

 XBOX 360

BORDERLANDS THE PRE-SEQUEL

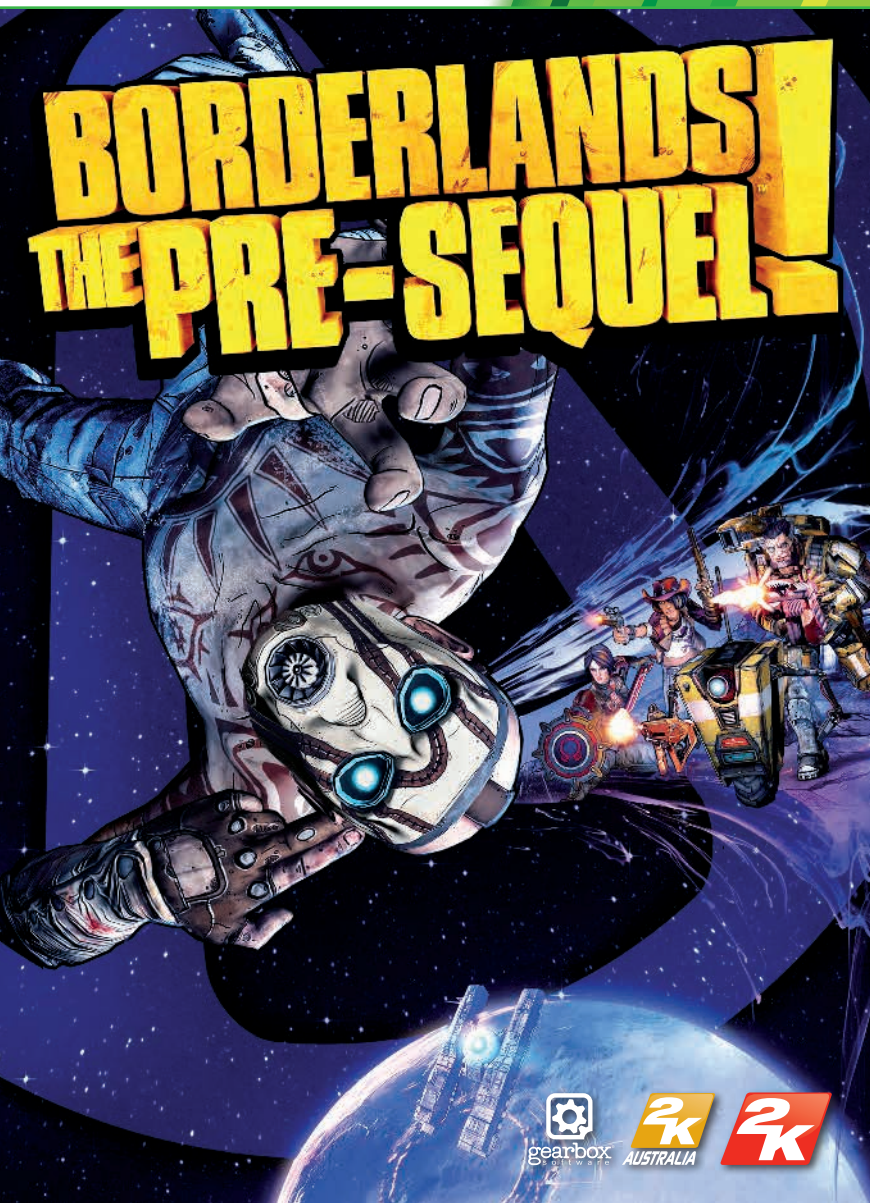


TABLE OF CONTENTS

A BRIEF HISTORY OF ELPIS	1
DEFAULT GAME CONTROLS	2
STARTING UP	4
THE NEW VAULT HUNTERS.....	6
PLAYING THE GAME	10
EQUIPMENT	14
NOT GETTING MURDERED	16
THE LEVEL UP ROCKET	18
CREATURES TO KILL.....	19
TRAVELING THE WORLD	22
ACQUIRING MISSIONS.....	26
PLACES TO GO.....	27
PEOPLE TO SEE.....	31
MANAGING YOUR STUFF.....	34
USING THE FACILITIES	38
JOINING YOUR FRIENDS	43
SETTING YOUR OPTIONS	46
CREDITS	48
LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT.....	58







WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

A BRIEF HISTORY OF ELPIS

So y'know how Pandora's like this crazy frontier world where pretty much anything goes, right? Well, Elpis is Pandora's moon, and it's even frontier... er I mean - don't get me wrong. Pandora's got the wild landscapes teeming with murderous fauna, and trash-towns packed with insane bandits who'd as soon eat your mum's spleen for tea as lick your armpit. But on Elpis, you take that, then suck all the air out, make everyone space-crazy, throw in some jetpacks and lasers, and butt-stomp it right on its ugly face.

Most of the good folk around here live in a spaceport called Concordia. The whole place was built by the Dahl Corporation, along with a bunch of other moon bases out back. Lots of ships, lots of soldiers, lots of the color green.

Then one day, the moon cracked. It was like the world came alive, and was really, really pissed. Earthquakes, lava chasms, fountains of liquid methane. And Dahl? They just up and bugged off. Left everyone behind, including their own troops, who disappeared. Nobody knows where they went or why. We call 'em the Lost Legion.

After that, Hyperion turned up and started building this bloody great space station they call Helios. They kinda run things here now, but don't seem to really give a rat's *ss. Ah well.




Me? I'm just your lowly scrap dealer. I'm trying to earn a buck by scrounging for something worthwhile in the junk left behind by whoever came before. That's all you can say for pretty much everyone around here, I reckon. Including a hero named Jack and the Vault Hunters that stand by him.

