

Wii™

Xenoblade Chronicles

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

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For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com

For age rating information for this and other software,
please consult the relevant website for the age rating system in your region.

PEGI (Europe): www.pegi.info

USK (Germany): www.usk.de

Classification Operations Branch (Australia): www.classification.gov.au

OFLC (New Zealand): www.classificationoffice.govt.nz

Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

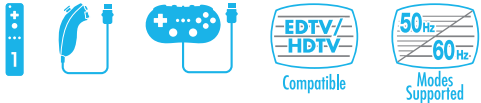
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the XENOBLADE CHRONICLES disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® hardware system, disc or accessory.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information leaflet. Always save these documents for future reference.



THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

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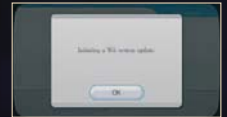


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Wii Menu Update

Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii System Update Confirmation Screen** will appear. Select **OK** to proceed with the update. Updates can take several minutes and may add Channels to the **Wii Menu**. Please note that the **Wii** console must have the latest version of the **Wii Menu** in order to play the disc.



NOTE: If, after performing an update, the **Disc Channel** still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.

Channels added by a **Wii Menu** update will be saved to the **Wii System Memory** if there is enough free space. These additional Channels can be deleted from the **Data Management Screen** in **Wii Options**, and can subsequently be re-downloaded from the **Wii Shop Channel** at no extra cost.

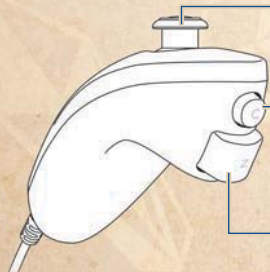
When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the **Wii** console after this or future updates of the **Wii Menu**.


Controls

XENOBLADE CHRONICLES can be controlled using the Wii Remote™ and Nunchuk™ or the Classic Controller. This instruction booklet focuses on the Wii Remote and Nunchuk controls.


Field-only controls are in green (➤ p. 08–11).
 Battle-only controls are in orange (➤ p. 12–18).
 See p. 19–26 for menu controls.

Nunchuk



- Control Stick**
 - Move (➤ p. 08)
- C Button**
 - Adjust the camera (➤ p. 09)
- Z Button**
 - Target (➤ p. 11)
 - (Hold) Issue party commands (➤ p. 13)
 - (Hold)  Change target (➤ p. 11)

Wii Remote



- + Control Pad**
 - Menu navigation
- A Button**
 - Confirm
 - Talk/Examine
- B Button**
 - Cancel
 - Jump (➤ p. 08)
- HOME Button**
 - Display HOME Menu
- Button**
 - Display Menu Palette (➤ p. 19)
- 1 Button**
 - Display area map (➤ p. 19)
- 2 Button**
 - Trade (➤ p. 10)
- + Button**
 - Pause cutscene
 - Show tips

Pause Cutscene

Press the + Button during a cutscene to pause. When paused, press the A Button to skip it or the B Button to resume.

Note: There are also controls specific to certain menu screens and game situations. Look out for the button icons that appear on screen.

Classic Controller/Classic Controller Pro



- Control Stick**
 - Move
- b**
 - Jump/Cancel
- Control Stick**
 - Move the camera
- ZL**
 - (Hold) Adjust camera
 - b** Zoom out
 - a** Zoom in
 - Y** Reset
- a**
 - Talk/Examine/Confirm

- Y**
 - Trade
- X**
 - Display Menu Palette
- - Display area map
- L**
 - Target/Change target (while holding **ZR**) Target nearest enemy
- R**

- ZR**
 - (Hold) Issue party commands
 -  Focus attacks!
 -  Engage at will!
 -  Come to me!
- +**
 - Menu navigation
- +**
 - Pause cutscene
 - Show tips

Getting Started

Insert the XENOBLADE CHRONICLES disc into the disc slot. The Wii console will switch on.

1

The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button.

The **Health and Safety Screen** will be displayed if either the disc is inserted before turning the Wii console's power on, or if the Wii console's power is turned on without the disc inserted.



2

Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



3

The **Channel Preview Screen** will be displayed. Point at START and press the A Button.



4

The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button. The **Title Screen** will be displayed.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Title Screen

Select an option with the + Control Pad, then press the A Button to confirm.



New Game

Start a new game.

Continue

Continue from a previously saved game. Select a save file and press the A Button to load it.

To delete a file, select it and press the 2 Button.

Note: Data cannot be restored once it has been erased or overwritten.



