ImpulseGamer	11/11/11	9.9 out of 10	99.00%
GamingTrend	11/11/11	94 out of 100	94.00%
Game Industry News	11/11/11	5 out of 5	100.00%
Game Chronicles	11/10/11	9.9 out of 10	99.00%



Site	Date	Rating	Ratio
Gameplanet	11/10/11	9.5 out of 10	95.00%
Game Vortex	11/10/11	96 out of 100	96.00%
TotallyGN	11/10/11	9.5 out of 10	95.00%
Extreme Gamer	11/10/11	9.6 out of 10	96.00%
RPGFan	11/10/11	88 out of 100	88.00%
Digital Spy	11/10/11	5 out of 5	100.00%
Game Revolution	11/10/11	A	95.00%
ActionTrip	11/10/11	9.6 out of 10	96.00%
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Worthplaying	11/10/11	9 out of 10	90.00%
IncGamers	11/10/11	9 out of 10	90.00%
Gaming Nexus	11/10/11	A-	90.00%
Planet Xbox 360	11/10/11	9.7 out of 10	97.00%
XboxAddict	11/10/11	9.7 out of 10	97.00%
The Gamers Temple	11/10/11	98 out of 100	98.00%
Digital Chumps	11/10/11	10 out of 10	100.00%
AtomicGamer	11/10/11	10 out of 10	100.00%
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MMGN.com	11/10/11	9.3 out of 10	93.00%
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Edge Magazine UK	11/10/11	9 out of 10	90.00%
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### THE ELDER SCROLLS V: SKYRIM

/ EU & US Release date: 11 Nov, 2011

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## THE ELDER SCROLLS V: SKYRIM REVIEW

10 November 2011 | By Joe Robinson (/staff)

It's always a bad sign when you enter a new location and find most of the enemies are already dead. Not in terms of the game being broken, or even in terms of maybe you have dementia and just forgot you'd passed through here already, but it means that there's something so bad-ass lurking in the depths that it prompted everyone else to spawn already dead, out of fear. Or (as we later found out) it could mean that someone had already gone through this dungeon and stolen what it was you were hoping to find. Bastards.



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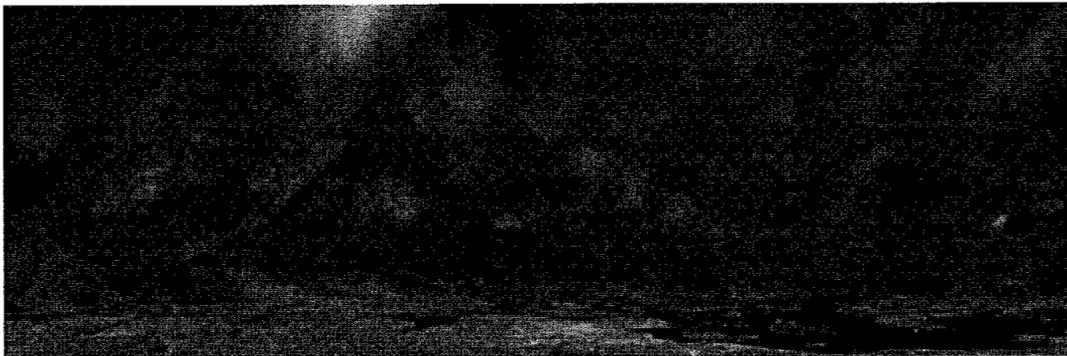
"So, you take the 1000 on the left, and I'll take the 1000 on the right?" "Personally, I want to slay the dragon..."

But this is a testament to how well *Skyrim*, the latest instalment in *The Elder Scrolls* franchise, is crafted: that the world is so alive and so engaging that you come across set-ups like this and suddenly you're on alert and wondering what went on. Sure, a lot of it is token scripted stuff - NPC's talking to each other, random parties walking aimlessly along random roads... little stuff like that. But on top of that, you have a world that's crammed full of caves to explore, tombs to loot, people to save or kill... sometimes both. Each area has its own little story or theme or just something going on - even if it's as small as a bandit cave not having any actual bandits in it because a troll wandered in and killed everyone. Even stuff like what race, sex etc... you chose at the beginning affect how the world reacts to you, and the deeds you accomplish in the game are recognised and even commented on.

You should all know what *Skyrim* is about by now, but just in case you don't: *The Elder Scrolls* games are all set in the fictional fantasy world of Tamriel. Each game usually deals with a different continent in this world, and *Skyrim's* continent is called, well, Skyrim. It's home to the Nord-race of Humans, drawing on obvious inspirations. You are an unnamed hero, entering a land beset by civil war, unrest and just to top it off - the Dragons have returned. *Elder Scrolls* games are very free-form, allowing you to go almost anywhere and do anything, in any order. This is actually the first *Elder Scrolls* game using Bethesda's new engine, which has allowed for a number of improvements both to gameplay, and to the graphics.

The core of the game, of course, is you and how you interact with the world around you. Combat is very fluid, and reaction based. You equip a weapon to each hand (unless it's two-handed like a Great sword or a bow), and you have to time your block and parries with your attacks. If you're dual wielding you can't block at all, but then if you've got a shield you can block and then just smash them in the face. Depending on what perks you chose, you can get certain extra combat-related abilities. Quests are given by NPC's, but can also be found by reading books, exploring, being in a certain place in a certain time... there are miscellaneous tasks, and then major quest threads (Apart from the main one) usually faction related but there are plenty of independent threads as well.

New *Elder Scrolls* instalments are more evolutions than revolutions - a lot of the basics in Skyrim are the same as Oblivion and past games. The open world gameplay, the quest system, followers, factions etc... hell, you even start the game out as a prisoner again. But those are more behind the scenes stuff - Skyrim's topography is completely different to that of Cyrodiil in *Oblivion*, and it makes exploring and travelling a delight. To plod slowly through a snow-covered pass, only to descend into forest which then opens up into marsh... such diversity really just adds to the whole feel of the game.



(<https://gamewatcher-images.s3.amazonaws.com/image/file/0/0f/55820/2060.jpg>)

Views like this make the world worth exploring. Beautiful, even on the consoles...

Other actual changes include the way your character progresses - instead of choosing a class, or even a handful of traits that are the 'primary' traits as in previous games, your skills improve as you use them. Each time you level you then get to choose a perk within a specific skill-tree, further augmenting your abilities. This very free-form character development fits with the game perfectly - it's actually surprising that they haven't done this before now, but then again genre conventions don't change easily.

And then of course there are the Dragons themselves. We feel a bit odd devoting an entire paragraph to these guys, but it's one of the key things the Bethesda's new engine

allows for. As we've already mentioned, the return of the Dragons is integral to the main storyline in Skyrim. Apart from any that you face whilst going through that particular quest line, Dragons also exist naturally in the world, and there are two main ways you'll encounter them. First off, dotted around the map are locations where a dragon rests, these are locations you can seek out and add to your map, and even fast travel to. In addition to that, Dragons will randomly spawn and attack you as you travel through the game world. We were a bit sceptical at first, but after having compared notes with other writers, these encounters are truly random, and work very well - to the point where they become no different to any other random mob you may encounter in your travels, albeit a lot stronger.

You'll also be pleased to know that, for a Bethesda title, this game is relatively bug-free and stable - a couple of hiccups and oddities... although we've yet to see how the PC version will turn out (separate review will be done of that). Nothing you can't handle, and considering the complexity of the world it's surprising how well it does hold up. There's a couple of things we were disappointed in - the lack of follower quests, the surprising amount of micro-management you have to engage in sometimes, strange AI path-finding and behaviour (could do with some more work)... little things, mainly. A quick note on graphics - Skyrim is another game that's pushing the limits of what the current generation can handle. On the consoles at least whilst it does look good and better than *Oblivion*, you can tell it's being stretched.

We could go on, but then this review would be in danger of being as huge as the game is itself - there's plenty of stuff we haven't talked about (Shouts, Werewolves), hell, probably plenty of stuff we've forgotten to talk about. Just go and play it and you'll see what we mean. Despite how good the game is though, in its own way it's a little niche - not in terms of content but in terms of the core of its design. A lot of people don't like the openness of free-form games, the lack of direction, and if you're one of the those people then you probably won't get on with *Skyrim* because it's openness personified and in that respects nothing has, or will ever, change.



(<https://gamewatcher-images.s3.amazonaws.com/image/file/3/69/55833/2061.jpg>)

The Nords of Skyrim are actually pretty racist, and as such you rarely see some of the more outlandish species of Tamriel

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## THE ELDER SCROLLS V: SKYRIM VERDICT

But, assuming you're fine with that, then Skyrim is, in a word, amazing. Sure, it has its problems, its oddities, and again some of these are just down to how the game is made and others just need some extra patching or work done to it. There is always a danger with games like these that you'll get bored, or you'll lose your drive - Bethesda have done a wonderful job of staving off that feeling in this game. People commented on how much of a cop out the main quest in Oblivion was towards the end, and whilst the main quest is better in Skyrim, it honestly doesn't matter - there's so many other threads, both big and small, to pull you along you'll never want for something to do. We can honestly think of no better game to while away your Christmas vacation.

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## TOP GAME MOMENT

There have been many memorable moments so far, but we have to say the best out of the bunch was when we did a finishing move on a dragon.

---



(/staff)Author: Joe Robinson (/staff)

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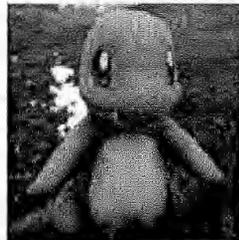
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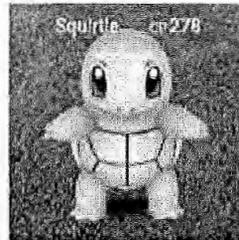
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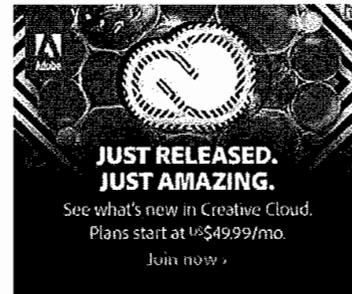


# The Elder Scrolls V: Skyrim – Dragonborn

Lovecraftian Excellence

review

by Andrew Rolner on December 11, 2012 at 05:08 PM 81,242 Views



## The Elder Scrolls V: Skyrim – Dragonborn



1 Player(s)  
Developer: Bethesda Game Studios  
Publisher: Bethesda Softworks  
Genre: Role-Playing  
Release Date: 12/14/2012

more info

GI Rating  
**8.5**

### Concept:

Skyrim's third expansion pack takes players to the coast of Morrowind, where the first Dragonborn resides

### Graphics:

The creative environment designs for Apocrypha are a breath of fresh air. Dragon riding animations skip and look unfinished. The Dragon Aspect armor effects look fantastic

### Sound:

Hermæus Mora's voice is brilliant, and the action is accompanied by a typical Skyrim score

### Playability:

New shouts add depth to the combat mechanic, and Dragon Aspect enhances melee

### Entertainment:

The critical path offers five to six hours of great questing that fizzles out in the final act

On paper, Dragonborn sounds like an extraordinary addition to the Skyrim experience. It boasts dragon riding, a trip to Morrowind's coastal island of Solstheim, new armor, weapons, and adversaries – and at the crux of it all is a showdown between two all-powerful Dragonborn characters. As impressive as these talking points are, they are all eclipsed by the surprising inclusion of the Oblivion plane of Apocrypha.

