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The Xbox 360 launched in November 2005 with few games, but The Elder Scrolls IV: Oblivion changed everything in March of the next year. Critics and players alike were amazed by the game's graphics, lighting, and dynamic non-player characters. Oblivion's world felt alive thanks to Radiant AI technology that made NPCs make decisions daily. Bethesda learned from Oblivion and improved with Fallout 3, but also developed new tools like Creation Engine for Skyrim. Creation Engine is a massive improvement over previous games. To create diverse landscapes, Bethesda started from scratch and rewrote every major system. The goal was to draw things far away so they look detailed up close, and to balance light and shadow for realistic environments. Many areas are wilderness dominated forests that look great thanks to an improved foliage system. In Skyrim's climate, snowfall is more frequent due to its location. To make it look realistic, Bethesda created a new precipitation system that calculates where the snow should fall based on geography. This results in a world that looks stunning and much better than previous games. Skyrim's NPCs also seem smarter due to improvements made to Radiant AI technology. In Oblivion, NPCs could only perform five or six tasks, but Skyrim has more defined personalities. They have unique daily routines like eating breakfast, working the land, or visiting pubs. These changes give towns and cities a greater sense of life. ===== Most of the citizens in the demo were engaged in daily activities such as chopping wood and carrying goods through the town. The improved Radiant AI technology allows NPCs to react accordingly to your actions, taking into account their feelings towards you. For instance, if you're a good friend with an NPC, they'll be more likely to offer you lodging rather than demanding you leave their home. On the other hand, if you're hostile towards them, they'll react with hostility. Havok Behavior technology has improved character animations, making it possible for NPCs to move and interact with the environment in a more realistic way. This allows for more nuanced character movements, special effects, and even the ability to control how characters struggle when trapped in hazards like spider webs. The animation fidelity has also enabled Bethesda to balance combat more effectively between first- and third-person perspectives. The Behavior technology is used extensively in Skyrim, with NPCs continuing to go about their business while engaging in conversation. This includes a barkeep cleaning cups while talking or a mill worker chopping wood without turning away from his duties. The dragon animations are also noteworthy, with the beasts looking powerful and menacing when banking, flapping their wings, or breathing fire. Radiant Story is Bethesda's new story management system, which helps randomize and relate side quests to players. It takes into account the player's character, location, past actions, and current activities to tailor missions accordingly. This approach makes the experience more dynamic and reactive, rather than forcing the player with unrelated tasks.The Radiant Story system is a key feature in Skyrim's open-world design, allowing players to engage with a rich narrative that adapts to their actions and choices. This system enables NPCs to have their own agendas, motivations, and personalities, making the game world feel more alive and responsive to the player. Szarabajka voices both Erandur and Veren Duleri in Waking Nightmare quest. Niane Salinger voices every female orc in the game, and Noah Nelson voices every male orc. As a result, any and all dialogue in an orc stronghold between two orcs of the same gender is an example. Popeye Vogelsang voices Stenvar the mercenary, who can be hired as a follower at Candlehearth Hall in Windhelm; after he's been a follower, he becomes a possible spouse. Vogelsang also voices Argis the Bulwark, who is appointed housecarl to the Dragonborn if they become Thane of the Reach. Should the Dragonborn marry Stenvar, then move him into Vlindrel Hall in Markarth along with Argis, the two can sometimes be heard arguing with each other - usually about dropped items. Paul Eiding showed immense variety in his voice-acting talent by lending Galmar Stone-First, Feldir the Old and Septimus Signus distinctive tones of voice. Jim Cummings voices a lot of the "grumpy old man" characters, but it's especially noticeable with Olfrid Battle-Born and Vignar Gray-Mane. Their first appearance has them both hickering with one another, and they both use the exact same voice. Actor Allusion: One can't hear Max von Sydow's narration and not think of King Osrir from Conan the Barbarian. Delphine is as gruff as Pamela Landy, and both work as an acting Grandmaster/Director of a shadowy organization. Vladimir Kulich is once again playing a badass Viking leader. Mercer Frey, the