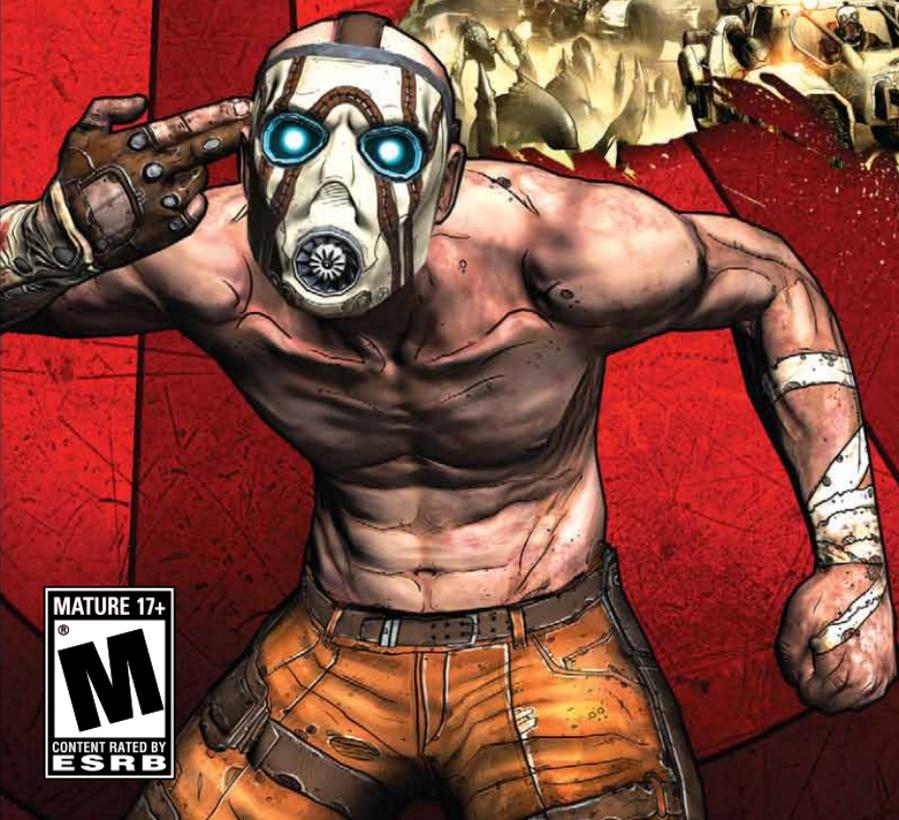


BORDERLANDS™



MATURE 17+



CONTENT RATED BY
ESRB

⚠ 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:

