

# GameOn

## BORDERLANDS 2

### EDITION





# *Hello Vault Hunters,*

It's been three years since your first search for the vault began, and ended, with the key being passed onto Tannis for safe-keeping...

So what was in that vault anyway? Truth is, we don't know. Maybe we'll find out in the upcoming instalment of Borderlands which is sure to answer some questions.

Not least is the vault.

What do you mean I keep talking about the vault? There's treasure in there y'know.

Or is there? Maybe I'm pulling your leg? Maybe not.

Maybe I want it all for myself...

There's only one way to find out. Get hunting in Borderlands 2 and see if you can beat me there.

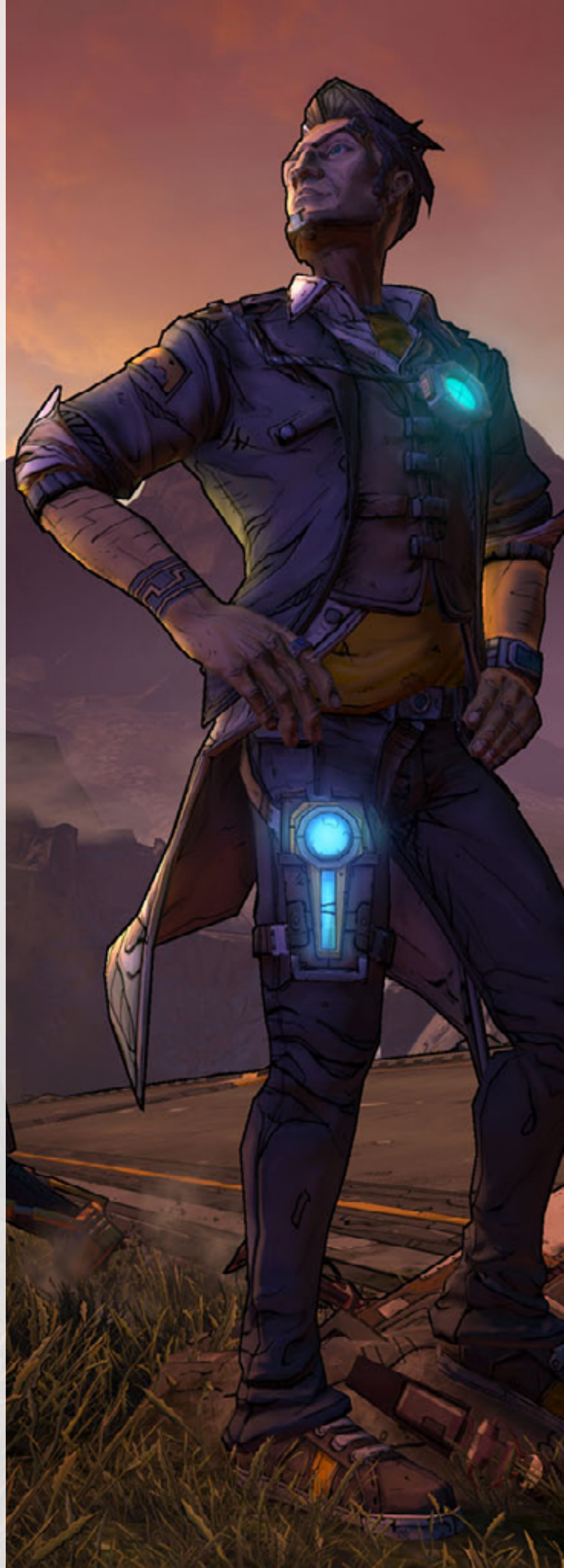
Good hunting and do be careful of the monsters will you. You'll never find the vault...

If you're dead.

## **Editor**

GameOn Magazine

P.S If you enjoy this magazine, there's plenty more vault worthy loot available at [www.gameonmag.com](http://www.gameonmag.com)







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# About Gearbox Software



Founded in February 1999, Gearbox Software entered the gaming scene with the popular and well received Half Life expansion, Opposing Force. In the years that followed, the company produced several more works for the Half Life series as well as taking responsibility for the development of several high profile game ports such as Halo: Combat Evolved for Microsoft Windows.

The developers first original intellectual property, Brother In Arms: Road to Hill 30 was highly received by games critics on release in 2004 and has spawned a successful series of multiple iterations that continues to this day.

Gearbox Software's second original franchise, Borderlands, once again met with massive critical acclaim and sales

numbering in the millions. The game took the gaming scene by storm, offering co-operative play in an action packed FPS/RPG hybrid set in the colourful, exciting and often humorous world of Pandora with roughly 17 million guns available to players.

The next step in the Gearbox saga will come in September 2012 with the much hyped release of Borderlands 2, which once again promises to deliver crazy co-operative RPG/FPS action with roughly a bagillion guns!

Disclaimer - The number of guns in Borderlands 2 is an unknown quantity, there may be more, or less, than stated. A 'bagillion' may, or may not, be a real number. In any event, there will be lots of guns. And midgets.



# About 2K Games

2K was founded in 2005 and in a short time has cemented itself as a premier publisher of interactive entertainment on PC, consoles and mobile with a wide selection of games covering almost all genres from first person shooters and action games, to sports, strategy, role playing and everything inbetween.

2K is headquartered in Novato, California as a wholly owned label of Take-Two Interactive Software and has several development studios under its wing, including Firaxis Games, Irrational Games and a number of studios operating under the 2K name.

A mere two years after formation, 2K

launched 2007 Game of the Year, Bioshock, to mass critical and player acclaim.

This is far from the only succesful franchise under the 2K banner, with other hugely popular games and franchises such as Sid Meier's Civilization IV-V, Jade Empire, Mafia 2, Dungeon Siege II and The Darkness I-II.

Exciting upcoming releases are planned under 2K's wing, the publisher having recently gotten behind the rebirth of the classic XCOM series with both XCOM and XCOM: Enemy Unknown as well as the the highly anticpated FPS/RPG hybrid, Borderlands 2.





# About GameOn

GameOn Networking Ltd was founded in 1997 with the aim of providing “lag free” gaming solutions for dedicated online gamers. Online connectivity in the late 90s was such that real-time gaming was beyond the reach of the average gamer, and so GameOn began hosting LAN parties throughout the UK. To date, GameOn has hosted almost 100 LAN parties.

In August 2008, GameOn began producing GameOn Magazine, an online PDF magazine covering all aspects of gaming including reviews, previews, news

and articles. The dedicated magazine staff also provided coverage at high profile gaming events such as E3 and gamescom.

In February 2012, GameOn Magazine launched in ebook form on the Amazon Kindle marketplace in both the UK and US and has since developed from strength to strength. With the same quality coverage as always and dedicated writing and research staff the magazine has gained a loyal following and secured its position as one of the best selling gaming magazines on the Kindle store.



# *GameOn*





# Foreword

Borderlands 2 is the sequel to the critically acclaimed 2009 breakout hit Borderlands. Set five years after the events of the original game, Borderlands 2 returns to the planet of Pandora and adds all-new characters, skills, environments, missions, enemies, weapons, equipment, loot and more. However, all is not well in Pandora: Handsome Jack wants you dead after winning a cache of loot in a gladiatorial tournament and gaining notoriety. This means you are a big problem for him and he will have you "taken out" and if that means finding an ancient evil called "The Warrior" then so be it.











## How it all started (for us...)

Our first time seeing the game, at gamescom 2011

**B**orderlands 2: a follow-up to a game that was created as an antidote to sequels. Developer Gearbox quickly acknowledged the irony and explained that the last thing they were doing was just cashing in on their surprise 2009 success. Instead of simply creating a few new levels, characters and weapons and releasing it in a clean box, this is an overhauled game with plenty of fresh surprises.

As soon as the demonstration began, Borderlands 2 was immediately familiar but littered with plenty of new ideas to help build on the already solid core gameplay. Gearbox introduced “The Gunzerker”, a towering juggernaut capable of wielding two full-size weapons. This new character was carefully exploring a snowy environment with nicely cell-shaded flakes gently falling from the sky. However, it wasn’t long before the peaceful tranquillity was broken and the series’ trademark RPG-gunplay began in

earnest.

From a nearby icy outcrop several large, ape-like creatures burst forth. These beasts are the “Bullymong” and they’re rather nasty. Enemy AI in Borderlands 2 has been completely overhauled and it really showed in this initial encounter. As the Bullymong kept pouring out of crevices in the snow, they all behaved and reacted differently to the Gunzerker, choosing different ways to attack. Some of them ripped stalactites off walls and threw them at the main character, while others chose to jump viciously at him. It was rather intense stuff and Gearbox promised that your opponents would be unpredictable. In keeping with the unique humour of the series, some foes would even grab smaller enemies and attempt to use them as ordinance to hit you.

After eliminating a few of the Bullymong, one dropped a new type of assault rifle: a Tediore manufactured weapon. Weapon manufacturers in



Borderlands 2 are more important and different companies have different styles and themes to their guns. The Tediore weapons are comparable to the "Wal-Mart" of Pandora: they're numerous, cheap and disposable. Instead of bothering to reload the weapon, your character simply throws it away where it handily explodes. This can be used to stun surrounding enemies; the more ammunition is left in the clip when it is thrown, the more

distance.

Finishing off the last of the Bullymong, the Gunzerker jumped into a nearby buggy to show off the new vehicle physics and the ability to squash baddies. It looked satisfying and the driving seemed more fluid and less temperamental as several dozen skags were reduced to a fine paste on the road. Parking at a nearby bandit camp, the Gunzerker jumped out and set to work on some of the occupants. Again,



powerful the explosion.

