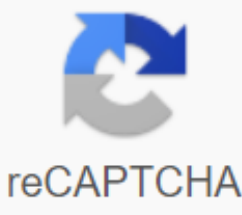




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Elder scrolls online xbox one beginner's guide

As promised, Bethesda Softworks massively multiplayer The Elder Scrolls Online dropped monthly subscriptions today, picking up the subtitle Tamriel Unlimited to reflect the change. From now on, fans will only have to buy the game up front to play, much like the popular MMO Guild Wars 2. Play #ESO without a game subscription right now! Tamriel Unlimited has arrived: pic.twitter.com/yFkkkDYSIA Elder Scrolls Online (@TESOnline) March 17, 2015 Tamriel Unlimited includes all published content to date, such as the recently added Justice and Champion systems. It will come as a free update to anyone who already owns the game. Outdated subscribers will also be asked to return, having already paid the cost of purchasing the game itself. Current paying subscribers will automatically be registered with ESO Plus, the new membership premium. In addition, members have access to a variety of in-game bonuses such as additional experience gains and a monthly kronor allowance, a new currency that can be spent on cosmetic and convenience items in the game's new Crown Store. All new players will receive a gift of 500 kronor when they purchase the game, whether or not they sign up for ESO Plus. Although all content to date has been made free in Tamriel Unlimited, future DLC extensions will be with a price tag. ESO Plus members will have access to this additional content for the duration of their subscriptions. World of Warcraft has also recently changed its subscription options by introducing a new currency called Tokens. Purchasable with gold in the game, chips can be exchanged for subscription time, which means that dedicated players can make their gameplay autonomous if they manage to bring enough gold. After a decade of massively multiplayer space dominance, WoW's subscription base has plummeted in recent years. Combined with the emergence of various free-to-play business models in the game, this has led to a general reassessment of how players will be most inclined to pay for access to persistent online games like World of Warcraft or The Elder Scrolls Online. The Elder Scrolls Online: Tamriel Unlimited will be released on PlayStation 4 and Xbox One on June 9, 2015, sharing the same subscription-free model as Mac and Windows. Like other multiplayer games on these platforms, fans will have to pay for PlayStation Plus or Xbox Live. Check out faq Bethesda if you have any questions about how it all works. Recommendations from publishers Is Xbox One still online or not? You'd think it would be easy to answer the question, but for some reason Microsoft continues very shy on the issue. A month ago, at the height of the controversy still online, a leaked Microsoft memo said that the console would not require an internet connection always on. Recently, following the unveiling of the Xbox One, Microsoft Microsoft that the console would not always be online - but that the console will not work if it is not connected to the Internet. What's the difference, then, between a console that needs to be connected to the Internet for it to work - and one that's still online? Is this simply a case of semantics? Our guess is that Microsoft itself doesn't really know the answer, which is why it paints with traits so wide and indecisive. If Microsoft knew the answer, there would be a FAQ somewhere with a decisive statement. Instead, we have an interview with Xbox Vice President Phil Harrison saying that the Xbox One will have to connect to the Internet every 24 hours - otherwise, probably, your console would stop working. Consumer anger ensued, of course, followed by a quick response from Microsoft PR saying that Harrison's 24-hour-check-in was just a potential scenario. In short, the Xbox One probably had a 24-hour check-in requirement, but now Microsoft is rethinking it. A related problem is used games on the Xbox One. There have been no less than three official statements from Microsoft, but we still have no idea how the used game ecosystem of Xbox One will actually work. As it stands, it looks like you'll be able to sell your used games at your local video game store, but both Microsoft and the game's publisher will then need a cut when the retailer continues to sell the game. It is not clear what percentage the retailer will get, and there are also rumors that Microsoft will apply a resale price as high as 90% of the new price of the game. As you can imagine, this would probably kill the second-hand gaming market, and probably most gaming retailers, too. Such drastic measures are only possible because of 24-hour registration. Basically, every Xbox One game is fully installed on your console's hard drive - and so, every game is linked to an Xbox Live account. When you trade your game on GameStop, or perhaps when the new owner inserts the disk, there is a system in place that allows Microsoft to automatically clear the game from your hard drive. Without regular recordings, you can continue to run games, even if you have sold the disc. Even if Microsoft backtracks on its massive reduction in resales, the hard drive