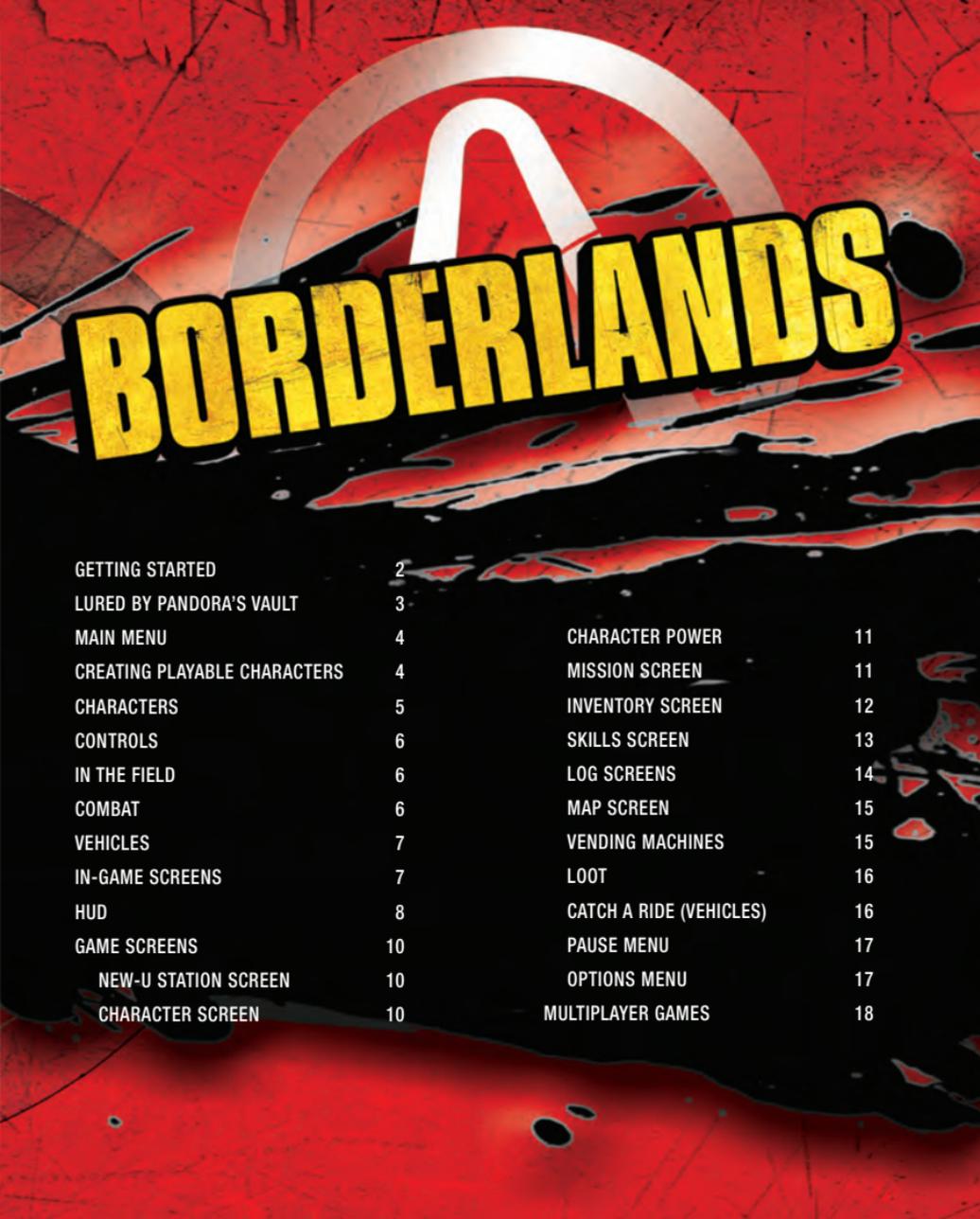
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that 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 PS3™ 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 PS3™ 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 PLAYSTATION®3 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.



BORDERLANDS

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GETTING STARTED

PLAYSTATION®3 SYSTEM

STARTING A GAME

Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment 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™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] 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.

SAVED DATA FOR PLAYSTATION®3 FORMAT SOFTWARE

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

LURED BY PANDORA'S VAULT

Planet Pandora is a sparsely populated wasteland where the rule of law gets rewritten daily in the smoke of the last gun battle. Civilization consists of small outposts on the fringe of human influence, in an area called the Borderlands. Pandora's one tourist attraction is a mythical Vault packed with fantastic riches, supposedly stashed eons ago somewhere on the planet by an advanced alien culture.

Fortune hunters, corrupt corporate mercenaries and lowlife bandits roam the landscape, searching under every grain of sand for the treasure. Since most intelligent life on Pandora has the occupation of Vault Hunter, society has gone to hell—making the outposts and outback areas damn dangerous. And with hundreds of thousands of weapons at their trigger fingertips, why talk things over when machine gun fire settles disagreements much more effectively.

Think you can find the Vault? Maybe go it alone? You bet you're tough enough.... Keep all that loot for yourself.... Or bring in a few allies to watch your back. Cooperation could be vastly profitable, And it's wise not to be the only item on the menu when a pack of starving skags breaks loose.

You are ready to risk it all. But whether you're a Soldier, Hunter, Siren or Berserker, the real quest is freeing the formidable powers within yourself. Every firefight makes you stronger. Every successful mission pushes your deadly skills toward the next level. The conquest of the Vault is about to unfold and with it—your story.



MAIN MENU

SINGLE PLAYER Search for the Vault on your own as one of four playable characters.

