

= Star Wars Jedi Knight : Jedi Academy =

Star Wars Jedi Knight : Jedi Academy is a 2003 first- and third @-@ person shooter action video game set in the Star Wars universe . It was developed by Raven Software and published by LucasArts in North America , by Activision in Europe and by CyberFront in Japan . The game was released for Microsoft Windows and OS X (published by Aspyr) in September 2003 and for Xbox (developed by Vicarious Visions) in November 2003 , and received positive reviews . In September 2009 , the game was re @-@ released with the other Star Wars : Jedi Knight games (Star Wars : Dark Forces , Star Wars Jedi Knight : Dark Forces II , Star Wars Jedi Knight : Mysteries of the Sith and Star Wars Jedi Knight II : Jedi Outcast) through Steam and Direct2Drive .

Jedi Academy is powered by the id Tech 3 game engine , the same engine used by Jedi Academy 's predecessor , Jedi Outcast . In a new feature to the series , the player can modify the character 's gender and appearance , and can construct a lightsaber by choosing the hilt style and blade color .

In single @-@ player mode , the player takes control of the character Jaden Korr , a student at the Jedi Academy under the tutelage of Kyle Katarn . The player must complete various missions assigned to them by Katarn and Luke Skywalker . There is also a multiplayer mode that allows players to play against other people over the internet or via a LAN .

= = Gameplay = =

As a first and third @-@ person shooter set in the Star Wars expanded universe , Jedi Academy puts the player into combat wielding a variety of firearms from that universe , as well as lightsabers and Force powers . The player can choose perspective for every weapon . The shooter aspects of the game are standard , including a variety of projectile and energy weapons and explosives . Players have a health meter and a shield meter , which are replenished separately .

In both single @-@ player and multiplayer , the player character is a Force @-@ user , who has access to a variety of Force powers in addition to their lightsaber (s) . Powers include Push , Pull , Jump , Heal , Lightning , and other abilities from the Star Wars universe . Force powers are categorized into core , Light (defensive) and Dark (offensive) , and each Force power has three ranks , with the power increasing in effectiveness with each rank . In both single @-@ player and multiplayer , players choose how to rank up their powers , adding a layer of customization . During gameplay , the player has a " Force meter " which is depleted when powers are used , and recharges when no powers are in use .

Jedi Academy places a heavy emphasis on lightsaber combat . The player can create a custom lightsaber by selecting a hilt and one of five blade colors . Later in the game , the player can choose to wield a single saber , one saber in each hand , or a " saber staff " similar to the double ended lightsaber Darth Maul used in The Phantom Menace which also adds a kicking ability unavailable with any other lightsaber . The different sabers each have unique styles and special moves . When using a single saber , the player can choose between three stances which affect the speed and power of attacks ; if using dual sabers , the player can switch off the second saber and use the " Fast " -style single @-@ saber stance , or if using a saber staff , the player can switch the staff into a single @-@ bladed saber that uses the " Medium " -style saber stance .

= = = Single @-@ player = = =

The player initially chooses the character 's species and gender , and begins the game with a single lightsaber . Midway through the game , the player can choose to use dual sabers or a saber staff if desired . The campaign alternates between linear plot driven missions and user @-@ selected missions . For user @-@ selected missions , the player is given a list of five missions , and chooses the order in which to complete them . The player is only required to complete four of the missions before advancing , although the option is available to complete all five . Between missions the player can choose one of their force skills to upgrade . This will increase the impact of that force power , so making the character more powerful as the game progresses . The game also introduces player

@-@ controllable vehicles and vehicle @-@ based levels .

= = = Multiplayer = = =

In multiplayer mode , one can play online or via a local area network (LAN) with other players , as well as computer @-@ controlled bots . The player can create their avatar using a series of options , similar to the character creation in single @-@ player . Alternatively the player can choose to play as one of almost all of the characters from Jedi Outcast and Jedi Academy . Before a match begins , the server specifies the Force ranking to be used ; this controls how many points the players have to invest in different Force powers . Players can then customize their powers for the match . The server can also disable normal weapons to create a lightsaber @-@ only game . There are different multiplayer modes such as " Capture the flag " (dominated by Alpha) , " Power Duel " and " Siege " . Depending on the mode , players can play on their own or as part of a team . There are six multiplayer modes in total .

