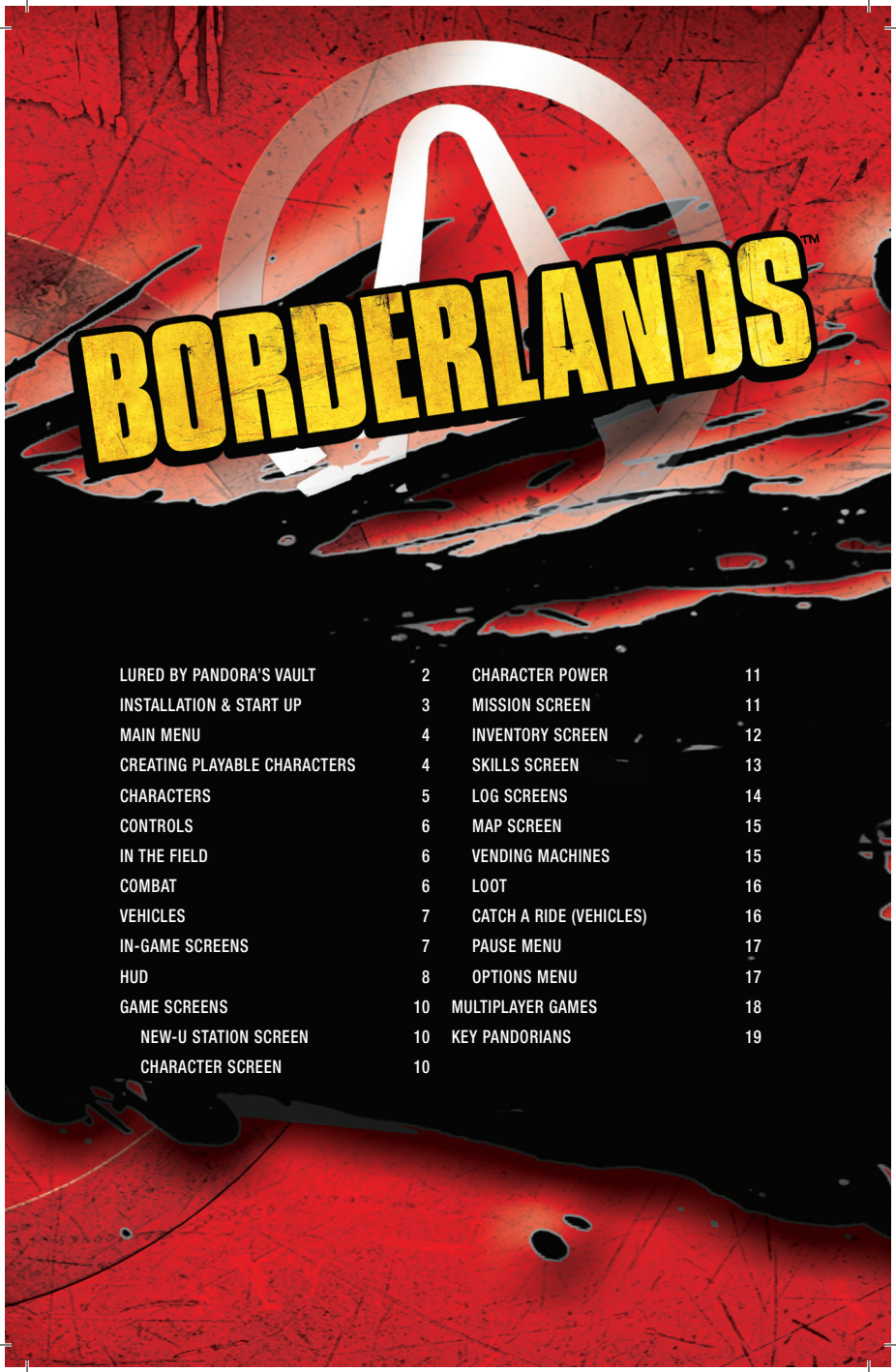


LURED BY PANDORA'S VAULT	2	CHARACTER POWER	11
INSTALLATION & START UP	3	MISSION SCREEN	11
MAIN MENU	4	INVENTORY SCREEN	12
CREATING PLAYABLE CHARACTERS	4	SKILLS SCREEN	13
CHARACTERS	5	LOG SCREENS	14
CONTROLS	6	MAP SCREEN	15
IN THE FIELD	6	VENDING MACHINES	15
COMBAT	6	LOOT	16
VEHICLES	7	CATCH A RIDE (VEHICLES)	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		

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.

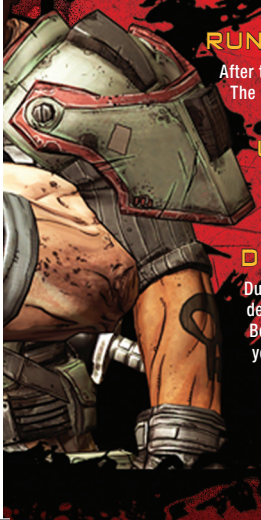
You are ready to risk it all. But whether you're a Soldier, Hunter, Siren, or Berserker, the real quest is freeing the formidable powers within yourself. Every firefight makes you stronger. Every successful mission pushes your deadly skills toward the next level. The conquest of the Vault is about to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



INSTALLATION & START UP

INSTALLING THE GAME

1. Insert the BORDERLANDS disc into your DVD-ROM drive.
2. If Autoplay is enabled on your system, a window will appear, giving you the option to install the game. If nothing happens when you insert the DVD into the drive, you will need to open "My Computer," double-click your DVD-ROM drive letter and then double-click Setup.exe.
3. Once the setup process begins, follow the on-screen prompts to install the game. These are explained in further detail just below:
   a. Select the language you will install the game in and then click the OK button.
   b. Be sure you have exited all other Windows programs before continuing with the installation. Read the warnings on the first screen, then click the Next button. If you still have programs open, click the Cancel button and restart the installation once you have closed all other programs.
   c. Read the License Agreement, and if you agree to the terms of the agreement, select "I accept the license agreement" and click the Next button. If you do not agree with the license agreement, you will not be allowed to continue with installation.
