Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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A BRIEF HISTORY OF PANDORA

If you know one thing about Pandora, it should be the Vault - an ancient alien ruin rumored to contain vast treasure. I don't know who started these rumors. It certainly wasn't me trying to lure hapless adventurers to this backwater planet to trade good money for this crap I'm selling. But everyone, from the scroungiest prospector to the interplanetary weapon manufacturer Hyperion Corporation, scoured Pandora to obtain the Vault's treasures.

Anyway, about five years ago, four not-so-hapless adventurers came looking for the Vault and actually managed to find the damn thing. And what did these Vault Hunters find inside? Money? Artifacts? Really cool weapons? Nope. Just some fat, ugly tentacle monster and the inspiration to do something else with their lives.

However, the scroungiest of prospectors, a snake of a man named Handsome Jack, found what the Vault Hunters overlooked: Eridium - an alien element with amazing properties and worth a freaking fortune. With this Eridium now popping up all over the place, Handsome Jack and his newly-bought Hyperion Corporation have dominated Pandora, oppressing the people and leaving honest entrepreneurs, like yours truly, out in the cold.

But now there are rumors of another Vault, an even bigger Vault. This news has drawn the attention of even more Vault Hunters, as well as Handsome Jack, who isn't going to let these newcomers beat him to it. Will these new adventurers find the Vault? Will they fall prey to the murderous machinations of Handsome Jack? Will there be more tentacles?

Well, my friend, that story remains to be told...

-Marcus

MINIMUM REQUIREMENTS

OS: Windows XP SP3
SOFTWARE: Steam Client
PROCESSOR: 2.4 GHz Dual Core Processor
MEMORY: 2048MB/2048MB Vista
HARD DRIVE: 13GB free
VIDEO MEMORY: 256MB VRAM, DirectX 9
VIDEO CARD: NVIDIA GeForce 8500/ATI Radeon HD 2600
SOUND CARD: DirectX 9 Compliant

RECOMMENDED SPECS

OS: Windows XP SP3/Vista/Win 7
SOFTWARE: Steam Client
PROCESSOR: 2.3 GHz Quad Core processor
MEMORY: 2048MB/2048MB Vista
HARD DRIVE: 20GB free
VIDEO MEMORY: 512MB VRAM, DirectX 10
VIDEO CARD: NVIDIA GeForce GTX 560/ATI Radeon HD 5850
SOUND CARD: DirectX 9.0c Compliant

OTHER REQUIREMENTS & SUPPORTS

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client, DirectX 9, Microsoft .NET 4 Framework, Visual C++ Redistributable 2005, Visual C++ Redistributable 2008, Visual C++ Redistributable 2010, and AMD CPU Drivers (XP Only/AMD Only)

DEFAULT GAME CONTROLS

MENU CONTROLS

Navigate options	Mouse/Arrow Keys
Select option	LMB/Enter
Exit menu	Esc

IN-GAME CONTROLS

Move forward	W
Move backward	S
Strafe Left	A
Strafe Right	D
Jump	Space
Sprint	Shift
Crouch	C
Fire weapon	LMB
Aim	RMB
Reload weapon	R
Use Action Skill	F
Grenade	G
Use	E
Secondary use	Q
Cycle weapon	Mouse wheel
Select weapon	1-4
ECHO device	Tab
Show Mission Log	L
Show Map	M
Show Inventory	I
Show Skills	K
Show Challenges/Badass Rank	J
Push to talk	T
Text chat	Y
Trade items	X

VEHICLE CONTROLS

Drive forward	W
Drive backward	S
Turn/Aim	Mouse
Fire primary weapon	LMB
Fire secondary weapon	RMB
Vehicle boost	F
Use handbreak	G
Switch seats	C
Vehicle horn	Z
Enter/Exit vehicle	E

Custom Configurations: If these default controls don't work for you, you can completely reconfigure each and every key binding in the Options Menu. Seriously, go nuts.

STARTING UP

CONTINUE

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

NEW GAME

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

MATCHMAKING

Join other Vault Hunters online and kick ass like an ass-kicking team. Pick Custom Match to select from a list of available game sessions, or just pick Quick Match to have the machine do all that finding work for you.

NETWORK OPTIONS

Access the Network Options menu and change your network settings. For more information, see the Multiplayer Games section of this manual. If connected to Steam, press Shift+Tab to open the Steam UI where you can invite friends or join friends games.