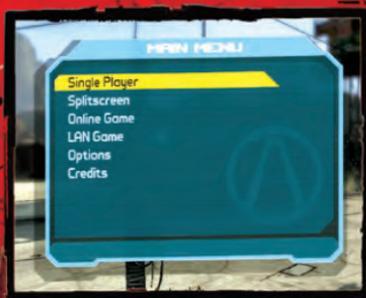
SPLITSCREEN Two players join in the quest for the Vault on one PLAYSTATION®3 system.

ONLINE GAME Two to four players take the quest online via PlayStation®Network.

LAN GAME Two to four players play by connecting two to four PLAYSTATION®3 systems.

OPTIONS Adjust various game settings.

CREDITS View names of the game's creators.



CREATING PLAYABLE CHARACTERS

CHOOSE YOUR CHARACTER

Get an introduction to the four game characters (Left stick) on the bus ride. Choose one as your playable character as you arrive at Fyrestone, the first outpost on Pandora.

CLASS ACTION SKILLS & WEAPON PREFERENCES

Each character represents a class of fighter with special weapon talents. Additionally, each possesses Skills, powerful combat techniques that develop as characters gain combat experience. The decisions you make during the quest will create a character that is unique from all others—even those from the same fighter class.

CHARACTERS ALWAYS RETAIN ATTRIBUTES

Your character takes all earned and saved attributes wherever he or she goes. When your character joins a multiplayer game hosted by another player, he or she brings all saved attributes, including level, XP, weapons and loot to that game. All character enhancements earned by your character during that game will be saved.

Note: Plot Mission and Playthrough data in multiplayer games are determined by the Host player.

CHARACTERS

ROLAND

Soldier and former Crimson Lance mercenary, able to launch Scorpio Turret, a weapon that attacks automatically while shielding Roland. Rifles and shotguns are his standard-issue weapons.



LILITH

Siren Phasewalker who can fight invisibly with extreme speed. She prefers guns firing incendiary, shock and corrosive rounds.



MORDECAI

Hunter whose bird of prey, Bloodwing, follows him into battle. Mordecai is a sniper rifle master favoring the revolver as a sidearm.

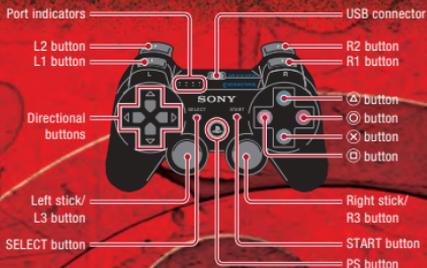


BRICK

Berserker who annihilates adversaries with his fists while in an almost indestructible rage state. When not pulverizing enemies by hand, Brick fights using explosive weaponry.



CONTROLS



IN THE FIELD

Move forward / back	Left stick
Sprint	hold L3 button
Toggle Crouch / Stand	○ button
Jump	× button
Look around	Right stick
Interact: Pick up / Use / Talk	□ button
Pick up all items (ammo, money) on ground / Replace weapon in hand with weapon on ground on ground if looking at it	hold □ button

COMBAT

Fire weapon	R2 button
Aim	Right stick
Aim with gunsight	L2 button
Reload	□ button
Cycle weapon	△ button
Select weapon	Left stick
Select weapon with on-screen slot display	hold △ button + Directional buttons
Strafe left / right	Left stick ← / →
Use Skill	L1 button
Melee attack	R3 button
Grenade	L2 button
Respawn when dying	hold □ button

VEHICLES

Enter / Exit vehicle	□ button
Accelerate forward / reverse	Left stick ↑ / ↓
Switch to turret / driver	△ button
Aim / Turn / Rotate turret	Right stick
Auto-target	⊗ button
Fire rocket / machine gun	L2 button
Fire turret	R2 button
Nitro-boost	L1 button
Look behind (driver only)	R1 button
Horn	L3 button

IN-GAME SCREENS

Highlight menu item	Left stick / Directional buttons
Accept / Cancel	⊗ button / ○ button
Scan / Scroll Menu Screen (Splitscreen mode only)	Right stick
Open / Close Status Menu	SELECT button
Scroll Status Menu tabs	L1 / R1 buttons
Cycle logs	Directional buttons
Quick-open map	hold SELECT button
Zoom map in / out	L1 / R1 buttons
Scan / Scroll map	Left stick
Scroll dialog / details	L2 / R2 buttons
Pause	START button