Clearly a love letter to the work of H.P. Lovecraft, Apocrypha is infested with slimy tentacles and creatures with as many eyes as they have mouths. The hallways sway with life, sometimes collapsing or expanding as you walk down them. The architecture teems with shelves filled with lost tomes and scrolls. Dare to look upon one and the lettering comes to life for a brief moment before teleporting you deeper within this eerie, labyrinth-like realm.

After you see Apocrypha, the giant mushrooms littered across Solstheim's terrain look unremarkable, yet are still a nice change of pace from Skyrim's snow-covered terrain. Apocrypha is a welcome show-stealer. The big bad that lurks inside of it, Hermæus Mora, is equally as gawk-worthy and cool. Hermæus Mora is the Daedric prince of knowledge and power, who chooses to appear as a mess of tentacles when dealing with mortals. Conversing with this intelligent abomination is as fascinating as it is dangerous.

Hermæus Mora shares the spotlight with another great character: Miraak, the first of the Dragonborn. These finely penned characters are tied to all of the significant plot points for the central story. Hermæus Mora adds intrigue with his propositions and view of the world. Miraak makes your blood boil by his actions; he steals dragon souls from you, and is driven by an insatiable thirst for power. The battle between Miraak and your Dovahkiin is grandiose, but unfortunately proves far too repetitive in its

unraveling. Miraak doesn't have a great defense for close range attacks – especially if you're using the Dragon Aspect shout, which is unlocked within this quest line.

Test Chamber - Skyrim: Dragonborn



When you use Dragon Aspect, your character is adorned by magical armor that increases damage bonuses for weapons and shouts. This shout can only be used once per day, but stays active for a significant amount of time. If you lean on melee for most encounters, this shout is invaluable. I used it throughout most of Dragonborn's campaign, and wished I had it in my arsenal when I first journeyed through Skyrim.

Battlefield dominance also stems from the Bend Will shout. When the first word is unlocked, you gain control of animals. The second word turns mortals into temporary slaves. The third word allows dragons to be tamed. Although your character can jump up on the neck of one of these gigantic beasts, don't think for a second that you get full control over it. All you can do is tell it who to target and where to land.

These beasts stutter and stop as they fly, and often look like they are going to glitch out of existence. They lack aggression, too, attacking at a snail's pace and delivering little in terms of damage. Long story short, the dragon-riding mechanic is a disaster. I'd rather see backwards-flying dragons return than use this power again. Thankfully, for campaign purposes, you only have to tolerate it once, and for no longer than five minutes. After that, its usage is entirely in your hands.

Dragonborn delivers a great adventure that rarely apes content from the core game. The dungeon designs are inventive – especially the water temple – and flow nicely from quest to quest. Solstheim is a fun island to explore, offering a wealth of side content and locales to uncover. The dragon-riding and battle against Miraak in the final act are rough, but the story stays strong and is tied to one of Skyrim's most enjoyable quest lines.

Dragonborn requires The Elder Scrolls V: Skyrim game, and is available now on Xbox Live for 1,600 Microsoft Points.

Email the author Andrew Reiner, or follow on Twitter, Facebook, and Game Informer.

Filed under: review, role-playing, Morrowind, Xbox 360, The Elder Scrolls V: Skyrim – Dragonborn, Bethesda Softworks, Bethesda Game Studios, 235

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The Elder Scrolls V: Skyrim – Dragonborn Xbox 360

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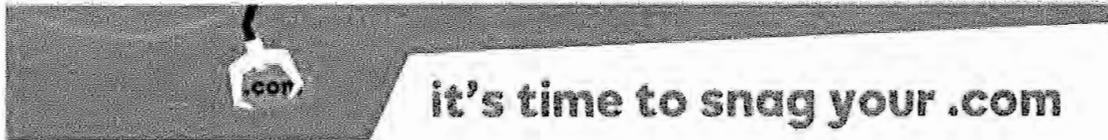
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Last updated by Eddie Makuch (/profile/eddienoteddy/) on January 27, 2014

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Bethesda Game Studios' acclaimed single-player role-playing game The Elder Scrolls V: Skyrim (/the-elder-scrolls-v-skyrim/) has now sold more than 20 million copies since launch in November 2011.

Bethesda announced the news as part of a recent press release, but did not say if the sales figure refers to sell-in (shipped) or sell-through (sold). We've asked a Bethesda representative for comment.



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Skyrim, which was our 2011 Game of the Year (<http://www.gamespot.com/videos/game-of-the-year-best-of-2011-awards-winner/2300-6347814/>), sold-through 3.5 million copies during its first 48 hours (<http://www.gamespot.com/articles/skyrim-tops-35-million-sold/1100-6346105/>) out of 7 million copies shipped to retailers during that two-day window. Bethesda Game Studios is now working on a new game, believed to be the Boston-set Fallout 4 for Xbox One, PlayStation 4, and PC (<http://www.gamespot.com/articles/fallout-4-in-development-set-in-boston-report/1100-6416669/>).

[The Elder Scrolls V: Skyrim Video Review](#)



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## The Elder Scrolls V: Skyrim

by Bethesda Softworks

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Gameplay: 9.3  
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 Sound: 9.4  
 Lasting Appeal: 9.3

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- All new graphics and gameplay engine
  - Skyrim's new game engine brings to life a complete virtual world with rolling clouds, rugged mountains, bustling cities, lush fields, and ancient dungeons.
- You are what you play
  - Choose from hundreds of weapons, spells, and abilities. The new character system allows you to play any way you want and define yourself through your actions.
- Dragons return
  - Battle ancient dragons like you've never seen. As Dragonborn, learn their secrets and harness their power for yourself.

Harness the power of the Thu'um and other voice commands in this introduction to Skyrim Kinect for Xbox 360® Support. Available as a free download on Xbox Live slated for release this month, Skyrim Kinect for Xbox 360 Support will feature more than 200 Voice Commands. Adding a new dimension to Skyrim's gameplay, the Kinect for Xbox 360 integration offers Voice Commands throughout the game including Dragon Shouts, Hotkey Equipping, Follower Commands, and all Menus (Items, Magic, Map, Barter, Container, Favorites, and Skills). With Voice Commands, quickly create and load saves during gameplay and access menus and inventories. Skyrim's Kinect for Xbox 360 Support also adds new functionality including special map functions, additional hotkey options, and the ability to sort inventory items by name, weight, and value. *Used version may not include Kinect features*

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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### Germany First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	111,604	N/A	111,604
19th November 2011	2	52,431	-53.0%	164,035
26th November 2011	3	41,003	-21.8%	205,038
03rd December 2011	4	40,492	-1.2%	245,530
10th December 2011	5	36,612	-9.6%	282,142
17th December 2011	6	36,038	-1.6%	318,180
24th December 2011	7	41,553	15.3%	359,733
31st December 2011	8	38,738	-6.8%	398,471
07th January 2012	9	13,974	-63.9%	412,445
14th January 2012	10	9,137	-34.6%	421,582

### Germany Annual Summary (Units)

Year	Yearly	Change	Total
2011	398,471	N/A	398,471
2012	211,324	-47.0%	609,795
2013	154,179	-27.0%	763,974
2014	103,329	-33.0%	867,303
2015	52,479	-49.2%	919,782
2016	17,359	-66.9%	937,141

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
- World of Warcraft: Wrath of the Lich King (1.32m)
- Fallout: New Vegas (1.16m)
- Fallout 4 (1.16m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.66m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

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- The Elder Scrolls V: Skyrim on Vandal

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## The Elder Scrolls V: Skyrim

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Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary Global USA Europe UK Germany France Comments

### Global First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	663,292	N/A	663,292
19th November 2011	2	224,023	-66.2%	887,315
26th November 2011	3	146,587	-34.6%	1,033,902
03rd December 2011	4	124,676	-14.9%	1,158,578
10th December 2011	5	129,565	3.9%	1,288,143
17th December 2011	6	155,778	20.2%	1,443,921
24th December 2011	7	192,428	23.5%	1,636,349
31st December 2011	8	116,115	-39.7%	1,752,464
07th January 2012	9	43,223	-62.8%	1,795,687
14th January 2012	10	31,860	-26.3%	1,827,547

### Global Annual Summary (Units)

Year	Yearly	Change	Total
2011	1,752,464	N/A	1,752,464
2012	913,733	-47.9%	2,666,197
2013	620,183	-32.1%	3,286,380
2014	350,194	-43.5%	3,636,574
2015	173,437	-50.5%	3,810,011
2016	47,941	-72.4%	3,857,952

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
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## An Examination of Skyrim's Massive Success

*By Matt Beaudette on March 29, 2014 ()*

Core gamers often like to think that success or failure in this industry is dependent upon us, but that is by no means true. Comparatively, we probably hold more influence than any other group of video game consumers, but for a game to achieve massive levels of success it has to be embraced by more than just core gamers. This isn't to say games can't be targeted only at core gamers and still succeed, but to reach that next level of success a game really has to appeal to a much wider audience.

For instance, no one would argue that *Dark Souls* has become a phenomenon, but its very hardcore design and high level of challenge means its appeal is mostly limited to core gamers. So while 2+ million in sales for the original game is an undisputed success, it never has any hope of reaching the numbers of games like Call of Duty or Grand Theft Auto, and there's nothing wrong with that.



While a properly budgeted game designed first and foremost for the hardcore audience, like *Dark Souls*, can certainly be a success in that 2-5 million units sold range, the unfortunate truth is that most AAA publishers aren't content with that level of success. This often results in games that try to appeal to a wider audience, often streamlining and simplifying games to a point where they just aren't as good. One of the most egregious examples of this is *Dragon Age II*, which paled in comparison to the original *Dragon Age: Origins* in terms of depth, complexity, freedom, and most importantly, quality. Interestingly though, *Dragon Age II* didn't reach anywhere near the level of success of its predecessor, which will hopefully discourage this direction by other developers.

If we look at the most successful games in terms of sales, there aren't a whole lot of surprises. *Mario Kart Wii*, with over 30 million units sold, is a game that appeals to just about everyone and was available on one of the best selling home consoles of all time. The Grand Theft Auto series is one that has long been a favorite of the infrequent game players that purchase only a handful of games per year, which is probably the most populous group of video games consumers.

These gamers don't play a lot of games, but when they do they take them quite seriously. Call of Duty is also a series that is popular with this group, resulting in huge numbers each and every year. Another huge seller is The Sims series, which is insanely popular with the

very casual game playing crowd. Other hugely successful games that obviously appeal to a wide range of players are *Minecraft*, many Mario platformers, and the "Wii" line of games that includes games such as *Wii Sports* and *Wii Fit*.



