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## About This Game

A new era of shoot and loot is about to begin. Play as one of four new vault hunters facing off against a massive new world of creatures, psychos and the evil mastermind, Handsome Jack. Make new friends, arm them with a bazillion weapons and fight alongside them in 4 player co-op on a relentless quest for revenge and redemption across the undiscovered and unpredictable living planet.

### Key Features:

- **All-New Characters and All-New Classes:** Four all new playable classes including the Siren, the Commando, the Gunzerker and the Assassin. Step into the role of the Gunzerker, whose highly deadly skills allow him to dual-wield any two weapons found in the game. Not only that, you will build on that skill to do more things with two guns than you ever imagined possible. Dual machine guns? Cool. Dual rocket launchers? Of course! Dual Sniper Rifles? Sure, if that's your thing! Want to try other styles? More tactical perhaps? There are multiple classes to choose from!
- **Dynamic Co-op online, and LAN:** Share your adventures with friends both online and via LAN. Borderlands 2 features a seamless system enabling you to drop in and drop out of a campaign without ever having to restart the game. On top of that you can even take your new gear from any game to any other!
- **World Connected Story:** Find yourself left for dead in the frozen tundra of Pandora as you begin your quest of revenge and redemption. Expose the evil surrounding the Hyperion Corporation and take on the perpetrator of a universe-wide

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grand deception -- the nefarious Hyperion CEO, Handsome Jack. (Oh, also: he's stolen credit for the opening of the Vault.)

- **87 Bazillion...Everything:** In addition to the new gun system, you will lust after procedurally generated shields, grenades, Relics, class mods and much, much more. And you thought the original Borderlands had a ton of loot!
- **Brand new environments on Pandora:** Hunt through entirely brand new areas of Pandora that are more alive than ever! From the arctic tundra, through the dangerous grasslands, past the mysterious corrosive caverns to beyond, you'll be surprised by the unpredictable world of Pandora at every turn!
- **Brand new enemies:** A whole slew of new enemies are out there to kill you in Borderlands 2. Hulking, gorilla-like Bullymongs, vicious predatory Stalkers and the Hyperion mechanical army, run by Handsome Jack, are just some of the new enemies in Borderlands 2.

Note: The Mac and Linux versions of Borderlands 2 are available in English, French, Italian, German and Spanish only.

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Title: Borderlands 2  
Genre: Action, RPG  
Developer:  
Gearbox Software, Aspyr (Mac), Aspyr (Linux)  
Publisher:  
2K, Aspyr (Mac), Aspyr (Linux)  
Franchise:  
Borderlands  
Release Date: 20 Sep, 2012

