

Xenoblade Chronicles X

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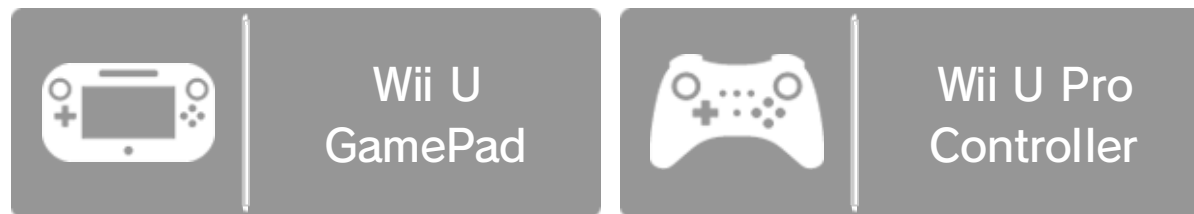
49 | Support Information

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

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

2 Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



◆ Only one Wii U GamePad controller can be used.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right.


Select **Pair**, and then follow the on-screen instructions to pair the controller.





Connecting your system to the Internet lets you enjoy the following features:

- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

Join a Squad

As you progress through the game, you can join a squad  41 of up to 32 players. Squad members can send each other BLADE Reports, send each other gear in the form of Treasure Deals, or challenge online missions together.


- BLADE Reports  42
- Squad Tasks  43
- Treasure Deals  41

Scout Avatars

You can scout other players' avatars and fight alongside them for a certain amount of time




 44 .


Online Mission Challenges




Once you meet certain conditions, you can team up with other players to form a party of up to four members to take down enormous bosses  45 !

- Squad Missions (including Global Nemesis challenges)
- Time Attack Missions

About Miiverse

- BLADE Reports is a feature coupled with Miiverse.
- For more details on Miiverse, please see the Miiverse section of your Wii U Operations Manual. You can read the Operations Manual by pressing  on the Wii U Menu and then selecting  from the HOME Menu.
- To post in Miiverse, connect to the Internet and perform the initial setup for Miiverse by selecting  (Miiverse) on the Wii U Menu.

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts online features (including Social  41 and Miiverse) and exchange of content through games.
Miiverse	<ul style="list-style-type: none">• Restrict Posting Restricts users from sending BLADE Reports  42 and posting content on Miiverse.• Restrict Viewing and Posting Restricts users from sending/viewing user messages and posting/viewing content on Miiverse.
Friend Registration	Prevents the registration of additional friends  41 .

- ◆ Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.



When Earth got caught in the middle of an epic battle between two alien forces, only a few ships made it off the planet. As one of the last remnants of humanity who managed to land on the unknown planet Mira, you must explore and survey the world to learn about your new home. Along the way, you'll learn about the citizens living in the new world's city and face off against the planet's deadly indigenous creatures as you carve out a new space for the last of the human race.

» A Loosely Connected World

As you progress through the game, you'll be able to connect to the Internet and play with other players by joining a squad → 41 . You can send BLADE Reports to other members of your squad and challenge certain online missions either alone or with other players.



The Wii U GamePad and Wii U Pro Controller have the same button functionality.
















Move character	
Sprint Mode	(press)
Auto-run	(hold) + ◆ To cancel, press the buttons again or tilt in the opposite direction
Jump	
Switch weapon	
Target enemy	
Toggle mini-map zoom	(hold) +
Display Main Menu	

▶▶ Camera Controls









Move camera	
Zoom in and out	(hold) + ↑ / ↓
Position camera behind character	
Launch Aerial Cam	(hold) + ◆ Exit the Aerial Cam's view by pressing the buttons again or by pressing

» Battle Controls

You can perform the following actions after pressing  to lock on to an enemy.

Target lock	
Toggle targets	 (hold) +  /  ◆  will switch to the left and  will switch to the right
Lock/unlock enemy appendage	 (press )
Draw weapon	
Select Art	 ◆ Press  after selecting an Art to use it
Display Battle Menu	

» Commanding Party Members 12

Concentrated attacks	 (hold) + 
Assemble	 (hold) + 
Activate Overdrive	 (hold) + 
Build tension	 (hold) + 

» Menu Controls








Navigate menu	+
Confirm selection	(A)
Cancel	(B)
Toggle categories (certain menus only)	ZL/ZR
Skip cutscene	+

Controls for Later in the Game



Use the Follow Ball → 31	(R) (hold) + (X)
-----------------------------	------------------

» Social Controls




» While viewing a BLADE Report... 42

Display report	 (hold)
Recommend / Mark as favorite	 (hold) + 
Temporarily block user	 (hold) + 
Add user to block list	 (hold) + 





» While undertaking a Squad Task... 43

Display mission details	 (hold) + 
-------------------------	---







» Skell Controls 35

Board/dismount Skell	
Toggle walker and vehicle modes	
Reverse (vehicle mode only)	


▶▶ When you don't have a Skell, but your party members do...

Order party members to board Skells	 (hold) + 
Order party members to dismount Skells	 (hold) + 

▶▶ After obtaining the Skell flight module...

Fly	
Boost	 (while flying)
Ascend	 (hold)
Descend	 (hold)
Dive (descend all the way to the ground)	 + 

Using a Wii U Pro Controller

Even if you aren't using the Wii U GamePad to play the game, you can still use it as a device to check the segment map  38 .

Title Menu

From the title menu, choose one of the following options:

New Game

Start a new game from the beginning.

Continue

Continue a previously saved game.

Settings

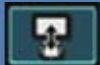
Configure various settings
→ 26 .

Nintendo eShop

Connect to the Nintendo eShop.

Wii U GamePad

On the title menu, you can display the game screen on the Wii U GamePad by touching the GamePad screen for a certain amount of time.

- ◆ You can toggle the screen displayed on the GamePad during gameplay by touching  on the GamePad screen.

New Game

Configure the game settings, create your avatar, and then jump into the game.



- ◆ You'll be able to adjust certain settings and update your avatar's appearance as the game progresses.

▶▶ Character Creation Sub-Menu

Save & Load	<p>Save the current avatar's appearance, or load the appearance of a previously saved avatar.</p> <ul style="list-style-type: none">◆ You can save up to five avatar appearances.
View Character	<p>View the avatar you're creating from various angles.</p>

▶▶ Name Entry

Shortly after starting the game, you'll be prompted to enter a name for your avatar by touching the GamePad screen. Please keep in mind that this name could be seen by many other players via the Internet.

- ◆ You cannot change your avatar's name once set.

Saving the Game

You can save your progress at any time except during a battle or an event. Press ⊕ to view the Main Menu → 21 , and then select Save Game.

◆ Each registered user to the Wii U console can create one game-save file.

» Saving after Events

You may be asked if you would like to save your data upon completing certain events or online missions → 45 . When prompted, selecting Confirm will overwrite your previous save data.

Social Feature Precautions

The following information may be disclosed to other players while playing online:

- Avatar name → 44
- Achievements → 41
- BLADE Reports → 42
- Ranking → 47



To delete save data, select System Settings from the Wii U Menu, and then select Data Management.

Deleted data cannot be recovered, so please check your save data carefully before deleting.

9 Field Screen

While exploring the vast landscapes of Mira, you'll encounter various types of indigens and find breathtaking views.



1 Location name

The region name is on the top and the area name is on the bottom → 10 .

2 Weather → 21

3 Current in-game time

4 Mini-map

This will show your surroundings via the following icons:

 Current location and direction you're facing

 Your current destination

 Enemy

 Field Access Point (i.e., treasure box)

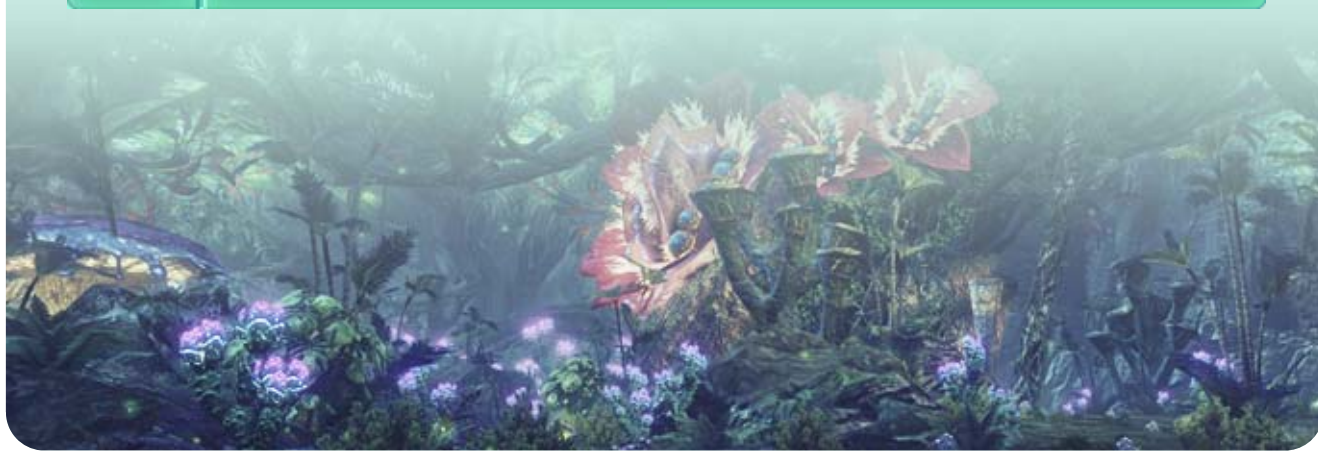
→ 10

 Rest Spot → 10

5

Enemy's level and danger level

→ 11



Location Types

When you discover a new location, you may receive a reward depending on what type of location it is.