   d. To personalize your installation, enter your Full name and the organization you are with. You can install these settings for just the current user or all users that share your computer. You must have administrator rights to install the settings for all users.
   e. The Installation Wizard will install the files for BORDERLANDS in the folder suggested, or you can change the Destination Folder by clicking the Browse button and choosing a different folder to install the files in. When you have chosen a Destination folder, click the Next button to continue.
   f. The game is now ready to begin installing the application. To install BORDERLANDS, click the Next button. If you need to go back to a previous option, click the Back button. If you would like to cancel the installation, click the Cancel button.
   g. The Wizard will now begin installing BORDERLANDS, if you need to cancel the installation while this process is occurring, click the Cancel button. Otherwise, please wait for the installation to finish.
   h. Once the installation has finished, a new screen will appear telling you that BORDERLANDS has been successfully installed. Please click the Finish button to exit the installation.



RUNNING THE GAME:

After the installation process completes, select PLAY from the Autoplay Menu. The BORDERLANDS disc must be in the drive in order to play the game.

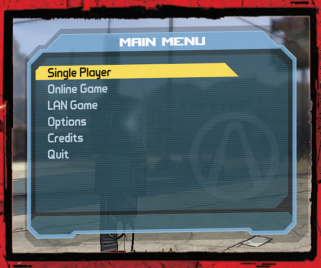
USER PERMISSION:

You must have administrative privileges on your computer to install BORDERLANDS.

DIRECT-X® DETECTION/INSTALLATION

During the installation of BORDERLANDS, your system will be scanned to determine whether you have installed the DirectX® version contained on the Borderlands disk. If you have not, the installation will automatically update your version of DirectX®.

