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About This Game

Lock, Load, & Face the Madness

Get ready for the mind blowing insanity! Play as one of four trigger-happy mercenaries and take out everything that stands in your way!

With its addictive action, frantic first-person shooter combat, massive arsenal of weaponry, RPG elements and four-player co-op*, Borderlands is a breakthrough experience that challenges all the conventions of modern shooters. Borderlands places you in the role of a mercenary on the lawless and desolate planet of Pandora, hell-bent on finding a legendary stockpile of powerful alien technology known as The Vault.

- **Role Playing Shooter (RPS)** - Combines frantic first-person shooting action with accessible role-playing character progression
- **Co-Op Frenzy** - Fly solo in single player or drop in and out with up to 4 Player Co-Op online for a maniacal multiplayer experience
- **Bazillions of Guns** - Gun lust fulfilled with rocket-launching shotguns, enemy-torching revolvers, SMGs that fire lightning rounds, and tons more
- **Radical Art Style** - New visual style combines traditional rendering techniques with hand-drawn textures to create a unique and eye-catching spin on the First Person genre

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- **Intense Vehicular Combat** - Get behind the wheel and engage in intense vehicle-to-vehicle combat

PLUS:

THE ZOMBIE ISLAND OF DOCTOR NED: Enter the corporate owned small town known as Jakobs Cove and put an end to the rumors of the walking “undead.” New areas, new missions, new enemies, Oh My!

MAD MOXXI'S UNDERDOME RIOT: Celebrate the grand opening of Marcus Bank by taking on hundreds of foes in the only competitive arena around where you're coming back famous... or not at all.

THE SECRET ARMORY OF GENERAL KNOXX: Want more of the Borderlands story and more loot than you could possibly figure out what to do with? Add new guns, missions, vehicles and more!

CLAPTRAP'S NEW ROBOT REVOLUTION: This destructive adventure invites you to battle a vicious new threat, a massive uprising of your former friends: the claptraps.

Title: Borderlands Game of the Year
Genre: Action, RPG
Developer:
Gearbox Software
Publisher:
2K
Franchise:
Borderlands

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English,French,German,Italian







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...\\\n.....(\u00af.....).\u00afV. never going to Epic store. One of the best games I've played on pc and console, really love the story and the characters.. I am quite a fan of this game, even though I generally avoid FPS games. I think the art style is quite distinctive and the cell shading really did stand out from other games when this was first released. I like that it does not take itself too seriously and the developers have a good sense of humour; it nice to play a tongue in cheek game, with some over the top characters and a good deal of shooting everything in sight.

It is easy to get a little bogged down with the stats on the weapons and can take a bit of time to work out which gun is better, the plus is that it is very easy to find something which fits your play style. The flexibility there and with the different classes is a big bonus!. Expectedly weak compared to the sequels, but still a very good intro to the Borderlands franchise and to looter shooters in general.. A giant disclaimer: Borderlands games are best played co-op. I actually wouldn't recommend BL1 if you're considering it solo.

BL1 is pretty rough these days. The best I can do is look at it as a necessary step towards the better games in the series and a good title for its time, though of course I played through it entirely with friends. Really, that's a good summary of the entire series. These aren't bad games but it is telling that I've only seriously played BL2 solo. They're great co-op games when everybody is on board for seeing the story through.

The foundation of the setting starts here. Pandora is a real dumpster of a planet where a mysterious vault may be present but the local wildlife is crazy aggressive and the mega-corporations of the galaxy abandoned efforts to colonize and strip-mine the planet, leaving behind a conscripted convict population. This makes for the iconic armies of bandits and psychos tearing up the joint. You're one of four optimistic mercenaries willing to kill their way to the Vault while running errands for wacky rednecks. You won't be getting anything else about the player characters so that's it. Seeing as we're almost ten years out I will spoil the ending: it's not great. The Vault is holding a Cthulu that you shoot to death. No moral.

All that said BL1 has the most subdued story of the series. Often all that accompanies you in exploring locations or walking between firefights is the soft twangs of guitars and the occasional recording of things going horrible long ago. There are silly NPCs but a lot are just weathered people trying to endure their terrible circumstances and asking you for some help. This is a much more grounded setting than Borderlands 2 or Pre-Sequel by far which has a certain appeal. If Tiny Tina got on your nerves you might appreciate BL1 a lot more. Unfortunately this does lead to some undercooked portions. There isn't a grand villain to anchor things to, most of your antagonists being one-note bandit lords and the hastily stapled on Commandant Steele of the Crimson Lance, a Siren who forgets she is one in every appearance. The best part of the atmosphere is probably tracking Tannis' descent into madness as well as the environmental storytelling.