A Vault... on Elpis? Sounds about right. Maybe inside there'll be answers – about the Crackening, the Lost Legion... about Jack. At the very least, maybe it'll contain treasure beyond our wildest dreams.




Janey Springs

DEFAULT GAME CONTROLS













MENU CONTROLS

Navigate options	
Select option	
Exit menu	

COMBAT CONTROLS

Move/Strafe	
Look	
Jump	
Oz Kit Double Jump	 + 
Crouch/Trade	 / hold 
Oz Kit quick land	tap  (whilst jumping)
Oz Kit Slam	hold  (whilst jumping)
Use/Reload	
Cycle weapon	
Inspect Player	hold 
Aim	
Fire Weapon	
Use Action Skill	
Grenade	
Select weapon	
Sprint	
Melee	
ECHO device	
Pause menu	

VEHICLE CONTROLS

Drive	
Turn	
Switch seats (Moon Buggy only)	
Exit Vehicle	
Enter Vehicle seat	
Vehicle weapon alt-fire	
Fire weapon	
Vehicle boost	
Vehicle handbrake (Moon Buggy only)	
Slam (Stingray only)	
Vehicle horn	
Vehicle rear view	

NOTE: The Options menu features a wide variety of control configurations if this default setup just isn't your thing. There are quite a few, so one of them is bound to work out.

STARTING UP



CONTINUE

Resume playing where you last left your current Vault Hunter. Press **Y** to select a different Vault Hunter.

NEW GAME

Create a new Vault Hunter and start your adventure from the beginning. Adventures!!!

MATCHMAKING

Want to play online? Select Quick Match to have the game search and place you in a game automatically. It will try its best to find a game that matches your Vault Hunter's level. Alternatively, select Match Browser to view a list of all public games that you can choose between yourself.

NETWORK OPTIONS

Access the Network Options menu by pressing **BACK** to change how you'd like to restrict your network availability for online play. If you'd like to allow anyone to freely join your game using Matchmaking, select Xbox Live Public. If you just want your friends to be able to join, select Xbox Live Friends Only. Xbox Live Invite Only will not allow anyone to join your game unless you ask them to first. Select System Link if you want to play on the local network, or just set yourself Offline if you'd rather be left alone.

SELECT CHARACTER

Got multiple Vault Hunters on the go? Switch between them here. You can also press **Y** to open the menu and switch between them.

OPTIONS

Pop the hood and twiddle gameplay knobs, tweak graphics and audio dials and rewire your controls.

EXTRAS

Redeem codes for more awesome Borderlands: The Pre-Sequel content and unlock Player Loyalty Rewards. Also, CREDITS... from SPACE. It's full of stars.

SHiFT Codes: Sign in with your Gearbox Software SHiFT account and redeem your SHiFT Codes to unlock content for Borderlands: The Pre-Sequel! Not a SHiFT member? You'll also be missing out on exclusive in-game events, rewards, loot, and the everlasting envy of your friends.

Player Loyalty Rewards: Dear Fans: We love you. Here's where you can unlock special rewards if we detect save-games from Borderlands and/or Borderlands 2 on your system. Awesome items, just for you. For being badassess. You have a Borderlands save, right?

DOWNLOADABLE CONTENT

Check out all the sweet, sweet extra content available to purchase for Borderlands: The Pre-Sequel. When there's something new, an exclamation point appears. You know, like a MISSION.

QUIT

You can ignore this - it doesn't do anything that you'd want. It will make Borderlands: The Pre-Sequel close. I know, right?

CREATING A NEW U

After you select New Game on the main menu, please bask in the glory of the riveting intro cutscene, and then gird your loins for the intense dilemma of choosing which Vault Hunter you'll play. No, you can't play them all at once, although if anyone wants to record a video of themselves multiboxing a solo co-op session, we're ALL EYES.

THE NEW VAULT HUNTERS



ATHENA THE GLADIATOR

Bio: The most elite warrior of the Atlas Lance assassins, Athena turned on her former employers when she was tricked into killing her own sister. Now, her lethal Omega Squad skills are available to the right buyer, and Jack has deep pockets.

Action Skill: Kinetic Aspis – absorb all frontal damage into your Aspis shield, and then hurl it back at your enemies. Like an explosive discus. With spinning blades and stuff.

Combat Style: Sword, shield and elemental mastery. Athena is an agile warrior and dynamic tank.



WILHELM THE ENFORCER

Bio: A perfect fusion of man and machine, Wilhelm is utterly relentless. He has an obsession about cybernetic augmentation, and commands two flying drone bodyguards. This all makes him nearly unstoppable - and the most feared enforcer in the galaxy.

Action Skill: Wolf and Saint – deploy your two combat drones. Wolf will go on the hunt, attacking enemies from the skies while Saint stays by your side, healing you.

Combat Style: Overwhelm your enemies with shock and awe, and never. Ever. Stop.



NISHA THE LAWBRINGER

Bio: Ornerly, cantankerous, and other old-timey Western adjectives that basically add up to: Nisha has one helluva mean streak and she's not afraid to use it. She'll bring the law to the lawless, but it's her own brand of justice, dealt with a fist full of iron.

Action Skill: Showdown – zero in on your enemies' weaknesses and gun them down quicker than the eye can see.

Combat Style: Take the pain, and then punish 'em with your long range bullwhip melee, and a hail of lead.



CLAPTRAP THE FRAGTRAP

Bio: Ugh.

Action Skill: VaultHunter.EXE – launch special software that analyzes the current situation and engages subroutines and combat packages to suit! Suit just what, we'll never know. But hey, if transforming into a pirate ship or rubber duck appeals, knock yourself out. Being a robot you can still use awesome O2 benefits without suffocating. It's good for friendship.

