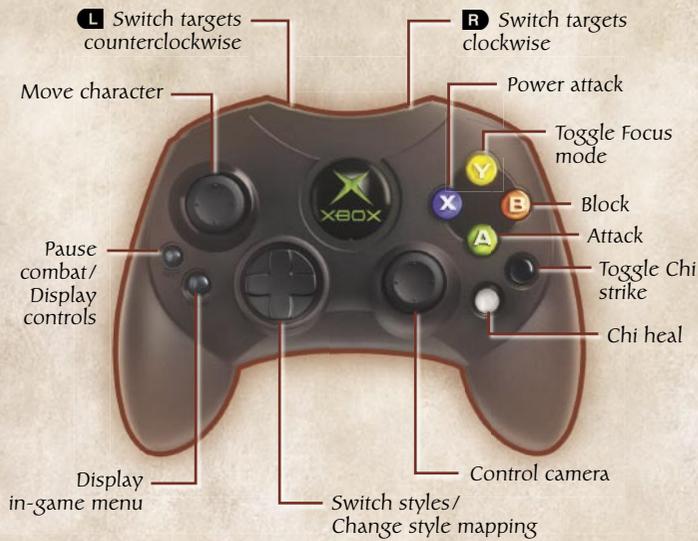




## Combat Controls



## Combination Moves

- |                                |                  |                              |                  |
|--------------------------------|------------------|------------------------------|------------------|
| <b>A</b> . <b>A</b> . <b>A</b> | Attack combo     | <b>B</b> + <b>↑</b> <b>L</b> | Forward flip     |
| <b>A</b> + <b>X</b>            | Area attack      | <b>B</b> + <b>↓</b> <b>L</b> | Backward flip    |
| <b>L</b> + <b>R</b>            | Free Target mode | <b>B</b> + <b>←</b> <b>L</b> | Left roll evade  |
|                                |                  | <b>B</b> + <b>→</b> <b>L</b> | Right roll evade |

Official Jade Empire BioWare web site:  
[jade.bioware.com](http://jade.bioware.com)

Official Jade Empire Xbox web site:  
[jadeempire.xbox.com](http://jadeempire.xbox.com)

Official BioWare web site:  
[www.bioware.com](http://www.bioware.com)



Get the strategy guide  
[primagames.com](http://primagames.com)



0205 Part No. X10-99979

DEVELOPED BY  
**BIOWARE**  
 CORP

**Microsoft**  
 game studios

# JADE EMPIRE



DEVELOPED BY  
**BIOWARE**  
 CORP

**Microsoft**  
 game studios

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

## Contents

The History of the Jade Empire.....	2
Combat Controls.....	4
Combat Screen.....	6
Exploration Controls.....	8
Exploration Screen.....	10
Choose Your Path.....	12
Primary Abilities.....	12
Secondary Abilities.....	13
Conversation Skills.....	14
In-Game Menu Icons.....	14
Leveling Up.....	15
Fighting Styles.....	16
Quick Styles.....	17
Basic Combat.....	18
Advanced Combat.....	19
Dragon Amulet and Essence Gems.....	21
Followers.....	22
Foes.....	23
Mini-Map.....	24
Area Map.....	24
Journal and Quests.....	25
Credits.....	26
Warranty.....	28
Technical Support.....	29

Jade Empire  
The History of the Jade Empire



## 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.

~ 2 ~

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.