OPTIONS

Here's where you can tweak all of the little gameplay, audio/video, and control knobs because default is just never good enough.

EXTRAS

Redeem your codes for more awesome *Borderlands 2* content, get your Player Loyalty Rewards, and check out all the badasses that made this game.

Shift Codes: Sign in with your Gearbox Software Shift account and redeem your Shift Codes to unlock exclusive content for *Borderlands 2*! Not a Shift member yet? Well what are you waiting for? Free stuff!

Player Loyalty Rewards: You can get special exclusive content for *Borderlands 2* if you have a save file from the first *Borderlands* game on your profile. You do have a *Borderlands* save file, don't you?

DOWNLOADABLE CONTENT

Take a look at all the shiny new *Borderlands 2* Downloadable Content and then trade money for it. An exclamation point icon appears here when new DLC content is available. Exciting!

QUIT

Quit the game and exit *Borderlands 2*. Not that you'd ever have a reason to quit playing Borderlands 2. Right? Right?

CREATING A NEW-U

After selecting New Game from the main menu, and watching the exciting intro, it's time to decide which of the four Vault Hunters you want to be the hero of your story. Use the Mouse to highlight a Vault Hunter, and press LMB to make your selection. Don't rush now, it's a big decision.

THE NEW VAULT HUNTERS

MAYA THE SIREN

Bio: Hailing from the planet of Athenas where she was once worshipped as a goddess, Maya has come to Pandora to learn more about her Siren heritage. And to melt her enemies with the power of her mind, but mainly that first thing.

Action Skill: Phaselock – Trap your enemies in a stasis field, and crush the life out of them.

Combat Style: Control the battlefield with psychic powers and Tech weapons.

AXTON THE COMMANDO

Bio: Axton was kicked out of the Dahl PMC for being too unpredictable – too much of a fun-loving glory hog. Rather than face certain death at a firing squad, he thought he'd retire to the one planet in the galaxy where his talents would be appreciated: Pandora.

Action Skill: Sabre Turret – Summon your highly modifiable auto-turret to help wreck your foes.

Combat Style: Achieve tactical superiority through suppressive fire.

SALVADOR THE GUNZERKER

Bio: Salvador is about as subtle, classy, and sane as one would imagine a native of Pandora to be. Which is to say: not at all. He loves blowing people up, getting paid, and laughing incessantly at the violence that surrounds him.

Action Skill: Gunzerking – When one gun just isn't enough, use two!

Combat Style: 1. Get two huge guns. 2. CHARGE!

ZERO THE ASSASSIN

Bio: Zero is a question mark, wrapped inside an enigma box, covered in mystery wrapping, and topped with a bow of confusion. Rumor has it that Zero is just looking for a real challenge. Rumor also says that Zero has four fingers and is actually an alien robot with a demon face. So, rumor can go suck it.

Action Skill: Decepti0n – Confuse your prey with a holographic decoy while you move in for the kill.

Combat Style: Use sniper rifles to kill at a distance, or get up close and personal.

PLAYING THE GAME

Playing *Borderlands 2* is mostly about four things; kicking ass, getting loot, staying alive, and leveling up. As long as you can perform these four tasks with a reasonable amount of success, you'll do just fine out there in Pandora.

KICKING ASS

Most of the indigenous life on Pandora wants you dead, so your most important goal is to kill them before they can get what they want. Thankfully, Vault Hunters have a wealth of death-dispensing options at their disposal.

SHOOTING STUFF

The preferred method of making things very dead is to riddle them with bullets. Your gun always points at your targeting reticle, so hold this over your foe and keep pressing LMB to fill them with holes. Hold RMB to aim down your gun's sights and pinpoint your target's squishy Critical bits.

Critical Hits: Each enemy on Pandora has one or more Critical Hit locations. Attack them in these soft, vulnerable weak points for massive damage.

THWACKING THINGS

If you feel like getting up-close-and-personal with the enemy, you can press V to give them a taste of your melee weapon. Special bladed weapons and other equipment can increase your melee might.

BLOWING UP JUNK

When you're staring down an entire horde of baddies, or just one really big mutha, your guns and dinky melee weapon just aren't gonna cut it. That's where grenades come in. Throw a grenade by pressing G and watch your problems literally vanish before your very eyes.

Grenade Mods: You can make your grenades do all kinds of cool stuff by equipping Grenade Mods, so keep an eye out for them.