Combat Style: Open to interpretation.

PLAYING THE GAME

In *Borderlands: The Pre-Sequel*, your lunar survival skills will be put to the test. To truly be the badass that Jack expects you to be, you'll need to master the arts of blasting fools, loot plundering, not getting murdered and riding the level-up rocket.



BLASTING FOOLS

You'll quickly find that Elpis is bursting at the seams with fools that need blasting. Fortunately, because of a long and storied history of fools being blasted throughout the universe, you'll find there's no shortage of murderous means at your disposal.

SHOOTING THE MOON

Want something dead? Fill it with holes! You might like to do this with bullets, but lasers are just as hole-filly, and let's face it: LASERS. Shooty stuff goes towards the targeting reticle thingy, so point that at your enemies and press **RT** to commence with the hole-filling. Hold **LT** to use scope or sights for more stability and accuracy.

CRITICAL HITS

Every enemy has at least one extra-super-squishy spot on them somewhere. Shoot that and prepare to win at life forever.



MIGHTY MELEE

Shooting is fun, but there's nothing quite like a good bit of the ol' what for. Press **R** to slice, chop, skewer, pummel, or mash. Look out for guns with pointy bits on the end for bonus damage.



EXPLODE, EXPLODED, WILL EXPLODE...

Look, sometimes you just need to bomb something. It's OK, we all do. There's no shame in carrying a big-ass rocket launcher or two. Also, press **RB** to hurl grenades into groups of enemies, and then laugh maniacally as they are launched into space by the force of the blast.

GRENADE MODS

Grenades can be modified in many ways, so you can fine-tune your approach to mass destruction as you please. Be on the lookout for these items!



LIGHTS, CAMERA ... ACTION SKILL!

Each Vault Hunter unlocks their unique Action Skill at level 3, which lets you do something amazing and quite frankly overpowered. Wanna be a badass and win all the time? Press **LB** to use your Action Skill! After using it, you'll need to wait a short duration before it can be used again. Remember the Action Skill mantra: Don't hesitate – obliterate!



ENEMY INTEL

Everything you need to know about your enemies is conveniently dangling above their head. You'll see their level (a skull will tell you whether you should flee screaming), name and health bars. When you damage an enemy, cute little numbers will fly off them to tell you how much damage you did, as well as whether the hit was critical or resisted. The color of the damage numbers corresponds to the type of damage you hit them with.

IN YOUR ELEMENT

Some enemies have multiple health bars including health (red), shields (blue) and armor (yellow). Use elemental weapons to cut through them fast: fire for health, shock for shields and corrosive for armor.

HOW MUCH BUTT WOULD A STALLION STOMP...

Once you're equipped with an Oz Kit (see below), you can use one of the most powerful low gravity combat techniques available: the BUTT STOMP. No, wait: the SLAM. Press **B** while floating above your enemies to crash down to the ground and explode. It'll stagger enemies or send them flying. With your butt.



LOOT PLUNDERING

Why are we here? What's the meaning of it all? Loot, you idiot. Loot, loot, loot. We are all stardust and loot. The stuff is everywhere! Spiralling out of the pockets of your latest victim, stashed away neatly in contrived compartments, and no doubt jamming up all the damn slots in your inventory.

EQUIPMENT

Equipment is stuff you can stick to your person to make yourself more murderous. You can find it almost anywhere – when you do, you can inspect it with the convenient pop-up item card, and press **X** to take it into your inventory. If you hold **X**, it will be equipped right away.



GUNS

Every gun is different, but they all have common properties like Damage, Accuracy, Fire Rate, Reload Speed and Magazine Size. Look carefully – a gun with low Damage may still perform well if it has a crazy Fire Rate or bonkers Magazine Size.

SHIELDS

Your Shield is all that stands between your vital organs and about a zillion bullets flying in your direction at any given moment. Each one has a different Capacity, Recharge Delay and Recharge Rate, and many have fancy secondary effects and bonuses, too.

GRENADE MODS

Grenade Mods turn your piddling little party poppers into gadgets of grisly grim reaping. All grenades have standard Damage, Blast Radius and Fuse Time stats, but mods can make them do things like home in, teleport, spew flames, or break into cluster bombs!

CLASS MODS

Class Mods provide benefits that assist with the strengths and weaknesses of each Vault Hunter. The right Class Mod can help you specialize in your ideal play-style, and even over-power certain skills with extra points.

OZ KITS

The Oz Kit is the essential item for Adventures in Space. Besides filling your gasping lungs with air, they let you extend your jumps with an Air Boost and deal death from above with the powerful Slam move. Common stats include O2 Capacity and Slam Damage. Besides that, Oz Kits provide a wide variety of powerful bonuses that aid in combat and exploration.



ITEM CARDS

All equipment has a handy info summary that you can view by inspecting the item. Depending on the item, you'll get a list of stats, and text describing some of the items' practical effects and limitations. The color of the card is based on its quality: white for common items, then green, blue and purple. Orange is for Legendary items, the most rare and powerful available. Some special weapons do awesome things that aren't shown on the card, so be sure to try stuff out!

SWEAT THE SMALL STUFF

Small, prolific pickups will be automatically sucked up as you move over them. Unless they're glued down inside a container, in which case you can grab them all at once by holding **X**.

CASH

Bundles of space bucks, just for you and your magic money pockets. You need it to buy stuff. You can also sell your junk to get more of it, and endless amounts can be found by rifling through the many crates, lockers and toilets of Elpis.

MOONSTONE

Moonstone is a rare and valuable resource that can be found throughout your adventures. It can be used to procure those things that money just can't buy, like weapons with special properties and performance enhancing novelty beverages.

