
Borderlands: The Zombie Island Of Dr. Ned Crack



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About This Content

The Zombie Island of Dr. Ned is the first Add-On for Borderlands with new enemy types, new missions, and new ... surprises. The Jakobs Corporation would like to invite you to experience the splendor of a corporate owned small town known as Jakobs Cove. Any rumors you may have heard about the "undead" walking our streets are completely preposterous and we officially deny them all. If those rumors turn out to be true simply purchase a firearm from the conveniently located Jakobs Brand Vending Machines and aim for the head. Also, would you mind saving our employees? (Non-union only please)

- 5 New Areas to Explore
- Dozens of New Missions
- New Enemies to Eviscerate

Multiplayer options may have changed, please see the main title for more information

Title: Borderlands: The Zombie Island of Dr. Ned

Genre: Action, RPG

Developer:

Gearbox Software

Publisher:

2K

Franchise:

Borderlands

Release Date: 8 Dec, 2009

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English







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Zack Lightman glances out his classroom window and spots a UFO that resembles a ship from a video game that he plays every night, a hugely popular online air combat simulator called Alien Attack In Space, in which gamers protect Earth from alien invaders.

He is very skilled at the game, having placed in the top ten among millions of users, however in real life, he is just a high school senior with a reputation of having a short fuse and getting into trouble, having fought a bully student Douglas Knotcher in junior high.

After getting into a confrontation with Knotcher, Zack leaves school and returns to his home where he looks at some of his late father Xavier's notebook about a conspiracy theory involving pop culture films (Star Wars, Flight of the Navigator, The Last Starfighter), novels (Ender's Game), and video games about alien invasions and military simulations.

He works part-time at a video game shop where his boss Ray surprises him with a fancy new controller for Alien Attack In Space as an early graduation gift. He tries it out on one of the new special missions on Alien Attack In Space that involves attacking the home planet of the aliens but the Earth team fails.

After Knotcher had keyed his car and brings his friends to fight Zack, a shuttlecraft with the Earth Defense Alliance logo lands. Ray is one of the passengers, and he invites Zack to join him to a top-secret military facility in Nebraska. There, he learns the EDA is real, that there are actually aliens from Europa planning to invade the planet with ships as shown in the Alien Attack In Space game, and that the EDA had been using Alien Attack In Space to train soldiers to pilot drone ships to protect Earth from the Europeans and to identify which gamers would be best for the task.

The EDA reveals that the Europeans have planned a three-phase full-scale attack in less than eight hours. Shortly after the briefing, the Nebraska base is attacked by a scouting party, during which Zack disobeys orders by chasing down an invading ship that managed to fly into one of the deploying tunnels and self-destructed, causing the loss of several hundred EDA drones.

Although Zack is scolded by Admiral Vance for the action, he and other top performing Alien Attack In Space players are deployed to Moon Base Alpha, where he will be reporting to his father Xavier, thought to have died in an explosion when Zack was an infant, but has actually been in the EDA and has been serving as a general as well as the top-ranked Alien Attack In Space player.

In the first wave of attacks, the EDA moon base is attacked by European drones. The new recruits attempt to defend it, but ultimately fail and flee to Earth. After helping to end the first wave of attacks on Earth, Zack and his father theorize that the entire European invasion is only a test to discover how Earth would respond to a civilization-ending threat, given that the aliens could have easily wiped them out at any time, but had let them have opportunities to fight back and win.

They determined that the probe that Earth had sent to Europa decades ago was actually a warhead called Icebreaker that was intent on destroying the Europeans, meaning that Earth had struck first and had initiated the entire war.

They realize that a second Icebreaker warhead has been deployed to detonate on Europa around the time of the second wave, which would result in mutually assured destruction. With the second wave starting, Xavier raids an EDA base containing the pilots who are escorting the warhead and sacrifices himself. Zack then activates his drones near Europa to defeat Admiral Vance's controlled drone escorts and to destroy Icebreaker, resulting in the alien ships powering down and falling to Earth. An icosahedron arises from Europa and identifies itself as the Emissary, a machine that was created by a galactic community of civilizations called the Sodality.

The Emissary had orchestrated the entire situation as a test to see if humanity could exist peacefully with their group, and declares that Earth has passed. Zack accepts the membership on behalf of Earth, and the third wave of alien ships arrives to aid the survivors and to restore the planet.

Zack later joins as an ambassador to learn the aliens' true motives.. Airport Simulator 2014 much better. Not recommended :). An interesting game about the biker.

