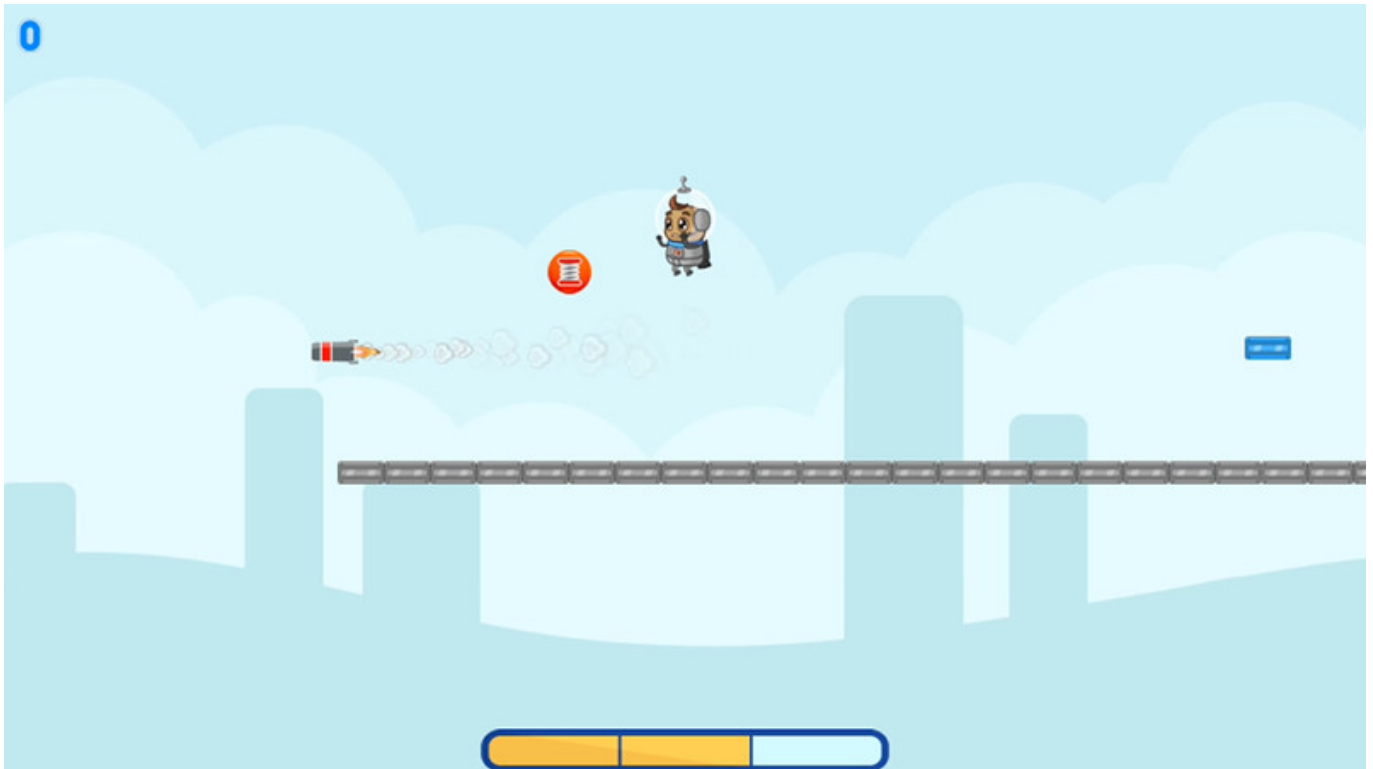


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## Battleborn Download Setup For Pc



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### About This Game

#### PLAY FOR FREE NOW!

The Battleborn Free Trial grants unlimited access (no time limits or level caps) to epic 5v5 multiplayer battles in this Hero Shooter by the creators of Borderlands.

Experience a weekly rotation from 30 of the most unique cast of heroes ever assembled. Love a hero? Permanently unlock and customize your favorites via in-game purchases, or upgrade to the full game to unlock all 25 original launch heroes and the Battleborn PvE story mode, or the Season Pass to unlock all 5 post-launch heroes and story operations.

***All progression from the Free Trial, including player profiles, Hero stats and masteries, will carry over to the full game and Season Pass if purchased. For any individual Hero purchases you have made you will be refunded the in-game currency value of those Heroes when upgraded to the full game or Season pass.***

### Features:

#### Multiplayer

Battleborn's team-based competitive multiplayer action can be experienced by up to 10 players online in 5v5 matches, and includes three distinct multiplayer modes.

