

**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### 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; do not play when you are drowsy or fatigued.

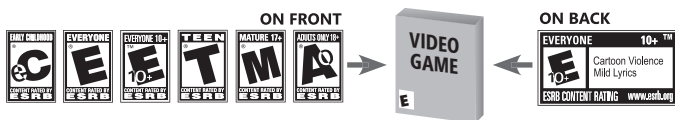
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

## COMPLETE CONTROLS



## CONTROLLING GRAYSON HUNT

### PLAYER CONTROLS

Move	
Look	
Crouch	
Aim	
Fire weapon	
Leash	
Charge weapon	
Swap weapon	/
Run	
Reload/Use	
Kick	
Slide	(double-tap)
Skills Database	
Pause	



[WWW.BULLETSTORM.COM](http://WWW.BULLETSTORM.COM)

# PLAYING THE GAME

## GAME SCREEN



## 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-beautiful 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 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*<sup>TM</sup> 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

<b>Resume</b>	Return to the game in progress.
<b>Restart Checkpoint</b>	Restart the current level from the last checkpoint.
<b>Restart Chapter</b>	Restart the current level from the beginning.
<b>Options</b>	Change in-game options.
<b>Change Difficulty</b>	Change your difficulty setting on the fly.
<b>Exit to Main Menu</b>	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.
- Select Storage Device** Choose where to save your *Bulletstorm* progress.

# Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

ACCESS TO ONLINE FEATURES AND/OR SERVICES REQUIRES AN Xbox LIVE GOLD 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 Xbox LIVE GOLD ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE ONCE USED. ADDITIONAL SERIAL CODES AVAILABLE FOR PURCHASE.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

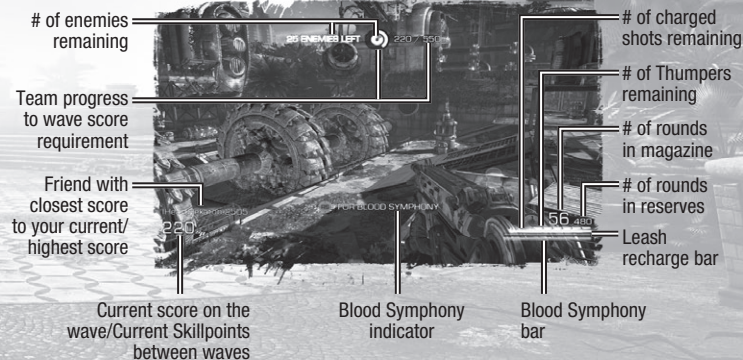
## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## 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





## 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.  
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AVAILABLE AT [WWW.EA.COM/EATRAX/](http://WWW.EA.COM/EATRAX/)

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Online: <http://warrantyinfo.ea.com>

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### Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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"Disco Inferno"

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Written by Leroy Green and Ron Kersey

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