KILLING WITH SKILL

Once you reach Level 5, you get your Action Skill - an exciting time for any young hunter. Action Skills let Vault Hunters wreak havoc in a fashion completely unique to them, and each one is ridiculously awesome. Whenever your Action Skill icon is charged up, press F to unleash your badassery upon your enemies!

KNOWING THY FOE

To aid you in the kicking of asses, everything you need to know about your target appears above their head. When you damage bad guys, numbers will fly off of them indicating the amount of damage you dealt, and if it's Critical or being Resisted. Once you get an enemy's Health bar down to zero, they're dead!

The Element Game: Some of the smarter enemies on Pandora will protect themselves with Shields and Armor. You could just blast away at these foes with normal weapons, but Elemental Tech weapons will work way better.

PLAYING THE GAME

GETTING LOOT

As you kill your way across Pandora, you'll find many objects and creatures on Pandora that are filled with loot. Glorious, glorious loot. Loot you find in containers or chests usually just sits there ready for the taking, while loot from creatures you kill pops out like some fantastically morbid piñata. Either way, loot time is a fun time.

EQUIPMENT

Equipment items are the good stuff: Guns, Shields, Mods, and other things that help you kick ass and stay alive longer to kick even more ass. While in-game, you have to individually inspect and pick up Equipment items by pressing E, but if you find something you want to use *right now* you can auto-equip the new item by holding E.

Guns are the fun shoot-y things that you can use to put bullets into stuff you don't like. Each Gun has various strengths in Damage, Accuracy, Fire Rate, Reload Speed, and Magazine Size, but you're really just going to look at the Damage.

Shields are protection doohickeys we'll talk more about in the Staying Alive section. Every Shield item you find varies in Shield Capacity, Recharge Delay, and Recharge Rate, and can provide a wealth of unique bonuses to fit your combat style.

Grenade Mods can drastically alter the behavior of your grenades, turning them into tesla towers, cluster bombs, or even vampiric health-transfusers! All Grenade Mods have standard stats in Damage, Blast Radius, and Fuse Time.

Class Mods are character-specific items with bonuses tailored to fit your Vault Hunter's approach to bustin' butts. Advanced Class Mods even provide bonuses to your Skills, allowing you to raise them above their normal maximum values!

Relics are rare items that grant bonuses in all sorts of areas, such as speeding up your Action Skill, adding Elemental damage to your attacks, or making your Vehicle go faster. You never know how a Relic will change your game.

ITEM CARDS

Inspecting an equipment item brings up its Item Card. The item card displays all the relative stats for the weapon and some (but not all!) of the item's special functions. The item card also shows the item's quality, going from white for crappy items, to green, blue, purple, and finally orange for truly Legendary loot. When comparing two similar items, their item cards will show green and red arrows next to the stats to help you judge how the items stack up against each other.

LEVEL REQUIREMENT: 18	
Skirmish Falcon	
✷ Damage	71 ↓
✛ Accuracy	91.9 ↓
✳ Fire Rate	7.1 ↓
⟳ Reload Speed	1.9 ↑
▯ Magazine Size	34 ↑
• Burst fire while zoomed	
DAHL	$358

SMALL STUFF

You can pick up small items lying on the ground just by walking over them, and you can quickly empty a container of all of these items by holding E.

Cash should be pretty self-explanatory. It's cash money, and you use it to buy all sorts of goods and services across Pandora. You can also sell unwanted Equipment items at vending machines to get even more cash.

Ammunition is what makes the world of Pandora go 'round. Each type of gun; Pistol, SMG, Assault Rifle, Shotgun, Sniper Rifle, and Launcher, uses its own type of ammo, so make sure you carry plenty of each.

Insta-Health vials are auto-syringes full of Dr. Zed's patented "not a placebo" concoction, semi-guaranteed to medi-magically heal up all of those bullet holes you're bound to get in you. Well, 25% of them at least.

PLAYING THE GAME

STAYING ALIVE

It's difficult to enjoy your loot when you're dead, so you should take care that you don't end up that way. Pandora's a dangerous and inhospitable place, even for Vault Hunters, so watch yourself out there.