Among games that have sold over 20 million units, one immediately jumps out as a bolt from the blue; *The Elder Scrolls V: Skyrim*. It's no surprise that *Skyrim* is popular among serious game enthusiasts, as both *Oblivion* and *Morrowind* were, but to see it achieve such a massive degree of mainstream success is shocking. *Skyrim* may not be the most complex role playing game ever created, or even the most complex *Elder Scrolls* game for that matter, but it's still a pretty hardcore fantasy RPG with a vast open world and hundreds of hours of content.

So, how did a nerdy fantasy role playing game about dragons, magic, and monsters appeal to a wide enough array of people to sell over 20 million copies? Let's take a closer look.

To get a better idea for how *Skyrim* was so successful, we have to first look at previous games in the series. The first two being *Arena* and *Daggerfall*, which were very much niche PC titles that didn't gain much traction beyond the hardcore PC RPG crowd of the '90s. *Morrowind* was really the first title in the series to gain recognition among the wider gaming community. This was obviously due to the fact that *Morrowind* was the first *Elder Scrolls*

game released on consoles, hitting the original Xbox at a time when there weren't a whole lot of great games available on the system. While *Morrowind* definitely brought the series to new levels of success, it was nothing compared to what *Oblivion* would achieve.



*Oblivion* was far and away the most successful game in the series prior to *Skyrim*, and this was largely the result of perfect timing. When *Oblivion* released for Xbox 360 and PC in March of 2006, it was the first real "next gen" game available. With the Xbox 360 finally becoming widely available after the initial launch shortage, new owners were itching for something to play, and just on a visual level *Oblivion* looked better than any other 360 game available by leaps and bounds. That, combined with absolutely glowing reviews across the board was enough to convince a large number of early adopters to give the game a shot. When the game released on the Playstation 3 later in the year, the strong buzz from the other versions gave it a huge boost on that system as well.

Due to *Oblivion's* unique launch circumstances, Bethesda endeared themselves with a large number of gamers who would otherwise maybe not even try a fantasy RPG to begin with. These gamers were eager to play the next great Bethesda game, so *Fallout 3* was also a huge success. *Fallout 3* had an additional advantage in crossover potential because it resembled a first person shooter, a genre that had become the most popular among the wider gaming audience by that time. Anyone that has played *Fallout 3* will tell you that it's not really a shooter, but that surface similarity was enough to get more people that may not typically play an RPG to try it out, thus creating more Bethesda fans.



So, that brings us to *Skyrim*, a game that went far beyond the success of *Oblivion* and *Fallout 3* into a realm usually reserved for Mario, GTA, and Call of Duty. *Skyrim* was obviously helped by the wave of interest that came in the wake of *Oblivion* and *Fallout 3*, but other factors helped it go far beyond that point. One of the biggest boosts to *Skyrim*'s success was likely *Game of Thrones*. The first season aired on HBO just months before *Skyrim* launched, and its massive critical success combined with its huge cultural impact probably sparked interest in the fantasy setting. *Game of Thrones* made swords, dragons, and medieval fantasy insanely popular at the absolute perfect time for *Skyrim* to capitalize on it.

*Skyrim* also really benefited from the smart decisions Bethesda made in making the game more accessible without sacrificing too much of the depth. By removing the character classes, the beginning of the game was less daunting to newcomers and the dynamic skill progression gave everyone more freedom in terms of character development. Let's also not forget that Bethesda games are unlike anything else available, and that feeling of freedom and losing oneself in a world is something that more than just hardcore game enthusiasts can appreciate.

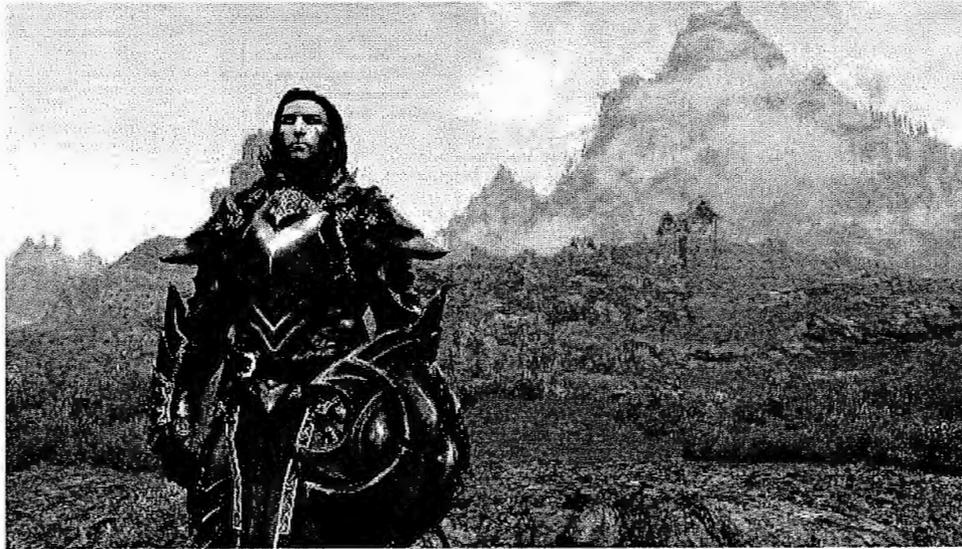
The fact of the matter is, Bethesda made the most visually impressive and open ended game they had ever released at a time when there were simply an absurd number of consoles in homes around the world. So many developers and publishers think nonstop action and games streamlined to hell are the key to winning over the less hardcore crowd, but *Skyrim* proved that gamers can appreciate the freedom of simply inhabiting a realistic world.



With *Skyrim* showing that mainstream success doesn't have to come at the expense of freedom and depth, what does this mean for the future of the industry? Whether or not you like *Skyrim*, there's really no arguing its success will have a positive effect on the greater gaming industry. *Skyrim* is a game with hundreds of hours of content, no microtransactions or payed cheats, DLC that is priced right and offers dozens of hours of content, and developer sanctioned modding tools that result in hundreds more hours of great community made content. A game that does all this and also happens to be one of the most successful games of all time can only ever be a positive influence on the industry.

If we look at some upcoming games, we can already see *Skyrim's* influence. After the strong negative reaction to *Dragon Age II*, mostly centered around the dumbed down mechanics and lack of freedom with a shockingly small game world, Bioware seems to be taking direct cues from *Skyrim* for their next title. *Dragon Age Inquisition* is said to be open world, is hundreds of times the size of *Dragon Age II*, and is bringing back some of the more complex elements from the original.

Additionally, if you pay attention to some of the comments coming from lead designer Eiji Aonuma, the unannounced Wii U *Zelda* game would also seem to be going in a more *Skyrim*-like direction. Aonuma has made statements about the lack of freedom recent *Zelda* games have offered, and has also discussed rethinking the idea of doing dungeons in a specific order. For the record, *Skyrim* was one of the most popular western developed games of the past generation in Japan, as well.



Now, it's certainly possible that *Skyrim's* success can't be replicated and it's just one of those unquantifiable phenomenons that won't be repeated, though even if that is true I'd much prefer more games try to borrow ideas from *Skyrim* than *Call of Duty*. If the next five years are filled with "Skyrim clones" just as last generation was filled with "COD clones," and the generation before that with "GTA Clones," there could certainly be worse things to happen to this industry. However things go, it's still fascinating and incredibly encouraging that a game like *Skyrim* is among the most commercially successful video games of all time.

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GamingisFTW

# A Look Back At *Skyrim* , And How It Impacted The Gaming Community



GamingisFTW

7/16/15 10:54am · Filed to: SKYRIM ↘



19



1



When *Skyrim* was announced in 2010 and debuted at E3 in 2010, it took the world of RPG's by storm. It was massive, futuristic and revolutionary in it's high quality graphics and textures, and most importantly: immersive. You played the

role of Dovahkiin; a Dragon word in the lore of the *Elder Scrolls* series for "Dragonborn." You had the powers and "shouts" of that of a dragon, and were a very well armed killing machine.

It's been four years since *Skyrim* was released, but it still only feels like yesterday that I was playing it and enjoying my time in that snowy, beautiful, mountainous, nordic land. It was one of those games that had a very well thought out story that doesn't always come around all that often, and it got all the respect it deserved just as such. People today still play it religiously, as the PC community being the lead role in it's current main attraction. It has an extremely massive modding community, and with all the people that contribute to adding their own ideas and creations into the game, it's still as alive as it was the day it came out.



The total for *Skyrim*'s sales is an estimated \$1,390,000,000, and an estimated \$450,000,000 in the first week of its release, with 23,270,000 units of the game sold. An amazing feat for an game developing company to conquer, but with *Bethesda*, the developing company of the game, it was just a good sale at best. The developers at *Bethesda* always know what they're doing when making a game, so they expect nothing less than the best. And who can blame them? One game they made, which took 3.5 years to make, sold over \$1 billion. I would not whatsoever say they are cocky, but they are just very determined and pragmatical. Todd Howard, the executive producer and lead game director at *Bethesda*, is the one responsible for many of the *Fallout* and *Elder Scrolls* games. He is an ambitious man with a very good head on his shoulders in the world of game development, as he has personally been making games since he was 18. He's been in many interviews with a very large number of people, and he always shocks and just tells the story of the company, himself, and the games just as it is. A man with pure honesty is a commodity and a very good thing to have in the gaming industry.

The modding community, which was created after the release of the modding kit by Bethesda called the "Creation Kit", has done nothing but continue to grow and expand upon it's users own ideas and creations into the game itself. With such a large fan base and modding community of it's own to add to it, *Skyrim* is still very much going strong to this day, as if the years have never aged it. It's impressive to see that such a loyal fanbase can stay with a single game for so long at a time, but with the ability of the players to do anything they please

with their imagination, it's not so much of shock. But still,  
despite all of the years since it's release, a game such as this  
may still be going very strong even four more years from now.

The Elder Scrolls V: Skyrim Xbox 360 f t p S+  
 Bethesda Softworks Release Date: Nov 11, 2011 Also On: PC, PlayStation 3

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96

**Metascore**  
 Universal acclaim  
 based on 89 Critics

What's this?