Alongside Tediore, we saw evidence of several Bandit manufactured guns. The Bandits prefer noise and firepower to accuracy and reliability. As such their guns tend to be salvaged and fit as many bullets into a magazine as possible, which proved useful in the skirmishes with the Bullymong. The last manufacturer we saw in-game were Torgue guns which tend to bring to have the very high rates of fire. Gearbox stressed how each different brand of gun has a unique visual aesthetic so they are easy to identify from a

the AI seemed vastly improved with bandits jumping over walls and dodging bullets with rolls. It seemed more believable and fluid than some of the simple, moving targets from the original.

Enemies can now also be injured and staggered, halting attacks and giving more time to inflict damage. Several Psychos were staggered mid-attack and others received leg shots that forced them to hobble around pathetically. More advanced enemies, such as Alpha types can also boss around their minions ordering them to attack and



flank, which is an exciting prospect. While we only saw a relatively brief demonstration of the AI, it does look superior to the first game in a number of ways.

A new mini-map has been included in the top corner of the screen, which is neither intrusive nor redundant. It handily shows quest locations and areas of interest and rectifies the slight issue of the map in Borderlands. It's a minor addition but one that reflects the feedback that Gearbox received from the first title and how eager they are to make Borderlands 2 a more complete experience, even down to the smallest details. After dispatching the last few enemies, the developers had a little surprise: literally.

From a nearby doorway a "Nomad Torturer" emerged. This interestingly



named sadist wielded a defensive shield with a midget strapped to the front of it. Yes, Borderlands 2 still has a fetish for midgets. Carefully shooting the chains attaching the tiny man to the sheet of metal, the Gunzerker released him from his captivity and watched the results. Enemies can now fight among themselves and the midget certainly wanted to get some revenge on his captor. Sadly this wasn't possible as he was smashed into the ground with a mace in a matter of seconds, something that had the journalists crying out at the injustice.

After presenting plenty of chaos and showcasing many of the new inclusions, Gearbox jumped ahead to an quest while explaining some of the story. Borderlands 2 takes place 5 years after the events of the first game where a sinister dictator, Handsome Jack, has gained control of Pandora. He runs a mysterious mining corporation called Hyperion which has an army of nasty robots at his disposal and has betrayed the new team. While you don't play any of the 4 original cast, they do feature in the game as NPCs.

The mission we saw involved Roland (from the original) who needed to be rescued from a camp on top of a huge dam. However, alongside the bandit enemies the Hyperion Corporation wants a piece of the action and start dropping in repurposed mining robots to stop you. These are usually dropped in from Handsome Jack's gigantic "H" shaped orbital spaceship that is based on the moon. Yes, that's correct: there's a baddie with an evil moon base in Borderlands 2. Awesome.



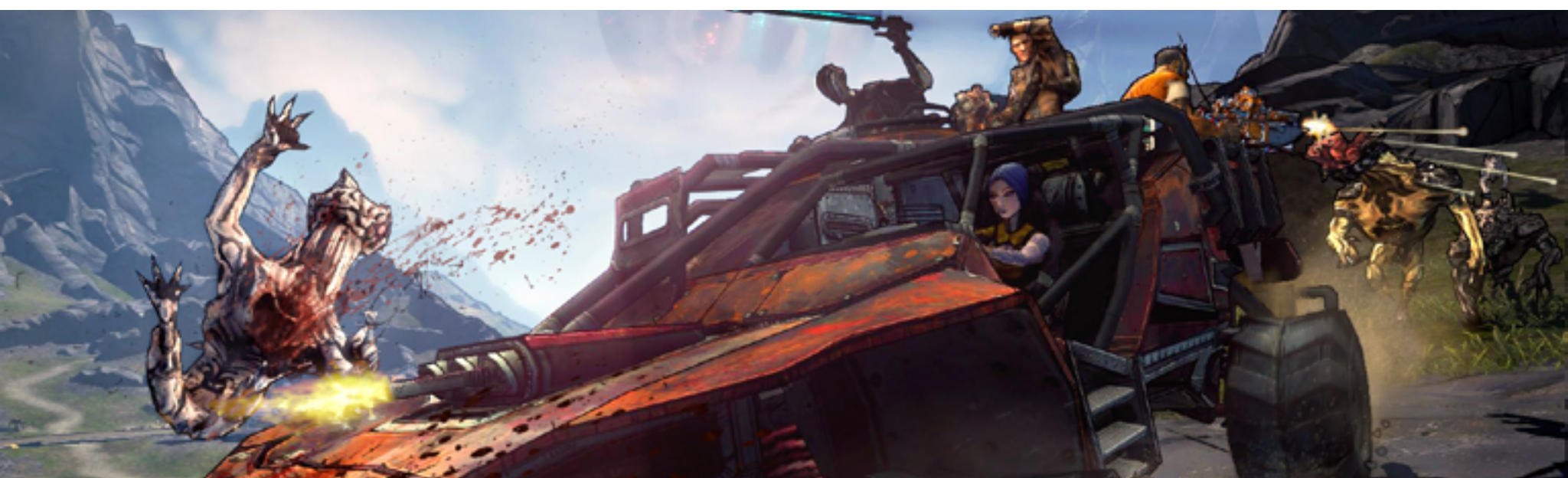
The robot enemies are rather tough and can survive having their limbs blown off and if you aren't careful they can be repaired and rebuilt by robotic companions known as Surveyors. This adds an extra element of tactical depth to the game and eliminating these enemies first prevents protracted and difficult battles. Enemies still are amusing and the more powerful ranged robots are affectionately called "Badass WAR Loaders", handily suggesting that fire should be focused on them. There were also some suicidal explosive loaders who simply dashed toward the player to detonate. They could even crawl along the ground Terminator-style to try and take you down if their legs were removed.

As the demo closed a gigantic robot swooped in knocking the Gunzerker off the edge of the damn, allowing him a brief second to flip it the bird as he plummeted out of sight. It was a great end to the preview and really helped to shed light on Borderlands 2. Throughout the demonstration there were constant signs of improvements. Ammunition and some weapons could be "hoovered up" by holding down a specific button, although individual selection of what you wanted to collect was still an option. When a shield is reduced to zero

there is a visible flash on the screen to better represent the danger. Finally, there were hints at the new Siren class and that it would have a new special move that wasn't the Phasewalk.

Borderlands 2 seems like a more detailed, comprehensive and diverse package than the original title, which we wouldn't have necessarily thought possible. The Gearbox team were desperate to show that this sequel wasn't simply a quick cash-in and they certainly achieved that with this first look. By teasing us with a view of the enormous game world on offer, there looks to be a lot more on offer than is currently being kept tightly under wraps. If Borderlands 2 can retain the humour, build on the gameplay they've already shown and deliver the same co-op experience as the first game then surely it can do no wrong.

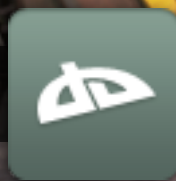
As we were leaving we caught a glimpse of one of the new skill trees, with an ability called "Sexual Tyrannosaurus", a descriptor that oddly fits Borderlands 2. It's big, has plenty of bite and is much better when you've got a few people enjoying it together. If that doesn't get you excited for this game, then you probably should check you're still alive. **2012 can't come soon enough.**







Artwork by: Milena 'Milish' Korzeniewska





# Character Bio - Axton



Somewhere out there is a file about him that features the word "unpredictable." Axton could not be better described. After joining the military, he was quickly booted out for being too much of a fun-loving glory hog; but he didn't forget his training. He just took them elsewhere, to a place where they'd be much better "appreciated": Pandora. With his

wife's dog tag around his neck and a \$5,000,000,000 bounty on his head, Axton is a one-many-army. As a Commando, Axton has the ability to make use of a special weapon: the Sabre Turret, a huge death machine that can automatically target and fire upon enemies. Manufactured by Dahl, Axton's turret is a force to be reckoned with.









# Interview with Brian Martel

Whilst at the Borderlands 2 event, we got the chance to meetup and chat with Brian Martel

**GameOn:** What prompted the decision to ditch Gamespy and switch to Steam?

**Brian:** As far as just for matchmaking and things like that, we have always been on Steam, it's just one of those things where we needed to make the right decision for the game and for this particular case it worked out better for us I think than having Gamespy.

**GameOn:** With duels being part of the game already, do you feel there is scope to bring in some competitive multiplayer into the borderlands universe?

**Brian:** I think there's a place for it. I think that there is probably a situation where we could find the right sort of competitive side for something like that. That has not been the focus of this game, we are focusing again on co-op because we think it is a more compelling experience, I think that is the thing that makes us a little bit different from the rest of

the competition out there. If you want to have a competitive game there are plenty of games to go and do that. If you want to have a dispute resolution in a game go and do it in another and then you can really kind of duke it out but it lets us focus on what's really important like telling a really good story and having a really compelling environment to play in.

We put a lot of effort in to making single layer that much better and more alive as you make your way through it but then obviously the co-op is when the game becomes this special thing, almost this party game where people are playing together and it is just such a compelling experience and I think it brings other people to the game.

**GameOn:** After the success of Borderlands 1 do you feel under pressure to bring us a game that is better than that? And are you scared of failure?



**Brian:** No, no, I would be worried if I wasn't so compelled to play the game myself, and so that's one of the things we wanted to improve in the game because we felt that there were things that could be improved. We thought that we could improve versatility, we could improve quality and I think under the leadership of Paul Hellquist, who is the creative director of the game, and under the direction of Jeramy Cooke, who's really made the art look that much better, it's going to be that much more compelling so the world feels better.

really get in to this because the RPG element is so cool and compelling. It's all there.

**GameOn:** Will there be any huge monsters that require teamwork to kill, like the Crawmerax but on a bigger scale?

**Brian:** There are things in the game - let me just give you an example. Yes there are things like that. In one of our collectors editions we have this really awesome poster that you can get and



I think with Anthony Burch being the writer you've got all the comedy and tone kind of coming from the game in a way that only he could bring and in a way that is so true to Borderlands.