HEALTH AND SHIELDS

Your Health bar shows how much damage you can take before you fall down. To prevent that from happening, you can collect Insta-Health pickups in the world or, you know, quit getting hit.
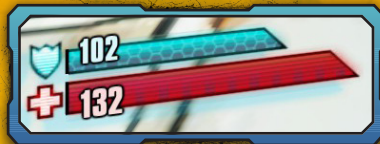
Your Shield bar shows how much longer your shield generator can prevent attacks from hitting your squishy, fleshy, body and damaging your Health. Shields also automatically regenerate from damage, which is more than you can say for flesh wounds. Some shields have special abilities on them, and will change the little icon on your shield bar to remind you that they're special.

FIGHT FOR YOUR LIFE

When you lose all your Health (for shame), you're still not quite dead. If you can get a kill shortly after you go down, you get right back up!

LEVELING UP

If you can stay alive long enough, you might even get the chance to Level Up. Your Vault Hunter's Level is their metric for how much of an ass-kicker they currently are. Attaining higher and higher Levels gives you more Skill Points, lets you use bigger and better Equipment, and generally just makes you more terrifying. Vault Hunters start at Level 1 and can progress all the way to Level 50, so you better get cracking.

GAINING EXPERIENCE

Whenever you kill things, or do stuff for the people you don't kill, you gain Experience, aka XP. When you get enough XP to fill the XP bar at the bottom of your screen, you gain a Level. Leveling Up nets you an additional Skill Point, increases your base Health and Damage, and also instantly refills your Health and Shield. Leveling Up is great. You like Leveling Up, and therefore it is your singular goal in *Borderlands 2* to get as much XP as possible.

CREATURES TO KILL

Now that you're well versed in how to kill things, here are just a few examples of the various inhabitants you'll encounter (and inevitably mass-murder) during your journey:

BANDITS

The murderous, violent, mutated, crazed lunatics that make up Pandora's various bandit clans actually constitute a good majority of the world's population. This would prove to be quite the problem for Pandora's less psychotic minority if the Bandits ever stopped killing each other (and themselves) long enough to actually accomplish something productive.

BULLYMONGS

Thriving in the cold tundra wastes of Pandora, these simian-like creatures emerge out of their nest holes to savagely beat the ever-loving tar out of anyone that wanders into their field of vision. When they aren't using their massive size and even more massive fists to do the smashing, Bullymongs have been known to throw massive rocks, ice blocks, and basically any nearby heavy object to do it for them.

VARKIDS

Varkids are a metamorphic insect-like species that evolve into more advanced forms as a reaction to danger. Though their basic larval forms are small and fairly harmless, adult Varkids can ruin even a seasoned Vault Hunter's day. Thankfully, Varkids' transformation cocoons are very vulnerable and rupturing them will kill the changing Varkid inside.

CRYSTALISKS

These massive behemoths live in the crystal caves underneath Pandora's surface, lazily snacking on the Eridium crystals found underground. While they are big, lumbering, and slow, Crystalisks are ridiculously resilient. Their only known "weak" points are the patches of crystalline armor on their massive feet. One could attempt to shatter the crystals to take the beast down—if they don't get stomped to death first.

SKAGS

Skags were once a common sight on Pandora until they were hunted down en masse by Pandora's population due to their annoying tendency to viciously maul unwary travelers. There are still hundreds upon thousands of the beasts out there in the wastes; they're just *less* common now.

TRAVELING THE WORLD

However, the world of Pandora isn't just about the killing, looting, and leveling. There's also a variety of wonderful places to go, and a whole cast of interesting people to meet (and possibly not kill)!

GETTING AROUND

In your constant quest to find more things to kill and/or loot, you'll visit a wide variety of different locales; each with their own sights to see and, of course, terrible monstrosities for you to turn into slag. Pandora is a large world, and *Borderlands 2* will take you to many of its expansive regions—sometimes even back to the same one again and again! Thankfully, you've got some handy tools to help you traverse the world and more importantly, not get lost.

MINI-MAP

It may be small, but it's always there for you. The yellow arrow is you, the N points north, and the diamond thing is where you need to go. Oh, and the red blips are bad guys. Kill those.

The mini-map only shows your immediate surroundings, but you can pull up the big boy map at any time by pressing M.

FAST TRAVEL

Each major region on Pandora houses a Hyperion New-U Station hooked up to the globe-spanning Fast Travel Network. You can use any Fast Travel-capable New-U station to instantly digi-struct a new you at any Fast Travel station you've activated, free of charge! Sure, there's the pesky ethical quandary of "are you really still the same person," but hey! Fast travel!