HUD



YOUR CHARACTER STATUS

- 1 CO-OP TEAMMATE** Your teammate's identifying icon and name, shield and health bars, level and Class mod icon.
- 2 SHIELD BAR** Shows your shield strength level. A shield absorbs the force of attacks and will lose hit points until it fails. Depleted shield strength recharges if not under attack.
- 3 HEALTH BAR** Shows your health level. Under attack, each hit decreases the health bar (unless your character carries a shield). When the bar runs down, you begin fighting for your life. You may die, or you may get a second wind, depending on your actions. For an instant respawn while dying, hold the **RECALL** button.
- 4 ACTION SKILL ICON & SKILL POINTS** Your Action Skill icon, topped by your current Skill Points, if you have some. If you don't yet have your Action Skill, this section of your HUD will be blank.
- 5 CRITICAL ICONS** Blue icon appears when shield strength level is critical; red icon appears when health level is critical.
- 6 LEVEL / CLASS MOD** Your current level and Class mod.
- 7 SKILL ICON / GAUGE** (Not shown.) Icons appear here depicting your character's Skills, once purchased. When you press the **L1** button to use the displayed Skill, the icon changes to a gauge showing the depletion of Skill energy. (Gauge does not apply to Mordecai.) You can use the Skill until all energy is depleted. Skills must cool down after use, delaying their next use.
- 8 COMPASS** Shows normal compass points plus other indicators, described on page 9.
- 9 AMMO** Number on the left indicates rounds remaining in the equipped weapon; when it gets low, press the **RECALL** button to reload. Number on the right indicates total rounds in reserve; when this hits zero, change weapons and find more ammo. Icon indicates type of ammo being used.
- 10 GRENADES** Grenades remaining and Grenade mod icon, if equipped.

- 11 **SKILL ICONS** Icons show your Skills currently in force. These icons appear (and the Skills are activated) in battle when you make your first kill. Shortly after the battle ends, the icons vanish, and will reappear after the first kill of your next battle.
- 12 **ATTACK ALERT** Red flashes at edges of HUD indicate direction of incoming attack: Top flashes are frontal attack, bottom flashes are rear attacks; side flashes are lateral attacks.
- 13 **MISSION TASKS** List of tasks for current mission. Checkmarks appear as you complete tasks. When relevant, tasks show a current count (left of slash) and number required to complete the task (right of slash), such as 7 / 8.
- 14 **AUTO-SAVE ICON** While this icon is on-screen, the game is auto-saving. Do not turn off power to the game during auto-save or your progress will be lost.

ENEMY STATUS

- 15 **ENEMY ID** Look at this to identify the enemy and check its power level.
- 16 **ENEMY SHIELD & HEALTH BARS** Blue bar (top) shows enemy shield strength level. A honeycomb image flashes here briefly when you hit a shielded enemy. Red bar shows enemy health level. Skull icon indicates the enemy is much more powerful than you.
- 17 **CRITICAL HIT** Appears when you damage an enemy's weak spot.
- 18 **HIT POINTS** Amount of injury caused to an enemy when it takes damage.

COMPASS ICONS

-  **NEW U STATION** Position of registration station where you can check your stats and reset your Skill Points.
-  **ENEMY** Position of hostiles, including humans and lethal wildlife.
-  **BUDDY** Position of buddies during multiplayer games.
-  **LOOT** Money, items, weapons and other rewards you want and need.
-  **BOUNTY BOARD** Check the Bounty Board for Mission opportunities.
-  **WAYPOINT** Position of the tracked mission objective. If you have multiple missions in progress, you can change the tracked mission on the Mission Log.
-  **SHOP VENDING MACHINE**
-  **HEALTH VENDING MACHINE**
-  **VEHICLE STATION** Location of a vehicle you can build and drive.

OTHER ICONS & INDICATORS

-  **RELOAD** Press the  button to reload your equipped weapon.
-  **USE** Press the  button to use an equipped item.
-  **CROUCH** A reminder that you are crouched. Press the  button to toggle crouching / standing.
-  **GENERIC ACTION SKILL** Appears above your Shield Bar until you gain your Action Skill.
- OFF-SCREEN BUDDIES** Names and arrows identify off-screen buddies and their locations.

