⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CONTROLLING GRAYSON HUNT

PLAYER CONTROLS	
Move	left stick
Look	right stick
Crouch	L3 button
Aim	L1 button
Fire weapon	R1 button
Leash	L2 button
Charge weapon	R2 button
Swap weapon	△ button/directional buttons
Run	✕ button
Reload/Use	◻ button
Kick	◯ button
Slide	✕ (double-tap)
Skillshot Database	SELECT button
Pause	START button

WWW.BULLETSTORM.COM

Video output in HD requires cables and an HD- compatible display, both sold separately.

Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PLAYSTATION®3 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Bulletstorm*™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ✕ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

TROPHIES: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software
Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

PLAYING THE GAME

GAME SCREEN

Current Skillpoints

# of Thumpers remaining in current weapon

# of rounds in magazine

# of rounds in reserves

# of charged shots remaining in current weapon

MISSION INFORMATION

CHARACTERS

DEAD ECHO
DEAD ECHO was once the most elite squad in the confederation of colonies. Today, however, they're a band of feared space pirates. Stranded on a once-beatific vacation world full of deadly mutants and psychopathic flesh-eating gangs, this battle-hardened crew must find a way off the planet to exact revenge on the man who betrayed them.

GRAYSON HUNT

This headstrong leader of the surviving members of DEAD ECHO is like a pitbull on the prowl, willing to do anything necessary to achieve his goals. This killing machine thrives on drunkenness and debauchery to escape the haunting memories of the atrocities that he committed under the orders of General Sarrano. After discovering the truth, Grayson Hunt and the members of DEAD ECHO—including his best friend Ishi Sato—went AWOL and stole a confederation ship, The Spectre. The only means to survive as a hunted man meant plundering the galaxy with his band of brothers and leading lives as space pirates.

But it wasn't a life of rum and treasure. Grayson's once proud profile faded quickly as he chose to become best friends with booze and bloodshed.

ISHI SATO

An honorable man with a cool head and a focused demeanor in battle, Ishi is a born leader. From a wealthy family, he chose to pledge his life to peace by enlisting in the Central Unit. Ishi was personally selected by the General to serve in the Central Unit's elite DEAD ECHO squad.

Ever loyal to Grayson, he and the other remaining members of DEAD ECHO chose to follow him into a life of galactic looting and pillaging. Though disapproving of the group's indulgent behavior as space pirates, Ishi's loyalty means he continues to be their voice of reason through thick and thin.

TRISHKA NOVAK

Not much is immediately known about Trishka Novak. Behind her steely and strong willed attitude, a warm and intelligent woman is obvious.

With a take-no-prisoners resolve, Trishka is one woman you want on your side, as she's one of the top members of Sarrano's newest squad: FINAL ECHO.

DR. WHIT OLIVER

Acting as the resident father figure to the crew of the Spectre, this is the guy you want patching you up after coming in from a storm of bullets. Hailing from Tennessee, Whit brims with southern charm and education, having attained two masters degrees and a PhD. In addition to being the crew's doctor, he loves to tinker and has assumed the duty of the ship's primary engineer. Having mastered both professions, Whit perfected his "Hack and Weld" method of Field Limb Replacement, and can replace any arm, leg, finger, or toe in under two minutes.

While not as aggressive as some of the crew, Whit often butts heads with Grayson and Rell, often siding with Ishi on most issues. Like Ishi, the pirate lifestyle doesn't suit Whit, but he doesn't have much of a choice as a wanted man.

RELL JULIAN

Rell never did well in school, but what he lacked academically, he made up for with his aptitude in developing explosives. General Sarrano made a note of his performance on the battlefield and decided that he wanted Rell for his Central Unit. While Rell proved an incredible talent in munitions development, he has been docked as many paychecks as he's earned under the General's command.

After DEAD ECHO, Rell and Grayson formed a bond over the art of fighting, intoxication, and skirt chasing. In battle, Rell is a mastermind when it comes to mines and other explosive traps.

GENERAL VICTOR SARRANO

With an appetite for war and power, this ruthless yet brilliant tactician yearns for an age of martial law throughout the galaxy, and will stop at nothing to achieve it. As the mighty leader of the Central Confederate Unit of Resolution (CCUR), he was once considered the most powerful man in the entire star system. Feared for his ruthlessness in battle, the mere sight of one of his Battleliners causes potential adversaries to flee in terror.