MAIN MENU



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

ONLINE GAME Two to four players take on the quest online via the Internet.

LAN GAME Two to four players take on the quest via a Local Area Network.

OPTIONS Adjust various game settings.

CREDITS View names of the game's creators.

QUIT Exit the game back to the desktop.

CREATING PLAYABLE CHARACTERS

CHOOSE YOUR CHARACTER

Get an introduction to the four game characters (←/→ or ↓) 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.

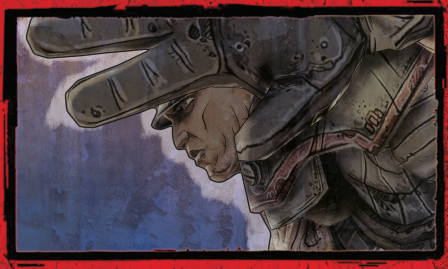
Note: Plot Mission and Playthrough data in multiplayer games are determined by the Host player.



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

You can play BORDERLANDS using a keyboard / mouse or the Xbox® 360 Controller for Windows®.

IN THE FIELD

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Move forward / back	W / S	L
Strafe left / right	A / D	⟨L / L⟩
Sprint	SHIFT + W	(hold)
Toggle Crouch / Stand	C	B
Jump	SPACEBAR	A
Look around	MOUSE	R
Interact: Pick up / Use / Talk / Flip Vehicle	E	X
Pick up all items (ammo, money) on ground / Replace weapon in hand with weapon on ground if looking at it	hold E	hold X
Drop current Weapon	- (minus sign)	n/a

COMBAT

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Fire weapon	MOUSE 1	RT
Aim	MOUSE	R
Aim with gunsight	MOUSE 2	LT
Reload	R	X
Cycle weapon	MOUSE WHEEL	Y
Select weapon 1-4	1-4	D
Select weapon with on-screen slot display		hold Y + D
Use Skill	F	LB
Melee attack	V	R
Grenade	G	RB
Respawn when dying	hold E	hold X

VEHICLES

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Enter / Exit vehicle	E	X
Accelerate forward / reverse	W / S	L / L
Switch to turret / driver	C	Y
Aim / Turn / Rotate turret	MOUSE	R
Auto-target	SPACEBAR	A
Fire machine gun (driving)	MOUSE 1	RT
Fire turret (driving)	MOUSE 2	LT
Fire turret (passenger)	MOUSE 1	RT
Nitro-boost	F	LB
Look behind (driver only)	G	RB
Horn	H	

IN-GAME SCREENS

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Highlight menu item	ARROW KEYS	L or
Accept / Cancel	ENTER / ESC	A / B
Open / Close Status Menu	TAB	BACK
Scroll dialog / details	PAGE UP / PAGE DOWN	LT / RT
Scroll Status Menu tabs	, (comma) / . (period)	LB / RB
Quick-scroll to Character tab	1	n/a
Quick-scroll to Inventory tab	2	n/a
Quick-scroll to Skills tab	3	n/a
Quick-scroll to Logs tab	4	n/a
Cycle message log view	SPACEBAR	Y
Quick-scroll to Map tab	5	n/a
Quick-open map	M	hold BACK
Zoom map out / in	ENTER	A
Scan / Scroll map	ARROW KEYS	L
Friends	0	n/a
Pause	ESC	START

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 **E** or 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.
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 **R** or 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.

⓫ 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.

⓬ 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.

⓭ 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.

⓮ 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

⓯ ENEMY ID Look at this to identify the enemy and check its power level.

⓰ 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.

⓱ CRITICAL HIT Appears when you damage an enemy's weak spot.

⓲ 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 indicates that you current ammunition clip is close to running out and that you should reload by pressing **R** or Ⓧ.

USE indicates that you can use/collect/activate the highlighted item by pressing **E** or Ⓧ.