Fast Travel machines also automatically scan your ECHO device and display any missions you have available for your chosen destination. It's a terrible invasion of privacy, but it's also terribly convenient.

VEHICLES

Even with Fast Travel, walking all the way across Pandora would be time-consuming and boring. Thankfully there are the Catch-A-Ride stations, which can digi-struct your own personal vehicle right before your very eyes! Neat!

You can get into your vehicle by approaching a seat and pressing E. Vehicles have multiple seats so other Vault Hunters can join in the fun. If you're alone, you can amuse yourself by hopping to different seats by pressing C. Once you get tired of that, you can jump out and hoof it by pressing E.

When driving, just point the camera in the direction you want to go and hold W to make the vehicle go in that direction. You can press F to use Boost and go really fast. If you're going *too* fast hold G to engage the emergency brake. You can also blast things with the vehicle's weapons by pressing LMB or RMB.

Riding Shotgun: If you're riding in the passenger seat, then just try pressing LMB to aim and fire your equipped weapon. Or, you can rapidly press C until your buddy lets you drive.

ACQUIRING MISSIONS

In your travels across the world of Pandora, you'll inevitably run into people that will want you to do things for them. Sure, you're a busy Vault Hunter, but don't cast off their mewling pleas just yet. If you complete the tasks they so desperately need your help with, they'll reward you with bonus XP, cash, and even more loot! And that's good!

If you find one of these layabouts with a "!" over their head, talk to them by pressing E. Once you hear them out, press Enter to take the job, or press Esc to tell them to stuff it.

PLACES TO GO

Here are some of the popular vacation destinations you can find right here on Pandora:

SANCTUARY

Sanctuary is the last free city on Pandora. Founded by the ex-Vault Hunter known as Roland and protected by his ad-hoc army of Crimson Raiders, Sanctuary represents the last bastion of resistance against the nefarious Hyperion Corporation and its nefarious-er leader, Handsome Jack. It's also a fine place for a Vault Hunter to load up on Guns and supplies, and get Missions from the few non-homicidal denizens left on the planet.

Crazy Earl's Black Market: Old man Crazy Earl has set up a secret shop somewhere in Sanctuary where he'll reluctantly trade inventory-increasing Storage Deck Upgrade units for Eridium crystals. Just don't tell anyone where you got them.

The Golden Loot Chest: Inside Pierce Station lies a mysterious Golden Loot Chest, fabled to hold weapons of legendary power. Problem is, the only way to open it is by using Golden Keys, which are only available through something called a "Shift Code."

CLAPTRAP'S PLACE

Located deep in the frozen wastes of Pandora's glacial zone, Claptrap's Place serves as a sanctuary of warmth and hospitality that weary travelers can use as a respite against the biting winds and penetrating cold. Ah, who are we kidding? The place is a dump, literally, where Handsome Jack unloads all of his useless garbage. Claptrap's just squatting here while he plans his "vengeance," and beggars can't be choosers.

WILDLIFE EXPLOITATION RESERVE

What happens when you combine a great deal of money with a great deal of immorality? The Wildlife Exploitation Preserve is your answer. Hyperion used its massive funds to create what basically amounts to a 24-hour animal torture camp, where Hyperion "scientists" experiment on Pandora's wildlife, researching both the uses of Eridium and how loud a Skag screams when it's tortured (hint: pretty loud).

OPPORTUNITY

Opportunity is Hyperion's shining city of the future! (You're not invited.) Once Handsome Jack wipes out all you pesky Vault Hunters and civilizes the borderlands, the entirety of Pandora will look like Opportunity—shiny, clean, and safe, without any of that bothersome "freedom" stuff mucking up the place.

PEOPLE TO SEE

These are some of the more interesting characters you'll meet in *Borderlands 2* that will help you out, and might even give you a Mission or two. At the very least, they won't try to kill you! Probably. No promises.

CLAPTRAP

Thanks to Handsome Jack's destruction of the entire CL4P-TP product line, this little steward bot is the last of his kind. For this reason, he wants Handsome Jack dead just as much as you do! His robotic heart burns with a desire for vengeance, blood, and vindication. And dancing.

MARCUS

There are two things you should know about Marcus Kincaid, the foremost arms dealer on Pandora. Firstly: you can always trust him to sell you quality firearms. Secondly: you cannot trust him in literally any other context. Marcus cares about profit, and profit alone—so long as you intend to keep killing people and buying stuff, the two of you will be thick as thieves.

