# CONTENTS

# 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, sustaining 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. Yet 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 mastery over your body and mind. Now, the end of your time at this borderland school draws near. Experience will replace lessons as you travel beyond the shelter of Two Rivers. Remember: 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 an orphan like you would have many questions. Until now, your inquiries have been met with silence. Perhaps on this day, answers will find you at last.

# SETUP AND INSTALLATION

1. Start Windows® XP and exit all other applications.

2. Insert the *Jade Empire: Special Edition* install disc into your DVD drive.

3. If AutoPlay is enabled, a title screen should appear. Click the "Install Game" button. If AutoPlay is not enabled, click the Start button on your Windows taskbar, then click Run. Type D:\Setup and click on OK. (Note: If your DVD drive is assigned to a letter other than D, substitute that letter.)

4. The first window will prompt you to select a language you would like the installer to use. When you are satisfied with your selection click "OK".

5. The next window will prompt you to shut down all other running programs before starting the *Jade Empire: Special Edition* installation process. Do this and then click "Next" to continue.

6. This window displays the *Jade Empire: Special Edition* End User License Agreement. Read the license agreement, and if you agree to the terms and conditions choose "I agree." Then click the "I agree" button to continue the installation process.

7. Next, choose an install location for the game. Either accept the default install location or choose another. Once you are satisfied with the install location click "Next" to continue the installation. (Note: While Windows Vista is not officially supported in Jade Empire, it is strongly recommended to install *Jade Empire: Special Edition* under the Program Files directory if you are attempting to run Jade Empire under Windows Vista.)

8. Select a Start Menu Folder for *Jade Empire: Special Edition*. Either accept the default location or choose another. If you do not want a Start Menu folder to be created check the box "Do not create a Start Menu folder." Once you are satisfied with your selection click the "Next" button to continue.

9. Select the shortcuts you would like created. Choose to create shortcuts on the desktop, Quick Launch toolbar, or neither. Once you are satisfied with your selection click the "Next" button to continue.

10. *Jade Empire: Special Edition* will now begin installing. When you receive an "Install Complete" message click the "Next" button to continue.

11. *Jade Empire: Special Edition* has now been successfully installed. Choose "Run Jade Empire" to immediately launch the game, or "View Readme.txt" to view the ReadMe file where you can view updated game information made after the game manual was printed.

Note: You must insert the *Jade Empire: Special Edition* disc into your DVD drive to play the game.

## INSTALLATION OF DIRECTX®

*Jade Empire: Special Edition* requires DirectX® 9.0 (February 2006) or higher in order to run. If you do not have DirectX® 9.0 (February 2006) or higher installed on your computer, click "Yes" when asked if you would like to install it. (Note: *Jade Empire: Special Edition* requires DirectX® 9.0 (February 2006) or later to run.)

## README FILE

The *Jade Empire: Special Edition* DVD-ROM game contains a ReadMe file where you can view updated information about the game. We strongly encourage you to take the time to read this file to get information on changes made after this manual was printed.

To view this file, double-click on it in the *Jade Empire: Special Edition* directory found on your hard drive (usually c:\Program Files\Jade Empire\docs\readme_en.txt). You can also view the ReadMe file by first clicking on the Start button on your Windows taskbar, then on Programs, then on *Jade Empire*, then on View Readme.txt.

# EXPLORATION CONTROLS

Display In-Game Menu

esc

Quick Save

F5

Quick Load

F9

Screenshot

print screen

Scroll Clockwise Through the Enemy Targets

Scroll Targets Counter-clockwise

tab    Q

Toggle Run in Focus Mode

F

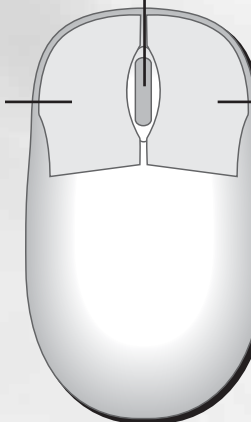Henchman Screen

Inventory Screen

I

H    J — Journal Screen

left shift — Chi Heal

Toggle mini-map    M

left ctrl — Toggle Walk/Run

Scrolling the Mouse Wheel will Cycle Through Targets

Action (talk, pick up object, etc.)

Toggle Mini-Map (small/large/off; see pg. 25)

## WARNING:

Jade Empire does not support Alt-Tab hence problems may occur if Alt-Tab is used.