leader of the Thieves' Guild, is voiced by Stephen Russell, the voice of Garrett, the infamous protagonist and master thief from the Thief series of games. General Tullius is a gruff, no-nonsense officer who is practical-minded and does deep down care about his men and Skyrim itself. He shares these traits with one of Michael Hogan's other roles - Saul Tigh in Battlestar Galactica. Unlike Colonel Tigh, however, Tullius doesn't seem to have alcohol problems. He also looks extremely similar to Captain Bailey, another one of Hogan's roles. He's found inside Castle Dour, and Hogan is known for playing dour characters. Tullius's second-in-command, Legate Rikke, was also a serious female military officer... on a certain space station. Erandur's a repentant holy man who once acted like a monster and betrayed his friends, who's voiced by Keith Szarabajka, using the exact same voice he used for Captain Apollo Diomedes. Sadly, there's no brother, I AM HTT! Paarthurnax teaches the player one of the words of fire breath. He's also voiced by Charles Martinet, who's far better known as Mario. A very subtle one: In Farkas's bedroom in Jorrvaskr is a lute, which he presumably knows how to play. In Markarth, the Dragonborn can encounter Yngvar the Singer, an accomplished bard. Both characters (among others) are voiced by Michael "Popeye" Vogelsang, the guitarist and lead singer of the somewhat obscure band Your Favorite Train Wreck. Serana, the female vampire necromancer who accompanies you throughout most of the Dawnguard questline, is voiced by Laura Bailey. Miraak is voiced by Peter Jessop, who's best known as the voice of the Reaper Sovereign. Guess what happens when you touch the pillars without proper magic? Beam Me Up, Scotty!: The famous quote from the guards actually goes "Then I took an arrow in the knee", not "to the knee" as it's often quoted. Even The Elder Scrolls: Legends made this mistake with its card named after the line, before it was corrected. The equally memetic "Must have been the wind" quote is commonly associated with Skyrim's NPCs, making fun of their Artificial Stupidity. However, this line is never actually said by any character in the game in this context. Instead, this line actually originated from the previous game in the series, Oblivion. Mirmulnir's "Dovahkiin! No!!" line is often misquoted as "Dovahkiin!? No!". This misconception is because of the commonly used Unofficial Patch, which altered the subtitle to match the newly voiced version of the line added by the mod.aborted. Fortunately, though, modders helped the players, and many of the cut quests have been restored, most notably the civil war and arena. Creator-Driven Successor: The Dragonborn expansion is one to Bloodmoon, a DLC for Morrowind. They both take place in Solstheim, and both have quests involving Falx Carius and Fort Frostmoth, and both expansions are the only times you'll meet the Skaal. Development Gag: Many features and ideas seen in Skyrim's DLC expansions and the Creation Club were reused from a developer game jam done after the game was released, which was shown to the public at DICE 2012. These features included buildable houses, Vampire Lords, rideable dragons, GoblinsnoteWhile the models seen in the game jam were colored blue and used for the Rieklings in Dragonborn, actual Goblins wouldn't be seen until 2019 with the Creation Club, and many more. The Ring of Khajit artifact was originally meant to be obtained in the base game, but it was scrapped, leaving behind only a model in the game's files. The Fishing Creation later added the Ring of Khajit as one of the many artifacts the player can fish up, using the same model that was left in the files. Dummied Out: Serana's and the children's voicesets include comments that might have been made by your follower during the Elisif quest, or it would've been your follower who would make the comment, for whatever reason it also includes some unique NPCs, such as Brynjolf and Malacath, who shouldn't have any reason to comment on the tree. Although Nazeeem and his wife Ahlam lack a house in the final game, if one pickpockets them and opens up their inventory, both are carrying a key to a non-existent house called Wintersand Manor (and both belong to a faction associated with said locationnote factions for housing are used so NPCs can report the player trespassing), suggesting that was the location both were originally going to live - while the mod Cutting Room Floor restores the mod, the location file suggests it was going to be inside Whiterun, whereas the CRF mod puts it next to Chillfarrow Farm. Strangely, Acolyte Jensen from the Temple of Kynareth also carries a key to this non-existent manor (and he would've also been a member of the custom faction as well); this, combined with Nazeeem and his wife having a strained marriage, suggests that Jensen and Ahlam would've been having an affairnote although it's also possible - but rather