

BORDERLANDS

TRIPLE PACK

BORDERLANDS

**BORDERLANDS
THE PRE-SEQUEL**

BORDERLANDS 2

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller. When using the DUALSHOCK®3 wireless controller function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PlayStation®3 system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PlayStation®3 system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.


NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®3 system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Borderlands Triple Pack* disc with the label facing up into the disc slot. Select the icon for the software title under *Borderlands Triple Pack* in the PlayStation®3 system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PSN™ account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

INSTALLATION INSTRUCTIONS FOR RETAIL DLC PACK MANUAL

INSTALLING BORDERLANDS ADDITIONAL CONTENT

Insert the Borderlands Triple Pack Add-On Installation Disc. Navigate to the disc in your XMB and press X on the PS3 controller to bring up the list of available installation packages. **You must first install the patch package before you are able to access the rest of the content.** The patch can be found in the Additional Content Packages List on the Add-On Installation Disc. Select the Additional Content package you wish to install by highlighting the package and pressing X to install. Wait for the progress bar to finish. Repeat for each Additional Content package. Once installation is complete, remove the disc and insert the Borderlands Triple Pack Gameplay Disc to play the game.

NOTE: Players should be at least at the following levels before entering these DLCs:

Level 15 for Zombie Island of Dr. Ned

Level 15 for Mad Moxxi's Underdome Riot

Level 35 for The Secret Armory of General Knox

Level 15 for Claptrap's New Robot Revolution

The Borderlands Triple Pack Add-On Installation Disc adds content to your new or existing Borderlands game. Upon starting Borderlands, you will receive a message alerting you that you've installed each piece of Additional Content. The list below describes how to access the individual Additional Contents once they are installed.

ZOMBIE ISLAND OF DR. NED:

After installing the Additional Content, use a Fast Travel station to go to "Jakob's Cove" to start the Additional Content.

MAD MOXXI'S UNDERDOME RIOT:

After installing the Additional Content, use a Fast Travel station to go to "The Underdome" to start the Additional Content.

THE SECRET ARMORY OF GENERAL KNOXX:

After installing the Additional Content, use a Fast Travel station to go to "T-Bone Junction" to start the Additional Content.

CLAPTRAP'S NEW ROBOT REVOLUTION :

After installing the Additional Content, use a Fast Travel station to go to “Tartarus Station” to start the Additional Content.

INSTALLING BORDERLANDS 2 ADDITIONAL CONTENT

Insert the Borderlands Triple Pack Add-On Installation Disc. Navigate to the disc in your XMB and press X on the PS3 controller to bring up the list of available installation packages. **You must first install the patch package before you are able to access the rest of the content.** The patch can be found in the Additional Content Packages List on the Add-On Installation Disc. Select the Additional Content package you wish to install by highlighting the package and pressing X to install. Wait for the progress bar to finish. Repeat for each Additional Content package. Once installation is complete, remove the disc and insert the Borderlands Triple Pack Gameplay Disc to play the game.

NOTE: Players should be at least at the following levels before entering these DLCs:

Level 15 for Captain Scarlett and her Pirate's Booty

Level 15 for Mr. Torgue's Campaign of Carnage

Level 30 for Sir Hammerlock's Big Game Hunt

Level 30 for Tiny Tina's Assault on Dragon Keep

Level 15 for Headhunter 1: Bloody Harvest

Level 15 for Headhunter 2: Wattle Gobbler

Level 15 for Headhunter 3: Mercenary Day

Level 15 for Headhunter 4: Wedding Day Massacre

Level 15 for Headhunter 5: Son of Crawmerax

The Borderlands Triple Pack Add-On Installation Disc adds content to your new or existing Borderlands 2 game. Upon starting Borderlands 2, you will receive a message alerting you that you've installed each piece of Additional Content. The list below describes how to access the individual Additional Contents once they are installed.

CREATURE SLAUGHTER DOME:

The Dome can be found after installation by using a Fast Travel Station to go to the Wildlife Exploitation Preserve. Once in this zone, proceed all the way to the far Eastern limits of the map and access the Additional Content through a door leading to the “Natural Selection Annex.”

COLLECTOR'S EDITION:

Once the Collector's Edition content is installed, the Contraband Sky Rocket Grenade can be found in the player's inventory as well as the head and skin for the individual character. The head and skin will be unlocked by activating them in the inventory and can be equipped using any Quick Change Machine in the game.

