

JADE EMPIRE™



DEVELOPED BY
BiOWARE™
CORP

Microsoft
game studios

The History of the Jade Empire

The Jade Empire. Fashioned from the Void by the will of the Great Dragon and blessed from its creation, the empire stands at the heart of the civilized world—a cultural wellspring in a sea of barbarity.

The majesty of the Sun Dynasty has guided our people for generations, preserving our prosperity throughout the ages. The peace of the realm was broken only when nature itself rebelled, withering the land in a decade of thirst. But even this the Emperor Sun Hai would not allow. For when he declared the Long Drought at an end, it was so.

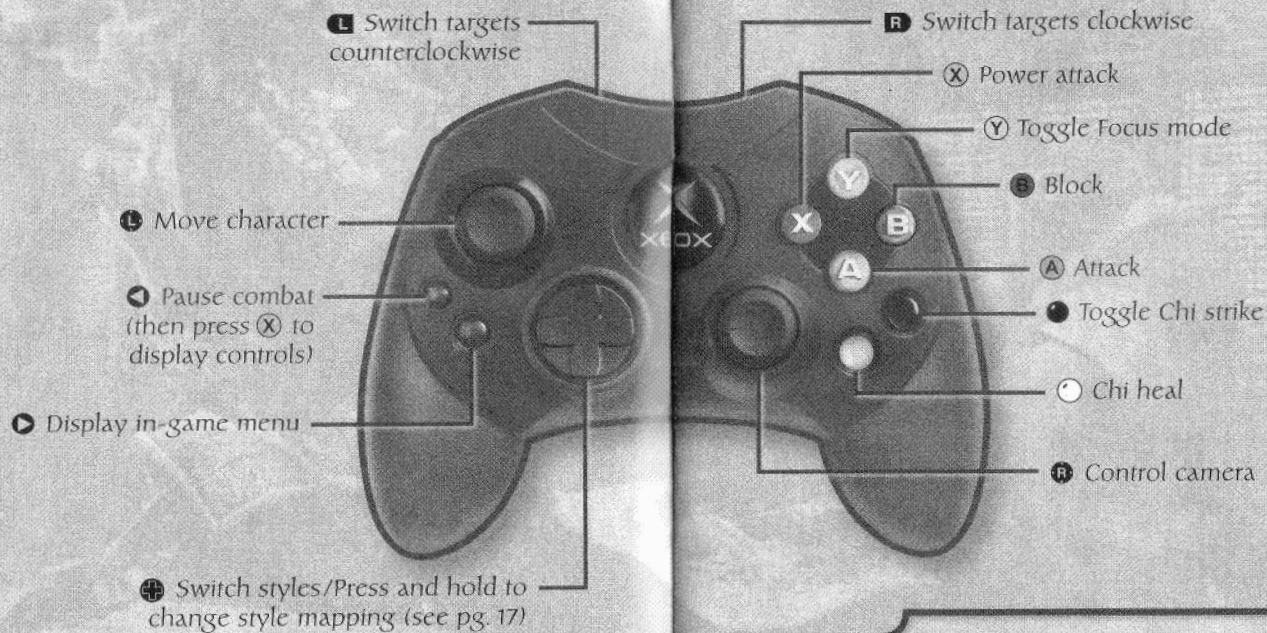
Though you were raised far from the benevolent gaze of the Emperor, you have learned much here in Two Rivers—including control over your body and the mastery of your mind. But the end of your time at this borderland school draws near. Now, experience will replace lessons as you travel beyond the shelter of Two Rivers. Remember that though the reach of the Empire stretches far, powerful spirits lurk just beneath the surface, and the threat of chaos is ever present.

It is natural that, as an orphan, you would have many questions. And while your inquiries to this point have been met with silence, perhaps on this day, answers at last will find you.