# EXPLORATION SCREEN

Chi ———————— Health

Focus ————

Follower Health ————

Follower Portrait ————

Mini-Map
(press Mouse Button 2
or M Key; see pg. 25)

THOUSAND CUTS

Follower Name/
Selected Item ————

1  2  3

## SPECIAL EVENT INDICATORS

New Journal Entry (See pg. 26)

Silver Received

Level Up (See pg. 16)

Open Palm Points

Closed Fist Points

# Combat Controls

Scroll Targets Counter-Clockwise  Forward  Toggle Chi Strike

Scroll Targets Clockwise — *tab*   *Q*   *W*   *E*   *T* — Toggle Free Target Mode

*P* — Combat Pause

Strafe Left — *A*   *S*   *D*   *F*

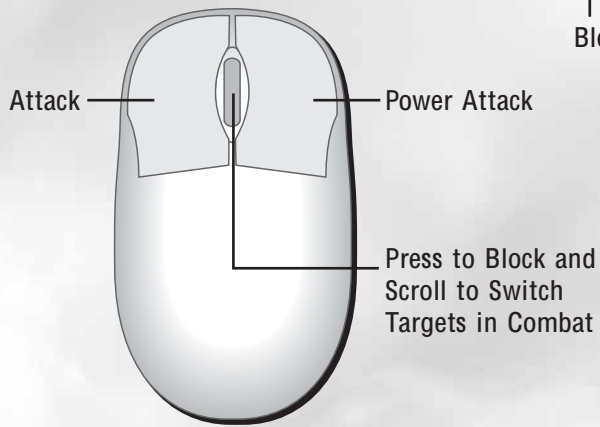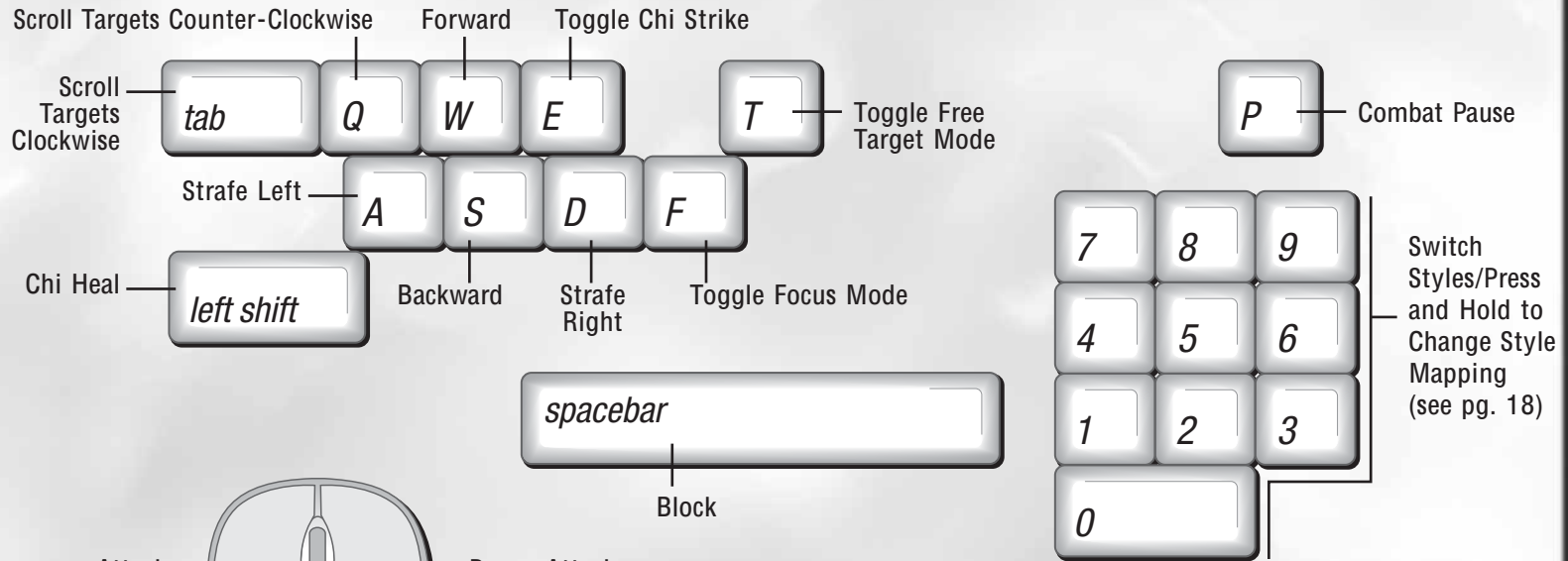Chi Heal — *left shift*   Backward   Strafe Right   Toggle Focus Mode

| 7 | 8 | 9 |
| 4 | 5 | 6 |
| 1 | 2 | 3 |
| 0 | | |

Switch Styles/Press and Hold to Change Style Mapping (see pg. 18)