Region

A vast space that contains landmarks and areas.

◆ You will not receive rewards for discovering new regions.

Landmark

A symbolic location.

Experience → 18 and battle points → 23 will be given for discovering one.

Area

A smaller space within a region. Experience points will be given upon discovering one.

Secret Areas and Scenic Spots

These spots can be hidden and tricky to get to. Discovering one will give the largest experience-point reward.

Base Camp (BC)

Battle points will be given for discovering a base camp.

FrontierNav Site

→ 27

Experience and battle points will be given for discovering one of these.

As you progress through the game, you will be able to travel instantly between landmarks and FrontierNav sites → 29 .

Treasure Boxes

If you find a treasure box in the field, approach it and press **A** to see if you can open it. If you can, press **A** repeatedly to crack it open and receive the rewards. You can find such rewards as items, in-game money, experience points, and battle points.



- ◆ Some treasure boxes will require you to have certain corresponding field skills → 21 in order to open them and claim the treasure within.

Collectibles

You can find local materials and resources scattered about the area. Approach them to collect them. You can receive rewards by adding these items to the Collectopedia → 26 , and some of them are required to complete missions → 31 .




Rest Spot

You can rest and fast-forward the in-game time by examining red benches or BLADE tents or trailers.



Day and Night

Your risk of encountering dangerous indigens increases at night. The citizens of NLA  30 also spend their time differently depending on the time of day.

11 Indigens

Indigens are the indigenous creatures inhabiting the world of Mira. When you encounter a new one, approach with caution! Their difficulties and behaviors vary depending on their types. Some may be docile, but others will attack you on sight!





» Indigen Level and Difficulty

The color of an indigen's name indicates its difficulty level. This is based on the level difference between your avatar and the indigen. The scale starts with gray being the easiest and progresses as follows:


■(easy) > ■ > ■ > ■ > ■ > ■ (extremely dangerous)

» Detection Types

Indigens will respond to your presence differently depending on their types. Some will attack as soon as they spot or hear you, while others travel in packs and will join the fray only when you attack their kin first. The following chart shows the different icons so you can identify the types of indigens in the field.

(No icon) Nonaggressive Type	These indigens will not attack you unless you attack first.
 Visual Type	These indigens will attack you once you enter their field of vision.
 Auditory Type	These indigens will hear you if you wander too close to them, and will attack.

Targeting an Enemy

Press **[R]** to target the nearest enemy. Select  or an Art to attack.



Tyrants: A Threat to Humanity

Tyrants are powerful indigens with exceptional abilities. If you can manage to defeat one, you will be rewarded with precious items.



Tyrant's Crown

The number of players killed by tyrants is continuously recorded. Tyrants will have a gold, silver, or copper crown based on the number of players they have killed.

12 Battle Screen

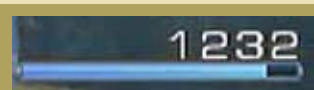


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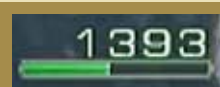
Enemy's detection type, level, name, and HP

2

Character and party info



HP (hit points)



TP (tension points) → 16



Level → 18



Class rank → 18



Buffs → 19



Debuffs → 20



3

Morale level

This shows your party's solidarity and how well the characters work together → 15 .


4

Arts list

These are your currently equipped Arts (combat abilities) → 14 . Scroll through the list with , and press  to use the selected Art.

5

Positional relation

This shows your position in relation to the enemy. Attacking enemies or using certain Arts from various angles will give you an advantage  16 .

►► Attack Positions

You can attack enemies from the front, back, or either side.


►► Relative Elevation



The indicator will show your elevation in relation to the enemy's position.

6

Avatar's current weapon



►► Battle Menu

Press  during combat or while targeting an enemy to open the Battle Menu.

◆ Press  to close the Battle Menu, or press  to scroll through the following submenus.

Order Companion

Order your party members to follow certain tactical plans.

◆ Press / to toggle which party member you're issuing the order to.

Item

Use consumable items. Consumable items can be obtained as division rewards

 47 .

Emergency Escape

Evacuate to the nearest landmark after a 15-second countdown.

Retreat

Press **Ⓑ** during combat to stop your character from attacking. You can retreat from battle by moving a certain distance away from the hostile enemies (sprinting really comes in handy here!).




13 Battle Basics

You can have up to four characters in your party. By default the party members will fight as they see fit, using their Arts and skills depending on the situation.

Attacking

Upon initiating combat, your character will automatically attack at regularly timed intervals, with the time between attacks determined by his or her current weapon. Using Arts and skills will increase your effectiveness in combat.

Switching Weapons

Each character has two types of weapons. Press  to switch between them.



Melee
Weapon


Powerful, but can only attack at close range.



Ranged
Weapon

Attacks with multiple hits from a distance.

HP and You

During battle, HP can be recovered primarily via Soul Voices  15, but some Arts can also restore HP.

» Incapacitation

When a character's HP drops down to zero, he or she will become incapacitated and unable to fight. If your avatar



becomes incapacitated, you can either teleport immediately to the nearest landmark or wait to be teleported after 30 seconds.



◆ It's possible to revive incapacitated party members under certain conditions → 16 .

Return	Press (A) to immediately end the battle and teleport to a landmark.
Wait	Even if your avatar is incapacitated, if your remaining party members defeat all engaged enemies within 30 seconds, you will be revived and win the battle.

After a Battle

After all engaged enemies are defeated, all incapacitated party members will be automatically revived and HP will begin to recover.

14 Arts

Characters will learn new special abilities, known as Arts, as their levels increase. To use an Art, select one with  and then press .




» Special Effects

Some Arts have additional special effects when executed under certain conditions, such as character position and timing.



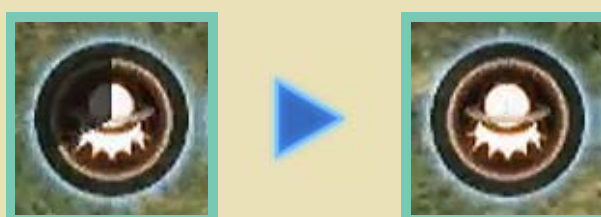
◆ If an Art has a special effect, it will be detailed in its description.

For example, a special effect might increase an Art's damage if executed from the side, or it may add a debuff  20 beside the Art's original effect.

Cooldown

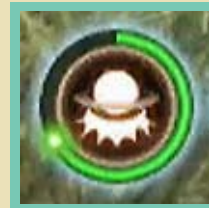
Arts require a cooldown after each use. Once a cooldown is complete, the icon will flash to indicate that it is available to use again.

◆ Cooldown time varies by Art.



» Secondary Cooldown

After the initial cooldown is complete and the Art can be used again, a green light will start circling the icon. If you wait until the green light is fully charged before using the Art again, it will gain even more effects, such as increasing its damage further.




◆ Refer to the Arts section [→ 23](#) for more information about Arts.

Arts and Weapons

All Arts are executed with either a melee or a ranged weapon. Cooldown for all Arts progresses when attacking with either type of weapon, but secondary cooldowns only progress when using a corresponding weapon type.

You and your party members will call out encouragements to each other during battle when certain conditions are met. If a Soul Voice succeeds, it will have various positive effects aside from recovering HP.

◆ Refer to the Soul Voice section  [24](#) for information on how to set these.

Soul Voice

You may choose to use an Art in response to your party member's Soul Voice. The Art you should use in response corresponds to the color of the Soul Voice text that appears on the screen. Use an Art with an icon color that matches for an additional effect. In the table below, the colors in the left column are the colors of the text, while the right shows the corresponding type of Art.



<div><div></div><div>Orange</div></div>	Melee Arts
<div><div></div><div>Yellow</div></div>	Ranged Arts
<div><div></div><div>Purple</div></div>	Debuff Arts
<div><div></div><div>Green</div></div>	Support Arts (buff/recovery)
<div><div></div><div>Blue</div></div>	Aura Arts
<div><div></div><div>White</div></div>	Overdrive <div><div></div><div>17</div></div>

Additional Effects

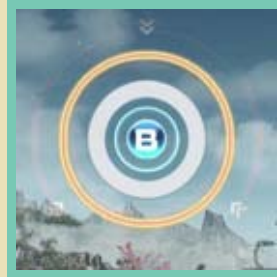
- Recovers the HP of all characters who contributed to the successful Soul Voice.
- Increases affinity

31

 with the party member who called out the Soul Voice.

Soul Challenge

Under certain conditions, the Soul Challenge gauge will appear on the screen after you use an Art. Press Ⓑ while the shrinking orange circle is overlapping or within the white circle to successfully complete the challenge and gain additional effects. You don't have long before the orange circle shrinks completely and the challenge fails, so act quickly!