吾皇萬歲
萬民歸心
萬古流芳



Combat Controls

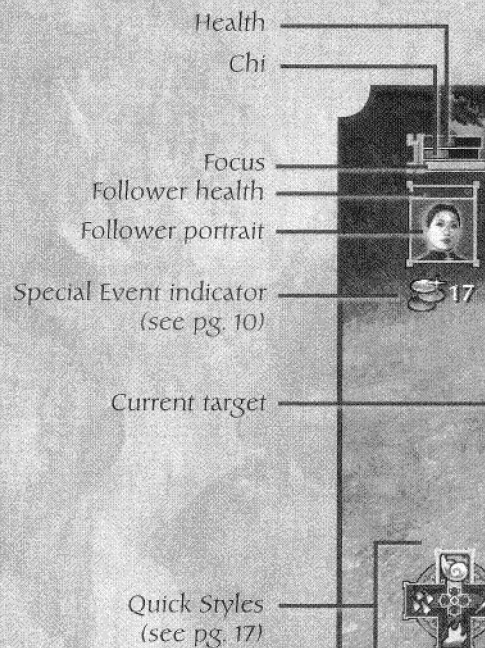


For more information on basic and advanced combat, see pages 18-21.

Combination Moves

A, A, A	Attack combo
A + X	Area attack
B + ↑L	Forward flip
B + ↓L	Backward flip
B + ←L	Left roll evade
B + →L	Right roll evade
L + R	Free Target mode

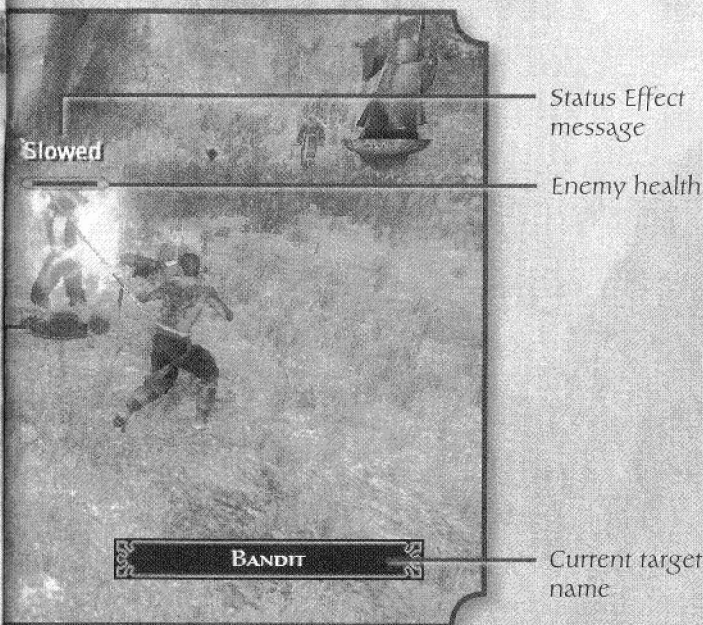
Combat Screen



Knocking Back Enemies

If you get overwhelmed by sheer numbers, use an area attack (A+X) to give yourself some breathing room.

~ 6 ~



Status Effect Messages

If a character is hit by an effect that inflicts damage over time or applies a status effect—such as poison or paralysis—the name of that effect appears above the character's head. (See pg. 20.)

~ 7 ~

Exploration Controls

L Switch targets counterclockwise/
Cycle through in-game menus

L Move character

Start Pause game
(then press **X** to
display controls)

Triangle Display in-game menu

R Control camera
(click for 1st-person view)

R Switch targets clockwise/
Cycle through in-game menus

X Toggle mini-map
(small/large/off; see pg. 24)

Y Toggle run in Focus mode

B Tumble

A Action
(talk, pick up object, etc.)

Circle Chi heal



Rock, Paper, Scissors

Power attacks break blocks. Blocks stop attacks.
Attacks interrupt power attacks. Mastering this
dynamic is key to success in combat.

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Exploration Screen

Health

Chi

Focus

Follower health

Follower portrait

Special Event indicator

Special Event Indicators



New journal entry
(See pg. 25.)



Silver received



Level up (See pg. 15.)