AMMUNITION

What's a gun without ammo? You're going to be shooting a lot in this game, so you'll need to constantly top up your supply. Each type of weapon (Pistol, Shotgun, SMG, Assault Rifle, Sniper Rifle, Rocket Launcher and Laser) needs its own type of ammo, so carry plenty of both at all times.

OZ CANS

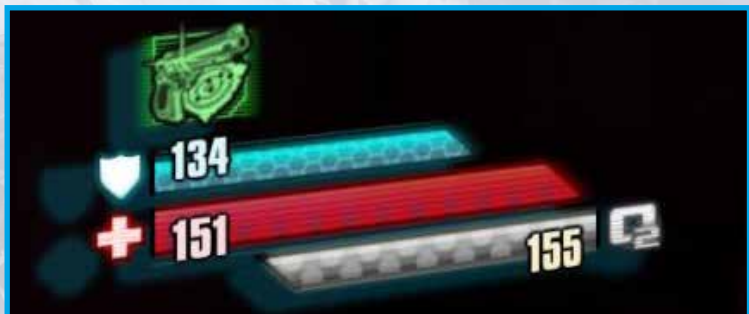
Small cans of Oxygen can be found in containers or are dropped by enemies that you kill in form of Oz cans. They'll be automatically picked up, so combat is a good way of replenishing your O2 supply! Good thing there are plenty of these handy Oz cans floating around.

INSTA-HEALTH

OK, yes, they're massive syringes sporting needles as thick as your arm, but the injury you sustain by plunging it into your chest will be healed by the mysterious red goo inside, along with all the bullet holes you already had in you. Win-win!

NOT GETTING MURDERED

Being a Vault Hunter is a cruel, thankless and often pointy way to make a living. You know in the cartoons when the hungry Scav hallucinates his lifelong pal as a freshly roasted Tork leg, and then beats said friend to death with his own screaming, severed head? You're the sausage in the first guy's upper colon. So, get a shield.



HEALTH, SHIELDS AND OXYGEN

Your Health bar is red because it's full of blood. When you get hit or stub your toe, blood leaks out and gets all over Nurse Nina's nice new carpet, goddammit. You can replace your blood with the red goo in Insta-Health vials, but you're probably better off just keeping it all inside to start with.

Your Shield bar is blue because science is blue and Shields are full of science. This bar is depleted before your Health bar, so Nina prefers it when it's nice and full. If it does deplete, just run and hide behind something and it will recharge. Some shields have other features that deal or resist damage – if you have one of those, the bar might look a bit different to remind you.

Your Oxygen bar is grey. Scientists researched O2 for centuries and found out ... yeah ... anyway it's grey, also don't run out or you slowly lose health and turn purple and then grey, because you're dead. Grey...



FIGHT FOR YOUR LIFE

When you run out of health, you have one last chance to prove to the world that you don't actually suck and that it was all part of your advanced tactics. Get a kill within the time limit to get your second wind and return to the fray!

ATMOSPHERE AND VACUUM

Elpis doesn't have a natural atmosphere, so there are parts of it where you'll need to bring your own air supply. An Oz Kit will provide you with a supply of O2, which is slowly drained when you're in a vacuum. If you run out, your health will start to drain as mentioned above, but you'll fully recover if you reach a source of O2 before you choke out. Don't worry: O2 is easy to find wherever you go.

OXYGEN CRACKS

While you're exploring Elpis, be on the lookout for signs of breathable gas escaping from cracks in the ground. If you stand on one of these, your O2 supply will quickly recharge.

AIR GENERATORS

Some places are lucky enough to have their own air generators that create a bubble of breathable atmosphere. You can turn them on and off to your advantage as you fight your way across the moon.

INTERIORS

Many building interiors are permanently supplied with atmosphere. Look for the tell-tale blue shimmer in doorways to know which interiors are pressurized.

THE LEVEL-UP ROCKET



Blast off to bigger numbers! Every Vault Hunter starts at lowly level 1, but through earning Experience Points (AKA XP) you can eventually reach the stars (AKA level 50)! Levelling up is radical, dude, because it makes you more of a badass by increasing your health and damage, unlocking new and more powerful equipment, and granting skill points that you can spend to improve your powers.

GAINING EXPERIENCE

Experience is mainly earned by blasting fools. You also get XP rewards for completing missions for all those nice folks who need fools blasted. Your XP bar is at the bottom of your screen. Fill it up and BOOM! You just got a Level. Health and Shields refilled! Higher base Health and Shield values! Extra Damage! Skill Point! Warm fuzzy feeling and hug your friends! High fives and good times.

CREATURES TO KILL

Cool, you know the ropes, and you've got enough to hang yourself. So... what needs blasting around here anyway?



SCAVS

Elpis used to be the kind of place where honest folk worked honest jobs helping the Dahl Corporation get rich and achieve galactic military domination, but then some bad stuff happened and Dahl disappeared leaving everyone to fend for themselves. Now, most of them are space-crazy, fighting over scraps and jealously guarding what's left.



LOST LEGION

Dahl disappeared from Elpis after the Crackening, but now they're back, calling themselves the Lost Legion, and behaving in an altogether antisocial way.

For all their time away, they've lost none of their combat readiness, so when engaging Lost Legion marines, be prepared for well-trained tactical precision and military grade firepower.



KRAGGONS

These rocky creatures seem like a living part of the moon itself, having proliferated not long after the Crackening. They vary wildly in size, and thrive in Elpis' environmental extremes. They can overwhelm careless aggressors by shattering into multiple smaller clones when killed, so be sure to prioritize your targets when engaged with a herd of Kraggons.



