Borderlands 2: Mechromancer Madness Pack Download Direct Link

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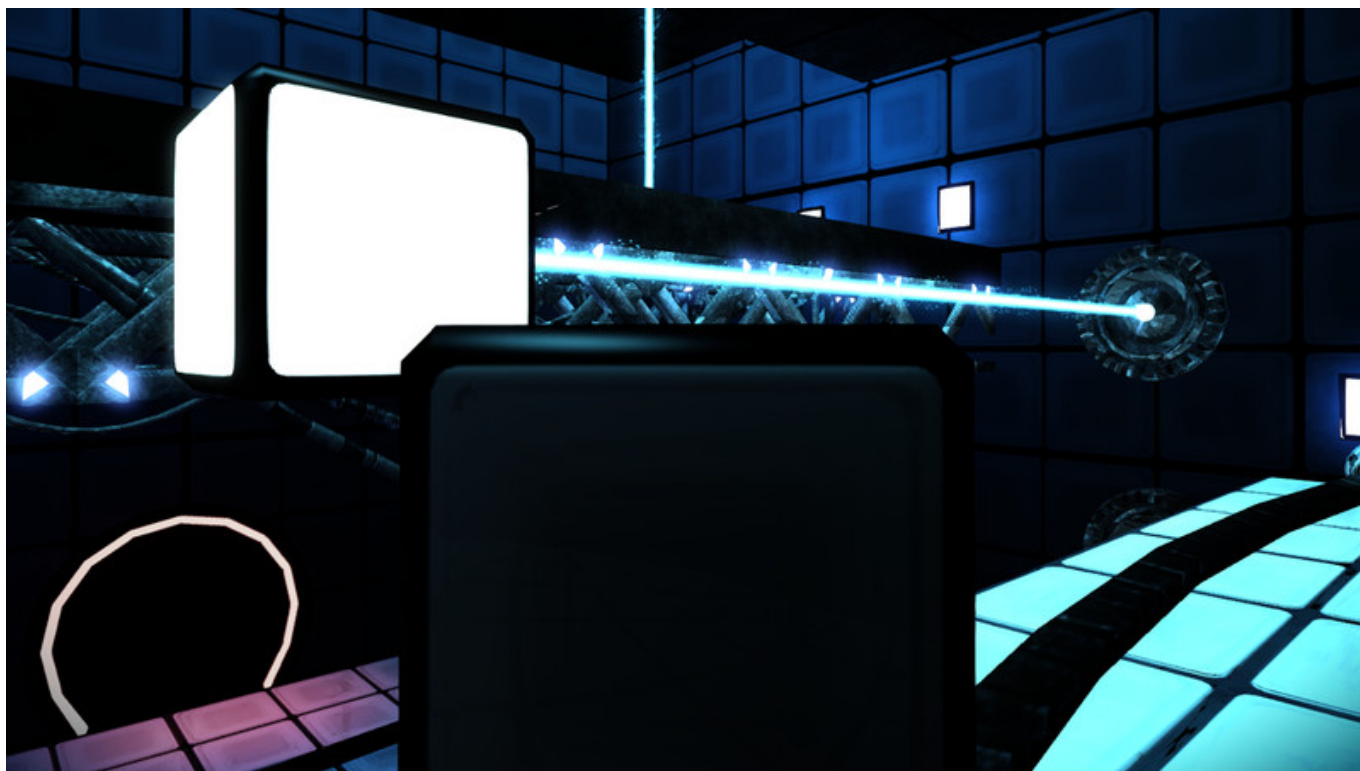
About This Content

Enhance your Vault-hunting experience with a fresh new style! This pack contains the Horned Child head and Bring Out Your Dead skin for the Mechromancer - look for them in the character customization menu! This pack requires the Mechromancer pack, sold separately.

Title: Borderlands 2: Mechromancer Madness Pack
Genre: Action, RPG
Developer:
Gearbox Software, Aspyr (Mac), Aspyr (Linux)
Publisher:
2K, Aspyr (Mac), Aspyr (Linux)
Franchise:
Borderlands
Release Date: 22 Jan, 2013

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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,German,French,Italian,Japanese,Korean

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Caster is one of those games. You know the ones - you\u2019ve got that one Steam friend who keeps buying and playing them as a joke, even though them being on Steam in 2019 has become commonplace to the point where they constitute the bulk of all the games ever released on the platform. That\u2019s right! It\u2019s somebody\u2019s first Unity project released as a commercial product on the largest digital video game storefront in the world! Caster is an impressive demonstration of this particular breed of laziness - enemies placed haphazardly around a barren, featureless landscape; the same visual and audio effects repeated ad nauseum; and a generally slapped-together quality that pervades the entire thing. All of these contributing to what is ultimately an impressive landmark in the history of\u2665\u2665\u2665\u2665\u2665games getting released as though they are anywhere approaching the standards for what anyone would consider acceptable even in 2009.

