Xenoblade Chronicles 3D

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

◆ Unless stated otherwise, any references to "Nintendo 3DS" or "New Nintendo 3DS" in this manual
apply to the New Nintendo 3DS™/3DS XL systems.

◆ This software can only be played on New Nintendo 3DS/3DS XL systems.

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.
You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.
If your Nintendo 3DS system language is set to one of these, the same language will be displayed in

the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.
For instructions about how to change the system language, please refer to the System Settings electronic manual.

◆ In-game screenshots in this manual are of the English version of the software.
◆ Where necessary to clarify which part of a screenshot is being referred to, references to on-screen text in these screenshots will include the English text in [square brackets].

Age Rating Information

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

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.
This software contains copy protection technology to prevent reproduction and copying of content.
Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.
After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your
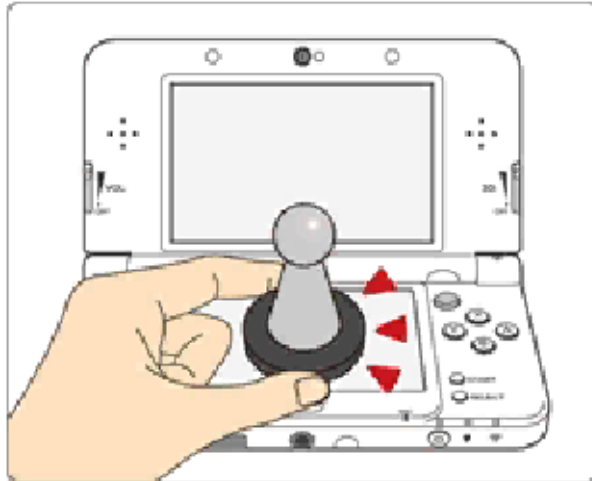
Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

KTR-P-CAFP-00

This software supports **amiibo** .
You can use compatible amiibo™
accessories by touching them to the
Touch Screen of a New
Nintendo 3DS/3DS XL system.

Your amiibo aren't just for show. You
can use NFC (near-field
communication) to connect them to
compatible software and play with
them in the game. For more
information, visit:
http://amiibo.nintendo.eu/

◆ An amiibo can be read by multiple
   compatible software titles.
◆ If the data on your amiibo
   becomes corrupted and cannot be
   restored, go to the HOME Menu
   ⇒ 🏠 ⇒ amiibo Settings and
   reset the data.

IMPORTANT
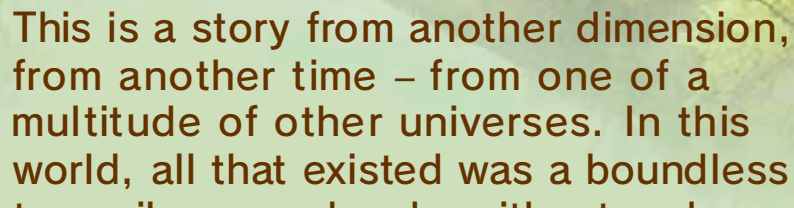
A light touch on the Touch Screen is
enough for the system to detect
your amiibo. Do not press the amiibo

into the screen or forcefully drag it across the screen.

3　Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● StreetPass
Restricts the earning of tokens (p. 18) via StreetPass™.

This is a story from another dimension, from another time – from one of a multitude of other universes. In this world, all that existed was a boundless tranquil sea, and a sky without end.
One day, this world changed.

The Bionis and the Mechonis, the two great titans, appeared in this world as suddenly as a bubble bursting, locked in single combat with their very existence at stake.
The clash of their monumental blades echoed wide across the waters, until the very air shook...
Eventually, both titans poured their all into one strike and – in that moment, everything fell silent.

Eons passed.

A race of humans called the Homs, who call the Bionis' remains their home, found themselves fighting for survival.
The sudden invasion came from the Mechonis.
Their enemy was the Mechon – an unstoppable force of warrior machines clad in armour of gleaming steel. The unflinching Mechon gave no quarter in their relentless campaign, as if hell-bent on claiming the lives of every last Homs man, woman and child.

But the Homs would not die on their knees.