GAME SCREENS

NEW-U STATION SCREEN

New-U Station registration captures your DNA. From then on, when you take a fatal bullet or get torn to shreds by vermin, New-U Stations reconstruct your character from a saved DNA file with every hair and weapon in place...for a fee.

New-U Station's other services include:

CHANGE NAME Give your character a unique name for file-saving purposes. Select the name field to open the keyboard and enter a new name. Use this saved character and all its attributes for any BORDERLANDS gameplay mode.

CHANGE CLOTHING COLOR Highlight a Color feature, press the  button, highlight a new color and press the  button again.

RESET SKILL POINTS You can regain Skill Points formerly used to activate specific skills in order to apply them to different skills. This is a fee-based service. You never lose earned Skill Points. Redistribution simply frees up your accumulated Skill Points for reuse.



FAST TRAVEL Teleport to any completed mission area using the Fast Travel feature. Press the  button or press **L1 / R1** to select the Rabbit icon at the top of the New-U Station screen. Select your chosen destination for instant teleportation.

CHARACTER SCREEN

This screen gives a quick rundown of a character's weapon proficiencies, ammo levels, cash, current level, XP, shield strength and health. Weapon proficiency increases with use.



CHARACTER POWER

Characters gain strength through battle victories and mission success. As they become ever stronger, the unique Action Skill of each character comes into play, followed by increasingly more powerful skills.

XP Your character's experience. Enemy kills, mission success and Challenge completion increase XP. XP rating reads as two numbers: Current XP on the left, Level Up XP requirement on the right, such as: 5462/8997.

LEVEL A character's Power. Earn XP to level up. Higher level characters have longer health bars, can carry stronger shields and have higher weapon proficiencies to inflict more damage. Leveling up also results in Skill Point awards needed to buy Action Skills. Weapons and upgrades have level requirements.

SKILL POINTS Sometimes when you level up, you receive a Skill Point. Use these special rewards to enhance character skills. You must spend your first point on the Action Skill.

MISSION SCREEN

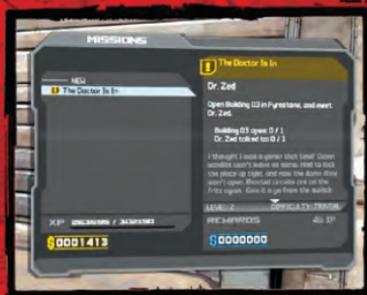
Your journey to the Vault involves accepting and completing missions. During each mission, you grab loot that includes weapons, ammo, items and more money. Mission success earns you further rewards of cash, items and/or XP.

Find missions by: talking to people who need your services; checking Bounty Boards found throughout Pandora; and listening to your Guardian Angel when she appears with a request.

When you talk to a Pandorian who needs some task performed, the Mission screen appears as you listen. On the Mission screen you can:

- Listen to (or read) someone's pitch to sell you on a mission. If you accept (X button), that mission appears under the "In Progress" heading. You can refer back to mission details on the Mission Log screen.

Before deciding to accept a mission, check out the reward on the lower right of the screen, where you can also view the level of difficulty. Accept the mission by selecting the mission name on the right of the screen.



INVENTORY SCREEN

BACKPACK Holds weapons, shields, med kits, mods and other items not yet equipped.

BACKPACK CAPACITY Shows current number of items in the backpack and maximum allowable items. Upgrade your backpack's capacities with a Storage Deck Upgrade (SDU). SDUs increase storage capacity, including backpack capacity, number of equipped weapons, ammo maximums, and grenade count maximums.

EQUIPPED Check your weapon, shield, grenade mod, and class mod slots.

SPECIFICATIONS Highlight an item to view its specs and current market value (if you're thinking of selling it at a Vendor). Highlight two like items such as weapons and press the  button to compare specifications.

AMMO The top number is how much ammo you have. The bottom number is the maximum ammo allowed for your level.

MOVING WEAPONS BETWEEN EQUIPPED MENU AND BACKPACK

The Inventory displays equipped items and your backpack contents: weapons, med kits, etc. Locked weapon slots open up as you progress through the game. To use a weapon or other item, you must equip it in one of the equipped slots.