Open Palm points



Closed Fist points

Mini-map

(press : see pg. 24)

DAWN STAR

Follower name/Selected item

Choose Your Path

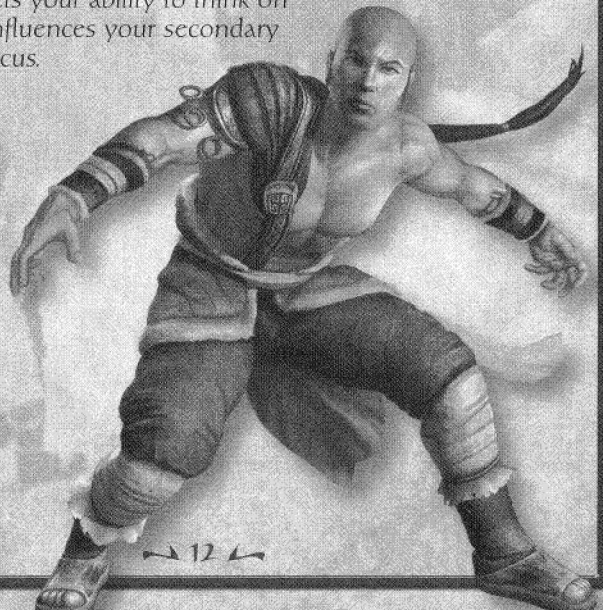
Before your journey begins, choose a character type from the **Character Select** screen. Press **Y** to customize your character's statistics, or press **A** to continue with the default stats.

Primary Abilities

Body, Spirit, and Mind work in harmony to create a unified whole, but each of the three determines a different aspect of your skills. You can increase each as you gain experience during your adventures.

To view your primary or secondary ability levels, press **D** to go to the in-game menu, and then pull **L** or **R** to scroll to the **Character Record** screen.

- **Body:** Measures your ability to withstand damage in battle. Influences your secondary ability of Health.
- **Spirit:** Demonstrates your ability to manipulate internal energies, called Chi. Influences your secondary ability of Chi.
- **Mind:** Reflects your ability to think on your feet. Influences your secondary ability of Focus.



Secondary Abilities

In combat your secondary abilities of Health, Focus, and Chi come into play. These abilities are drawn directly from your primary abilities, but they also can be increased by special techniques and essence gems (see pg. 21).

- **Health:** Depletes when you take damage. You can press **O** to expend Chi and heal yourself quickly. To regain Health, grab Health power-ups during combat. If your Health reaches zero, you die.
- **Focus:** Depletes when you enter Focus mode or when you use a weapon style. When you press **Y** to focus your mind, your foes seem to slow down while you move at normal speed. To regain Focus energy, gather power-ups from fallen enemies or visit Focus shrines in Exploration mode.
- **Chi:** Depletes when you use Chi healing (**O**), Chi-enhanced strikes (**●**), transformation styles, or magic-style attacks. To regain Chi, gather power-ups from fallen enemies, steal Chi from foes with Spirit Thief style, or visit Spirit fonts in Exploration mode.



Using and Increasing Chi

Use Chi to fuel magic styles, to add damage to your attacks, and to heal yourself. Increase your Chi by raising your Spirit when you gain levels (see pg. 15), or by using certain essence gems and techniques (see pg. 21).

Conversation Skills

Wisdom dictates that force is not always necessary. In some instances, you may be able to defeat an enemy with your words alone. To improve a conversation skill, increase your primary abilities (see pg. 12) or equip special essence gems (see pg. 21).

To view your conversation skill levels, press **○** to go to the in-game menu, pull **L** or **R** to scroll to the **Character Record** screen, and then press **Y**.

- **Charm:** Influence your listener with friendliness or flirtation. Based on your primary abilities of Mind and Body.
- **Intuition:** Reason with your listener, or use your insight to determine what will sway him or her. Based on your primary abilities of Mind and Spirit.
- **Intimidation:** Impress your listener with your physical presence. Based on your primary abilities of Body and Spirit.

In-Game Menu Icons

Press **○** to access the in-game menu. Pull **L** or **R** to scroll.



Character record
(See pg. 12–15.)



Map
(See pg. 24.)



Followers
(See pg. 22.)



Load game
(See pg. 25.)



Styles
(See pg. 16.)



Save game
(See pg. 25.)



Amulet
(See pg. 21.)



