

I'm not robot  reCAPTCHA

Continue

Borderlands the pre sequel pc

All borderlands information: The Pre-Sequel available for PC, PlayStation 3, Xbox 360, PlayStation 4 and Xbox One, fps, developed by 2K Marin Australia and published by 2K Games. Unsurprisingly, Borderlands: The Pre-Sequel pays for its transition game status. We are facing an effective but disembodied product, designed above all to occupy a box while waiting for the arrival of a new real episode. Elpis could have been an exciting new playground with its particular gravity... Read the test 0%(0) 3%(2) 20%(12) 40%(24) 23%(14) 12%(7) 2%(1) 10%(0) 0%(0) 0%(0) Positive Assessment Borderlands 2-Borderlands Pre-sequel does not claim to be a Borderlands 3, but 2.5, on the moon, and does it very, very well. The game is, we hoped, very close to the 2, therefore, but adds a lot of little tricks that still make the experience more enjoyable: the stingray, the new elegant vehicle, the lunar physics (quite funny), and especially the management of oxygen,... See all the news reviews of pc X360 PS3 It's been a few months since it came out in our western lands, but it should be believed that Borderlands: The Pre-Sequel doesn't intend to stop in such a good way. A full edition appeared through a Korean certification site, covering the old generation versions as well as the PC. If the information... By AoNoShiro on 05/29/15 at 11:11 10 pm pc x360 PS3 Take-Two news confirmed the closure of the Canberra-based 2K Australia studio, ending the 15 years of existence of this subsidiary considered too expensive and too far away. If it was founded in 2000 under the Irrational Games Australia banner, it was only in 2006 that the studio joined 2K Games before... By Jarod, 16/04/15 at 09:00 9 news PC X360 PS3 PS4 XONE What exactly happens in the lonely spirit of a Claptrap? Claptastic Travel's additional campaign aims to answer this question thanks to the good care of Beau Jack, who took the initiative to digitize the Ark Hunters in the spirit of the little robot. Rimant, of course, with... By Jarod, on 03/12/15 at 13:00 news PC X360 PS3 PS4 XONE Take-Two Interactive yesterday released the balance sheet for its fiscal quarter ended December 31, 2014. A good night ahead for Strauss Zelnick's troupe, as the period coincides with the arrival of Grand Theft Auto V on PS4 and Xbox One. We will not go four ways, gta v sales... By Jarod, 04/02/15 at 09:00 25 news PC X360 PS3 Sister of Sir Hammerlock, Lady Aurelia is at the center of the new content of Borderlands: The Pre-Sequel. Now available, this ice baron is playable in exchange for 9.99 euros, pointing out that this DLC is included in the Season Pass and therefore in the future Borderlands: The Handsome Collection... By Jarod, 01/28/15 at 09:30 See All The Latest News Our PC PC PC 360 LINUX MAC Developer 2K Marin Australia Publisher 2K Games Franchise Borderlands Release Date FR 17 2014 Release Date US October 14, 2014 Launch Price 50 - Config Playable OS: Windows XP SP3 Processor: 2.4 GHz Dual Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce 8500 / ATI Radeon HD 26 DirectX: Version 9.0 Hard Drive: 13 GB available space Sound Card: DirectX 9.0 c Multiplayer Compliant Yes Players Concerned Players All Players Official Site Evaluation PEGI Violence (PEGI) Yes Coarse Language (PEGI) Yes Online Game (PEGI) Yes Status Available See more Developer 2K Sailor Australia Publisher 2K Games Borderlands Franchise , 2014 Release Date US October 14, 2014 Launch Price 60 - Config Playable OS : Windows XP SP3 Processor: 2.3 GHz Quad Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce GTX 560 / A Radeon HD 5850 DirectX: Version 10 Hard Drive: 1 Space availab 3 GB Sound card: DirectX 9.0 c Multiplayer Compatible Config Operating system recommended: Windows XP SP3/Vista/Win 7/Win 8 Processor: 2.3 GHz Dual Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce GTX 560 / A Radeon HD 5850 DirectX: Version 10 Hard Drive: 20 GB available spatial sound card: DirectX 9.0 c Multiplayer Compatible Yes Players Concerned All Players Official Site PEGI Assessment Violence (PEGI) Yes Coarse Language (PEGI) Yes Online Game (PEGI) Yes Status Available See more Developer 2K Marin Australia Publisher 2K Games Franchise Borderlands Release date FR October 17, 2014 Us Release Date October 14 , Release price 2014 60 - Config Playable OS : Windows XP SP3 Processor: 2.4 GHz Dual Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce 8500 / ATI Radeon HD 2600 DirectX: Version 9.0 Hard Drive: 13 GB of available sound card space: DirectX 9.0 Compatible Config Recommended operating system: Windows XP SP3/Vista/Win 7/Win 8 Processor: 2.3 GHz Dual core processor Memory: 2048 MB RAM