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**Minimum:**

**OS:** Windows XP SP3

**Processor:** 2.4 GHz Dual Core Processor

**Memory:** 2 GB(XP)/ 2 GB(Vista)

**Hard Disk Space:** 13 GB free

**Video Memory:** 256 MB

**Video Card:** NVIDIA GeForce 8500 /ATI Radeon HD 2600

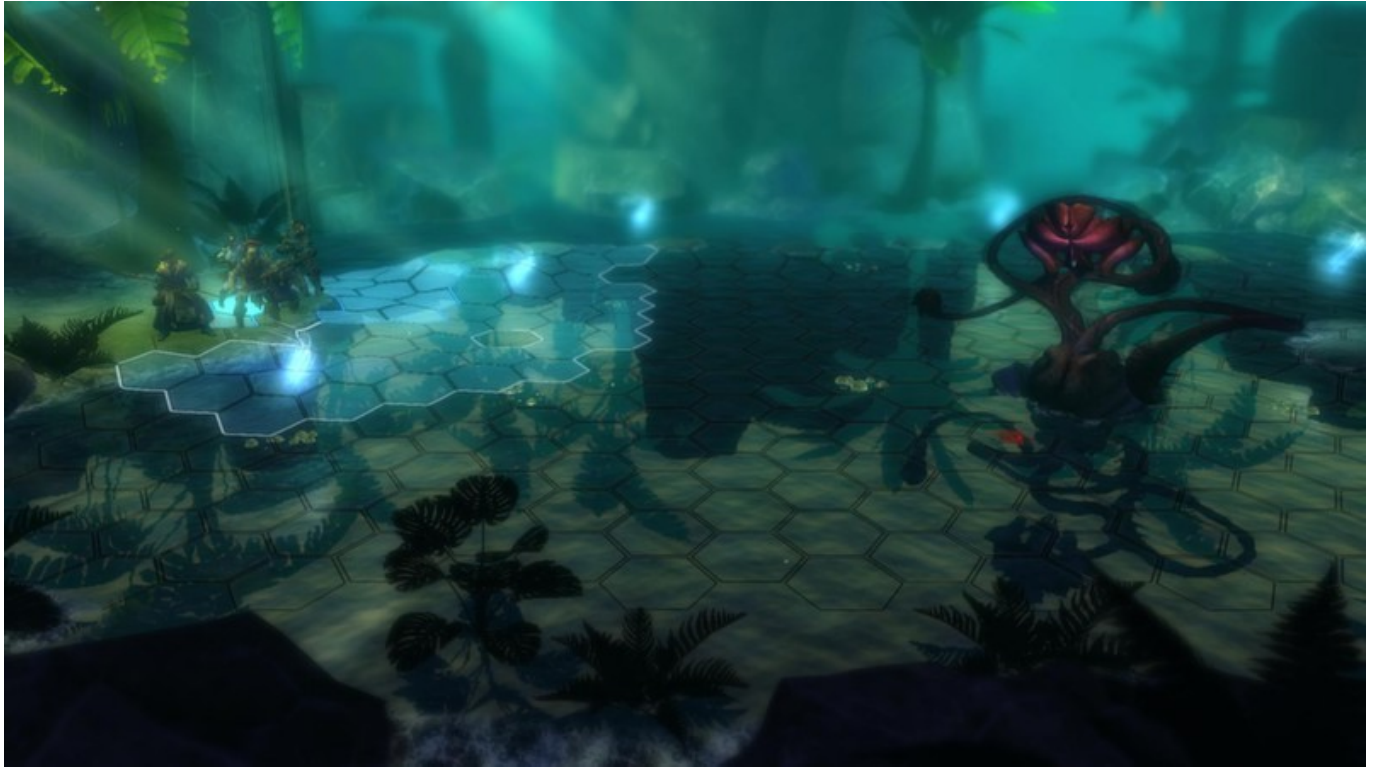
**Sound:** DirectX 9.0c Compatible

**Other Requirements:**Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client, DirectX 9, Microsoft .NET 4 Framework, Visual C++ Redistributable 2005, Visual C++ Redistributable 2008, Visual C++ Redistributable 2010, and AMD CPU Drivers (XP Only/AMD Only)

English,French,German,Italian,Japanese,Korean,Traditional Chinese







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BOOM, BOOM!. This is the homework assignment that destiny copied all it's answers from. But also it's funny.. This game is actually good, so ignore the review bombers.. This game will never die, I guess.

No matter how much loot,

No matter how much money,

No matter how many new characters you make,

You will still have the feeling you can do better, get better loot or a overpowered skillset.

If you asked me, the possibilies in this game are infinite.

..well, at least the RNG enemy spawns, weapon & item drops and modes have infinite possibilies.. Yea Great plot, Nice Gameplay, Multiplayer mode really good

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Fantastic game. Highly suggest buying.

Epic sucks, but don't judge this game based on Borderlands 3. ....\u00b4\u00afV).....(\u00af\  
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. I've sunk almost 50 hours into this game, and I think it's about time I explain why.

Borderlands 2 is an action RPG FPS. What this means is that at its core, it is "Diablo with guns". It is a game about looting and shooting, and continuing that cycle throughout the game. If that sounds interesting, than you'd probably love Borderlands 2, as it does this so well it still has a large, active playerbase six years after its release.

On the FPS side of things, the shooting is very good. A variety of accuracies and fire rates among weapons allows each gun to have a clear purpose and role in combat. ARs are a slight exception to this though - useful ARs are generally harder to find than useful SMGs or pistols. ADS is useful for most situations, but not necessary all the time. Bullet trails are noticeable enough that your eye can find the direction of the shooter in an instant, but not so much that they become annoying. Ammo can be a bit scarce sometimes, but not if you're smart about when you use your weapons. Your character is fairly fast and jumps are rather high, which means aggressive close-range builds are quite viable for most characters.