TORKS

Torks are an infesting species that thrive in dark, enclosed environments, where they can stalk and encircle their prey, and attack in numbers. Some can burrow or fly, while others leap to the walls and ceilings, from which they spray acid or launch dive attacks with their piercing mandibles. If you stumble into a tork nest, be ready for ambushes from all directions.



SHUGGURATHS

These formidable creatures waft across the lunar skies like gibbering flesh-dirigibles. They are often accompanied by swarms of flapping Rathyds, which they pluck forth with spiderous limbs from deep within vile sphincters secreted around their heaving mass. One can more easily bring a Shuggurath down by moving around it and popping its taut, straining blisters or soulless, unblinking eyes.

TRAVELING THE WORLD

Tourism boosts the local economy so that you can exploit it later. Even better, the more chumps that owe you favors along the way, the better. So, get exploring and meet some chumps!

GETTING AROUND

There's a lot to see and do on Elpis, and let's not forget about Helios – Hyperion's as-yet incomplete space station in orbit above. Your insatiable lust for loot and bacon will take you to corners far and wide – and no doubt some unexpected places too. Fortunately, you've got some handy tools designed to help you get around.



MINI-MAP

So dinky, yet so dashing and debonair, it always knows just what you want. The strikingly attractive yellow arrow is you, and the enthralling mystery of a white diamond is your foretold destiny, so go that way. The red dots represent bad guys, and a white arrow inside the dot will tell you whether they're coming at you from above or below. If you both feel you're ready and you'd like the map to open up and reveal all its secrets to you, press **BACK** and use **LB** or **RB** to navigate to the map icon.



FAST TRAVEL

Wherever you go, you'll never be far from a Fast Travel Station, and whenever you discover someplace new, the local Fast Travel Station will imprint with you at the molecular level and then mail your family if it detects a lump. You can use Fast Travel Stations to instantly travel from one place to another, as long as you've imprinted there before. Rest assured there is absolutely nothing unsafe about being fully atomized and reconstructed even up to two whole times.

Because the ECHO-net is 78% corporate data mining botnets, it already knows exactly where you plan to go and will tell you what missions are available at each destination. Creep-venient!

VEHICLES



Vehicles primarily exist so that you can run people over, but they're also pretty good for getting to new places with fresh supplies of roadkill. You can digi-struct a vehicle at any of Janey Springs' conveniently located Moon Zoomy stations, for free because she hasn't realized how freaking rich she could be.

Get into a vehicle by pressing **X**. If the vehicle has multiple seats, then you can pick where to sit and share the ride with a friend. Press **A** to change seats if your friend is one of those jerks who just has to drive every damn time. Or press **B** to get out again.

While driving, the vehicle will try to go in the direction the camera is pointing, so just look where you want to go and use **L** to drive. Press **LB** to use the boost jets, and press **RB** to use the handbrake when driving a Moon Buggy. When driving a Stingray **LB** will boost the vehicle into the air and **RB** will allow you to slam it on enemies and do damage. Vehicles have primary and secondary weapons which can be fired with **RT** and **LT**.



RIDING SHOTGUN

If you find yourself manning the turret instead of driving in a Moon Buggy, condolences. Take it out on everything around you with **RT**. Or, spam **A** until the driver can't stand it anymore and lets you drive.

ACQUIRING MISSIONS



You will always have your main Story Missions to do, but many of the people you'll meet along the way need some form of assistance that only the most courageous, intelligent and aesthetically pleasing Vault Hunter can provide. Unfortunately, you're all they can find at the moment so can you help instead?

Oh, don't be like that. Doing optional missions can be highly rewarding, with bonus XP and cash on offer, as well as rare and unique equipment that can't be obtained any other way.

Look for people or items with a "!" floating above them, and then talk or interact with **X** to find out what the deal is. Then just press **A** to accept the mission or **B** to back out. Once you've completed the mission, you'll be told where to go to get your reward – look for a "?" at the destination.

PLACES TO GO

The low-gravity-lover's guide to Elpis, Pandora's shining moon!



CONCORDIA

A formerly bustling hive of activity and gateway to the stars, Concordia is Elpis' only functional spaceport. It was built by Dahl Corporation for operational use but a gaudy commercial and civilian district quickly took root in the upper levels, which is all that now remains since the Crackening. It's pretty much the only safe place on Elpis, so most of the moon's upstanding citizens make their home there. It's a great place to get stocked up with supplies and to find Missions.



CRAZY EARL'S BLACK MARKET

Too crazy to stay in one place for long, Crazy Earl had his steel door shipped up to Elpis so he can leer at customers through the eye slot in the traditional Earl-family way, passed down from crazy father to crazy son for generations. He trades inventory-expanding Storage Deck Upgrades for Moonstones.



THE GOLDEN LOOT CHEST

In Concordia's main square, one can find the hallowed Golden Chest of legend. Inside, a mysterious portal to the loot dimension supplies an infinite well-spring of fantastical treasure. Maddeningly, it may only be opened by those in possession of a Golden Key, which must be forged from what the ancient scrolls refer to only as a "SHiFT Code."



SHIFT MACHINE

Now found in Concordia's main square, the SHIFT Machine first appeared to the bullymongers as a wailing black oblong until one figured out how to thwack it with a bone and serendipitously repair its broken Voice Modulator. A passing traveller cleaned it up and transported it to Elpis where it now awaits its future purpose.