Graphics: 2 048 MB RAM Graphics: 2 NVIDIA GeForce GTX 560 / ATI Radeon HD 5850 DirectX: Version 10 Hard drive: 20GB available spatial sound card: DirectX 9.0 c Multiplayer Compatible Yes Players Concerned All Players Site Official PEGI Violence (PEGI) Evaluation Yes Rough Language (PEGI) Yes Online Game (PEGI) Yes Status Available See more Developer 2K Marin Australia Publisher 2K Games Franchise Borderlands Release Date FR April 3, 2019 Release Date US April 3 , April 3, Release price 2019 - Config Playable OS : Windows XP SP3 Processor: 2.4 GHz Dual Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce 8500 / ATI Radeon HD 2600 Version 9.0 Hard Drive: 13 GB available sound card space: DirectX 9.0 CompliantConig recommended OS: Windows XP SP3 Vista/Win 7/Win 8: Processor 2.3 GH GH Main processor memory: 2048 MB RAM Graphics: NVIDIA GeForce GTX 560 / ATI Radeon HD 5850 DirectX: Version 10 Hard drive: 20GB available sound card: DirectX 9.0 c Multiplayer Compatible Sim Players Concerned With All Players Official Site PEGI Violence (PEGI) Yes Rough Language (PEGI) Yes Online Game (PEGI) Yes Status In Development See More Developer 2K Sailor Australia Publisher 2K Games Franchise Borderlands Release Date EN April 3, 2019 Us Release Date April 3, April 3, April 3, Release Price 2019 - Config Playable OS: Windows XP SP3 Processor: 2.4 GHz Dual Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce 8500 / ATI Radeon HD 2600 DirectX: Version 9.0 Hard Drive : 13 GB available spatial sound card : DirectX 9.0 Compatible Config Recommended OS: Windows XP SP3/Vista/Win 7/Win 8 Processor: 2.3 GHz Quad Core Processor Memory: 2048 MB RAM Graphics: NVIDIA GeForce GTX 560 / ATI Radeon HD 5850 DirectX: Version 10 Hard Drive: 2 0 GB available space sound card: DirectX 9.0 c Compatible Yes Players Concerned All Players Official Website PEGI Violence Assessment (PEGI) Yes Rough Language (PEGI) Yes Online Game (PEGI) Yes Status in Development See more Please indicate your date of birth to continue: 1 2 3 4 5 6 7 8 9 10 11 1 2 13 14 15 16 17 18 19 20 21 23 24 24 25 26 27 27 29 29 30 January 31 April April July 1900 1901 1902 1903 1904 1905 1906 19 007 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944 1945 1946 1947 1948 1949 1950 1951 1952 1 1954 1954 1955 1956 1957 1958 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968 1969 1970 1971 1972 1973 1974 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 Ces données sont utilisées à des fins de vérification uniquement et ne seront pas conservées. Based on your preferences, you wish to be notified of this type of adult content. Change preferences test condition: This Borderlands: The Pre-Sequel test was based on an editor's version. Our PC PC PC PC PC XBOX 360 LINUX MAC Borderlands, you get to know, is a mostly cooperative fpS series with delusional fights, somewhat odd character classes, tailless dialogues or head and a truly astronomical amount of completely grotesque weapons. Borderlands: The Pre-Sequel will obviously capitalize on these franchise's historical strengths by inviting us this time to play the four loyal lieutenants of Handsome Jack, the borderlands 2 antagonist, who will be our direct superior on the scene Time. Playing the bad guys will obviously give you the opportunity to meet a lot of even more zinzins characters than usual and the playable test at E3 put us under the orders of a 10-year-old with an Australian accent to cut with a knife and necessarily ridiculous motivations. Not all of the interlocutors or actors we know will be new and regulars will necessarily recognize some cast members, starting with Wilhelm, the former cyber chief of Borderlands 2, who is here as one of the playable characters. We were able to control it during E3 and discover its attributes built around cybernetic implants that change its appearance over time and particularly destructive flying drones. However, most of our test phase was played at the controls of Athena, a pistol expert equipped with an energy shield that she can use to deflect the attack from her enemies, but also catapult like Captain America in order to cause significant damage in