For in their hands was the Monado – a legendary sword that had brought about the Mechonis' end ages before. The Homs hero Dunban raced across the battlefield, the Monado firmly in hand, single-handedly laying waste to entire swathes of Mechon troops.
Yet even Dunban himself did not escape unscathed, as the boundless energy overflowing the Monado gnawed at his flesh.
Feeling his body failing, Dunban spurred himself on to one last effort. The Monado struck and, with a torrent of light rushing from the blade, obliterated all Mechon caught in the blast.

A year has now passed since the Homs stood victorious at their last stand. A whole new creation myth is about to unfold.
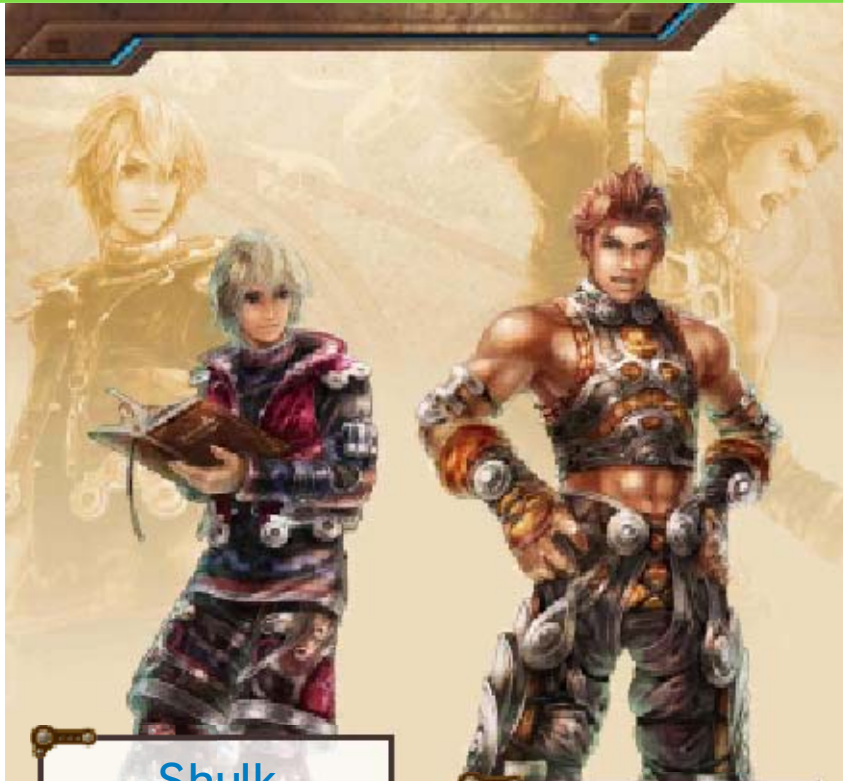
Shulk

A handsome boy with an obvious penchant for learning. Sets out with Reyn to find the Mechon who raided his hometown and get revenge.
Age:
18
Height:
171 cm

Reyn

A soldier of the Colony 9 Defence Force, and Shulk's oldest friend. He's optimistic and affectionate, if sometimes a tad rash. Listens to his heart more than his head.
Age:
18
Height:
190 cm

Fiora

A well-liked girl, always eager to help. Friends with Shulk since they were children, she nurses a little crush. Dunban's younger sister.
Age:
18
Height:
160 cm

Dunban

The celebrated Homs hero who slayed countless Mechon while wielding the Monado. Critically wounded in the decisive battle one year ago, and still recovering.
Age:
30
Height:
180 cm

Sharla

A combat medic
serving in the
Colony 6
Defence Force.
Has a lot of
backbone and
tends to be quite
strict.
Marksmanship is
her forte.
Age:
21
Height:
168 cm