和氣  
古來  
長久

~ 3 ~



## Combat Controls

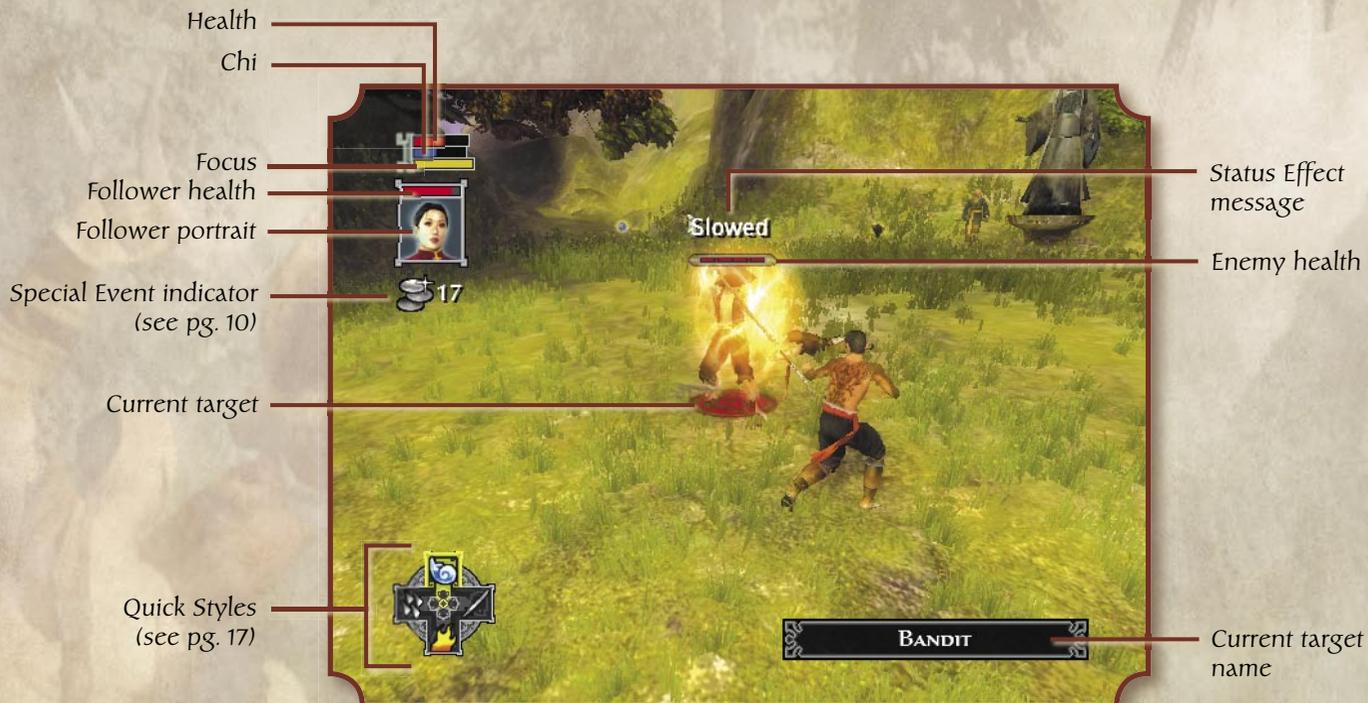


For more information on basic and advanced combat, see pages 18-21.

### Combination Moves

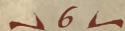
- A, A, A** Attack combo
- A + X** Area attack
- B + ↑L** Forward flip
- B + ↓L** Backward flip
- B + ←L** Left roll evade
- B + →L** Right roll evade
- L + R** Free Target mode

## Combat Screen



### Knocking Back Enemies

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



### 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.)



## Exploration Controls

- 
- L** Switch targets counterclockwise/  
Cycle through in-game menus
  - 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.)
  - Chi heal
  - Move character
  - Pause game  
(then press **X** to  
display controls)
  - Display in-game menu
  - R** Control camera  
(click for 1st-person view)



### Rock, Paper, Scissors

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



## Exploration Screen

Health

Chi

Focus

Follower health

Follower portrait

Special Event indicator

Mini-map

(press **X**; see pg. 24)



### Special Event Indicators



New journal entry  
(See pg. 25.)



Silver received



Level up (See pg. 15.)



Open Palm points



Closed Fist points

DAWN STAR

Follower name/Selected item

## Choose Your Path

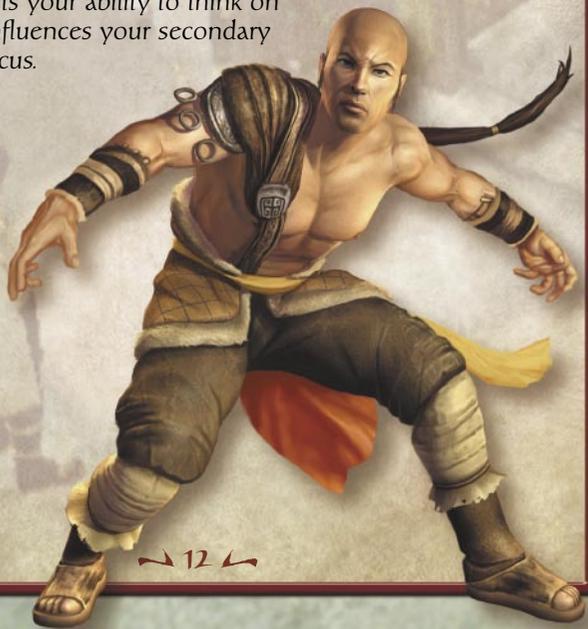
Before your journey begins, choose a character type from the **Character Select** screen. Press **Y** to customize your character's statistics, or press **A** to continue with the default stats.