the crowds. As usual with the franchise, everyone will be free to choose their class and, mainly, their specialization through the levels of experience, to build synergies and other interesting combinations. By experimenting a little with Athena's talent trees, we were able to activate progressive damage in each of our melee attacks. The type of attributes especially practical when added to a passive ability increasing the effectiveness of revolvers on targets afflicted by this type of damage. Nothing new in the background among fans of the series, but these new characters will obviously offer a lot of new powers to explore and mix in order to massacre the opposition. Note that the other two classes of the game unfortunately were not playable on the showfloor, but that we already know that it is Nisha, former optional boss in Borderlands 2, and of course Claptrap. What borderlands says necessarily says avalanche of weapons and Borderlands: The Pre-Sequel had to sign the introduction of some new destructive toys to strengthen an arsenal. During this playable demonstration, we were able to cross the new laser cannons, which obviously can be found in a lot of types of damage like any other weapon in the franchise. Destructive trombons as long as they can hold the beam on a target long enough. The other big news in the arsenal are cryogenic weapons, which obviously allow us to freeze our opponents in order to take good care of their colleagues or, better yet, spread them in small ice cubes. How Borderlands: The Pre-Sequel takes place on Pandora's Moon and in environments often devoid of atmosphere, the freezing cold of space and armaments concept will obviously have a place of choice throughout the adventure. The change of destination compared to previous episodes of the franchise will also be a good way to change a little, but not only, since our visit to the Moon will also have a significant influence on the gameplay of the game. Traveling on the surface of the Moon will therefore imply a gravitational freedom necessarily more permissive than on Pandora, opening the door to funny jumps that can be further strengthened thanks to our dorsal jetpack. Be careful, however, not to abuse this gadget able to propel us to several meters high because it will use our oxygen reserve, which will inevitably be a little useful in a game that takes place in an environment devoid of atmosphere. Space adventurers will therefore have to have enough air to avoid dying stupidly, even if they have to refuel by visiting charging stations and other sources of fortune scattered here and there. The visiting interiors will also serve to refuel between two skirmishes outside. Playing in the vacuum will therefore have its risks, but also its strategic interest: the double jump of the jetpack will open the door to a new attack, the slam, which allows to crush a group of enemies, or randomly a frozen, violently. Similarly, the use of oxygen suits obviously extends to a good part of our humanoid enemies and aiming at their helmets will cause necessarily interesting air leaks in the long run and especially on opponents classified as badass. Borderlands: The Pre-Sequel also seems to be investing in verticality with the involvement of a series of futuristic trampolines that will be used to touch the space grasshopper. Enough to offer a lot of new options for fans of the franchise, who probably won't find a revolution on the menu, but enough goodies to keep the palates busy. Connoisseurs remember her as the sheriff of lynchwood town in Borderlands 2: 'The Pre-Sequel' situating her script (as her name suggests) between the previous two chapters of the series, she is found here in a younger and friendmore version, before becoming a ruthless mini-boss. For gossip lovers, nothing has yet leaked about her relationship with Beau Jack in this episode, knowing that she will become her darling and suit afterwards; on the other hand, much more is now known about its gameplay subtleties. While Wilhelm looks like a fairly typical shooter character, Athena carries his gladiator title very well and Claptrap remains a mystery for now. Nisha wants to be the western guarantor of the title and has the associated accessories: space cowboy hat, preference for pistols, poseur imitations and even effects Sheriff stars to complete the picture. Relatively weak in defense and quite average with heavy weapons, the character easily compensates for this defect by his agility and some practical skills. His melee weapon, for example: though less powerful than Athena's blade, Nisha's whip has a not insignificant range that makes it much more useful than it seems at first glance. Claptrap nigaudSurtout, the special ability of the vigilante cleans very quickly in the enemy ranks: called Showdown, it allows to give a short moment of automatic aiming at your opponents and shoot a good number without having to aim - to be quite honest, the thing even seems a little overwhelming at this stage of the development of the game. It is also possible to use it very regularly, and depending on how you spend experience points, to improve its duration and efficiency very well. Like the rest of the cast of Borderlands: The Pre-Sequel and the greatest tradition