REVIEW: STAR WARS JEDI: FALLEN ORDER IS AN ACTION-PACKED ADVENTURE **WORTHY OF THE STAR WARS LICENSE** REVIEWS (/REVIEWS) Nov 14, 2019 by: Quibian Salazar-Moreno (/author/quibian-salazar-moreno) Platforms: Xbox One (reviewed), PlayStation 4, PC Although Star Wars Jedi: Fallen Order was officially announced during E3 2018, it was a well-known secret that Titanfall developer Respawn Entertainment, under the EA Games umbrella, was working on a single player Star Wars game for awhile before then. Coming off the positive reaction to the gameplay of Titanfall 2's solo campaign, expectations were high, especially after the microtransaction drama surrounding EA's Star Wars Battlefront 2 and EA's cancellation of a story-driven Star Wars game earlier this year.

At first glance, Fallen Order may seem to have mostly been inspired by Star Wars: The Force Unleashed, the 2008 third-person action game developed

Star Was Jedi: Fallen Order takes place after Star Wars: Revenge of the Sith (Episode III) and before Star Wars: A New Hope (Episode IV). The game follows

Cal Kestis, a former Padawan who at the start of the game is living that blue collar life scrapping a wrecked Star Destroyer above a Sarlacc Pit.

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by LucasArts (along with its 2010 sequel) but it's definitely more than that. While it is a linear, third-person action game, it feels inspired by elements of the Uncharted series, the rebooted Tomb Raider franchise, and of course, *Titanfall 2*'s solo campaign. There's plenty of exploration, wall-running, jump-flips, climbing, swimming, platforming, puzzle-solving, and a variety of enemies and creatures making the game feel like a true adventure. In A Galaxy Far, Far Away...

Now that Star Wars Jedi: Fallen Order is finally here, does it live up to the hype?

During a traumatic workplace accident, Cal is seen using The Force and finds himself on the run.

Keep in mind during this time, Order 66 is still in effect and anyone exhibiting Force powers is a target for The Empire. Along with a number of clones, The Empire sends the Second Sister, an Inquisitor, to hunt down Kestis. For those unaware, an Inquisitor is a Force-sensitive assassing trained by Sith Lords in the ways of the Dark Side of the Force. They're not as powerful as Sith Lords, like Darth Vadar, Darth Maul or The Emperor, but they aren't slouches either. They're tasked with hunting down the remaining Jedi and any children with Force sensitivities. Luckily, Cal is rescued by Ceres, a former Jedi Knight, and Greez, captain of the Stinger Mantis. They make their way to Bogano, a planet that has

Hadil

yet to be discovered by The Empire. While there, Kestis meets a droid, BD-1, and learns of his purpose – to restore the Jedi Order.

included a lot dodging and rolling, Force Slow, and attacking. Button mashing will not work here. You have to stick and move.

around the Nightsisters, Nightbrothers, and another former Jedi on the planet Dathomir.

The all-around story is fun, intriguing, emotional, and has that Star Wars spirit. Although the game has new characters, creatures, and planets

created just for the game, there are familiar faces and planets that help the story mesh well within the Star Wars universe, which I think die-hard

While the game attempts to tug at emotional heartstrings, we get a good sense and understanding of why Cal is haunted by his past, why Cere feels

the responsibility of helping bring back the Jedi Order and why the Second Sister chose the path she took. In addition there's some enjoyable lore

fans will appreciate. The game does a good job of exploring the backgrounds of the main characters and what brought them to the point where

The story is an enjoyable adventure that feels nostalgic to those of us who grew up watching Star Wars movies and new and exciting for players who have a tertiary interest in the universe. **Lightsaber Tactics** Combat in Fallen Order focuses on lightsaber and Force abilities. You have your basic light saber attack, a powerful light saber attack, dodge/roll, jump along with block/parry, Force Slow, Force Push, and Force Pull. Like many third-person AAA hack-n-slash action games, combat is all about timing. When to block and parry, when to counterattack, when to use a Force power. Now Fallen Order isn't as intuitive or as tight as say something like God of War or the Batman Arkham series, but it's fun and takes some trial and error to get used to. I have to admit I started the game at the Jedi Master difficulty and became frustrated when I kept getting my butt handed to me by low-level clones with batons. It could be I just needed to "git gud," or my response time isn't as precise as I wanted it to be. Either way, I lowered the difficulty to Jedi Knight, which is the standard difficulty, but even then, it took me a few tries to defeat some of the major bosses. My strategy for some of them

they are now.

