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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	🕹 L
Look	🕹 R
Jump	Ⓐ
Attack	Ⓧ
Force Attack	Ⓨ
Evade	Ⓑ
Target Enemy	R (click)
Interact	R (click)
Slow	RB
Heal	◌
Sheathe	◌
Block / Parry / Illuminate	LB
Climb	LT
Sprint	L (click)
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, Video, Audio, or Quit the game.

IN GAME

GAME SCREEN

Cal

Life

Block
Stamina

Stim
Canisters

Force
Meter

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