PREMIER CLUB:

After installing Premier Club, you will find the Gearbox guns and the Vault Hunter's Relic in your character's inventory. The Golden Key granted can be used to open the Mysterious Chest in the building with the Fast Travel Station in Sanctuary. Premier Club will also grant you access to a new character. The Mechromancer can be selected as a playable character after starting a new game in the character selection menu.

PSYCHO PACK:

After installing the Additional Content, the Psycho can be selected as a playable character after starting a new game in the character selection menu.

ULTIMATE VAULT HUNTER UPGRADE PACK:

Once this Additional Content is installed, the level cap is raised to 61 and players that finished True Vault Hunter Mode can access Ultimate Vault Hunter Mode by selecting the character they finished True Vault Hunter Mode with and selecting Ultimate Vault Hunter Mode.

ULTIMATE VAULT HUNTER UPGRADE PACK 2:

Once this Additional Content is installed, the level cap is raised by 11 levels and players will be able to enter a new map delivered through this DLC by selecting "Digistruct Peak" from any Fast Travel Station.

CAPTAIN SCARLETT AND HER PIRATE'S BOOTY:

Once you've installed Pirate's Booty, go to any Fast Travel station in the game. From there, you'll be able to travel to "Oasis" to start the content.

MR. TORGUE'S CAMPAIGN OF CARNAGE:

After installing Campaign of Carnage, use a Fast Travel station to go to "Badass Crater of Badassitude" to start the content.

SIR HAMMERLOCK'S BIG GAME HUNT:

After installing Big Game Hunt, use a Fast Travel station to go to “Hunter’s Grotto” to start the content.

TINY TINA'S ASSAULT ON DRAGON KEEP:

After installing Assault on Dragon Keep, use a Fast Travel Station to go to “Unassuming Docks” to start the content.

HEADHUNTER 1: BLOODY HARVEST:

After installing the Bloody Harvest, use a Fast Travel station to go to “Hallowed Hollow” to start the Additional Content.

HEADHUNTER 2: WATTLE GOBBLER:

After installing Wattle Gobbler, use a Fast Travel station to go to “Gluttony Gulch” to start the Additional Content.

HEADHUNTER 3: MERCENARY DAY:

After installing the Mercenary Day, use a Fast Travel station to go to “Marcus’s Mercenary Shop” to start the Additional Content.

HEADHUNTER 4: WEDDING DAY MASSACRE:

After installing the Wedding Day Massacre, use a Fast Travel station to go to “Rotgut Distillery” to start the Additional Content.

HEADHUNTER 5: SON OF CRAWMERAX:

After installing the Son of Crawmerax, use a Fast Travel station to go to “Wam Bam Island” to start the Additional Content.

HEADS AND SKINS PACKS:

After installing the individual heads and skins packs, the Additional Content is available at any Quick Change Machine in the game.

INSTALLING BORDERLANDS: THE PRE-SEQUEL ADDITIONAL CONTENT

Insert the Borderlands Triple Pack Add-On Content Disc. Navigate to the disc in your XMB and press X on the PS3 controller to bring up the list of available installation packages. **You must first install the patch package before you are able to access the rest of the content.** The patch is the first installation package in the list on the Add-On Installation

Disc. Select the Additional Content package you wish to install by highlighting the package and pressing X to install. Wait for the progress bar to finish. Repeat for each Additional Content package. Once installation is complete, remove the disc and insert the Borderlands Triple Pack Gameplay Disc to play the game.

NOTE: Players should be at least at the following levels before entering these DLCs:
Level 24 for The Holodome Onslaught
Level 30 for Claptastic Voyage

The Borderlands Triple Pack Add-On Installation Disc adds content to your new or existing Borderlands: The Pre-Sequel game. Upon starting Borderlands: The Pre-Sequel, you will receive a message alerting you that you've installed each piece of Additional Content. The list below describes how to access the individual Additional Contents once they are installed.

SHOCK DROP SLAUGHTER PIT:

The Shock Drop Slaughter Pit can be found after installation by using a Fast Travel Station to go to Outlands Canyon. Once in this zone, proceed all the way to the far Northern limits of the map and access the Additional Content through a door leading to the "Abandoned Training Facility."