## 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 **▶** 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 **○** 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 (**○**), 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 **D** 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 **D** 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 **D** 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 **○** 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 **○** to power your attacks with Chi; while in Chi Strike mode, all your attacks do more damage. Press **○** 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 **○** to spend Chi to heal yourself. You continue to heal as long as you hold **○** 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 **D** 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 **▶** to go to the in-game menu, then pull **⏏** or **⏏** to scroll to the **Followers** screen.

To switch followers, highlight the follower you want on the **Followers** screen, and then press **ⓐ**. 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 **ⓧ**. Use **⏏** to highlight the desired mode, and then press **ⓐ**.

## 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

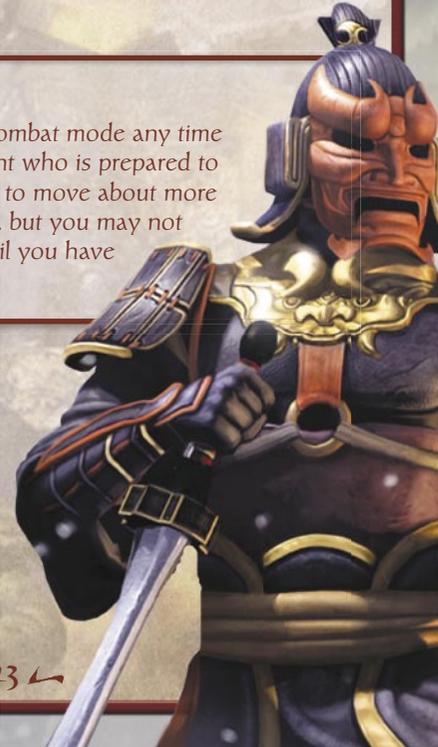
These scoundrels typically roam the countryside, preying on weary travelers. But with recent events keeping most citizens close to the safety of their hearths, these bloodthirsty rogues have become desperate, attacking towns directly.

## 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 **Ⓛ+Ⓡ** 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 **D** 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 **D** 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 **D** 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 **D** to go to the in-game menu, and then pull **L** or **R** to scroll to the **Load Game** screen.

## Credits

### Bioware Corp.

**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**  
Jonathan  
Cooper  
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

**Artists**  
Nolan  
Cunningham  
Mike Grills  
Shane Hawco  
Kevin Hayes  
Matthew  
(Joonsoe)  
Park  
Eric Poulin  
Alex Scott  
Shareef  
Shanawany  
Sean Smalles  
Jason  
Spykerman  
Rob Sugama

Rion Swanson  
Jillian Tamaki  
Neil Valeriano  
John Gallagher  
Jessicah Mih  
Arun Ram-  
Mohan

**Lead Technical Artist**  
Harvey Fong

**Technical Artists and Art Tools Programming**  
Ted Chen  
Ben Hindle  
Lindsay  
Jorgensen  
Suhwan Pak  
Kees Rijnen  
Steve Runham

**Additional Art**  
Dean Andersen  
Warren Heise  
Tobyn  
Manthorpe  
Matt Rhodes  
Mike Spalding  
Mike Trotter  
Derek Watts  
Ryan Blanchard  
Mike Leonard

**Director of Art**  
Dave Hibbeln

**Contract Artists**  
Grant Arthur  
Dave Cathro  
Jez Elford  
Paul Hodge

**Audio and External Resources Producer**  
Shauna Perry

**Sound Designers**  
Michael Kent  
Michael Peter  
Steven Sim

**Audio Line Producer**  
Craig Westley

**Audio Programming**  
Don  
Yakielashkek

**Original Score**  
Jack Wall

**Additional Sound Design**  
Dave Chan  
John Henke

**Lead Designer**  
Kevin Martens

**Lead Cinematics Designer**  
Brad Prince

**Cinematics Designers**  
Dusty Everman  
James Henley

**Lead Technical Designer**  
Georg Zoeller

**Technical Designers**  
Fynn Booth  
Jonathan Epp  
Brent Knowles  
Emmanuel  
Lusinchi  
Cori May  
Aidan Scanlan  
Keith Warner  
John Winski

