EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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

CONTENTS

INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista®, or Windows® XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

Note: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

WWW.BULLETSTORM.COM

CONTROLLING GRAYSON HUNT

PLAYER CONTROLS	
Look	Mouse
Move forward/backward	W/S
Strafe left/right	A/D
Run	W/A/S/D + SPACEBAR
Slide	Double tap SPACEBAR
Kick	E
Reload	R
Swap weapon	V
Leash	Q
Aim	Right click
Charge shot	C
Fire weapon	Left click
Crouch	Left CTRL
Skillshot database	N
Blood Symphony	X

Note: You may also use a wired Xbox 360 Controller.

PLAYING THE GAME

GAME SCREEN

Current Skillpoints — 9540

# 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.

ONLINE PLAY

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
- Friend with closest score to your current/ highest score
- Current score on the wave/Current Skillpoints between waves
- Blood Symphony indicator
- Blood Symphony bar
- # of charged shots remaining
- # of Thumpers remaining
- # of rounds in magazine
- # of rounds in reserves
- Leash recharge bar
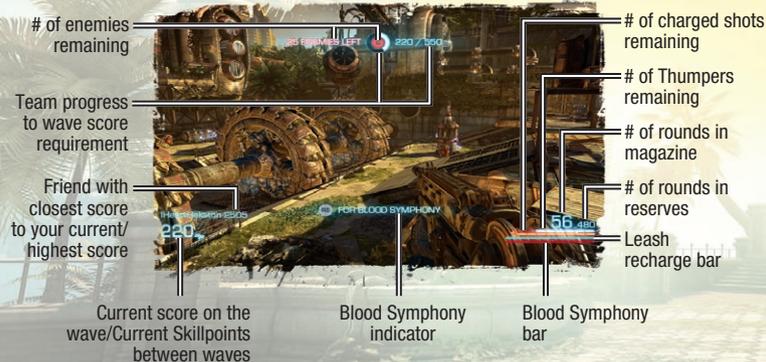
ANARCHY

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.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
  For NVIDIA video cards, visit www.nvidia.com to locate and download them.
  For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP ports: 8675, 8676

UDP port: 1000

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (If the My Computer icon is not visible on your desktop, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: http://support.ea.com

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

LIMITED 90-DAY WARRANTY

NOTE: The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

Notice

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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://techsupport.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.
Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

**YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
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