Options

Adjust various game settings (➔ p. 26).

Note: These settings will only affect a new game. To change settings in any saved games, access the **Options Menu** from the **Menu Palette** (➔ p. 19).

Saving the Game

Access the **Save Menu** (➔ p. 26) from the **Menu Palette**. You can save a maximum of three save files at a time.

Note:


- You need 5 free blocks in the Wii System Memory to save your game.
- Do not turn off the power or press RESET while saving.
- For information on deleting your save data, or copying it to an SD Card, refer to the Wii Operations Manual – Channels & Settings, "Wii Settings and Data Management".


Field: Exploring the World

Most of the action in XENOBLADE CHRONICLES takes place in the field. Here you can explore the vast world around you, fight enemies, talk to people, travel to your next destination and much more.

Field Display

If you have a specific destination, an arrow will appear showing the direction and distance to your destination. The icons below may also appear, depending on the situation.

 **Story Memo** Your destination is in another area. Consult the Story Memo by opening the **Menu Palette** and pressing the Z Button to ascertain your next objective.





 **Quest** You are currently working on a story quest (> p. 09).



Mini-map

This shows your immediate surroundings and current location.

Mini-map Icons

-  Position / Bearing
-  Camera direction
-  Monster
-  Destination

Note: See p. 09 – 10 for further mini-map icons.



Day / Night

See p. 25 for further details.

Time

Adjusting the Camera

Hold down the C Button and use the following controls to move the camera.

	• Move camera		• Zoom in
	• Zoom out		• Reset camera

❧ Falling ❧

If you fall from a high place, such as a cliff, you'll lose a certain amount of HP (> p. 12) depending on the height. However, you won't lose any HP if you land in deep water.

Landmarks


Certain landmarks will be recorded on the area map when you discover them. You can then use Skip Travel (> p. 19) to quickly travel to these landmarks. When you discover a landmark, you will receive EXP, AP and SP (> p. 14).




❧ Locations ❧

Various locations will also be marked on your map when you reach them. You will still receive bonuses for discovering these, but you cannot use Skip Travel to reach them.

Quests

Talk to a person with a  icon over their head to receive a quest. Upon completing the quest, you will receive rewards such as money, EXP or items.

Accepting and completing quests will also increase your affinity (> p. 24) with the residents of that area – and may also increase affinity between party members or between particular residents.

If your quest can be completed by going to a specific location, it will be marked on your mini-map with a  icon.




❧ Story Quests ❧

You will receive story quests as you progress through the game. Complete these to continue the story.

Move / Jump

Tilt the Control Stick to move around, and press the B Button to jump.


Heart-to-Hearts

Examine a  icon to initiate a Heart-to-Heart between two characters. Sometimes you will need to choose from two conversation options to help the characters get to know each other better. These choices will affect the affinity level of the characters involved.

Before you can view a Heart-to-Heart, you must fulfil certain conditions (➤ p. 25).




Shops

Talk to a person with  above their head to buy and sell various items.



Crystal Mining and Ether Deposits

Examine a  icon to mine ether crystals. You can then craft these crystals into ether gems (➤ p. 20).

The ether deposits will refill after a while, so if you need a certain type of crystal, be sure to check back often.



Trading

Approach a named character and press the 2 Button to trade items with them. Select the item you want from them, then the item you wish to trade for it.




Collectables

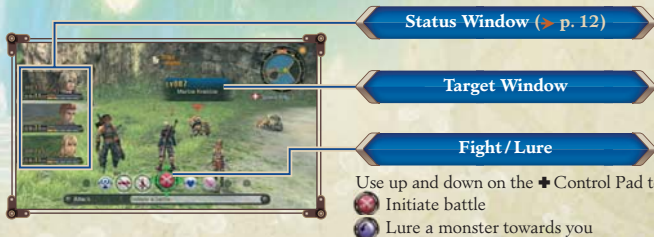
Look out for little blue spheres in the field. They contain collectable items which you can use to fill your Collectopaedia. Every area has a different set of collectable items, so happy hunting!

Attack a monster in the field to initiate a battle. But be careful – some monsters will see the party coming and attack first!

Target

Press the Z Button to target the closest monster and display information about it. Hold the Z Button and press left and right on the  Control Pad to change targets. Press the Z Button again to shift the target back to the closest monster.




Press the B Button to cancel targeting.