Options



Journal
(See pg. 25.)

Leveling Up

As you gain Experience Points (XP), you may increase your skills as you see fit. But as a mighty bear is humbled by a pack of cunning wolves, so too is a powerful warrior bested when he exercises his body alone. Balance is key in all things.

Experience Points



You earn XP by defeating enemies in combat, completing quests, and for being skillful in certain conversations. When you have enough XP to gain a level, you gain a number of Ability Points and Style Points that you can spend to make your character more powerful. Watch for the arrow icon that appears each time your level increases.

Ability Points and Style Points

When you reach certain experience levels, you earn both Ability Points and Style Points. Press **○** to go to the in-game menu. Spend new Ability Points on your **Character Record** screen, and spend new Style Points on your **Styles** screen. (Pull **L** or **R** to scroll through the screens.) Note that after you finalize your choices, you will not be able to change them.



Increasing Focus

Weapon styles and Focus mode are extremely powerful, but they use up Focus quickly. If you like to use these abilities in combat, increase your Mind when you gain a level.



Fighting Styles

Martial Styles

Martial styles are the most practical and useful fighting styles. Though all inflict damage, each varies in speed and damage potential.

Strategic note: Golems are immune to martial styles.

Magic Styles

Using magic styles draws from your pool of Chi. In addition to doing damage, they generally cause special longer-lasting effects such as immolation or petrification (see pg. 20). Because of the awesome range and power of these styles, only those with high Chi can use them for long.

Strategic note: Demons and golems are immune to magic styles.

Weapon Styles

Weapon styles have excellent reach and speed, but these advantages come at a cost. Each attack drains your Focus, making these styles too tiring to use in long battles.

Strategic note: Spirits are immune to weapon styles.

Transformation Styles

To learn transformation styles you must absorb the spirit of a fallen enemy—a rare occurrence. Although it exacts a significant Chi cost, this style temporarily grants you the immense power and fearsome special attacks of the fallen beast you emulate.

Support Styles

Support styles do no direct damage, but their strategic use can enhance other styles. Use support styles to slow down, stun, or paralyze your enemies.

Strategic note: Demons, floating spirits, and golems are immune to support styles.

 Use Chi to enhance your fighting styles (see pg. 19).

Quick Styles

As a skilled fighter you must keep your training close to your heart and be able to switch styles the moment it becomes necessary. Remember the strengths and weaknesses of each style, and press a direction on  to change styles instantly in combat.

The first four styles you acquire will be assigned automatically to . However you may change these assignments as you wish, even during combat.

To assign a style to

1. Briefly press and hold  in the direction you'd like to assign the new style.
2. Select the desired style from the pop-up menu, and then press .



Immunities

Many creatures are immune to certain style types. For example, spirits are immune to support and weapon styles. Experiment with different styles against these enemies.



Basic Combat

Attack

Press **A** to perform the basic attack for any fighting style. You can string together a powerful attack combo by rapidly pressing **A**, **A** or **A**, **A**, **A**.

Block

Press **B** to defend yourself from basic attacks (**A**) and area attacks (**A**+**X**)—but beware of unblockable power attacks (**X**).

Power Attack

Press **X** to perform a slow but powerful attack that penetrates any block. Because it is so slow, it can be interrupted by a faster attack (**A**).

Area Attack

Press **A** and **X** at the same time to knock back all opponents around you. Most area attacks do not inflict any damage. Also, note that you can press **B** to block an area attack.

Evade

To get out of a bad situation or avoid an enemy's special attack, press **B** and move **L** simultaneously.

Target

Pull either trigger to target a different opponent. **L** switches to the next target on your left. **R** switches to the next target on your right.

Free Target Mode

Pull **L**+**R** to break your lock on an opponent and move more freely around the combat area. Pull **L**, **R**, or **L**+**R** again to exit this mode.

Advanced Combat

Tactical Pause

While paused you can change fighting styles, switch targets, and swivel the camera to get a better look at the situation. Press **Start** to enter or exit Tactical Pause mode.

