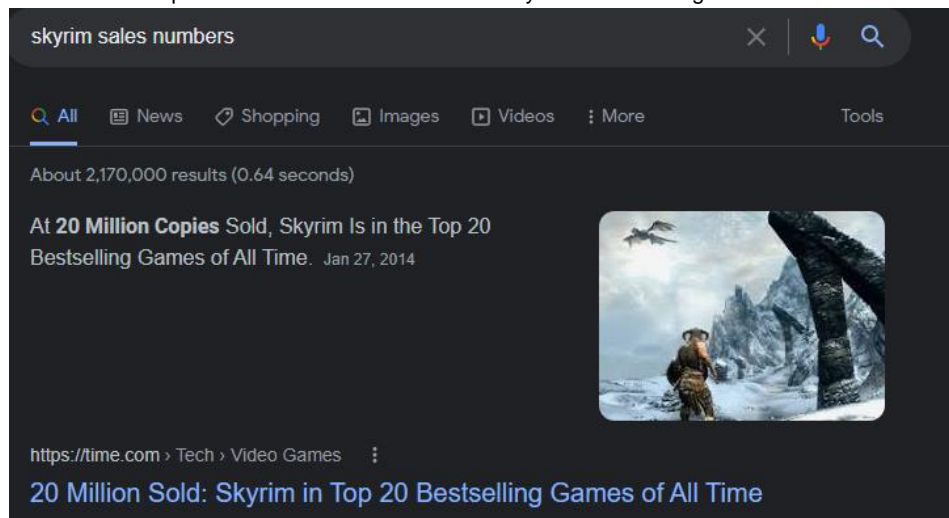


Todd Howard's, Bethesda's The Eldest Scroll Five, Skyrim is objectionably the greatest video game ever created.

E3 trailer for lead in move on to cart ride

Howards Skyrim opens to our character, the Legendary Dragonborn, or Dovahkiin in the language of the ancients, waking up from a nap while he takes a cart ride to helgen.

This scene was revolutionary for its time, and it helped bridge the gap between genres, bringing the Mandatory Turret Sections, beloved by fans of the first person shooter, into an RPG, and it being the very first scene upon starting the game makes is pivotal piece of the puzzle as to why Howards Masterpiece is beloved classic cherished by over 20 million gamers.



Upon arriving at your destination, your chauffeur loses your passport and opens the character creator. We will be playing as a Khajiit, the cat-like people who come from [Elsweyr](#), known for high intelligence and agility. These traits make them very good thieves and acrobats, but Khajiit are also fearsome warriors. However, they are rarely known to be mages. Khajiit mostly stay on land, but piracy and [Skooma](#) trade does draw some to work as sailors.

After we've finalized our character, our driver apologizes for losing our papers and his assistant attempts to send us, the prophesized Hero of Legend, to the chopping block. Thankfully we are able to call our trusty companion Alduin to let the Imperials know that they've made a mistake.

Once we gain control of our character we must then make our way out of the now burning town of Helgen, in one of the most memorable and cinematic opening areas in gaming. As we make our way through, we meet two very important characters and have to make our first of many tough decisions that Todd added to his deep and immersive world. We must choose whether to

Commented [1]: I want to hit most of the bingo card items, so we need to reference Darksouls, witcher, talk about all the things you can do instead of the main quest, ect.

Commented [2]: Use only oblivion and morrowind music for background tracks

Commented [3]: do all filming with Ultra Low Graphics mod

follow our friend from the cart ride, Raylof, or our trusted driver, who admittedly lost our paperwork, Hadvar.

This Pivotal choice sets the tone for the rest of our game, as these two are on opposite sides of the Skyrim Civil War, and the one we choose to go with will help lead us to aiding that side in the ensuing conflict. We will be going with Hadvar today as his uncle owns the blacksmith shop in the nearby town of Riverwood and we can use the free materials he provides us with.