Status Window (➤ p. 12)

Target Window

Fight/Lure

Use up and down on the  Control Pad to select an option.
 Initiate battle
 Lure a monster towards you






Target Window

This shows the monster's level, sense type (if any) and danger level. The sense type determines what will provoke a monster to attack you.

Danger Level

Easy	Weak	Equal	Strong	Danger
------	------	-------	--------	--------

Sense Type

 Visual	Attacks your party on sight.
 Sound	Attacks your party when it hears your footsteps close by.
 Ether	Attacks your party when ether is used near it.
 Group Loyalty	Attacks if a member of its group is in combat with your party.
 Species Loyalty	Attacks if a member of its species (kindred monster) is in combat with your party.

Note: Monsters considered 'easy' will not attack you unless they are unique monsters. Unique monsters are adversaries powerful enough to have their own name. They will always attack you regardless of their danger level.

Battle: Basics

You will fight many battles during your adventure. Knowing how battles work will help ensure your victory! All characters will attack regularly (auto-attack) without being instructed to, but you can also unleash Arts to fight even more effectively, and give general directions to the other party members.

Battle Screen




Party Gauge

This will appear as you progress through the game (➔ p. 13).

HP Gauge

If a character's HP is reduced to 0, they will become Incapacitated (➔ p. 14).

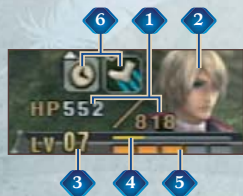
Battle Palette

Your current character's Arts and Talent Arts appear here. To flee from battle, select the large circle in the centre and press down on the **+** Control Pad to display , then press the A Button. You will stop attacking and can attempt to run away.

Status Window

Status Window

Information about your party members is displayed here.



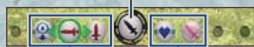
- 1 **Current HP/Max HP**
- 2 **Character's Tension** (➔ p. 13)
- 3 **Level**
- 4 **SP Bar**
A new skill will be learnt each time this is filled (➔ p. 22).
- 5 **EXP Bar**
When this fills up, the character will level up.
- 6 **Current Buffs/Debuffs**

Using Arts

Select an Art from the **Battle Palette** using the **+** Control Pad and press the A Button to confirm. Arts can have various effects. For example, some are special attacks and some have healing qualities. Certain Arts will require you to select a party member as the target using the **+** Control Pad.

The colour of the Art represents the effect of that Art.

Talent Art



Arts

These will be crossed out when you are outside the range of a target.

Cooldown

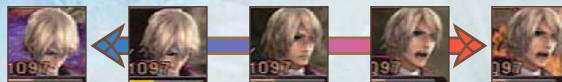
After you use an Art, it will turn grey and be unusable for a short period known as 'cooldown time'. After this period, the Art will light up and can be used again. The cooldown time is different for each Art.

The cooldown system for Talent Arts (the large circle in the centre of the **Battle Palette**) varies from character to character. For more details, see the in-game tutorials.



Tension

Each character has five levels of Tension which represent their individual morale. These range from panicked (lowest level) to focused (highest level). If a character's Tension is high, they have more chance of scoring a critical hit and less chance of missing an attack.



Party Gauge

This represents the party's team spirit. You can raise this by encouraging other characters (➔ p. 15), using Arts with special effects and scoring/avoiding critical hits. The Party Gauge will slowly empty while you are not in battle.

You need at least one full block to revive other characters (➔ p. 15) and warn them about future attacks seen during visions (➔ p. 17). If all three blocks are full, you will be able to unleash a chain attack (➔ p. 16).



Block

Full blocks will flash.

Party Commands

Direct your party during battle with the following commands.

Z + A	Focus attacks!	All party members will attack the monster you are targeting.
Z + B	Engage at will!	Your party members will act as needed depending on the situation.
Z + +	Come to me!	Call your party to your side. They will not attack until you issue one of the other commands.

Aggro Ring

If a character is being targeted by a monster, the character will be surrounded by a red ring, with a yellow arrow pointing towards the monster. Dealing damage or healing another targeted character can draw aggro to your character.



Monster's Direction



Winning a Battle

The party will receive EXP, AP and SP for defeating a monster. If a treasure chest appears, open it to pick up items. You cannot open treasure chests while in battle or if a red warning line is on the bottom of the screen.

EXP (Experience points)	Earn EXP to level up a character. You may also earn Affinity Coins (➔ p. 22) or new Arts while levelling up.
AP (Art points)	Use these points to level up character Arts (➔ p. 22).
SP (Skill points)	Earn these to learn new skills (➔ p. 22).