*spacebar*

Block

Attack — Power Attack

Press to Block and Scroll to Switch Targets in Combat

For more information on basic and advanced combat, see pages 19-22.

## COMBINATION MOVES

| | |
|---|---|
| Mouse Button 1, Mouse Button 1, Mouse Button 1 | Attack Combo |
| Mouse Button 1 + Mouse Button 2 | Area Attack |
| Double Tap W - | Forward Flip |
| Double Tap S - | Backward Flip |
| Double Tap A - | Left Roll Evade |
| Double Tap D - | Right Roll Evade |

Harmonic combos are devastatingly powerful techniques that make use of multiple styles. For more information, see page 19.

# Combat Screen

Health

Chi

Focus

Follower Health

Follower Portrait

Special Event Indicator
(see pg. 5)

Current Target

Quick Styles
(see pg. 18)

Enemy Health

Current Target Name

## Rock, Paper, Scissors

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

## Knocking Back Enemies

If you get overwhelmed by sheer numbers, use an area attack (Mouse Button 1 + Mouse Button 2) to give yourself some breathing room.

## Status Effect Messages

If a character is hit by an effect that inflicts damage over time or applies a status like Poison or Paralysis, the name of that effect appears above the character's head. (See pg. 21.)

# Choose Your Path

Before your journey begins, choose a character type from the Character Select screen. Select Custom to customize your character's statistics and name or Accept to continue with the default stats and name.

## 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 the ESC Key to go to the In-Game Menu, then use the Tab or Shift-Tab Keys 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. 23).

- **HEALTH:** Depletes when you take damage. You can press the Left Shift Key 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 the F Key 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 (default Left Shift Key), Chi-enhanced strikes (default E Key), 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. 16), or by using certain Essence Gems and techniques (see pg. 23).

# 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. 13) or equip special Essence Gems (see pg. 23).

To view your Conversation Skill levels, press the ESC Key to go to the In-Game Menu, use the Tab or Shift-Tab Keys to scroll to the Character Record screen, then click Skills.

• **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 ESC to access the in-game menu. Use Tab or Shift-Tab Keys to scroll.

Character record (See pg. 14–17)

Followers (See pg. 23)

Styles (See pg. 17)

Amulet (See pg. 23)

Journal (See pg. 26)

Map (See pg. 25)

Load game (See pg. 27)

Save game (See pg. 27)

Options (See pg. 27)

# Leveling Up

As you gain Experience Points (XP), you may increase your skills as you see fit. Just as a mighty bear is humbled by a pack of cunning wolves, so 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 ESC to go to the In-Game Menu. Go to the Character screen and left-click on your character. Spend new Ability Points on your Character Record screen, and spend new Style Points on your Styles screen. (Use the Tab or Shift-Tab Keys to scroll through the screens.)

**NOTE**: Once you make your final 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 styles. All inflict damage, but 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 longer-lasting effects such as immolation or paralysis (see pg. 21). 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, spirits, and golems are immune to Support Styles.

*Use Chi to enhance your fighting styles (see pg. 20).*

## 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 Number Keys (0-9) to change styles instantly in combat.

The first four styles you acquire will be assigned automatically to Number Keys (1-4). However, you may change these assignments as you wish, even during combat.

**TO ASSIGN A STYLE TO (0-9)**

1. Pressing and holding a Number Key (0-9) brings up a menu listing of all known fighting styles, and their current hot key mapping (if any).

2. Using the Keyboard Arrow Keys, select a new style to be assigned to the Number Key (0-9).

3. Once the style has been selected, the menu closes and the newly mapped style is now the currently selected style.

### 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 Mouse Button 1 to perform the basic attack for any fighting style. You can string together a powerful attack combo by rapidly pressing Mouse Button 1.