+cards

+86 achievements

+punk-rock tracks

+arcade mode

100V10. That moment when you accidentally delete your save file while having the game set in Russian because you were trying to get the 3rd Shadow Ending. Seriously, who ever thought it was a good idea to put the 'reset game' button right above the 'language' button? And how was I supposed to know it would delete my save file? I don't speak Russian.

Don't get wrong the game has some witty jokes and references here and there, but it also has a lot grammatical errors and misspellings. And yes, game devs, we can see through your wannabe American writing that the game script was written by a Russian. And the subtle Putin jokes weren't even that bad, but making references to Chuck Norris and Saw? They are memes that have been dead for years. Could you really not think of some more iconic references for this generation?

The game also has a pretty small gameplay to fun ratio. It's gonna be fun for the first 1-2 hours but it's going to get really dull when you're just gonna be going through the options trying to figure out how to get a specific ending, which is especially difficult since a lot of the choices are just filler and they don't really matter. You're probably gonna have to resort to using a walkthrough (thank god there is one), and the gameplay will just turn into a small grind for endings.

It's very much like the Impossible Quiz except there are multiple endings and the references aren't so clever.

Don't recommend buying it unless it's a sale, the game's just not worth for what it is and the humour is mediocre at best.. Black & White?. Actually a decent game. Its a mix between a hidden object and a point and click adventure. While the animations etc are technically simplistic. The package comes off with an enjoyable execution that feels higher standard than you would expect. If you are looking for a decent and very casual point and click game with a story. This is a good choice. Just be forwarned that the structure of all these games are pretty similar so I would recommend playing one that has the theme you like. Secondly, this series with "Nightmare" etc are mainly focused at females. So you, if your a guy that is, might feel you are taking a bit of a "backseat" on stuff you would usually do in other games, being "the Man" and all, I mean. :D. TL;DR: It's kinda fun, probably worth the \$2.99 for a few hours of amusement. Lacking polish in a lot of ways, but still a fun implementation of a neat concept.

This game really feels like an early access game. Either that, or a legitimate arcade game where the game is intentionally challenging because the developer wants you to pop another quarter in it every time you die. Even after looking up the controls, the gameplay instructions are not very clear: it took me a few minutes just to realize I was supposed to be commanding the colony (HINT: Tab & Number keys). After getting that it all sort of unfolded, but then I ran into the problem that I really had no idea how to improve in the game. As far as I can tell, the different paths on the warp map are simply that- different paths, neither really preferable to the other in any evident way.

That last thought leads well into my general take on this game: while all the individual things are kinda cool, a lot of them feel poorly defined. Different weapon upgrades don't seem to have the same effective value, and different weapon systems seem much better than others.

I kinda ran out of gusto for this review now, so I guess I just want this game to be more than it is, because as it is it is (weeee, two letter words) enjoyable, but I feel like there are a few things that could make it more enjoyable. To keep it short, I think some sort of self-selected difficulty would be good. I like challenges, but a challenge becomes an exercise in futility when the path to success is unclear. Perhaps a more clear risk/reward proposition. Also, being able to see the firing rate on weapons would be very nice for the first-time player and for min-maxers alike.

I believe that sort of thing would really help tip the scale of this being a "cool" game to a "really cool" game.

Old but still a good game. I did however miss more camera controls but its still good fun.

- U sunk my battleship. I REALLY ENJOYED THIS GAME AND FOUND THE DIFFICULTY LEVEL JUST ABOUT RIGHT. THE GAME IS VERY MUCH IN THE MIGHT AND MAGIC STYLE. AS A GAMER BROUGHT UP ON DUNGEON MASTER AND THE OLD D AND D CLASSICS ON THE AMIGA THIS WAS A REAL TREAT. A BLAST FROM THE PAST BUT WELL WORTH PLAYING. THE ENDING IS SLIGHTLY TOO EASY AND THE GRAPHICS ARE A LITTLE DATED. HOWEVER HIGHLY RECOMMENDED ESPECIALLY FOR A FIVER. IN TOTAL THE GAME TOOK ME ABOUT 35 HOURS.. The game is short, incomplete. About 2 hours. It was supposed to be part 1 of 3 but the studio supposedly shut down. Has potential.. My Grim is perfect now!. This game should have config to toned down some visual effect. I mostly playing at night and the main menu killing my eyes. I hardly see anything on the game screen too, everything is way too bright.

Recommended when the game receive more updates, not now.

. This is a pretty good kids adventure game. Surprisingly complicated for one and actually contains multiple paths. Make sure you and your child have a high tolerance for puns.. I always enjoy doing these puzzles and spaing out. It would be nice if there were a hint button to the game

6.5/10

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