

Skyrim review

[Environment](#), [Animals](#)



Scrim Review Arthur Underworld Diver university So you're sitting at home bored for hours on end, and you want something to just take your mind away from reality and into another world where you can do whatever you as you wish. Well it sounds like you want to play a video game. Actually, it sounds like you want to play Elder Scrolls V: Scrim. This is a review of the popular cross platform video game commonly referred to as Scrim. I give this game a 9.75 out of 10 for its amazing graphics, fantastic attention to detail, smooth gamely. Underfed harasser development, and of course, fun story line. The game starts with the main character on the verge of getting executed when he is saved by none other than a giant fire-breathing dragon. You hear from other players that dragons are extinct in this world for centuries. Obviously not. You must decide quickly whether you will escape the burning town with the imperial guard, or with the leader of the rebellion who has recently murdered the king and claims that government is oppressing the natural born peoples to Scrim.

This decision is not an important one, but introduces oh to the tact throughout the game you will given choices. Some of which are not simple. Simple this or that choices are prominent, but some are as complicated as do nothing and your reputation will be hindered. You soon find out that you are the dragoon. You have the power of Theme, or voice. You can yell and basically effect the world around you by either doing damage or even become Invisible. The storyline Is complicated and involves twists and plots and quite a lot of dragon killing, and inevitably, dragons killing you.

Probably the most annoying part of the game. Eating stuck in a dragon fight that can take some time to finish if your not inept in magic, and all the

sudden here comes another dragon, and on a rare occasion, a third or fourth dragon. Leaving you with little ability to defend yourself against an onslaught of dragons that will most likely leave you burnt too crisp on the side of some road, The Elder Scroll series is famous for their use of the guilds. The Dark Brotherhood, an assassins' guild, the Thieves' Guild, the Fighters' Guild, and the Mages guild are all, as expected, playable in this game.

I played through all the guilds this time and am glad to report that there is nothing that leaves you wanting more afterward. Being able to sneak around and play a thief or an assassin, making money and getting rewards beyond compare from regular side quests. Becoming the leader of the Mages guild was particularly rewarding, with a room full of loot and Ingredients that always regret, allowing you to restock on potion Items from hard to find Ingredients in the same room. Character development is particularly exciting in this game. Previous role playing games allow stats to increase by overall experience and level ups.

In Skyrim you level up certain buffs such as health regeneration and a big enough armor rating you can actually level up things like armor by attacking a guard and sitting there and letting the guards attack you. In about an hour your armor rating will be at 99, and you sat back and read your homework the whole time. However with skills like conjuration and lock pick, it's a little harder to level up. Unless you start lock picking, or conjuring monsters early in the game you'll find yourself with a pathetically low level near the end of the game and needing to make up so many skill levels to level up your main level.

This will be very time consuming, especially with the skills I mentioned. The first thing you'll notice about the game, however, is its graphics. Scrim has no cut scenes such as this. All the graphics are designed on the same engine that runs game play. The good and the bad for this you ask? Well loading time can get annoying, but if you download the game to your console then load times are reduced by about half. Rendering graphics can also get glitch. Sometimes an object will appear and twitch back and forth stuck on an invisible wall or level.

This rarely effects gamely however, so is easily overlooked. Aside from the graphics, the attention to detail in every level of the game is without compare. This is an open world game, which meaner you can travel to any section of the world at any time for any reason. The countryside is full of mountains covered insnow. The valleys are full flowers and plants, all of which are able to be harvested for ingredients to sell/trade or brew potions. Every item you see can be kicked up and sold or used.

In the inventory menu you can look at every item specifically, turning it around and zooming in and out as you wish. Overall, the only problems I found with the game was with some glitches, which can be expected in any game of this magnitude. Those glitches are the only reason I didn't give this game a 10/10. This game has a storyline that draws in the player, allowing for expandable play through guilds. It has the best and most pleasing graphics yet to date, and a record making attention to detail. It's by far the best RPG Vive played.