Incapacitation

If you have less than one block in the Party Gauge and the party leader is Incapacitated, the battle will end and you will be returned to the last landmark you visited. If there is at least one block filled, a party member will try to revive the party leader.

If you become Incapacitated outside of battle (due to a long fall, etc.) you will be sent directly to the last landmark you visited.

Recovery

When outside of battle, the party's HP will slowly replenish. Incapacitated characters will also recover.

As you progress through the game, teamwork between characters will become more important and you can perform certain actions to encourage this. Use these actions to raise party affinity and unleash chain attacks.

Affinity Cries

You can help out party members afflicted with certain statuses. To aid them, approach them and press the B Button when prompted to cry out to them.



Encourage	Encourage party members who have low Tension.
Help	Remove Topple, Daze, Sleep and Confuse debuffs.
Revive	Revive an Incapacitated party member. This costs one block of the Party Gauge.

Affinity Actions

Carry out these actions when the battle begins and/or during battle by pressing the B Button when a red circle appears. Try to press the button exactly when the red and blue circles are aligned.



Battle Start Affinity	Appears when you select the Fight icon (⚔️). If you succeed, the entire party's Tension will rise.
Burst Affinity	This triggers when a party member scores a critical hit or misses an attack. If it succeeds, that member's Tension will rise and the Party Gauge will fill up by a small amount.

Chain Attacks

Once the Party Gauge is full, you can initiate a chain attack. This will temporarily interrupt all enemy actions and enable the party to attack continuously with Arts until the chain attack is complete. Each member will use an Art in turn, in the order determined by the party formation (➤ p. 23).

Note: All regular Arts will be available when you initiate a chain attack, regardless of their cooldown status. A Talent Art will only be available if its cooldown is complete at the start of the chain attack.



1

When a chain attack becomes available, your party members will be linked by blue lines. Select the circle in the centre of the **Battle Palette** and press up on the **+** Control Pad to access the Chain Attack option (⊕).



2

Select an Art for each party member in turn. Use multiple Arts of the same colour in a row to increase the length of the chain (Chain Link) and improve the Arts' effectiveness. However, Talent Arts can be chained regardless of colour.

If you defeat a monster with a chain attack, it will refill the Party Gauge by a small amount.

The higher a character's Tension, the more damage they will deal.

Chain Link

After carrying out a chain attack, you may be able to perform a Chain Link. Press the B Button at the right time to start from the first character again, and use a different Art.

Your ability to Chain Link rises as your party's affinity increases.

Cooperation Builds Friendship

Burst Affinity, Affinity Cries and chain attacks all raise your party members' affinity, along with their Tension.

Fighting Mechon

At a certain point in the story, your party will obtain the Monado. The Monado's unique abilities open up a new dimension to battling.

The Mechon have special armour which repels regular attacks. Use the power of the Monado to counteract this.

Note: It is possible to damage Mechon with regular weapons if you Topple them first.



1

Monado Enchant grants the Monado's power to your party. Select Activate Monado (⊕) then Enchant (⊕).



2

Your party members can now temporarily damage Mechon as they would normal enemies.

Visions

Shulk, the main character of XENOBLADE CHRONICLES, sometimes gets visions of the near future from the Monado. Shulk will see a monster's upcoming attack, along with the target and the damage that may be dealt if the attack is not prevented.



Vision Tags

Vision HP Bar

The damage that character will take is indicated in red.

Vision Tags

These tags contain vital information about the upcoming attack. Follow the instructions below to counteract each tag.



1 Attacker	The monster who will attack. ➤ Bring the monster's HP to 0.
2 Attack	The Art used by the monster. ➤ Make the monster unable to use the Art, e.g. by inflicting Daze.
3 Victim	The targeted party member. ➤ Draw aggro away from that character.
4 Status	The damage dealt by the attack. If the character will be Incapacitated, will appear. If a debuff will be inflicted, the icon for that debuff will appear. ➤ Increase that character's Defence or otherwise protect him/her.
5 Time	The time left until the attack will happen. ➤ Stop the monster's cooldown time, e.g. by inflicting Topple.

Warnings

Approach a character after having a vision to warn them about the future. You can then choose one of their Arts to help counteract the vision. Warning a character costs one block of the Party Gauge.

Breaking Tags

Aim to break the vision tags and avert the attack Shulk saw in the vision. This will increase your party members' Tension.



Change the Future

If you break the Attacker tag, all the tags will be broken, and you will have changed the future completely. This will raise all of your party members' Tension to maximum.