## BLOCK

Press the Space Bar to defend yourself from basic attacks (Mouse Button 1) and area attacks (Mouse Button 1 + Mouse Button 2), but beware of unblockable power attacks (Mouse Button 2). Holding in the Mouse Wheel also blocks basic and area attacks.

## POWER ATTACK

Press Mouse Button 2 to perform a slow but powerful attack that penetrates any block. Because it is so slow, it can be interrupted by a faster attack (Mouse Button 1).

## AREA ATTACK

Press Mouse Button 1 and Mouse Button 2 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 the Space Bar to block an Area Attack.

## EVADE

To get out of a bad situation or avoid an enemy attack, double tap a direction key to Evade in that direction.

## TARGET

Press the Tab Button to Target a different opponent. Pressing the Tab Key again switches to the next Target on your right; while pressing the Q Key switches to the next Target on your left. The Mouse Wheel switches targets as well.

## FREE TARGET MODE

Press the T Key to break your lock on an opponent and move more freely around the combat area. To regain target lock press the Tab Key (or the Q Key).

# Advanced Combat

## COMBAT PAUSE

While paused you can change fighting styles and switch targets. Press the P Key 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 very fast. Press the F Key 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 the E Key to power your attacks with Chi; while in Chi Strike mode, all your attacks do more damage. Press the E Key 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 the Left Shift Key to spend Chi and heal yourself. You will continue to heal as long as you hold the Left Shift Key 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. To trigger a Harmonic Combo, perform a Power Attack on an opponent with a Support Style. When a Harmonic Combo is triggered, a timer appears around the targeted enemy's feet. While the timer is visible, switch to a Martial style, then click Mouse Button 2 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 Target 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 Target 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: Enemies also cannot attack while shocked.

• DISORIENTED: Target wanders aimlessly and cannot attack until the effect wears off.

• DRAINED: Target is stunned, and Target Chi is funneled to the attacker.

## 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 click Mouse Button 1.

• 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. Click Techniques 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. To one trained in their use, however, they are sources of spiritual power. When the Essence Gems are placed into the Dragon Amulet, the amulet's wearer can channel the power of those gems to augment his or her abilities.

## To Access Your Dragon Amulet

1. Press the ESC Key to access the in-game menu, and use the Tab or Shift-Tab Keys to scroll to the Amulet screen. (The Amulet screen can also be accessed via the I key.)

2. In the left-hand window, highlight a gem by clicking on it with the mouse or by using the keyboard arrow keys.

3. Click Select or press the Enter Key to add or remove it from the amulet.

# 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 compelled by the 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 the ESC Key to go to the In-Game Menu, then use the Tab or Shift-Tab Keys to scroll to the Followers screen.

To switch followers, highlight and select the follower you want on the Followers screen by either clicking on their portrait or using the using the keyboard arrow keys and pressing the Enter Key to select. 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, then click on either the Attack or Support buttons.

## 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. As caring as she is, however, many in the village consider her strange, whispering that she speaks with ghosts. She has accompanied you throughout your years of learning and 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 and others emanating from the next.

## BANDITS

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

## 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, 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 press the T Key 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, click Mouse button 2 or press the M Key while in Exploration mode (see pg. 7). Press or click repeatedly 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 the ESC Key to go to the in-game menu, then use the Tab or Shift-Tab Keys to scroll to the Map screen.

### AREA MAP ICONS

Point of Interest

Base Camp

Exit

Plot Giver

Player

Shrine

Store

# 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 the ESC Key to access the in-game menu, then use Tab or Shift Keys to scroll to the Journal screen. (The Journal screen can also be accessed by the J key.)

2. Click on the Filter button to cycle through All Active Quests, Active Main Story Quests, Active Subquests, and All Completed Quests.

3. On the left hand side, use the Keyboard Arrow Keys or Mouse-over a quest to highlight it. Information about that quest appears in the lower window.

4. On the right hand side use the Keyboard Arrow Keys or Mouse-over to highlight a task in the task list. Information about that task appears in the lower window.

5. Click Plot Items to see an inventory of current plot items.

6. Click Dialog Review to review recent dialog and rewards.

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**SAVING AND LOADING GAMES**

Your game is saved automatically after key events. To save a game manually at a particular point, press the ESC Key to go to the In-Game Menu. Use the Tab or Shift-Tab Keys to scroll to the Save Game screen. Note that you cannot save during combat.