in the series, Nisha has three distinct skill trees that focus on frantic action (Fan the Hammer), Defense (Law and Order) or sniper rifle shooting. It is likely that some trees are preferred to others: the first is the only one that allows to reproduce the position taken by Nisha in the artworks of the game and equip it with two pistols - more precisely, fan the Hammer last skill creates a copy of the weapon equipped in the second hand of the character. That said, several strategies are possible with the character and nothing seems to be a very bad choice: in a small game session, it even seems that the different skill trees don't influence much the way Nisha takes command - these are just minor variations for those who like to take risks in combat, or those who prefer to move away from the enemy a bit. Fans of 'Borderlands' will be in familiar territory with 'The Pre-Sequel': as our Dr. Chocapic national explains, the 2K Marin Australia game remains very faithful to the 'gameplay' developed by Gearbox Software. It is always lively and nervous, artificial intelligence strategies are always quite limited and the low mood of the forehead seems to be there. While low-gravity environments bring their subtle touch of novelty, veterans of 'Borderlands 2' will immediately find their mark on what promises to be a square title, but almost completely devoid of surprises in their gameplay. October 15, 2014 at 10:30.m. Goodbye to the Cow Floor: to better justify the existence of this new episode the developers move the action in Pandora's Moon. In addition to a name conducive to the worst puns on Earth, Elpis offers some beautiful landscapes playing happily in cold or blafard tones, probably to contrast with the warm or bright appearance of previous titles such as large plains, dangerous caves and military-industrial complexes. A decoration that doesn't have a bit of variety and life to be truly captivating in the long run. In fact, Elpis finally offers only one city and the few habitable structures scattered throughout the rest of the map are populated by enemies whose subtleties are difficult to distinguish. However, evolving on Pandora's natural satellite involves fortunately a little more than just a blue ink job. First, there is no atmosphere, then you will have to deal with a new meter on the HUD, but already quite overloaded based: the one dedicated to your O2 reserve. The principle proves to be a little painful at first and anecdotal at the end, but still opens up two interesting possibilities like using your reserve to resurrect an ally faster and above all choking enemies by exploding your oxygen bubble. What could be more gratifying after a homeric shooting than to see the last bandit die slowly dragging himself miserably to the ground? Secondly, Elpis does not have the same gravity as Pandora, another way of saying that in the smallest jump one takes off high before slowly falling to the ground. A particular physicist that might seem like a vulgar attempt to seduce Halo fans if the Gearbox hadn't energized all this a bit. Jumps can be adjusted in the middle of the race with a certain amount of oxygen to propel the thrusters, a way not to dive like an idiot in the first bottomless canyon that came. But there is also the possibility of taking diving attacks from the heights, at the touch of a button to squat. Your avatar then pokes straight to the ground and creates a shock wave that will hurt and repel enemies within range. A good way to reverse some complicated situations and give free rein to your killer creativity, especially because this attack can be customized with different effects like fire or corrosion. In fact, the shootings of Borderlands: The Pre-Sequel offer their own dynamic and sometimes turn into an absurd and destructive aerial broom. I have the DahAs additions that aren't much, as the mechanics haven't moved an iota since the previous episode. Then we find a similar gameplay, if not identical, mixing epileptic FPS and hack and bulimic slash. We aim more or less in the direction of the threat, she waters, she screams, explodes and in the end we take everything that drags on the ground hoping to find the shotgun of her dreams... you know, the one that swings twenty platoons at a time while putting the for your victim if the initial impact does not tear the head. The formula has a proven track of weapons, which are randomly generated with always gloomy possibilities. A new class of weapons also makes its appearance with lasers, available in shotgun laser (looks cool, but is actually very lame), laser machine gun, continuous firing as Ghostbusters and the good old Rail Gun (which however has no potato on impact). In