I think that when you have people like Ruben Carbrera who are so focused on the creatures and making them exceptional and amazing; and Jason Reiss, the head of our levels - these guys are the sort of core group of guys that are leading their team to make this the best game that it can be.

I mean all these guys have done such a good job of just improving this game and you can see it. You got to play it yourself, you can feel it immediately. It's like - I love Borderlands but this is so much better, I love shooters so I should

its 13 inches by 29 inches long so this is a really phenomenal poster and what that is is the scale of all of the creatures.

So you have on one side at about 70 metres tall you have the main characters and then the rest of the way is nothing but the enemies in the game and it starts with bandits and the robots and Bullymonges and the creatures and there are things that actually exceed the size of the sheet and all you see is a leg and a mouth.

So the sense these creatures and things' scale is immense and that's why I was giving props for Ruben because this guy and his team of creature designers have done such a compelling job, I think that there will be plenty for people to compete against.



**GameOn:** Obviously there are still a ridiculous amount of weapons in the game, but are there a few that we should look out for that if we spot them we definitely should not pass them by?

**Brian:** Yeah, we have some legendary ones and I've not seen this myself, I've only had it described by some of the weapons guys, because apparently there is a shotgun that can track enemies and as it flies through the air it shoots shotguns as it's flying through the air, I mean that's the kind of crazy

stuff that we have. You know one of the things that we really wanted to do was just make sure that the weapons, like as you look at the manufacturer's you can tell what they do, tell their rarity, and just make them more high quality.

Kevin Duke who is an exceptional concept artist, he led, along with Jeramy the weapons to be improved and made that much better, so I'll think you'll find that when you play them - I mean you saw them yourself, they're really awesome weapons.









# Character Bio - ZerO



Not much is known about ZerO. His name is a mystery. His origin is classified and anything else about him is nothing but speculation. So, where did the "name" ZerO come from? Well, whenever he kills an enemy, a 0 appears on his faceplate. So do smiley faces and other emotives, all depending on the action he did to get it. But, what's so special about the 0? Why does that number come up and not another? Who is he really and why is there a \$32,000,000,000.00 bounty on his head? All will be revealed. Possibly.

Hopefully.

As an Assassin, ZerO can use an ability called DeceptiOn (see what they did there with the zeros).

This allows him to become invisible whilst deploying a decoy of himself to fool enemies, allowing him to sneak, undetected, and take them out from behind whilst they shoot mindlessly at the hologram. Clever, right? But, whilst cloaked, ZerO can see special critical points on enemies, allowing him to take them out both quietly and quickly.





# Borderlands 2 Not Borderlands 1.5

We think Gearbox are really crafting more than just a sequel. It's almost a whole new game...

**W**ith so many games sprouting sequels left, right and centre, it's easy to feel as if developers aren't putting in the same amount of love and commitment that was present in predecessors. It's also easy to feel as if companies are just making games for the insane amount of cash they bring in, not because they want to.

However, Borderlands 2 could not be any different. From our preview earlier in the year, it was obvious that

Gearbox are making a sequel to their role-playing shooter not because of the money it will make (and it undoubtedly will due to the unexpected success of the first installment) but simply because they love the franchise they have created.

But is Borderlands 2 a true sequel or is it just Borderlands 1 with a fresh paintjob and a new number at the end of it? A short answer would suffice but

instead, here are 4 reasons why this sequel is worthy of the 2 that ends its title and having a 1.5 on it instead would be doing it some serious injustice.

## 1: New Classes

Anyone who's ever played a role-playing game knows that the experience can vary quite considerably depending on the class you choose at the start or the character you weave as the game progresses. Borderlands 2 applies to this statement. Whilst they all use guns and cause general mayhem, each has a specific ability that makes it different from the others. The Siren class from the first game returns but with a new weapon at her disposal: the Phaselock. In Borderlands 2, players are given the opportunity to effectively "freeze" enemies when playing as the Siren, allowing other players to deal massive amounts of damage as the target in question floats about helpless as you riddle them with bullets.



However, alongside Maya the Siren, are Axton the Commander, Salvador the Gunzerker and Zer0 the Assassin. The Commander is a general combat specialist, with a turret at his disposable

feel fresh whilst not altering them completely which could alienate fans. When it comes to classes, it's clear Gearbox knew what players loved in the original title and gave them more



and is a great class for anyone who plays Borderlands as a straight shooter, instead of the Diablo-style game it truly is. The Assassin is perfect for those who like to go slow and quiet, with the ability to produce a decoy and go invisible, allowing players to get in close and personal with an enemy who has no idea he's there. On the other hand, the Gunzerker is loud, violent and very over-the-top, with the special ability to wielding two guns at the same time when in his berserk rampage mode.

While some could argue that these are very similar to the classes in Borderlands 1, it's clear that there are enough tweaks to them to make them

of that, whilst not forgetting that this is a sequel, not a piece of DLC, by giving them new toys to play around with; one of those toys being the D374-TP, the Deathtrap, which is a powerful robotic drone that can be sent out by the Mechromancer, the newly announced class which will be available in DLC later.

## 2: An Open World

As much as I loved Pandora, it never felt like an open world instead of a series of large open areas, almost like arenas. This was because of the fact the game loaded every single time we went to a new place. Borderlands 2 gets rid of this



completely, with a fully functional open world for players to explore to their will, therefore being more like Fallout or Skyrim than a dungeon crawler. But the game never forgets the tongue-in-cheek humour that made the original so good. Borderlands 2 is not what you would call realistic: Pandora is big, colourful and jam-packed with creatures that suit the world perfectly. Enemies in Fallout are violent and fighting for survival, with Bandits trying to loot your supplies and Ghouls acting as a constant reminder of what has happened to the people there. Pandora is an alien planet and serves some pretty alien concepts, with enemies being bit in both size and characteristics.

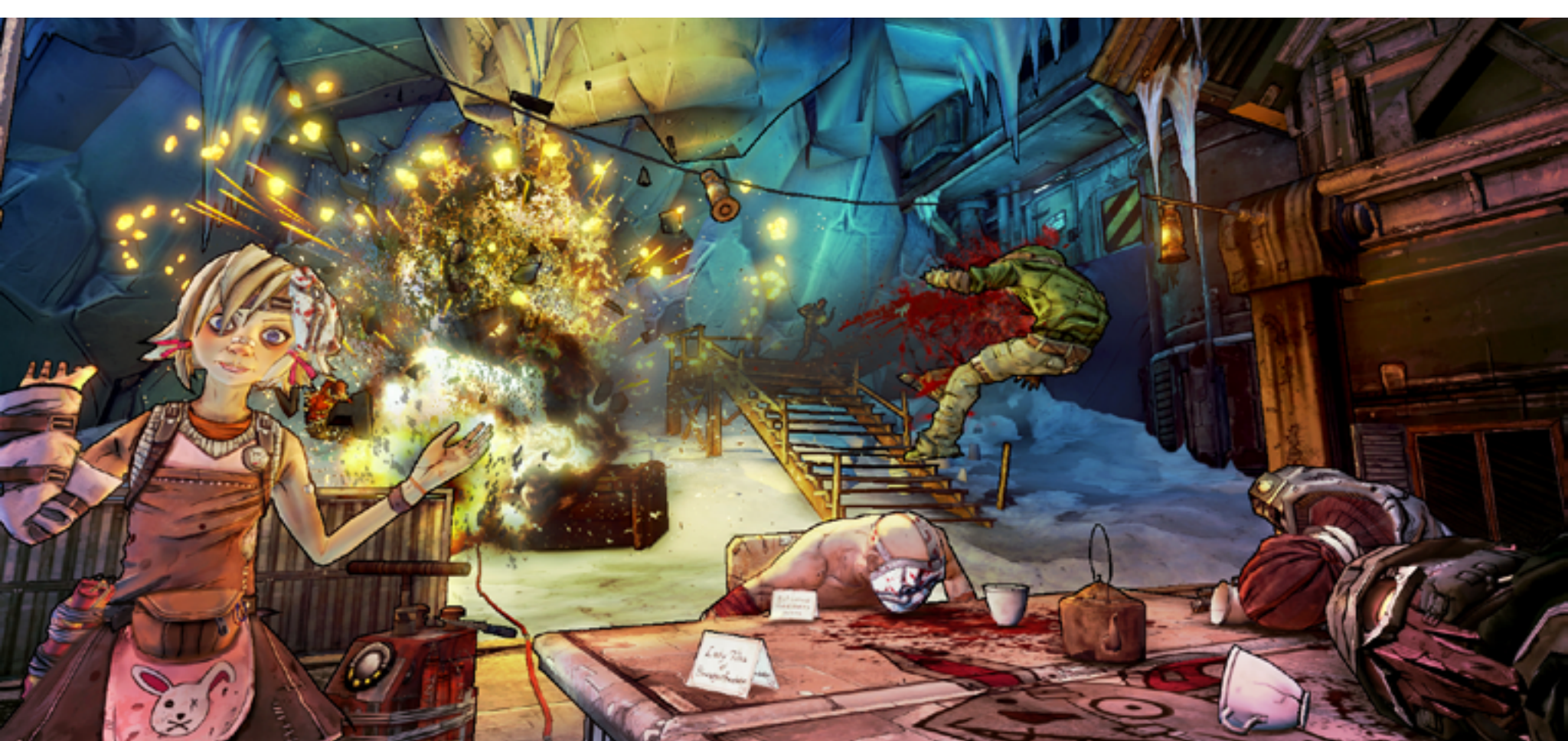
Also, the people and places in Pandora itself a lot more realistic this time round. There will be more non-playable characters in Borderlands 2 that will help you out, whereas in the original, safe havens with friendly faces were pretty few and far between. This will change drastically in the sequel with towns and cities to visit, find jobs in and get more guns (which is, of course, a

big part of Borderlands 2). All of these will contribute to making the world of Pandora more like an actual place instead of a giant playground with lots of things to shoot and loot to grab.