Menus

Use the in-game menus while in the field to access useful information, adjust your party configuration and change other game settings. Further menu options will become available as you progress through the game. Use the **+** Control Pad or the Control Stick to navigate the menus.

Menu Palette

Press the **-** Button while in the field to display the **Menu Palette**. Select a menu item using the **+** Control Pad, then press the **A** Button to confirm.



Menu Palette

Area Maps

View maps of the places you've visited so far and use Skip Travel to return to them.

Area List

This displays all of the areas you have visited so far. Select an area to show that map.

Area Map

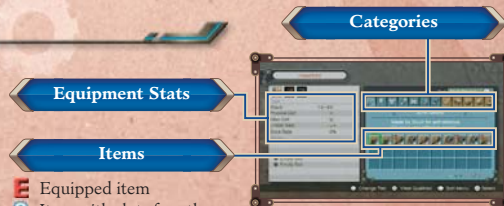
This is a detailed map of the selected area. To change floor, hold the **Z** Button and press up or down on the **+** Control Pad. Select to Skip Travel to that landmark.

Items

Check your inventory, Collectopaedia and craft ether gems (this option is only available later in the game).

Inventory

View detailed information about all of your items, separated by category. Use the tabs to change categories and press the **C** Button to change how the items are sorted. Select an item and press the **A** Button to use or discard it.



Equipment Stats

Items

- E** Equipped item
- S** Item with slots for other gems
- U** Unique items with fixed ether gems

Categories

Present

Select a collectable item then select PRESENT to give the item to another party member. Depending on the item, this may increase or decrease the affinity between the party member who gave the present and the one who received it.

Equipment Stats

Type	Shows whether the equipment is light, medium or heavy.
Attack	Physical attack power.
Physical Def	Defensive power against physical attacks.
Ether Def	Defensive power against ether attacks.
Critical Rate	Probability of dealing a critical hit.
Block Rate	Probability of blocking an attack.
Weight	Weight of the item. This affects your Agility (> p. 23).


Gem Crafting

Two characters can work together to refine ether crystals into ether gems with special qualities. These gems can then be added to your equipment (> p. 23).

Note: You can begin crafting by speaking to the Gem Man in Colony 9 after a certain point in the story.

1 Select Ether Crystals

Select the ether crystals and cylinders you want to combine to create your ether gem. You can use between two and eight depending on how many are needed to bring a quality to 100%. When you're ready, select CONFIRM to move on.




- Ranks**
- Ether Crystals**
The colour indicates the ether type.
- Quality and Strength**
The effect of the selected crystal will be shown in red.

Crafting Tips

- Only crystals or cylinders of the same rank can be combined.
- A gem will be created when the strength of a quality exceeds 100%.
- High-ranked items and high-strength qualities create more powerful gems.

2 Select Characters

Select two characters: a shooter and an engineer. The shooter inserts the ether crystals, while the engineer controls the heat of the furnace.



- Craft Turns**
The estimated amount of times the crafting sequence will take place.
- Engineer**
- Shooter**

3 Begin Crafting

Crafting occurs at three different temperatures. The abilities of the selected characters determine which can be used. The amount of turns you have depends on the characters' affinity with each other (> p. 25).



- Cylinder Gauge**
The more times this is filled up, the more cylinders can be created from excess qualities.

Crafting Temperatures

Note: You may also get bonuses from a Fever state (crafting for 3–10 turns in a row), or from other party members giving you support during the process.

Strong Flame	Raises 3–10% of one quality.
Medium Flame	Raises 1–5% of all qualities.
Gentle Flame	Fills 30–70% of the cylinder gauge.

Cylinders

A quality that does not reach 100% may be stored in a cylinder and used for subsequent crafting. The number of qualities that can be stored in cylinders at the end of a crafting session depends on the number of times you have filled the cylinder gauge.



Collectopaedia

Register your collectable items in the Collectopaedia. Register all items within a category or area to receive bonus items! Entries for items you do not yet possess will be greyed out.

Arts and Skills

Set and develop your Arts and skill sets here. These features will become available as you progress through the game.

Arts

Here you can set which Arts appear in the **Battle Palette** and also level up Arts. To set Arts, select a slot and press the C Button to confirm, then select an Art and press the A Button to swap the two around.

To level up an Art, select that Art in the list and press the A Button, then confirm. Levelling up Arts uses AP.

Hold the Z Button and use the **+** Control Pad to switch characters.

Switch Arts
Select **X** to switch to Monado Arts (Shulk only).