Melia

A young woman
of the High
Entia, a great
civilisation that
reigns from
atop the Bionis'
head.
Exceptionally
skilled in ether-
based combat.
Age:
Unknown
Height:
156 cm
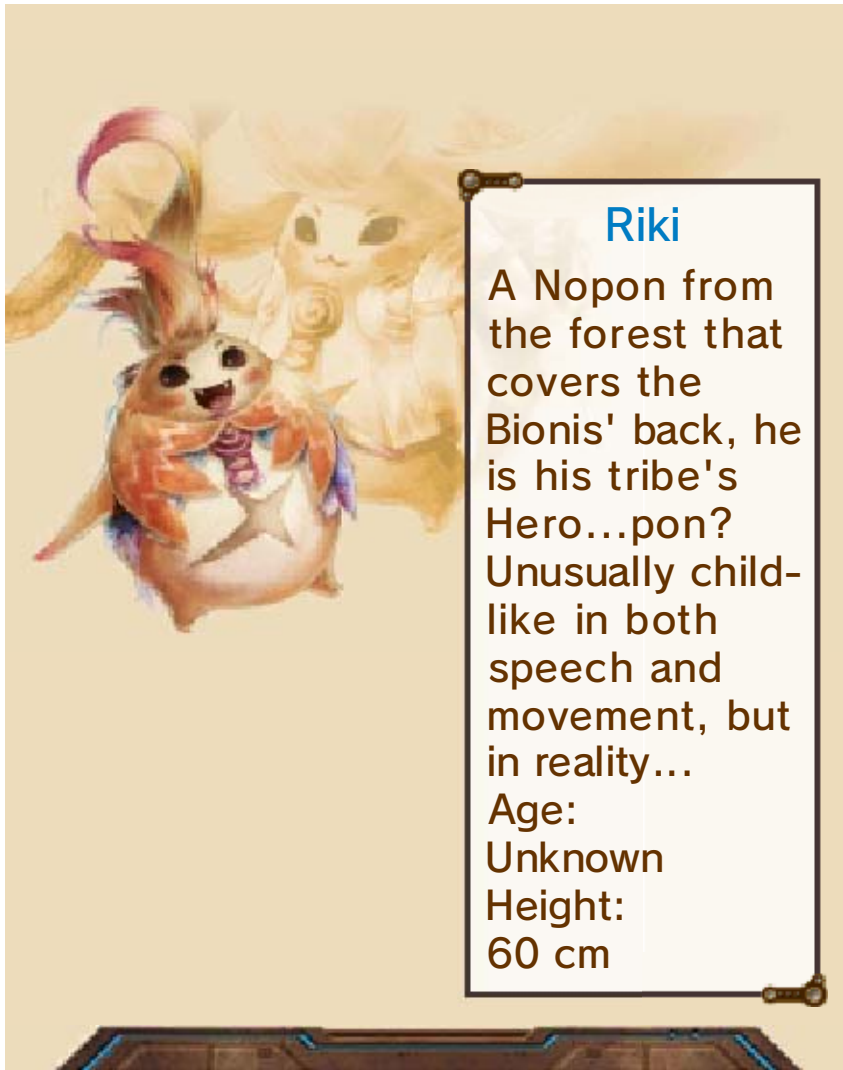
Riki

A Nopon from the forest that covers the Bionis' back, he is his tribe's Hero...pon? Unusually child-like in both speech and movement, but in reality...
Age: Unknown
Height: 60 cm

Use ✛ to select a menu item, then press Ⓐ to confirm.
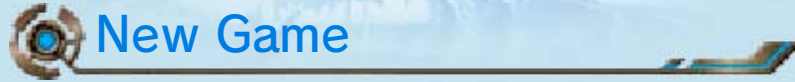
◎ New Game

Start a new game.

◎ Continue

Continue from a previously-saved game.

◎ Options
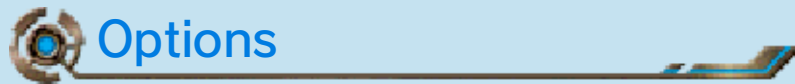
Adjust the settings of your new game.

◆ To change the settings for a game already in progress, select ▣ (System) from the in-game Menu Palette.
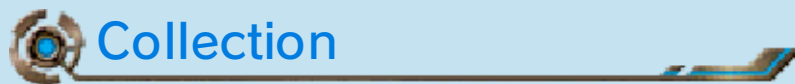
◎ Collection

Earn tokens and collect character models and music tracks through a raffle. (p. 18)
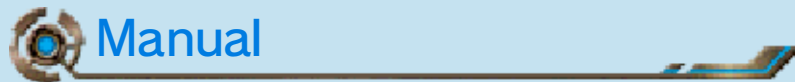
◎ Manual

Open this electronic manual.

Saving your game
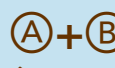
Select (Save) in the (System) section of the Menu Palette to save your progress.

◆ You can keep up to three separate save game files.
◆ You may not be able to save in certain in-game locations.

Loading save data

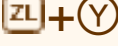Select (Load) in the (System) section of the Menu Palette to load a previously-saved game.
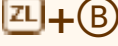
Erasing save data

You can press ZR while selecting data to erase the selected data. Alternatively, you can hold down Ⓐ+Ⓑ+Ⓧ+Ⓨ while the game loads (after the Nintendo 3DS logo disappears, until the title screen is shown) to erase all save data.