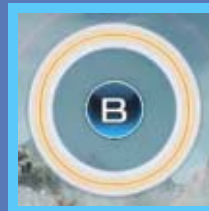


» Successful Soul Challenge Effects

- Your character will activate a Soul Voice.
- All party members will recover HP and gain additional positive effects.
- The party's morale level will increase.

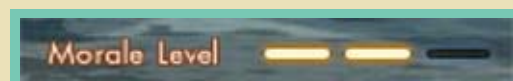
Perfect Timing

Press Ⓑ while the orange circle overlaps the white circle to score a perfect rating and earn TP.



Morale Level

Succeeding a Soul Challenge increases the party's morale level by one. As the morale level rises, party members will activate Soul Voices more often and the amount of bonus TP earned for completing a Soul Challenge will increase.





The following tips will give you an advantage over your enemies.

Attack from Blind Spots

Attacking enemies from behind, above, or below improves your accuracy and your odds of landing critical hits.

Topple Your Enemies

You can topple an enemy by using certain Arts. Enemies inflicted with Topple are incapable of dodging your hits and will take more damage.




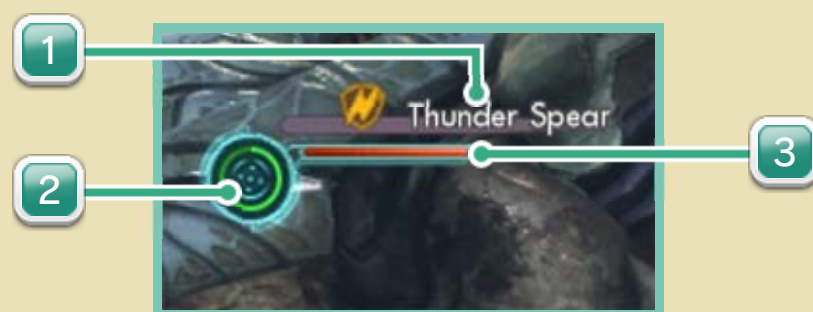
» How to Topple

- ① Use an Art that inflicts Stagger on enemies.
 - ② Use an Art that inflicts Topple on enemies.
- ◆ Some enemies may require you to use both a Stagger and a Topple Art against them to ensure a successful Toppling.

Destroy Enemy Appendages

Destroy an enemy's individual body parts, such as its legs or tail, by reducing that appendage's HP to zero. By destroying appendages, you can disable attacks that rely on those body parts. Your damage will increase and the enemy's resistances (all types) will decrease per each appendage destroyed.

◆ There are certain materials  26 that can be obtained only by destroying enemy appendages.




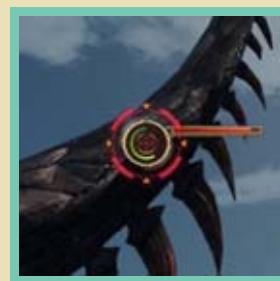
1 Enemy's attack and its attribute

2 Appendage HP

3 Enemy's HP

Appendage Lock

Get close to the appendage you want to attack, and press  to lock on to the target.



Raise Tension

Tension points (TP) rise with each auto-attack. Once you have a certain amount of TP, you can perform special actions.

▶▶ 1,000 TP

Tension Art

Allows you to use a powerful Art that consumes TP.

▶▶ 3,000 TP

Revive

Allows you to revive an incapacitated character. Approach an incapacitated character and press Ⓐ to revive him or her.

Overdrive


Enhances all your combat abilities for a limited time

▶ 17 .

◆ You keep your TP after each battle but will lose it all if you become incapacitated.

If you're incapacitated, your party members will attempt to revive you if any of them have 3,000 TP.

17 Overdrive

Once you accrue 3,000 TP, select  from the Arts list to spend the TP on the powerful Overdrive ability. Overdrive greatly enhances your combat abilities for a limited time.

◆ This becomes available at a certain point in the game.



1 Overdrive counter

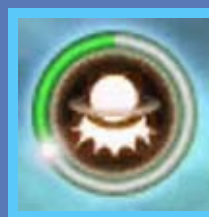
This counter will appear as you use Arts while Overdrive is active. Its color changes based off the last Art you used.

2 Overdrive time

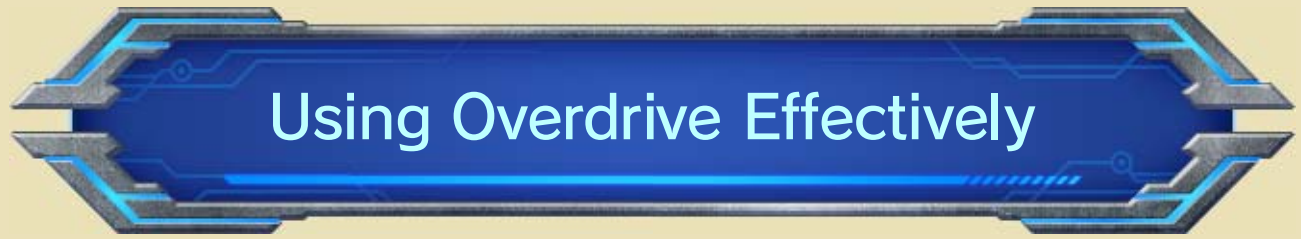
The meter diminishes over time and Overdrive ends once it runs out.

Tertiary Cooldown

During Overdrive, cooldown speeds accelerate and tertiary cooldowns becomes available. Tertiary cooldowns further enhance the power of your Arts.



◆ No matter which weapons are used during Overdrive, all Arts will have a tertiary cooldown.



Using Overdrive Effectively

» Overdrive Counter

Each successful hit from an Art during Overdrive will increase the Overdrive counter. The bonuses provided by the Overdrive counter will strengthen the higher the counter goes.



◆ Arts such as Support, Debuff, and Aura Arts do not increase the count.

Extend Overdrive	Extends Overdrive by a few seconds.
TP Bonus	Increases the amount of TP that accumulates from each attack.
Damage	Boosts the amount of damage dealt by attacks.
Cooldown	Shortens the cooldown period.
Resistance	Decreases the enemies' resistances to all types of attacks.




Overdrive Counter Characteristics

- The Overdrive counter will not increase when ranged and melee attacks are used back to back.
- As such, use nonphysical Arts (Debuff, Support, or Aura) to change the counter's color so it will start counting up again.

» Color Combo

The color of the Overdrive counter changes upon using different types of Arts. Different color orders (such as going from green to yellow) will grant different effects.

◆ These combos are only effective if Arts are used during Overdrive.

Double Overdrive Counter Bonus	Doubles the amount the Overdrive counter increases by upon using Arts.
Appendage Damage Up	Increases damage dealt to the enemy's individual appendages.
HP Recovery	The character that activated the color combo recovers a little HP.
Debuff Effect Time Extended	Debuffs  inflicted on enemies last 25% longer.
EXP Bonus	Increases the amount of EXP earned  .
Class EXP Bonus	Increases the amount of class EXP earned  .

» Party Chain

Your party members will activate Overdrive when their TP reaches 3,000. Special effects will trigger if multiple party members enter Overdrive at the same time.

2 Members	Soul Voices will occur more often.
3 Members	Gain 50 additional TP per hit when using an Art.
4 Members	<p>Gives all party members the buff Super Armor, which reduces all damage taken by 50%.</p> <p>◆ While Super Armor is active, you and your party members will not be affected by debuff effects, such as Stagger, Topple, Knockback, Launch, and Flinch.</p>

» Extending Overdrive

You can extend Overdrive by accumulating 3,000 TP before the Overdrive effect is over and initiating it once more.

When Overdrive Is Over...

The total damage dealt during Overdrive will be displayed once the Overdrive period has ended. At this time, the following values will display:

Total	The total amount of damage dealt by the character who initiated Overdrive.
Party Total	The total amount of damage dealt by all party members while Overdrive was active.

Types of Experience (EXP)

You will gain both EXP and class EXP for defeating enemies.

- ◆ More difficult enemies will give you more experience, so seek out the strongest foes if you want to get stronger yourself! (Likewise, enemies that are weaker than you will give you less EXP.)

» EXP

Increases the character's level and boosts his or her various base stats.

» Class EXP


Increases the character's current class rank. You may obtain new Arts or skills → 23 depending on the rank.

Other Ways to Earn EXP


You can also gain EXP for discovering new locations, such as new areas and landmarks. The amount of EXP gained will be displayed onscreen.

Drop Results












Battle spoils may appear after battle. You'll be able to choose from the following options:

Take All	Acquire all items.
Take Individually	Acquire only the items you choose to take.
Sell All	Sell all the items.
Treasure Deal	<p>Send items to other players in your squad  .</p> <p>◆ This feature will become available as the game progresses.</p>

19 Buff Arts

Bufs temporarily grant positive effects, such as stat boosts, to characters . These positive effects can be canceled out by debuffs that have opposite effects.

- ◆ Bufs with higher levels have stronger effects and tend to last longer than buffs with lower levels.