SIR HAMMERLOCK

A true gentleman and a scholar, Sir Hammerlock has come to Pandora to study the local wildlife. Pandoran wildlife doesn't take particularly well to being studied, which explains why half of Hammerlock's limbs are now made of metal. Still, his various injuries have done nothing to quench Hammerlock's thirst for knowledge, and he'll likely pay a go-getting Vault Hunter to help him continue his research.

SCOOTER

In the words of a former Crimson Lance Assassin: "Don't touch him if you ever want to eat with your hands again." He may smell like a sewage plant and sound like he's been repeatedly hit over the head with a crescent wrench, but Scooter is the most gifted mechanic on Pandora. If you need a ride, Scooter's your man.

TINY TINA

If you've ever been desperate to hang out with an insane, thirteen-year-old demolitions expert, then A) you should be removed from decent society and B) you'll really like Tiny Tina. An old friend of Roland and his Crimson Raiders, Tina is as talented with high explosives as she is with throwing imaginary tea parties. And she's really good at throwing tea parties.

MANAGING YOUR STUFF

Press Tab to access the personal management display on your ECHO device. You can change your current ECHO management app by clicking its icon on the app bar, or just hit the app's hotkey. When you want to get back to shooting, close the ECHO display by pressing Tab.

MISSION LOG (L)

Your Mission Log tracks all of those super-important Missions you promised the good people of Pandora you'd do for them. You can scroll through all of the Missions you've accepted and view the goals and details of each one, including the awesome rewards you get for doing them.

You can choose which mission you're going to devote your precious time to by double-clicking on it, and apply a variety of sort filters to your Mission List by pressing Q. Best of all, you can press F to ignore missions you don't want to do. You can always go back and "un-ignore" them later, but it just feels nice to clean up the clutter.

Your Mission Log also tracks your current XP total, and the XP required to hit your next Level. It's really not that important, except for being *completely important*.

MAP (M)

Unlike its smaller, clingier cousin, the big Map displays the entire region you're currently in, along with all Objectives for your active Mission and any Vending Machines and other Stations you've discovered along the way.

You can highlight different items by hovering over them with your mouse cursor to get more info on them, and drop a personal waypoint by right-clicking anywhere on the map. Use the mouse wheel to zoom the map in or out, and press Q to bring up a handy reminder for what all the little icons mean.

INVENTORY (I)

Your Inventory is where you manage all the sweet loot you find. You'll probably be looking at this thing a lot. The main panel shows your currently Equipped items and all the other junk you're carrying around in your Backpack.

Highlight items by just moving your mouse cursor over them. Clicking and dragging an item allows you to compare it with other items and even switch items out just by dropping them where you want them to go. If an item's just terrible, press Q to banish it from your Inventory. You can also sort through your backpack by pressing Pg Up or Pg Dn, and get a closer look at any item by highlighting it and pressing F.

SKILLS (K)

Ah, Skills. Skills pay the bills, man. After you use your first Skill Point at Level 5 to get your awesome Action Skill, you can use each Skill Point you get when you Level Up on the Skills display to make your Vault Hunter even more of an ass-kicker than they already were.

Each Vault Hunter has three distinct Skill trees that each focus on a different style of kicking the crap out of crap. You start out only having access to the beginner level of Skills in each tree, but for every 5 Skill Points you drop into a tree, you unlock the next level in that tree. Oh, and those Skills way down at the bottom? You're going to want those.

BADASS RANK (J)

So we all know the Vault Hunters are badass, but your Badass Rank shows how badass you are. Yes, *you*, the player. The Badass Rank display shows your current Badass Rank (obviously), and your progress towards getting that sucker even higher. You raise your Badass Rank by completing Challenges, which are also handily tracked on your Badass Rank display.
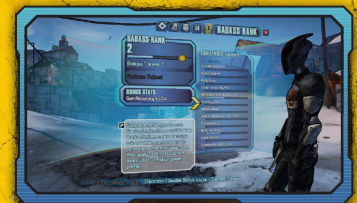
As you raise your Badass Rank, you gain Badass Tokens. Redeeming a Badass Token lets you pick a permanent stat bonus *for all your Vault Hunters*. Each and every one. Have a Level 17 Axton? He gets it. A Level 2 Maya? Yep. Wanna make a new Zero? Sure. He gets them too. It's so meta, you won't know where the game ends and you begin.