◆ Take care when erasing save data, as data cannot be recovered once erased.

- Do not turn the power off, reset the system or remove Game Cards/SD cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

8   Controls

Basic Controls

Move party leader	◎
Select	✛
Confirm	Ⓐ
Back/Cancel	Ⓑ
Move camera	⊝
Zoom camera out	ZL+Ⓑ
Zoom camera in	ZL+Ⓐ
Reset camera	ZL+Ⓨ
Pause during event scene	START

Field Controls

Jump	Ⓑ
Talk/Examine	Ⓐ
Trade	Ⓨ
Target	L/R
Open Menu Palette	Ⓧ
Open area map	ZR

Battle Controls

Switch targets	L/R[1]
Party command: Focus attacks!	ZR+✛
Party command: Engage at will!	ZR+✛
Party command: Come to me!	ZR+✛

[1] Press ZR+L/R to target the monster nearest to you instead.

You can always select 🔍 (Tutorials) in the ⚙ (Other) section of the Menu Palette for more information on the controls and other aspects of the game.
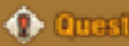
◆ As you progress through the story, new tutorials will continue to be added.

Field Screen

1

2

3
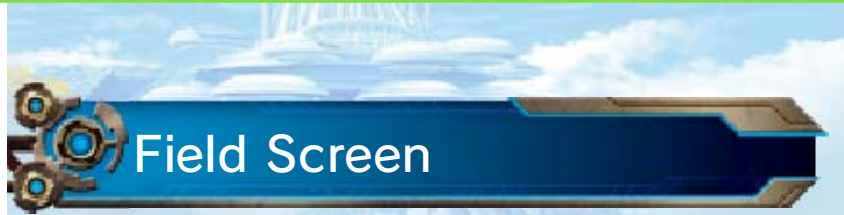
1. Arrow

If your destination is located in the current area, this marker will show you its direction and distance.

◆ Sometimes the below icons may be shown instead.

Story Memo	The destination is in another area. Try checking the story memo if you're lost!
Quest	You're in the middle of a story quest.

2. Monster

3. Party Leader

Mini-map

Displayed on the lower screen, it shows your current position and immediate surroundings.

1. Mini-map Icons

🔺	Current position and bearing
🔻	Camera direction
🔴	Monster
🚩	Destination

2. Day/Night

As time passes, day turns into night, and back again.

3. Time

You can manually change the in-game time by going to 🕐 (Change Time) in the 🔧 (Other) section of the Menu Palette.

Pressing Ⓛ/Ⓡ will automatically
target the nearest monster, and
display various information about it.
Pressing Ⓛ/Ⓡ again lets you change
which monster is targeted.

1. Target Window

This shows the monster's level
and sense type, if any. The
window's colour corresponds to
the monster's danger level.

Sense Types

◐ 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.

Danger Level

■	Easy
■	Weak
□	Equal
■	Strong
■	Danger

◆ Monsters considered "easy" will not attack you unless they are unique monsters. Unique monsters are adversaries powerful enough to have their own name.

2. Fight/Lure

Use ✛ to switch the icon, then press Ⓐ to activate.

◆ During battle, the Flee and Chain Attack options become available.

You can use the various game menus to access information useful when roaming the field, or adjust settings relevant to battles.

Menu Palette

Press Ⓧ while in the field to bring it up. Select menu items with ✛, then press Ⓐ to confirm.

Items

Access this menu to check your inventory or craft ether gems from ether crystals.

Inventory

The lower screen shows a list of your items, while the top screen contains detailed information about the selected item. You can use the tabs to switch between different categories of items. Press Ⓨ to change how the items are sorted. Select an item and press Ⓐ to use or discard it.

1. Categories

2. Items

E	Equipped item
S	Item with slots for ether gems
U	Unique item with fixed ether gems

Party

Select a party member and press Ⓐ to be able to change their equipment. You can add ether gems to equipment with ⬡ (slots).

◆ When an item is selected, the stats shown in blue will be raised by equipping the item, while stats shown in red will be lowered.

Character 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.

"Ether" is a special type of energy that exists in this world. One of the ways the Ether stat can be raised is by adding ether gems to equipment.