= = Plot = =

The player takes the role of Jaden Korr (voiced by Philip Tanzini if male , and by Jennifer Hale if female) . Jaden is a new student arriving at the Jedi Academy on Yavin IV , along with fellow student Rosh Penin (Jason Marsden) . On their way to the Academy , the students ' shuttle is shot down by an unknown enemy . As Jaden and Rosh make their way to the Academy on foot , they encounter stormtroopers and a Dark Jedi , whom Jaden defeats . Jaden then sees a woman using a staff to drain energy from the Jedi Temple , but he is detected and knocked unconscious by the beam . Awakening , Jaden is met by Kyle Katarn (Jeff Bennett) and Luke Skywalker (Bob Bergen) , who both express concern about the incident . Jaden and Rosh become apprenticed to Kyle ; however , in their first training session , Rosh 's over @-@ competitiveness endangers Jaden . Jaden is then dispatched on various peace @-@ keeping missions across the galaxy .

After completing several missions Jaden returns to the temple and overhears Rosh talking to another student , saying that he feels like the Jedi masters are trying to hold them back . Luke tells the assembled students that the Dark Jedi who attacked the Temple are members of a Sith cult called the Disciples of Ragnos . A member of the cult , a Twi 'lek named Alora (Grey DeLisle) , was able to infiltrate the Academy during the attack and stole Luke 's journal . This allowed the cult to find numerous places strong with the Force and drain the energy there . The students are sent out to investigate the locations in Luke 's journal . Jaden is sent to Hoth to investigate Echo Base , where he encounters Imperials and Alora . Jaden defeats her , and she flees . Returning to the Academy , Jaden finds that Rosh did not return from his mission to Byss .

After completing several more missions , Jaden accompanies Kyle in an investigation of Darth Vader 's fortress on Vjun . There , Jaden discovers that Rosh has joined the Disciples of Ragnos , having fallen to the dark side to avoid being killed . Jaden defeats Rosh (who is accompanied by two surviving Reborn Dark Jedi from Jedi Outcast) as Kyle arrives . At this point , the leader of the cult , who is revealed to be Tavion Axmis (Kath Soucie) arrives . She was the former apprentice of Kyle 's nemesis Desann from Jedi Outcast . Tavion has recovered the " Scepter of Ragnos " , which has the power to drain and release Force energy . Tavion disables Jaden and Kyle , causing the room to cave @-@ in as she escapes with Rosh . Kyle and Jaden narrowly escape and return to the Academy . Jaden is promoted to Jedi Knight , and constructs a new lightsaber . Luke comes to the conclusion that Tavion plans to restore the Sith to power by using the stolen Force energy to resurrect the ancient Sith Lord , Marka Ragnos (Peter Lurie) . As the Jedi prepare to battle Tavion and her followers on Korriban , Kyle informs Jaden that he has received a call for help from Rosh . Though skeptical , Jaden agrees to help . Fighting through a mining facility on Taspir III , Jaden is again confronted by Alora , who continues to taunt him as he chases her through the complex . Eventually , Jaden finds Rosh , who asks for help and claims to have seen the error of his ways . Gripped by anger , Jaden is goaded by Alora to kill Rosh and join Tavion . At this point , the player can choose to either let him live and thus stay on the light side or kill Rosh and turn to the dark side .

On the light path , Jaden spares Rosh and saves him from Alora , who cuts off Rosh 's left arm . Jaden Kills Alora and heads to the Tomb of Ragnos to confront Tavion , fighting his way through her followers with other students . Jaden defeats her ; however , she 's able to use the scepter to invoke Ragnos 's spirit who possesses her body . Jaden defeats Ragnos and destroys the Scepter , banishing Ragnos ' spirit back into its tomb . Back at the Academy Jaden sees Rosh , who has recovered , and is honored by Luke , Kyle and the rest of the order .

On the dark path , Jaden kills Rosh but refuses to join the Sith or help resurrect Marka Ragnos , instead killing Alora and heading to Korriban . Jaden leaves a trail of destruction behind him , killing Jedi and Sith alike before he confronts Tavion . Killing her , Jaden steals the Scepter only to be confronted by Kyle . Jaden defeats and apparently kills Kyle escaping with the scepter . Kyle is found to have survived the duel by Luke , and laments losing both Rosh and Jaden , vowing to hunt Jaden down . Luke , wishes Kyle good luck , and notes that although Jaden has turned to the dark side , there is always hope and Jaden may not be beyond redemption . Jaden is then seen on the bridge of a Star Destroyer beginning a campaign of conquest .

= = History = =

= = = Development = = =

After Jedi Outcast was completed , LucasArts immediately approached Raven Software to develop a sequel . Production began and Raven was given a one @-@ year development cycle . Like Jedi Outcast , Jedi Academy uses a heavily modified Quake III : Team Arena game engine , and the development team was made up of people who worked on Jedi Outcast , as well as Star Trek : Voyager ? Elite Force .