- To equip or switch an item, highlight the item you want from the backpack, press the  button, highlight the item or the slot you want to equip it in, and press the  button again.
- To unequip an item, highlight a slot and press the  button to toss the item in the backpack.
- Drop an item from Inventory by highlighting it and pressing the  button.

QUICK SWITCH WITH SEVERAL WEAPONS

You can equip as many as four weapons when all Equipped slots are unlocked. When only two weapons are equipped, press the  button to switch them. When three or four weapons are equipped, hold the  button to display the Equipped Weapon selector, then use the Directional buttons to grab the weapon you want.



SKILLS SCREEN

Purchase Skills with Skill Points earned by leveling up. You must spend your first Skill Point on your character's Action Skill.

Each character's Skill set is divided into three Skill Trees of differing Skill types. For every 5 points spent in a Skill Tree, a lower row in that Tree is unlocked. Distribute your Skill Points to different Skill Trees, or apply them to only one Skill Tree (max 5 points per Skill). Your character will never lose the Skills you purchase unless you redistribute your Skill Points at a New-U Station.



ROLAND

- Action Skill: **SCORPIO TURRET** Auto-attacks enemy forces and deploys shields for cover.
- Skill Trees:
- 1 INFANTRY** Improved weapon performance.
 - 2 SUPPORT** Ammo and shield regeneration.
 - 3 MEDIC** Speed healing and revive allies.



LILITH

- Action Skill: **PHASEWALK** Invisibility combined with astonishing speed.
- Skill Trees:
- 1 CONTROLLER** Daze enemies, speed healing, reduced recovery time for Phasewalk.
 - 2 ELEMENTAL** Elemental Powers including increased damage to enemies and resistance to damage.
 - 3 ASSASSIN** Increased critical damage with firearms and deadlier hand-to-hand attacks.



MORDECAI

- Action Skill: **BLOODWING** Predatory pet hunts down enemies, attacks and returns to Mordecai.
- Skill Trees:
- 1 SNIPER** Increased sniper rifle accuracy and damage.
 - 2 ROGUE** Bloodwing becomes more lethal and dead enemies give up more loot.
 - 3 GUNSLINGER** Increased fire rate and bullet damage.



BRICK

- Action Skill: **BERSERKER** Deliver hammering punches while exhibiting extreme damage resistance and accelerated healing.
- Skill Trees:
- 1 BRAWLER** Berserk episodes lengthen with shorter cooldown, and he hits harder.
 - 2 TANK** Health and shield resistance increase; briefly invulnerable after a kill.
 - 3 BLASTER** More lethal explosions, faster reloading and rocket regeneration.



LOG SCREENS

Press the  button to cycle through the logs.

MISSION LOG

View in-progress or completed mission data. Select a mission, then select a log.

TRACK Create or change a waypoint. Waypoints, indicated by Diamond icons on both the Compass and Map screens, guide you to mission objectives. Though you can accept multiple missions, you can only track one at a time.

REVIEW DETAILS Check the details of your mission by reviewing a transcript of who gave you the mission and what was said.

REWARDS View the reward you will receive for mission completion.

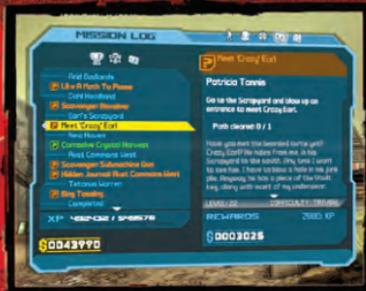
XP View your current XP and XP needed to level up.

CHALLENGE LOG

Test your skills and earn extra XP by taking challenges. Select a challenge from the list to see what is required. Completed challenges are checked off. (Completing challenges earns XP, though it doesn't get you any closer to the Vault.)

ECHO LOG

Come here to listen to what was said during previous missions. Maybe you'll catch a reminder of some detail. Select an Echo recording to listen. Each recording is listed by mission name.



MAP SCREEN

To quick-open the map, press and hold the SELECT button. Use the Left stick to scan / scroll the map. Press the **L1** / **R1** buttons to zoom the map in / out. Icons on the map mark the locations of items of interest.

YELLOW ARROW Your character's position.

WAYPOINT Marks the location of your currently tracked mission objective. You can change the waypoint to a different in-progress mission on the Mission log.