unlikely - that it was Nazeeem. that was having the affair, given that he's Ambiguously Bi. This quite possibly explains the fact that Ahlam seems to spend a lot of time at the Temple of Kynareth. As evidenced by how she greets the player ("It's a fine day with you around") after putting her husband's war horn at the Shrine of Talos in Whiterun Hold, at one point, the player would've been able to marry Elisif the Fair. Presumably, Bethesda scrapped this idea because it would've made the Last Dragonborn High King of Skyrim if they sided with the Imperials. Similarly, the fact that Ingun Black-Briar says the same line after her miscellaneous ingredient-collecting quest is completed hints that she might also have been a candidate for marriage at some point. This was likely scrapped because having Maven Black-Briar for a mother-in-law might have required entirely too much special coding and voice acting. Alternately, the fact that they both have the line might simply be because Elisif and Ingun have the same voice actress and voice set (and the line may have been attached to them by accident, since said voice set is also used by a dozen of other female NPCs, some of them being actual potential spouses (Ysolda, Camillia Valerius, Jordis...)). There exists unused, unimplemented code in the game for an alternate ending to the DLC which a modder finished that allows the player to earn Miraak as a follower by using the bend will shout on him during the battle, causing him to become an ally as Hermaeus Mora sends multiple enemies to fightThe fate of Miraak, a formidable foe in Skyrim, is tied to his move from the fight to his temple on Solstheim after defeating the player. Interestingly, game files suggest alternative storylines for other characters, including Aela and Farkas, who could have accompanied the player or been involved in different quests. The Elder Scrolls V: Skyrim has undergone numerous releases, each with its own set of features and updates. ===== Skyrim's Limited Edition was exclusive to EB Games pre-orders in Australia, offering a unique upgrade. Paarthurnax, voiced by Charles Martinet, known for his work on the popular Mario series, is a notable aspect of the game. Interestingly, a hoax about the Thalmor trying to destroy the Towers and unmake the world spread across multiple platforms before being debunked in 2020. The game's porting history is extensive, with updates and re-releases targeting various consoles and platforms. The Special Edition, released in 2016, was a significant update that remastered the base game using the updated Creation Engine. This version was later used as a basis for the Nintendo Switch edition, which included exclusive content. The game's numerous releases have become a meme, with its frequency being referenced in various forms of media. Some notable re-releases include the Legendary Edition and Anniversary Edition, both of which offered unique features and updates. The Anniversary Upgrade in 2022 added official content from the eight-gen version, but modding remains inaccessible on the Switch port. The game's original 32-bit version was delisted from Steam in 2017 and is no longer eligible for price cuts, forcing players to purchase DLCs separately. Console modding is also restricted, with Sony only allowing mods that don't use new textures. The Xbox One allows mods under certain file size restrictions, but the Switch port is entirely mod-free. A significant gap in the series has been filled by Skyrim's numerous re-releases, including its VR versions and Anniversary Edition. Several references to other works can be found in Skyrim, such as Hircine's Daedric quest sharing its name with the 1957 film Ill Met By Moonlight. The quest "The Gray Cowl of Nocturnal" shares its name with a pre-existing mod, despite being released after it. Skyrim has been re-released twice, in 2013 and 2016, both times as part of a "Game of the Year" edition or Special Edition.The Stormcloaks: A Civil War That Was Dummied Out ===== The Elder Scrolls V: Skyrim's Civil War was a pivotal aspect of the game, but it seems that the developers had other plans. According to file names and code, the Stormcloaks were originally going to be called the Sons of Skyrim, with their officers being referred to as the Sons of Talos. This change would have added depth to the conflict between the Imperial Legion and the Stormcloaks. Examining the game's core modules reveals a wealth of abandoned-in-place functionalities that could have made the Civil War more complex and involved. For example, exterior cells in Tamriel were meant to feature large-scale battles similar to those found in Whiterun, Windhelm, and Solitude. Unfortunately, these features were ultimately scrapped. A Dark Brotherhood sidequest involving Erlikur's assassination of Elisif was also cut from the game, but an alternate take on this quest called "Boethiah's Bidding" was supposed to be a sequel to "Boethiah's