

'Skyrim' videogame sales eclipse \$600 million

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Sales of epic medieval videogame "Skyrim" have soared to about \$650 million, with rave reviews pegging the title as game of the year.

Bethesda Softworks, which is owned by US-based Zenimax Media Inc., said on Friday that it has shipped 10 million copies of "Skyrim" since its launch on November 11.

Versions of the game are tailored for play on Xbox 360 and <u>PlayStation</u> 3 consoles as well as on personal computers (PCs).

"Skyrim" praises include being crowned "game of the year" by an array of outlets including the <u>Spike TV</u> 2011 <u>Video Game Awards</u>.

"We are gratified that Skyrim continues to garner high review scores and accolades around the world," Zenimax chief executive Robert Altman said in a release.

"We are most grateful to our fans for their support and enthusiasm for the game, and their love of the hundreds of hours of game play it offers."

"The Elder Scrolls V: Skyrim" puts players in a boundless world complete with death-dealing dragons, Nordic gods, and foreboding prophecy.

The latest installment in the popular Elder Scrolls series is being hailed by critics as a standout game amid an army of must-play titles launching



for the year-end holiday season.

Skyrim was crafted by <u>game designers</u> who produced open-world post-apocalyptic shooter "<u>Fallout 3</u>," so players are welcomed into an expansive mountainous kingdom that they are free to explore at their peril.

Innovative software perpetually generates missions such as saving villagers and righting wrongs, meaning that the game is technically endless even if players complete the main story campaign.

"Skyrim is the fastest selling title in Steam's history" said Jason Holtman, director of business development at Valve Corporation, which operates the popular Steam digital media <u>distribution platform</u> launched in 2003.

"Bethesda's commitment to and understanding of the PC as a gaming platform shows in the great review scores, spectacular launch, and continued high player numbers that Skyrim has received."

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