An early decision made during development was whether or not to have Kyle Katarn as the playable character . This was due to the character already being a powerful Jedi Knight , and , as such , starting off with the force skills would affect the gameplay . To resolve this issue , Raven chose to make the playable character a student in the Jedi Academy . By using a completely new character , the developers were able to insert features that allowed the player to customize the character , including race and gender , as well as the lightsaber color , hilt , and type . The Kyle Katarn character was then made an instructor in the academy so as to remain integral to the plot , to ensure Jedi Academy built upon the existing Jedi Knight series storyline . Raven extended the customization further as the game progresses by allowing the player to choose specific force powers to train upon completion of missions . This was done with the intention of giving freedom to choose the way and style the game is played .

Another decision made early on was to include locations and aspects from the Star Wars movies . The designers wanted to use locations such as Tatooine (seen in The Prequel Trilogy , A New Hope and Return of the Jedi) and Hoth (seen in The Empire Strikes Back) , as well as the Rancor creature . To develop the map for Hoth , the designers obtained as much source material from Empire Strikes Back as possible so to create an authentic reproduction . Level Designer Justin Negrete says that Hoth was one of the most challenging areas to design . The general level design process started by planning out the level on paper . These ideas were then " fleshed out " to get the size and flow of the level . Once this had been done , features of the Quake III engine were used to add more detail such as lighting effects . The final stage of level design was adding aspects that improved the gameplay and fun of the level .

The mission based format of Jedi Academy was used by Raven to reduce the linearity of the game , allowing the player to progress through levels mostly in the order they desire . The reduction in linearity was also achieved by only requiring 80 % of levels to be completed before the plot can move on . Raven provided modding tools with Jedi Academy , but the company specified that such tools are unsupported by customer support , so to avoid receiving calls on the subject . Brett Tosti , a producer for LucasArts , stated that the customization of the player that is provided by the game

out of the box will mean that people are less likely to need to create their own " skins " .

== Release ==

The game was published and distributed within the United States by LucasArts . Activision took control of publishing and distributing the game in Europe . The game was released for Microsoft Windows and OS X (published by Aspyr) on September 17 , 2003 and for Xbox (developed by Vicarious Visions) in November 2003 , and received positive reviews .

In September 2009 , the game was re @-@ released with the other Star Wars : Jedi Knight games (Star Wars : Dark Forces , Star Wars Jedi Knight : Dark Forces II , Star Wars Jedi Knight : Mysteries of the Sith and Star Wars Jedi Knight II : Jedi Outcast) through the digital distributor Steam and Direct2Drive .

== Source @-@ code release ==

Following Disney 's decision to close LucasArts on April 3 , 2013 , the developers at Raven Software released the source code for the game on SourceForge under GNU GPLv2 licensing . A few days after release , the source code disappeared from SourceForge without explanation . SourceForge later explained to media outlet Kotaku that Raven Software had requested its removal . Kotaku speculated this was due to the presence of licensed code , such as for the Bink Video format from Rad Game Tools , that was not intended to be made public .

== Critical reception ==

Both the PC and Xbox versions of the game were well received . The PC version holds an aggregate score of 81 out of 100 on Metacritic , based on thirty @-@ five reviews , and 80 @.@ 18 % on GameRankings , based on fifty @-@ one reviews . The Xbox version holds aggregate scores of 76 out of 100 on Metacritic , based on thirty reviews , and 75 @.@ 22 % on GameRankings , based on forty @-@ five reviews .

== PC ==

Positive reviews praised the fact that , unlike in Dark Forces II and Jedi Outcast , players could use a lightsaber from the beginning . Game Over Online scored the game 92 % and commented that " You start instantly with your lightsaber , rather than wading through six painfully bland FPS levels to get your lightsaber as you did in Jedi Outcast " . Critics lauded the lightsaber interface and player customization options . Ernie Halal of Gaming Age gave the game an A- , writing , " You choose not only the gender and race of your character , but also which powers and fighting styles to develop [...] Third person adventure games rarely offer that much customization . "

Critics noted that , despite its age , the Quake III engine was used well . PC Gamer UK , who scored the game 70 out of 100 , wrote " the engine , which although hardly groundbreaking any more , perfectly evokes the glow of the lightsaber and the grimy , metallic backgrounds of the films . " Some critics did , however , note that the engine was starting to look dated .

The multiplayer , in particular the objective @-@ based Siege mode , was well received . The music , sound effects , and voice acting also received acclaim , although some critics found it odd that all aliens spoke English .