Focus Mode

Focusing your mind during combat makes your foes seem to slow down, while you retain your mental clarity and physical speed. While exploring, Focus mode allows you to run extremely fast. Press **Y** to enter or exit Focus mode, but remember that spending time in this mode drains your Focus energy. To regain Focus energy, gather power-ups from fallen enemies or visit Focus shrines in Exploration mode.

Chi Strike

Press **Start** to power your attacks with Chi; while in Chi Strike mode, all your attacks do more damage. Press **Start** again to exit Chi Strike mode. To regain Chi, gather power-ups from fallen enemies, use Spirit Thief style to steal Chi from foes, or visit Spirit fonts in Exploration mode.

Chi Heal

Press and hold **Start** to spend Chi to heal yourself. You continue to heal as long as you hold **Start** and have remaining Chi, or until your Health bar is full.

Harmonic Combos

Some attacks in magic or support styles trigger very effective combination attacks called harmonic combos. When a harmonic combo is triggered, a timer appears around the feet of the targeted enemy. While the timer is visible, switch to a martial style, and then press **X** to finish the combo with a power attack.

Status Effects

Some fighting styles include attacks that inflict damage in special ways. Note that some enemies and fighting styles are immune from certain status effects.

- **Poisoned:** Target's Health decreases until the effect wears off.
- **Immolated:** Target is set on fire and his or her Health decreases until the effect wears off. Enemies cannot attack while they are on fire.
- **Frozen:** Target is locked in a block of ice and his or her Health decreases until the effect wears off.
- **Slowed:** Target's movement and attack rates are slowed down until the effect wears off.
- **Paralyzed:** Target is immobilized until the effect wears off.
- **Shocked:** Target takes minor damage over time until the effect wears off.
- **Disoriented:** Target wanders aimlessly and cannot attack until the effect wears off.
- **Drained:** Target is stunned, and his Chi is funneled to the attacker until the target takes damage.

Power-ups

Defeated enemies sometimes drop power-ups that restore your abilities or make you more powerful in combat.

- **Health:** Restores some Health.
- **Chi:** Restores some Chi.
- **Focus:** Restores some Focus.
- **Restore All:** Restores some Health, Focus, and Chi.
- **Unblockable:** Makes all attacks unblockable for a short time.

Shrines

The Jade Empire is a land of tradition, and the world is dotted with shrines where you can regain your Health, Chi, and Focus. To use a shrine, stand in front of it, and then press **A**.

- **Spirit Font:** Completely restores Health and Chi.
- **Focus Shrine:** Completely restores Focus.

Techniques

Watch for rare and powerful training called techniques. These come in many different forms, but all are permanent, so choose wisely before accepting a new one. Also, be sure to keep an eye out for hidden techniques. Press **X** on the **Character Record** screen to see a list of techniques you have acquired.

Dragon Amulet and Essence Gems

Essence gems seem nothing more than common stones or jewelry to most. But to one trained in their use, they are sources of spiritual power. The Dragon Amulet enables its user to harness this power. By placing essence gems into the Dragon Amulet's slots, the amulet's wearer can channel the power of those gems to augment his or her own abilities.

To access your Dragon Amulet

1. Press **C** to access the in-game menu, and then pull **L** or **R** to scroll to the **Amulet** screen.
2. In the left-hand window, use **+** to highlight the slot where you want to place the gem, and then press **A**.
3. When the gem inventory opens, use **+** to highlight the appropriate gem, and then press **A** to select it.



Followers

Others will be drawn to you and your search. So it is with a great cause such as yours—even those with little talent for magic instinctively feel the dire nature of your task and long to take part. Be cautious when choosing whom to accept into your circle.

Though you will gain many followers, only one may accompany you at any time, and each supports you in a different way. To switch followers or change their combat behavior, press **O** to go to the in-game menu, then pull **L** or **R** to scroll to the **Followers** screen.

To switch followers, highlight the follower you want on the **Followers** screen, and then press **A**. Note that in some instances, such as during combat, you are not able to switch followers.

To switch between Attack and Support modes, select a follower, and then press **X**. Use **L** to highlight the desired mode, and then press **A**.

