

= The Elder Scrolls IV : Shivering Isles =

The Elder Scrolls IV : Shivering Isles is the second expansion pack for the role @-@ playing video game The Elder Scrolls IV : Oblivion . Announced on January 18 , 2007 , the expansion was developed , published , and released over the Xbox Live Marketplace by Bethesda Softworks ; its retail release was co @-@ published with 2K Games . It was released for Microsoft Windows in a boxed retail edition on March 26 , 2007 , while the Xbox 360 version was released digitally on the Xbox Live Marketplace . Shivering Isles takes place on the eponymous isles ruled by the Daedric Prince of Madness , Sheogorath . The player becomes Sheogorath 's protégé , and together they try to defeat the Daedric Lord of Order , Jyggalag , thus preventing the isles from being destroyed ; this main quest can be ignored for as long as the player wishes to interact with the new world .

= = Gameplay = =

Shivering Isles is identical to the basic gameplay of The Elder Scrolls IV : Oblivion ; the basic design , maneuvers , and interfaces remain unchanged . As such , it is a fantasy @-@ based role @-@ playing adventure game . Players begin Oblivion by defining their character , deciding on its skill set , specialization , physical features , and race . The player gains experience points through the practice of specific skills , such as gaining archery experience by practicing archery . This goes against standard role @-@ playing game form , where any skill use garners generic experience points that may be put towards any type of specialization . Enemies increase in difficulty as players strengthen their skills , scaling the game 's challenge to the players ' strength .

As with the original game , The Shivering Isles is an open @-@ ended expansion . The main quest may be delayed or completely ignored as the player explores the game world , follows side quests , interacts with non @-@ player characters , and develops a character according to their taste . Once the game is updated the player can access the extra content at any time with any character .

= = Plot = =

The expansion pack takes place on the Shivering Isles , ruled by the Daedric Prince of Madness , Sheogorath . The realm is divided into two sections , Mania and Dementia , both of which have different characteristics in the art and design . The player enters the realm as an event called the Greymarch is about to occur - in which the Daedric Prince of Order , Jyggalag , completely destroys the Shivering Isles . Upon entering the realm , the player has access to only one area of the Shivering Isles , called the Fringe . To gain access to the other areas , the player must defeat a creature called the Gatekeeper . Before entering the other areas , the player is summoned for an audience with the mad god Sheogorath . Sheogorath explains to the player that the Greymarch will destroy the realm , and Sheogorath needs a " champion " to stop the event from occurring . Sheogorath decides to choose the player as his protégé , whom he sends off on various quests in an attempt to stop the Greymarch .

Sheogorath 's and the player 's attempts to stop the Greymarch ultimately fail . Sheogorath then transforms into Jyggalag , by then revealed to be his alter @-@ ego , and disappears . As the player defends the Court of Madness from the ensuing invasion of the forces of Order , Jyggalag himself appears and attacks the player . The player defeats Jyggalag , and the Greymarch stops . Jyggalag then explains to the player that , when the Daedric Princes were creating their own lands , his power and the rapid expansion of his realm caused the other princes to become fearful and jealous , prompting them to curse him with madness , changing him into Sheogorath , the Prince of Madness . Since Daedra are subject to a reincarnation cycle , Jyggalag / Sheogorath was doomed to relive the Greymarch at the end of each era , after which Jyggalag would once again be transformed into Sheogorath . After explaining this history , Jyggalag thanks the player for breaking the cycle and dubs him / her the " new " Sheogorath , Prince of Madness and ruler of the Shivering Isles .

= = Development = =

The earliest news about Shivering Isles surfaced on January 4 , 2007 when an issue of PC Zone revealed the expansion . The issue revealed details about the plot and setting of the expansion , published its first screenshots and announced its expected arrival in the second quarter of 2007 . Bethesda did not announce the expansion until January 18 , 2007 . The announcement came after the expansion had already been featured in both PC Zone and PC Gamer , after it had been scheduled for a February 6 , 2007 appearance in Games for Windows , and after it had been reported in several online publications . The official announcement also confirmed an eventual release for the Xbox 360 , something the magazines , being PC publications , had not previously mentioned .

Further clarification came in early March when Executive Producer Todd Howard revealed the specific release date of March 27 , 2007 , but due to unscheduled maintenance , it was released on Xbox Live a day early . A disc version of Shivering Isles was announced on September 6 , 2007 with a previously disallowed hard drive requirement . The expansion was released as a standalone for the PlayStation 3 version of the game on November 20 , 2007 and as a download from the PlayStation Network on November 29 , 2007 . The expansion was made available for download to Australian customers only on November 23 , 2007 . Shivering Isles and Knights of the Nine expansions shipped together in the packaged release of Oblivion 's Game of the Year edition .

= = = Concept art = = =

Much of the distinctive look of Shivering Isles is credited to concept artist Adam Adamowicz (1968 @-@ 2012) . The landscape of the Isles is divided into two main areas : Mania and Dementia . The land of Mania is characterized by vivid colour and fantastical flora , while Dementia is filled with bogs and agonistically twisted trees and roots . Adamowicz had a major influence on the style of other Bethesda Softworks game titles such as Fallout 3 and The Elder Scrolls V : Skyrim . The portal to the Shivering Isles was also designed by Adamowicz , and bears his signature style .

= = Reception = =

The Shivering Isles was generally well received in the gaming press . Aggregate sites Metacritic and Game Rankings scored both the PC version and the Xbox 360 version of the game at 86 out of 100 .

Greg Mueller from GameSpot recommends the game for its value but sees it as " not an absolutely essential expansion " and rates some of the later quests as repetitive and uninspired . Similar comments followed from GamePro reviewer Newton , who found that it is " an impressive expansion " which " delivers more of what made Oblivion great : creative quests , a huge land to explore , and tons of things to do there , [therefore] making this expansion is a solid purchase for anyone who was a fan of the core game " . Jim Rossignol from Eurogamer initially rated the game as equally memorable to Oblivion but later saying that it is " the same game as it ever was , only this time with a slightly weirder backdrop , and less interesting questing " . Charles Onyett from IGN rates it as " an entirely worthy addition to Bethesda 's stellar fourth entry in The Elder Scrolls series " and as " a great excuse to jump back in [the series] " .

The expansion received accolades from several media publishers , including " Best RPG " at the 2008 Game of the Year Awards offered by Game Industry News , the " Best Expansion " at the 2007 Game of the Year Awards offered by Voodoo Extreme , as well as those offered by Primotech , and " Best Downloadable Content " at the G @-@ Phoria 2007 Awards . It also received the " Editor 's Choice Award " from Team Xbox , Game Pro , and IGN , as well as the " Top Pick Award " by Game Vortex , and the " Silver Award " from Advanced Media Network .