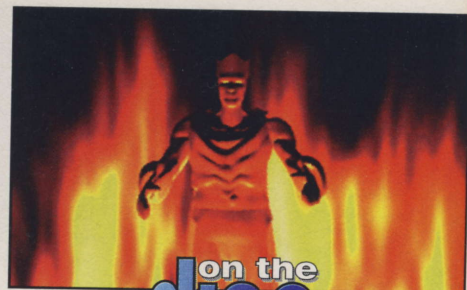


► The stunning rendered introduction creates the setting for Daggerfall. Throughout the game, the graphics are also very impressive.

Somewhere in the heavens, high above the Earth, old RPGs flourish, waiting for rebirth.



on the disc
PC Power

The Elder Scrolls Chapter 2 Daggerfall



▲ After a valiant time in the world of Tamriel, I seem to have died. At least I was remembered as a warrior.



▲ The X(n)gine allows a much more detailed environment. Here you can see a cold winter day complete with falling snow.



What

is *Daggerfall* and who's that ugly bloke defacing the cover of this fine magazine? *The Elder Scrolls Chapter 2: Daggerfall* is in fact the long awaited sequel to the 1993 award winning, role-playing game *TES: Arena*. In fact, if you are a regular reader of *PC Power*, then you may remember a short preview of this very same game back in issue 18 (June '95). Due to the incorporation of Bethesda's new 3D engine, X(n)gine (featured in *The Terminator: Future Shock*), and a tenfold increase in size, *Daggerfall* has taken longer than those hard-working developers originally thought. Never mind, *PC Power* has taken a look at the latest version of what looks set to be a truly awesome RPG.

Choose your destiny

TES: Daggerfall is set in the area of Tamriel surrounding the Iliac Bay. The Bay is bordered by two of Tamriel's Provinces: Hammerfall and High Rock. *Daggerfall* takes you on a special mission on behalf of the Emperor to quell a potential uprising in the royal court of Daggerfall. The player's participation in this major quest is not necessarily required as in *TES: Arena*, instead the player may choose to follow any path or career in the vast, beautiful and dangerous world. If, however, the player chooses to investigate the court of Daggerfall, stories of madness, unrequited love, dark sorcery, seduction, betrayal and a plot

◀ Full screen mode enables you to get a greater picture of what's going on. But you do lose the action bar at the bottom of the screen.

to recreate a powerful force from thousands of years past, will be revealed. Due to the potential of the game, it would not be surprising if you could arrive at a town to find it under siege. In this case, you could maybe join in on either side or just sit back and watch. This open ended philosophy means that it is technically possible to win the game by working against the Emperor. Stranger things have happened. "What is wonderful about *Arena* and *Daggerfall* is that you can be and do whatever you want with virtually no limitations," said Bethesda's President Chris Weaver. "Aside from all the sophisticated technology operating in the background, we think that freedom is one of the most important features of the *TES* series."

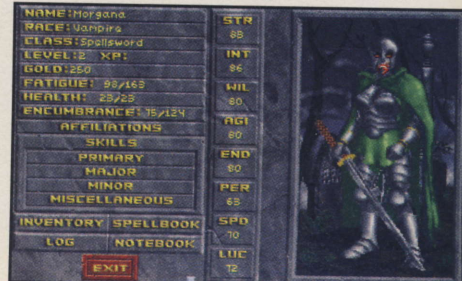
Ooh, spectacular

The landscape is built up of intricately designed caves, castles, homes, highlands, lowlands, rivers, cliffs, sand dunes, swamps, underwater locations and even different dimensions. It is a fully topographical landscape with elevations marked every six metres, which, if it were real, would be roughly the size of Turkey. Compared to *Arena*, the texture maps are considerably more complex and detailed, allowing for larger, even multistorey buildings. Also, there is an option where the various types of terrain will have an affect on your constitution. Thus, walking over rocks will tire you out quicker than walking on grass. The

▼ Ride a cock horse to Bambury Cross. Nursery rhymes indeed! In *Daggerfall* there are all sorts of ways to travel.



▼ The character screen. Here you can see exactly how skilled you are, check inventory and even glance in the mirror.