feature installed by the Xbox One is intrinsically linked to regular internet recordings. In short, no matter how equivocal Microsoft, it is almost guaranteed that the Xbox One will regularly connect to the Internet and home phone. And so we arrive in a complete circle: Is Xbox One still Line? In the SimCity or Diablo 3 sense of the word, where you are kicked out of the game if your connection falls, it is not. It is clear, however, that Microsoft will regularly check your hard drive for games that should not be installed - and if you no longer hold the license (disk), they will be uninstalled. It boils down to how often these scans occur: if they are every 24 hours, and only at 6 a.m., they are unlikely to interfere with your game; if they are every 10 minutes, you might as well play SimCity or Diablo 3. (See: Why I hack.) If you have a stable Internet connection, you probably won't notice any difference between the Xbox One and the 360. You might balk at Microsoft's plans for second-hand games, but to be honest, it's been a long time coming - publishers have wanted a used market cut for years, and it was widely expected that eighth-generation consoles would allow that. The main problem, then, is for players who have a bad Internet connection, or no connection at all - or, as with SimCity, if Microsoft's authentication servers can't handle the load of millions of new players, Xbox One early adopters could be in a difficult turn. Now read: Xbox One vs PS4 vs PC: How the hardware specifications compare There have been many questions raised about compatibility as Microsoft and Sony outline their respective plans for the transition from the current generation of console to the next generation of hardware currently preparing for release. Various software developers and publishers are clarifying their own plans, including Bethesda. Fortunately, if you are a current Bethesda player, you can expect to pick up some titles on your future console purchase for free. Bethesda writes: Players who own or purchase either title on Xbox One or PlayStation 4 will be able to upgrade for free to the Xbox Series X and PlayStation 5 versions, respectively, when these versions are available. In addition, our teams work hard to ensure that both titles will support upside-down compatibility when launching the new consoles. The mention of upside-down compatibility seems to imply that current players will not only get to play new versions on new consoles for free, but that some of the features being developed for the new hardware may also make their way back to the older equipment. This makes sense if Microsoft intends to keep the Xbox One around its core gaming platform (I almost typed basic gaming station, into an unintentionally amusing failed neural). We can get more details this week, since the virtual QuakeCon starts tomorrow. Bethesda has not announced anything about its other major titles, but it has confirmed that Xbox and PS4 owners will receive free upgrades to all updates to all games, which most likely includes (say it with me), Skyrim. If you asked me which game was most likely to get an update for PS5/XSX, Fallout or Skyrim, I'd say Skyrim, hands down. It really says something about the state of FO76 or the lasting love various fans feel towards the North/Imperial Civil War that it is not clear which title Bethesda will choose to bring to future consoles. (Obviously, they could just port but if they had to choose one, I suppose it would be Skyrim). What will be the impact of the PC ecosystem? There's an interesting question in all this talk of upside-down compatibility: How is it going to have a PC impact? On the PC, upside-down compatibility is assumed outside of unusual exceptions, but major revisions of titles are generally pushed back as priced updates. If you want mod the original 2011 Skyrim, including mods that could probably make it look better than the formally shipped Bethesda updated version, you're entirely welcome to do so - but you can't download the improved edition of Skyrim for free just because you own the original. The proposal for free graphics updates and improvements for console players that pc players are supposed to buy is likely to be a non-starter, but no publisher I can find has given an update on whether they intend to make updates to current titles available on PC as well. Since most multiplayer games still don't support cross-play between consoles and PCs, technically it's probably possible to update the flavors of the console, but let pc players hold the bag. As consoles gain the benefits of PCs, such as upgraded mid-cycle hardware and assumed reverse compatibility, PC players deserve to benefit from the features that previously defined the platform and made it unique. Deploying upgrades as guarantees for one player base without addressing the other is a problem that companies need to address - hopefully by stating that any improvements made to console versions of titles and provided for free will also be free for PC players. Bethesda's blog doesn't mention this group of players at all. I hope it's just an involuntary oversight. Now read: Read:

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