And while I experienced some frustration taking on these bosses, it's pretty exhilarating when you figure out their attack pattern and finally defeat them. The fight animations make every battle spark with intensity, and increase the excitement... or anxiety when you have no health left. There was a mix of cursing and cheering throughout my playthrough. We're also not only fighting clones and Empire lackeys here either. There are numerous monsters big and small that inhabit each planet that you have to get through during missions in addition to random pop-ups of Bounty Hunters, who are the equivalent to bosses themselves. Yes, Cal also

has a price on his head.

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via GIPHY (https://giphy.com/gifs/JrwScigFan0JD4KgFB)

orbs or packs laying around the environment.

OVERHEAD SLASH

against weaker enemies.

Unlocks a powerful strike that is deadly

1/SKILL POINT

FORCE

Over the course of the game you earn XP – defeating enemies, opening crates, discovering secrets, finding seeds to plant on the Mantis, all earn

you XP. Once the XP bar is full you earn a skill point to use on Cal's skill tree. You can increase your health bar, your Force power bar, learn new

Lightsaber or Force skills, and just become a more all-around powerful Jedi. Once you start to gain more powers, it gets pretty fun to instead of

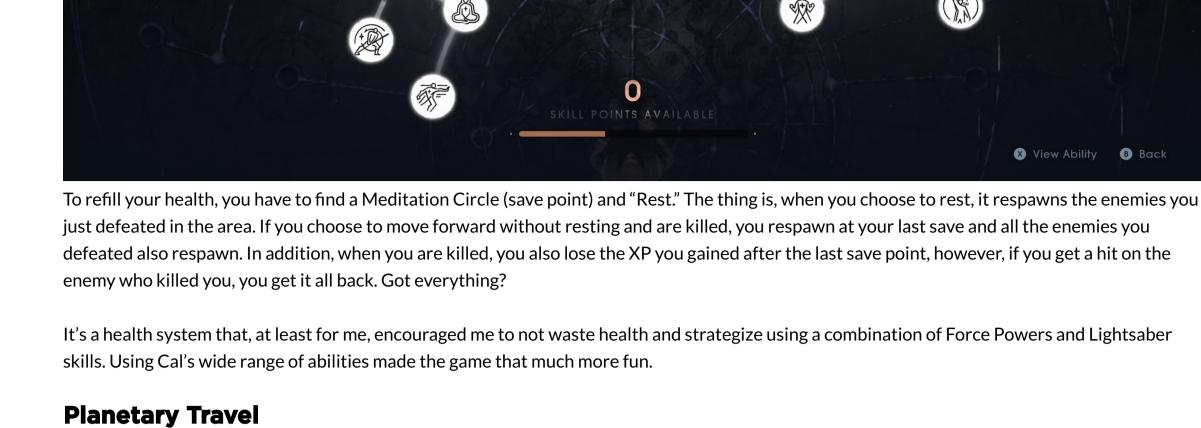
able hold a max of 10), you'll have to find them in secret locations on different planets. There's no health regeneration or any health pickups, like

As mentioned earlier, there's a handful of planets you travel to throughout the game and the art and design for each of them are top-notch. Each

planet has its own personality, its own monsters and creatures, along with signature customizable items found in crates across the maps.