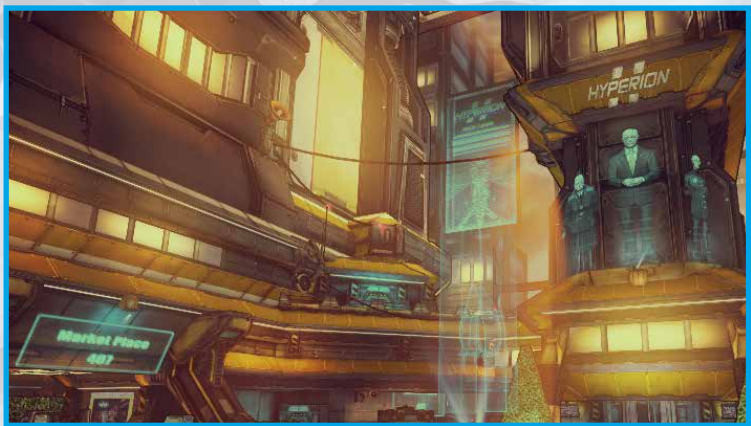
PITY'S FALL

One of Dahl's many powerful dreadnaughts, the Drakensburg was young Tungsteena Zarpedon's first command. Unfortunately, the starship was also one of the Crackening's first casualties, her back broken while she was landed at Pity's Fall. Now her crew have long since departed and she is overrun by Scavs – yet echoes of her past reverberate through her decaying halls.



MOONSHOT FACILITY

Flashback a few years to a brainstorming meeting among Hyperion engineers on the Helios project. “We can use Helios to supply Elpis and Pandora with vital aid in times of hardship!” exclaimed one who would later be fired. “But how will we get supply payloads from Helios to Elpis and Pandora?” asked another. The group murmured: “Regular shuttle service? – Too problematic!” “High Energy Freight Teleporters? – Breaks canon!” Then: “Big-ass gun that shoots stuff down in giant bullets?!” There were many high fives that day. And that’s why you get to shoot yourself out of the Moonshot Cannon. The end.



HYPERION HUB OF HEROISM

Helios' flagship retail and commercial district, the Hyperion Hub of Heroism is imbued with as much corporate propaganda and self-aggrandizing paraphernalia as their virtually enslaved marketing department could muster. It also serves as a central nexus between the station's business divisions and, as such, is overwhelmingly occupied by Lost Legion marines as a crucial part of their invasion strategy.

PEOPLE TO SEE



JACK

Jack's the man with the plan. He's the reason you're here: he hired you to help him hunt Vaults in an off-the-books operation to prove his value to his superiors. Unfortunately, the Lost Legion has chosen this moment to screw everything up, so he's kind of under a lot of pressure right now. And probably also fired.



JANEY SPRINGS

If you run into Springs, there's one thing you can be sure to expect: help for no reason. Tragically, Springs was born with an endearing nice streak that years of psychological and physical scarring have failed to correct, including nearly being eaten by the same Kraggon that ate her girlfriend. She runs a junk-dealing business out of Concordia, and maintains Elpis' Moon Zoomy vehicle stations.



NURSE NINA

Vladof is usually known for its revolutionary vision, which includes putting as many bullets into the hands of the people as possible, along with weapons that are second to none at dispensing them. Nina, then, is an anomaly, having forsaken all this for the life of a pacifist and medic in the backwater Pandora system. She's the one to see if you need your leaks plugged and sells shields and Class Mods to boot.



PICKLE

You don't get far on Elpis unless you're willing to take what doesn't belong to you, and that's something the lively kid Pickle knows all too well. With his family gone, he's formed a bit of a bond with Springs, and sources all sorts of cool junk for her by sneaking into Scav towns like a sassy little mouse.



MOXXI

After a short fling with Jack, Moxxi decided to take a break from the relentless chaos of Pandora. She runs the Up-Over Bar in Concordia, tending bar occasionally and then disappearing for hours at a time into her back room from whence, during lulls in the music, patrons swear they can hear grunting, cursing and the sound of industrial power tools.

MANAGING YOUR STUFF

Press **BACK** to open your ECHO device's personal management display. There are a number of management apps that you can switch between by using **RB** and **LB**. Press **BACK** again to close everything and get back to the game.



MISSION LOG

The Mission Log is the app to use when you need to review what your current Mission is all about, and everything else you've signed up for doing. You can scroll through the list to display the details, including all those excellent rewards you've been promised, on the left.

You can track one Mission at a time on your in-game HUD, so use the Mission Log to choose which one by pressing **A** on it. You can sort the list with **Y**. Missions that you haven't discovered yet will also be listed here, so it's easy to tell when you missed something while exploring. If you're feeling snarky, ignore a Mission by pressing **R**.



MAP

The map shows you everything that you've discovered in the entire region you're currently in. All you need to navigate is here: Objectives for your active mission, any Vending Machines and Fast Travel stations, sources of Oxygen, and other important things you might want to locate quickly.

You can create your very own waypoint anywhere on the map by pressing **A**. Hover the crosshair using **L** over any icon to get more information about it, or press **Y** to bring up a legend. **RT** and **LT** zoom in and out.



INVENTORY

The Inventory app lets you manage all your loot, which makes it almost as important as the loot itself!

Where else are you going to decide which items to equip, or scrutinize their every detail? The main panel shows what you're actually using right now, and behind it is everything you're carrying with you.

Move your **L** to highlight an item. Compare items by pressing **X** and move or swap them where you want by pressing **X** again. Admire your treasures in close-up detail by highlighting something and pressing **R** to inspect. You can expand your inventory capacity by purchasing SDUs from Crazy Earl, but if it fills up, you can always throw something away with **Y**.



SKILLS

Otherwise known as where you get your awesome from. At Level 3 you'll be able to unlock your Vault Hunter's signature Action Skill. After that, every Level Up rewards you with a Skill Point to spend. There are three distinct Skill Trees, each empowering a different style of play. You'll need to work your way down gradually, with every 5 Points spent in one Tree unlocking more choices.