Calling". This would have added another layer of complexity to the game's storyline. ===== The idea of future titles featuring Nirya's quest was introduced, which would have allowed a woman helped by the player to become marriageable. Originally, Jarree-Ra's quest had an alternate path where the player could report his scheme and receive aid from Captain Aldis. Todd Howard revealed that an original concept involved Emperor Uriel Septim V returning to power and conquering the world with dragons. However, this idea was changed due to the desire to keep Akavir mysterious. Miraak's dynamic with the Last Dragonborn was initially meant to be more polite and welcoming. He would have been a Final Boss Preview after engaging in conversation, whereas in the main game, he is sent by Hermaeus Mora to pit the player against him. The Thalmor's alleged goal of ending Talos worship as part of a plot to destroy the mortal world was not present in-game but came from forum posts by Michael Kirkbride. Kirkbride played a significant role in creating Elder Scrolls lore, particularly in Morrowind and Oblivion, but was not involved in writing Skyrim's plot beyond initial stages. He disproved the idea that the Champion of Cyrodill is Sheogorath in a Reddit post based on Oblivion design documents. Wes Johnson voices both the ghost of Lucien Lachance and Emperor Titus Mede II, while Lynda Carter voices Gormlaith Golden-Hill in Sovngarde. Craig Sechler plays Hircine and Peryite, with Lani Minella voicing Nocturnal. André Sogliuzzo provides dialogue for M'aiq the Liar and J'Zargo. Popeye Vogelsang voices Farkas of the Companions, while Michael J. Gough voices Vilkas of the Companions. Claudia Christian voices Legate Rikke and Aela the Huntress. Jean Gilpin voices Elenwen, Meridia, and Boethiah.The Elder Scrolls V: Skyrim Special Edition has brought the epic fantasy game to life with stunning detail. The special edition includes the critically acclaimed game and add-ons, along with new features like remastered art and effects. Some of these features include volumetric god rays, dynamic depth of field, screen-space reflections, and more. The special edition also enables full mod support for PC and consoles, allowing users to experience a wide range of content, including new quests, environments, characters, dialogue, armor, weapons, and much more. With mods, the possibilities are endless, and players can truly customize their gaming experience. Some users have reported difficulty in finding product codes on their game cases, as they may be located inside the case or on a separate card. In such cases, contacting Bethesda Support or returning to the store where the game was purchased for a refund might be the best option. The location of the product code can vary depending on the type of game packaging. For instance, some games have it printed directly on the CD itself. Users who have lost their product codes may want to consider obtaining a new one by contacting the relevant authorities or checking online forums for help. ===== Note: I rewrote the text according to the NNES method, with simplified vocabulary and grammatical adjustments to make it sound more like non-native English speakers might speak.Get ready to score amazing deals with GamerPower, the ultimate tool for gamers. Discover free games, beta keys, in-game loot, and currency for your favorite games, all in one convenient place. With giveaways from official publishers, developers, and platforms like Steam, Epic Games Store, and more, you'll never miss out on a freebie again. Claim your free 112 Operator game via Epic Games Store, or grab the free What The Fog Steam Key via Behaviour's official website. Don't forget to check out the limited-time offers, such as the free Bethesda In-Game Bundle, Odin: Valhalla Rising Gift Pack Key, and Eternal Return Gift Pack Key. With GamerPower, you can track historical records of giveaways, save money, and enjoy new features that help you get more without spending more. The platform connects gamers to legitimate giveaways, ensuring safety and quality standards are met. Popular sites like Humble Bundle, Epic Games Store, Steam, Itch.io, and GOG offer free games, and GamerPower tracks them all for you. Get your free game keys directly from official developers and publishers or authorized third-party websites. Don't miss out on the opportunity to buy The Elder Scrolls V: Skyrim on Steam at a discounted price and enjoy hundreds of hours of gameplay. =====Skyrim Special Edition is an absolute bargain at just £3.49, making it a no-bray experience for desktop or Steam Deck users. ===== you feel down on a saturday mornign and grab that caramel latte from starbucks thats a steal of a deal compared to skyrim's open world gamplay experience ===== even when your anxiety geting the best of you and all you can think about is ordering a meal from mcdonalds, it wont hold out against 207 hourns of engrossing gameplay =====