His most trusted band of mercenaries were known as DEAD ECHO. Grayson Hunt led this elite team, and fulfilled every command General Sarrano gave them. They were a band of ghosts at his loyal command who could make entire colonial cities vanish. Sarrano's wrath was tested during a mission, and now they are the most wanted men in the galaxy.

WEAPONS

PEACEMAKER CARBINE

The PMC is a standard issue military assault rifle. Its high accuracy at mid range makes this weapon a good choice for most combat situations. When charged, it fires a special purpose clip of 100 bullets in one concentrated blast, which completely obliterates multiple enemies in a single shot.

SCREAMER

The Screamer is a powerful and accurate high-caliber revolver that stops almost any enemy dead in their tracks. The secondary fire option launches a rocket-propelled flare that slams into enemies and sends them flying into the air before exploding. The explosion sets fire to any nearby enemies.

FLAILGUN

Entirely custom-built, the Flailgun is a lethal tool that fires two high impact grenades linked by a steel chain. This flail chain wraps around a target, rendering them completely helpless. The user can then detonate the explosives whenever they like. Enemies or objects can be wrapped then kicked towards groups of enemies and detonated for mass destruction. Charging the weapon will superheat the flail chain, turning it into a razor that will slice through any enemy in its path.

BONEDUSTER

The Boneduster is a custom-built quad-barreled shotgun. That's right: four barrels for quadruple the fun. At medium range, it will send enemies flying. Up close, it's more than capable of tearing enemies in half. Use the Boneduster's charge shot to fire a burst of super-heated air that can vaporize the flesh from multiple targets in a single shot.

HEAD HUNTER

The Head Hunter is a semi-automatic, high-powered rifle built for long-range sniping. Each round contains a radio-controlled guidance device, allowing you to steer the bullet around obstacles to reach the target. A charged shot fires a guided explosive round that can be used to grab the target and then steer them into other enemies or environmental hazards before detonation.

BOUNCER

This huge bazooka fires impact-resistant explosive rounds that can bounce off any surface, making even the difficult to reach enemies into a potential target. The balls can be bounced along the ground, explode on impact, or explode in mid-air. The Bouncer's charge shot is a constantly bouncing explosive ball that can be kicked and leashed around for maximum carnage.

PENETRATOR

The Penetrator is a heavy-duty industrial power tool modified into a deadly projectile weapon. It ejects a high-velocity self-motorized drill bit that can impale enemies into any surface. Several targets can be impaled with a single drill. In charged mode this weapon shoots a rocket-propelled drill that suspends an enemy in mid-air, allowing them to be retargeted to any destination.

CHAINGUN

The Chaingun will shred almost any enemy to pieces in a fraction of a second. The huge rotating barrel provides an extremely high rate of fire, but requires a lot of energy. Once the chaingun has been lifted from its stand, the weapon's in-built power source will only keep running a short time.

GAMEPLAY

OBJECTIVES

Bulletstorm is objective-based, and objectives briefly appear in the upper left-hand corner of the screen before fading away. Use objectives to guide you as you progress through *Bulletstorm*.

SKILLSHOTS

Every kill earns points, but the more difficult or stylish the kill, the more you are rewarded. Skillshots give you extra points on top of a standard kill, so skilled players can purchase weapons and upgrades at an accelerated rate.

Skillshots are sorted based on how many points they award. Basic Skillshots are blue and are generally the easiest to perform. Normal Skillshots are yellow. Finally, advanced Skillshots are red, and are often very difficult to master.

SKILLSHOT DATABASE

View information on Skillshots by looking at the Skillshot Database in the Skillshots menu. Skillshots are an integral part of gameplay, and if you don't know how to properly perform them, then your time in battle will be short. Consult the database when in need.

KICKING AND SLIDING

Engaging in physical attacks with enemies is an effective way to set up Skillshots or knock them into the environment. Kicking an enemy knocks them straight backwards in slow motion, setting them up for further attacks. In addition, sliding can be used to quickly get within melee distance of an enemy when leashing isn't practical.