Once we have made our choice we follow Hadvar into one of the many hand crafted dungeons that litter the landscape of Howard's wonderful world.

We make our way through past enemy soldiers, spiders, and a bear, while our stalwart companion Hadvar teaches us the basics of combat; melee, magic, archery, and Stealth.

Upon reaching the exit of the cave our admirable accomplice will inform us that he is heading to the nearby hamlet of Riverwood, and while we have the entire open world ahead of us, with endless options for where to go first, for now we will follow hadvar to his uncle's shop.

As we make our way down the solitary path to our next objective, let us take a moment to appreciate the alluring ambiance of the calm quiet countryside. Howard's Games have always featured striking scenery, but Skyrim is his crowning achievement, gone are the dull browns and grays of Morrowind, Howard's first main line game in the Elder Scrolls series, and the overbearing greenery of his previous game Oblivion. Skyrim has a wide breadth of biomes across its enormous exterior map. From the rolling hills of Whiterun to the dense forests of Falkreath, to the glacial tundras of Windhelm, there is truly something for everyone.

Underlining all of these gorgeous visuals is something that often goes unnoticed by many consumers of video games, a stunning and melodic soundtrack composed by none other than Jeremy Soule. While J. Soul composed the music for Todd's other games, he went above and beyond for Skyrim, utilizing full orchestras and choirs to record some of the most memorable music in recent memory.

-put in ambient track but mute it so only silence lingers for duration-

Once we finally arrive in Riverwood we meet with Hadvar's uncle Alvor, he thanks us for helping his nephew and welcomes us into his home, giving us a place to sleep and allowing us to use his forge.

This is quite fortuitous as Skyrim has an incredibly in depth skill system that can seem daunting at first, but once you learn its delicate intricacies you will be making powerful character builds in no time at all.

Alvor will ask us to help him around the forge and will teach us to make and some armor along with an implement we will be getting very familiar with, the Iron Dagger, once we have our helmet and knife, he will instruct us on how to upgrade these fine creations.

Commented [4]: All background music will cut from this part.

Now that we have the basics down we'll want to visit the mine just back up the road to collect some iron and do a little bit of hunting so we can gather the supplies to make a few more daggers.

Commented [5]: console in enough material to make roughly 1000 daggers

Iron daggers can be made with just one ingot and a strip of leather making them one of the best items to mass produce to level up your smithing skill.

Once we've gained a few levels we'll be able to increase our stats and spend our perk points. Todd really streamlined the leveling experience in Skyrim and has in my opinion set the tone for all RPGs going forward. Rather than dealing with the archaic and antiquated system of spending points on various attributes to arbitrarily raise your stats the way other RPGs like Dark Souls or the Witcher 3 do, in Skyrim you simply raise your maximum Health, Magicka, or Stamina by 10 points per level and then get a perk point to put in skill tree of your choice. And with 18 perks across 251 skills there are almost limitless options for building unique and original characters.

While making and selling our daggers we may have become acquainted with the proprietor of the Riverwood trader Lucan Valerius. Upon first entering his establishment he can be heard arguing with his sister Camila about going off to retrieve a precious family heirloom. Now that we've gotten a few levels under our belt and because we are of course the Hero or Legend we will offer to lend a hand and help them out of this precarious predicament.

Lucan informs us a thief has made off with his precious Golden Dragon Claw, and absconded to a Bleak Falls Barrow, a nearby burial tomb that has in recent years been occupied by bandits.

Camila says she will escort us to the edge of town. And show us where the barrow is.
she points to the mountain That's not where it is camila, but thank you for trying.

As we make our way past the bandits and into Bleak Falls, another one of Todd's amazing and hand crafted dungeons, we will come upon two bandits conversing, unaware of our presence. We can use this unique situation to train our sneaking skill a bit.

Once we've leveled up our sneak an appropriate amount, we can explore one of the most effective and enticing play styles in skyrim, nay, all of gaming, Stealth Archery.