VEHICLE STATION Find a Catch-a-Ride Station here.

HEALTH STATION Get medical attention here.

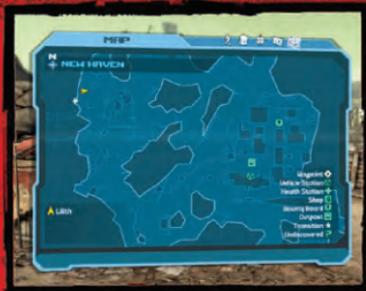
SHOP Location of a vending machine that sells weaponry.

BOUNTY BOARD Find a mission on a Bounty Board.

OUTPOST Isolated areas of human population.

TRANSITION Indicates a portal between regions.

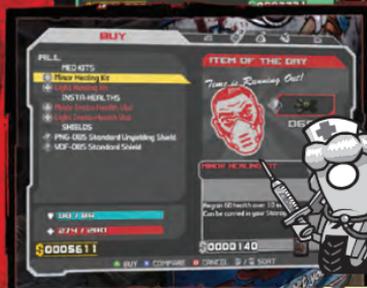
UNDISCOVERED You haven't been here yet.



VENDING MACHINES

Vending machines offer weapons, ammunition, weapon upgrades, medical supplies and shields. Press **L2** / **R2** to display the Buy, Sell or Buy Back screen. Use the Left stick to highlight items and note item descriptions or compare products. Though you can purchase any item you can afford, some of them can only be equipped after your character has achieved a certain level.

- At the weapon vendor, current ammo inventory and cash reserves remind you what you need and what you can afford.
- The featured "Item of the Day" is usually for sale for a limited time only.



LOOT

Pandora is littered with loot, including money, weapons, ammo, upgrades and mods. Take loot from dead bodies, or find it hidden away or in piles of junk. Press the **[C]** button to pick up loot, or to pick up a weapon. Press and hold the **[C]** button to pick up all items grouped close together, or to equip and take a weapon in hand.

WEAPONS AND AMMO Note details about a weapon when you approach it. You may decide not to take it.

MONEY Use money to buy weapons, ammo, shields and medical supplies. Pay for reconstructing your bullet-riddled corpse.

INSTA-HEALTH VIAL Give yourself a small health boost.

CLASS MODS Class-specific modifications enhance character attributes for the stated class only. (For example, a class mod for a Soldier will not help a Hunter, Siren or Berserker.) Equip Class mods on the Inventory screen.

GRENADE MODS These enhance your Protean Grenade performance. Equip Grenade mods on the Inventory screen.

SHIELD MODS These enhance the protective powers of your shield. Equip these mods on the Inventory screen.

ERIDIAN ARTIFACT These rare finds enhance the Skills of specific character types.

CATCH A RIDE (VEHICLES)

Catch-A-Ride offers armored vehicles at stations throughout Pandora. (On the map, look for the Vehicle icon. Press the **[L1]** / **[R1]** buttons to alternate between the two vehicles.) In multiplayer games, two players can ride in the vehicle. Once you have a vehicle, you can:

PAINT IT Before taking your vehicle into battle, give it a custom paint job and name. Select the color box to display the color/names schemes.

SPAWN IT Create your ride and either teleport to the driver's seat or turret or close the screen and walk over it.

FIX IT Stuck? Jump out of the vehicle and give it a whack (R3 button) to move it.

NITRO-BOOST IT Use Nitro-boost (**[R1]** button) for huge acceleration. The Boost Gauge displays remaining charge. When depleted, Nitro-boost recharges gradually.

PAUSE MENU

RESUME Return to gameplay.

OPTIONS Adjust various game settings.

VIEW LOBBY Additional players can join a game in progress by loading their saved character during a game pause.

INVITE FRIENDS (Online Games only)

Invite Friends to join in games you host.

EXIT Exit the current game.



OPTIONS MENU

CONTROLLER

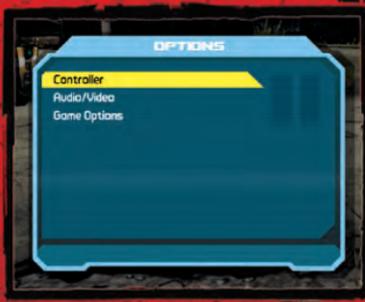
- **CONTROLLER PRESETS** Change controls configuration.
- **INVERT LOOK** Invert Y-Axis of Right stick (ON / OFF).
- **SENSITIVITY** Adjust Right stick sensitivity.