To load a saved game, press the ESC Key to go to the in-game menu. Use the Tab or Shift-Tab Keys to scroll to the Load Game screen.

Note that you can Quick Save using the F5 Key and that you can Quick Load using the F9 Key.

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# OPTIONS

## AUDIO SETTINGS

The volume levels of different aspects of in-game audio can be adjusted on this page using the slider bars.

• Sound Effects: Change the volume of explosions, background noises, fight sounds, etc.

• Music: Change the volume of in-game music.

• Movie: Change the volume of the pre-rendered movies.

• Voice: Change the volume of conversations.

• Reverb Effects: Enables environmental reverb effects.
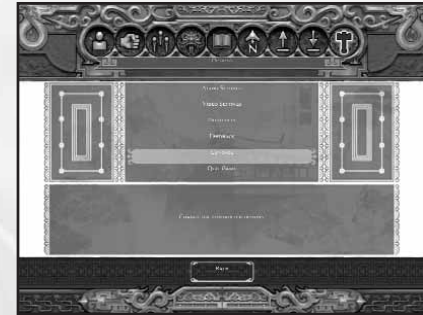


## VIDEO SETTINGS

Several video settings can be adjusted from this menu. You can alter Resolution, Shadow Detail, Anti-Aliasing, Bloom Lighting, Screen Effects, Focus Trails as well as the in-game Brightness. Reducing Resolution and Anti-Aliasing will provide the most noticeable performance increase. Video settings are dependent on the functionality and performance of both your hardware and associated device drivers. Ensure your hardware meets the minimum/recommended specifications and that you have the latest compatible drivers installed.

• Aspect Ratio: Select between Widescreen or Normal. These ratios are dependent on having proper video card and monitor drivers installed. Select an aspect that matches your display device.

• Resolution: Set the screen resolution. Screen resolution is dependent on having proper video card and monitor drivers installed.

• Soft Shadows: Enabling Soft Shadows creates a more realistic shadow appearance by making the edges of the shadows displayed in the game appear less distinct or "softer". Enabling this option will make the game look better. Disabling this option may increase performance.

• Anti-Aliasing: Anti-aliasing is a technique to reduce the

appearance of "jaggies" or the "stair-step effect" of diagonal lines in a video game. The higher this setting the better the image will appear at the expense of performance.

- Bloom Lighting: Bloom is a lighting effect that alters the appearance of lighting to make it seem more realistic. Enabling this option will make the game look better. Disabling this option may increase performance.

- Frame Buffer Effects: Frame Buffer Effects are visual effects that are applied to the whole image such as lens flares and motion blur. Enabling this option will make the game look better. Disabling this option may increase performance.

- Focus Trails: Turning on Focus Trails enables motion trails while a character is in focus mode. Enabling this option will make the game look better. Disabling this option may increase performance.

- Brightness: Change the brightness of the entire screen.

## SPECIAL EDITION MODE: JADE MASTER

Jade Master is the hardest mode in the game. All the opponents you face will be stronger and tougher then anything you have faced in the past. It takes a master with a deep knowledge of all the skills they have learned to be able to attempt this mode.

Unlike the other difficulty modes, in Jade Master you get to keep all the weapons and skills from your last play through, but you do have to play through the game at least once to unlock this challenging mode.

To start a Jade Master game:

Complete the game in any difficulty mode.

Select "New Game" from the main menu.

On the character select screen there is a Master button that appears.

Click on the "Master" button to enter the Jade Master Selection screen.

This screen will list all the characters you used to beat the game.

Choose the character you wish to Start the Jade Master level with and click on the "Accept" button.

The game will begin normally as it does in Student, Master, and Grand Master except you will have all the weapons and skills you had when you beat the game during a previous playthrough.

You will still level up as normal, so expand your knowledge of skills and abilities by spending points on more styles in the level up screen.

Orbs dropped from enemies killed with a Harmonic Combo appear with less frequency than in Grand Master level.

## FEEDBACK

Settings for Controller Vibration, Gore and Subtitles can all be adjusted in this menu.

## CONTROL

In this menu you can adjust the mouse sensitivity, invert the mouse Y-axis, change the Evade Method used (Double-Tap, Block, or both), adjust Camera Delay when following the player, and reassign the controls for the keyboard, mouse, and controller.