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- **Incursion:** Teams of heroes must defend their base from waves of AI-controlled minions while working together alongside their own minions to destroy their opponent's base.
  - **Meltdown:** Teams of heroes must guide their minions as they march to their death at the center of the map. Points are scored for every minion who throws themselves into the incinerator, and the team with the most points wins.
  - **Capture:** Teams of heroes face off in a fast-paced death match and must capture and hold objectives on the map to win.
  - **Face-Off:** Battle and exterminate Varelsi to collect their masks and score points, while balancing between helping your team collect masks and preventing the enemy team from doing so. All the while, the Varelsi get tougher including arena boss battles.

### **Persistent Progression System:**

- **Character Rank:** Each hero can permanently rank up from 1 to 20 outside of missions and matches, allowing players to swap out augments in their helix skill tree, as well as unlock skins.
- **Command Rank:** Players can rank up their own player profile, and loot that can be used to benefit any hero the player chooses to command.

### **Factions:**

- The Peacekeepers are sworn protectors of Solus
- The Eldrid are preservers of the natural order of the universe
- The Rogues are mercenaries only concerned with their own survival
- The Last Light Consortium (LLC) are war profiteers, exploiting others for their own gain
- The Jennerit Empire rule others by force, valuing power above all else

### **Battleborn Heroes:**

Battleborn has a deep roster of 30 playable heroes and no two are the same. Every hero has their own personality and comes equipped with their own unique weapons and powers.

### **Helix System:**

Battleborn's accelerated character growth system allows players to level-up a character from 1 to 20 and fully experience each hero's unique weapons and powers in a single story mission or multiplayer match.

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Title: Battleborn  
Genre: Action  
Developer:  
Gearbox Software  
Publisher:  
2K  
Release Date: 3 May, 2016

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**Minimum:**

**OS:** Windows® 7 x64-bit or Later

**Processor:** Intel i5-750 / AMD Phenom IIx4 945

**Memory:** 6 GB RAM

**Graphics:** AMD HD 6870/ NVIDIA GeForce GTX 460 or better, PhysX support

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 30 GB available space

**Sound Card:** DirectX 11 Compliant

**Additional Notes:** Initial installation requires an internet connection for Steam authentication, and gameplay; software installations require (included with the game) include Steam Client, DirectX 11, NVidia PhysX, .Net Framework 4.5, Visual C++ Redistributable 2010, and Visual C++ Redistributable 2012.

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







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It's a lot of fun if you have someone to sit down and play it with, especially considering how inexpensive it is. If you are on the fence consider watching the link below. They are playing on console what is literally the same game, there are no differences I'm aware of.

<http://www.penny-arcade.com/patv/episode/paparazzi>

[It is not a game I would recommend for solo play however. If you are looking for a single player game, look elsewhere. Towards The Pantheon: Escaping Eternity is a pretty okay and spooky game, but its story time now.](#)

[You play as a soldier who wakes up in a mysterious house and you must escape.](#)

[Now this game is very short but despite that this game give me chills which I like. Now this game is a prequel to an upcoming game, and for a prequel it was good, it gives a little bit of story to the upcoming game.](#)

[Now two things that were kind of annoying is one no save I mean I know this game is short but a save would have been nice.](#)

[And lastly why'll the game is free the DLC to have this game be in your library is way too high I mean \\$4.99 I can see 99 cents, a dollar, even two dollars, but \\$4.99](#)

[for the DLC that's way too much to have this game be in your library.](#)

[So with said this game is sort but very good and I can't wait to game the mine game when it comes out.. I am requesting a refund. This is WAY to buggy, even for an open beta launch. The first dungeon I attempted to create was riddled with problems. There's no bridge support, there's lighting hiccups, missing textures, and a hell of a lot of stuff that was promised that doesn't work. I am appalled at what the devs believed to be okay to show the public. I may purchase again when this is a FUNCTIONING PRODUCT.. ENGLISH:](#)

[This is a very nice game, it has many Metal Slug references but level design is much more Megaman.](#)

[Many weapons are available, such as SMG, shotgun, assault rifle, sniper rifle and even a bazooka, you can hold two weapons at the same time. You carry some grenades too.](#)