Hitting enemies from stealth will give you a damage bonus, allowing you to take down even the toughest of foes from the safety of the shadows.

As we progress further into the dungeon it is important to be aware of our surroundings and keep an out for hidden treasures, every urn you pass could be holding a trove of valuable treasures most people could miss!

Further in we come upon the first of many of the amazing puzzles that made Howard's Skyrim such a memorable game over the years. Never before have such intricate and thought provoking puzzles been so seamlessly integrated into regular game play without breaking the pace the player is now so accustomed to.

A bit further in we are accosted by an enormous arachnid, after swiftly silencing the savage spider we are confronted by Arvel, the robber responsible for grabbing the golden claw. Once we cut him down he quickly runs from us but is unfortunately dispatched by a pair of Draugr, the undead denizens of this deep dark dwelling.

Once they've been dealt with we can grab the claw off of Arlet's body and continue making our way out of the crypt. We eventually come upon another puzzle door, this time with markings that mirror those found on our claw! This is just one of the many examples of Skyrim's unparalleled environmental storytelling, the claw was stolen and brought here because it is a key to opening this very door! Howard's genius, and that of his best friend and lead writer/artist and programmer Emil Pagliarulo never ceases to amaze!

Now through the puzzle door we find ourselves before another of the incredibly important monuments we will find throughout this wonderful world, A Word Wall, and it will teach us the first word of Unrelenting Force. Or Fus Ro Dah, which I'm sure you're familiar with, because as I've proved time and time again, Mr Howard built one of the most important pieces of media in history that has managed to escape the zeitgeist and proliferate its way into every facet of our lives.

We are sadly interrupted from admiring this ancient architecture by a Draugr Overlord who bursts from his sarcophagus and accosts us. We will quickly dispatch him and search him to find a curious artifact, the Dragon Stone. This will prove to be very important later. But for now we will search the boss chest to score some high end loot. And what's this?

Meridia's beacon is a magical [magna-geode](#) shaped stone associated with the [Daedric Prince Meridia](#). The Lady of Infinite Energies, is known to speak to those in possession of the beacon, and uses it to influence and compel those who hold onto the Beacon.

Once we have the orb in our possession the omnipresent voice of the Deadric Prince Meridia Speaks to us, beckoning us to assist her in cleansing a temple of the darkness that has overtaken it. This is a perfect time to talk about the radiant quest system, as the beacon is placed randomly throughout the world at the start of the game, and we just lucked into finding it in the first dungeon we visited.

In Hodd Towards previous game Oblivion he introduced a revolutionary system called Radiant AI that allowed all of the npcs in the game to make intelligent decisions in real time, but it proved to be too powerful and could overheat Xboxes at the time because of all the calculations it needed to do. So it had to have its scope rolled back somewhat, but due the technological improvements by the time Skyrim had come out not only could radiant AI be implemented, but

Radiant quests would be introduced as well, nearly infinite side quests all created by intelligent and reactive AI.

There are also plenty of fully scripted and handcrafted side quests to keep you busy for hundreds of hours or countless playthroughs. Many of them have such enthralling narratives they'll have you on the edge of your seat. One such quest, *blood on the ice*, can be found in far northern city of Windhelm, which is ruled over by... shit what was his name.. *click* *Loud typing* (underbreath) The racist who runs windhelm..

As you can see the expertly weaved narratives aren't saved only for the Main quest lines, world class writing can be found even in many of the easy to miss side content, but let's get back to the Hero of Legend's current adventure.

As we head up the stairs toward the exit we pull a chain and reveal a secret door that deposits us down the mountain range from the entrance. The rock falling away to reveal a hidden entrance, untouched for centuries is such a profound moment that will never get old whether it's this first time in bleak falls, or the hundredth on one Skyrim's nearly 200 dungeons.