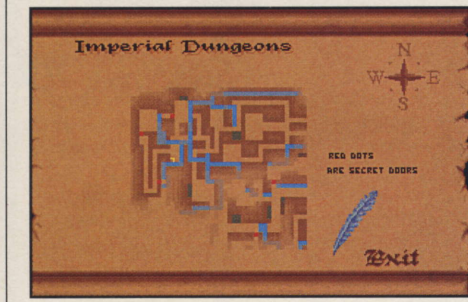


TES: Arena

The Elder Scrolls mythos has featured in a previous Bethesda RPG titled *Arena*. Released over two years ago, *The Elder Scrolls: Arena* gave adventurers complete freedom to explore the land of Tamriel, and became an instant hit with fans of the genre. The original introduced ground-breaking atmospheric effects, such as fog and snow, plus an innovative spellmaker system which allowed players to construct their own spells. *Daggerfall* looks set to push the boundaries of computer role-playing even further, with even more new features and a greater depth of interaction.



NAME: Varathor Sagna		STR	54
RACE: Breton		INT	67
CLASS: Spellsworn		WIL	38
LEVEL: 5 XP: 215/210		AGI	67
GOLD: 20000		END	89
FATIGUE: 98/133		PER	34
HEALTH: 23/23		SPD	67
AFFILIATIONS		LUC	69
SKILLS			
PRIMARY			
MAJOR			
MINOR			
MISCELLANEOUS			
INVENTORY	SPELLBOOK		
LOG	NOTEBOOK		
EXIT			

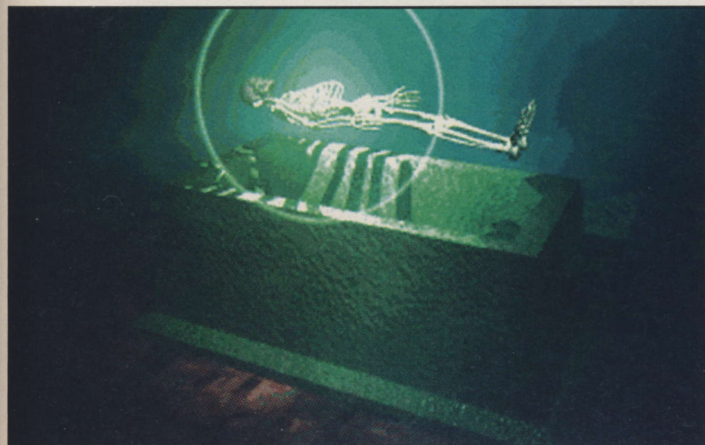


▲ That's more like it. Nothing like a bird dressed in nothing but a hanging thong brandishing a deadly weapon.

3D graphical movement is handled much more efficiently than in *Arena*, creating believable scenes. With improved special effects such as polymorphing, multiple shaded light-sources and surface dependent walking sounds, the game seems to take on a life of its own. Sound-wise, *Daggerfall* will feature advanced, multi-channel, digitised sound effects and music. Although speech will be a part of the game, there was not enough room to implement full speech. However, you can still enjoy a large variety of song lyrics written especially for *Daggerfall*.

A standard character generator, similar to that of *Arena*, will also be available, allowing you to choose one of the 18 character types from the game. Alternatively, you can create customised characters based around the existing ones, taking on up to seven special advantages and disadvantages, which will increase or decrease the amount of experience needed to make it to the next level. If you

▼ The ghostly reincarnation of some brave hero. It's just a pity he didn't get given another skin as well.



still have a saved character from *Arena* who would be really missed, there's always the option of importing it over to *Daggerfall*, most spells can also be transferred over.

There are some 295 NPCs in *Daggerfall*, whether they be nobility, laymen, humanoids, professionals or one of the 20 distinct factions from each of the mentioned categories. There are also 12 major bad NPC types which you will have to deal with, of which the UnderKing – that evil bloke on the front cover – monks and nightblades are examples. Unlike *Arena*, the random monster encounter will be largely done away with. It will only occur where it has a direct relationship to the plot, or in a "cleared out" dungeon after a period of time.

There are 43 main monster types, with a further 100 monster subtypes, varying by colour and characteristics. Some have their own language which, during the game, you can learn to speak. This will be very beneficial allowing you to negotiate with different races. Alternatively, casting the Tongues spell will temporarily have the same effect.

Chat off

Conversation is still handled via a menu driven branching strategy, with a new feature of being able to select your

▼ Don't ask. It seems as though I've stumbled across some sort of meditation room. Let us all join together in harmony. Oh, excuse me for interrupting Buana.



▼ Conversation is abundant in the world of Tamriel. The interface is very user-friendly, allowing complex chats.