As an RPG, Borderlands 2 has an additional layer of build depth, with skill trees and varied equipment options in addition to weaponry. Damage and HP scales exponentially by 13% per level, so enemies three levels higher than you will have the same advantage over you regardless of how far into the game you are. While the rate is a bit high in my opinion, it's still quite manageable and doesn't pose too much of a problem. Skills are done by giving each character a single active power and a skill tree consisting of three branches of passive or contextual skills. Each level earns you one point you can put into the skill tree, and skills that are further down are unlocked by having a certain amount of points spent into earlier parts of the branch (this means you can "skip" a part of a branch that has useless/inapplicable skills). Skills can be boosted by class mods along with additional, significant benefits. Relics can be equipped to boost specific stats in various ways, similar to (and stacking with) your chosen class mod. Skill points are important choices, but not permanent; you can respec your skills at the town for a moderate sum of cash, depending on level.

This game is also very replayable, as you can see by the hour count of many of these reviews. After beating the main story, you unlock a second playthrough, called "True Vault Hunter Mode" (TVHM), which allows you to play through the story again starting with what you currently have. In this mode enemies have significantly increased health and damage, which means your build is more important, as is matching elemental weaknesses of enemies. Drops are also better. It will carry you through levels 30-50 for additional skill points to further develop your build. If you have the Ultimate Vault Hunter Upgrade DLC 1 or 2 (and I highly recommend both), beating TVHM unlocks "Ultimate Vault Hunter Mode", where enemies get even more health and damage, enemies regenerate health, drops are significantly better, and the game will match your level. While I think UVHM is severely flawed (slag and element matching is essential for everything, you'll often need to grind for the best gear, elemental enemies are extremely deadly), for the sake of being able to perfect your build and always having loot at your own level, I think it's well worth it. UVHM is replayable as many times as you want, and is designed to carry you from level 50 to 61 or 72, depending on if you have one or both of the DLC.

The game's replay value is largely due to the story as well. This game's story is very well-written. The pacing is the best I've seen since Half-Life 2. Not once did I feel like the story needed to "get on with it already" or that it was overloaded with too much plot at once. There are also plenty of side missions to take after a hectic part of the main story or when you're feeling underleveled, many of which give interesting background info about the characters and world. The characters are all interesting and have a fair amount of depth to them, especially the four vault hunters from the first game. Handsome Jack is probably my favorite villain of any game I've ever played. As you play through the story you see his snarky, smug exterior break down into a man with very legitimate purpose behind his actions. He's not ambiguous enough that you'd feel bad for killing him, but enough that you'd understand why he considers himself to be the hero. The excellent writing and talented voice acting here makes him



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not only a deep character, but exceedingly fun to listen to.

That brings me to the game's humor. This is definitely a comedy game, and significantly more so than the first one. I found this game to be consistently hilarious, even after repeated playthroughs back-to-back. However, comedy is extremely subjective, and a lot of the humor relies on being dark and absurd, which may or may not be to your tastes. I know many people find certain characters (especially Tiny Tina and Claptrap) to be far more annoying than funny. It's not for everyone, but I found it very funny.

Lastly that leaves DLC. This game has a lot of it, to an extent that it's a bit problematic sorting through it all. There is the base game, four campaign DLC, two playable character DLC, two UVHM DLC, five "headhunter" DLC questlines, the Creature Slaughterdome (repeatable quests with waves of enemies) and numerous cosmetic packs. I highly recommend the GOTY edition, which contains the base game, the four campaign DLC, both playable character DLC, the first UVHM DLC, the Slaughterdome, and the collector's edition cosmetic pack. To reach level 72 you'll need to buy the second UVHM DLC separately. I do not recommend the Season Pass as it doesn't contain all the DLC it should. If you really want to buy them manually, I recommend both playable characters, both UVHM DLC, Torgue's Carnage, Captain Scarlett, and of course the Tiny Tina DLC. I found the Big Game Hunt DLC to be rather disappointing, but the others were quite good. The Torgue and Tiny Tina campaign DLC in particular were well-designed and very enjoyable, and some of the best pieces of DLC I've seen.

Overall, I highly recommend this game for fans of FPS games and action RPGs. If this game sounds like something you'd be interested in, you'll certainly enjoy it.. yea its been out a while, but for me at least the replay value is awesome, keep comin back for more loot. It's alright \u00af\\_(\u30c4)\\_\u00af

### **Borderlands 2 Update Released:**

#### 1.8.3 Patch Notes

- Added new heads and skins themed around this fall's Borderlands: The Pre-Sequel -- see <http://www.gearboxsoftware.com> for more details.

### **. Borderlands 2 Update Released:**

#### 1.8.2 Patch Notes

- Added Traditional Chinese language support for DLC.