▼ View Ability

having to go one-on-one with an enemy, you can Force Push them off a cliff to their death, or Force Pull them toward you and stab them in the gut with your lightsaber. Speaking of health, it's part of the reason for the frustration at the beginning that I came to appreciate later. BD-1 is Cal's droid who serves a multitude of purposes from displaying maps to unlocking doors and crates to hacking droids. BD-1 also carries Cal's health canisters and at the beginning of the game can only carry one, after meeting BD-1, you get a second one. Once you use them, that's it. To add more canisters (you'll be



out to stab you if you or your enemies get too close or living vines that chase you while scrambling up a cliff.

tombs to raid, puzzles to solve, and areas to traverse that make use of your physical and Force ablities, and many times you don't solve things on the first try. Fortunately, when looking at the mini-map, the game lets you know if there are any unopened chests, undiscovered secrets, or unexplored areas and gives you a bit direction on where to go next. It doesn't tell where those things are, but at least you're aware that there's still some work to be done. And if you don't have access to a certain area, you'll most likely need a new ability or BD-1 needs an upgrade, but you'll always be able to come back. Unfortunately there isn't any fast travel in the game to spawn at other save points, but during exploration, you'll find

when you're busy cutting down enemies.

the color any time at any workbench.

Grullon (Second Sister) being the standout performances for me.

Star Wars games from Respawn Entertainment.

9.25

Soundscape

Meditation circle. When it comes to the customization, I was a bit disappointed. Hidden in the planet chests are new clothing options for Cal, new paint jobs for BD-1 and the Mantis, and materials for your lightsaber. Sure, the idea of being able to build and construct your own lightsaber is fascinating, but it

doesn't make a difference in the game. It's all cosmetic and has no impact on the game at all. I would have liked to see some perks or something, at

least with the lightsaber parts. Maybe a 5 percent attack increase with this Lightsaber switch, or a 7 percent increase in defense with this saber

emitter, or maybe an XP boost with a specific Lightsaber sleeve or material. Plus, you really don't get to enjoy the look of your lightsaber anyway

Oh, one more thing, for a lot of the game you'll be playing with a blue or green lightsaber (unless you pre-ordered the game and got an orange one),

and won't be given the option to choose a different color until way later in the game. Fortunately, after reaching that specific point, you can change

The cool thing about any officially licensed Star Wars game is the music. Fallen Order is bursting with the classic Star Wars score that you know

universe. In addition to the music, the sound effects of the lightsabers are pretty much ripped straight from the movies and sound pretty good.

I also have to give credit to the voice cast with Cameron Monaghan (Cal Kestis), Debra Wilson (Cere), Daniel Roebuck (Greez) and Elizabeth

Overall, I don't think I'd be out of line by saying Star Wars Jedi: Fallen Order is the best Star Wars game since 2003's Star Wars: Knights of the Old

(https://www.newegg.com/ABS/BrandStore/ID-8484?cm_sp=GameCrate-_-InLineAd-_-SWFallenOrderReview)

Republic and stands as one of the best Star Wars games ever made. I'm ready to start the adventure all over again and I'm looking forward to more

Story

fun adventure.

Presentation

For those of you pleading for a good Star Wars game, it's finally here. No lootboxes, no microtransactions, just an action-packed adventure in a galaxy far, far away.

I enjoyed how the story began and how it ended. It makes for a solid bottled story between Episode III and Episode IV even though there were

The game looks amazing. The fight animations, the cut scenes, the monsters, the planets... it's truly a Star Wars experience.

some ploys to tug at your heartstrings, I was entertained throughout. The folks at Respawn did a great job mining Star Wars lore to put together a

along with new music that mixes well with the experience. Everything fits seamlessly together musically and it just further immerses you into the

Dathomir is a desolate barren planet inhabited by insect-like creatures tossing poisonous projectiles toward you while Kashyyyk is very green with

forests, lakes, and waterfalls plus giant spiders trying to snatch you up for a tasty meal. The environments are alive too, with spiked plants popping

Each planet is vast and encourages exploration, with a number of secrets, including lore, Life and Force increases, and health canisters. There are

shortcuts to get you back to previous areas quicker and without having to go through a crowd of enemies again because you decided to rest at a

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What's the reason we play RPGs? Many people would say "the story" and that's understandable. The RPG was one of the first genres to really focus on...

When you think of Capcom's classic Ghosts 'n Goblins franchise, what do you remember? I personally remember the difficulty. I remember dying over and...

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