Another aspect of this new living, breathing world is the much improved AI. Like Rage, enemies will try everything they can to kill you, climbing terrain to get better advantages and flanking players to take them down as quickly as possible. These are real threats, not the bullet sponges they arguably were in the predecessor. This improved AI also works on the NPC characters in the game: they act like real people, walking around and visiting different locations depending on time and situations, meaning these are far from mindless NPC's just plodding around to make the world look full.

### 3: More Customisable Options

With Borderlands 2 being a role-playing game, customising is a big part of the title, whether that be the characters themselves, the skills they have or the





guns they wield. Borderlands 2 allows players to create their own character once they have chosen a class to use, with as many customisable options at their disposal as there is guns to find in the game. This allows players to make Borderlands 2 their own, and play through the stories Gearbox have made

mission requires someone to rescue someone from a group of bandits, taking too long to complete this task may result in the targets death. At this time, it's unclear how much this will affect the story or it may just be a little feature on the side; it won't be up until the games release in September until



with their own character and their own playing styles.

Badass Points also add another aspect to the customisation Borderlands 2 offers. Completing missions will grant you Badass Points that can be used to permanently upgrade certain aspects like health and weapon stats. And there are no limits to the levels, meaning some players could receive thousands of badass points during their playtime, leading to some pretty powerful characters as the hours tick undoubtedly into their hundreds. Alongside this are the skill trees the original featured, allowing players to spend points to their will into the categories of their choice, whether that be health or weapon damage or special ability stats.

Borderlands 2 also features another sense of customisation but one that is very different from the others: open ended missions. For example, if a

we see the full extent of it, but it has the potential to lead to some great moments.

#### **4: It's More Borderlands!**

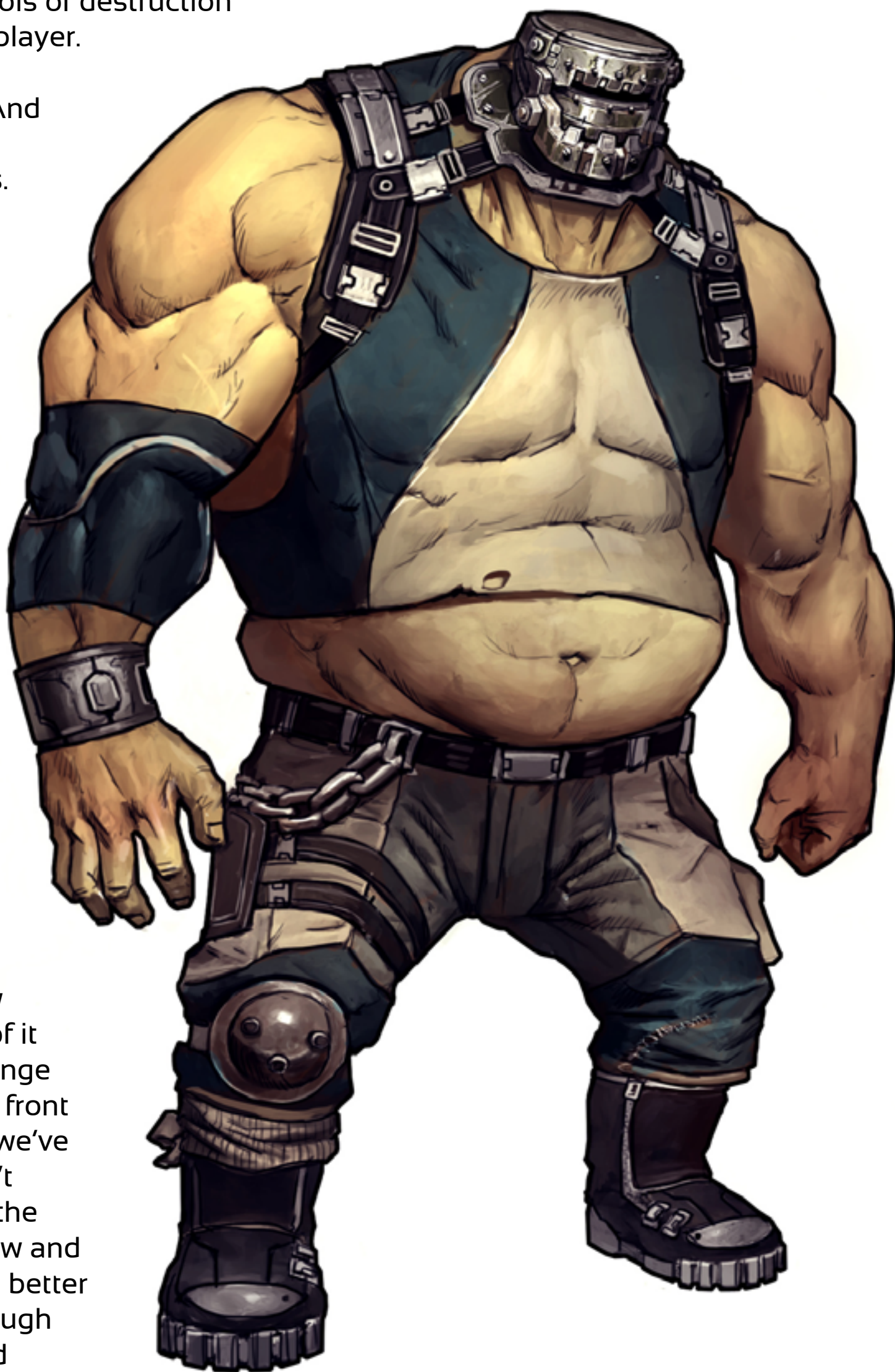
But with all these new additions, it's best not to forget what Borderlands is: a role-playing shooter with a great art style, bazillions of guns, tongue-in-cheek humour and a great amount of fun. When any sequel is announced, worries about whether it'll add a lot or nothing at all always surface too. Gearbox are doing what any developer should be doing when it comes to making a second or third instalment: they're taking out the bad, putting in a lot of new but never forgetting what made the series so good. Gears of War 4 could have its big scripted scenes, its stunning visuals and guns with chainsaws but if it takes out the cover system, then it's not Gears of War. Simple as that.



Borderlands 2 still has its insane amount of guns but Gearbox have tweaked them slightly, meaning they're not just mindless tools of destruction but personal to the player.

They're your guns. And the same has been done for the classes. They're all similar to the ones from the first game but with enough changes to not make them seem brand new, but new enough to feel fresh and enjoyable, not recycled or repetitive.

From our play through, it was clear that it's still very clearly Borderlands but with enough new stuff in it to warrant a purchase. This is Borderlands 2: it may have a new number at the end of it but that doesn't change the franchise title in front of it. But from what we've seen, it certainly isn't Borderlands 1.5. It's the Borderlands we know and love, just bigger and better and that's good enough for me to get excited about its release in just a few weeks time.





# Character Bio - Salvador



As a native to Pandora, Salvador certainly knows how to hold his own: he's filled with brutality and has a severe blood lust. But don't misinterpret his size. Just because he's only 5'4" (blame this on the steroids) certainly does not mean he can't kick ass; which he can. In spades. Some of his favorite pastimes are collecting loot, blowing people up, getting paid, shooting things, blowing people up who don't like shooting things and getting paid for blowing people up

who don't like shooting things. However, he's not quite a "good guy," he has a \$99,000,000,000.99 bounty on his head for felonies such as manslaughter, theft, arson, destruction of property, trespassing, cannibalism, profanity and public indecency (that was probably the 99c part of it all. Steroids, again).

Yet, despite this, he apparently has a very good relationship with his grandma. Oh, and his favourite colour is orange.









# Hands-on with Borderlands 2

This was our first playable time with the game, though still in earlier development stages.

**B**orderlands 2 is something every gamer, whether they focus on console or PC, should keep an eye on. Chances are, if you're a massive fan of the original, which a large number of people are, you've already sat and watched every video on YouTube, every trailer and interview, which all suggest the game looks very, very promising. But now, having spent an hour with it, we can happily confirm that: Yes, it is brilliant, yes, it does live up to the hype and yes it will take the gaming world by storm.

5th July 2012. Destination: The Carbon Bar, London. Purpose: an hour long hands-on experience with Borderlands 2 and an interview with a highly-regarded member of Gearbox Software. From the moment we entered, it was clear the amount of care, attention and love for this game was high: Posters detailed each of the games main characters hung from the ceiling, trailers played on the bars massive screens

and a projector shone the games logo onto the floor. Greeted by members of 2K Games wearing white Borderlands 2 t-shirts, we stood anxiously awaiting our chance to sit and get immersed in the world of Pandora once again.

But we never expected who descended the stairs to introduce us to the game: The one, the only, Randy Pitchford. With a beaming smile, he welcomed us and thanked us all for coming, before delving into some of the games biggest features, but we'll get to that in a moment. After a few moments of staring gormlessly in wonder and amazement at what he was saying, we were unleashed upon the consoles. What an experience awaited us.

Upon starting up Borderlands, we were immediately given the choice of choosing one of the games four classes: Gunzerker, Commander, Siren and Assassin. However, we weren't given the chance of starting



from scratch; we were instead given a character already at level 25 and with 20 skill points to spend on whatever we wanted. After choosing the Commander class and ramping up our damage level to full and improving our health slightly, we headed off to Pandora once again.

The first thing that hits you with Borderlands 2 is how great it looks. The cell-shaded graphics engine is back, but it just looks sharper, clearer, brighter and better. The guns, the characters and the world are more detailed. Borderlands 1 looked great but over the years games have gotten visually better. Gearbox have responded to this and have made a title that looks great and is a large step up from what came before. And the cartoony way the game is presented just adds to the overall feel. It genuinely looks incredible.

