

# BORDERLANDS™

## GAME OF THE YEAR EDITION



**PANDORA'S BOX  
... ERR! MANUAL**

**2K**  
GAMES



# BORDERLANDS

## GAME OF THE YEAR EDITION

### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

### PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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## 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 & ACTIVATION

It is important to install the game correctly before playing. Please follow the instructions below. Installation is a one-time process that only takes a few minutes.

1. Double-click on the **Borderlands.dmg** DMG file and wait for the **BORDERLANDS** icon to appear on your desktop.
2. Double-click on the **BORDERLANDS** icon to open it.
3. Drag the **Borderlands** folder onto the **Applications** folder that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **BORDERLANDS** icon on your Desktop to the Trash. You may now delete the **Borderlands.dmg** DMG file.
5. Double-click on the **BORDERLANDS** application icon in the **Borderlands** folder, which is found in the **Applications** folder on your hard drive. The pre-game Options window will appear showing the Activation Panel.
6. Enter your Product Key into the six empty boxes. Your Product Key is printed on the back of the manual. Once the Product Key has been entered, the **Save** button in the right-hand corner of the Panel will activate.

7. Click the **Save** button to save your Product Key.

8. Click the **Activate Online...** button in the Activation Panel. A dialog will appear confirming that your Product Key will be sent to Feral's server. Click the **Activate Online...** button in the dialog. After a few seconds a message will appear confirming that your game has been successfully activated. The Activation Panel will update showing you the number of machines you are allowed to activate the game on and how many machines you have currently activated. In future, you can play your game without an internet connection.

You can now move onto the "Getting Started" section below, which will take you through playing the game for the first time.

## GETTING STARTED

1. If the **BORDERLANDS** application is not already running, double-click on the **BORDERLANDS** application icon. By default this is in the Borderlands folder within the Applications folder on your computer's hard drive.
2. Click the **Play** button and the game will launch.
3. Press **ENTER** to view the Main Menu.
4. Select Single Player from the Main Menu and press **ENTER**. The Character Selection screen will appear.
5. Select New Character and press **ENTER**. A series of introductory videos will play and you will then be asked to select one of the four available character types, who you will play as for the duration of your time on the planet Pandora.
6. Choose one of the character types using the **LEFT** and **RIGHT ARROW KEYS**. When you are happy with your selection press **ENTER**. After selecting your character you will leave Marcus's bus and a 'Claptrap' robot will approach to help you through the game's basic controls. Happy hunting!



## PLAYING ALL FOUR OF THE EXCITING ADD-ON CONTENT PACKS

The Zombie Island of Dr. Ned, Mad Moxxi's Underdome Riot, The Secret Armory of General Knoxx and Claptrap's New Robot Revolution add content to your existing BORDERLANDS game. Upon starting BORDERLANDS, you will receive a message alerting you that you've installed each piece of add-on content.



### THE ZOMBIE ISLAND OF DR. NED

Once you've installed The Zombie Island of Dr. Ned, load a savegame, and go to any Fast Travel station in the game. From there, you'll be able to travel to "Jakob's Cove" to start the add-on content.



### MAD MOXXI'S UNDERDOME RIOT

After installing Mad Moxxi's Underdome Riot, use a Fast Travel station to go to "The Underdome." From there you can access the Bank and start a Riot!



### THE SECRET ARMORY OF GENERAL KNOXX

After installing The Secret Armory of General Knoxx, load a savegame, and go to any Fast Travel station in the game. From there, you'll be able to travel to "T-Bone Junction" to start the add-on content.



### CLAPTRAP'S NEW ROBOT REVOLUTION

Once you've installed Claptrap's New Robot Revolution, load a savegame, and go to any Fast Travel station in the game. From there, you'll be able to travel to "Tartarus Station" to start the add-on content.



## MAIN MENU

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

**GAMERANGER** 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 (**ARROW KEYS**, **+**/**-** or **9**) 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 favouring 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 either a keyboard and mouse or a gamepad with a dual analog stick and at least 10 buttons. The diagram on the right is based on a standard controller and some gamepads may not map the controls indicated to the same buttons.