[B1 vehicle is very nice, you can just hold the button and kill'em all. makes me feel good.](#)

[Pixelart is good and make good action mood.](#)

[Weapon reload feature is a bit odd, but with some deaths you can understand it.](#)

[The great positive point of the game: BOSS FIGHTS](#)

[There are MANY unique bosses. I was able to kill about 10 of them, each one with their own mechanics.](#)

[It is a very funny game. Congratulations.](#)

[PORTUGUESE:](#)

[Este \u00e9 um jogo muito bom, tem muitas refer\u00eancias ao Metal Slug, mas o level design \u00e9 muito mais cara de Megaman.](#)

[Muitas armas est\u00e3o dispon\u00edveis, como SMG, espingarda, rifle de assalto, sniper e at\u00e9 mesmo bazuca, voc\u00ea pode carregar duas armas ao mesmo tempo. Voc\u00ea tamb\u00e9m carrega algumas granadas.](#)

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O ve\u00edculo B1 \u00e9 muito doido, voc\u00ea pode apenas segurar o bot\u00e3o e matar todos os inimigos, bem divertido.

A arte \u00e9 massa! Cria um bom ambiente de a\u00e7\u00e3o.

A recarga de arma \u00e9 um pouco estranho, mas com algumas mortes voc\u00ea pega o jeito.

O grande ponto positivo do jogo: BOSS FIGHTS

Tem MUITOS chefes \u00fanicos, eu consegui matar cerca de 10 deles, cada um com suas mec\u00e2nicas pr\u00f3prias.

\u00c9 um jogo muito divertido. Parab\u00eas.. Rebellion makes the game equivalent of B-movies. You know this if you've played the Sniper Elite and Nazi Zombie series. Dumb fun, solid produced, yet cheap. This gives their games heart yet at the same time makes them feel a bit empty despite not being able to really say anything specific bad about them (Except for Rebellion's absurd love affair with washed out colors and bloom...). And Strange Brigade is the same way.

Strange Brigade is a shooter that plays fine solo but also fields co-op: it has the arcade sensibility of something like Left 4 Dead or Vermintide, but feeling more like an actual game: an ebb and flow of level design going from horde to simple puzzle and back, without a cockamamie XP system to lock you out of high difficulty.

Since it is coop-focused and arcade focused (Though again, playable solo), it doesn't waste your time. Even more than usual for Rebellion, they are quick to toss you in the action and not let much get in your way. Shoot zombies, sometimes shoot puzzle pieces, get locked in a room where you shoot more zombies, collect gold to buy guns, find limited use power-up guns, dodge roll, use your charge up super move. It's all wonderfully gamey wrapped up with a "too-cute-by-half" charming yet too goofy callback to old serial adventures. Strange Brigade is exactly what you expect of Rebellion trying something new, and probably more than you expect if you played NZA where they attempted to force a square peg into a round hole of mixing SE sniping with zombie hordes. Here, they focus on the shooting and do it right, the hits are satisfying and the gunplay works this time.

In a way it feels like a slightly more playable version of the Nazi Zombie Army games, only here your shooting closer than 20m isn't total garbage. Unfortunately, it keeps SE3 and 4's terrible washed out color palate so all their beautiful environment detail fades into a browny bloomy mush if you try to look at it. It also keeps their awful habit of using Denuvo.. And appropriate to their "B-game" nature, there are always things that don't work or feel as right as they should: some of the guns feel off. Fairburne's default super move punches a zombie so that he explodes further back, but this power simply doesn't work right as the zombie always explodes too far back to reliably hit any number of the enemies behind him... the dodge roll feels like, to borrow another reviewer's phrase, like you tossed a block of wood, doubly ridiculous because we're over a decade into dodge roll game design and have seen countless amazing dodge rolls in the last 5 years... little things like that. And, like SE3 and 4 before it, the game feels about \$10 too pricey for the quality, again despite there not being a lot technically wrong.