But when enemies start appearing, the shooting starts to begin and the blood starts flying, it hits you that this is Borderlands. This is the role-playing-shooter-hybrid we know and love; it's the tongue-in-cheek, sometimes vulgar humour we've found ourselves laughing our heads off at and it's as much fun now as it was way back in 2009. But on with what was played.

The mission we were given was one centered around a new character called Tiny Tina, a thirteen year old girl who lives in a cave in the middle of Pandora using bombs to fend off enemies. She needs your help to round up items for her party, namely soft toys and one particularly angry Bandit that just happened to kill her parents. After defeating countless enemies to

get a few of the items, we set to work on luring the Bandit to the cave, where Tiny Tina had a plan in place to trap him. Bodies littering the floor, our target appeared. A grenade to the face got his attention before we turned and ran, staying just a few feet ahead of him so he didn't lose sight of us. Across the bridge (where a second grenade grabbed his attention again) and we soon found ourselves at Tiny Tina's cave.



And as the Bandit ran through the mouth, he was suddenly electrocuted, caught in Tina's master plan. At the centre of the cave sat a wooden table with party balloons and the two guests already there, with a space for the now-captured Bandit, who rose from a hole in the floor strapped to a chair.

Tiny Tina then began to skip and dance and sing her way around the table, electrocuting the Bandit every now and then, for nothing but her own entertainment it seemed.



Borderlands 2 was very impressive up until this point but the next five minutes stood out as the highlight of our time with the game. We were then instructed to protect the generator powering the Bandit's shocks to the body from wave after wave of enemies whilst Tina carried on with her party. Countless bad-guys, from small minions to

the game had ended but with enough adrenaline in our veins to keep us excited for the rest of the day.

An hour is a long time in most games but with a title that is the size of Borderlands 2, it's absolutely nothing. There was so much left to explore that we didn't get chance to: A mountain



huge shield-wielding brutes, began to come from all directions and madness ensued. We were dropping turrets left, right and centre. We soon ran out of grenades and health was beginning to deplete rapidly, forcing us to crouch near the mouth of the cave and fire concentrated shots on enemies whilst waiting for our health to replenish.

With the final wave down, bodies littering the floor and lots of loot waiting for us to collect, we returned to Tina to gain our reward. She thanked us for our help before handing us a nice new weapon to play around with and some cash to spend. We turned towards the door and just as we were about to carry on exploring a hand tapped us on the shoulder and we were informed our demo had come to an end. Headphones off, controller handed back and a new player already in the chair, we walked away our heads down in disappointment because our time with

in the distance, a farmyard a few hundred metres away from where we had previously been fighting and other enticing environments just begging to be ransacked for loot and cleared of enemies. Because of precisely this, it's clear that Borderlands 2 is clearly not lacking in the addictive nature that made so many people put so many hours into its predecessor. And we have no doubts that the same will happen for the new release, with it taking up a large percentage of people's lives once it hits stores on September 21st.

Like previously mentioned, before starting the demo we were given a pep-talk by Gearbox's Randy Pitchford who gave us some exciting information regarding the new elements of the game. One thing that stood out for us was something called "Badass Points", rewards which are given to players for completing certain challenges: the harder the challenge the more points





they'll receive. However, there's no level cap for "Badass Points", meaning that some players may find themselves having racked up thousands of these things by the time the game has been out a few months. These points can then be used to upgrade guns and the character themselves, but past what simply levelling-up allows them to do; this could lead to players having a character that has a significant percentage of extra health that carries over into other playthroughs. How these directly affect the game remains to be seen but from what we've heard they sound pretty awesome.

So, our overall opinion of Borderlands 2: It looks great and we're saying that from after only an hours' worth of playtime.

In fact, it looks pretty darn brilliant and the sixty minutes we clocked up in our preview was a heck-of-a-lot more fun than the first game ever was.

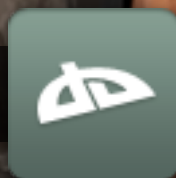
The graphics look great, with a considerable amount of more detail on everything (including guns with moving parts;

the gun we had had a system of pipes on the side of it sprouting fire whenever we shot bullets from it); the gameplay is fast and addictive and the world seems huge, with a lot to do and explore. Simply put, Borderlands 2 is definitely one to pick up when it hits shelves on September 18th in the US and September 21st in the UK.





Artwork by: Milena 'Milish' Korzeniewska





# Top blokes at Gearbox Software...



**Randy Pitchford,**  
*President*

As one of the four founders of Gearbox and with over 12 million games sold, Randy Pitchford is hardly some unknown who makes crappy titles in his grandma's basement with a really big computer.

Although, we bet he does have a pretty big computer. He's directed/produced/been executive producer on a plethora of great titles, including Half Life: Opposing Force, Half Life: Blue Shift, 007 James Bond: Nightfire and Halo: Combat Evolved on the PC.

Oh, and one called Borderlands but no one's heard of that. Except the 4.5 million people that purchased it.



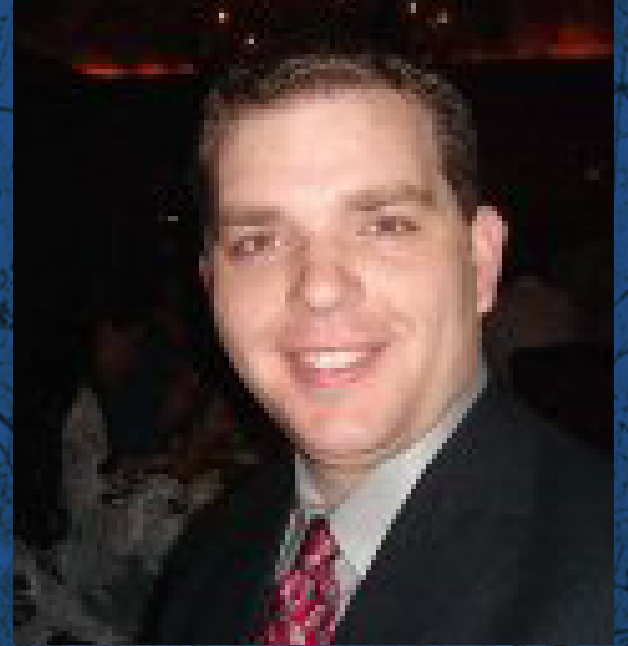
**Brian Martel,**  
*Executive VP*

As the most experienced game maker on the Gearbox team, Brian is the dude with the knowledge.

He's worked with many companies like Microprose, 3DRealms and Rebel Boat Rocker and has worked on many games including Civilization, Duke Nukem and Half-Life.

As Gearbox's art director, he has an influence on nearly every single game the company makes, giving inspiration and creative spark to all on the development team.

We've even spoken to him, so we know he's real - he gives pretty good answers when interviewed, to boot.



**Stephen Bahl,**  
*CFO*

If Gearbox need weapons (which they did in Borderlands 2) then Stephen Bahl is the man to go to.

Having designed and created a lot of the guns seen in Gearbox's titles, from Brothers in Arms to Borderlands, Bahl knows his way around crafting a good arsenal and a kick-ass one.

Bahl, before joining Gearbox, served in the 101st Airborne Infantry Division and the 506th Infantry Regiment and earned the rank of Corporal.

During his tour, he served in Panama, Korea and elsewhere.







# Character Bio - Maya



On her home planet, Athenas, Maya was worshipped as a goddess for her special abilities but wanted more so travelled to Pandora to learn more about who she is: a Siren. And also to kill anyone who stands in her way. But, like Axton, she came to the planet with quite a reputation. Being a Siren is a crime and the moment her body is discovered, a \$720,000,000,000 reward goes straight to whoever put the bullet between her eyes. Or burnt her skin

off. Or blew her up.

As a Siren, Maya can Phaselock, an ability that allows her to freeze an enemy in another dimension which prevents them from fighting back, allowing other players to pummel them with bullets.

Use this wisely however as it does take a while to cool down but with some upgrades it can be used to not only "lock" enemies but deal them damage as well.





# Borderlands 2 In-Depth

This time, we got a good chance to get our hands dirty with the game.

**B**orderlands 2: we've seen it, we've played it and we love it. It's got guns, lots of guns. It has co-op, very good co-op. Most importantly: it has midgets. Following on from our recent hands-on time with the , this year's gamescom appointment allowed us to focus more on the four new characters and their classes. Could the title still continue to impress now we could delve a little deeper?

Before beginning we wanted a more detailed look at the four protagonists: Salvador, Maya, Axton and Zer0. Thankfully, Gearbox were happy to indulge us and provided a detailed examination of their strengths, weaknesses and particular talents. Salvador is the "Gunzerker", a powerhouse of a man who is able dual-wield any combination of weaponry. He's a character with a lot of potential damage output and is able to hit enemies hard using his special abilities. Our previous coverage of Borderlands 2

has focused on this particular character so we chose to spend more time with the other three.

Maya is a more unusual class and it seems that she'll be a slightly tougher character to master. She seems to have a lot of potential when playing with friends in co-op and resembles Lilith from the original Borderlands. Her powers include an ability called "Phaselock", a bubble of energy which disorients and inhibits enemies from attacking. As this ability is improved the bubble can move from enemy to enemy after they are defeated providing more lengthy distractions. Alongside this she also has access to "Convergence", which can draw enemies together (acting like a psychic vacuum cleaner) making them easy victims for explosions and rapid-fire weaponry.

Maya can also revive downed characters from a distance which will prove invaluable when facing



the tougher enemies later on in the . Her role seems to be strongly geared towards aiding and assisting her fellows and it appears that it could be a class for the more strategic players. It is easy to see how both "Phaselock" and "Convergence" will be useful skills in giving the more offensive characters playing with you the opportunity to deal damage unchallenged.