### **. Borderlands 2 Update Released:**

#### 1.8.0 Patch Notes

- Added support for upcoming downloadable content.
- Added an "Expansion" sort option to the mission log, which allows you to sort missions by the DLC that contains them.
- Added a ColorBlind mode (the option can be found in Main Menu > Options > Video).
- Addressed an issue when scrolling through player inventory in vending machines before it finishes loading.
- Addressed an issue where Golden Keys would reset to zero if the user attempted to redeem more than 255.
- Addressed an issue with The Bee shield applying incorrect damage when using explosive weapons.
- Addressed an issue where clients would be unable to pick up some items.

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- Addressed an issue where enemies could be healed by rockets if they were near a Siren using Restoration.
  - Addressed an issue where Deathmark and Thoughtlock FX would display incorrectly on some enemies.
  - Addressed an issue where Zer0's "Execute" skill will flash on screen when entering Deception without having Execute trained.
  - Addressed an issue where Zer0's Deception HUD would occasionally persist after Deception had ended.
  - Addressed an issue where the camera could sometimes become stuck in a third-person view when entering a vehicle.
  - Addressed an issue where Gaige failed to emote when summoning DeathTrap.
  - Addressed an issue where Gaige's "One Two Boom" orb could not be exploded by E-Tech weapons.
  - Addressed an issue where Raving Retribution projectiles would sometimes cause damage to Krieg. Flame Flare made this issue more likely to occur.
  - Addressed an issue where Buzzaxe Rampage would not reset from Release the Beast during fast travel.
  - (Bloody Harvest DLC) Addressed an issue where projectiles would pass through Pumpling's head without causing damage.
  - (Bloody Harvest DLC) Addressed an issue which caused Sully the Blacksmith to only throw hammers and not use his other attacks.
  - (Mr. Torgue/ Ultimate Vault Hunter Upgrade Pack 2 DLC) Addressed an issue where an overpowered Hoplite shield would drop player health to zero.
  - (Ultimate Vault Hunter Upgrade Pack 1 DLC) Addressed an issue where the Butcher shotgun reload would go out of sync for clients.
  - (Ultimate Vault Hunter Upgrade Pack 2 DLC) Addressed the opening which allowed players to grenade jump over the walls in Digistruct Peak.
  - (Tiny Tina DLC) Addressed a minor texture issue on Salvador's Dragon Keep skin.

## **. Borderlands 2 Update Released:**

### 1.8.1 Patch Notes

- Added support for Traditional Chinese in base game.
- Modified installation script to install Microsoft Visual C++ 2008 Redistributable

## **. Get 50% off of Borderlands 2 and PLAY FOR FREE Weekend:**

Get 50% off of Borderlands 2, including all DLC, Season Pass, and even Game of the Year edition on Steam through next Monday until 10AM PST!

As a bonus, everyone can download and play Borderlands 2 for free until Sunday at 1PM PST!

Tell your friends!

<http://2kgam.es/17ByMVR>

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## . Sale on the Borderlands franchise is extended one more day!:

The Steam sale is extended one more day! Save up to 80% off on the Borderlands franchise.

[http://store.steampowered.com/search/?snr=1\\_4\\_4\\_12&term=borderlands](http://store.steampowered.com/search/?snr=1_4_4_12&term=borderlands). **Borderlands 2 Update:**