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Everyone at BioWare, past and present, who has contributed to Jade Empire's success.
The BioWare fan community for their continued support
Our families!

## JADE EMPIRE XBOX TEAM

**LEAD ANIMATOR**
Enrique Deo Perez

**GAME ANIMATION**
Carman Cheung
Chris Hale
Mark How
Rick Li
John Santos
Jim Jagger
Henrik Vasquez

**LEAD CINEMATICS ANIMATOR**
Tony de Waal

**CUTSCENE ART AND ANIMATION**
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Nick DiLiberto
Paul Dutton
Cristian Enciso
Rod Green
Joel MacMillan
Chris Mann
Sherridon Routley
Gina Welbourn
Shane Welbourn
Robert Shaw

**DIRECTOR OF ANIMATION**
Steve Gilmour

**MOTION CAPTURE PERFORMANCE AND CHOREOGRAPHY**
The Smashcut Action Team

**MOTION CAPTURE AT**
Giant Studios
Syncrude Center for Motion and Balance

**ART DIRECTOR**
Matthew Goldman

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Kevin Hayes
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Eric Poulin

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Sean Smailes
Jason Spykerman
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Rion Swanson
Jillian Tamaki
Neil Valeriano
John Gallagher
Jessicah Mih
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**LEAD TECHNICAL ARTIST**
Harvey Fong

**TECHNICAL ARTISTS AND ART TOOLS PROGRAMMING**
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Lindsay Jorgensen
Suhwan Pak
Kees Rijnen
Steve Runham

**ADDITIONAL ART**
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Warren Heise
Tobyn Manthorpe
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Mike Trottier
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Mike Leonard

**DIRECTOR OF ART**
Dave Hibbeln

**CONTRACT ARTISTS**
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Jez Elford
Paul Hodge

**AUDIO AND EXTERNAL RESOURCES PRODUCER**
Shauna Perry

**SOUND DESIGNERS**
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Michael Peter
Steven Sim

**AUDIO LINE PRODUCER**
Craig Westley

**AUDIO PROGRAMMING**
Don Yakielashek

**ORIGINAL SCORE**
Jack Wall

**ADDITIONAL SOUND DESIGN**
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John Henke

**LEAD DESIGNER**
Kevin Martens

**LEAD CINEMATICS DESIGNER**
Brad Prince

**CINEMATICS DESIGNERS**
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**LEAD TECHNICAL DESIGNER**
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**GRAPHICS PROGRAMMING**
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**GRAPHICS PROGRAMMING LEAD**
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**QUALITY ASSURANCE**
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Curtis Knecht
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Bob McCabe

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**PUBLIC RELATIONS SPECIALIST**
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Robin Mayne

**WEB DEVELOPERS**
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**DIRECTOR OF FINANCE AND SYSTEMS ADMINISTRATION**
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**RECEPTIONIST**
Agnieszka Kokot Goldman

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**VO DIRECTION**
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Caroline Livingstone

**CASTING SERVICES**
TikiMan Casting

**VO RECORDED AT**
Technicolor Sound Services
Blackman Productions Inc.

**VOICE ACTORS**
Jocelyn Ahlf
Julien Arnold
April Banigan
Shannon Blanchete
Wes Borg
Andrew Bowen
Victor Brandt
Coralie Cairns
Joey Camen
Clinton Carew
Dominic Catrambone
Cam Clarke
John Cleese
Robert Clinton
Josh Dean
Barry Dennen
Melissa Disney
Jeff Doucette
Terri Douglas
Robin Atkin Downes
Paul Eiding
Carey Feehan
Nathan Fillion
Dave Fouquette
Bart Flynn
Paul Francis
Will Friedel
Karen Gartner
Pamela Gordon
Beth Graham
Kim Mai Guest

Ray Guth
Jeff Haslam
Andy Hirsch
Sherman Howard
John Hudson
Roger L. Jackson
Keith James
Peter Jessop
Danielle Judovits
Michael Keenan
John Kirkpatrick
Charles Klausmeyer
Matt Kloster
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Tom Lim
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Masasa
Drew Massey
Mark Meer
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Vic Polizos
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Nicky Pugh
Gustavo Rex
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Phil Spencer
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Everyone at Microsoft Corporation who contributed on the Jade Empire project

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Ben Bayani

**SPECIAL THANKS**
Our Friends & Family