 Melee Accuracy Up	Increases melee attack accuracy.
 Ranged Accuracy Up	Increases ranged attack accuracy.
 Evasion Up	Increases the character's chance of evading enemy attacks.
 Melee Power Up	Increases melee attack damage.
 Ranged Power Up	Increases ranged attack damage.
 Potential Up	Increases the amount of HP recovered by Soul Voices and Arts, and increases damage dealt by Tension Arts  16 .
 Physical Res Up	Decreases the amount of physical damage the character will take.
 Beam Res Up	Decreases the amount of beam damage the character will take.
 Ether Res Up	Decreases the amount of ether damage the character will take.
 Thermal Res Up	Decreases the amount of thermal damage the character will take.



Electric Res
Up

Decreases the amount of electric damage the character will take.



Gravity Res
Up

Decreases the amount of gravity damage the character will take.



Barrier

Surrounds the character with a barrier that absorbs a certain amount of damage.



Supercharge

Doubles the damage the character's next attack will do.



Decoy

The character will evade a certain number of enemy attacks.



Critical Power
Up

Doubles the damage of the character's critical hits.



Effect Stasis

Buff effects will last longer.



Defending

Greatly decreases the amount of damage the character will take.



Aura

An aura becomes active.

◆ The effect of the aura varies depending on the Art.



Invincible

The character becomes invincible for a certain amount of time.



Weather
Immunity


The character will become immune to weather effects















Terrain
Immunity

The character will become
immune to terrain damage.

Weather and Battle Probe Buffs

You can also gain positive effects from the weather
or by placing battle probes  .

◆ You can check these current effects from the Main
Menu  .










 All Attribute Res Up	Decreases all damage the character is taking.
 Critical Chance Up	Increases the character's chance of scoring a critical hit.
 Ether Attack Up	Increases ether attack damage.
 Thermal Attack Up	Increases thermal attack damage.
 Electric Attack Up	Increases electric attack damage.
 Gravity Attack Up	Increases gravity attack damage.
 Res Down	Reduces the enemy's resistance to debuffs  20 and makes it easier to inflict Stagger and Topple.
 Skell Fuel Recovery	Recovers Skell fuel  36 constantly.
 Skell Fuel Recovery Speed Up	Parked Skells recover fuel more quickly.

Debuffs are various negative effects. To recover from a debuff, you can use a corresponding Recovery Art, grant a buff that has an opposite effect, or simply wait a certain amount of time for it to wear off on its own.

- ◆ Debuffs with higher levels have stronger effects and tend to last longer than debuffs with lower levels.

» Mobility Debuffs














These debuffs forcefully move a character or in some way affect a character's ability to move. The affected character will not be able to move until the debuff is removed or wears off on its own.

 Stagger	Knocks the character off balance, making him or her susceptible to Topple and Bind.
 Topple	The character topples, opening him or her up to further attack.
 Knockback	The character is shoved backward a certain distance.
 Launch	The character is sent flying away.
 Flinch	The character flinches, unable to act for a certain amount of time.
 Stun	The character faints.
 Sleep	The character is put to sleep but will wake upon being attacked.
 Bind	The character is pinned down by an enemy Skill  36 .

» Status Debuffs

These debuffs affect a character's or enemy's

stats.

 Control	Seizes control of the target and turns it into an ally.
 Taunt	Draws the attention of the target.
 Blackout	Reduces accuracy, evasion, and the amount of damage dealt by ranged weapons.
 Virus	The inflicted cannot use ranged weapons.
 Fatigue	Decreases melee attack damage.
 Slow Arts	Slows down Art cooldown speed.
 Time Bomb	Inflicts a large amount of damage after a certain amount of time.
 Debuff Res Down	Decreases resistance to all types of attacks.
 HP Recovery Down	Reduces the amount of HP recovered by Soul Voices and Arts.
 Max TP Down	Reduces maximum TP  16 .
 Blaze	Inflicts thermal damage at regular intervals.
 Shock	Inflicts electric damage at regular intervals.

 Physical Res Down	Increases the amount of physical damage taken.
 Beam Res Down	Increases the amount of beam damage taken.
 Ether Res Down	Increases the amount of ether damage taken.
 Thermal Res Down	Increases the amount of thermal damage taken.
 Electric Res Down	Increases the amount of electric damage taken.
 Gravity Res Down	Increases the amount of gravity damage taken.


» Debuff Resistances











Some enemies have resistance to certain debuff effects. The following messages will be displayed when an enemy is unaffected by a debuff:

Resistant	The enemy is partially resistant to the debuff and the effect was prevented this time.
Immune	The enemy is completely resistant to the debuff and the effect was prevented.

Weather Debuffs

These debuffs will be inflicted under certain weather conditions.

◆ You can check which debuffs are currently affecting your characters from the Main Menu  .

 Melee Accuracy Down	Reduces melee attack accuracy.
 Ranged Accuracy Down	Reduces ranged attack accuracy.
 Melee Power Down	Reduces melee attack damage.
 Ranged Power Down	Reduces ranged attack damage.
 Potential Down	Decreases the amount of HP recovered by Soul Voices and Arts, as well as damage dealt by Tension Arts  .
 Critical Chance Down	Reduces the character's chance to score a critical hit.
 Beam Attack Down	Reduces beam attack damage.
 Weather Damage: Heat	Inflicts thermal damage at regular intervals.
 Weather Damage: Lightning	Inflicts electric damage at regular intervals.

Press ⊕ to access the Main Menu.



- ◆ Some menu options won't be available until later in the game.



▶▶ Weather Effects

Buffs and debuffs granted by the current weather.


▶▶ Lv.

Current level. This also shows your current EXP and how much more you need to reach the next level.

- ◆ The level cap is 60.


▶▶ Rank

Current class level. This also shows your current class EXP and how much more you need to reach the next level.

- ◆ The class rank cap is 10. You can change your avatar's class  23 .

▶▶ Field Skill Levels

Your field skills' levels. You need field skills of a corresponding type and level to open certain treasure boxes.

◆ Each time your BLADE level  27 increases, you can choose one field skill to raise its level as well.



Mechanical



Biological



Archaeological

▶▶ Traveling Companions

Companions temporarily traveling with your party.

▶▶ Menu Items after Joining BLADE

▶▶ Battle Probe Effects

Buffs granted by placing Battle Probes  33 .




Division

The division  28 you belong to.




BLADE Lv.

Your current BLADE level  27 . You can also view your current division points and how many you need to reach the next level.



Miranium

The amount of miranium  33 you have and how much you can hold.

➤ Reward Tickets

The number of reward tickets ➡ **43** you have and how many you can hold.

- ◆ The maximum number of tickets you can hold at one time increases as your BLADE level rises.



Status

Here you can view the characters' stats.



Example Stats


Total Ranged Attack

The total sum of the character's Ranged Attack plus the Attack Power of his or her ranged weapon.

Total Melee Attack


The total sum of the character's Melee Attack plus the Attack Power of his or her melee weapon.

Potential

Affects the amount of HP recovered by Soul Voices and Arts, as well as the damage dealt by Tension Arts  16 .

Public Greeting

The greeting message displayed to other players.

◆ You can edit your greetings by selecting Edit Greetings  26 from the Social menu.

Ground Gear



Allows you to change your party members' equipment, such as their weapons and armor. Select the piece of equipment you want to change and then the piece you want to equip.

◆ Press  to scroll through the list quickly.



➤ Weapon

The types of weapons a character can equip varies depending on his or her current class.


Attack	The weapon's power.
Lv.	The level a character must be in order to equip the weapon.
Manufacturer	The arms manufacturer  34 that developed the weapon.
Cooldown	The number of seconds between auto-attacks.
Attribute Name	The type of damage dealt by the weapon.
Ammo Count	The number of shots per attack.
Stability	The weapon's potential damage range. Weapons with a higher stability have a better chance of performing at peak capabilities more consistently.
TP Increase	The amount of TP the weapon will generate per auto-attack.
Upgrades	The number of times the weapon has been upgraded  34 , and how many times it can be upgraded before reaching its max level.

» Armor

There are five body parts armor can be equipped to, but some armor covers more than one body part.

» Sub-Menu

Set augment

Allows you to set an augmentation .

◆ This option is only available if the gear has an open slot.

Change Fashion Gear

Turn on or off the fashion gear display.

Equip Strongest Gear

Automatically equips the strongest gear you're carrying.

Remove Gear

Removes the currently selected piece of gear.

◆ If you remove a weapon, the character will automatically be equipped with his or her original weapon in its place.


Remove All Gear

Removes all gear and equips the character with his or her original weapon.

Fashion Gear

If you like a piece of armor's stats but don't like its appearance, you can set another piece of gear as your fashion gear. This will retain the stats of the primary gear but the appearance of the fashion gear.



Here you can change your Skells' gear  35 .

◆ This feature won't become available until you obtain a Skell.

23 Party (Arts, Skills, Classes)

Arts

Here you can equip and upgrade Arts. The Arts a character learns will vary depending on his or her class, while Arts a character can equip correspond to his or her current weapon.



» Arts Setup

Select an Art from the Arts List and place it in a slot on the Arts Palette.

» Replacing and Removing Arts

You can swap which Art Palette slot an Art is in by pressing (Y) and moving it left or right.

- ◆ To remove an Art, press (Y) to select it and then simply press the button again.

» Upgrading Arts

To upgrade an Art, highlight it in the Arts List and press (X). You can spend Battle Points to increase its power and shorten its cooldown time.

- ◆ An Art can be upgraded only four times.

