

STAR WARS
JEDI
FALLEN ORDER™
EA



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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

PC CONTROL INFORMATION

Star Wars Jedi: Fallen Order on PC allows you to play the game on a variety of control devices.

KEYBOARD AND MOUSE

Move	W / S / A / D
Look	mouse
Jump	SPACEBAR
Attack	left mouse button
Force Attack	F
Evade	Z
Target Enemy	middle mouse button
Interact	E
Slow	1
Heal	Q
Sheathe	C
Block / Parry / Illuminate	right mouse button
Climb	E
Sprint	left SHIFT
Map	M
Pause / Menu	ESC

XBOX ONE WIRELESS CONTROLLER

Move	
Look	
Jump	
Attack	
Force Attack	
Evade	
Target Enemy	
Interact	
Slow	
Heal	
Sheathe	
Block / Parry / Illuminate	
Climb	
Sprint	
Map	VIEW button
Pause / Menu	MENU button

DUALSHOCK 4 WIRELESS CONTROLLER

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 **ESC** key 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 **M** key. 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 **Q** key. You can find more Stim Canisters throughout the world and they replenish when you rest at a Meditation Circle.