LEASHING

The leash allows you to grab a distant enemy and yank them toward you. Once the enemy is dragged up close, they are suspended briefly in slow motion so you can utilize your weapons or melee attacks. The leash can even be used to setup complicated Skillshots, pull levers, yank down debris, or pull enemies directly into environmental hazards.

By earning Skillpoints, the leash can be upgraded with the Thumper functionality. Utilizing it smashes the ground, launching standard enemies into the air with extreme force. Larger opponents will be slammed to the ground and stunned.

Note: In Multiplayer mode, once you use the leash, the blue meter displays the recharge time.

DROPKITS

In-game military supply boxes are known as Dropkits. These are scattered throughout the world. If you see a Dropkit, leash it to gain access to the Dropshop, Skillshot Database, and player stats.

Dropshop

The Dropshop is where you go to spend your skillpoints to buy ammunition and upgrades or unlock earned weapons. Every upgrade makes you more deadly. Gain more powerful weapons. Perform increasingly lethal Skillshots. Earn more points and keep your kill count rising. Check here often for new available upgrades!

Skillshot Database

View information on Skillshots by looking at the Skillshot Database in the Skillshots menu.

Player Statistics

Go here to view your statistics for killing with skill!

PAUSE MENU

Resume	Return to the game in progress.
Restart Checkpoint	Restart the current level from the last checkpoint.
Restart Chapter	Restart the current level from the beginning.
Options	Change in-game options.
Change Difficulty	Change your difficulty setting on the fly.
Exit to Main Menu	Leave the game.

MAIN MENU

CAMPAIGN

SINGLE PLAYER MENU

Continue	Continue *Bulletstorm* from your previously saved progress.
New Game	Begin a new game.
Chapter Select	Select a mission.

ECHOES

If you want the joy of the *Bulletstorm* experience in a pure competitive form, check out Echoes mode. Here, you take a stab at getting the number one spot on the leaderboards, or beating a friend's high score. Echoes give you a chance to put your skills to the test in short gameplay segments where you start by choosing a custom weapon loadout. Once started, kill with skill to rack up some major Skillpoints. As you complete stages in Echoes, more stages unlock.

MULTIPLAYER

If you want to enjoy the *Bulletstorm* experience in co-operative form, check out the four-player Multiplayer mode, Anarchy. Kill with skill to top the scoreboard, purchase weapon upgrades, and get Team Skillshots to move through waves and dominate each map! The completionist in you will love the XP and ranking system, which allows you to unlock custom skins for your character, and show off to your friends.

DOWNLOADABLE CONTENT

Select DOWNLOADABLE CONTENT to view or purchase further content for *Bulletstorm*.

OPTIONS

Select OPTIONS from the main menu to change settings within the game and view the controls.

OPTIONS MENU

Game	Toggle subtitles, aim assist, and other options.
Controls	Toggle crouch and look inversion, adjust controller sensitivity, or view controller layouts.
Video	Adjust visual options.
Audio	Adjust the SFX, music, and voice volume.
Credits	View the staff roll.

PLAY ONLINE

ACCESS TO ONLINE FEATURES AND/OR SERVICES REQUIRES A PLAYSTATION®NETWORK ACCOUNT. ONLINE PASS CONTENT REQUIRES REGISTRATION WITH THE SINGLE-USE SERIAL CODE ENCLOSED WITH NEW, FULL RETAIL PURCHASE. REGISTRATION FOR ONLINE PASS CONTENT IS LIMITED TO ONE PLAYSTATION®NETWORK ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE ONCE USED. ADDITIONAL SERIAL CODES AVAILABLE FOR PURCHASE.

A PlayStation®Network account is required to play *Bulletstorm* online. You can set up a PlayStation®Network account in the System Software that appears when your PS3™ system is turned on without a disc inserted.

PLAYING ONLINE

In order to play *Bulletstorm* online, you must create a PlayStation®Network account by following the on-screen instructions. If you already have a PlayStation®Network account, you are able to access online features automatically.

