

! WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

3+

7+

12+

16+

18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI ONLINE

For further information visit www.pegi.info and pegionline.eu

BORDERLANDS™

LURED BY PANDORA'S VAULT	2	CHARACTER POWER	11
CONNECT TO Xbox LIVE	3	MISSION SCREEN	11
MAIN MENU	4	INVENTORY SCREEN	12
CREATING PLAYABLE CHARACTERS	4	SKILLS SCREEN	13
CHARACTERS	5	LOG SCREENS	14
CONTROLS	6	MAP SCREEN	15
IN THE FIELD	6	VENDING MACHINES	15
COMBAT	6	LOOT	16
VEHICLES	7	CATCH A RIDE (VEHICLES)	16
IN-GAME SCREENS	7	PAUSE MENU	17
HUD	8	OPTIONS MENU	17
GAME SCREENS	10	MULTIPLAYER GAMES	18
NEW-U STATION SCREEN	10	KEY PANDORIANS	19
CHARACTER SCREEN	10	WARRANTY	20
		SUPPORT	23

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 happy 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.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.



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 Xbox 360 system.

Xbox LIVE Two to four players take the quest online via Xbox LIVE.

SYSTEM LINK Link up to four Xbox 360 systems and search out the Vault as a two-to-four-player co-op team.

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 (**L** / **R**) 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 deploy a 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.



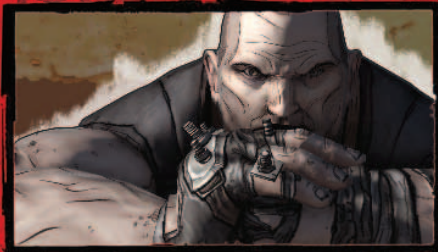
MORDECAI

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

XBOX 360 CONTROLLER



IN THE FIELD

Move forward / back	
Sprint	(hold)
Toggle Crouch / Stand	
Jump	
Look around	
Interact: Pick up / Use / Talk / Heal in Multiplayer	
Pick up all items (ammo, money) on ground / Replace weapon in hand with weapon on ground if looking at it	hold

COMBAT

Fire weapon	
Aim	
Aim with gunsight	
Reload	
Cycle weapon	

Select weapon	
Select weapon with on-screen slot display	hold +
Strafe left / right	/
Use Skill	
Melee attack	
Grenade	
Respawn when dying	hold

VEHICLES

Enter / Exit vehicle	
Accelerate forward / reverse	/
Switch to turret / driver	
Aim / Turn / Rotate turret	
Auto-target	
Fire machine gun	
Fire turret / rocket launcher	
Nitro-boost	
Look behind (driver only)	
Horn	

IN-GAME SCREENS

Highlight menu item	or
Accept / Cancel	/
Open / Close Status Menu	
Scroll Status Menu tabs	/
Cycle message log view	
Quick-open map	hold
Zoom map out / in	/
Scan / Scroll map	
Scroll dialog / details	/
Pause	
Scroll Splitscreen play area	



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 **X**.
- 4 **ACTION SKILL ICON** When you use your action 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.
- 5 **CRITICAL ICONS** A blue icon appears when shield strength level is critical; A red icon appears when health level is critical.
- 6 **LEVEL / CLASS MOD** Your current level and Class mod icon.
- 7 **EXPERIENCE POINTS PROGRESS BAR** This bar shows your character's progress towards the next experience Level Up!
- 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 **X** 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 **KILL SKILLS ICON** 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 console 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. A Warning icon indicates the enemy is much more powerful than you.
- 17 **CRITICAL HIT** Appears when you deliver a near-lethal shot or blow.
- 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, XP 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** indicates that your current ammunition clip is close to running out and that you should reload using the **X** button.
- USE** indicates that you can use/collect/activate the highlighted item by pressing the **X** button.
- CROUCH** A reminder that you are crouched. Press **B** 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 with **L1**, press **A**, highlight a new color and press **A** 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 **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. Some weapons and upgrades have specific level requirements before they can be equipped for use.