ZerO is a mysterious assassin and is a class of extremes. It is possible to play him as a very stealthy sniper or a fast-paced hit-and-run melee fighter. His primary skill is the ability to deploy a holographic projection of himself which draws enemy fire allowing him to move around cloaked. While invisible his next attack will deal enormous damage that is subject to huge multipliers, making the strike incredibly potent. The developers showed us his "Bloodshed" skill tree that gave ZerO the ability to dash forward with his sword while cloaked (the Execute ability). At the final stage this could be further developed with the "Many Must Fall" perk.

This particularly nasty skill meant that the Execute kills could be chained together in sequence. After successfully performing an execution on an enemy a timer began to count down and an enemy would be highlighted with a blue outline. If ZerO could reach them in time, he would finish them off and the process began again. The Gearbox team managed to impress us by dispatching nine bandits in this fashion without so much as breaking a sweat. This class seems particularly challenging and it wasn't made entirely clear how ZerO would be able to handle larger bosses

if he was tailored specifically towards a melee class.

The fourth character, Axton the Commando seems to be a spiritual successor to Roland and relies on the use of turrets to draw enemy fire as well as to output additional damage. His upgrades seemed to be some of the most diverse and tactical and it seems that the Commando will always be an



important co-op character to have while undertaken missions. There are three very diverse skill trees that change the way Axton's turret functions. These vary from adding rockets and shields to the "Gemini" ability that allows you to deploy two mechanical helpers simultaneously.



Gearbox have also recently announced a fifth playable character who will be released a few months after *Borderlands 2* launches. The "Mechromancer" is an engineering cyborg who can summon up a robotic killing machine known as D374-TP (or "Deathtrap" for the uninitiated).



Deathtrap acts as an older, more psychotic version of *Borderlands*' iconic Claptrap robot. Seeing the class for the first time was refreshing and she looked markedly different from the four chief protagonists.

During combat Deathtrap would alternate between slashing and explosively clapping at enemies (yes, you read that correctly), wheeling ominously towards anyone unfortunate enough to be caught in his sights. Perhaps most interestingly, Gearbox are designing the Mechromancer to be a character for both seasoned first-person shooter/role-playing players and people that have never gamed before.

An early perk (unlocked at level 6) known as "Close Enough", means that any of the Mechromancer's missed shots ricochet off walls and floors towards enemies. This is clearly beneficial to people new to controlling and aiming in . It also has some other

interesting and unusual applications. Later in the game opponents will hide in cover and Close Enough will enable you to intentionally miss and then ricochet the shots to be able to damage them. It seems like a very difficult task for Gearbox to create a character class that can function as a simple introduction

and also as one suited to hardcore *Borderlands* players. After getting this excellent run-down of the new additions to *Borderlands 2* we jumped into a mid-game mission and were boosted instantly to level 31. Working with another journalist, we jumped in to tackle the Ore Chasm: an arena-like area where waves of robots would assault en masse. We selected the Commando, Axton, to complement our fellow player's Gunzerker character, Salvador. After some careful consideration we used our skill points to fully upgrade the turret's "Gunpowder" tree. This gave us increased damage and the "Nuke" ability which detonated an area-of-effect megaton blast whenever your turret was deployed. What can we say? We love our explosions!

After stocking up on ammunition and grenades from the new vending machine feature, we descended to the area and began the combat. Working



to each other's strengths was critical and we made sure to deploy our turret regularly to provide a distraction and extra firepower while the Gunzerker went up-close-and-personal. The Nuke effect was often a lifesaver and inflicted massive explosive damage to anything nearby, giving us the opportunity to back off and recover our shields.

Working heavily with the Gunzerker we set about focusing on the tougher enemies and painting them with the Skag pistol while Salvador used corrosive weaponry (which robots are especially vulnerable against) to dispatch them swiftly. It felt incredibly satisfying to work together so easily and naturally and it felt that the small



It didn't take long for the difficulty of the robots to substantially increase and we were soon facing hordes of "Badass Loaders". These large bipedal droids would frequently carpet bomb areas with missile payloads and we were forced to retreat to a safer distance with greater cover. Switching through a range of the new guns on offer, we came across a nice rapid-fire pistol that offered a new element: skag coating. Skag rounds effectively "paint" opponents in a purple sheen and make them more vulnerable to any form of damage.

additions that had been added brought co-op to a tighter and more rewarding level.

The addition of the "Badass" ranks, attained through the completion of challenges, also encouraged you subtly to try out effective tactics. It's these relatively minute details littered throughout the experience that separate Borderlands 2 from its predecessor. By building on everything good about the original and having such an intimate knowledge of both the first-person shooter and the RPG,



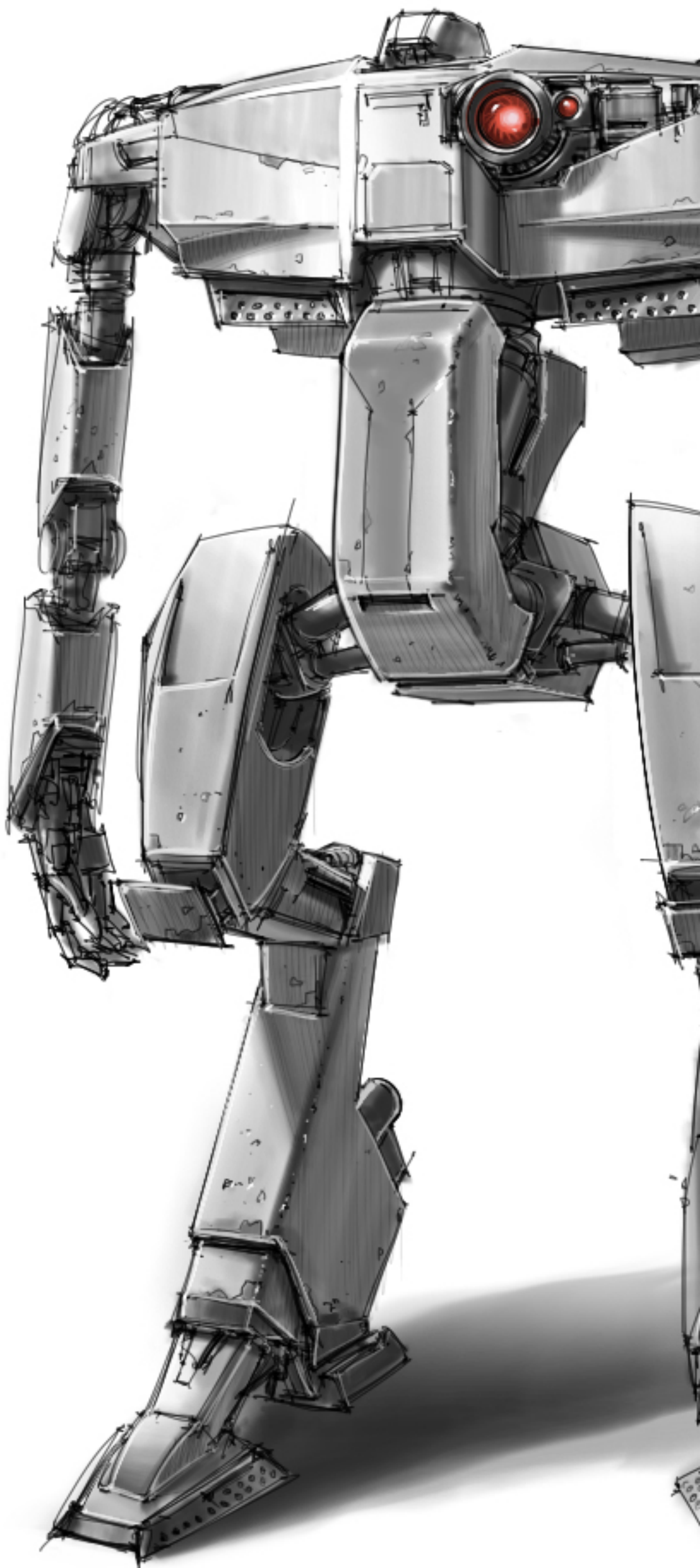
Gearbox appear to know precisely how to fulfil players' expectations.

As our hands-on time came to a close, we were disappointed not to be able to just keep playing. It was compelling, enjoyable and unashamedly fun.

Thankfully, Gearbox took pity on us and showed us some amazing gameplay of their new ultra-hard post-game content. In what is quite possibly the most accurately titled mission ever, "You Will Die. Seriously", four level 50 Gearbox employees took on "Terramorphous the Invincible" equipped with an array of legendary guns and shields.

What followed was a seriously epic, large-scale battle that was occasionally jaw-dropping and at other times painful thanks to Terramorphous' insanely powerful attacks. After roughly five minutes of combining their skills (and numerous revives and close-calls) the Gearbox team had managed to remove roughly 10% of the creature's health. It certainly seems that they want a lot of challenge here for existing players and the fight brought to mind MMORPG raids where a mastery of skills and coordination was required for success.

