TALES FROM THE BORDERLANDS
A TELLTALE GAMES SERIES
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INTRODUCTION

Tales from the Borderlands is a five part episodic game series from the creators of The Wolf Among Us and The Walking Dead: A Telltale Games Series. Set on the unforgiving world of Pandora after the events seen in Borderlands 2, this is a story full of Borderlands’ trademark humor, following two adventurers on their quest for greatness. You’ll play as Rhys, a Hyperion ‘suit’ with dreams of being the next Handsome Jack, and Fiona, a Pandoran con artist looking to score her biggest ever swindle. Thrown together as unwilling partners in an adventure to recover cash they both think is theirs, their journey will take you on a wild ride where gangsters, bandit lords, and Vault Hunters are just some of the obstacles you’ll encounter, in this new take on the award-winning universe created by Gearbox Software.
CONTROLS

Move character ....................................... Left Stick
Move camera/reticle .................................. Right Stick
Actions/Dialog Choices ................................\x, ○, □, △
Fight actions ........................................... R 2
Show Selectables ...................................... L 2
Echo-eye/Money ........................................ L 1
Inventory ................................................ R 1
Cycle Inventory (when open) ......................... Left Stick
Pause Menu ............................................. Options Button
HOW TO PLAY

To move around the environment, move the Left Stick.

To interact with objects or people within the environment, move the reticle using the Right Stick.

Pressing L1 while playing as Rhys will toggle his Echo-eye. This ability allows Rhys to scan other people and objects in his environment to reveal new information.

Objects or characters that can be interacted with will have a selection node, represented by a [NODE ICON] on or near them.

To select a [NODE ICON], move your reticle over it and press the appropriate button as prompted on-screen.

If the Display Style is set to Minimal in the Settings > Gameplay menu, holding L2 will show all selectable nodes in a given scene.
Tales from the Borderlands includes action scenes that require time-sensitive input to allow progression or survival.

When indicated on-screen, press \( \times \), \( \circ \), \( \square \), \( \triangle \), or \( \text{R 2} \).

A pulsing button indicates actions that require a button to be rapidly pressed.

You will sometimes be prompted to dodge by moving the Left Stick in the indicated direction.

You will occasionally be prompted to pick between directions or between people; choose left or right using the Left Stick.
Conversation with non-player characters is a huge part of Tales from the Borderlands.

What you choose to say—or NOT say—could have a dramatic effect on your story.

Many choices are timed (represented by a shrinking horizontal bar across the screen), so you’ll have to think fast and live with the consequences!

You may choose one of up to four options presented on-screen. Press the button associated with your choice.
MAIN MENU

Navigate the menu using the Left Stick; confirm choices with \( \times \) or back out with \( \circ \).

**PLAY:** Start the game from the beginning of a given episode or pick up from where you left off.

**EPISODES:** Check the status of installed episodes.

**TTG ACCOUNT:** Create or Sign in to your Telltale Games account to see all the latest updates and stats from Tales from the Borderlands.

**SAVE FILES:** Select, copy, rename, or delete one of four save files.

**EXTRAS:** Access ‘Borderlands: the Pre-Sequel’ UNLOCKS, MY CHOICES, or view the CREDITS.

**SETTINGS:** Manage CONTROLS, AUDIO/VIDEO, or GAMEPLAY.
PAUSE MENU

RESUME GAME: Resume the game at the point you left off.

SETTINGS: Manage CONTROLS, AUDIO/VIDEO, or GAMEPLAY.

MAIN MENU: Exit out of gameplay and return to the Main Menu (all progress past your last auto-save will be lost).
You can move between each episode of Tales from the Borderlands using R1 and L1.

You can start from the beginning or “rewind” to previously completed points.

It is recommended that you play through each episode in order to enjoy the best possible experience.

**NOTE:** Starting from a later episode without completing all previous episodes will generate random game decisions for skipped content.
REWINDING

During an episode, points are reached that you can rewind to at any time – return to the Main Menu, navigate to the desired episode, and choose the “Rewind” option.

These points are labeled by chapter with a graphical representation of the scene that you will rewind into.

This option allows you to replay part of an episode to change your decision, without having to replay the entire episode.

NOTE: When rewinding, all progress past a rewind point will be lost if you use this function.

TELLTALE ACCOUNT

SIGN IN: Sign in to an existing Telltale Games account.
JOIN: Create a new Telltale Games account.
NO THANK YOU: Play Tales from the Borderlands without linking to a Telltale Games account.
EXTRAS

UNLOCKS: View your ‘Borderlands: the Pre-Sequel’ Unlocks.

MY CHOICES: View PLAYER CHOICES. Use REFRESH STATS to show the latest choice percentages from players around the world.

CREDITS: View credits for individual episodes.

SETTINGS

From this menu you can adjust in-game volume, toggle subtitles and other in-game display options.

SUPPORT

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