Skills can have wide-ranging effects and over time make you dramatically more powerful. The Skills half-way down and at the very bottom are particularly excellent.



BADASS RANK

Wanna be a Badass, just like your Vault Hunters? Want all your friends to know, and be jealous of your superior badassitude? You're going to want to complete Challenges! Completing a Challenge nets you Badass Points, which all add up into a Badass Rank. As you earn Badass Ranks, you also get Tokens to spend on permanent, profile-wide Stat bonuses to ALL your Vault Hunters.

Remember: your Badass Rank isn't about one Vault Hunter, it's how Badass YOU are, and in co-op it's shown above your head. So, don't embarrass yourself.

USING THE FACILITIES

Life in the Borderlands is all about profiting from other people trying to not die. Unless you're a Vault Hunter, and then it's all about profiting from their deaths by taking all their stuff and selling it to the first group. Well, fortunately for everyone there are several ways to participate in this booming economy!



VENDING MACHINES

A wise man once said that money is only worth something if you spend it! So spend it all at one of the handy-dandy Vending Machines nearby! You can activate a Vending Machine by pressing **X**. It will immediately spring to action, shoving its numerous wares in your face and glancing fervently at your wallet while it awaits you to press **A** on an item to purchase it. Compare your own items with those for sale with **X**. Switch to Sell and Buyback mode to sell your junk, or undo a sale, with navigating the icons up top using **RB** and **LB**. Press **Y** to instantly sell all items from your Inventory that weren't marked as a Favorite.

There are three types of Vending Machine awaiting your patronage:

Guns In Space: Sells a fine selection of slug throwers and laser casters for the discerning space slayer.

Bullets Etc: A Vending Machine that is legs-crossed busting with ammunition and Oz Kits. If you don't buy something, it may get kidney damage.

HEALZ!: Nurse Nina's finest range of Class Mods, Shields, and jabby things to make the hurting stop.



NEW-U STATIONS

Dahl and Hyperion have both deployed numerous New-U stations around Elpis, which scan in your molecular thingamabob when you pass by them. This allows you to be reconstructed whole whenever you die, which is lucky for you because you're going to die. All this for a low, low fee of a percentage of everything you own and hold dear. What a deal!

Fast Travel: Not all New-U Stations were created equal. Some important Stations will annihilate you at your current location, and then probably put you back together again at the destination of your choice!



BOUNTY BOARDS

Some folks will want to give you Missions in person, but others might be burned by how radiantly badass you are like a vampire in the sun. So instead they put their jobs up on a Bounty Board, which tend to be more resistant to the flesh-searing effects of radiation.

Interact with the Bounty Board as you would any other Mission-giver: approach and press **X**. Congratulations! You are now licensed to accept Missions from Bounty Boards.



MOON-ZOOMY STATIONS

The Moon Zoomy network was set up by Dahl before the Crackening, who had probably named it something much more awesome sounding, but now Springs runs it, so we'll just all have to deal with it. Press **X** to activate a Moon Zoomy Station and customize the vehicle of your choice. You can modify the mounted turret's firing mode and apply the paint job that best represents your innermost desires.

Select "Spawn Vehicle" to digi-struct it on the nearby platform. Choose "Teleport to Ride" to warp straight into an empty seat in the vehicle, wherever it is in the world.



QUICK-CHANGE MACHINES

Need to reinvent yourself? Look identical to your friend who just had to pick the same Vault Hunter as you? Stand too close to a Shuggurath when it exploded? Use the Quick-Change! It's like a wardrobe only you don't have to get naked to change clothes.

Activate the Quick-Change with **X**, and you'll be presented with all the Head and Skin Customizations that you've earned or unlocked throughout the game. Heads and Skins can be found by completing Missions and Challenges, and are sometimes dropped by enemies. There are so many to collect!

You can also reset all of your Skill Points for a small fee, in case you wanted to try a different play-style, or change your role within a team.



THE GRINDER

If your inventory is cluttered up with piles of useless junk, you might want to find a Grinder as an alternative to selling it off for peanuts. The Grinder is a big machine with nasty looking gears inside. Put your junk in, and it'll be smashed into little bits and put back together again in a possibly useful (and sometimes awesome) new configuration!

You have to put three items in to get one out, and the result will depend on what you chose to sacrifice. If you have some Moonstone to spare, you can spend some on a Grind to tip the odds more in your favour. Be sure to experiment and try different combinations.

JOINING YOUR FRIENDS

Some things in life are great to experience by yourself, but if you don't occasionally enjoy them with others then people start to notice and talk about you behind your back. Like pizza! And *Borderlands: The Pre-Sequel*.



PLAYING CO-OP

Being a badass is like being a gravity-well for bullets and fools. The bigger a badass you are, the more of both you attract. It's a law of physics. So, obviously it's well supported by science that if you have multiple Vault Hunters together, it's like a black hole for pain. Enemies are going to be tougher and there will be more of them. Fortunately for you, loot will be more plentiful and better! Also, you get to have fun with your friends, which is nice. But you need to stay close and work together.

WORKING TOGETHER

Each Vault Hunter is very different, and yet together they can really shine. Everyone has Skills that can buff, heal, defend or entertain the team. Class Mods can be used to maximize these effects.

Staying close together is the best way to get the most out of your team. If anyone goes down in the fray, you'll want to be nearby so that you can help them up (or be helped up!). To do so, stand next to them and hold **X**. Just try not to get killed while you're doing it!

TEAMMATE INFO

Your whole team's status is shown on your screen when you're playing with others, so you can tell at a glance who you're with, and how close to getting killed they all are. Good thing you're around to save the day!