In the end, it's a game where you dodge roll around zombies, and other monsters while shooting large numbers of them, sometimes with friends, complete with a horde mode. It does not have the grind and stress of Vermintide, the grind and byzantine rules to remember of Killing Floor, the messed up combination of grind, opposed systems, and farming of Payday 2 (I don't like grind in my co-op), and it's perfectly playable solo. I enjoy it and recommend it, though you may want to wait for a sale. If this ends up anything like SE4, you can look forward to support from Rebellion to extend the life of the game, good patching and possible extra game modes that make sense with the mechanics.. Fun Fun and more Fun. Love the music and the art style. Very cute and entertaining. Seems like they fixed the bug issues. Looks bug free to me. Give it a try!. Really fun game with amazing story! My only complaint is that it's too short! 9/10 game, buy it whenever!. \u2019ve been following the DragonScales saga for a while, and keep getting surprised at how good it gets every single time.

Great to finally be able to buy it at Steam, and now off to lose hours matching scales and discovering how the story goes on.. sexy af boii



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If you read the description, you might think to yourself, as I did: "Oh boy, this is finally the non competitive Zen building V management PvE mode I've been wanting since the game was released!" Nuh-uh. This is 17 extremely fiddly puzzle-like scenarios where you have to figure out and execute each step with exact precision or you'll fail and be forced to restart from the beginning. Playing the very first puzzle scenario (of 17) I think I had to restart it about a dozen times before I zeroed in on a viable build order, all the while handicapped by arbitrary scenario restrictions and a blatantly cheating AI opponent.

You're strangled by the lack of claims even more than in the basic game, to the point where you need twice as many to complete the scenario objectives. What does that mean? It means you have to place your claims perfectly - there is no margin for error or for adaptability - through the entire duration of the puzzle scenario in order to get the resources you need and to allow for the inevitable demolition of existing buildings to build others to hit some of the other objectives. That likely won't be anything new to competitive RTS minVmaxers, but is absolutely the opposite of the kind of gameplay I enjoy. Oh, did you want to build 2-3 farms and feed the colony, and secure your finances that way? Lolno, you're lucky if you have enough claims to build one, and then you'll be short of two or three claims to build the other scenario objective buildings, not to mention water. Running out of power? Okay, let me build a wind generator. Oops, the price of electricity crashes two minutes later and I'm left with a dud claim I can't refund, causing a brief death spiral resulting in a scenario fail state. Restart. Fun? No.

I'm sure there are detailed blow-by-blow guides for exactly what to do and exactly where to place everything, but frankly, that kind of gameplay disgusts me so profoundly that I'm just going to give it a pass. This game as a whole has more or less been a total disappointment for me, and far from offering the game mode I've been waiting for since this otherwise dull and tiresome competitive RTS was released, it's nothing but more of the same.. Almost harvesting season.. This game has so much potential, but devs play it right dont make this a sucky buggy game please fix it and update regularly like cold games does, in subsistence. Please dont abandon it. I got PlayClaw when it was on sale just because I thought it would be decent since i'm paying for it, but when I used it, I ran into a lot of bugs and seemed to lag me alot more, I now use a FREE software that runs better and EASIER to use lol, called OBS.

I would not recommend buying this and getting OBS instead.. What is this? My game is nothing like what it's showing, I just have one screen and I have to build up a castle. It says it's the mobile version on mac. Okay, where to start? This game has some flaws and A LOT of bad things I can say about this game but there is also a fair amount of good things i can say about this game. I'll start with the cons I suppose.

#### -Cons

- No building (Bases, etc)
- Art style isn't fully used to its potential
- Bugs and glitches
- Overpriced
- Combat system not fully completed
- Not very fun unless with friends
- Unfinished map
- No many enemy types
- Repetitive grinding, fighting and etc
- Controls aren't explained well
- Only 2 bosses to defeat
- Crafting system is cluttered and annoying

#### -Pros

- Alot of potential
- Nice choice of art style
- Enjoyable even when unfinished
- Fairly simple GUI
- Runs well
- Low system requirements
- Not much space needed for download

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This is a great but terrible game. I suggest this as something you can have a bit of fun with but I wouldn't buy it for the full \$14. Only get it when on sale. The game itself isn't fleshed out enough to be worth that much money. Its fun but I don't think its something worth getting unless you feel like its something you are really interested in. You need friends when playing this and a lot of patience. This game has potential.. Crown restores MP.. Not really a bad game at all, but there's just not enough content even at this price. My first playthrough took me 45 minutes exploring every single room. Prices for items are steep and resources are scarce if you want to open every crate and door. This would have been fine if the game just had gone on for a bit longer.

All in all there's just not enough effort put into this to release it with a price tag. It's close and everything's functional, but it needs more.

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