**Lead Writers**  
Luke  
Kristjanson  
Mike Laidlaw

**Writers**  
Drew  
Karpysyn  
Peter Thomas  
Mac Walters  
Brian  
Kindregan

**Editing**  
Jay Turner

**Additional Design**  
Rob Bartel  
Preston  
Waramaniuk

**Original Language Development**  
Wolf Wikeley

**Director of Design**  
James Ohlen

**Localization Producer**  
Jenny  
McKearney

**Localization Programming**  
Rob Krajcarski  
Kris Tan

**Localization Line Producer**  
John Campbell

**Producer/Project Director**  
Jim Bishop

**Co-Executive Producers and Joint CEOs**  
Ray Muzyka  
Greg Zeschuk

**Assistant Producer**  
Sheldon Carter

**Assistant Technical Producer**  
Keith Soleski

**Line Producers**  
Steve "slam"  
Lam  
Chris Klassen

**Project Scheduling Manager**  
Duane Webb

**Lead Programming**  
Mark Darrah

**Programming**  
Rob Boyd  
Mike Devine

Aaryn Flynn  
Neil Flynn  
Daniel Hein  
Ryan Hoyle  
Pat Labine  
Adriana Lopez  
Dan Morris  
Ernesto Novillo  
Jan Sacharuk

**Lead Graphics Programming**  
Patrick Chan

**Graphics Programming**  
Brook Bakay  
Matt Peters

**Lead Tools Programming**  
Chris Christou

**Tools Programming**  
Marwan (The  
Coconut)  
Audeh  
Jonathan  
Baldwin  
Lee Bererton  
Christopher  
Mihalick  
Réjean Poirier  
James Redford  
Sydney Tang  
Jon Thompson  
Ryan Warden  
Darren Wong

**Additional Programming**  
Derek Beland  
John Bible  
Sophia Chan  
Brenon Holmes  
Robert Niewiadomski  
Tim Smith  
Janice Thoms  
Craig Welburn  
Peter Woytjuk

**Director of Programming**  
Loren Andruko

**Tools Programming Lead**  
Don Moar

**Graphics Programming Lead**  
Jason Knipe

**Quality Assurance Lead**  
Alain Baxter

**Quality Assurance**  
Guillaume  
Bourbonnière  
Derrick Collins  
Mitchell T.  
Fujino  
Keith "K2"  
Hayward  
Scott Horner  
Sam Johnson

Curtis Knecht  
Alex Lucas  
Bob McCabe  
Ryan  
Plamondon  
"Evil" Chris  
Priestly  
Iain Stevens-  
Guille  
Bruce Venne  
Stanley Woo

**Additional Quality Assurance**  
Nathan  
Frederick  
Scott Langevin  
Andrew Nobbs

**Director of Quality Assurance**  
Phillip DeRosa

**Contract Testers**  
Steven  
Deleeuw  
Chris Halina  
Stephen Ho  
Ryan Hrycun  
Brian Mills  
Sean Molofec  
Celest Morris  
Kyle Scott  
Michael  
Goldman

**Director of Quality Assurance**  
Phillip DeRosa

**Public Relations Lead**  
Teresa Cotesta

**Public Relations Specialist**  
Tom Ohle

**Promotional Art**  
Todd Grenier  
Mike Sass  
Colin Walmsley

**Web Manager**  
Robin Mayne

**Web Developers**  
Johnn Four  
Jeff Marvin

**Client Care Specialist**  
Jason Barlow

**Community Manager**  
Jay  
Waramaniuk

**Director of Marketing**  
Craig Priddle

**Director of Finance and Systems Administration**  
Richard  
Iwaniuk

**Director of Business and Legal Services**  
Robert Kallir

**Director of Human Resources**  
Lesley Menzies

**Human Resources Manager**  
Mark Kluchky

**Senior External Producer**  
Diarmid Clarke

**Finance**  
Todd Derechey  
Jo-Marie  
Langkow  
Cherie  
Kleparchuk

**Human Resource Coordinators**  
Theresa Baxter  
Leanne  
Korotash

**Systems Administration**  
Julian Karst  
Nils Kuhnert  
Dave  
McGruther  
Craig Miller  
Brett Tollefson  
Duleepa "Dups"  
Wijayawardhana  
Chris Zeschuk