8.4

**User Score**  
 Generally favorable reviews  
 based on 3537 Ratings

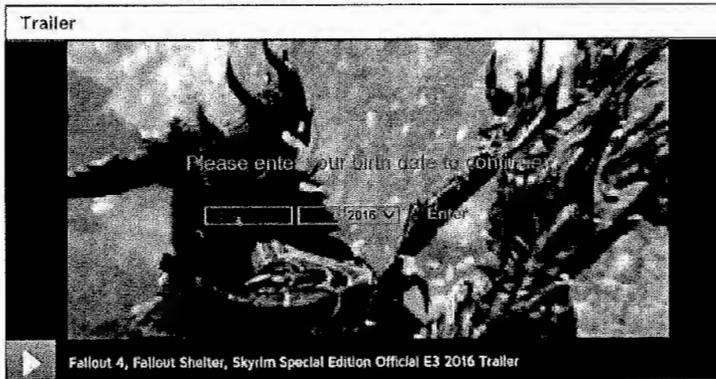
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**Summary:** The next chapter in the Elder Scrolls saga arrives from the Bethesda Game Studios. Skyrim reimagines the open-world fantasy epic, bringing to life a complete virtual world open for you to explore any way you choose. Play any type of character you can imagine, and do whatever you want; the... [Expand](#)

**Developer:** Bethesda Game Studios  
**Genre(s):** Role-Playing  
**Cheats:** On GameFAQs  
**Rating:** M  
**Special Controllers:** Kinect Compatible  
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Critic Reviews	User Reviews	Write a Review
Positive: 89 Mixed: 0 Negative: 0	Positive: 1,039 Mixed: 104 Negative: 87	
<p><b>100</b> <a href="#">Gamereactor Denmark</a>                      Nov 10, 2011</p> <p>It is not often I get lost in a game like I did with Skyrim. Everything about this game screams quality and adventure. While Bethesda hasn't exactly got a track record for delivering bug-free games at launch, this has been a pleasant, polished and amazing experience so far. A much improved third-person view, amazing music, a living breathing world, a menu-system that's amazing and a game filled with interesting stuff to do. Truly a masterpiece.</p> <p>All this publication's reviews <a href="#">Read full review</a></p>	<p><b>10</b> <a href="#">ColonelBoston</a>                      Jan 17, 2012</p> <p>Skyrim is a beautiful game that's ridiculously immersive. From the endless wandering to the seemingly never-ending number of quests, Skyrim... <a href="#">Expand</a></p> <p>0 of 0 users found this helpful</p>	
<p><b>100</b> <a href="#">BigPond GameArena</a>                      Nov 11, 2011</p> <p>Skyrim is completely and utterly addictive in every aspect and quite possibly, I'll say it, the greatest RPG of all time. It affords you the luxury of playing it your way and doesn't try to constrain you. It wants you to get lost in a winter wonderland and believe me, you will. Kiss the rest of your life goodbye.</p> <p>All this publication's reviews <a href="#">Read full review</a></p>	<p><b>10</b> <a href="#">elras</a>                      Nov 11, 2011</p> <p>A masterpiece, is one of those games that make you think that video games can be considered an art, like painting, music or movies. It's a... <a href="#">Expand</a></p> <p>152 of 196 users found this helpful</p>	
<p><b>100</b> <a href="#">Gamer.no</a>                      Feb 6, 2012</p> <p>This epic role-playing game might be Bethesda's best game yet, and offers an unique and spectacular world filled with fun. The freedom ensures a great experience</p>	<p><b>10</b> <a href="#">usualben</a>                      Oct 27, 2014</p>	

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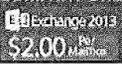
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... (http://waddick.com/2016/07/12/skyrim-special-edition-is-a-remaster-of-bethesda-s-best-seller/) ... Amazon discuss the future of bots, AI and messaging. **Day two of MobileBeat 2016 is live streaming here!**  
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## The Elder Scrolls V: Skyrim Special Edition is a remaster of Bethesda's best-seller [update]

JASON WILSON (HTTP://VENTUREBEAT.COM/AUTHOR/JASON-WILSON/) JUNE 12, 2016 7:41 PM

TAGS: BETHESDA (HTTP://VENTUREBEAT.COM/TAG/BETHESDA/), BETHESDA SOFTWORKS (HTTP://VENTUREBEAT.COM/TAG/BETHESDA-SOFTWORKS/), E3 2016 (HTTP://VENTUREBEAT.COM/TAG/E3-2016/), FALLOUT 4 (HTTP://VENTUREBEAT.COM/TAG/FALLOUT-4/), THE ELDER SCROLLS IV: OBLIVION (HTTP://VENTUREBEAT.COM/TAG/THE-ELDER-SCROLLS-IV-OBLIVION/), THE ELDER SCROLLS V: SKYRIM (HTTP://VENTUREBEAT.COM/TAG/THE-ELDER-SCROLLS-V-SKYRIM/)



Above: Releasing an updated version of the blockbuster RPG, Skyrim, for current-gen consoles was a real Fus Ro Duh.  
Image Credit: Bethesda

So, who's up for being a born-again Dragonborn?

Bethesda is releasing The Elder Scrolls V: Skyrim Special Edition PlayStation 4 and Xbox One, the publisher revealed tonight from its leadup event to the Electronic Entertainment Expo in Los Angeles. It's coming out October 28. Skyrim racked up more than 20 million copies in sales since its original release for the PlayStation 3, Xbox 360, and PC, making this role-playing game one of the 10 best-selling games of all time (http://time.com/1875/at-20-million-copies-sold-skyrim-is-in-the-top-20-best-selling-games-of-all-time/) as of 2014.

Skyrim focuses on the exploits of the Dragonborn, a hero who journeys through the northern regions of Tamriel (http://elderscrolls.wikia.com/wiki/Tamriel) to stop the draconic threat. The Elder Scrolls games are open-world romps that feature a great deal of character customization — players do not find themselves committing to one type of character and can instead mix-and-match

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Watch ex... can be differentiable, it's a forward pass and a backward pass. The... a linear path, which enables them to explore various areas as they weave in and out of the main storyline (hence open world).

And if you own the PC Legendary Edition, you get the special edition as a free update.



**BethesdaGameStudios**  
@BethesdaStudios

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If you own #Skyrim and all its add-ons or own Legendary Edition on Steam, you'll get a free upgrade to Skyrim Special Edition on Oct 28 #BE3

11:20 PM - 12 Jun 2016

5,738 10,823

And on PC, the mod-making scene provides for an extra layer of customization with free pieces of fan-made content, which has helped Skyrim remain relevant as it ages. It was even involved with the outcry against paid mods (<http://venturebeat.com/2015/04/23/gamers-react-to-paying-for-mods-on-steam/>) on the digital PC gaming store Steam last year.

Game-industry onlookers were watching for an Elder Scrolls announcement coming into E3, one of the biggest game-focused events of the year, but many were expecting that Bethesda would show the world The Elder Scrolls VI. It has been five years since Skyrim debuted, and that game came out five years after its predecessor, The Elder Scrolls IV: Oblivion in 2006, four years after The Elder Scrolls III: Morrowind (which hardcore fans had been hoping would receive a remaster this year).

This isn't the only Elder Scrolls game in the mix. Last E3, Bethesda announced a digital card game (<http://venturebeat.com/2016/04/21/the-elder-scrolls-legends-starts-its-closed-beta-and-sure-looks-like-hearthstone/>) set in Tamriel, and the publisher also has a massively multiplayer online role-playing game (<http://venturebeat.com/2014/04/03/the-elder-scrolls-online-review/>), which debuted in 2014.

Another Bethesda series, Fallout, has also seen some long development times between sequels. Fallout 3 debuted in 2008, and Fallout 4 rolled out seven years later, Fallout: New Vegas hit in 2010, but that was an offshoot that Obsidian Entertainment developed for Bethesda.

*Update 8:25 p.m. Pacific: Special Edition is free if you own the Legendary edition on Steam.*

Get more stories like this on Twitter (<http://bit.ly/1TqsQqK>) & Facebook (<http://on.fb.me/1UQADh8>)

#### Bethesda Softworks

Bethesda Softworks, a division of ZeniMax Media Inc, founded in 1986, has a long history of success as a developer and publisher of award-winning video games for PCs, Sony's PlayStation@,.... All Bethesda Softworks news » (<http://www.vbprofiles.com/companies/521b14761dedae2c45000595>)

**VB** Track Bethesda Softworks's Landscape to stay on top of the industry. Access the entire ecosystem, track innovation & deals. Learn more (<http://landscapes.pagedemo.co/>).

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**PC GAMER**



## Skyrim crowned Ultimate Game of the Year, full list of winners revealed at 30th hmv GamesMaster Golden Joystick Awards

By PCGamer October 26, 2012



The Elder Scrolls V: Skyrim has scooped the big gong at this year's Golden Joystick Awards, fighting off competition from the likes of Mass Effect 3, Modern Warfare 3 and Battlefield 3 to be anointed The Ultimate Game of the Year. Jarls everywhere raised a mead-filled skull in stern approval of its triumph.

Hit the jump for the full list of winners.

Bethesda's open world dragon-bashing RPG also snagged two other awards at the ceremony, held this year in the extremely plush Westminster Park Plaza hotel in London. With comedian Ed Byrne doing the honours, Skyrim received commendation as the Best RPG and also won the Top Gaming Moment category for the Throat of the World sequence.

Other PC games won big as well, with Civilization 5: Gods & Kings winning Best Strategy, Portal 2 getting the Best DLC nod for the Perpetual Testing Initiative, Battlefield 3 snagging Best Shooter, the Best MMO award going to World of Tanks and indie horror hit Slender championed as the best Browser-Based game.

Here's the full list of winners:

BEST ACTION / ADVENTURE in association with Digital Spy: Batman Arkham City

BEST STRATEGY in association with PC Gamer: Civilization 5: Gods & Kings

BEST MOBILE / TABLET in association with Edge: Angry Birds Space

BEST DOWNLOADABLE in association with Official Xbox Magazine: Minecraft (360)

BEST FIGHTING in association with Nuts: Mortal Kombat Complete Edition

BEST SHOOTER in association with Giotek: Battlefield 3

BEST MMO in association with hmv Gamerbase: World of Tanks

BEST HANDHELD in association with T3: Uncharted: Golden Abyss

TOP GAMING MOMENT in association with Daily / Sunday Mirror: The Elder Scrolls 5: Skyrim: Throat of the World

ONE TO WATCH in association with hmv: Grand Theft Auto 5

BEST DLC in association with Official Playstation Magazine: Portal 2: Perpetual Testing Initiative

BEST RPG in association with MSN: The Elder Scrolls 5: Skyrim

BEST SPORTS in association with talkSPORT: FIFA 12

BROWSER-BASED / FLASH in association with CVG: Slender

BEST RACING in association with GamesRadar.com: Forza 4

OUTSTANDING CONTRIBUTION: EA Sports & FIFA

ULTIMATE GAME OF THE YEAR in association with GamesMaster: The Elder Scrolls 5: Skyrim

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By Zergnet



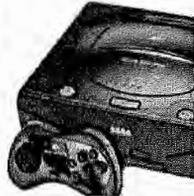
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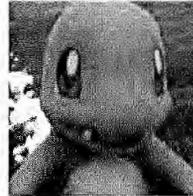
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## Review: The Elder Scrolls V: Skyrim Provides Mayhem and Wonder Galore

### AT A GLANCE

#### The Elder Scrolls V: Skyrim

PCWORLD RATING

Wonder comes in many forms in Skyrim, and Bethesda shows us this wonder in many places and in many ways in one of their most enjoyable games yet.

1 COMMENT

By [Jason Wilson \(/author/Jason-Wilson/\)](#), GamePro  
Nov 10, 2011 8:00 AM

Wonder has always been at the heart of The Elder Scrolls. The wonder of discovering what sits on a mountain's peak. The wonder of plunging into a cave hiding in the rock. The wonder of learning more about what's now one of the oldest worlds in gaming. The Elder Scrolls V: Skyrim delivers on this wonder better than any game in the series.