### IN THE FIELD

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Move forward / back . . . . .	W / S . . . . .	9
Strafe left / right . . . . .	A / D . . . . .	9
Sprint . . . . .	SHIFT + W . . . . .	9 (press & hold)
Toggle Crouch / Stand . . . . .	C . . . . .	3
Jump . . . . .	SPACEBAR . . . . .	2
Look around . . . . .	MOUSE . . . . .	10
Interact: Pick up / Use / Talk / Flip Vehicle . . . . .	E . . . . .	1
Pick up all items (ammo, money) on ground / Replace weapon in hand with weapon on ground if looking at it . . . . .	hold E . . . . .	hold 1
Drop current weapon . . . . .	- (minus sign) . . . . .	n/a

### COMBAT

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Fire weapon . . . . .	MOUSE 1 . . . . .	8
Aim . . . . .	MOUSE . . . . .	10
Aim with gunsight . . . . .	MOUSE 2 . . . . .	7
Reload . . . . .	R . . . . .	1
Cycle weapon . . . . .	MOUSE WHEEL . . . . .	4
Select weapon 1-4 . . . . .	1-4 . . . . .	+
Select weapon with on-screen slot display . . . . .		hold 4 + +
Use Skill . . . . .	F . . . . .	5
Melee attack . . . . .	V . . . . .	10 (press)
Grenade . . . . .	G . . . . .	6
Respawn when dying . . . . .	hold E . . . . .	hold 1

## VEHICLES

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Enter / Exit vehicle . . . . .	E . . . . .	1
Accelerate forward / reverse . . . . .	W / S . . . . .	9
Switch to turret / driver . . . . .	C . . . . .	4
Aim / Turn / Rotate turret . . . . .	MOUSE . . . . .	10
Auto-target . . . . .	SPACEBAR . . . . .	2
Fire machine gun (driving) . . . . .	MOUSE 1 . . . . .	8
Fire turret (driving) . . . . .	MOUSE 2 . . . . .	7
Fire turret (passenger) . . . . .	MOUSE 1 . . . . .	8
Nitro-boost . . . . .	F . . . . .	5
Look behind (driver only) . . . . .	G . . . . .	6
Horn . . . . .	H . . . . .	9 (press)

### IN-GAME SCREENS

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Highlight menu item . . . . .	ARROW KEYS . . . . .	9 or +
Accept / Cancel . . . . .	ENTER / ESC . . . . .	2/3
Open / Close Status Menu . . . . .	TAB . . . . .	
Scroll dialogue / details . . . . .	PAGE UP / PAGE DOWN . . . . .	7/8
Scroll Status Menu tabs . . . . .	, (comma) / . (period) . . . . .	5/6
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 . . . . .	4
Quick-scroll to Map tab . . . . .	5 . . . . .	n/a
Quick-open map . . . . .	M . . . . .	hold
Zoom map out / in . . . . .	ENTER . . . . .	2
Scan / Scroll map . . . . .	ARROW KEYS . . . . .	n/a
Friends . . . . .	O . . . . .	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 **1**.
- 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 11.
- 9 AMMO** Number on the left indicates rounds remaining in the equipped weapon; when it gets low, press **R** or **1** 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 game during auto-save or your progress will be lost.

### ENEMY STATUS

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

### COMPASS ICONS

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

### OTHER ICONS & INDICATORS

- RELOAD** Indicates that your current ammunition clip is close to running out and that you should reload by pressing **R** or **1**.
- USE** Indicates that you can use / collect / activate the highlighted item by pressing **E** or **1**.
- CROUCH** A reminder that you are crouched. Press **C** or **3** 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 **(2)**, highlight a new color and press **ENTER** or **(2)** 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 **(5)/(6)** 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. Levelling 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 **(2)**), 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 **1** 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 **2** button, highlight the item or the slot you want to equip it in and press **ENTER** or **2** button again.
- To unequip an item, highlight a slot and press **ENTER** or **2** to toss the item in the backpack.
- Drop an item from Inventory by highlighting it and pressing **SPACEBAR** or **4**.

## 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 **4** to switch weapons. When three or four weapons are equipped, hold **4** to display your Equipped Weapon selector, then use **+** to grab the weapon you want. You can also use **+** to grab the weapon you want or press **4** to cycle through them.

## SKILLS SCREEN

Purchase Skills with Skill Points earned by levelling 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 **4** 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 **M** or hold **1**. Use the **ARROW KEYS** or **9** to scan / scroll the map. Press **ENTER** or **2** 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 **7**, **8** (period) or **5** / **6** to display the Buy, Sell or Buy Back screen. Use the **ARROW KEYS** or **+** 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 **(1)** to pick up loot, or to pick up a weapon.
- Press and hold **E** or **(1)** 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 ARTEFACT** 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 **(5)** / **(6)** 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 to it.

