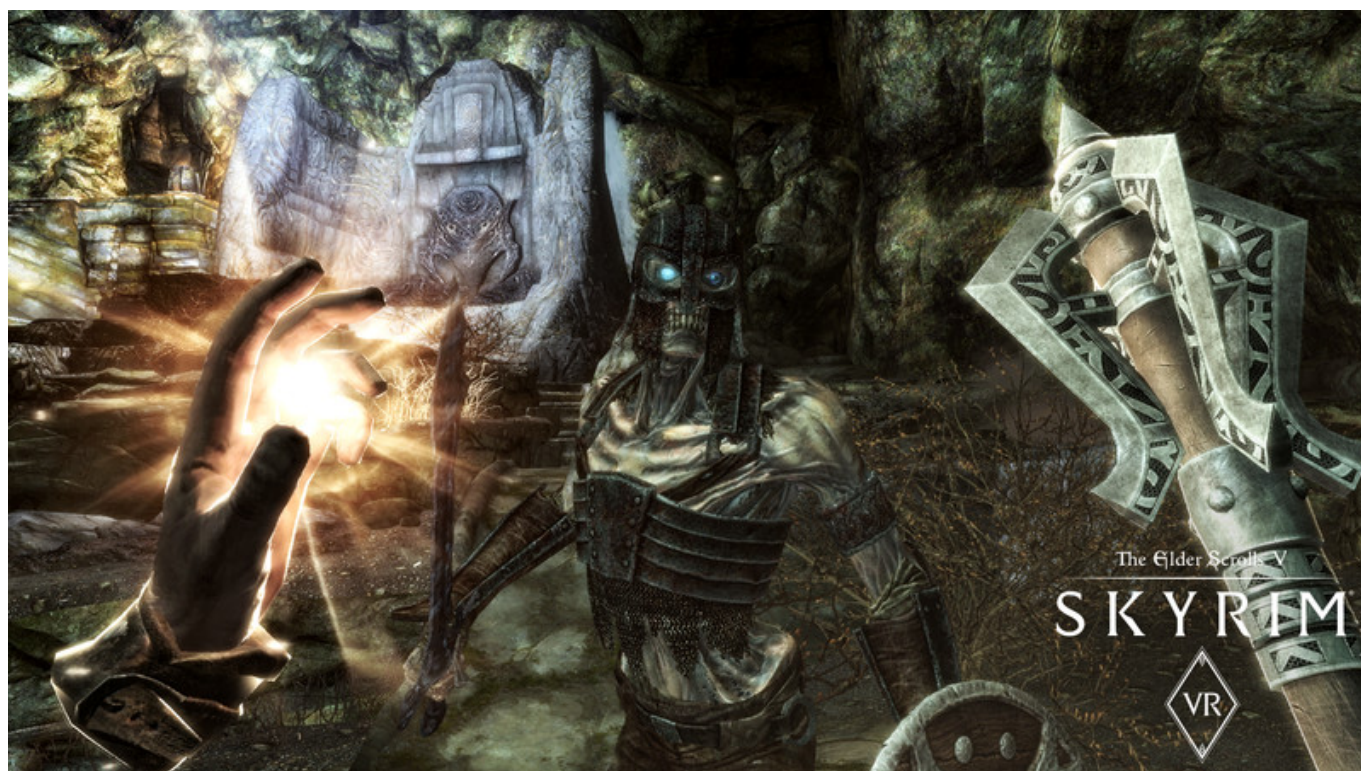


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The Elder Scrolls V: Skyrim VR Full Version Free



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## About This Game

A true, full-length open-world game for VR has arrived from award-winning developers, Bethesda Game Studios. Skyrim VR reimagines the complete epic fantasy masterpiece with an unparalleled sense of scale, depth, and immersion. From battling ancient dragons to exploring rugged mountains and more, Skyrim VR brings to life a complete open world for you to experience any way you choose. Skyrim VR includes the critically-acclaimed core game and official add-ons – Dawnguard, Hearthfire, and Dragonborn.

Dragons, long lost to the passages of the Elder Scrolls, have returned to Tamriel and the future of the Empire hangs in the balance. As Dragonborn, the prophesied hero born with the power of The Voice, you are the only one who can stand amongst them.

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Title: The Elder Scrolls V: Skyrim VR

Genre: RPG

Developer:

Bethesda Game Studios

Publisher:

Bethesda Softworks

Release Date: 2 Apr, 2018

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**Minimum:**

**OS:** Windows 7/8.1/10 (64-bit versions)

**Processor:** Intel Core i5-6600K or AMD Ryzen 5 1400 or better

**Memory:** 8 GB RAM

**Graphics:** Nvidia GeForce GTX 970 / AMD RX 480 8GB or better

**Storage:** 15 GB available space

English,French,Italian,German,Japanese,Polish,Russian,Traditional Chinese







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When partnered with the Natural Locomotion app, Skyrim VR is the most immersive way to play Skyrim. I still haven't messed with many mods but supposedly most mods for regular Skyrim work in VR too. A must have for VR owners if your computer can run it okay!. Skyrim VR reminds me of the expensive plastic model tank kits I used to buy as an adolescent.

