

STAR WARS

JEDI

FALLEN ORDER™

EA



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See important health and safety warnings in the system Settings menu.

GETTING STARTED

PLAYSTATION®4 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the *Star Wars Jedi Fallen Order*™ disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PlayStation®4 system home screen, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the **PS** button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the **PS** button. To resume playing the game, select it from the content area.

Removing 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 Sony Entertainment Network account.

INTRODUCTION

Dear Players,

Thank you for choosing to play *Star Wars Jedi: Fallen Order*™ a wonderful adventure awaits you in a galaxy far, far away! It has been a dream come true for us to work on this game and bring our love of *Star Wars* to you. We sincerely hope you have as much fun, sense of wonder, surprise, and excitement playing this as we did making it.

May the Force be with you, Jedi.

The *Star Wars Jedi: Fallen Order* team

CONTROLS

Move	left stick
Look	right stick
Jump	⊗ button
Attack	⊞ button
Force Attack	△ button
Evade	○ button
Target Enemy	R3 button
Interact	R3 button
Slow	R1 button
Heal	↑ button
Sheathe	← button
Block / Parry / Illuminate	L1 button
Climb	L2 button
Sprint	L3 button
Map	touch pad button
Pause / Menu	OPTIONS button

GAME MENUS

MAIN MENU

- Start New Journey** Begin a new adventure from the start of the game.
- Continue** Start the game from your last save point.
- Load Journey** Choose a different save to start your game from.

PAUSE MENU

Press the **OPTIONS** button during gameplay to enter the Pause menu.

- Abilities** View Cal's abilities and the Skill Tree.
- Customization** Change Cal, BD-1, or the Mantis's look.
- Databank** View information gained through Echoes or Scans.
- Tactical Guide** View information gained through Scans on creatures.
- Settings** Set your personal preferences for Controls, Gameplay, Visuals, Audio, or Quit the game.

IN GAME

GAME SCREEN



CAL

This is you.

BLOCK STAMINA

As you block attacks Cal's stamina will go down. Once empty, you are open to an attack from enemies.

FORCE METER

This depletes as you use Force Abilities, but it is regained by attacking enemies.

STIM CANISTERS

This number represents times BD-1 can return life to Cal.

LIFE

Life will drain as you take damage from enemies. Once it is empty, you will be defeated and respawn at your last Meditation Circle.

SAVING, HEALING, AND SPENDING SKILL POINTS

MEDITATION CIRCLES

Throughout the game, Cal will encounter Meditation Circles. Interacting with them allows you to save your game.

REST

While interacting with a Meditation Point, Cal can choose to Rest. This refills Cal's life, Force, and Stim Canisters. However, this also respawns all the enemies you have defeated.

SPENDING SKILL POINTS

As you progress through the game acquiring experience points, Cal will gain Skill Points. You can spend these skill points at the Skill Tree in Meditation Circles.

BD-1

THE MAP

BD-1 can project the map anytime by pressing the **touch pad** button. On the Map you can see the current mission objectives and paths to unexplored areas (orange), gates you can open (green), and gates you cannot (red). Use the map to help you find new areas to explore, or new gates to open after you acquire a new ability.

HEALING

BD-1 can toss Cal a Stim Canister at any time to replenish his life by pressing the **↑** button. You can find more Stim Canisters throughout the world and they replenish when you rest at a Meditation Circle.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- **Online Support & Contact Info** For FAQs, help articles, and to contact us, please visit help.ea.com.
- **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to [@EAHelp](https://twitter.com/EAHelp) or post on facebook.com/EAHelpHub/.