**FIX IT** Stuck? Jump out of the vehicle and give it a whack (**V** or press **(10)**) to move it. (Don't beat your vehicle to death.)

**NITRO-BOOST IT** Use Nitro-boost (**F** or **(5)**) 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** / **(10)** (ON / OFF).
- **SENSITIVITY** Adjust **MOUSE** / **(10)** 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 dialogue 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).





## 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.



## 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 **1**) if he or she is shot up and dying.
- Who's toughest? Smack a team member (**V** or press **10**). 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

BORDERLANDS offers two Multiplayer options, allowing you to enjoy the full campaign with friends by using a Local Area Network (LAN), or by playing online.



## LAN GAME

### HOW TO HOST A LAN GAME

1. Launch **BORDERLANDS** and select **LAN Game** from the Main Menu.
2. Select **Host Public Game** from the menu that appears.
3. You will then be asked to enter a name for your server. To do this highlight **Host Name** with the **ARROW KEYS** and press **ENTER**, type in a name for your server and then press **ENTER**.
4. You will then be taken to the game's **Lobby** where you can wait for other players to join. From here you can also choose which **Character** you wish to use for this game session as well as the **Playthrough** type.
5. As **BORDERLANDS** supports dynamic network play you can select **Play Game** before other players have joined the **Lobby**. Clients will still be able to see and join your game while it is in progress from the **LAN Game** menu.
6. Press **ENTER** to start hosting your game.

### HOW TO JOIN A LAN GAME

1. Launch **BORDERLANDS** and select **LAN Game** from the Main Menu.
2. Select **Join Game** and wait for the LAN game list to populate.
3. Select the **Game** that you wish to join with the **ARROW KEYS** and press **ENTER**.
4. A loading screen will appear and the next screen you will see will be the **Lobby**. From here you can select the **Character** that you want to use for this game session.
5. When you are ready to start, click on **READY** and wait for the host to start the game. If the game is already in progress then a loading screen will appear and gameplay will start shortly.

## ONLINE GAME

To play **BORDERLANDS** online you will need to have **GameRanger** installed on your computer. **GameRanger** is a Mac utility that allows you to find other **BORDERLANDS** games over the internet. You can download a copy free at: <http://www.gameranger.com>.

When playing online we recommend that you choose the most powerful computer as the host.

**IMPORTANT:** If you wish to play **BORDERLANDS** online make sure that you have an account with **GameRanger**. Once you have downloaded **GameRanger** this is simple to set up and free.

## HOW TO HOST AN ONLINE GAME

1. Select **GameRanger** from the Main Menu. The game will then close and you will be taken to the **GameRanger** screen. Alternatively you can simply open **GameRanger** on your desktop.
2. Click the **HOST** button. The Host Game window will appear.
3. You now have a number of options to complete:
  - a. **Game** - Select **BORDERLANDS** from the drop-down menu.
  - b. **Max Players** - Select the maximum number of players you wish to host.
  - c. **Description** - Write the name of the game.
  - d. **Ladder** - Competition Option (**GameRanger** Membership Required).
  - e. **Password** - Enter a word or phrase if you want to password protect the game you are hosting.
  - f. **Allow Friends Only** - Only allow friends in your Buddy list to join.
  - g. **Allow Gold and Silver members only** - Restrict players to **GameRanger** Premium Players only.
4. Click on **OK** and wait for people to join your game.
5. When enough people have joined click on **START** to start the game. Alternatively you can click on **START** immediately and wait for players to join while the game is in progress.
6. The pre-game options window for **BORDERLANDS** will appear. Click on the **Play** button.
7. You will then be taken to the game's **Lobby** where you can wait for other players to join. From here you can also choose which **Character** you wish to use for this game session as well as the **Playthrough** type.
8. As **BORDERLANDS** supports dynamic network play you can select **Play Game** before other players have joined the **Lobby**. Clients will still be able to see and join your game while it is in progress from the **GameRanger** host list given that there are enough player slots available.