"HANDSOME JACK" PACK:

After installing the Additional Content, the Handsome Jack Doppelganger can be selected as a playable character after starting a new game in the character selection menu.

UVHUP & THE HOLODOME ONSLAUGHT:

Once this Additional Content is installed the level cap is raised by 10 levels. In order to access the new area in Borderlands: The Pre-Sequel, go to any Fast Travel station in the game. From there, you'll be able to travel to "The Holodome" to enter the new map included in the Additional Content.

LADY HAMMERLOCK PACK:

After installing the Additional Content, Lady Hammerlock can be selected as a playable character after starting a new game in the character selection menu.

CLAPTASTIC VOYAGE & UVHUP2:

After installing Claptastic Voyage & UVHUP2, use a Fast Travel station to go to "Deck 13 1/2" to start the Additional Content. The level cap will also be raised by 10 levels.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.take2games.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING, AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. THE SOFTWARE IS LICENSED, NOT SOLD, BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal. PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or the termination of this Agreement (see below). The Software is licensed, not sold, to you, and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. Licensor retains all right, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing, or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to: commercially exploit the Software; distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement; make a copy of the Software or any part thereof (other than as set forth herein); make a copy of the Software available on a network for use or download by multiple users; except as otherwise specifically provided by the Software or this Agreement, use or

install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time; copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use; reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part; remove or modify any proprietary notices, marks, or labels contained on or within the Software; restrict or inhibit any other user from using and enjoying any online features of the Software; cheat or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software; violate any terms, policies, licenses, or code of conduct for any online features of the Software; or transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time. **ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES:** Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain unlockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement. **TRANSFER OF PRE-RECORDED COPY LICENSE:** You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software or accompanying documentation, and the recipient agrees to the terms of this Agreement. Transfer of

the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, sell, lease, license, rent, or convert into convertible virtual currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensor's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferable to another person under any circumstances, and Special Features may cease functioning if the original installation copy of the Software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. **NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.** **TECHNICAL PROTECTIONS:** The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Licensor reserves the right to monitor use of the Software at any time. You may not interfere with such access control measures or attempt to disable or circumvent such security features, and if you do, the Software may not function properly. If the Software permits access to Special Features, only one copy of the Software may access those Special Features at one time. Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, including downloading updates and patches. Except as otherwise prohibited by applicable law, Licensor may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, at any time without notice for any reason whatsoever. **USER CREATED CONTENT:** The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, item, or video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable, and sub-licensable worldwide right

and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including, but not limited to, the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive and agree never to assert any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. **USER ACCOUNTS:** In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensor or a Licensor affiliate, as set forth in the Software documentation. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part. The Software may also require you to create a Software-specific user account with Licensor or a Licensor affiliate ("User Account") in order to access the Software and its functionality and features. Your User Account login may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND VIRTUAL GOODS

If the Software allows you to purchase and/or earn through play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply.

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-licensable, limited right and license to use VC and VG obtained by you for your personal non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG. VC and VG do not have

an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the terms and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING virtual currency and virtual goods: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. GF Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL

GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG as shown at any time. Your available VC and/or VG as change in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hold harmless Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor

may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store. This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that

the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores,

ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software. For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the Software

2K SUPPORT INFORMATION

Visit <http://support.2k.com> for the latest on help and support for Borderlands Triple Pack, including resolutions to common error messages, for information regarding my2K accounts, or to change your my2K profile.

©2009–2015 IPerion, LLC. Published and distributed by 2K. Gearbox, Borderlands, Pre-Sequel, and the Gearbox Software and Borderlands logos, are registered trademarks, all used courtesy of Gearbox Software, LLC. 2K and the 2K logo are trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Entertainment Software Association. Unreal® is a registered trademark of Epic Games, Inc. Unreal® Engine, Copyright 1998–2014, Epic Games, Inc. All rights reserved. Uses Bink Video. Copyright ©1997–2014 by RAD Game Tools, Inc. This software product includes Autodesk® Scaleform® software, ©2014 Autodesk, Inc. All rights reserved. Autodesk Scaleform is a registered trademark of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. Powered by Wwise ©2006–2014 Audiokinetic Inc. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All other marks are property of their respective owners. FMOD Ex Sound System is a registered trademark of Firelight Technologies. All rights reserved. Bink Video is a registered trademark of RAD Game Tools, Inc. All rights reserved.