Battle Points

Battle Points are used to strengthen Arts and skills. You can obtain Battle Points in the following ways:

- Increasing your level or class rank
- Discovering base camps (BC)
- Retrieving treasure from treasure boxes
- Adding items to the Collectopedia

→ 26

- Completing squad missions

Skills

Skills are passive abilities that take effect automatically simply by equipping them to a character. You can strengthen them in the same way as Arts. Acquired skills can be equipped no matter what type of weapon a character is currently using.

Classes

When your avatar's class rank reaches 10, advanced classes become available. You can change your avatar's class at any time.



Soul Voices

Here you can set up your avatar's Soul Voices. You can select from three different options for each Soul Voice trigger, each with a different effect.

- ◆ You can view other party members' Soul Voices, but you cannot change them.



1 Style

The character's Soul Voice style (melee, balanced, etc.).

2 Radar Chart

The balance of the character's Soul Voices and the types of benefits they tend to provide.

3 The Soul Voices' trigger conditions

4 Custom Voices

There are four Soul Voices for which you can customize the trigger conditions.




Active Members

New characters will join your party as you progress through the game. You can choose who is in your party from the Active Members menu. You can have up to four active party members at once, including your avatar.



» Switching Party Members

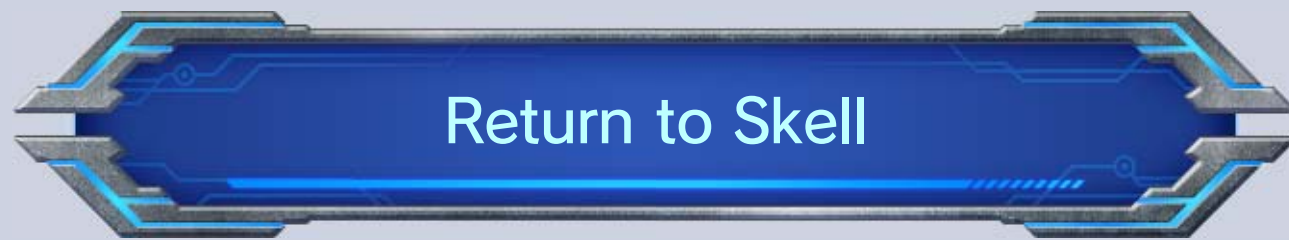
Move a character to the Current Party list to add him or her to your party, and to the Reserve Members list to remove him or her.

◆ Characters you remove from your party will return to New LA  30 .

» Changing the Leader

The character in the top-left Leader slot is the one you'll control. Move a character into this slot to change the leader.


Select Confirm Changes at the bottom of the screen to confirm the party arrangement and return to the game.



This option will take you back to where you parked your Skell, and you will board it.

- ◆ This option becomes available as you progress through the game.

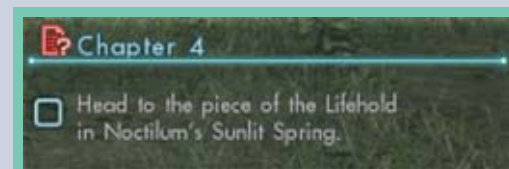
Missions

Missions (story missions, requests, etc.)  31 become available as you progress through the game. From this menu, you can check mission descriptions and requirements and set a mission as the navigation target.



Navigation Target

The next step for the currently selected navigation target will be displayed on the right-hand side of the field screen, and the next destination for it will be displayed on the mini-map.



- ◆ If the mission requires you to collect items scattered across a wide area, the destination may not be displayed.

Affinity Chart

The Affinity Chart shows the relationships between each character and how well they get along with each other.

Character Affinity

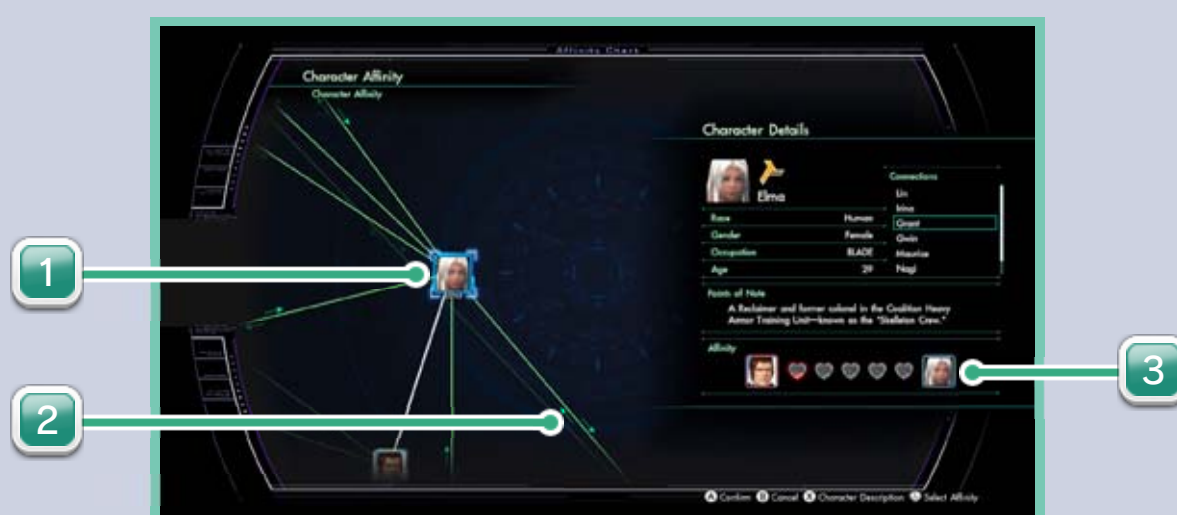
Here you can view the affinities of characters you encounter throughout the story.

Player Affinity

The affinities here are for characters you've met via the game's Social feature.

» About the Affinity Chart

After selecting the chart you'd like to view, move the cursor with **L** to select a character picture or an affinity line, and then press **A** to view a description of that character and his or her relationships.





1

Character

Selecting this will show you the character's connections and points worth noting.

Connections

After selecting a character, you can check the affinity between him or her and the others by scrolling through the Connections list using  or .

2

Affinity line

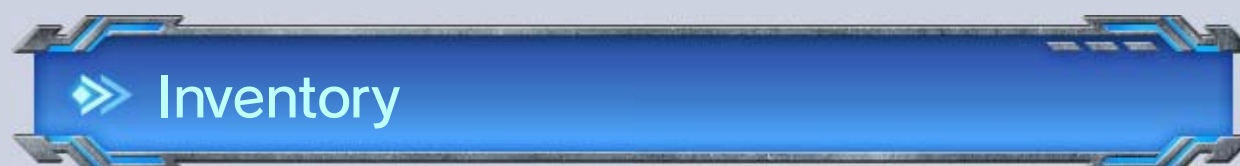
Selecting one of these will show you the relationship between the two characters at either end of the line.



3

Affinity

This shows the affinity between the chosen character and your avatar  31 .



Here you can check an item's description or stats, or sell it.

- ◆ You can carry up to 99 of a single item. If you have 99 of a particular item and pick up another, it will be automatically sold.


► Inventory categories include...

Augments	Your current augment devices → 34 .
Materials	Items obtained from defeated enemies.
Precious Resources	Rare crystals and ores → 33 .
Appendage Parts	Items obtained from defeated Global Nemesis → 45 .
Data Probes	The different probes you can send out are listed here → 33 . Each probe will have a different effect.

Sub-Menu

The sub-menu is available when selecting a gear-related category (such as Ranged Weapons or Melee Weapons). After selecting such a category, press ⊗ to display this menu. Here you can remove or deactivate augments from a chosen item.

» Info

The Info menu  contains useful information you've learned from the people of Mira.

» Achievements

A record of your progress through the game. You can unlock achievements by meeting certain conditions.

» Enemy Index

Enemies you've encountered are listed here. You can view various information about them, such as where you found them and items you got for defeating them.

◆ Enemies you've defeated in battle will have more information available.

» Collectopedia

A list of the collectible items you've added. Adding an item to the Collectopedia will use it, removing it from your inventory.





You are carrying the corresponding item.
Press **(A)** to register it to the Collectopedia.




You do not have the corresponding item.

Collectopedia Bonuses

Lucky Panel

You will receive Battle Points
 23 for adding an item to a
 panel.

Row Complete

You will receive Battle Points
and a holo-figure  32 for
completing an entire row (for
example, the Vegetables row in
the Primordia category).

Category
Complete

You will receive Battle Points
when you complete an entire
category (for example, by
completing the Vegetables
rows for all five continents).

Region
Complete

You will receive Battle Points
and a data probe when you
complete all items for a region.

Social

Player Lists	<p>View information about other players you have met via the Social feature ➔ 41 . Players are organized into the following categories:</p> <ul style="list-style-type: none">• Squad Members• Friends• Favorites
Squad Selection	<p>Join a squad, or change your existing squad ➔ 41 .</p>
Rankings	<p>View various rankings ➔ 47 related to the Social feature.</p>
Edit Greetings	<p>Edit the greeting message that will be displayed when other players view your character via Social.</p> <p>◆ If your greetings are set to hidden, they will be shown only to certain players, such as those you play with often ➔ 44 .</p>

Save

Selecting the Save option will allow you to overwrite your previous save data with your current progress.