We make our way back to Riverwood and return Lucan's Precious claw. He is thankful and rewards us for our assistance, but now we are left with a conundrum, where do we go next? We did promise Alvor we would go speak with the Jarl of Whiterun, but we have also been called to mount Kilcreath by a daedric prince. For now let us continue with the main Quest and head to Whiterun. We leave town once again and head down a scenic path along the White River and through the rolling hills of whiterun hold. As we crest over the hill we will encounter a group of hardened warriors fighting one of Skyrim's fiercest foes, A Giant. Being A Hero ourselves we rush in to help. Once the beast is slain we are introduced to one of the Major Factions In Skyrim, the Companions.

Following them up to the entrance of whiterun were initially stopped by the guard, allowing us for the first of many times in howards proficiently penned parable to use the expertly crafted skill check system to talk our way into the city.

We have an important main quest to complete, but we're going to ignore that for now and continue along with the companions

We introduce ourselves to the not leader of the companions Kodiak Whitemane, seeing that we, the famous Hero of Legend would make an excellent addition to his organization, he immediately accepts our request to join, and has us go to the yard to spar with one of his lieutenants, Vilkas. After our fight sesh, we are given a few mundane tasks, being the newest member of the group, such as sharpening a sword, delivering a shield, and beating up a tavern owner. Once we've done our share of work we are sent on a very important mission to recover an ancient artifact once owned by the founder of the companions. We will be accompanied on this arduous endeavor by our fearless friend Farkas.

We follow him across the tundra and enter the Dustman's Cairn. As we work our way through the dungeon, dealing with dangerous draugr dere-in we eventually trap ourselves in a cell, only to bear witness to Farkas being jumped by a group of bandits calling themselves the Silver Hand before transforming into a werewolf and slaughtering them. Once he releases us we are informed that all of the highest ranking members of the companions are werewolves and someday if we work our way up from a welp to being a part of the inner circle we too may be allowed to receive the gift of lycanthropy.

Once out of the cave we return to Jorrvaskr and receive our second quest from Skjor. We must return an axe that was stolen by some bandits. Once they've been dealt with we can also find an incredibly useful spellbook in this cave, transmute, with this we can turn iron ore to silver, and silver to gold, allowing us level our illusion magic and smithing even further, as well getting us a tidy profit from selling gold necklaces.

Heading back to Skjor to return the axe we are told to meet him at the underforge at midnight, upon entering we are given the gift of lycanthropy. Something that is usually reserved for only the most trusted and high ranking member in the companions is being given to us after two missions. Todd truly knows how to keep the player interested and involved in the story! We also learn while we getting ready drink the blood of our forebearer Aela, that Kodiak has been searching for a cure for Lycanthropy should you wish to give it up during your playthrough.

As we drink the blood we turn into a powerful beast and run into whiterun to begin skirmishing with the guards, only to black out and awaken in the woods with Aela watching over us. She asks us to help her clean out a fort of Silver Hands that is nearby, as we are now a werewolf and will be targeted by them, we agree and accompany her.

We will turn into a werewolf and take out the silver hand tactically (kill cam montage) before reaching the end and finding that they have killed Skjor! We will take his armor and meet back up with the companions to let them know what has happened in a moment, but first we must address one of the only shortcomings of this otherwise superlative work of technological masterpiece Todd created. While in werewolf form we can only feed on the corpses of our defeated enemies, we cannot search them, we have to wait for our transformation to end and then backtrack through the dungeon to grab all of the loot we missed. This was fixed in Elder Scrolls Online, but with the help of mods we can address this issue here and now! I will simply go on to the skyrim nexus and search for a werewolf loot mod, and bam, like that, issue addressed, while we're at it I'll install a house mod so I can store some of the loot I've been collecting. Skyrim has an amazon modding community and you can more than likely find a mod to change any aspect of the game you could possibly desire, but why would you want to mess with the unadulterated perfection that is Todd's vision more than you absolutely have to?

As we make our way back to the