SKILL POINTS When you reach Level 5 you will start receiving a Skill Point every time you level up. 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 (**A**), that mission appears under the "In Progress" heading. You can refer back to mission details on the Mission log.

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 **X** 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 an item or switch an equipped item with a different one, select the item you want from the backpack, highlight the slot where you want to put it, and press **A**.
- To unequip an item, highlight a slot and press **A** to toss the item in the backpack.
- Drop an item from Inventory by highlighting it and pressing **Y**.

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 **Y** to switch weapons. When three or four weapons are equipped, or hold **Y** to display your Equipped Weapon selector, then use **○** to grab the weapon you want or you can still cycle through the equipped weapons using **Y**.

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 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 **Y** to cycle through the logs.

MISSION LOG

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

TRACK 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 **W**. Use **W** to scan / scroll the map. Press **W** / **W** 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.

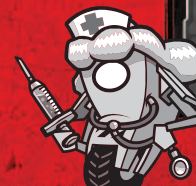
UNDISCOVERED You haven't been here yet.



VENDING MACHINES

Vending machines offer weapons, ammunition, weapons upgrades, grenade mods, class mods, medical supplies and shields. Press **AB** / **RB** to display the Buy, Sell or Buy Back screen. Use **W** to highlight an item 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 **X** to pick up loot, or to pick up a weapon.
- Press and hold **X** 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.

MINOR 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 Pick up new and better shields to protect yourself with.

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 **T** / **Q** 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 colour/name schemes.

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

FIX IT Stuck? Jump out of the vehicle and give it a whack (**Q**) to move it. (Don't beat your vehicle to death.)

NITRO-BOOST IT Use Nitro-boost (**Q**) 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 (Xbox LIVE only) Add Friends and invite current Friends to join in games you host.

ACHIEVEMENTS Exceptional acts your character performs are recorded here.

EXIT Exit the current game.



OPTIONS MENU

Xbox 360 CONTROLLER

- **CONTROLLER PRESETS** View a diagram of the control settings.
- **INVERT LOOK** Reverse **R** action.
- **SENSITIVITY** Adjust **R** sensitivity.

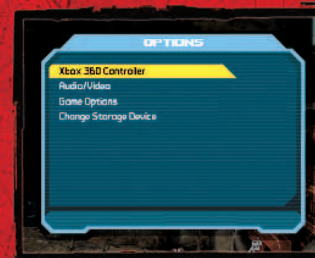
AUDIO/VIDEO (from Main Menu only)

- **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 as a great rifle shot.

GAME OPTIONS

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

CHANGE STORAGE DEVICE (when starting a new game only) Select a different hard drive or Xbox 360 Memory Unit to load or store saved game data.



MULTIPLAYER GAMES

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

- If playing in 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 your partner's life (X) if he or she is shot up and dying.
- Who's toughest? Smack a team member (P). 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 begins and 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 in multiplayer games are determined by the Host player.

SET UP

SPLITSCREEN A 2 Player game played on one Xbox 360 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 .

Xbox LIVE Play a multiplayer game via Xbox LIVE.

SYSTEM LINK Play a multiplayer game by linking up to four Xbox 360 systems, each with an individual **BORDERLANDS** game disc.

KEY PANDORIANS

CLAP-TP GENERAL PURPOSE ROBOT (CLAPTRAP)

Programmed as your tour guide, this chatty little box provides useful guidance. Though it gets shot up now and then, it never lets you down.

DR. ZED BLANCO

This "defrocked" doctor maintains and repairs Healing Stations. His vending machines serve your medical and shield needs. Help him out from time to time for a little reward.

MARCUS KINCAID

Gun dealer? Bus driver? Commerce net entrepreneur? If it turns a profit, Marcus turns up. His vending machine operation will keep you broke buying weapons and ammo.