**Administrative Assistant**  
Teresa Meester

**Receptionist**  
Agnieszka  
Kokot  
Goldman

**Lead VO Director**  
Ginny  
McSwain

**VO Direction**  
Rob King  
Caroline  
Livingstone

**Casting Services**  
TikiMan

**VO Recorded at**  
Technicolor  
Sound  
Services  
Blackman  
Productions  
Inc.  
Pizzuto

**Voice Actors**  
Jocelyn Ahlf  
April Arnold  
Julien Banigan  
Shannon  
Blanchete  
Wes Borg  
Andrew Bowen  
Victor Brandt  
Coralie Cairns  
Joy 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 Fillton  
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  
Keith James  
Peter Jessop  
Danielle  
Judovits  
Michael  
Keenan  
John Kirkpatrick  
Charles  
Klausmeyer  
Matt Kloster  
David Ley  
Tom Lim  
Tiffani Mann  
Dave Markus  
Gord Marriott  
Masasa  
Drew Massey  
Mark Meer  
Brian Doyle  
Murray  
Jeff Page  
Holly Palmer  
Greg Palmer  
David Anthony  
Pizzuto  
Vic Polizos  
Chris Postle  
Nicky Pugh  
Gustavo Rex  
RD Robb  
Cathleen  
Rootsaert  
Armin  
Shirmerman  
George Silagy  
Jan Alexandra  
Smith

Larc Spies  
Josh Stemberg  
Brian Stepanek  
Fred Tatasciore  
Simon  
Templeman  
Daniela  
Vlaskalic  
Kari Wahlgren  
Dave Walsh  
BJ Ward  
Audrey  
Waslewski  
Stephanie  
Wolfe

**Special Thanks**  
Robbie Bach  
Chris Borders  
Andrew Flavell  
Laura Hamilton  
Shane Kim  
Frank Klier  
William Hodge  
Marc and  
Laurel  
Holmes  
Casey Hudson  
Mathew  
Kaustinen  
Shannon Loftis  
Scott Mathews  
Peter Moore  
Greg Philyaw  
Bonnie Ross  
Phil Spencer  
Ryan Wilkerson

### Microsoft Corporation

**Program Manager**  
William Hodge

**Lead Business Manager**  
Jon Grande

**Test Leads**  
Chris Liu  
Michael  
McCormack  
Mike Jones  
Shane White

**Test Team**  
Brant  
Schweigert  
Carolyn Gold  
Isaac Hunt  
Jared Doerr  
Justin Jones  
Keith Harris  
Matt  
Shimabuku  
Steve Alliston  
Tanya Jessen  
Christian  
Novem-  
brino  
Dave Eim  
David Moy  
Dean Frost

Ian Gantt  
Jeffrey  
Mattison  
Jeremy  
Weaver  
John Cain  
John Hull  
Jordan Gray  
Joshua  
Brugman  
Mark Uyeda  
Paul Wang  
Randall  
Gordon  
Richard  
Teachout  
Rob Fuller  
Ron Propst  
Scott Jensen  
Stephanie  
Wood  
Tyson  
Nowell

**Design Lead**  
Chris Esaki

**Art Director**  
Ryan Wilkerson

**Development Lead**  
Frank Klier

**Audio Director**  
Caesar Filori

**User Research**  
John Davis

**User Experience**  
Laura Hamilton,  
Editor  
Michelle  
Lomba, Writer  
Eric Nylund,  
Writer  
Chris Lassen,  
Print  
Designer  
Jon Grande