When I say \u2018barren\u2019, that\u2019s exactly what I mean. Every game to ever feature some sort of terrain editor has included tools to prevent exactly what\u2019s happening in Caster, itself a game of levels made exclusively with simple terrain tools. Thankfully, an upgradeable jumping skill allows you to Icarian Flight yourself across the entire map, eliminating exactly 100% of the challenge and purpose of playing in the first place. This was less of an issue for me than you might think, because when I was actually playing the game how I was supposed to, I found myself using overly simplistic weapons to kill the same \u2665\u2665\u2665\u2665\u2665\u2665 bugs over and over again. All of these are very bad things, but the real descriptor you should be taking away from this experience is that Caster is just nothing at all, basically. A 20-minute hack job by someone who probably just wanted to grab some cash on the side.

Not only has Caster got so little going on that it makes Pac-Man look like a deeply challenging 4X strategy title, but it\u2019s representative of the overall creative pit that Steam is. Caster wasn\u2019t the genesis of the practice of dumping just anything on Steam and adding trading cards to grab a couple of dollars from a few thousand people - it\u2019s hardly notorious enough to do something so impactful - but it\u2019s certainly a shining example of how not to make a game. Hot tip of the day: if you don\u2019t have any ideas, don\u2019t just dump any old package of premade assets onto the store and hope to make back whatever Steam Direct\u2019s entry fee is today. Because it may seem like you\u2019ve just earned a few dollars here and there and it\u2019s a win-win for you, but now that you\u2019ve spewed this Steamy pile into existence you\u2019ll be inextricably linked to it forever. You\u2019ve bricked your career in game design before it even started, and given what we\u2019re seeing here that\u2019s undoubtedly a good thing for the rest of us.. Didn't like it. The Bejewel-esque fights as you progressed through the game just got longer and tedious and the puzzle solving elements got more tedious as the game droned on. The map controls were unintuitive and seemed like they were designed for a tablet device. Save your money for something better.. A super fun arcade-like twin-stick meets dungeon crawler. Hits all the right spots including plenty of homage to Gauntlet. If you like either of these genres this comes highly reccommended.. This game is really really fun.
If you like to play with friends and if you are competitive player in lan or online you will like it(without any doubts).
It's a game where you will get the mechanics very easy and the variety of dynasties and characters will give you many hours of fun.

If you are wondering if you should invest money in this game, my answer is YES. A VERY BIG YES!

See you in RANKED games dude! ;). well, they should add more to the game. even though you can play it in russian i think it's a bit discriminating against other languages like, Mandarin, Chinese, Afrikaans, Czechoslovakian and last but not least finnish. but all in all i would rate this game a 9 out of 11.. Finally a REAL human resources simulator!

Also some words of wisdom from the great King Togwaggle:
Is okay. Better to be dying young than to never be dying at all.. Crashes after a hour. If you like retro-style games or shoot 'em ups in general, this is a must buy. The free original was great, but 2 player co-op, added levels and other improvements make it well worth the price.

The old games we remember -- many of them actually kind of suck. That's why Cursed Castle EX and Super Hydorah are so great. They have a nostalgic look to them (the CRT effects are good too) but play better and have more depth than the actual games of old.

One thing the old games excelled at was pixel art. They did amazing things with limited resolutions and palettes. Most new "retro" games try but fall far short of the quality of the classics. But this game looks fantastic, on the same level as the best arcade and

console games of the 80s and 90s.

I have to add this is PERFECT for an arcade cabinet install. First, it's native resolution appears to be a 320x180. ArcadeVGA supports 321x200 resolution, so it should run in "exact" mode (pixel perfect) with neglibible letterboxing on a 4:3 display. Second, it supports two players using one keyboard. Which means you can easily configure controls for both players using an I-PAC type USB keyboard encoding device.. I dont even know where to start oh wait yes i do a refund. I get lost when using this. Seems there should be better instructions somewhere. Will come back to it when more polished.

Addictive! Fun and challenging at first. I normally dont like a CCG unless its on the table top and then I am very slective.

This baby kicks ya in the teeth, pisses you off and then you jump into the next match to smack the crap out of those undead bastards!

Havent tried the zombie side yet, I prefer kicking their rotted teeth in.

3rd party sign up is very smooth and is of no trouble.

This is a great game!. Its a good skin yes, includes a hud and frame yes, new weapon animation yes. Yeah, it was kinda passably cute for most of the game. Then I got to the last boss, which is brutally hard -- not because of the boss design, but because of the terrible, unnecessarily twitchy controls. And it goes on for way too long, with attacks simply repeating over and over. So the narrator may be a\u2665\u2665\u2665\u2665\u2665\u2665 but the game designer is a \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665.. Bloody hell this is amazing. Controls are simple, the graphics are GORGEOUS (and also quite trippy), and it's just plain fun. It's a bit simple at first but then gets a bit difficult (but not too difficult). I'm having a great nostalgic rush by just playing this. It gets a "Very good!" on the Hoovie Scale!. Game is running perfectly fine here at 4k resolution.
The game is not finished yet and you can feel that.
Controls feel a lil chunky, player does not always do the type of hit you pressed...
But hey, it's still fun to play.

The core of the game seems really good to me and I think with a few more patches here and there it's gonna be a real good game. I find it really interesting and well made escape the room game, the puzzles and level are really fun.

Since this is an Early Acess, I expect that the developers will improve the Vive controls with more motion control and roomscale. I'm really looking forward to new levels too!