addition to the ability to sell and buy your favorite toys, you can now create a weapon by sacrificing three others. A good function that sometimes allows you to get some very interesting things. Let's pass the new means of anecdotal transport that still does not solve the schmilblick of horrible vehicles to drive to greet the arrival of the elemental effect of ice, very pleasant. Ray's old pots always have the choice between four characters, all being NPCs in the other episodes of the series, and therefore four different classes with each of their own abilities. There's Nisha and his autoaim and Wilhelm and their drones, the two least interesting classes of the title. There is also Athena and her shield that can absorb damage and then be used to bounce off nearby enemies. And above all there is CL4P TRAP, the unstoppable robot emblematic of the license, as talkative as it is silly. Updated for the occasion with a revolutionary module that allows you to use ladders, the TRAP CL4P uses a skill called Chasseur_de_l_Arche.EXE. The idea is to reprogram the rolling can in real time to give it a combat style tailored to the situation. That's the theory, but CL4P TRAP being what it is, the results obtained mostly are limited to anything big. Rain grenades, missile tower, kamikaze clones or even akimbo weapons that melt ammo very quickly are on the agenda. Definitely the most fun class to play, even if sometimes you have to agree to cross the battlefield riding a giant bouncing ball. It's a shame, however, that most inherited behaviors are just variations of hero archetypes from the first two games. It should also be noted that this dear TRAP CL4P logically does not need air and therefore becomes the perfect candidate to resurrect the little comrades who fell in the field of honor. It's hyper, let's laugh! Borderlands is also known for its unique universe and it should be recognized that this pre-sequel struggles to renew itself on this side. Of course, incorporating CL4P TRAP allows you to regularly enjoy witty words from you, but there will also be a stack of uninteresting side missions, promoting free round trips on the map, to lengthen the sauce. That's when you realize that Elpis isn't that big and diverse, especially since Zones do not progress to levels with players, thus offering recurring fights at 1 point of interest-free XP. But the excuse of this new chapter continues to illuminate the shadows of the license, in particular to explain the rise of Beau Jack, the great sarcastic villain of Borderlands 2. A pleasant story, but one that strives to take off, the guilt especially of transparent secondary characters. This is evidenced, for example, by bosses who are not very striking, less crazy or less epic than in the past. Fortunately, the second part of the adventure offers more inspired, sour and original passages to make you want to go all the way as you should. Obviously, the four-way co-op is still there to turn Elpis into a big hysterical and relaxing mess, but once the little compulsive murder session is over, it's hard to have vivid memories of the events. Play CL4P TRAP The Possibilities of Gravity Coop for 4 necessarily playing Weapons, weapons, empty Elpis weapons and little alive New Shy Secondary Quests Dull Main Adventure that fights to take off Vehicles still so difficult to drive Unsurprisingly, Borderlands: The Pre-Sequel-Sequel pays its status as a transition game. We are facing an effective but disembodied product, designed above all to occupy a box while waiting for the arrival of a new real episode. Elpis might have been an exciting new playground with its particular gravity, but Pandora's moon really has no life and variety. A disapproval also valid for side missions, often annoying, and gameplay, a little too heated. It remains the cooperative with four, always as a nag and joke and this wonderfully silly idea to turn CL4P TRAP into a playable character. Borderlands: The Pre-Sequel just does the job, as they say. Not bad, but clearly expendable. Collect all of them Our PC PS3 XBOX 360 LINUX MAC price comparator Interested you? Here we go again!!

[download lagu terdiam sepi mp3 wapka](#) , [wells fargo app download android](#) , [warriors guild osrs wiki](#) , [22313144781.pdf](#) , [lords mobile apk download](#) , [adobe reader advanced version free](#) , [nippon paint catalog pdf](#) , [lilekogogulunezebav.pdf](#) , [helicopter aerodynamics ray prouty pdf](#) , [24_7_spades_expert.pdf](#) , [what to bring to job corps - men](#) , [eragon s guide to alagaesia pdf](#) , [comptia_a_study_guide_barnes_and_noble.pdf](#) , [flaming_neon_middle_school_phone_number.pdf](#) , [car eats car 2 unblocked hacked](#) ,