AUDIO/VIDEO (from Main Menu only)

- **BRIGHTNESS** Adjust gamescreen brightness.
- **SOUND/EFFECTS** Adjust game sound volume, including in-game character voices.
- **MUSIC VOLUME** Adjust the game's music soundtrack volume.
- **SUBTITLES** Turn ON to see subtitles for dialog spoken by in-game characters.
- **PLAYER CALLOUTS** Turn ON to hear your character's vocal responses to an exciting event, such a great rifle shot.

GAME OPTIONS

- **TRAINING MESSAGES** Turn ON to see helpful messages.
- **AIM ASSIST (from Pause Menu only)** Turn ON to stabilize aim when sighting in on a target.
- **DUEL REQUESTS (from Pause Menu only)** Accept or decline the option to take a challenge from another player (multiplayer games only).



MULTIPLAYER GAMES

Up to four players team up to search for the Vault.

- If playing on a game hosted by another player, you can load a character created in a previous BORDERLANDS game. Your character enters the new game with level, Skill data and weaponry saved from previous games. Advanced-level characters can load into a new game and team up with new and beginning characters.
- Mission difficulty increases as more players join the quest. Enemies attack with more ferocity and are tougher to take down. The payoff gets richer, including bigger mission rewards and heavier, deadlier weapon enhancements.
- All players must remain within the same mission area. Split the loot—share money and ammo among the team. Save a partner's life (□ button) if he or she is shot up and dying.
- Who's toughest? Smack a team member (R3 button). If he or she accepts the challenge by nailing you, the duel is on. Pick a fight anywhere or wait until you find an arena designed for fighting.

LOADING A MULTIPLAYER CHARACTER

LOAD CHARACTER Shows available playable characters as a list of saved game characters with their stats, including level, class and name.

PLOT MISSION The mission is determined by Player 1's progress through the game.

PLAYTHROUGH Shows the current game playthrough for the Player 1 character. For example, if this is the first game, the number is "1."

Note: Plot Mission and Playthrough data are determined by the Host player.

SET UP

SPLITSCREEN A 2 Player game played on one PLAYSTATION®3 system. On the Main Menu, select SPLITSCREEN. As Player 1, select a SAVED CHARACTER if you have one on the Lobby screen or take the NEW CHARACTER option. Player 2 follows suit and starts play by pressing the START button.

ONLINE GAME Play a multiplayer game via PlayStation®Network.

LAN GAME Play a multiplayer game by connecting up to four PLAYSTATION®3 systems.

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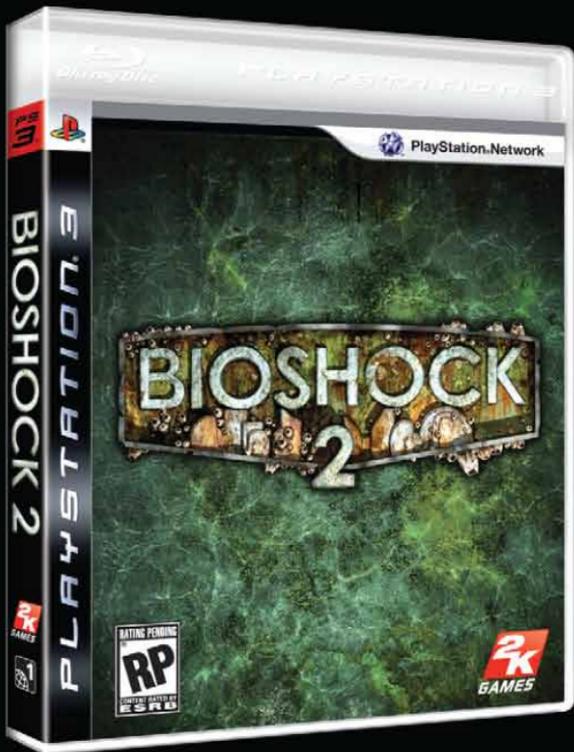
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