Borderlands 2 is undoubtedly one of the hottest titles shown at gamescom this year. Somehow the game managed to live up to the enormous mountain of hype surrounding it by demonstrating that it can provide exactly what people want: massive guns, rewarding levelling, challenging co-op and, most importantly, pure unadulterated fun. September cannot come soon enough. **Bring on the midgets.**









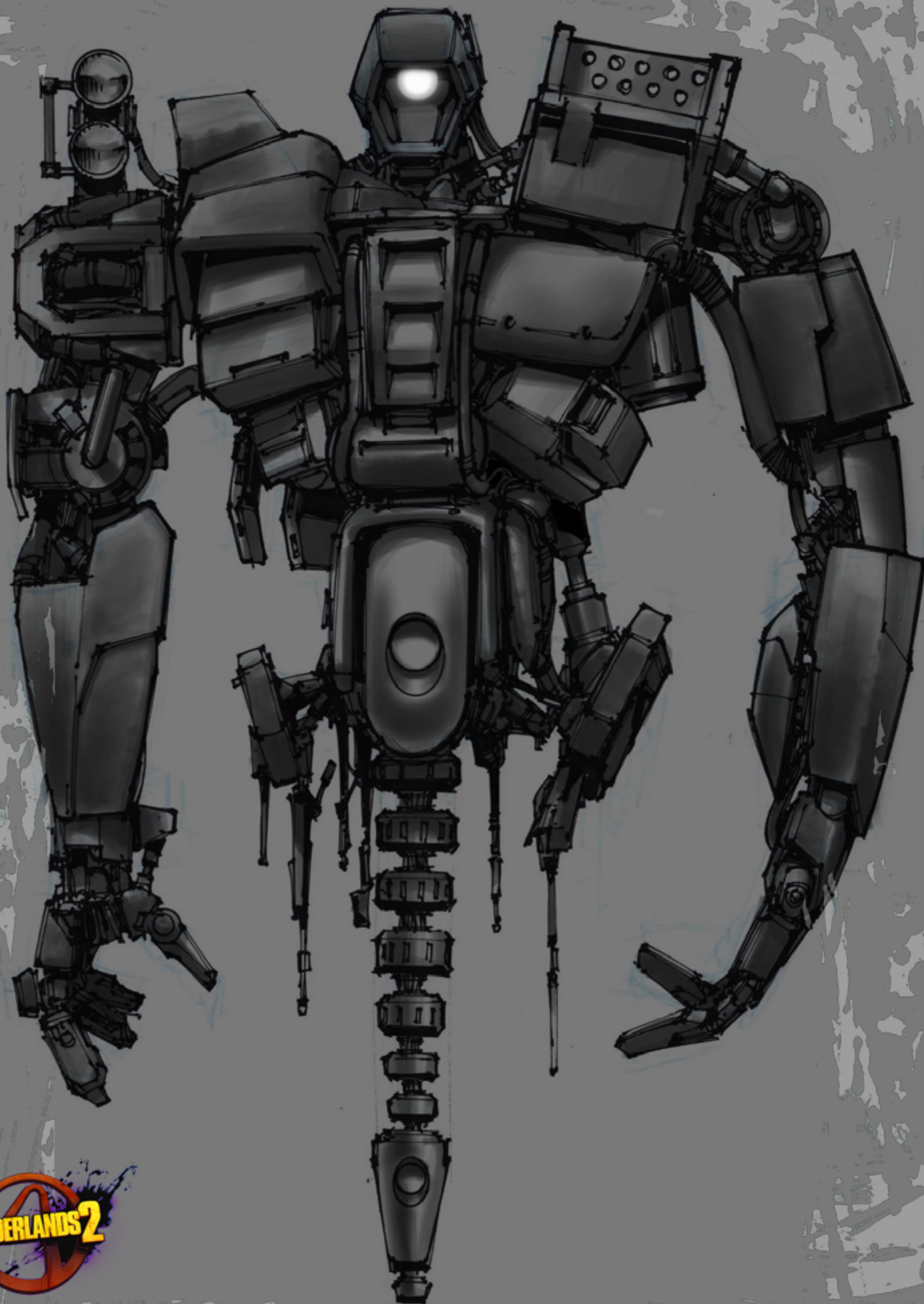
# Character Bio - Handsome Jack



He is not to be messed with. He's taken over the Hyperion Corporation, declared himself dictator of Pandora and stolen all of the credit for finding the Vault. He's even said he killed the Destroyer. Which he didn't. You need to kill Jack and take back Pandora, but he isn't going to be too keen on letting you do this, oh no. Jack's got a supply base in the shape of an H hovering above Pandora (it's also an homage to his ego) but it's also got a huge lens on it, meaning you're never

out of his sight. Ever. Because of this, he can fire down robots and crates filled with enemies in them if he feels that maybe things are a little too easy for you. Interestingly, Handsome Jack has Heterochromia (his left eye is green and his right eye is blue) and the difference in skin tones show he's actually wearing a mask. Bet his girlfriend, the Sheriff of Lynchwood, wouldn't date him if she knew how ugly he is under the mask. Probably.









# Gearbox <3 Borderlands

That's 'love' in internet lingo. Just in case you haven't caught up yet.

**I**t's incredibly clear the amount of respect and love Gearbox have not only for the world and the characters they've created in the Borderlands series, but also for the players that spend hours upon hours scouring every cave and every chest for loot and riddling every enemy they come across with bullets.

Borderlands was a game with so much content in it and such a large community surrounding it that it didn't need a sequel; despite this, Gearbox have given it one, not because they wanted the profits from it but because they, like developers should when considering to make a sequel or not, felt that the fans not only wanted one but needed one.

From the amount of time and effort that was put into the event we attended to the way the Gearbox members present at the preview spoke so passionately about the game, it quickly became clear that there exists a Borderlands 2

because they wanted to make one and it sounded as if they've had a hell-of-a-time creating it.

Just moving a collection of televisions and computers into a bar, setting them up then letting people loose on them seems like a much easier option than what Gearbox gave us when we turned up for the preview event in London in July this year.

Instead, the Carbon Bar was practically transformed by Gearbox, with huge posters of each of the game's main characters hanging from the ceiling, the bar's huge screens dotted around the interior showing the trailers throughout the whole day and a projection of the Borderlands 2 logo shining on the floor.

As members of Gearbox walked around, greeting us, asking us about the game whilst wearing Borderlands 2 t-shirts, it was clear that they had gone for the full deal with trying to make the event seem



incredibly important, rather than putting together a half-hearted attempt to jazz the bar up a bit.

When Randy Pitchford, President of Gearbox Software, began his introduction, it became considerably more obvious that he is as passionate about Borderlands, the world and the characters as some of the games die-hard fans are. He spoke with so much excitement when discussing new features to the title, and didn't seem to be able to spit it all out fast enough, moving at breakneck speed from one topic to the next.

But it wasn't just Randy who was like this: Anyone we spoke to about the game seemed very excited for it, sounding as if they've had as much fun creating the world of Pandora and everything in it as players will have exploring it all. As simple as it sounds, it makes all the difference: If the people promoting the game sound as if they can't be bothered to be at an event then it drops the atmosphere and enjoyment of the whole day, regardless of how good the game itself is.

But playing the game itself solidified the fact that Gearbox love Borderlands and everything in it. The core structure of its predecessor was there, with the over-the-top action, tongue-in-cheek humour and outrageous guns but at the same time it felt new and exciting, not the same all over again. It felt like a sequel should and not like a huge expansion pack. The fact that they haven't changed the idea, the spark at the heart of Borderlands for the sequel shows, not that they lack imagination and can't

come up with anything original (the amount of new characters, outlandish guns and hilarious lines completely disprove this theory), but that they've an incredible amount of respect for both the game itself and the fans. When people buy Borderlands 2, they buy it because they want more Borderlands; if they wanted something else than they'd spend their hard-earned cash on a different game. Because of this, if Gearbox changed the main idea behind the Borderlands series then they'd be



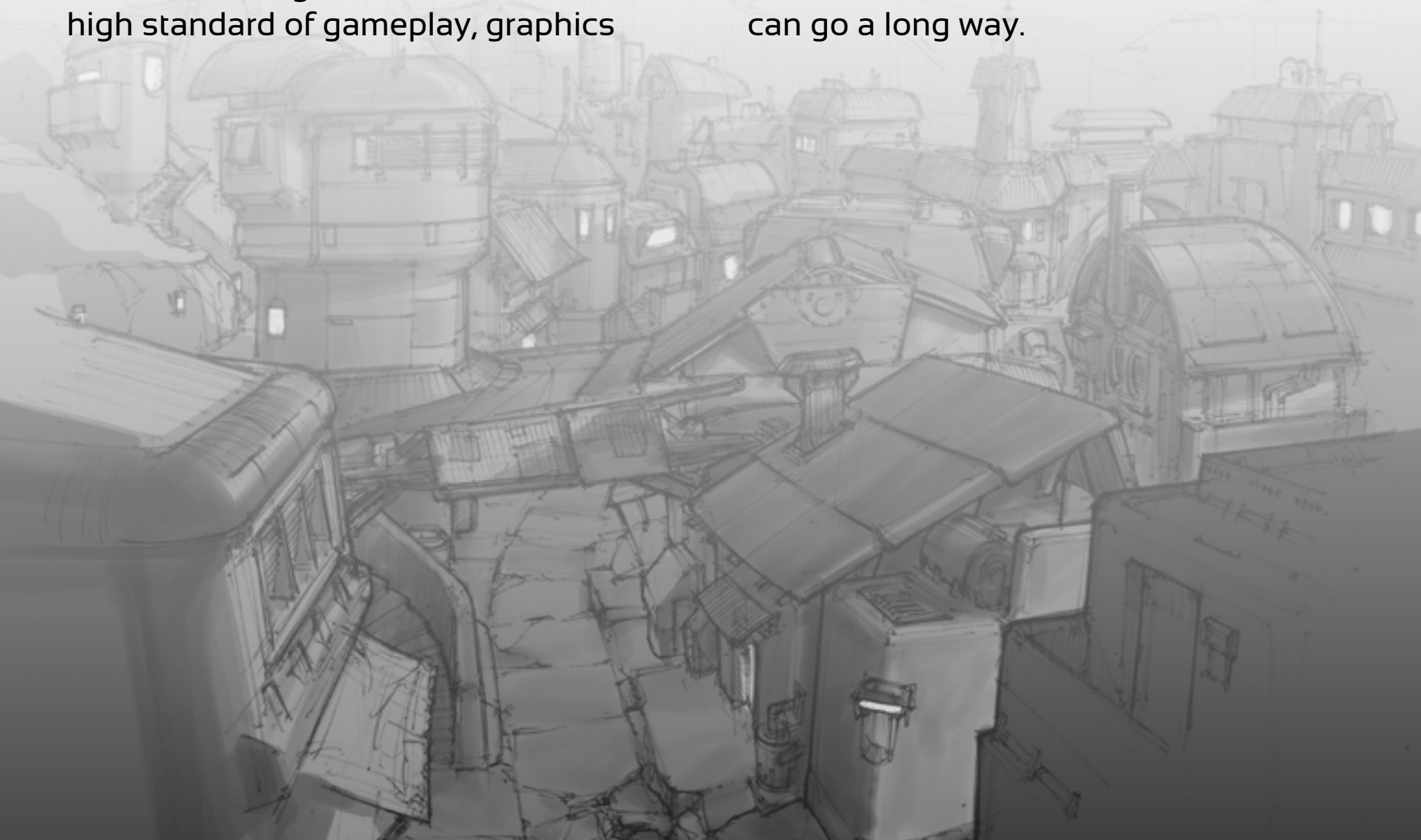


doing the fans disservice; they wouldn't be giving them what they want.