### HOW TO JOIN AN ONLINE GAME

1. Open **GameRanger** and look through the list of games for a **BORDERLANDS** game.
2. Once you have found a game, double-click to join it.
3. Once the host player is ready he will select **START**, but if the game is already in progress then click on **Join**.
4. The pre-game options window for **BORDERLANDS** will appear. Click on the **Play** button.
5. A loading screen will appear and the next screen you will see will be the **Lobby**. From here you can select the **Character** that you want to use for this game session.
6. When you are ready to start, click on **READY** and wait for the host to start the game. If the game is already in progress then a dialog will appear giving you a choice to join the game or stay in the lobby. Select **Enter the Game** and then press **ENTER**.



## TECHNICAL SUPPORT

Every effort has been made to make **BORDERLANDS** compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A *Borderlands Report.txt* file, this contains:

- An Apple System Profiler Report of your Mac.
- Any Crash logs that exist for **BORDERLANDS**.
- List of all the files in the relevant game folder.

All the information required can be obtained by loading **BORDERLANDS** and clicking on the support tab in the pre-game options window.

In the support tab click on the *Generate Report* button. Once the report is generated it will appear as a file on your desktop. Now click on the *Create Email* button. Remember to attach the report called *Borderlands Report.txt* to your e-mail.

## CONTACT US

### ONLINE SUPPORT

Visit our website at [www.feralinteractive.com](http://www.feralinteractive.com)

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

### E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: [borderlandssupport@feralinteractive.com](mailto:borderlandssupport@feralinteractive.com)

The subject line of your e-mail must include the word "*Borderlands*". Remember to attach the report called *Borderlands Report.txt* to your e-mail.

### PHONE SUPPORT

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in North America – Tel: **011-44-20-8875-9787**

Telephone support is available between 9 am and 6 pm UK time, Monday to Friday. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

Please do not contact Feral's technical support staff in search of game hints. They are neither permitted nor qualified to supply such information.

## CREDITS

Originally developed by: **Gearbox Software**

Originally published by: **2K Games**

Macintosh development by: **Feral Interactive**

Macintosh publishing by: **Feral Interactive**

## WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual by registered letter to:

**Feral Returns**  
**64 Kimber Road**  
**London SW18 4PP**  
**United Kingdom**

Please state your full name and address (including postcode), as well as the date and location of purchase.

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# CONTROL SUMMARY

## IN THE FIELD

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Move forward / back. . . . .	<b>W / S</b> . . . . .	<b>9</b>
Strafe left / right . . . . .	<b>A / D</b> . . . . .	<b>9</b>
Sprint. . . . .	<b>SHIFT + W</b> . . . . .	<b>9</b> (press & hold)
Toggle Crouch / Stand . . . . .	<b>C</b> . . . . .	<b>3</b>
Jump . . . . .	<b>SPACEBAR</b> . . . . .	<b>2</b>
Look around . . . . .	<b>MOUSE</b> . . . . .	<b>10</b>
Interact: Pick up / Use / Talk / Flip Vehicle . . . . .	<b>E</b> . . . . .	<b>1</b>
Pick up all items (ammo, money) on ground / Replace weapon in hand with weapon on ground if looking at it . . . . .	hold <b>E</b> . . . . .	hold <b>1</b>
Drop current weapon. . . . .	<b>-</b> (minus sign) . . . . .	n/a

## COMBAT

ACTION	KEYBOARD / MOUSE	GAME CONTROLLER
Fire weapon . . . . .	<b>MOUSE 1</b> . . . . .	<b>8</b>
Aim . . . . .	<b>MOUSE</b> . . . . .	<b>10</b>
Aim with gunsight . . . . .	<b>MOUSE 2</b> . . . . .	<b>7</b>
Reload . . . . .	<b>R</b> . . . . .	<b>1</b>
Cycle weapon . . . . .	<b>MOUSE WHEEL</b> . . . . .	<b>4</b>
Select weapon 1-4. . . . .	<b>1-4</b> . . . . .	<b>+</b>
Select weapon with on-screen slot display . . . . .		hold <b>4</b> + <b>+</b>
Use Skill. . . . .	<b>F</b> . . . . .	<b>5</b>
Melee attack . . . . .	<b>V</b> . . . . .	<b>10</b> (press)
Grenade . . . . .	<b>G</b> . . . . .	<b>6</b>
Respawn when dying . . . . .	hold <b>E</b> . . . . .	hold <b>1</b>