Settings

» Change Game Settings

Camera Settings	Adjust various camera settings, such as camera speed and height.
System Settings	Change various system settings, such as whether you want the system to automatically power down after a certain period of inactivity.
Display Settings	Adjust various UI elements, such as subtitles and whether or not Soul Voice text appears onscreen.
Social Settings	Set various Social settings, such as whether or not you'd like to see other players' user-generated messages.

» Toggle GamePad Screen


Selecting this will toggle the GamePad screen between showing the game screen and the map.

Manual

Select this to view the game's electronic manual.

Early in the game's story, you will join a military organization known as BLADE. Your primary objective will then be to survey and explore the world as you take on various missions.

The Survey of Planet Mira

Mira's five continents are divided into small blocks  called segments. To make sure you explore as many segments as possible, you'll need to do the following:

» Locate FrontierNav Probe Sites

Head to the beams of light scattered across the world.



» Install a Data Probe

Once you've reached the beam of light, you'll want to place a data probe. To do so, get close to the beam of light and press **A** repeatedly.



◆ A corresponding field skill **← 21** is required to successfully launch your probe at certain sites.

A data probe will reveal information about the segment and increase the exploration rate **→ 39**.

Utilizing a Comm Device

The following segment-map **→ 38** features will become available for quick use on the GamePad after you join BLADE.



- Check your destination
- Fast travel **→ 29**
- Change data probes **→ 33**

BLADE Level

You will receive division points by working as a member of BLADE. As with other types of experience, your BLADE level will increase as you contribute to the organization and earn division points.




►► Official BLADE activities include...

- Installing data probes
- Defeating indigens
- Completing missions


◆ The number of division points you receive varies depending on the activity.

►► BLADE Level Rewards

As your BLADE level increases, be sure to report to Eleonora in front of Mission Control  32 . Not only can you choose a field skill to increase its level, but she'll also give you additional bonuses!



After joining BLADE, you will need to choose one of eight divisions to join. Each division has a different specialty, but the activities you can do in the game will not be limited by choosing one division over another.

- ◆ You can change your division later, but only when playing online  .

» Division Differences


» Recommended Activities

Each division has certain activities associated with it. You will earn a greater number of division points when completing activities related to your division.


» Social

Your selected division will affect the following:

Division rewards

The types of consumable items supplied every day  .

Division support

The type of support you can offer to other players  .

Divisions

These are the recommended activities for each division, as well as the various support bonuses each division will provide.


» Pathfinders

Promotes the installation of data probes and the finding of new locations.

▶▶ HP Support

Recovers HP over time.

▶▶ Interceptors

Promotes defeating the indigens and completing missions  31 .

▶▶ Ranged Master

Increases the damage dealt by ranged weapons.

▶▶ Harriers

Promotes defeating the indigens and Tyrants.

▶▶ Melee Master

Increase the damage dealt by melee weapons.

▶▶ Reclaimers

Promotes retrieving treasure boxes and installing data probes.

▶▶ Drop Sensor

Increase the chance of obtaining items from enemies.


▶▶ Curators

Promotes gathering collectibles and defeating Tyrants.

▶▶ Critical Master

Increases the chance of landing a critical hit.


Prospectors

Promotes collecting resources  33 and discovering new locations.

▶▶ Defense Support

Decreases the amount of damage you take.


Outfitters

Promotes investing miranium in arms manufacturers and gaining R&D points  34 .

▶▶ R&D Support

Increases the number of R&D points you obtain.

Mediators

Promotes completing missions and building good relationships with other players' avatars  44 .

▶▶ TP Support

Allows you to accumulate additional TP when attacking with Arts.

29 Fast Travel

You will be able to fast travel after joining BLADE. Using fast travel, you can instantly teleport to the following locations:

- Landmarks you have discovered
- FrontierNav points with data probes installed



Fast Travel and You

You can fast travel by selecting a location from the segment map.


Locations you can fast travel to are marked with



How to Fast Travel

- 1 Touch a segment  on the Wii U GamePad.
 - 2 Touch .
- ◆ The location names will not be shown when viewing the Main Menu.

New LA and World Maps

Touch  on the Wii U GamePad screen to view your maps. Touch New LA or a continent to zoom in to that location.



Traveling between Continents

Fast travel becomes available on a newly discovered continent after you discover a new landmark or install a data probe.

30 NLA (New Los Angeles)

New LA is the one and only city on all of Mira. It was a habitat unit in the interstellar spacecraft known as the White Whale. It's broken down into two main sections.

Upper Level



This is the administrative district, home to various facilities → 32 .

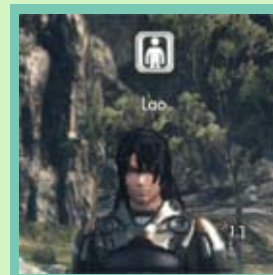
Lower Level

This level is divided into three districts: commercial, industrial, and residential.


Gathering Information

»» Talk

You can talk to characters marked with  . Depending on the conversation, the Affinity Chart  25 may be updated with new information.






» Overhearing Gossip

You can overhear conversations if you go near characters marked with .











Info

You can learn some useful information from people tagged with . Hearing things from these people may even trigger Info  26 or Segment Recon  39.

Mini-map (NLA)

The following icons are displayed on the city's mini-map:




	A character you can talk to
	Exit
	Elevator
	Shop
	Normal mission  31
	Affinity mission  31


31 Accepting Missions

After joining BLADE, you'll be offered various missions. You'll receive in-game rewards for each one you complete.


» Story Missions

Important missions related to the main story. You can accept a story mission by checking the  on the monitor in the BLADE barracks.



◆ In some cases you'll need to meet certain conditions, such as a high enough level, having particular party members in your party, or a certain exploration rate  , before you can accept a mission.


» Affinity Missions

Completing affinity missions will increase the level of affinity with your companions. If you spot a  in the city, investigate it to accept the mission. You may even meet a new companion through one of these missions!




You can accept only one story or affinity mission at a time. Once accepted, these types of missions cannot be canceled.

» Normal Missions

A normal mission is not a story mission or an affinity mission; the contents of these can range from doing chores to escorting someone. You can receive normal quests from people marked with .



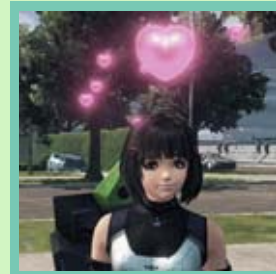
» Basic Missions

Basic missions are available at Mission Control  32.

- ◆ You can accept up to 20 missions of this type at once. Additionally, these types of missions can be canceled at any time after accepting them.

Companion Affinity

Affinity with party members can increase through various ways, such as during missions with them. Other examples of ways to increase affinity are:




- Completing an activity recommended by your division
- Completing a mission with that character
- Performing a Soul Voice during battle

» Strong Affinity



Affinity missions will become available as affinity with your party members increases. If your affinity gets high enough with a particular party member, a "heart-to-heart" special event may occur.

Mission Destinations


When the destination of a mission is a particular person or enemy, the destination will be marked with  to help you spot it.



Follow Ball

This feature becomes available after a certain companion joins your party. Hold  and press  to use a Follow Ball, which will lead you to the mission destination.



- ◆ You need to set a navigation target  before attempting to use a Follow Ball.
- ◆ A Follow Ball may not appear when there is no clear destination, such as when the mission requires you to collect several of a particular item.

Various facilities and services will become available as you progress through the game.




This is where members of BLADE can accept missions and recruit party members.



Mission Control

From this console, located near Eleonora, you can accept basic missions, such as social missions, bounties, and collection missions.

BLADE Scout Console

You can use this console, located beside the mission-control console, to search for other players' avatars and scout them  44 for missions.

Armory Alley

This street is lined with all sorts of shops that sell anything you may need as you explore and survey Mira.

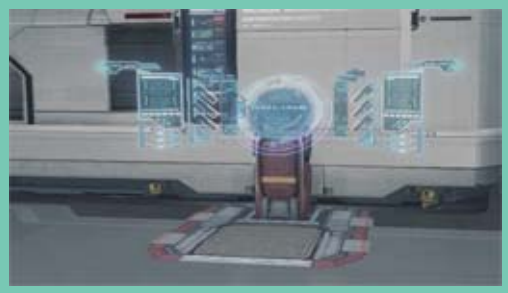


Shop Terminal	<p>Here you can buy or sell ground gear for your characters, or buy Skills and Skell gear ➡ 35 .</p> <p>◆ You can also sell ground gear directly from your inventory ⬅ 26 .</p>
AM Terminal	<p>Here you can invest in particular arms manufacturers, providing them additional funds so they can produce stronger gear for you to buy ➡ 34 .</p>


BLADE Barracks

➤➤ BLADE Barracks Console

You can use this console to redecorate the BLADE barracks and manage your Skills.





» Holofigure Gallery

You can use the projectors here to admire the holofigures  you've received as mission rewards or for defeating tyrants.



- ◆ This is the only place where you can confirm which holo-figures you currently have.

» BLADE Network Console


When connected to the Internet, you can use this console to accept or join online missions  45 and recruit other players' avatars  44 .