You really want it, despite the price. When you get it you have to spend a lot of time putting it together, plus there are bound to be some pieces missing or broken you have to fix. It doesn't come with glue, or paints, and you have to get these separately. Plus it really needs a base which you have to make from scratch.

After a very, very, very long time you are sort of finished. And a bit older now. It doesn't quite look like you thought it would and you are painfully aware of all its little imperfections. No matter what you do you can't quite get these right.

However you love it none the less, not least because of the time and effort you put into making it, and the sense of achievement that gives you. No one else has one quite like yours.

Whether you actually ever play with it afterwards is another matter of course..... Skyrim amazing, VR is cool, skyrim + VR AMAZINGLY COOL!. Loved all of the Elder Scrolls games, when I finally built a PC that could handle VR, I knew I needed this game. I love it. Fighting a dragon face to face? Casting two spells with arms focused at different enemies? Becoming Legolas, sticking arrows into enemies a country mile away? Yes please. Can't recommend it enough. Running with a 7500K @4.5GHz, EVGA 1070 SC, 16GB DDR4. I know Thieves Guild armour when I see it, Bethesda. You're not fooling anyone.

I wasn't going to buy this because I'd already bought Skyrim three times - PS3, XBone and PC - but, as someone who has been playing TES since Daggerfall, the temptation after I got my Vive was too much, so I threw down another \$80.

My biggest problem with this release is that it should have been either a free update for people who already owned the base game on Steam, or at least a cheap DLC. I understand Bethesda needs to make money, but this feels like they spent the bare minimum of time developing it, so charging the full \$80 is ridiculous. As opposed to Payday 2 who retrospectively added a free, well made VR option.

I still probably would have paid the \$80 if this was a well made VR port, but it's just not. There's so little love given to making this anything more than just the most minimally viable VR experience possible and, without Workshop support, it's unlikely to improve.

My advice is buy it if it's on sale - I'd pay \$20 Aus max. The upside is that this is so underwhelming from the get go that I was able to make up my mind while still in the refund window and got my \$80 back.

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I do not recommend this game it is nothing like the non vr. The hit boxes horrible and they didn't add in the creation club. The bow play was good but all in all I would spend the money. I punched Ulfric in the Balls, I punched Miraak in the Balls, I punched Alduin in the nose. All I needed in this game. Take it from me. Do not waste your time with it. It was a poorly ported game with (I played on the VIVE) poorly ported controls (Why map interact, and favorites on the same key?).

Mage- While using one spell is viable, if you wish to use multiple you are faced with either having to go into clunky menus, or having to live with Bethesdas series of lazy decisions.

These decisions are

1. Binding Interact, and favorites to the same key.... Just why
2. Not updating the prompts for things you interact with to be more VR friendly, so often times when trying to interact with something (most often ingredients) you are given the prompt, but when you click on it it does not work, because your hand moved a small bit when you went to click on it, bringing up the favorites menu. Making spam clicking impossible, (if you wanted to nerf salmon row, maybe fix the enchant value).
3. Many hearthfire ingredients are still very difficult to collect, but even the ones that seem like they have no prompt can be harvested by hovering your controller over the ingredient.

Close combat- Feels bad, no changing from original release. If you swung your sword faster then you would be allowed to in game your weapon would harmlessly pass through the enemy. A much better solution would be to allow all hits to land, but it would have deminishing returns based on the weapons dps. So instead of getting frustrated because you did nothing, you would at least have done something.

Archery (recommended)- Has no crosshair, but makes up for it for being completely broken. Its self aim, but the game gives you no instruction on how to properly fire a bow, but its simple with some practice. Close range is easy, medium range will take a little practice, and at the end of my 54 hours I could snip pretty well. Archery would have been perfect if the damage was buffed, and fire rate was capped on some kind of timer. So it would not be such a spray and pray.

Misc- This port makes Skyrim's foam weapons problem so much worse when you play it you will never be able to look at the weapons the same way again.

Overall- A poor port of Skyrim that was just put out to make a quick buck, with the same bugs of previous versions not ironed out, but with the same \$60 price tag. Bethesda is content with handing you the same glass of\2665\u2665\u2665\u2665\u2665\u2665and expecting you to smile, and pay for it, and because of this game this is the last Bethesda title I will purchase.

. I cant recommend it as of right now... I've paid so much already for multiple copies of this same game, and now that VR is out, I have to buy a whole new game at DOUBLE the price... why can't it be like payday 2 or the forest? Why?!?!

. Looks and runs way better than Fallout 4 VR. This \*Might\* be the last time I buy Skyrim lol.

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