

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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Comprising three 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:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegonline.eu



SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.

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This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

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PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

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See back page of this manual for Customer Service Numbers.

BLES-00697

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BORDERLANDS™

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SETTING UP

Set up the PLAYSTATION®3 system according to the instructions in its instruction manual. At start-up, the power indicator will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the Borderlands disc into the disc slot with the label side facing upwards. Select the  icon from the Home Menu. A thumbnail image of the software will be displayed. Press the  button to commence loading. Do not insert or remove accessories once the power is turned on.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

DUALSHOCK®3 WIRELESS CONTROLLER



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.



MAIN MENU

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

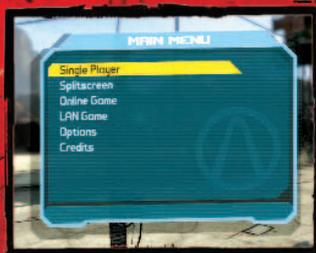
SPLITSCREEN Two players join in the quest for the Vault on one PLAYSTATION®3 system.

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 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

IN THE FIELD

Move forward / back	Left stick
Sprint	L3 button
Toggle Crouch / Stand	○ button
Jump	⊗ button
Look around	Right stick
Interact: Pick up / Use / Talk / Healing in multiplayer / Flip vehicle	□ button
Pick up all items (ammo, money) on ground / Replace weapon in hand with weapon 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	Directional buttons
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	R1 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 machine gun (driving)	R2 button
Fire turret (driving)	L2 button
Fire turret (passenger)	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
Open / Close Status Menu	SELECT button
Scroll Status Menu tabs	L1 / R1 buttons
Cycle message log view	△ button
Quick-open map	hold SELECT button
Zoom map out / in	L2 / R2 buttons
Scan / Scroll map	Left stick
Scroll dialog / details	L2 / R2 buttons
Pause	START button
Scroll Splitscreen play area	Right Stick



YOUR CHARACTER STATUS

- CO-OP TEAMMATE** Your teammate's identifying icon and name, shield and health bars, level and Class mod icon.
- 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.
- 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 **[R]** button.
- 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.
- CRITICAL ICONS** A blue icon appears when shield strength level is critical; A red icon appears when health level is critical.
- LEVEL / CLASS MOD** Your current level and Class mod icon.
- EXPERIENCE POINTS PROGRESS BAR** This bar shows your character's progress towards the next experience Level Up!
- COMPASS** Shows normal compass points plus other indicators, described on page 9.
- AMMO** Number on the left indicates rounds remaining in the equipped weapon; when it gets low, press the **[R]** 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.
- GRENADES** Grenades remaining and Grenade mod icon, if equipped.

- KILL-SKILLS 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.
- 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.
- 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.
- 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

- ENEMY ID** Look at this to identify the enemy and check its power level.
- 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.
- CRITICAL HIT** Appears when you deliver a near-lethal shot or blow.
- 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 **[R]** button.
-  **USE** indicates that you can use/collect/activate the highlighted item by pressing the **[R]** button.
-  **CROUCH** A reminder that you are crouched. Press the **[C]** 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 **X** button, highlight a new color and press the **X** 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 **L1** / **R1** buttons 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

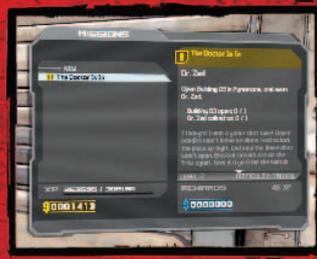
Your journey to the Vault involves accepting and completing missions. During each mission, you grab loot that includes weapons, ammo, items and more money. Mission success earns you further rewards of cash, items and/or XP.

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 (**X** button), 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 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 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 the  button.
- 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 weapons. When three or four weapons are equipped, or hold the  button to display your Equipped Weapon selector, then use Directional buttons to grab the weapon you want or you can still cycle through the equipped weapons using the  button.



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).



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.



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 **[E]** button to pick up loot, or to pick up a weapon. Press and hold the **[E]** 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.

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 throughout Pandora. (On the map, look for the Vehicle icon. Press the **[LT]** / **[RT]** 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 (**[LT]** 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** View a diagram of the control settings.
- **INVERT LOOK** Reverse Right stick action (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 as 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.

KEY PANDORIANS

CL4P-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.

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SUPPORT

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

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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)

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For Help & Support please visit: **playstation.com** or refer to the telephone list below.

Australia	1300 365 911 Calls charged at local rate	Italia	199 116 266 Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto
Österreich	0820 44 45 40 0,116 Euro/Minute	Malta	23 436300 Local rate
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten	Nederland	0495 574 817 Interlokale kosten
Česká republika	222 864 111 Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	New Zealand	09 415 2447 National Rate 0900 97669 Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute
Danmark	70 12 70 13 support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21	Norge	81 55 09 70 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
Suomi	0600 411 911 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21	Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi	España	902 102 102 Tarifa nacional
Deutschland	01805 766 977 0,12 Euro/minute	Россия	+7 (499) 238 36 32
Ελλάδα	00 32 106 782 000 Εθνική Χρασηή	Sverige	08 587 822 25 support@se.playstation.com Mån–Fre 15–21, Lör–söndag 12–15
Ireland	0818 365065 All calls charged at national rate	Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale
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