You have to enjoy the core gameplay of Borderlands or it won't grow on you with or without friends. You carry four guns with a good variety of little tweaks to how they shoot as well as a handful of unique weapons. There's a good system to reward you for sticking with the gun types you like. About every 20-40 seconds you can press F to do something interesting. The enemy variety is acceptable though the behavior is pretty primitive. Most enemies randomly tag you with hit-scan weapons or blindly charge you to melee. You'll either weather their attacks without care or race for cover as the odd scaling randomly removes 75% of your shields and health in one shot. Many bosses can be defeated by backpedal strafing and are very simple meatwalls.

This is more of a slow-paced long-term looter and shooter. You have about an hour of unskippable tutorial before you're allowed to use your Action Skill at all and it'll take most of the story before you've filled out one branch of a skill tree. It's a competent loot and shoot in a setting not often touched upon. It'll remind you of Diablo gameplay. Kill things, get loot, use it to kill things. There's often a MMO-style strain on your mind for the more tedious quest chores but thankfully most of those are optional. The hit detection can be very clunky, especially for high accuracy builds.

BL1 is strictly competent and an easy average or better for most. Unfortunately with so many stronger games to play these days I find it hard to recommend above them without friends. It just has an odd design where the co-op greatly elevates it. A good example of this would be the "Fight For Your Life" system. If you're reduced to 0 HP you do not immediately die but instead are rooted to the spot and have a chance to kill anything nearby to get back up. Of course you could die to a Damage Over Time or Environmental Effect after clearing enemies. You could be hit by enemies a mile away using hitscan as early as the first area. You'll often be put down by enemies that duck behind cover or go on excessively long pathfinding journeys around buildings or just fly away. And if your particular build is range limited, such as shotguns, well too bad. There's also a very irritating "ahhh, I'm dying and fading fast" automatic drag you have to compensate against.

Of course if you're playing with friends they can instead just run over and channel the interact key on you for a few seconds in a Risk vs Reward triage situation. It's infinitely smoother, fosters teamwork and awareness of surroundings and gives great incentive to risking leaving cover to help a buddy. Things like that. The Co-Op saves this game. You'll find that talking about gun stats, the guns you prefer to use and trading guns that aren't exciting for you but are for your buddy elevates the loot systems. The vehicles are wonky go-karts but fun devices for goofing off with when you rocket around picking up your pal, or race ahead of him and leave him in the dirt before you go back, or to line somebody up so that you push them with the car and see how far you can move them before they return from AFK. If you're goofing off than BL1 is a good sandbox for it. Kill some guys, drive around being silly, appreciate some ambiance and lore. It was a good cycle for me at release.

The DLCs are more of the same with some better production values and enemy variety. Knoxx is a highlight. At least they're baked into this GOTY edition and the game comes with a sorely needed texture update so arguably it is worth \$30. It's a much better \$10 or less 9 years later. If you knew you had somebody playing with you from start to finish I'd push towards \$20. As a solo game it'd probably be better to just start with Borderlands 2 or to wait for a sale.. Do you sometimes want to just shoot thing when you get home from work?

Borderlands has OK difficulty, lots of enemies, lots of weapons, sufficient customization and the story&world are quite fun. This game is excellent.. It's Borderlands. There isn't much more you can say. Great story great gameplay.. an epic disaster

I always felt like Borderlands was overrated, and it was mostly held up by the post-apocalyptic wasteland buzz that Fallout 3 generated at the time. It can be fun with friends, but you're better off playing Borderlands 2 with friends.. "By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities"

Jesus! I bought a bloody video game, and what do I get? Some spyware that wants to make sure I am not doing any crimes against the state? Or perhaps the cat food industry wants to learn about my secret obsession with \u2665\u2665\u2665\u2665\u2665? Yeah thanks, but no thanks.. When Randy Pritchford invited me to his "Peacock Theater" as a performer, I honestly don't know what was going through my head. I was only 17, or as Randy called me, "barely legal". I guess I was legal under state law. But it still felt weird stripping for him, I was a huge fan of Borderlands but what lengths does a girl have to go to get her Claptrap poster signed by the dev team? Apparently stripping for Randy Pritchford and co. is enough! The weirdest part was that Randy filmed it, and told me that "chat" was telling me to do things? I think he called it a "Cam site"? I was a "cam girl"? And the weirdest part, if you can believe it, is that he wanted me to "fake an ejac". His words! He said it was "magic", but honestly I don't believe much that Randy says. After everything I've been through, Randy Pritchford seems like a liar and con-man, who want's to ejac on young girls. That is a fact. Also Borderlands is fine, but avoid the 3rd one!. F*ck off Randy. The game that was the prelude to the best shooter I've played, to date...Borderlands. Great characters, graphics that hold up well enough for today, classic looter shooter gameplay with a really good feel to the weapons and nice variety. You're always excited to open a chest, just to see what new weapon you'll get, unlike some other games (...cough...Destiny...cough...) where you're just looking for a higher number. I would say that I think this game suffers a little from the brown\grey craze, though only a little.

Overall fantastic game, though Borderlands 2 really perfected this.

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