Gearbox have listened to fan responses, what they liked about the first game and what they didn't, and have gone from there: They've taken out the bad, expanded on the good and in that empty space have filled it with brand new features and many more guns.

New additions like "Badass Points", as far as we know, don't radically change the game but offer enough to feel like a worthy feature in it (then again we have only played an hour so it may become clear the more hours we spend with the title just how important they are). Just simply the fact that Gearbox have listened to the fans says it all: They're making the game not for the money or for themselves but for those who purchased and loved the first game and they want it to be as perfect as they can. And if the game carries the same high standard of gameplay, graphics

and humour as the hour we played did, then we really could have something very special on the horizon not just as a brilliant sequel to an already great game but as a stunning title on its own. Gearbox love Borderlands as much as the fans do. That point has already been said a hundred times but it really is hard to stress just how much they do. So many developers make games just for the money these days and that's a shame, so to see a company that makes new titles simply because they want to, then it shows hope that the gaming industry isn't falling into the hands of greedy men in business suits that spend their whole lives in meetings. But, the love and respect Gearbox has given both Borderlands itself and the fans of it has helped considerably to make a better game. They want to go the extra mile and present a game to excited fans that isn't just "good" or "okay": It's great, or even brilliant. And that's what Borderlands 2 is: Proof that a little love can go a long way.











Were you lucky enough to get these phat loots?







Artwork by: Milena 'Milish' Korzeniewska







## Interview with Brian Martel (Cont)

We asked him lots of questions. Hey, we had time, he had time, and you want to know stuff...

**GameOn:** Borderlands 2 seems to have been one of the really big hits of Gamescom so how does that make you guys feel.

**Brian:** It's a bit strange for us we as were not used to having something so high profile, so it's really really exciting to be in this position. The game feels like it's independence game that made good. With the art style and that kind of stuff, when Borderlands 1 did so well to have Borderlands 2 be this successful is mind blowing for us.

**GameOn:** With the build of the game we have seen today you have clearly been building on the more subtler and minor things which help separate it out from the first game.  
What would you like to most emphasize the little tweaks you have made to tighten that COOP focus.

**Brian:** One of the things we did after playing Borderlands 1 was look at all

the reviews we could find and treat them like constrictive criticism, we also looked at the approach people took on forums and the emails and they talked to us about what the game needed, We then did a bunch of interviews with our employers to ask them what they thought the game needed to do. We then used that to make the foundation for making Borderlands 2.

**GameOn:** With things like skag mode which works well in co-op, having one player paint enemies while others damage it, do you think it'll be more challenging than Borderlands and need people to work together more?

**Brian:** I think it depends on what environment you're in or on the in-game situation but it's always fun to play co-op. We're really proud of the single player, in the first game it felt a bit more dead to play by yourself but in Borderlands 2 with echo devices and dialogue, the single player's now much



more enjoyable but co-op's still the special part, working through situations with friends which help give the game more depth and strategy.

you figure out if it's organic and test it and bring in players to get their opinion which really helps us get a sense of what's working.



**GameOn:** You mentioned the skill trees, 4 characters with a 5th coming in, how difficult was it to balance the skill trees to make each character a viable option without giving one more of an advantage?

**Brian:** Skill trees are really a challenge as you're dealing with something that takes place over a long period of time in the game, even within a couple months of going gold we were still tweaking what skill trees were where and in what order.

Things like game changers late in the skill tree progression, they were really important as you get used to playing a certain way and then the game changer makes it feel completely different which is great. It's one of those things where

**GameOn:** In terms of the fifth character, the mechromancer, what prompted your decision to do that, having forking characters?

**Brian:** We knew that we wanted to think about how to go about having another character, we have a lot of ideas about other characters and we have a list when creating a game like this. Wouldn't it be cool if we did this or that? So we had a few fun ones that we were thinking about but what what this really did was let us think about that it didn't matter what we did as long as we could create the system tech that would allow for it, thinking about how you segment the memory, deal with the new animations, new models, that sort of stuff. So we took that approach making sure that the code could support it



and then we said what would be really fun? Having a giant robot called a necromancer we knew it had to be a giant machine, some kind of robot but we wanted it to feel like a summoning class or pet class. We've called it Deathtrap which is a play on Claptrap, he's the darker side of it, she's cool and quirky and now she has this giant robot which has a cowl like death and feels like a ghost robot. That's the start of the whole conversation, have a name and play around with it.

**GameOn:** It seems like you've set yourself an interesting challenge with

that skill you've played through a level 6 character so you have to have had some experience to get there so you're no longer a noob, you've gone through a lot of the game and can aim at that point.

What that does is give you a depth to what that skill can do, you're able to bounce things off and gives a depth to even skilled players. It's kind of fun, it's the way the character looks and the fact she has this robot friend, the skill tree called BFF is really fun and she even has a lunchbox like a claptrap lunchbox, the name is playing along with her sensibility and style but in reality a level



this new class in the fact you have on the one hand, appealing to people new to fps' but at the same time a potentially high skill ceiling for more experienced players.

**Brian:** You can take something like the close enough skill and think of that as something that might be beneficial for someone that's not as proficient at aiming but by the time you even get to

six character is somebody that's played for a few hours. Nobody gets their just skill like that. You still have Deathtrap before beginning skills.

**GameOn:** We've mentioned some players might be new to the game but the focus of the demo was appealing more to the hardcore gamers, a difficult tier of stuff towards the end of the game to offer more challenges



**Brian:** Yeah i think with the big kind of boss creatures, those guys are good for late game boss runs where you come together with your friends. I think there's also something else with your mentioning about people that can play or how the game is for new players, one of the things I love about Borderlands and we get a lot of e-mails about this, from first time shooter players that really love our game because it's not so frenetic, because of the pace of the game it lets you get your bearings and understand what it means to aim and figure it out. Then there's such a depth to the skill trees that when you come to the end game you're ready for it.

**GameOn:** Borderlands 2 has a lot of humour following on from the last game, how much did that come into play with the writing of the sequel

**Brian:** It's one of those things that's a balance between how do you manage when you want to have some drama and overarcng story, I think we did a good job there with keeping people interested in what's happening with the world. You have to play this delicate balance between what's fun, it's good to be funny but you don't want to it be funny for the sake of it because those jokes don't always work, not everthing in the game is for everyones taste which

is some of the fun but it's that balance of making the game not be that typical drama you see in a lot of the shooters. It's like the movie industry, kind of gives you times for things that have levity and then the serious and dramatic, this is just a kind of different take on all those things so as a game it lets people have a little bit of light gameplay while having fun with friends or by yourself. It just is such an exciting, fun game, that's what it is at its core, that's what games are supposed to be, they're supposed to be fun.

**GameOn:** When you were developing Borderlands 2, because it's such a high ridden fusion of so many different things, did you approach development as a shooter with RPG elements or as a RPG with shooter elements? How did you tackle this great forumla you've come upon?

**Brian:** The game wants to be a balance between shooter and RPG and that's really important, it needs to have something for somebody who's a really big shooter fan but also something for the rpg fans because you want to have that kind of depth and long playthroughs. So there's always that kind of discussion in meetings about features so for us it's about trying to create a good balance.









# Competition!

We have some epic Borderlands 2 swag which could be winging its way to you for the paltry sum of sending a Tweet. All you need to do is send a caption to the following image:

Simply Tweet *@thegameonmag* with your caption and the hashtag *#borderlands2mag* to be in with a chance of winning. Winners will be chosen based on the caption.



## Prizes:

1st Place:  
T-Shirt featuring the Borderlands logo

2nd Place:  
iPhone Case (With bottle opener)

3rd Place:  
Top Trumps Borderlands Set

4th Place:  
Deck of Borderlands Playing Cards

Runner Up:  
Borderlands Sticker

View the swag:  
[gameonmag.com/bl2comp](http://gameonmag.com/bl2comp)

Entries may also be submitted by email, at a limit of one per person [contact@gameonmag.com](mailto:contact@gameonmag.com)  
Entries via Twitter may have multiple tries. Those without the hashtag will not be counted  
Winners will be notified via method of entry | Closing date for entries midnight GMT 10.10.2012





# *Credits*

## *Special thanks to:*

### **Gearbox Software**

- Randy Pitchford
- Brian Martel
- Stephen Bahl

### **2K Games**

- Matt Roche
- Ben Lawrence

### **GameOn**

- Steve Greenfield
- Steve Dawson
- Chris Wakefield
- Ross D. Brown
- Adam Woodward
- Jessica Greenfield
- Edward Field
- Sarah Collings
- Neil Hetherington

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## *Custom Artwork:*

Throughout this magazine, you have seen artwork from Milena 'Milish' Korzeniewska which has been specially commissioned for this publication. You can find more of her work at the following links:

<http://milish.deviantart.com/>  
<http://www.facebook.com/milishart>



# BORDERLANDS 2



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