PLAYING BEHIND A FIREWALL OR ROUTER

This game uses the following network ports for playing online. If you are running a firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound:

TCP Ports: 80, 443, 8675-8676

UDP Ports: 3659, 6000

If you are having difficulty connecting to other players online and your Internet connection is behind a router using NAT (Network Address Translation), you may need to enable port forwarding on your router by forwarding all data on ports UDP 3659 and UDP 6000 to the IP address of your PlayStation®3 system. Alternatively, you can add the IP address of your PlayStation®3 system into the DMZ section of your router—please consult your router help files for details on how to do this. For more information on firewalls, port forwarding, and DMZs, please visit our online Support Center at: http://support.ea.com.

MULTIPLAYER LOBBY

Quick Match	Jump into a new or ongoing match of Anarchy.
Private Match	Create a private game of Anarchy.
Friends List	See what your friends are up to, invite them to join your party, or join them in a match in progress.
Barracks	View the leaderboards and your customizations.

GAME SCREEN

- # of enemies remaining
- Team progress to wave score requirement
- # of charged shots remaining
- # of Thumpers remaining
- # of rounds in magazine
- # of rounds in reserves
- Leash recharge bar
- Current score on the wave/Current Skillpoints between waves
- Blood Symphony indicator
- Blood Symphony bar
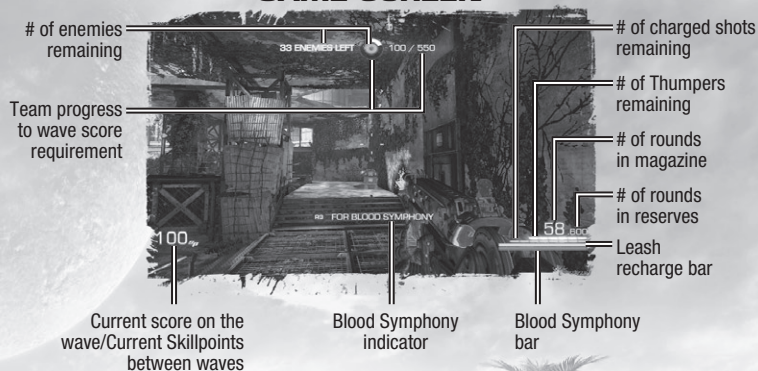
ANARCHY

Bulletstorm's online cooperative multiplayer mode is called Anarchy. Anarchy is all about killing waves of enemies in cool ways, while working as a team with your friends. Utilize both individual and team Skillshots to gain enough Skillpoints to progress to the next wave.

There are tons of ways to kill enemies, and almost every one of them is a Skillshot. Certain enemies award extra points if you perform a certain Team Skillshot on them. Up to four players can partake of the carnage, and you are always rewarded more for working together to take down your foes than working alone.

The points you earn in each round are based on the difficulty of the Skillshots you and your teammates perform. In addition to enabling you to progress to the next wave by hitting the point goal, Skillpoints can also be used between rounds to upgrade your character or weapons and replenish your charged shot and secondary weapon ammo before going back into the fray. Anarchy lasts for up to 20 rounds, but the real question is whether or not you've got the chops to get the highest score.

BLOOD SYMPHONY

Skillpoints aren't your only reward for creating unprecedented levels of carnage on the battlefield. As you play Anarchy, a red meter in the lower right hand corner of the screen builds up. When it's full, activate Blood Symphony. Leashing or kicking enemies results in fountains of blood and massive points. Build your meter and activate Blood Symphony at the right time to maximize your score.

TEAM CHALLENGE

You survive in Anarchy on your own, but if you want to rack up the highest possible Skillpoints, you need a teammate. Team Challenges give you a chance to work together with your teammates to kill one enemy in a specific way. Pull it off and you complete the challenge and gain a ton of points. Fail and you just get to kill another enemy. Look for the blue shine around your target and pay attention to the descriptor floating over the enemy's head to know what to do. When you're ready to do the deed, synchronize your efforts with your teammates and rake in the Skillpoints.

BARRACKS

Check out your rank on the leaderboards, view your statistics, and adjust your customizations in the Barracks. You can also view your multiplayer progress, current level, experience, and experience needed to gain a level. Feel free to adjust your player's animation, helmet, skins, leash color, and boots in the Customizations menu, as well.

PAUSE MENU

Resume	Return to the game in progress.
Scoreboard	See where you and your friends rank online.
Options	Adjust the volume of in-game audio and change other options.
Return to Lobby	Leave the match.

**YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/**