One of the knocks on Oblivion, the fourth game in the Elder Scrolls series, is that it lacks some of the wonder of Morrowind (the series' third game). Fans worried that this would continue in Skyrim -- not just in the game's design, but also in the "Radiant" system, which has NPCs point players toward interesting locations and quests (instead of, say, discovering these on your own), and the streamlined skill system. As I traveled across Skyrim, wanderlust once again grabbed me, repeatedly throwing me off my main quest course and leading me to poke around caves, fortresses, and ruins. Skyrim embodies wonder to me.

The eerie tombs of the Nords, which crawl with undead just itching to use their embalming tools on you; the halls of the Dwemer, the long-dead dwarves of Tamriel that merge magic with mythology; shrines that sit high upon mountaintops, offering expansive views of Skyrim's stark, wintry beauty along with adventure; dungeons carved out of ice caverns -- the variety of locations in Skyrim continually evoked a sense of wonder for me, and rarely did I experience a "been there, done that" feeling while exploring the world. Even the towns and villages feel distinct.



You can even find wonder in the skill system. As with *The Witcher 2*, the streamlining doesn't hurt the game. I've always appreciated that you level up in *The Elder Scrolls* by using your skills, and nothing's different about this in *Skyrim*. But this game has fewer skills than before, and after 65 hours of playing, I didn't miss the skills such as Athletics or Blunt, and not just because I prefer to fight with magic. The perks, which grant abilities along skill trees, make *Skyrim's* approach to your players' skills engrossing; I felt more powerful and capable as I leveled up, something I didn't feel as much in *Oblivion*. And the way the skill trees are laid out as glowing constellations is gorgeous. It's unique.

Wonder appears in *Skyrim* in its tale of the Dragonborn. Your character is an ancient legend stepping into the present day, a wielder of the Shout, the words of power used by the Dragons. As your Dragonborn learns more about the powers of their Shouts (via the main quest and some sidequests), you also learn more about *Skyrim*, its history, and the Dragons' role in Tamriel. This drives you to regularly dip into the main storyline. Dragons are so pervasive in fantasy that it's amazing they'd never been in Bethesda's games. The story takes you to some amazing places as well, concluding somewhere unexpected (again, that "wonder" thing). More importantly, unlike the series' past games, the main story made me want to finish it (in this case, so I could learn why the Dragons had returned).



The wonder comes from combat as well. Dual-wielding makes combat a blast, especially if you use magic. Equip the Sparks spell to both your hands and fry foes like Emperor Palpatine. I frequently put my most powerful destructive spell in one hand and either a spellward or healing spell in another, almost always giving myself a way to bail myself out of trouble when taking on a powerful foe. I even dabbled with a spell and a dagger or staff, or something that even proved to be more fun -- putting daggers in each of my hands, sneaking up on some low-level bandit, and shanking him with both.

As a Bethesda game, *Skyrim* not only carries an open-world pedigree, but also a tendency for technical issues. Surprisingly, I dealt with fewer issues than I have with any unpatched Bethesda game. I did laugh when the Dragon skeleton I left in the courtyard of the mages' college appeared at the school's entrance. I did giggle as my character slid down a mountain on his heels -- he should've died from a long fall instead. What does concern me

is how the Creation Engine (Skyrim's game engine) sometimes places its foes and balances a challenge, like when a Giant appeared right as I had just killed a Dragon. I hope this is a hiccup and not an issue that strikes others.

Like every other game in the series, Skyrim is going to eat hundreds of hours of my gaming time over the next few years. It has that sense of wonder that makes the Elder Scrolls games so great, and with the changes to skills, the Shouts, and dual-wielding, I think any gamer is going to have a lot of fun with Skyrim (and its eventual expansions) as well.



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infographic: Dell DEM embedded technology enables innovation

### What Version Did I Play?

Bethesda sent *GamePro* the Xbox 360 version of *The Elder Scrolls V: Skyrim*. I admit that I was not looking forward to playing this on a console for review; *The Elder Scrolls* is a PC series, and I feel it should be reviewed on a computer. Bethesda, however, has developed a system that makes juggling spells, potions, weapons, and Shouts easy – certainly much better than with console versions of *Oblivion*. In your inventory, you can "Favorite" a spell, potion, weapon, or Shout, and you can pull these up by hitting Up on the D-pad. It's simple and effective, and I never had a problem adjusting weapons and spells during battle. I didn't miss using hotkeys as much I as I thought I would. But if you are playing the 360 version, please heed this warning: The game takes a long time to load, even when you install it to your hard drive.

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## Skyrim Is Still Popular: Helps Steam Set New Record

🕒 January 9, 2015 by [Shane Scarbrough](#)

💬 1 Comment



*Despite its age, Skyrim is still popular.*

PC Gamer reports that Steam set a new peak concurrent user record on January 1, 2015 (you can read the full article [here](#)). More than 8.4 million people were using Steam at around 11:30 AM. This is an insane number of concurrent gamers, but what really stands out is that *Skyrim* was the fifth most popular game being played at the time – this despite that fact that *Skyrim* recently celebrated its third birthday.

**RELATED:** [Happy Birthday Skyrim! You're 3 Years Old Today](#)

## Skyrim Is Still Popular

*Skyrim*'s popularity should come as no surprise to its legions of fans, but even I had to do a double-take when I saw the numbers. Here are the top games that were being played on the record setting day:

GAME	NUMBER OF PLAYERS
Dota 2	875K
Counter-Strike: Global Offensive	360K

GAME	NUMBER OF PLAYERS
Team Fortress 2	89K
Contact Us Football Manager 2015	75K
Skyrim	66K

## Reasons For Skyrim's Popularity

*Skyrim* is still popular for all the reasons I outlined in an earlier article titled *Do People Still Play Skyrim? Yes, And Here's Why*:

1. Active modding community,
2. Robust character creation and leveling system,
3. Open world concept and immense world to explore,
4. Graphics, music and immersive qualities.

As far as Steam's record setting day is concerned, I should probably add a 5th reason for its popularity: *incredible price*. During the holiday season, a Steam-activated copy of *Skyrim* went on sale for as low as \$4 at one point.

Four bucks is an absolute steal for *Skyrim*, and my guess is that a new crop of gamers helped propel *Skyrim* up the charts on January 1 – both newbies and console gamers looking to explore the world of PC mods. This is entirely speculation on my part, but I can say with certainty that the *Skyrim* Fansite's traffic spiked significantly around the time of the Steam sales, with an increased number of gamers searching our site for popular "how to" articles (*Help Choosing Your Skyrim Character Name*, *The Best Skyrim Character: Warrior, Thief or Mage?*, etc.). This increased traffic leads me to believe that a large number of gamers have discovered (and rediscovered) the phenomena known as *Skyrim*.

## Final Thoughts

*Skyrim* is an amazing game – one that helps define a generation. Despite its age, the recent Steam record helps prove the game is still being played by large

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numbers of gamers. What are some reasons why you feel that Skyrim is still popular? Please share your thoughts and opinions in the **Speak Your Mind** section below. Until next time, fellow travelers!

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4  
 Developer: Bethesda Softworks Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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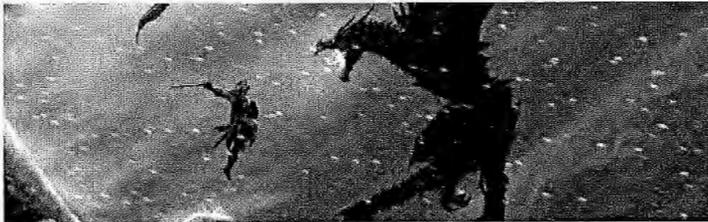
### Total Units

North America:	1.15m	29.8%
+ Europe:	2.07m	53.5%
+ Rest of the World:	0.64m	16.6%
= Global	3.86m	

### Release History

Title	Publisher	Region	Date	Distribution
The Elder Scrolls V: Skyrim Collectors Edition	Bethesda Softworks	North America	11th November 2011	Retail
The Elder Scrolls V: Skyrim	Bethesda Softworks	Europe	11th November 2011	Retail
The Elder Scrolls V: Skyrim	Bethesda Softworks	North America	11th November 2011	Retail
The Elder Scrolls V: Skyrim	Bethesda Softworks	Europe	11th November 2011	Retail
The Elder Scrolls V: Skyrim - Hearthfire	Bethesda Softworks	North America	04th October 2012	DLC
The Elder Scrolls V: Skyrim - Hearthfire	Bethesda Softworks	Europe	04th October 2012	DLC

### Game Overview



The Elder Scrolls V: Skyrim is an open-world action RPG developed by Bethesda Game Studios for Microsoft Windows, PlayStation 3, and Xbox 360. The fifth game in the Elder Scrolls series, it takes place in the Nordic homeland of Skyrim, where a civil war rages and dragons have returned to terrorise the land.

As with the previous games, the player controls an unknown prisoner who was caught in an Imperial ambush while attempting to cross the border into Skyrim. Headed to Helgen to be executed, the player is about to be beheaded when a Dragon arrives and destroys the town. Revealed to be the latest "Dovahkin", a Dragonborn, an individual with the body of a mortal and the soul of a Dragon, Skyrim's civil war is the last in a sequence of prophetic events foretold by the Elder Scrolls.



### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
- World of Warcraft: Wrath of the Lich King (1.32m)
- Fallout: New Vegas (1.16m)
- Fallout 4 (1.15m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.65m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

### External Links

- The Elder Scrolls V: Skyrim on Vandal

### Comments

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## Skyrim Breaks Sales Records & Gets Online Multiplayer Mod

By **Rob Keyes**

(<http://gamerant.com/author/robk/>)

| 5 years ago

It's been a good week for Bethesda. They took home game of the year and studio of the year awards from the Spike Video Game Awards (<http://gamerant.com/tag/spike-video-game-awards/>) for their work on *The Elder Scrolls V: Skyrim*, and the game is seeing strong sales on all platforms, especially for PC.

Along with releasing the 1.3 patch (<http://gamerant.com/skyrim-patch-13-released-row-121626/>) yesterday, Bethesda (<http://gamerant.com/tag/bethesda/>) announced that they've passed the 10 million mark in units shipped (not sold) and that reorders from retailers are the strongest they've been for the series.

For PC specifically, *Skyrim* (<http://gamerant.com/tag/skyrim/>) broke the record for digital sales and for the month of November, it outsold all other PC games by a factor of three to one, again showing the strength of the series roots on the PC.



Robert Altman, Chairman and CEO of ZeniMax Media:

"We are gratified that Skyrim continues to garner high review scores and accolades around the world. We are most grateful to our fans for their support and enthusiasm for the game, and their love of the hundreds of hours of gameplay it offers. We continue to strive to deliver the highest quality entertainment experience for everyone. 2012 will be another huge year for our fans, with the release of the Creation Kit, as well as exciting DLC which will add to the richness of this epic adventure."

