

From Player to Page Competition Entry

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Category: Category A (Game Review)

Game Title: Borderlands 2

Number of Words: 615 words

Game genre: FPS and ARPG

Publisher: Developed by Gearbox Software, published by 2K Games

Release date: 18 September 2012

Platform: PC, PlayStation 3 – 5 and Vita, Xbox 360, One and Nintendo Switch

Rating: ★★★★★

Whether you enjoyed Borderlands or not, Borderlands 2 will definitely win you over. With a better storyline, more exciting Action Skills and superior gunplay, Borderlands 2 is guaranteed to impress even the most critical gamer.

Five years after the events that transpired in Borderlands, a group of four Vault Hunters - Axton, Maya, Salvador and Zer0 are hired by a man named Handsome Jack to infiltrate a train in search of the Vault. To their surprise, the train is stocked with live bombs. Fortunately, the Vault Hunters survive the train wreck and meet CL4P-TP, the last Hyperion Claptrap unit. They also connect with the Guardian Angel, who instructs them to work with Claptrap to get to Sanctuary. In the game, players are tasked to defeat Handsome Jack.

The four Vault Hunters each have their own Action Skills in their skill tree, which they can upgrade as they level up. Axton can bring out Sabre Turret to attack nearby enemies. Maya can unleash Phaselock, which acts like a black hole. Salvador can use Gunzerking, which allows him to use two weapons in both hands simultaneously, and Zer0 can use Decepti0n, which creates a hologram. You will have a very different playing style depending on which character you pick. Zer0 is better suited for long-range due to his Decepti0n skill, while Maya is better for short-range because she can get very close to enemies using her Phaselock skill. Each character you meet in the land of Pandora is full of personality and has their own well-rounded backstory.

Players will enjoy the many different guns available. There are six weapon types, and their rarity varies from common white, uncommon green, rare blue, very rare purple, to legendary orange. Players may obtain guns with green or higher rarity with different prefixes such as “Suppressive”, “Cohesion”, “Tactical”, and “Monstrous”. These give weapons bonus improvements in accuracy, stability, damage, reload speed and magazine size. Green or higher rarity weapons may also have elemental effects like fire, shock, corrosive, explosive and slag.

The game has around 200-300 enemy types with varying weaknesses and strengths. This means you can strategize your attacks: Fire is highly effective against bandits, bullymong, and spiderants, while shock works for enemies with shields. Slag can be used with all enemies before switching it with another elemental weapon for double damage.

What sets this game apart from other FPS games is the fact that there are so many things to do. Apart from the main story, there are many interesting side missions too. These aren't just boring, repetitive side quests. They allow players to earn rewards such as higher rarity weapons and experience points for their skill tree.

The replayability allows players to continue playing after finishing the 30-hour playthrough. After completing the main story, players can replay in True Vault Hunter Mode, where enemies are harder and scaled according to your level. Here, gameplay changes entirely and higher rarity weapons make you advance. I spent a further 280 hours on the game, farming for legendary weapons from boss-type enemies by repeatedly logging in and out – a significant challenge considering there is only a one in twenty chance of getting a legendary weapon.

If you're a fan of FPS and ARPGs, I would definitely recommend *Borderlands 2*. The game is extremely enjoyable, and the compelling characters and replayability make it an excellent investment. I can see myself playing this game for countless more hours in future, and I'm sure once you get started, you will too!