

# Review : Borderland 3 DLC - Psycho Krieg & Fantastic Fustercuck - Strange Adventure to Krieg

Borderland 3 DLC offers an extremely unique journey. Unexpected and no less stressful. Borderland 3 DLC will bring you extremely interesting moments

Developer:  
Gearbox Software

Publisher:  
2K Games

Communication :

MacStadia OS

Microsoft Windows

Playstation 4

Xbox One

PlayStation 5

Xbox Series X / WILL

Release date:

Windows, macOS, PS4, Xbox One  
September 13 , 2019

Stadia  
December 17 , 2019

PS5, Xbox Series X/WILL



For all the love and attention for Borderlands, even using a masked madman as the mascot since the original game, it's surprising that it wasn't until the latest DLC for Borderlands 3 that we got a chance to get it. A chance to delve into the mind of a naked person standing there, like the bloody madman in the world's scariest episode of 'The Magic Schoolbus'. But when the concept entered the mind of a psychopath to uncover the origins of the 'plague of madness' would be a solid concept for the goofiest Borderland 3 DLC since Tiny Tina's Assault on Dragon Keep, Psycho Krieg and Fantastic Fustercluck doesn't quite live up to that promise. Because to it, its intermediate action is an excellent build-up to one of the best boss fights in all of 'Borderlands', but everything else out there ends up as a predictable ride filled with guns, and psychopaths and non-stop screaming.



Fantastic Fustercuck is what 'Krieg' is, the Crimson Raiders' permanent psychotic case. This shirtless and ax-wielding psychopath is known for shouting nonsense catchphrases as he kills and butchers his way through life. While Krieg has never been the most exciting or well-developed character in Borderlands 3, Fantastic Fustercuck aims to change that by putting you in the mind of this insane pervert on a quest to find out what drives Krieg crazy and the source of his madness. You'll learn about Krieg's dark and completely unsurprising backstory, peer through the eerie lens of Krieg's mind as he looks out at the world, and even be reunited with one of the characters who died. of the Borderlands.

While Fantastic Fustercuck did try to define the character 'Krieg' in a slightly better light, they didn't do much to make him more interesting or relatable. Instead, his madness is mostly used as an excuse to put you in bizarre, lightly entertaining situations, such as having to shoot down the moon and use it as a bullet. in a siege war. It can be fun for a short while, but when in the middle of a campaign that lasts about a few hours, you can only hear

Krieg screaming about how much he wants to lick someone or whatever. last time when you became fed up with those clichés. Yes, I got it: he lost his mind.

In fact, for the most part Fantastic Fustercuck is like a generic Borderland 3 DLC expansion and has no real risk so that reaps little reward from it. Besides some exciting new things and strong action sequences, the expansion has brought surprises that we haven't seen before. You fight a lot of perverts with unusual personalities, the robot Hyperion, and of course, until you encounter the final boss although it makes me really unsatisfied at times.

"Considering the elements that describe the psychopath of the sick person from an interesting perspective, there are not too many surprises."

But don't get me wrong: there are some areas that are truly amazing and that exude a very unique description through crazy gestures and thoughts that can only come from from Krieg's mind, like when body parts are deformed and it will make your gaze follow every nuance of your character as you move. But aside from some fun details like riding a giant bullet like something from Dr. Strangelove, there aren't too many surprises or things to get excited about.



The side quests in Fantastic Fusterclock are similarly unimpressive, mostly consisting of 'small' quests like one where you go looking for an umbrella, or pranks like when you're staring at printed tests filled with ink so Krieg can tell you if you're okay. It's all very rudimentary, so it's surprising that Borderlands' history of sidequests like that is one of the most entertaining.

"You suddenly find yourself being hunted by a sentient train called the Locomöbius."

While much of Fusterclock is an extremely romantic stroll through dozens of murdered human flesh and mutilated robots, the action sequences in between are uniquely impressive to the point of being almost life-saving. a monotonous campaign, not very attractive. And as you delve deeper into Krieg's psychotic psyche, you suddenly find yourself being hunted by a sentient train, known as the Locomöbius, that turns the entire area into a frenzied boss battle, dangerous and memorable. No matter how much you run away, Locomöbius relentlessly tries to run over you by spotting ghostly train tracks wherever it chooses before slamming out of the gate and 'chugga chugga choo' choo' goes through anything in its path. It can appear anywhere and in any direction, regardless of gravity, and don't mind running past your allies while trying to chase you. It even blows holes through flat terrain, changing the structure of the map in the process and adding more difficulty floors to progress.



The area ends when you reach the train's lair (and it has a 'boss' lair, of course) and face off in a literal and figurative final battle that goes off the rails. This will be one of the most memorable encounters in the Borderlands franchise, even if it's sandwiched between the rather boring first and third.

### Identify

With the exception of a few popular areas and boss battles, Psycho Krieg and Fantastic Fustercuck end up as a not-so-great exploration of one of the Borderlands' most shallow characters. But like all Borderlands content, there's a lot of good laughs, spectacular monsters, but this boring Borderland 3 DLC has almost nothing new to offer some reasoning. significant reason for the player to return to Borderlands 3.

"From our Borderlands September 3, 2019 review by James Duggan":

"If Borderlands 3 is what happens as a modern shooter that doesn't care about item economy longevity and daily quests you can sign me up for Borderlands 4 right now. tethering from servers constantly and being able to trade the loot at would be a refreshing change of pace, but that's hardly the only reason it's such a great co-op FPS The sheer magnitude and variety of its fun and surprising arsenal is unmatched, and the amount of endearing and varied detail packed into an energetic 30-hour campaign and replayability is what makes Borderlands 3 the highlight of the series - and the genre as a whole."

You finished reading the article "**Review : Borderland 3 DLC - Psycho Krieg& Fantastic Fustercuck - Strange Adventure to Krieg**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.