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When *Skyrim* launched on Steam for PC, it sold 230,000 copies within the first 24 hours (<http://gamerant.com/skyrim-steam-users-number-230000-24-hours-destroys-mw3-dyce-116084/>), beating out *Call of Duty: Modern Warfare 3*. Since that time, it's continued that run of success on the platform. Jason Holtman, Director of Business Development at Valve Corporation:

"Skyrim is the fastest selling title in Steam's history. Bethesda's commitment to and understanding of the PC as a gaming platform shows in the great review scores, spectacular launch, and continued high player numbers that Skyrim has received. We are delighted that Bethesda chose to use Steamworks to support Skyrim both at retail and digitally."

Outside of better performance and better graphics of the PC version (<http://gamerant.com/skyrim-time-lapse-video-curt-119636/>) of the game, it is only the PC version that allows users to edit the game, build and download mods. It is this community involvement that extended the life and improved the game with limitless alterations and added content for *Morrowind* and *Oblivion*, and in just one month since release for *Skyrim*, we're seeing the same there. Keep in mind, this all before the *Skyrim* creation kit (<http://gamerant.com/skyrim-updates-creation-kit-bethesda-trung-119156/>) has even released (it releases in January)...

CLOSE

So, while Bethesda always said that multiplayer is possible with *Skyrim* ([http://www.google.com/url?q=http://gamerant.com/elder-scrolls-skyrim-multiplayer-coop-robk-](http://www.google.com/url?q=http://gamerant.com/elder-scrolls-skyrim-multiplayer-coop-robk-78754/&sa=U&ei=IlzrTqDUEMWJtwf4qtmSCg&ved=0CBAQFjAF&client=internal-uds-cse&usg=AFQjCNF89MllzTYBp2gYInnl0k4RsZ9HJW)



78754/&sa=U&ei=IlzrTqDUEMWJtwf4qtmSCg&ved=0CBAQFjAF&client=internal-uds-cse&usg=AFQjCNF89MllzTYBp2gYInnl0k4RsZ9HJW), every installment of *The Elder Scrolls* series has remained single-player. That's not going to stop eager and creative fans from getting what they want however. Take a look at this early build for an online mod for *Skyrim*.

[http://www.youtube.com/watch?v=abs\\_yGod5MQ](http://www.youtube.com/watch?v=abs_yGod5MQ)

Now, this is not very fun looking and/or impressive multiplayer by any means, but it's a test to show that it *does* work. A user has been able to build in multiple players sharing the same game. That's step one.

The video surfaced not long ago and rightfully so, PC players were excited. If you want to try it out yourself, you can download it here.

This just goes to show what can be done with a little ambition.

*The Elder Scrolls V: Skyrim* is available now for the PC, PS3 and Xbox 360.

-

Follow me on Twitter @rob\_keyes ([http://twitter.com/rob\\_keyes](http://twitter.com/rob_keyes)).

Source: FPSWin (<http://fpswin.com/first-person/skyrim-online-mod-released/>)

Header edited from image by jSoftStudios (<http://skyrimmp.com/>).

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TECH VIDEO GAMES

## At 20 Million Copies Sold, Skyrim Is in the Top 20 Bestselling Games of All Time

Matt Peckham @mattpeckham Jan. 27, 2014

That's across all platforms: PlayStation 3, Windows and Xbox 360

This is technically last week's news — last Thursday's to be precise: *Skyrim* has sold 20 million copies since it launched in November 2011.

That figure was buried in a press release about Bethesda's upcoming *The Elder Scrolls Online*, so mentioned almost offhand, but I noticed a few sites picking it up this morning, and I understand why. While something as mainstream-obvious as *Grand Theft Auto V* already has *Skyrim* by some 9 million copies, *Skyrim* is a roleplaying game. Make that a deeply traditional roleplaying game: the apotheosis of computer-automated realizations of the sort of thing Gary Gygax and Dave Arneson were thinking about back in the early 1970s.

I'm not asking anyone to genuflect at the altar of D&D, or even saying *Skyrim*'s one of the greats (for me, because of the kinds of things *Skyrim* has to do to be the kind of game it was, given technological limitations in 2011, its greatness inexorably diminishes — just as *Oblivion*'s and *Morrowind*'s and *Daggerfall*'s and *Arena*'s did — with time and hindsight). I'm just noting that it seems counterintuitive, after years of treatises on the death of single player gaming, the death of extremely long form gaming and the stagnation of so-called Western fantasy gaming, that a game like *Skyrim* exists a decade into the 21st century, much less ranks in the top 20 bestselling games, across all platforms, of all time.



Bethesda



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Bear in mind that 20 million copies comprises all the subsequent compilation editions, and a certain number of buyers (myself included) are probably double-dipping, but consider that by comparison, Nintendo's *Super Mario Bros. 3* sold 18 million copies, while *Super Mario World* grabbed just a tick more at 20.6 million. None of the *Halos* are in that list, nor any of the *Gears of Wars*. Not a single *Zelda* game's ever come close, and the top-selling installment in Sony's bestselling PlayStation 2-exclusive franchise, *Gran Turismo 3* (and remember that the PS2 is the bestselling game console in history), couldn't crack 15 million copies. Even on the PC, granting that the revenue model for a lower-selling game, copy-wise, like *World of Warcraft*, is another matter, *The Sims 2* is merely a sales tie — there's nothing better-selling.

I still haven't "finished" Bethesda's *The Elder Scrolls: Skyrim*. Between all the false starts and character rejiggering, the marathon play sessions that started out with the best of intentions but fizzled around the post-Dark Brotherhood quest-line business or the cosmic chitchat atop the Throat of the World, I've probably played more than most. But I have yet to feel that finish line ribbon snap across my chest. Maybe I never will. That's what I love about games like *Skyrim*, and that's why I'll keep returning to them, story problems, gameplay drudgery and all.



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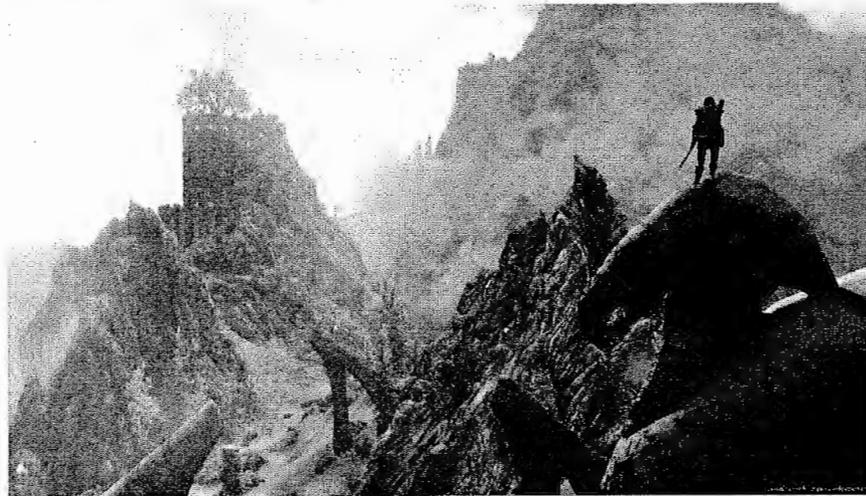
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The Little Black Book of Billionaire Secrets

## The Solitude of 'Skyrim' Remains The Remedy For An Overly-Connected Age



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**Paul Tassi**, CONTRIBUTOR

News and opinion about video games, technology and the internet [FULL BIO](#) ✓

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The first thing I did when I got my new gaming PC set up was to use Internet Explorer to download Google Chrome. The second? I downloaded Steam and installed Skyrim straight away.

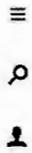
I did it as a test of sorts. I'd never played Skyrim on PC before, because my past computers have always been too terrible to handle it. So I felt an immense amount of satisfaction when I booted it up for the first time and saw that the game defaulted to Ultra High graphics settings. That was a first.

But what was meant to be a simple test turned into a weeks-long journey back into the world. I found that after playing through the first hour, a wave of (four year-old) nostalgia hit me, and I didn't want to stop.

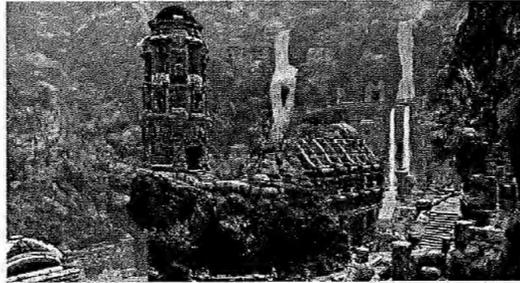
I didn't. In the past two weeks, I've logged about 70 hours into the game, and am not planning to stop any time soon. It really is miraculous how much the game still resonates with me, and even though I sank easily 150 hours into the game the first time around on Xbox 360, there's still so, so much I missed. I'm not alone, either. According to Steam charts, despite being four years old, Skyrim is still the 7<sup>th</sup> most popular game on the service with 40,000 players playing as I write this.



TRENDING



When you look at the list of the best-selling video games of all time, almost all of the top 25 are either Nintendo games, Call of Duty installments, or Grand Theft Auto sequels. The first to crack the chart that isn't from one of those three categories is Skyrim, with 20 million copies sold by last count. And yet, despite its success, it has few true imitators. Almost no other game has been able to replicate its breadth and volume. There are bigger video game maps out there, sure, but ones that are far less populated with content. There are longer games too, but only if you start repeating yourself in a grind for better gear or higher levels.



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Bethesda Should License Skyrim For Professional Mods  
'Skyrim' Modders Bring 'Morrowind' To Life In Amazing 'Skywind' Mod



As a whole, the industry looked at Skyrim and essentially ran in the opposite direction. Hell, even the Elder Scrolls series itself did. There's been a huge shift to multiplayer, multiplayer, multiplayer. Despite the enormous impact of Skyrim, few other games have been content to exist without some form of multiplayer attached to it. The next iteration of the Elder Scrolls series was an MMO, The Elder Scrolls Online, and when it was revealed, the mantra among fans was that Zenimax didn't understand the series if they thought that what it needed was a hundred other heroes like you running around the map with little names over their heads.

Skyrim is a peaceful game. It may sound strange to say that, given that your character is always lopping the heads off bandits or burning mages alive, but through *gameplay* it's an incredibly soothing, almost therapeutic experience. It's one of the only games out there that put exploration at the forefront of the experience, and modern games have yet to learn that lesson.

Take a typical sandbox game of almost any time in the modern era. You start at a hub world. You get a quest from someone in that area, and it may take you to another part of the world. There you meet another character who will give you another quest, which might take you to another place where you meet another character, and so on. Though there's a whole world to explore, you go from point A to a nearby point B and expand outward from there.

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Early on, Skyrim does something amazing, even if it at first it seems like a nightmare for new players. Very, very early in the main questline, you hear a shout from the skies, and are told the Greybeards want to visit you. The Greybeards live on top of the highest mountain on the entire map, and even getting to the base of that mountain is a harrowing experience, much less climbing it. The game forces you to trek in a wide, wide arc around the map, running into dozens of different side-quests, random encounters and unexplored dungeons along the way. It's why many players report sinking dozens of hours into the game before even making it up that mountain, which is probably 5% of the way through the main storyline.