Art Levels
You must obtain the relevant Arts Manual to level up an Art past level four (IV).

AP Cost

Skill Trees

Each party member has several character traits, each with a number of different skills associated with it. The skills in a branch must be learnt in order from top to bottom, but you can switch to another branch, prioritising a different character trait, at any time. SP will automatically be allocated to whichever branch you have selected. Press the 1 Button to set up Skill Links for the selected character.

Note: Once learnt, skills are active regardless of which branch you have selected.

Current Trait

Skill Links

You can spend Affinity Coins to equip a party member with another party member's skills. You can only equip skills of the same shape as the empty space. The closer your characters are, the more of each other's skills they can equip.

Skill Links are not available immediately but will become available as you progress through the game.

Party

Set your party formation and party members' equipment. To swap party members, select a member and press the C Button, then select another member and press the A Button.

Note: At certain points in the game you will be unable to change your party formation.

Party Members

L marks your party leader.

Other Information
Play Time
Money
Guests

Inactive Members

Change Equipment

Change each party member's equipment here. Select an equipment type, then select the item to equip.

Slot

Ether gems can be added to equipment. The amount of available slots varies for each item of equipment.

Selecting Equipment

Stats in **blue** will be raised by equipping the item, while stats in **red** will be lowered. Select an item to equip it.

Items

- E** Equipped
- E** Equipped by another character
- E** Gem inserted into a non-equipped item

Character Stats

(see p. 20 for other stats)

Auto-Attack Damage	The attack power of auto-attacks.
Strength	Affects the power of auto-attacks and physical Arts.
Ether	Affects the power of Ether Arts.
Agility	Affects attack accuracy and ability to evade attacks.


Journal




Check here for access to game records and information.

Quest Log

This is a list of the quests you have undertaken. Select a quest to view details such as the quest giver, location and reward.

Quest

Completed quests are marked with .

-  Quest
-  Story Quest
-  Time-Limited Quest



Time-Limited Quests

Some quests can only be completed within a certain time. Once you pass a certain point in the story, you can no longer complete these quests.

Affinity Chart


This details the status of relationships between characters in the game. It is split between party members and the inhabitants of various areas.

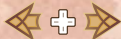
Affinity Chart: Areas

All named characters you talk to will be added to this chart. Use the 1 Button and 2 Button to zoom out and in respectively. Move the cursor over a character to view information about them. Move the cursor to the party and press the A Button to view the Party chart.



Reputation

This rates your affinity with the population of an area. As your affinity with an area increases, so will the amount of .



Affinity

The level of affinity between characters is indicated with various icons.

Affinity with the Public

As you gain greater affinity with the people of a settlement, you will raise your reputation in that area. This will lead to you receiving more prestigious quests and getting better items when trading. You can take on as many quests as you want, so don't be shy about helping people!

Affinity Chart: Party

An icon appears between characters to show their affinity. Use the + Control Pad to switch characters.

Heart-to-Hearts

This is a list of all the Heart-to-Hearts you have discovered, including their location and the character and affinity requirements.



Achievements

This is a record of various feats you have accomplished throughout the game. Use the 1 Button to switch achievement categories. Try to play in different ways to unlock achievements marked with '???' and earn EXP rewards!

Note: The Records category will carry over upon completion of the game.



Other

Here you can change the in-game time and view helpful tutorials.

Change Time

Change the in-game time using the + Control Pad, then press the A Button to confirm.



Passage of Time

At night, tougher monsters will be on the prowl, but rare items will be easier to find. Different people are around at different times as well, so keep an eye on the clock!

Tutorials

The tutorials contain explanations about the game systems, along with various hints and tips. Further tutorials will be provided as you progress through the game.

System

Manage your save data and adjust in-game settings here.

Save

Save your current progress. Select a slot and then select YES to save to that slot.

Note: There are some locations and situations where you will be unable to save.

Load

Load a save file.

Options

Adjust various settings to customise your game play experience. Select an option with the A Button, then use the **+** Control Pad to adjust it. Press the A Button again to confirm.

Voices	Set the in-game voices to English or Japanese. Please note that the subtitle track is timed for the English audio.
Gamma	Adjust the screen brightness.
Help	Display useful information in battle or in the field.
Camera	Adjust camera controls and speed.
Mini-map	Adjust the display and behaviour of the mini-map.
Messages	Adjust message speed and automatic progression of messages during cutscenes.

RVL-SX4P-UKV

Xenoblade Chronicles



PRINTED IN THE EU