TELL ME ABOUT...	A	TONE
WHERE IS...	A	Greetings, fair lady. I
DID YOU KNOW...	N	seek information about
ANY NEWS?	D	the thieves guildmaster.
LOCATION		POLITE
PEOPLE...		NORMAL
THINGS		BLUNT
WORK		
Thak		<p>They call you Orcslayer, do they not? I can tell you that the thieves guildmaster has recently escaped from prison.</p>
Theva		
Thieves guildmaster		
Urvaicus		
Vargar-i		
OKAY		COPY TO NOTEBOOK
		GOODBYE



▲ The game's advanced engine allows *Daggerfall* to feature advanced light-sourcing. Here you can see the back wall light up around the torch. Also, the checkered floor shows reflections.

conversational goal. An eavesdropping ability has also been implemented. Player interaction with NPCs, both in dialogue and action, has been greatly improved. Depending on the circumstances, the completion of say a mini-quest by a character will be remembered later on either positively or negatively. *Daggerfall* keeps track of your character's reputation with each NPC. This applies even to characters who are imported into later games in the *TES* series. Player language skills, clothing, weapons and armour, which can be changed in shops, also affects NPC interactions.

If complete freedom to do what you want sounds interesting, then check this out. You will be able to buy and use houses, castles, ships and other crafts. Property can be furnished with furniture and treasure and there's even the option available which will protect your property against burglary. Different forms of travel include foot, horseback, horse-drawn carriage or ship. Remember, you can be attacked while using any of these transport methods, so eyes will have to be sharp. If you're in fear of getting robbed, then a visit to the bank to safely deposit gold is in

▼ Another freak change in the weather. This time it looks as though it's raining spears. The inclusion of atmospheric conditions creates a somewhat realistic environment.



▼ You can tell this bloke's not good just by those burning skulls on the floor. Make sure yours isn't next.



▲ Scattered throughout the game are various motifs symbolising various brotherhoods.



▲ This scene looks very Danish? This lovely young dame is carrying on with her daily chores. The AI is actually very good.

order. Here, you can also get letters of credit and take out one or three year loans to finance large purchases. The world of *Daggerfall* is very in-depth not only in daily living, but also in social areas. Join guilds, temples and knightly orders to help enhance your character's reputation with various social groups, you can also trade goods and services, or even take up smuggling. If background information is needed, there are plenty of virtual books lying around which graphically cover aspects of Tamriel.

Aside from the actions you choose to happen, random events will further enrich your *Daggerfall* experience. Tamriel is divided up into 65 towns and regions for the purpose of generating random events. The type of events that can occur are: Bad Harvest, Crime, Famine, Mad Wizard Nearby, New Ruler, Plague, Prices Down, Prices Up, War and even Witch Burnings.

For the cosmic RPGers out there, new spells will include Identify, Polymorph, Shadow, Slowfall, Telekinesis, Teleportation, Waterbreathing and Water Walking. There are some 78 standard types of spells altogether with scope to create more unusual and powerful spells with the in-built spellmaker. A customisable spell duration icon will flash towards the end of the spell period. Along with spells, you can create potions and magical items in the spellmaker. Like in character creation, items can be made more powerful if a side effect is included.

Exciting - X(n)gine

A SGI Machine was used to create a 3D, texture-mapped engine, Bethesda's new 3D X(n)gine (also used in Bethesda's *The Tenth Planet* and the highly acclaimed *The Terminator: Future Shock*), which promises to redefine the role-playing genre. The new engine allows quicker actions, unrestricted viewing angles and complete freedom of movement.

Having taken three years to make, this powerful proprietary technology allows full 360 degree rotation with fully textured polygons, multiple shaded light sources, VGA/SVGA graphics and specialised video effects. The X(n)gine can create weather such as snow, sleet and fog, as well as realistic shading and a fully contoured fractal terrain. In *Daggerfall*, the player can stop by a stream and watch a waterfall while listening to the ambient sounds of birds and running water, and thus actually feel like they are there.

"We've taken the best elements from the highest quality game engines out there, and improved upon them"; said President Chris Weaver. "X(n)gine has the immediacy of *Doom* and *Dark Forces* and the greater flexibility of *Descent* all in one engine."

"X(n)gine is the most sophisticated 3D engine currently available," according to Weaver. "The speed, clarity and dynamics are better than all the others within the 3D genre. It's as realistic as you can get within the current limitations of the PC. We believe it is also the fastest at moving real world polygons."



▲ Here you can see some huts. Look in the background and notice the fog effect. This X(n)gine really is good.

Thanks to the new, 3D, texture-mapped engine, *TES: Daggerfall* brings a whole new look and style to *The Elder Scrolls* legend. The version I saw was only VGA, but the final version will feature full SVGA graphics. Be on the look out for a full review of what sounds like a totally engrossing RPG in a future issue of *PC Power*.



PC Power DATA FILE

■ PRODUCT:	TES: <i>Daggerfall</i>
■ DEVELOPER:	Bethesda
■ PUBLISHER:	Virgin
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