The game keeps this up, always tasking you with going places that are comically far away, *requiring* you to make the trudge there, get lost, and run into god knows what along the way. Rather than modern open world games that lock different parts of the map based on your level or story progression, or forcing players to climb towers to reveal portions of the map, you discover it in Skyrim simply by exploring yourself.



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The map is fully revealed, and fully available from moment one. It shows you the location of all the major cities in the world, and it's up to you which you want to visit. You simply pick a direction, and start walking. Skyrim has been criticized for a difficulty system that makes enemies scale with your current level, no matter where you are. But the benefit of this system is that players will only rarely wander into areas they are absolutely *not* meant to go. Outside of a few giant camps or dungeon bosses that will wreck low level characters, the vast majority of the map is playable by players of any level at any point in time. We almost never see this now, and MMOs in particular usually outright *tell* you that you should be "X level through X level" in order to effectively fight in a certain zone. Skyrim, instead, said "go get into trouble" and took its hands off the wheel.

That feeling is addicting, and that's why I'm able to get sucked into a four year old game I've already beaten like it just came out yesterday. That's why 40,000 players are still playing it as we speak. The sheer amount of content and the never-ending joy of discovering new things can make you cruise to 200 hours easily in the game, and that's before you even start playing around with mods.

Then I look at the current game landscape and wonder why no one else has managed to produce an experience even close to this. Games like Destiny and Dragon Age try to some extent, but their maps are still far more linear than they let on, and players will traipse through the same areas over and over again. MMOs have big worlds with lots to do, but that sense of tranquility is lost as



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you're no longer just one adventurer stalking through the wilds on your own. MMOs are chaos, while Skyrim is peace.



With 20 million sales, you would think Skyrim would have spawned at least some measure of serious competition, but it simply remains untouched, the high king of the open world sandbox genre. The power of a focused, high-quality single player experience should not be forgotten by developers, even in this "social" age. We don't always need to connect with others, to share worlds. Sometimes we want to exist as the king of our own little universe, and not let anyone else in. That's what Skyrim excelled at above all else, and why it remains immortal today.



*Follow me on Twitter, like my page on Facebook, and pick up a copy of my sci-fi novel, The Last Exodus, and its sequel, The Exiled Earthborn, along with my new Forbes book, Fanboy Wars.*

**Watch below to see when Call of Duty may return to World War II:**



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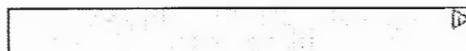
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ISSUES LEVITY AROUND TOWN INTROSPECTION

CONVERSATIONS RETROSPECTION

# Skyrim: A New Type Of Game

*There is no game quite like Skyrim.*

by BRIAN A. FELDMAN / Mar 22, 2012

There is no game quite like Skyrim. With a myriad of choices—from a character’s species to specialized skills and play styles, factions they ally with or fight against, and a massive open world to explore both above and below ground—the game doesn’t push a player in one direction so much as it sets them free to do whatever they want. Sure, it’s not the first medieval fantasy game to feature dungeons and dragons, but there is nothing quite like it either.

Developed by Bethesda Studios, and released on Nov. 11 of last year (a coveted 11/11/11 release date), the roleplaying game has sold millions of copies worldwide.

“Skyrim is what you make of it,” Felix L. Wu ’14 says. “I wouldn’t call it a sandbox. It’s not like Grand

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Theft Au'o. It's sort of like a Lego set, you get what I mean? Lego sets have instructions, you build things with them and then you mix them with your own Lego sets that you have and start doing your own thing."

"If we estimate about a very conservative estimate of two hours a week since it came out...I would not be surprised if I've already played 50 hours," Wu guesses.

### **WILL THE REAL DARK ELF PLEASE STAND UP?**

Because of the game's incredible flexibility, the character a player creates and the way he plays can give players an outlet to an alternate reality of sorts—and can even say a lot about who the player is.

Amil A. Jayasuriya '14 estimates that he has spent approximately 30 hours playing the game. "I played as one of the regular people...not the Nord. The Imperials."

Jayasuriya's roommate Allen J. Macleod '14 has a slightly different style of character creation. "I employ a color-blind selection process so I don't see race," he jokes. "No, uh, I am a Dark Elf? I think? Wow, if I had to pick the one thing that sounded the nerdiest...."

But despite the nerdy feelings we all feel when discussing our gaming habits, Skyrim's mainstream status is difficult to ignore. Wu indicates some surprise at the game's ability to gain widespread appeal. "A number of my friends, who I wouldn't expect to play Skyrim or enjoy it, actually enjoy it," he claims. "It's still a video game, of course, but it feels less like the standard sort of familiarized storyline shooter whatever video game. It's an explorative, choose-your-own-adventure sort of thing."

That free dom to do whatever, whenever makes Skyrim the antithesis of games like Call of Duty, which tells a single story in a single, specific way. In fact, many players disregard what would be considered Skyrim's main narrative thread in favor of exploring their own interests.

"I basically just abandoned the main plot and just went to find words," Macleod says, referring to dragon shouts that the player can discover throughout the game in order to gain unique, powerful abilities.

Similarly, Jayasuriya completely avoided the game's main line of quests in order to join the Dark Brotherhood, a guild of assassins and a standout faction from Skryim's predecessor, The Elder Scrolls IV: Oblivion. "I played Oblivion, and the thing I liked the most about that was the Dark Brotherhood," he says. In Oblivion, the player could be recruited by the Dark Brotherhood by murdering an innocent person. "And so, on day one, me and [my friend James] went around murdering a town trying to get into the Dark Brotherhood, but that's not how you get into it in this game, so...we just murdered a town."

"I actually intentionally started off by ignoring the main quest line and doing the College of Winterhold line," Wu says, "to essentially gain access to all the spells, all the people that could teach me skills." He spent much of his time leveling up his skills of Conjuration and Destruction magic in order to play entirely as a mage, a class of characters that uses magic, unlike a thief who specializes in stealth or a warrior who solves problems with brute force.

"In some ways, I've been playing this almost as if I was actually trying to follow a standard mage storyline," he explains. "Like a questing mage who's searching for the inner secrets of magic. I'm not closely doing that necessarily, but I definitely have

that in mind when I'm playing; that I'm not a warrior by any means." ISSUES   LEVITY   AROUND TOWN   INTROSPECTION

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## JA, RULES

But even within the game's incredibly nonrestrictive rule set, there are certain rules to which each player holds himself. "One rule I impose on myself is to find the secret of the town and get myself into that organization as quickly as possible," Jayasuriya says, explaining how each city plays host to some sort of faction or group. Riften, a city in the southeast corner of the game's map, plays host to the Thieves Guild, a perfect host for Jayasuriya's stealth-focused character. "It does a good job bringing you right into the world. Almost without a choice, you learn about what's happening in a city. And you get an image of the social dynamic with the city."

"The game does do a good job of portraying characters that are more innocent and more annoying," Jayasuriya says. "So as a rogue, when you have the ability to pickpocket or assassinate without really getting into too much trouble, you're never gonna go after the caravan that's outside of town where they're struggling to survive." Even among thieves, a man/lizard-man/dark elf/anthropomorphic cat must have a code.

While some players focus on combat or stealth, other players focus on exploring the massive digital landscape. When I tell Wu that my style is to turn the difficulty all the way down so that I never have to worry about dying and losing progress, he gets where I'm coming from. "I understand that," he nods. "One of my friends has been doing more explorative sort of play. He had one save that was accidentally saved over by someone. But then he started another one—totally different—playing as an Argonian, who no one plays as, running around with two maces doing ridiculous things."

“He’s been trying out all the fun things. Playing a werewolf all the time,” he describes. “Just rushing into things without giving a crap.”

ISSUES LEVITY AROUND TOWN INTROSPECTION  
CONVERSATIONS RETROSPECTION

Skyrim’s lack of strict rules of play gives the player flexibility to do whatever he chooses. The infinite number of wooden bowls populating the game’s environments are of no use in combat or trade, but to Wu they are indicative of the game’s freedom. “If I wanted to, I could sell every wooden bowl I find, and that could just be something I do, and there’s no one stopping me from doing something like that,” Wu says.

There is a social element to Skyrim, as the uniqueness of each player’s game makes it ripe for discussion. “It’s definitely fun watching and helping somebody else along,” Jayasuriya says.

“[My roommates and I] are all playing different styles. The guy in our room—senior spring, he already has a job—he’s already at level 52 after only starting this semester. He’s been doing a beefy warrior type,” Wu says. “My other roommate, Jonathan, has been playing a sneaking thief character.”

Macleod adds, “I also think the game does a good job of giving things a sort of epic—and I mean that not so much as ‘Aw, that was epic!’—but I mean in the actual sense of an epic journey.”

As of now, Jayasuriya has put his time with Skyrim on hiatus. “I don’t think I would play it again. Then again, with one character, you can play for like 300-plus hours and still be finding new things.”

—Staff writer Brian A. Feldman can be reached at [bfeldman@college.harvard.edu](mailto:bfeldman@college.harvard.edu).

COLLEGE LIFE





## Elder Scrolls V: Skyrim – review

Xbox 360/PS3/PC; £54.99; cert 15+; Bethesda Game Studios

Nick Cowen

Thursday 10 November 2011 08.00 EST

Every game has a single over-riding requirement for its players. Some demand lightning-fast reflexes and the commitment it takes to master the depth of their controls. Others ask for a willingness to think outside the box or some degree of intelligence for puzzle solving.

These are all attributes players will need if they hope to succeed in The Elder Scrolls V: Skyrim. But the one asset players will need above all else is time.

The reason for this is that Skyrim is one of the most gargantuan undertakings gamers will experience all year. The sheer size of the adventure, both in terms of its environment and in the amount of activities available to the player, is mind-blowing.

This shouldn't come as too much of a surprise. The game's developer, Bethesda, has banked a rather lucrative existence on creating open-world RPGs that are filled to bursting with content. As with Elder Scrolls IV: Oblivion and Fallout 3 before it, Skyrim is a game that's easy to completely lose yourself in.

The reason for this is two-fold. First, the game's production values work hard to immerse the player in Bethesda's sword and sorcery world. For a game of this size the quality of the graphics and the attention to detail is awe-inspiring.

As the player travels through Skyrim, they'll encounter dense woodlands, snow-capped mountains, majestic cities and crystal clear rivers that run throughout the map. They'll run into an assortment of interesting characters and battle myriad monsters.

They'll have to plough through blizzards, find shelter from thunderstorms and, on a clear night, they can gaze up at the sky and see auroras bleeding through the darkened heavens above them. The visual and sonic features of the game completely obliterate any traces of the outside world.

The second part of this enchantment is wrapped up in the number of ways Bethesda allows the players to interact with the world it has created.

Players can while away hours upon hours creating weapons at a forge, mixing potions at an alchemy table, enchanting weapons, chopping wood, practicing archery,

investigating subterranean caverns or simply pointing their character at the horizon and heading over the nearest hill.