**Localization**  
Lief Thompson,  
PM  
Hiroki  
Kobayashi  
Kazuyuki  
Shibuya

**Global Marketing Leads**  
Christopher  
Iye  
Craig Davison

**Legal**  
Hubert Cheng  
Jama Cantrell  
Sue Stickney

**Geopolitical**  
Tom Edwards

**Product Support**  
Steve Kastner

**Studio Manager**  
Bonnie Ross

**Studio User Research Manager**  
Ramon Romero

**User Experience Managers**  
Caitlin Sullivan  
Dana Fos

**Administrative Assistant**  
Stacie  
Scattergood

**General Manager**  
Phil Spencer

**Director, Business Development**  
Frank Pape

**Microsoft Game Studios General Manager**  
Shane Kim

**Special Thanks**  
Aaron Nicholls  
Adam Waalkes  
Andrew Flavell  
Brett Schnepf  
Brian Lemon  
Chia Chin Lee  
Drew  
Robertson  
Forrest Trepte  
Gordon Hee  
Hardy LeBel  
Ian Latham  
Jason Schklar  
John Smith  
Korey  
Krauskopf  
Mark Forrer  
Melissa  
Federoff  
Pamela Jones  
Peter Connelly  
Rod Chang  
Ryan Haverson  
Wes Yanagi  
Yvette Wagner  
All our friends  
and family

● Volt  
● Excell Data  
Corporation

See in-game credits for full list of team members.

## Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

### Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

### Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

### Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:  
Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

## Technical Support

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the web at [www.xbox.com](http://www.xbox.com)

Visit the official Jade Empire web site at [jade.bioware.com](http://jade.bioware.com)

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation and BioWare Corp.

Microsoft and BioWare Corp. may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft and BioWare Corp., the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Developed by BioWare Corp.

Jade Empire Engine © & © 2002-2005 BioWare Corp. All rights reserved. BioWare Corp., the BioWare Corp. logo, BioWare and the BioWare logo, Jade Empire and the Jade Empire logo, and the Jade Empire Engine are either registered trademarks or trademarks of BioWare Corp. in the United States and/or other countries.

Portions © & © 2005 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Manufactured under license from Dolby Laboratories.



Uses Bink Video. © Copyright 1997-2005 by RAD Game Tools, Inc.

# SUDEKI

Four heroes—a sultry mage, a soaring gunslinger, a powerful swordsman, and a dark huntress—are about to be hurled over the edge in a flight into darkness. **Sudeki™** pushes the limits of what a role-playing game (RPG) can be by providing bigger worlds, more powerful heroes, and sexier heroines, all set in the context of fantastical real-time action. In a world ripped apart by deceit, take control of four heroes on a twisting path of betrayal, real-time combat, and unbelievable magic.



Control any one of the four distinctive champions at any time.



Evolve new powers and abilities while facing over 65 unique enemies.



Unleash furious attacks and awesome magic in fast-paced, real-time combat.

[xbox.com/sudeki](http://xbox.com/sudeki)

© 2004 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Sudeki, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other logos are the property of their respective owners. Developed by Climax for Microsoft Corporation. Climax and its logo are trademarks of Climax Group Ltd.

MATURE 17+  
**Microsoft**  
game studios  
**CLIMAX**



# FABBLE

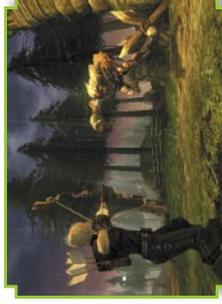
In this groundbreaking role-playing adventure game from Big Blue Box and Lionhead Studios, your every action determines your character's skills, appearance, and morality. Your character's life story is created from childhood through to adulthood and on to old age. Grow from an inexperienced child into the most powerful being in the world, spoken of by all and immortalized in legend. Choose the path of righteousness, or dedicate your life to evil, and see yourself transform into a reflection of your actions and decisions. Age leaves you wizened, and battle leaves you scarred. Who will you be?



Evolve in Real-Time - Will you fight for honor and justice, or betray the people? Remember that it determines how you look and how others react to you.



Never the Same Game - As the real world, your decisions allow you to become a different person - be it hero, villain, or anything in between.



Real Reactions - Known for cruel brutality? Children will run. A reputation for heroism and nobility? Bathe in the adoration of your fans as you march into town.

[xbox.com/fable](http://xbox.com/fable)

© 2004 Lionhead Studios Limited. Lionhead, the Lionhead logo, the Big Blue Box logo, and Fable are registered trademarks owned by Lionhead Studios Limited. All rights reserved. Game designed by Lionhead Studios Limited in conjunction with Big Blue Box Studios Limited. © 2004 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.



MATURE 17+  
**Microsoft**  
game studios



