



BORDERLANDS 2 VR

Overview

Title:	<i>Borderlands 2 VR</i>
Publisher:	2K
Developer:	Gearbox Software
Platform:	PlayStation®VR, Steam Officially supported PC headsets: HTC Vive, Oculus Rift, Oculus Rift S
Rating:	M for Mature
Release Date:	December 14, 2018 on PlayStation®VR October 22, 2019 on Steam
Website:	www.borderlands.com

Description

The iconic shooter-looter gets in your face! Virtually immerse yourself in the untamed world of Borderlands. Step into the boots of a treasure-seeking Vault Hunter armed with 87 bazillion guns on a quest to line your pockets with loot. Blast bullymonges with real-world aiming, punch Psychos in the mouth, race across the desert in stolen bandit vehicles, and free Pandora from Handsome Jack's clutches!

Features

- **BAMF Time (Bad Ass Mega Fun Time):** *Borderlands 2 VR* includes new features unique to the VR experience to empower Vault Hunters in their fight against Handsome Jack. With Bad Ass Mega Fun Time (aka BAMF Time), players can use this new slow-mo ability to literally slow the speed of the game temporarily to set up their next attack. In addition, with the option to Teleport, players can glide across Pandora as gracefully as Claptrap (if he had grace).
- **Become a Virtual Vault Hunter:** Take on the role of one of four playable classes – Siren, Commando, Gunzerker and Assassin – each with unique combat styles and updated skills that



leverage the new VR functionality, including the new BAMF Time ability. Whether crushing enemies with Maya's Siren powers, calling in Sabre Turret reinforcements as Axton, feeling the heft of dual-wielded machine guns as Salvador, or enjoying the satisfying swing of Zer0's sword in an enemy's back, ***Borderlands 2 VR*** immerses players like never before.

- **Get Virtually Loaded:** Shoot-and-loot with bazillions of procedurally-generated guns, each with their own capabilities and modifiers. Plus, lust after procedurally-generated shields, grenades, relics, class mods, and more for maximum power and mayhem!
- **Borderlands 2 Upgrades for VR:** New BAMF Time upgrades have modified previous abilities, such as Zer0's "Death Mark," which marks targets for additional damage but now also restores two seconds of BAMF Time per marked kill. And since *Borderlands 2 VR* is a single-player experience, we updated previous skills that relied on a co-op partner, such as Maya's "Res" ability, which now is called "Empathy" – causing Phaselock to deplete half your current health, damaging enemies based on how much health you lost, and doubling healing during BAMF Time.
- **Experience Virtual Improvements:** Players can experience the sublime exhilaration of driving around the *Borderlands* in first-person perspective – accelerating and steering with the joystick and aiming the vehicle's weapons with their headset. With the use of the motion controllers and headset, players can interact with the menu systems in a new and intuitive way for the platform, easily navigating through the menus by pointing, clicking, dragging, and dropping. Players will also have the choice of preferred movement styles. Whether that's the VR popular pointed-teleportation, or the classic direct movement style with joysticks – your experience should feel good for VR and true to form of classic *Borderlands*.
- **All the DLC, Free:** The BAMF DLC Pack—available for free after you've purchased *Borderlands 2 VR*—includes four expansive DLC campaigns and two additional character classes, as Gaige the Mechromancer and Krieg the Psycho join *Borderlands 2*'s original four Vault Hunters. The DLC campaigns offer tons of new environments, quests, gear, guns, enemies, bosses, and so much more. You also get all five Headhunter DLCs and the Creature Slaughter Dome, plus additional goodies and the increased level cap introduced in the Ultimate Vault Hunter Upgrade Packs. Rounding out the BAMF DLC Pack are the slick cosmetics of the Vault Hunter Heads and Skin packs so your virtual Vault Hunter can look their best.

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