CROUCH A reminder that you are crouched. Press **C** or Ⓑ 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 **ENTER** or A, highlight a new color and press **ENTER** or 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 , (comma) / . (period) or LB / RB 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 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 (**ENTER** or Ⓐ), 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 **ENTER** or 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 item, highlight the item you want from the backpack, hit **ENTER** or A button, highlight the item or the slot you want to equip it in and press **ENTER** or A button again.
- To unequip an item, highlight a slot and press **ENTER** or A to toss the item in the backpack.
- Drop an item from Inventory by highlighting it and pressing **SPACEBAR** or Y.

QUICK SWITCH WITH SEVERAL WEAPONS

You can equip as many as four weapons when all Equipped slots are unlocked. Press the **1-4** keys to select weapons **1-4**.

When using a game controller, 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.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 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

Use the **SPACEBAR** or 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 you 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 **M** or hold BACK. Use the **ARROW KEYS** or L to scan / scroll the map. Press **ENTER** or LT / RT 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.

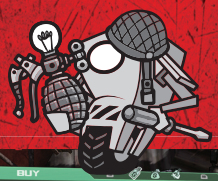
SHOP Location of a vending machine that sells weaponry.

BOUNTY BOARD Find a mission on a Bounty Board.

OUTPOST Isolated areas of human population.

TRANSITION Indicates a portal between regions.

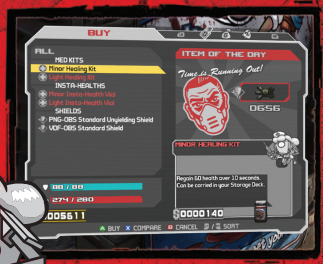
UNDISCOVERED You haven't been here yet.



VENDING MACHINES

Vending machines offer weapons, ammunition, weapon upgrades, medical supplies, class mods, grenade mods and shields. Press , (comma) / . (period) or LB / RB to display the Buy, Sell or Buy Back screen. Use L 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 **E** or X to pick up loot, or to pick up a weapon.
- Press and hold **E** or 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.

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 , (comma) / . (period) or LT / RT to alternate between the two vehicles.) In multiplayer games, two players can ride in the vehicle. Once you have a vehicle, you can:

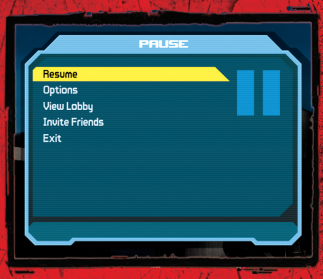
PAINT IT Before taking your vehicle into battle, give it a custom paint job and name. Select the color box to display the color/names schemes.

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 (**V** or R) to move it. (Don't beat your vehicle to death.)

NITRO-BOOST IT Use Nitro-boost (**F** or LS) for huge acceleration. The Boost Gauge displays remaining charge. When depleted, Nitro-boost recharges gradually.

PAUSE MENU



RESUME Return to gameplay.

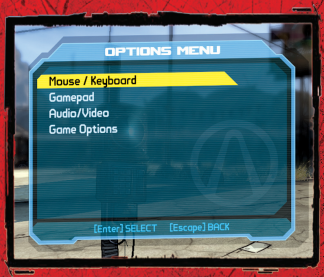
OPTIONS Adjust various game settings.

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

INVITE FRIENDS (Multiplayer Online only) Add Friends and invite current Friends to join in games you host.

EXIT Exit the current game.

OPTIONS MENU



KEYBOARD

- KEY BINDINGS Change controls and configuration.
- INVERT LOOK Invert Y-Axis of **MOUSE** / Ⓡ (ON / OFF).
- SENSITIVITY Adjust **MOUSE** / Ⓡ 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 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).

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 your partner's life (**E** or ⓧ) if he or she is shot up and dying.
- Who's toughest? Smack a team member (**V** or Ⓡ). 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

MULTIPLAYER ONLINE Play a multiplayer game on the Internet.

MULTIPLAYER LAN Play a multiplayer game via a Local Area Network.

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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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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