Companions' Locations

When companions are not in your party, you can find them at their usual positions around NLA. You can ask them to join your party by speaking to them.



- ◆ A companion's location may change if a heart-to-heart mission is active  31 .

Some FrontierNav sites are also known as mineral veins because of the untapped resources in the area. These resources will be automatically mined once a data probe is installed.



- ◆ After installing a probe at one of these mineral veins, you'll receive in-game money or resources at regularly timed intervals.

» About Resources

You can use resources to strengthen equipment, you can sell them for in-game money, and some are even required to complete certain missions.

Miranium



A highly versatile ore that can be used for many things.

Rare resources

These rare crystals and ores can be mined only in certain areas.

Types of Data Probes



You may obtain high-performance data probes by completing missions or from treasure boxes. Setting up different types of probes will yield various effects.

Mining Probe	Has a higher production ability, increasing the amount of miranium you can gain from that location.
Research Probe	Generates tourism revenue based off the number of secret or scenic spots that have been discovered nearby.
Battle Probe	Gives the party various beneficial battle-related effects  while in that region  .
Storage Probe	Increase the maximum storage amount of miranium.
Booster Probe	Enhances the primary function of connected probes.
Duplicator Probe	Copies the function of a connected probe (will not copy other duplicator probes).

The more high-performance data probes of the same type and rank you connect, the more efficient FrontierNav will be.



Three-Site Combo	Boosts the effects of each linked data probe by 30%.
Five-Site Combo	Boosts the effects of each linked data probe by 50%.
Eight-Site Combo	Boosts the effects of each linked data probe by 80%.

Changing Data Probes

You can change the types of your placed probes via the segment map by first touching  on the GamePad to switch the screen to FrontierNav view .




»» How to Change Probes

- 1 Touch the data probe  you want to change.
- 2 Touch .
- 3 Select the type of data probe you want to change it to.



- If you want to install a high-performance data probe, a fee will be charged according to the grade of the probe you want to install. You can change data probes as many times as you want.
- You can also change data probes from segment view.

34 Cooperating with Arms Manufacturers

Arms manufacturers are companies that develop gear for BLADE members and Skells . Investing in a company will strengthen the gear it produces.

» Arms Manufacturer Management

When a company's level increases as a result of your investment, new products will hit store shelves. You can invest in these companies and take advantage of their benefits by accessing the AM Terminal in Armory Alley.

Supply
Miranium

Invest in a company using miranium as development resources.

Advertising
Products

Redeem R&D points (earned by defeating enemies using a company's products).

» Battle Trait Upgrades

This option lets you strengthen the additional effects on your ground gear or Skell gear.



» Required Materials

Different types of gear require different types of material to upgrade.

» Augment Creation

If a piece of gear has an open augment slot, you can set an "augment" in it to further strengthen the gear.



» Required Material

Materials, rare resources, and miranium are required for creating augments.

- ◆ Items listed as ??? will be revealed when you obtain at least one of the required materials to create the augment.

» Gear Development

You can use certain precious materials to develop special gear.

» Required Material

Materials, rare resources, and miranium are required to develop gear.

- ◆ Items listed as ??? will be revealed when you obtain schematics from treasure boxes, complete missions, or complete the game's main story.

35 Skills (Management and Gear)

As you progress through the game, you'll be able to take the exam for getting a Skell license. If you pass, you'll receive your very own weaponized mech!

Riding a Skell

Press **Y** to board or dismount a Skell. Press **○** while riding a Skell to switch between its walking and vehicle modes.



- Skells will damage small enemies simply by touching them.
- Skells will be transported with you when using fast travel.
- Select Return to Skell **← 24** to instantly go back to your Skell.

Skell Garage

You can manage your Skells by selecting BLADE Barracks Hangar from the BLADE barracks console and then selecting the Skell you want to modify.



Register Skell	Register a rider (character) for the selected Skell. ◆ Characters can ride a Skell only after completing registration for that specific Skell.
Gear	Change the selected Skell's gear.
Refuel	Use miranium to refuel the selected Skell. ➔ 36
Name	Change the name of the selected Skell.
Color Scheme	Change the colors of the selected Skell's various parts.
Sell	Sell the selected Skell or its gear.

- Characters can ride Skells only after being assigned a Skell via Register Skell.
- A character's level must be the same as or greater than the Skell's level to be able to ride it.

Gearing Up Your Skells

From the main menu, select Party and then Skell Gear to change your Skells' gear. Skells can use Arts when equipped with weapons.

- ◆ You can also change gear at the Skell Garage or the store.








Frame Lv. and Weapon

►► Type of Skell and Armor

◆ The Skell's type can be viewed on its stats screen.

Light-type	Can be equipped with light armor only.
Mid-type	Can be equipped with light or medium armor.
Heavy-type	Can be equipped with light, medium, or heavy armor.

Auto-attack Weapon	<p>You can equip ranged or melee weapons in the R. Sidearm and L. Sidearm slots .</p> <p>◆ You can equip two melee weapons, two ranged weapons, or one melee and one ranged weapon.</p>
Arts Weapon	<p>One Skell can equip a total of eight Arts weapons, which will allow it to use various Arts during combat.</p> <p> : Back weapon</p> <p> : Shoulder weapon</p> <p> : Arm weapon</p> <p> : Spare weapon</p> <p>◆ Some back weapons and shoulder weapons require both the left and right back or shoulder slots.</p>
Armor	One Skell can equip up to five pieces of armor total.

Viewing Arts

To check which Arts are available on a given Skell weapon, select a Skell weapon and then press

.



36 Skills (Battle)

A character can board a Skell either before or during battle. Skells have special actions beyond the regular auto-attacks and Arts.



1 Frame HP (the Skell's health)

The Skell will be destroyed when its HP drops to zero → 37 .

2 GP (Gear Points)

GP will accumulate as the Skell lands auto-attacks.

3 Skell defense

When at least one of your party members is in a Skell, the total defense of the characters not currently in Skells will increase. The amount their defense increases will vary depending on how many characters are in Skells.

◆ Characters who exit a Skell during battle, whether via ejecting or having their Skells destroyed, will not receive the defense boost.

One skell	Defense increases 20%
Two skells	Defense increases 40%
Three skells	Defense increases 60%

4

Skell fuel

The Skell's remaining fuel. Skells become incapable of fighting upon running out of fuel.

► About Fuel

Fuel is consumed each time a Skell attacks, whether via auto-attack or an Art. A Skell's fuel will gradually recover when there is nobody riding it.

- ◆ After you obtain a Skell flight module, fuel will also be consumed while a Skell is flying.

Binding Enemies

You can bind an enemy for a certain amount of time after breaking its stance. Bound enemies will take more damage.

- ◆ You will also recover some fuel upon binding an enemy.

►► How to Bind Enemies

- ① To bind an enemy, get close to a staggered enemy and press **ZL** and **ZR** simultaneously.



- ② A Soul Challenge will appear. Press **B** while the orange circle is inside the white circle to achieve a perfect rating and extend the bind effect.




Cockpit Time

Cockpit Time may randomly occur when your Skell uses an Art during battle. When Cockpit Time starts, all Arts become available and you become invincible for a certain amount of time.



◆ GP will also increase during this time.

Skell Overdrive

You can send your Skell into Overdrive by selecting  when you have 3,000 GP.




Unlike the characters' Overdrive effects, the effects of the Skells' Overdrive enhance their performance for a certain amount of time. The types of enhancements vary depending on the Skell.

» Extending Skell Overdrive

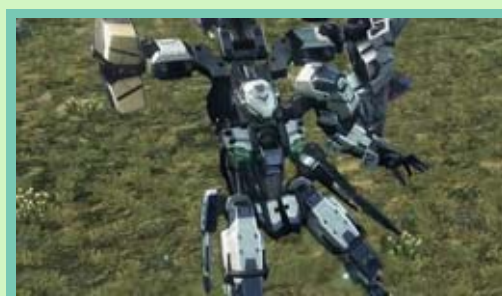
A Skell's Overdrive mode will be extended randomly.

Battle Damage

You can recover a Skell's HP and fuel by using certain consumable items  47 .

» Losing Appendages

The individual parts of a Skell will be destroyed after taking too much damage. If a Skell loses an arm, weapons and Arts corresponding to that appendage cannot be used.



- ◆ GP will be reduced when an appendage is lost.
- ◆ Destroyed Skell parts will be automatically fixed as soon as the battle ends.

» Wrecking a Skell

A Skell will be totally destroyed when its frame HP drops to zero. When the Soul Challenge appears, press **Ⓑ** when the orange circle is inside the white field to try to get a perfect rating. Each rating will have a different effect on your evacuation attempts.

Perfect	You evacuate the Skell safely. Your Skell will be towed in for repairs without dipping into your Skell insurance.
Good	You evacuate the Skell safely, but your Skell insurance will suffer the cost of repairs.
Failed	You evacuate the destroyed Skell, but your HP drops down to 1. Your Skell insurance will be used for repairs.


If a party member's Skell is destroyed, his or her evacuation will automatically receive a perfect rating and the Skell will be repaired for free.

Skell Insurance

A wrecked Skell can be repaired using Skell insurance. Access the BLADE Barracks Hangar via the BLADE barracks console to repair a Skell in the Skell Garage.