All characters will attack regularly (auto-attack) without being instructed to, but you can also unleash Arts to fight even more effectively.

Battle Screen

1. Party Gauge

This represents the party's team spirit. It will appear as you progress through the game.

2. HP Gauge

If a character's HP is reduced to 0, they will become Incapacitated.

3. Battle Palette

Select an Art with ✛, then press Ⓐ to use it.

Status Window

Displayed on the lower screen, it provides various information about your party members.

1. Current Buffs and Debuffs

2. Current HP/Max HP

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

3. Level

4. Character's Tension

Each character has five levels of Tension (very low→low→normal→high→very high), which represents their individual morale. If a character's Tension is high, they have a higher chance of scoring critical hits and less chance of missing with attacks.
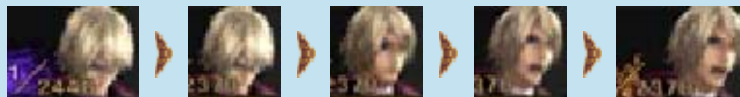
5. SP Bar

A new skill will be learnt each time this is filled.

6. EXP Bar

When this fills up, the character

will level up.

Affinity Cries

During battle, you can help out party members who are suffering from low Tension or certain debuffs (p. 16), or have been Incapacitated. To do so, rush to their side and press Ⓑ when prompted.

Affinity Actions

Carry out these actions when the battle begins and during battle by pressing Ⓑ when prompted. Try to press the button exactly when the red and blue circles are aligned.

Affinity

Party members with strong affinity can perform extra attacks in battle, help their friends snap out of a Daze, and much more. You can increase the affinity between party members by performing Affinity Cries and Affinity Actions, or by making them give gifts by selecting collectable items from the (Collectables) tab of the inventory (p. 11).

◆ The five affinity levels, from weakest to strongest, are: , , , and . You can check the affinity between your party characters by selecting (Affinity Chart) in the (Journal) submenu.

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.

EXP	Earn EXP to level up a character. ◆ You may also earn Affinity Coins or learn new Arts when levelling up.
AP	Use these points to level up character Arts.
SP	Earn these to learn new skills.

Select 🔵 when your party members are linked by a blue line to initiate a chain attack, enabling the party to attack continuously with Arts until the chain attack is complete.

◆ Using Arts of the same colour by consecutive party members will increase the length of the chain and improve the damage dealt or health recovered.

Red		Physical Art
Green		Art that inflicts Topple
Pink		Art that inflicts Break
Yellow		Art that inflicts Daze
Orange		Aura Art
Purple		Art that inflicts debuffs on a monster
Blue		Art that heals or grants buffs

◆ In addition to the colour of an Art's icon, its background also contains information about its effects. For example, note the horizontal bar in the background of 💙 – this indicates it's an Ether Art.

Talent Arts

Each character's Talent Art, found in the middle of their Battle Palette, is unique to that character, and can be chained with Arts of any colour.

15　Buffs

Some of your party members' Arts
or enemy attacks have a chance of
imparting effects that affect that
character's stats. These effects
disappear with the end of the battle,
or after some time has passed.

◆ If you set "Buff/Debuff Info" to "Every
Time" in ⚙ (Options), you will be
able to press 🔲 START 🔲 during battle
to display an explanation of the given
status.

	Strength Up	Raises the Strength stat.
	Physical Protect	Reduces physical damage taken by a certain percentage.
	Ether Up	Raises the Ether stat.
	Ether Protect	Reduces ether damage taken by a certain percentage.
	Agility Up	Raises the Agility stat.
	Regenerate	Restores HP over time.
	Damage Heal	Restores HP when taking damage.
	Damage Immunity	Nullifies a certain amount of damage taken.
	Debuff Immunity	Makes it impossible to afflict character with debuffs.
	Physical Arts Plus	Increases damage dealt with Physical Arts.

🗲 Reflection	Reflects all attacks apart from Talent Arts.
☀ Aura	Surrounds character with an aura that grants various buffs.
🛡 Shield	Deflects monsters' Talent Arts. ◆ If monster Art level is no higher than Shield level.
🧴 Enchant	Makes attacks effective against Mechon and increases damage dealt.
🛡 Armour	Increases physical and ether defence and reduces damage taken by a certain percentage.
📘 Speed	Greatly increases evasion rate.
⏰ Haste	Shortens time between auto-attacks.