USING THE FACILITIES

To help travelers on Pandora do whatever it is they do, certain fine citizens have established a network of helpful devices all over the planet that provide a wealth of goods and services. It's the pinnacle of convenience, as long as you can survive the trek to reach one—and it's actually in working condition.

VENDING MACHINES

So what do you do with all that cash money weighing down your pockets and extra junk filling up your Backpack? Well, that's what Vending Machines are for. Activate a Vending Machine by pressing E to take a look at its beautiful bounty of goods for sale. When you find something you like, press LMB to purchase it, Before shelling out cash for an item, you can press E to compare it to your current stuff, you shrewd dealer, you. You can click on the Sell and Buyback icons up top to sell items from your Inventory and even buy back items you didn't mean to sell.

Different vendors sell different items. If you're looking for something specific, just head to the right machine:

Marcus Munitions: Marcus Munitions carries only the finest cut-rate weaponry for not-so-extortionary prices.

Ammo Dump: Got ammo problems? Drop a load at the Ammo Dump to keep your guns firing regular.

Dr. Zed's Meds: Dr. Zed's got you covered with all the shields and Insta-Health you need to stop dying so often.

NEW-U STATIONS

Hyperion's New-U stations will automatically scan and store your molecular structure data whenever you approach one, even if you don't want it to. But you probably will, since when you do finally fall to the vicious inhabitants of Pandora, the last New-U station you passed will automatically digi-struct a brand new you (for a small reconstruction fee)!

Fast Travel: Major New-U stations in each area are linked into Pandora's Fast Travel network. Activate a Fast Travel station to instantly digi-struct a new you at any Fast Travel New-U stations you've been scanned at.

BOUNTY BOARDS

Just in case you haven't got enough Missions to do for the denizens of Pandora, there's always the Bounty Board, where people post even odder jobs when they can't be bothered to actually go out and find a trusty Vault Hunter to do them.

Using a Bounty Board works remarkably like accepting a Mission in-person. Activate a Bounty Board to bring up its available missions, press Enter to accept a Mission or press Esc to walk away.

CATCH-A-RIDE STATIONS

Scooter's Catch-A-Ride stations will digi-struct any one of Scooter's own super-customized vehicles specifically made for the harsh terrains and dangers of Pandora. Each and every one of them are heavily armed and armored, and they come in a variety of fancy designer colors.

Press E at a Catch-A-Ride to enter the Vehicle Customization screen. Here you pick which vehicle you want, what weapons you want on it, and what pretty colors you want it painted in. Once you're done, select "Spawn Vehicle" to digi-struct your customized beauty and take 'er for a spin!

If you ever lose your precious vehicle, or if your buddy took off without you, a Catch-A-Ride station can also instantly teleport you right into an available seat.

QUICK-CHANGE MACHINES

Step into a PTM Quick-Change Personal Transformation Machine by pressing E to change your look, clothing, name, or pretty much anything. It's like a brand new you without all the horrible dying and digi-struction!

You can change up your facial features with different Head options, and switch out your overall look with a variety of different Skins. You can get new Quick-Change customization options by gaining Badass Ranks, or as rare loot drops out in Pandora. There are tons to collect for each Vault Hunter, and you know you're gonna want all of them.

JOINING YOUR FRIENDS

Though individually badasses in their own right, Vault Hunters shouldn't brave the dangers of Pandora on their own. The Vault Hunters are a team; a highly volatile and dysfunctional team, but still a team. So go out and be a team player!

PLAYING CO-OP

When playing with other Vault Hunters, there are a few things you should consider. First, having a high Vault Hunter concentration makes Pandora angry, and she'll spawn higher numbers of bigger and more badass creatures to take all of you down. You have to work as a team to survive. Remember that team thing? But, bigger and more badass creatures also means bigger and more badass loot, so the reward is well worth the risk.

WORKING TOGETHER

Vault Hunters that work together, end up not being Skag chow together. Each Vault Hunter has a number of Skills that can buff, protect, and heal their teammates, and can even set up some pretty badass tag-team attack combos. You can even equip Class Mods that provide bonuses to the entire team, if you're feeling particularly charitable.

Of course, should a fellow Vault Hunter fall in combat, you can rescue them by running up to them and holding E for a few seconds. You'll be a literal lifesaver, and have that warm fuzzy feeling for days.