GUARDIAN ANGEL

She appears out of nowhere with encouragement, information and mission offers. She will not steer you wrong.

SKAGS

Predatory Skags attack alone and in packs. Skags will even run into the middle of a gunfight and start gnawing on combatants. Don't let them get close. You'll be sorry.

RAKK

These murderously territorial flying creatures flock in and shred anyone who invades their turf. Their nest is even more horrible than they are.

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at www.2kgames.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms. YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. 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. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

I. LICENSE

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired 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 Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed 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. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

OWNERSHIP. 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 United States 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 US or their local country. Be advised that US 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 to you herein are reserved by the Licensor.

LICENSE CONDITIONS. You agree not to:

- Commercially exploit the Software;
- Distribute, lease, license, sell, rent or otherwise transfer or assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement;
- Make a copy of the Software or any part thereof (other than as set forth herein);
- Making a copy of this 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 site license agreement to make the Software available for commercial use;
- Reverse engineer, decompile, disassemble, 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; and
- transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

However, you may transfer the entire 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 accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). 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, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

USER CREATED CONTENT: The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a 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 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 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 the above waiver of any applicable moral rights, survives any termination of this license.

INTERNET CONNECTION. The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service as set forth in the Software documentation, including but not limited to Windows Live, Licensor or a Licensor affiliate. 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.

II. INFORMATION COLLECTION & USAGE

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the Internet when using the Software, either through Xbox LIVE, PLAYSTATION Network, or any other method, Licensor may receive information from hardware manufacturers or platform hosts (such as Microsoft or Sony) and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamer tags and screen names), game scores, game achievements, game performance, locations visited, buddylists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software) 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 this 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 this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c) (1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW: This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

© 2009 Gearbox Software, LLC. All rights reserved. Published and distributed by 2K Games under license from Gearbox Software, LLC. Borderlands and the Borderlands logo are trademarks of Gearbox Software and used under license. 2K Games and the 2K Games logo are trademarks of 2K Games in the U.S. and/or other countries. Gearbox Software and the Gearbox logo are registered trademarks of Gearbox Software, LLC in the U.S. and/or other countries. Scaleform GFX is a registered trademark of the Scaleform Corporation. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. All rights reserved. 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. All other copyrights or trademarks are the property of their respective owners and are used under license.

If you desire to contact NVIDIA for any reason, please contact PhysXLicensing@NVIDIA.com. NVIDIA PhysX, Copyright © 2008 NVIDIA Corporation. All rights reserved. AGEIA PhysX, Copyright © 2002-2008 AGEIA Technologies, Inc. All rights reserved. Novodex Physics SDK, Copyright © 2001-2006 Novodex. All rights reserved. <http://www.NVIDIA.com>.



SUPPORT

HINT LINE INFORMATION

NOTE: DO NOT CONTACT TAKE-TWO'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.

They are neither permitted nor qualified to supply such information. Hints on some of our more difficult games are available by calling the Hint Line number printed below.

For game strategies and hints in the United Kingdom, call: **0906 751 4151**

Calls are charged at 75p per min at all times, ask bill payer's permission, caller must be aged 16 years or over. Hint Line is available between 8am and 10pm, 7 days a week (excluding Bank Holidays).

TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

TECHNICAL SUPPORT CONTACT DETAILS

United Kingdom

Post Take-Two Interactive Technical Support
Unit A, Sovereign Park
Brenda Road
Hartlepool
TS25 1NN

Telephone (0870) 1242222 / calls charged at the national rate
(7 days a week from 8am to 10pm (GMT) excluding bank holidays)

Fax (01429) 233677

E-mail take2@europesupport.com

Website www.take2games.co.uk
www.2kgames.co.uk

Nederland / België

Nederland 0900-2040404 (EUR 0,70ct p/m)

België 0902-88078 (EUR 0,74ct p/m)

NOTES

NOTES