🔨 Break	Arts can be used to inflict Topple.
🔄 Topple	Evasion drops to zero, and critical damage taken is increased. Arts can be used to inflict Daze.
⭐ Daze	Critical damage taken is increased, and Awakening and any other Auras are removed. While a monster is Dazed, its aggro will not increase.
Z Sleep	Disables auto-attacks and Arts, and all damage taken becomes critical.
❓ Confuse	Makes target stop fighting and run around aimlessly instead.
🔴 Bleed	Deals damage over time.

🟢 Poison	Deals damage over time.
🔥 Blaze	Deals damage over time.
❄️ Chill	Deals damage over time.
🕐 Slow	Lengthens time between auto-attacks and reduces movement speed.
⚡ Paralysis	Confers a certain percentage chance that auto-attacks will fail. Disables double attacks and counter-attacks.
🔴 Bind	Prevents movement (but targets within range can still be attacked).
🎯 Lock-On	Makes it impossible to switch to a different target.
💙 HP Down	Reduces maximum HP.
✊ Strength Down	Lowers the Strength stat.

🛡	**Physical Def Down**	Increases physical damage taken.
🔮	**Ether Down**	Lowers the Ether stat.
🛡	**Ether Def Down**	Increases ether damage taken.
👢	**Agility Down**	Lowers the Agility stat.
🛡	**Pierce**	Physical and ether defence become ineffective.
⊗	**Arts Seal**	Prevents use of any Arts, apart from Talent Arts.
✳	**Aura Seal**	Prevents any Aura-related effects from activating.

Spike

Getting too close to, or attacking, monsters with the Spike ability may cause characters to take damage or suffer various debuff effects.

How can I make my allies attack the Mechon?

You can use the (Enchant) Monado Art to let your party members damage Mechon enemies.

◆ The effects of Enchant are only temporary and will expire after a while.

What do I do when the Monado's attacks don't work?

When your party members are connected with a blue line, select to initiate a chain attack (p. 14). You may need to inflict Break, and then Topple, on certain enemies in order to attack them effectively.

◆ The higher the affinity between your party members, the easier it becomes to perform chain attacks.

Why do I keep losing fights…?

You could try equipping items that raise auto-attack damage or the Strength stat (p. 11), or levelling up your Arts by going to the (Arts and Skills) section of the Menu Palette and selecting (Arts). Going back and trying to level up your party members is also a good way. Once you're three levels higher than your opponents, you should find the fights a lot easier.

How do I set up skills again?

First things first. Open the Menu Palette, then go to (Arts and Skills), followed by (Skill Trees). From there, you can select the Skill Branch (trait) whose skills you would like each character to learn. Additionally, you can use Affinity Coins (p. 13) to let party members use other party members' skills through Skill Links.

◆ For example, learning Reyn's "Battle Character" skill will increase the attack power of his equipped weapon, while Shulk's "Healing Wisdom" will improve the healing power of his Healing Arts.

My Party Gauge isn't really going up... What gives?

The Party Gauge will increase a lot quicker if you try to trigger the bonus effects of your characters' Arts, for example by using Shulk's "Back Slash" to attack monsters from behind and deal extra damage.

◆ The conditions for triggering an Art's bonus effect are written in red in the Art's description on the Battle Palette.

◆ Another way to increase the Party Gauge is by successfully achieving Burst Affinity.

Collection mode lets you collect 3D models of various in-game characters as well as music tracks from the game.

◆ If you have headphones plugged in, you will be able to listen to the music tracks even with the system closed.

Raffles

You can expand your collection by taking part in the Model Raffle and the Music Raffle. To do this, you will need to use tokens.

Earning Tokens

Earning tokens through StreetPass

If you have activated StreetPass for Xenoblade Chronicles 3D, you will receive 2 tokens every time you meet another player via StreetPass.

Earning tokens for Play Coins

You can exchange 5 Play Coins for 1 token. Play Coins are earned by walking around with your New Nintendo 3DS system.

Earning tokens using amiibo

If you have a Shulk amiibo, you can use it once per day to receive 3 tokens.

Activating StreetPass

You can activate StreetPass by selecting "Manage StreetPass" from the Collection menu.

◆ StreetPass functionality for this game can be deactivated in the same way.

19　How to Contact Us

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 Nintendo 3DS system or visit:
support.nintendo.com