Teammate Info: When playing with other Vault Hunters, their Names, Levels, Health, and Shield appear on your screen. Use this info to tell when your team is on the ropes so you can get the hell out of there. Remember: Safety first! Namely, your own!

FAIR TRADES

Vault Hunters on a team can also securely exchange Equipment items and cash through the Trade Screen on their ECHO device. Approach another Vault Hunter and hold X to open the Trade Screen. You can move items from your Inventory into the Trade window and hit the Trade! button to seal the deal.

PICKING A FIGHT

If you're not feeling particularly helpful, you can melee attack another Vault Hunter by pressing V to challenge them to a "friendly" duel. The duel ends when one player leaves the duel area, or runs out of Health.

Up the Ante: If you want to make things more… *interesting*, you can use the Trade window to wager cash and items on the outcome of the duel.
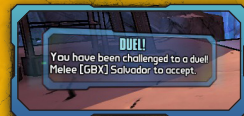
STEAMWORKS®

Create or join a Steamworks session.

LAN

Create or join a LAN session.

HOST

Create a LAN multiplayer session.

JOIN

Search for a LAN session.

NETWORK OPTIONS

FRIENDS ONLY: Only your friends may join your game. Once a friend has joined, their friends may join your game, too.

INVITE ONLY: Players can only join your game if you send them an invitation.

PUBLIC: Anyone can join your game.

LAN: Play over a Local Area Network.

OFFLINE: No one may join your game over a network.

SETTING YOUR OPTIONS

Access the Options Menu through the Main Menu or Pause Menu to fiddle with all of these neat little knobs and switches.

GAMEPLAY

TRAINING MESSAGES: Training messages teach you the nuances of *Borderlands 2's* mechanics.

AIM ASSIST: With aim assist on, your crosshairs will soft-lock onto targets you aim at.

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 MINIMAP 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 car 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.

CENSOR GORE: Toggle guts and dismemberment on or off.

GUNZERKING AUTOSWITCH: Reverse controls while gunzerking so that primary fire shoots the left gun instead of the right.

AUDIO

MUSIC VOLUME: If music be the food of *Borderlands 2*, play on.

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.

PUSH TO TALK: If this is off, you will constantly transmit any sound your microphone picks up. On gives better network performance.

VOIP CHAT VOLUME: Adjust the volume of incoming voice chat.

MUTE AUDIO ON FOCUS LOSS: Whether or not to mute all game audio when the game loses focus or is minimized.

VIDEO

BRIGHTNESS: Make the game brighter or darker.

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.

HUD SCALE: Change the size of all HUD elements.

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

FIELD OF VIEW: Expand field of view to see more of the game world.

RESOLUTION: Adjust screen resolution. Smaller resolution means better performance.

WINDOW MODE: Play fullscreen, windowed, or fullscreen-windowed.

VSYNC: Should the game refresh only as fast as your monitor can handle? Only applies in fullscreen mode.

FRAMERATE: Adjust how many video frames per second the game renders.

ANISOTROPIC FILTERING: A visual effect that reduces blur and improves detail. A lower multiplier means better performance.

BULLET DECALS: Adjust if bullet decals appear in the environment, and how many. Lower means better performance.

FOLIAGE DISTANCE: Adjust how close trees, leaves, etc. must be before they appear. Closer means better performance.

TEXTURE QUALITY: Adjust texture quality. Lower quality means better performance.

GAME DETAIL: Adjust game detail. Lower detail means better performance.

AMBIENT OCCLUSION: Visual effect that simulates the way light radiates in real life. Turn it off for better performance.

BLOOM: A visual effect that produces fringes of light around bright objects. Turn it off for better performance.

DEPTH OF FIELD: A visual effect that blurs things if they're far away. Turn off for better performance.

FXAA: A visual effect that smoothes jagged edges. Turn off for better performance.

VIEW DISTANCE: Adjust how far you can see. Things beyond this distance will not appear until you get closer. Lower gives better performance.

PHYSX EFFECTS: Adjust complexity of real-time physics using NVIDIA PhysX technology.

KEYBOARD/MOUSE

INVERT MOUSE LOOK: Invert the Y-axis for mouse look.

MOUSE SENSITIVITY: Adjust your mouse sensitivity.

MOUSE SMOOTHING: Turn mouse smoothing on or off.

KEY BINDINGS: Edit what individual keys do.

RESET KEY BINDINGS: Revert the keys to their default settings.

CONTROLLER

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

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

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

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

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

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

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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