The story and level design received mixed reactions . Some critics commended the levels as varied (both in terms of length and content) . GameZone scored the game 9 out of 10 , writing " Some are a fast blast that can be beat in ten or so minutes . Others [...] can take as long as hours [...] The change of pace is very refreshing . " The story was described as " great " by GameZone and as " strong " by Gaming Age . IGN 's Steve Butts , however , disliked the plot , feeling that " Jedi Outcast was more satisfying in terms of involvement with the story . Jedi Academy dishes out more action sooner but fails to put it in as solid a context as the previous game . "

Game Over Online was critical of the mission structure , writing " This kind of free @-@ form mission assignment [...] only serves to weaken the plotline . It also leads to a disjointedness to the missions [...] it seems more like roaming than any actual story advancement . " GameSpot 's Craig Beers , however , praised the mission structure ; " Jedi Academy does an excellent job of balancing its missions . " IGN also defended the system ; " It 's nice that the game offers a series of fairly short , relatively unconnected missions at the start . It 's a great way to get your feet wet and ease you in to the environments and the saber fighting before the challenge level ramps up . "

The AI was criticized by PC Gamer UK as " laughable " ; " Every encounter you have is filled with people too stupid to realise that running away or taking some sort of cover would be the best option . [Jedi Academy] requires little to no skill to play through . " This opinion was echoed by GameSpot : " Stormtroopers usually just stand there shooting away at you [...] Dark Jedi rush at you , even after watching four of their brethren plummet to a horrible death . Occasionally , you 'll see an enemy accidentally commit suicide by falling off a cliff or falling into lava , enemies will not even dive for cover or try and throw it back if you throw an uncooked thermal detonator at them . "

Despite his criticism of the AI , GameSpot 's Craig Beers scored the game 8 @.@ 4 out of 10 , writing " It manages to take all the fun parts from its predecessor and greatly expands them to create an engaging , new action game in its own right . " IGN 's Steve Butts scored the game 8 @.@ 8 out of 10 , giving it an " Editor 's Choice Award " and writing " If you like Star Wars and think flipping around chopping up Stormtroopers and flinging Dark Jedi off of conveniently placed precipices is fun , then this game is definitely for you . " Eurogamer 's Kristan Reed was less impressed , scoring the game 7 out of 10 , writing " The harsh reality is , for all the plentiful additions , there 's much work to be done before LucasArts can boast it has created the ultimate Star Wars FPS . Sure , it 's the best one yet , but with some often laughable AI and creaking tech underpinning it , the flaws are there for all to see . "

== = Xbox == =

Kevin Gifford of 1UP.com scored the Xbox version a B- . He lauded the addition of Xbox Live support and the ability to use a lightsaber from the opening , two of biggest criticisms of Jedi Outcast . However , he called the graphics " worryingly out of date by current Xbox standards " , saying that when playing in first @-@ person mode " the game looks more like a two @-@ year @-@ old PC shooter than a modern Star Wars game . " He concluded that " The Xbox Live games make Jedi Academy worth at least a rental to online players , but otherwise , this game 's worth it to Star Wars fans only . " Eurogamer 's Kristan Reed was also somewhat unimpressed , scoring the game 6 out of 10 and criticizing the controls ; " In common with the PC version , you still find yourself going into battle and fumbling furiously through cyclical menus while numerous baddies are busy blasting seven shades out of you . " She was also critical of the AI and the graphics , concluding that " It 's good to see Live make the package this time around , but we 're disappointed that after all these years LucasArts is still scratching around abusing the Star Wars brand in this way . There are some good ideas here that haven 't been realised , and we 're once again left waiting for the definitive Star Wars FPS to appear . "

IGN were more impressed , scoring the game 8 out of 10 . Although they were critical of the graphics and frame rate , and found the game to be inferior to Jedi Outcast , reviewer Steve Butts concluded " For the 15 or so hours that it lasted , I enjoyed Jedi Academy . " GameSpot 's Craig Beers scored the game 8 @.@ 1 out of 10 . He praised the mapping of the PC version 's controls to the Xbox Controller and the implementation of Xbox Live , but like IGN , he was critical of the frame rates . He concluded that " The game may not look great , but it translates well to the Xbox--for those who would prefer to play it on a console . It even caters to those who aren 't familiar with the Star Wars universe and just want pure action . In general , Jedi Knight : Jedi Academy is highly recommendable . " GameZone 's Nick Valentino scored the game 8 @.@ 2 out of 10 and was especially impressed with the use of Xbox live ; " the biggest draw--and the one that has me playing this one very often--is the fact that the multiplayer modes can also be played online using the Xbox Live service . That 's right , you read it correctly . You can duel against other Xbox gamers out there

using any of the seven multiplayer modes and even talk trash using your Xbox Communicator . Here 's your chance to see if you 're truly good with the lightsaber . "