Dawn Star

Like you, Dawn Star was brought to Two Rivers as a child. Considering her general kindness to all, it is no surprise that you became close friends. But, caring though she is, many in the village consider her strange, whispering that she speaks with ghosts. Just as she has accompanied you throughout your years of learning, you would be wise to keep her close to your side during the trials to come.

Sagacious Zu

The hermit of the swamp is a man with blackened hands and the scars of many battles. His skill in battle is unquestionable, but his loyalty to your cause is not so certain.

Foes

These days the land overflows with perils—some originating in this world, others emanating from the next.

Bandits

These scoundrels typically roam the countryside, preying on weary travelers. But with recent events keeping most citizens close to the safety of their hearths, these bloodthirsty rogues have become desperate, attacking towns directly.

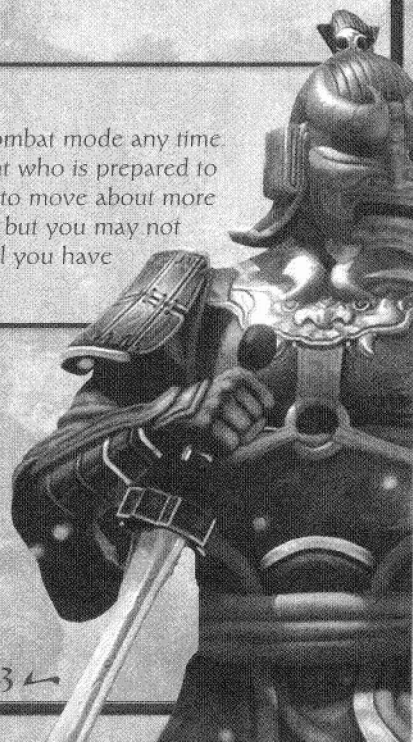
Death's Hand

Few dare speak the name of the Emperor's advisor, but all live in fear of him. Little is known of Death's Hand other than that he is the leader of the shadowy Lotus Assassins. A few brave souls imply that the Emperor relies on his counsel more than is prudent.



Combat Encounters

You automatically enter Combat mode any time you approach an opponent who is prepared to fight. You can pull **L+R** to move about more freely in Free Target mode, but you may not leave the combat area until you have dispatched your foe.



Mini-Map

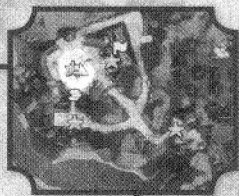
To see a mini-map of your immediate area, press **X** while in Exploration mode (see pg. 10). Repeatedly press **X** to cycle through a small map, a large one, or none at all.

Areas where you have been are shown clearly, while areas you have yet to explore appear dark. After you have visited an important area it is labeled on the mini-map and marked with an icon.



Area Map

The larger area map shows the area you are currently in, with important characters and locations highlighted. To view this map, press **Y** to go to the in-game menu, and then pull **L** or **R** to scroll to the **Map** screen.



Area Map Icons



Point of Interest



Exit



Player



Store



Base Camp



Plot Giver



Shrine

Journal and Quests

Use your journal to remind yourself of the details of your quests. Important information will be recorded automatically. As you endeavor to complete the tasks you are given, keep in mind that rarely is there a single means to an end—the choices you make affect your character, your followers, and the world at large.

To access your journal

1. Press **Y** to access the in-game menu, and then pull **L** or **R** to scroll to the **Journal** screen.
2. Repeatedly press **A** to cycle through All Active Quests, Active Main Story Quests, Active Subquests, and All Completed Quests.
3. Press up and down on **↑** to highlight a quest. Information about that quest appears in the lower window.
4. Press right on **→** to move to the task list on the right side. Press up and down on **↑** to highlight a task. Information about that task appears in the lower window.
5. Press **X** to see an inventory of plot items.
6. Press **Y** to review recent dialog and rewards.



Saving and Loading Games

Your game is saved automatically after key events. To save a game yourself at a particular point, press **Y** to go to the in-game menu. Pull **L** or **R** to scroll to the **Save Game** screen. Note that you cannot save during combat. To load a saved game, press **Y** to go to the in-game menu, and then pull **L** or **R** to scroll to the **Load Game** screen.