They can buy a house, join a guild, marry an NPC or read every book contained in the library at a college for mages. Around every corner and at every new town they wander into, there's a monster to fight, a character to talk to and some new discovery to be made.

The amount of things to do in Skyrim makes the player feel like they're a living, breathing part of its world. In short, you need time by the bucketload to get to grips with Skyrim, because once you enter its world, it becomes your world.

There's a story, which guides the player's progress to an extent. It begins with an escape from the headsman's chopping block and then the player is cut loose in the massive world of Skyrim with the barest essentials in information about themselves and the land they now inhabit.

Skyrim is plagued on two fronts - by a bloody civil war and by the return of a race of dragons that, until recently, were extinct. The player is also aware that they are the last of a race called the Dragonborn, and they are also all that stands between Skyrim and its ultimate destruction.

Still, that's enough to be getting on with, eh? The plot then proceeds to reveal its pleasures by inches, one mission and side-quest at a time.

As the player completes one heroic (and not so heroic) deed after another, they get to grips with the game's deep and intuitive control system. The right and left triggers wield whatever weapon, shield or magic spell the player assigns to them. The inventory soon starts filling up with useful items that the player can assign to the D-pad for a quick weapon change act in the middle of combat.

Every time the player uses a weapon or a spell or skill in Skyrim, their proficiency with that item or in that talent goes up. Once their overall XP hits the next level, they're able to assign a talent point to the skill of their choosing.

In this way, the game rewards the participant for playing in exactly the way they want to. If you want cut your way through the land using just a sword and shield, the game will ensure you become more proficient in doing so. If magic or sneaking about in the dark are more your things, you'll get better at both the more you do them.

On top of weapons and spells, the player has an edge over most opponents in the form of their Dragonborn "shouts". These are magical powers that are acquired by reading runes carved into the walls of dungeons and caves the player will encounter, and which are unlocked with the souls of the dragons they've killed.

Shouts vary in power and recharge rate; one enables the player to breathe fire on opponents, another provides them with a quick-sprint, and yet another allows them to bring a dragon crashing down from the sky.

There's a price for all this power. Players will have to look past occasional bugs in the gameplay, for one.

These range from characters attaching themselves to pieces of the environment, the odd animation glitch and the rare instance where a previous save needs to be loaded after the game crashes completely.

There are also a couple of niggles that were present in Fallout 3, too, such as the unnerving stare plastered over the faces of NPCs or the way in which accidentally picking up an item that doesn't belong to you can cause a friendly character to turn hostile.

But the largest cost that Skyrim wishes to exact from players is that which is measured in human hours: time. And given the volume of content Bethesda's game holds, preparations ahead of playing may be necessary.

So, with that in mind, may your boss believe you when you phone in claiming you have the plague, may your significant other be tolerant and understanding, and may your friends know you well enough not to make enquiries with the police if they don't hear from you in over a month.

Skyrim awaits, adventurers. All it asks in return is your life ...

... well, a large chunk of it anyway.

**Game reviewed on Xbox 360**

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## The Elder Scrolls V: Skyrim

Global Total as of 04th Jun 2016 (units): **3.86m**

Platform: Microsoft Windows

Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4

Developer: Bethesda Softworks

Genre: Role-Playing

Summary Global USA Europe UK Germany France Comments

### UK First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	53,379	N/A	53,379
19th November 2011	2	14,192	-73.4%	67,571
26th November 2011	3	7,045	-50.4%	74,616
03rd December 2011	4	6,763	-4.0%	81,379
10th December 2011	5	8,458	25.1%	89,837
17th December 2011	6	8,727	3.2%	98,564
24th December 2011	7	11,747	34.6%	110,311
31st December 2011	8	5,937	-49.5%	116,248
07th January 2012	9	1,512	-74.5%	117,760
14th January 2012	10	1,597	5.6%	119,357

### UK Annual Summary (Units)

Year	Yearly	Change	Total
2011	116,248	N/A	116,248
2012	69,780	-40.0%	186,028
2013	54,027	-22.6%	240,055
2014	24,218	-55.2%	264,273
2015	13,995	-42.2%	278,268
2016	1,867	-86.7%	280,135

### Similar Games

- World of Warcraft (6.24m)
- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
- Star Wars: The Old Republic (2.96m)
- World of Warcraft: Cataclysm (2.08m)
- World of Warcraft: Mists of Pandaria (1.83m)
- Diablo (1.59m)
- Final Fantasy XIV: A Realm Reborn (1.48m)
- World of Warcraft: Wrath of the Lich King (1.32m)
- Fallout: New Vegas (1.16m)
- Fallout 4 (1.16m)
- Diablo II: Lord of Destruction (1.06m)
- Fallout 3 (0.98m)
- Mass Effect 3 (0.97m)
- The Elder Scrolls Online (0.87m)
- Dragon Age: Inquisition (0.71m)
- Mass Effect (0.68m)
- RIFT (0.65m)
- The Witcher 3: Wild Hunt (0.62m)
- Dragon Age: Origins (0.52m)

### External Links

- The Elder Scrolls V: Skyrim on Vandal

### Comments



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## The Elder Scrolls V: Skyrim

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Platform: Microsoft Windows

Also on: PlayStation 3, Xbox 360, Xbox One, PlayStation 4

Developer: Bethesda Softworks

Genre: Role-Playing

Summary	Global	USA	Europe	UK	Germany	France	Comments
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### USA First Ten Weeks (Units)

Week Ending	Week	Weekly	Change	Total
12th November 2011	1	256,083	N/A	256,083
19th November 2011	2	65,980	-74.2%	322,063
26th November 2011	3	35,316	-46.5%	357,379
03rd December 2011	4	20,293	-42.5%	377,672
10th December 2011	5	26,456	30.4%	404,128
17th December 2011	6	41,072	55.2%	445,200
24th December 2011	7	60,608	47.6%	505,808
31st December 2011	8	23,045	-62.0%	528,853
07th January 2012	9	10,153	-55.9%	539,006
14th January 2012	10	9,144	-9.9%	548,150

### USA Annual Summary (Units)

Year	Yearly	Change	Total
2011	528,853	N/A	528,853
2012	264,087	-50.1%	792,940
2013	154,495	-41.5%	947,435
2014	68,923	-55.4%	1,016,358
2015	32,957	-52.2%	1,049,315
2016	8,836	-73.2%	1,058,151

### Similar Games

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- Diablo III (5.16m)
- World of Warcraft: The Burning Crusade (4.09m)
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- The Witcher 3: Wild Hunt (0.62m)
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### Comments

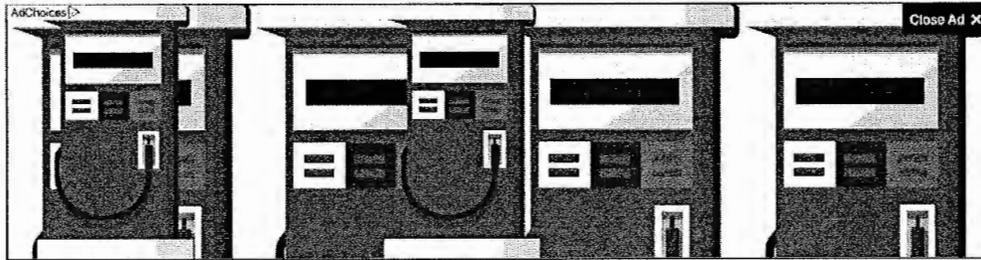


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http://venturebeat.com/2016/07/12/watch-mobilebeat-2016-live/)



## VGA awards: Bethesda's Skyrim wins game of the year

DEAN TAKAHASHI (HTTP://VENTUREBEAT.COM/AUTHOR/DEAN-TAKAHASHI/) DECEMBER 10, 2011 7:04 PM

TAGS: BETHESDA SOFTWORKS (HTTP://VENTUREBEAT.COM/TAG/BETHESDA-SOFTWORKS-2), SKYRIM (HTTP://VENTUREBEAT.COM/TAG/SKYRIM/), TODD HOWARD (HTTP://VENTUREBEAT.COM/TAG/TODD-HOWARD/)



(http://venturebeat.com/2011/12/10/vga-awards-bethesdas-skyrim-wins-game-of-the-year/skyrim-3/) Bethesda Softworks' The Elder Scrolls V: Skyrim won the Game of the Year award at the Spike TV Video Game Awards (http://venturebeat.com/2011/12/10/live-coverage-vga-awards-kick-off-promising-13-new-game-reveals/) show tonight.

The title beat out rivals Batman: Arkham City, Portal 2, Uncharted 3: Drake's Deception, and The Legend of Zelda: Skyward Sword.

The developers, including Todd Howard, pictured center, thanks their wives and employees for all of the long hours working on the title. Skyrim, a fantasy role-playing game, also won for best RPG and Bethesda won for Studio of the Year

Other big winners include Skyward Sword, the best Wii game and motion-sensing game; Uncharted 3, for best graphics; Batman Arkham City for character of the year (the Joker), best Xbox 360 game, and best action-adventure game; Portal 2, for best PC game, best multiplayer, best performance by a human female, best performance by a human female, and best DLC; Bastion, for best original game and best original score; Call of Duty Modern Warfare 3, for best shooter; Minecraft, for best independent game; Mortal Kombat, for best fighting game; and the gamer god title went to the founders of Blizzard Entertainment: Mike Morhaime, Allen Adham, and Frank Pearce.

Uncharted 3: Drake's Deception won for best PS 3 game. Forza Motorsport 4 won best driving game; NBA 2K12 won best sports game; Build that Wall won for best song, mass Effect 3 won for most anticipated game and Assassin's Creed Revelations won for best trailer.

Shigeru Miyamoto, the creator of Mario at Nintendo, accepted the Video Game Hall of Fame award. The ninth-annual show, executive produced by Emmy Award winner Mark Burnett, seemed better run this year. Part of the reason was that a soldier in military fatigues was authorized to run up on stage and take

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California rivals for state senate seat plan to battle in epic Pokémon Go duel

(http://venturebeat.com/2016/07/14/cal-rivals-for-state-senate-seat-plan-to-battle-in-epic-pokemon-go-duel/)



5 features Pokémon Go needs (http://venturebeat.com/2016/07/13/5-features-we-want-to-see-added-to-pokemon-go/)

Watch extended highlights from the show, including the ceremony's most memorable moments. <http://venturebeat.com/2011/12/10/vga-awards-bethesda-skyrim-wins-game-of-the-year/> <http://venturebeat.com/category/games/> [Day two of MobileBeat 2016 is live streaming here!](http://venturebeat.com/2011/12/10/mobile-beat-2016-is-live-streaming-here/)

“teabagged” them, or pretended to sit on their faces, going up and down, up and down. Robert Bowling, who accepted the award for best shooter game for Modern Warfare 3, actually ran off the stage as the soldier guy ran up. Bowling's companion was caught and teabagged.

The show was broadcast live from Sony Studios in Los Angeles.