**October 29, 2015**

### Version 1.7.0 Update

#### General

- Various balance refinements and tweaks, with special attention given to Maya to make her more in-line with the other characters.
- The Fastball grenade has been added to Boll's loot pool.
- DLC offers from Steam have been added to the in-game DLC menu.
- Players will no longer encounter a progression blocker in the mission "A Match Made on Pandora" at the objective "Talk to Moxxi" in the Wedding Day Massacre DLC.
- The mission "Cleaning Up the Berg" will now adjust to the current OP level instead of always being level 72.
- The wedding party should now always appear at the appropriate time during the mission "A Match Made in Pandora".
- Missions that can be failed and re-attempted will now show the correct level when the player re-accepts the mission.
- Chests that are dug up by varkids in the Wam Bam Island mission "Fun, Sun, and Guns" will now appear for all co-op players when unopened.
- Gun-based splash damage will now scale correctly.
- The Aquamarine sniper rifle has been updated with the proper stats. It was previously incorrectly categorized as an SMG. Players with this weapon in their inventory at the time of the update will have an SMG in its place. Future drops of the Aquamarine sniper will be correct.
- Player locations will now display correctly after being revived.
- French, Italian, German, and Spanish language versions of the game will now properly display Critical Hit FX.
- Jack's protective probe will now take damage from Maya's Phaselock ability.
- Kill Skills will now properly receive bonuses modified by external sources (i.e. class mods) upon activation.
- Weapon abilities will no longer be retained when using the inventory to swap weapons during the weapon-swap animation.
- The color red will now appear appropriately for players using the "Protanopia" color-blind mode.
- Players now have the option to choose a "Camera-Based" driving control setting.
- Badass stats will no longer display multiples of the same choice when selecting a Badass Rank stat bonus.
- Tweaks to improve performance while navigating menu screens.
- The game will no longer become indefinitely paused if the status menu is opened when the HUD is not displayed.
- Updated the presentation of the SHiFT EULA (End User License Agreement).
- Fixed an exploit to duplicate SHiFT rewards while playing in split-screen.
- Players at OP level 4 or above should now find it easier to find a game via matchmaking.
- Players will no longer see placeholder graphics when joining into a 3 or 4 player game on certain maps.
- Bloody Harvest Halloween candy item card text will now display correctly when colorblind mode is active.
- When a user switches weapons just before using a travel station, their holstered weapon will no longer appear to have a plain white texture if viewed from third-person
- Players can now sort their inventory by value and vending machine inventory by price.
- A rare issue where an object could appear to have a bright, neon-colored texture will no longer occur.
- "Use" prompts will now appear and disappear more quickly, resulting in a more responsive gameplay experience.
- Unowned DLC will no longer appear in the Fast Travel menu as a valid destination.
- Various stability improvements.
- Memory adjustments have been made to prevent audio dropout in some cases.
- When playing with the language set to Spanish, the text for the "trade" option has been corrected.
- Minor text fixes.
- Green quality corrosive and explosive nova shields can now spawn in-game.
- McNally will now be the appropriate level in the mission "The Bane".
- Drop rates for the Cobra have been increased in Mr. Torgue's Campaign of Carnage.

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- Players will no longer be permanently slowed by the sorcerer's "slow" skill.
  - NPCs will no longer become invisible for clients during play sessions with many map transitions.
  - Community Day 2013 head and skin customizations will no longer disappear from the player's inventory if they save and quit before using them.
  - Torgue weapons will now glow correctly
  - Some skin customizations that previously did not drop from any source can now drop in-game.
  - All items will now have impact audio when dropped from inventory or in the world.
  - Game difficulty scaling will now reliably return to the appropriate value after fighting Raid Bosses.
  - Purple rarity rocket launchers will now use the appropriate material.
  - Subtitles in the side missions "My Dead Brother" and "Lost Souls" updated for accuracy
  - Brood the Invincible's nameplate will now appear correctly.

### **Permanent Hot-Fixes**

- Permanent Hot-Fix to add Community Day heads and skins as world drops.
- Permanent Hot-Fix to fix an issue in which the Tiny Tina's damsels can become invisible.
- Permanent Hot-Fix to fix "Release the Beast" sometimes not activating.
- Permanent Hot-Fix to fix an issue with critical hits not registering properly sometimes when using the "Interspersed Outburst" Mechromancer skill.
- Permanent Hot-Fix to fix an inaccurate skill description for the Mechromancer's "Buck Up" skill so that it properly displays the recharge as 100%.
- Permanent Hot-Fix to fix Wilhelm so that he takes damage from the Ahab rocket launcher.
- Permanent Hot-Fix to adjust camera zoom when Krieg is in the gunner seat of the runner.
- Permanent Hot-Fixes to fix incorrect attribute presentations for relics.
- Permanent Hot-Fix to fix an issue in which skrakks can deform when running PhysX.
- Permanent Hot-Fix to fix an issue so that Deathmark can be applied more than once in a multiplayer game.
- Permanent Hot-Fix to fix an issue in which Zero's deception ability will not activate properly when triggering the skill while firing and reloading a Tediore SMG.
- Permanent Hot-Fix to fix a missing VO in 'A Match Made on Pandora'.
- Permanent Hot-Fix to fix an issue with some weapons having low DoTs applied.
- Permanent Hot-Fix to modify Vermivorous so that he always drops something from his unique pool.
- Permanent Hot-Fix to increase the bulk collect radius.
- Permanent Hot-Fix to increase the drop rate of legendary items across the game.

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