FAIR TRADES

Sometimes, another person has a thing you want, and would be willing to swap in exchange for something of yours that's obviously worth more. How to resolve this conundrum?! The Trade Screen!

Get close to another Vault Hunter and hold **B** to open the Trade Screen. Here, you can offer items, review what's being offered in exchange, and seal the deal with the Trade! button.

ENVY MODE

What's the point of being equipped to the teeth with achingly fabulous loot if nobody can see it well enough to resent you for it? Now they can! Simply tell them to stand next to you and hold **Y** to open the Inspect Screen. Here they can see everything you've got equipped, in fine detail.

In case they need more, they can also switch between apps to view your Skill Trees and Badass Ranks by using **RB** and **LB**.



PICKING A FIGHT

The sheer brutal honesty of your superior character build may stun your friends into indifference, so you might need to take steps to really reinforce the message. Give them a smack by pressing down **Y** to challenge them to a duel! Only when they've FELT the power will they truly understand.

UP THE ANTE

Why not make things more... interesting? You can actually wager equipment and cash on the outcome of a duel from the Trade Screen.

SPLITTING THE SCREEN

Plug in a second controller and sign in with a profile to engage in 2-player split-screen action madness on the same system. Split-screen sessions can go online with other players connected via Xbox Live. Player 2 can log out of the game by pressing **B** on the main menu.

SETTING YOUR OPTIONS

Access the Options Menu through the Main Menu or Pause Menu to fully tailor your experience just the way you like.

GAMEPLAY

TRAINING MESSAGES: Training Messages teach you the nuances of Borderlands: The Pre-Sequel's mechanics.

DUEL REQUESTS: Toggle whether or not you accept duel requests from other players.

WEAPON AIM TOGGLE: Toggle ironsights with a single button press rather than a button hold.

CROUCH TOGGLE: Toggle crouch with a single button press rather than a button hold.

FIXED MINI MAP ROTATION: Decide if the minimap rotates around your player indicator, or if your indicator rotates within the minimap.

ITEM ROTATION: Adjust control scheme for inspecting items in your inventory.

LOCK CAMERA WHEN BRAKING: Snap the camera to your vehicle's facing direction whenever you powerslide.

USE INVERTED REVERSE STEERING: If you put the vehicle in reverse, it will turn in the direction you are looking rather than away from it.

TRADING: Toggle whether or not other players can initiate trades with you.

SENSOR GORE: Toggle guts and dismemberment on or off.

VEHICLE STEERING: Toggle between Traditional and Camera-Based steering

AUDIO

MUSIC VOLUME: Adjusts the volume of the epic cinematic score.

SOUND EFFECTS VOLUME: Adjust volume of gunshots, footsteps, etcetera.

DIALOG VOLUME: Adjust volume of characters when they speak.

SUBTITLES: Toggle whether or not dialog appears in printed text at the bottom of the screen.

PLAYER CALLOUTS: Toggles all quips and callouts by player characters.

VIDEO

BRIGHTNESS: Make the game brighter or darker.

SPLIT-SCREEN ORIENTATION: Choose between Horizontal or Vertical split-screen alignment

HUD H. BOUNDS: Define where HUD elements live on your screen, horizontally speaking.

HUD V. BOUNDS: Define where HUD elements live on your screen, vertically speaking.

UI SWAY: Toggle if the in-game menu can sway back and forth in the world.

COLORBLIND MODE: Adjust colors to be visible to those with deuteranopia, protanopia, or tritanopia.

CONTROLLER

INVERT LOOK: Invert the controls for looking up and down.

INVERT TURN: Invert the controls for turning left and right.

INVERT MOVE: Invert the controls for moving forward and backward.

INVERT STRAFE: Invert the controls for strafing left and right.

RESET CAMERA ON SLAM: Turns camera reset on or off.

SENSITIVITY X: Adjust left-and-right controller sensitivity.

SENSITIVITY Y: Adjust up-and-down controller sensitivity.

AIM ASSIST: Turn Aim Assist on or off.

PER-SHOT VIBRATION: Toggle controller vibration when firing a weapon.

CONTROLLER PRESET: Choose your controller stick and button configuration from a large list of preset options.

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Jordan Limor

User Testing Assistant

Jonathan Bonillas

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Brian Roundy

PR Manager

Scott Pytlik

PR Manager

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**Quality Assurance Test
Manager (Support Team)**

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Lead Tester (Projects)

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Shen Wei

Senior QA Tester

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Synthesis Iberia

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Localization tools and

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Take-Two Digital Sales Team
Take-Two Channel
Marketing Team
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2K IS Team

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Aly Fidiem-Smith

Betsy Ross

Oliver Hall

Ariel Owens-Barham

Jeffery Holton

BOND

Layer Media

Renkewitz

Freddie Georges

Kathy Lee-Fung

Access Communications

MODCo Media

Gwendoline Oliviero

MUSIC

“1812 Festival Overture, Op. 49”

By Tchaikovsky

Performed By Queensland
Orchestra & Muhai Tang

Courtesy of Naxos of
America

“BLACK DRAGON” and “GOODBYE”

Performed by The VINES

Written by Craig Robert
Nicholls

Courtesy of The Vines Rock
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Music Licensing Publishing
Entities : BMG Gold Songs
(ASCAP) obo Mushroom
Music Pty Ltd, (APRA)

“WHAT MAKES A GOOD MAN”

performed by THE HEAVY

Written by: Kelvin Swaby,
Dan Taylor,

Chris Ellul, and Spencer
Page

Published by Just
Isn't Music Ltd. (PRS)

Administered by Third Side
America (ASCAP) Courtesy

of Counter Records By
Arrangement with Zync
Music Group LLC

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