» Expired Insurance Policy

If your Skell is wrecked but your insurance policy has expired, there are two ways to salvage it:


Use a salvage ticket	Use a salvage ticket  to repair your Skell.
Pay a fee	Spend your own in-game money to repair your Skell. ◆ The salvage fee can be quite hefty!

Purchasing New Skells

You can buy new Skells from the shop in Armory Alley by selecting Skell Assets, and you can buy Skell gear by selecting Skell Gear.

» Companions' Skells

Use the Register Skell option to assign Skells you've purchased to party members. Up to four Skells can fight together at the same time.

Field	When in the field, party members will board their Skells if you board yours, and dismount if you dismount.
Battle	During battle, you can use the Order Companion menu to tell your party members to board or dismount their Skells, or you can set them to automatically board or dismount when you do the same  .

38 Using the Segment Map




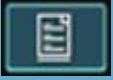







The world map of Mira is displayed on the Wii U GamePad. You can scroll the map and view different areas by touching the GamePad screen and swiping.



Icons

The buttons on either side of the GamePad screen have various functions.

◆ Some map features will become available as you progress through the game.

	Toggle display modes, hiding or revealing certain map icons.
	Send a BLADE Report  .
	Turn the BLADE Report display on or off.
	Display the game screen on the GamePad. ◆ To put the segment map back on the GamePad, touch the GamePad screen and then tap  .
	Select an emote for your character to perform  .
	Display the World/NLA maps.
	Zoom the map in/out.
	Focus the map on your character's current location.

Notices

The following icons will be brightly lit when there is something to do or collect:



A story mission is available.



There is a division reward waiting for you
→ 47 .



There is a scout reward waiting for you
→ 44 .



There is a battle reward waiting for you
→ 46 . This is based off your contribution
to the Global Nemesis battle.




39 Segment View

This map mode displays various pieces of information about each segment, such as its danger level.



1 Segment

The segment's color indicates the danger level of the enemies  in that area.



There is a FrontierNav site in this segment.



You have installed a data probe in this segment's FrontierNav site.




You can fast travel to this segment.



Information about this segment is not yet available.

2

Segment Recon

If a segment has something for you to do in it, it will have a related icon. New Segment Recon is marked with **New**, while the Segment Recon you've checked is marked with . Depending on the recon, you may be able to view more details for it by touching the icon on the GamePad screen.



Tyrant



Treasure box



Normal mission




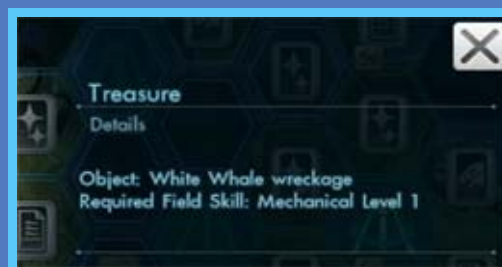
Affinity mission



Resolved Segment Recon

Segment Recon Details

The details of certain Segment Recon activities, such as tyrant, treasure box, and normal mission information, may become available to view after obtaining useful information  **30** from people around NLA.



3

Current location

4

Survey Rate

This is how much of the world you have explored. This will increase as you do various activities, such as install data probes, resolve Segment Recon activities, etc.

FrontierNav View

This map mode allows you to view information related to data probes and change placed probes' types.



1 Data probe

The number near a data probe indicates its grade.
○ means it's part of a link combo.



Basic probe



Mining probe



Research probe



Battle probe



Storage probe



Booster probe



Duplicator probe

2

FrontierNav site

3


Mira's mining information

Combined
Mining AmountThe total amount of miranium
you can mine.

Total Revenue

The total sum of revenue from
tourism throughout Mira.

» Checking Probe Info

Touch  to display information about the
selected probe.

◆ Touch  to change the type of data probe.

» FN Site Info

This is the segment's potential.
Each aspect has a grade that will
factor into how productive it can
be when placing a corresponding
type of probe.



FN Site 114	
Production	C
Revenue	E
Combat Support	B
Sightseeing Spots Found	***
Mineable Resources:	
None	

F (low) > E > D > C > B > A > S (high)

Production

How much miranium can be
mined from the segment.

Revenue

How much revenue the
segment can generate.

Combat Support


How effective a battle probe
will be in the segment.Sightseeing
Spots FoundThe number of sightseeing
spots you have discovered.Mineable
ResourcesWhat resources the segment
has available for mining.

▶▶ Data Probe Info

Here you can view the performance of the data probe in the selected sector.

Storage Probe	
Production Ability	10 % (-40)
Revenue Ability	10 % (-40)
Combat Support Ability	-- % (0)
Increases maximum miranium by 3,000 units. If multiple storage probes are placed, their effects will be added together.	



The names of areas and locations of Rest Spots  are displayed when this view is selected.



41 Squads and Treasure Deals

As you progress through the game, you'll be able to connect to the Internet and join a squad.


What Is a Squad?

Depending on the squad mode you've chosen, you will join a squad of strangers or friends consisting of up to 32 other players. Squad members can view each others' BLADE Reports and team up to battle enemies.

Selecting a Squad


You'll be able to choose one of three types of squad modes at the beginning of the game.


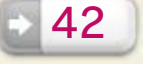


◆ You can change your selection at any time by selecting Squad Select  from the Social menu.


Lifehold Squads	This squad mode is for those who want an immersive single-player experience.
Conquest Squads	This squad mode will allow you to join a random squad of other players so you can dive into the game's multiplayer features.
Friend's Squads	<p>This squad mode will place you in a squad one of your friends is already in.</p> <p>◆ For more information on the friend list, see Friend List in the Wii U Electronic Manual.</p>

»» Becoming Friends

If you encounter squad members via the Squad Members  feature you would like to play with again, you can either add them to your friend list or mark them as a favorite.

Friend Request	Send a request to a player to join your friend list.
Add to Favorites	<p>Add a player to your Favorites  list. You can send a friend request later if you'd like.</p> <ul style="list-style-type: none">◆ You'll be able to see the BLADE Reports  of players added to your Favorites list.◆ If you add a player to your Favorites list and then quit the game without saving, it will not save that player to your list.

Note

You cannot join a squad that contains a player from your Block list  even if a friend or favorite player of yours is in the squad.

Treasure Deal

As a part of a squad, you'll be able to send gear or items to other squad members or receive gear or items from them.

➤➤ Sending Gear or Items

While viewing your post-battle rewards, select Treasure Deal and then the gear or item you'd like to send to another player.



- ◆ You can send only one piece of gear or item per a treasure deal.

➤➤ Receiving Gear or Items

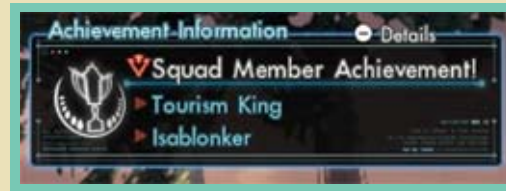
When a treasure deal is offered to you, press ⊖ to show that you're interested in accepting it.



One Candidate	You will receive the gear or item after a certain amount of time.
Several Candidates	A squad member will be chosen randomly from those interested to receive the gear or item.

Squad Members' Achievements

You will receive a notification when a squad member unlocks an achievement.



- ◆ Press ⊖ to view detailed information about the avatar of the player who received the achievement.

The notification will also show the criteria for unlocking that achievement ← 26 so you can try to get it yourself!





42 | BLADE Reports

You can share your findings and thoughts with squad members by sending them BLADE Reports.



» Recommend (Miiverse)

You can recommend a report you've received by pressing  + . If a report is recommended by enough players, it will be sent to players in different squads.

BLADE Reports will be also posted on the Xenoblade Chronicles X™ Miiverse™ community.

Sending a BLADE Report



»» How To

❶ Touch  on the GamePad screen.



❷ Touch the on-screen keyboard to type your message.



❸ Touch OK to send.

Toggle topics
( (hold) + )

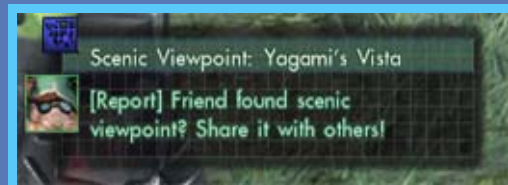
Choose a topic for the message so other players will know what it's about.

Spoiler display
( (hold) + )

Selecting this will show the message only to players who have accepted the Spoiler Alert setting.

Special Topics

When a message like the one shown here appears, you'll be able to choose special topics, such as Weather.











»» Sender's Name

The sender's name will not be displayed until the message is posted on Miiverse.







Viewing BLADE Reports

Hold  upon receiving a message to keep it displayed on the screen.

Recommend / Mark as favorite ( (hold) + )	Recommend a report received from a squad member. ◆ If a report is already posted on Miiverse  and you recommend or mark it as a favorite, the sender will be added to your Favorites list  26 .
Show message ( (hold) + )	This will appear for messages marked with  . These messages contain spoilers, so handle with care!

➤ Blocking a Player

Temporarily block ( (hold) + )	Temporarily block messages from the player.
Add to block list ( + )	Add the player to your block list. ◆ See the Blocking Users for Miiverse section in the Wii U Electronic Manual for more details, such as how to unblock users.


Message Delivery Time

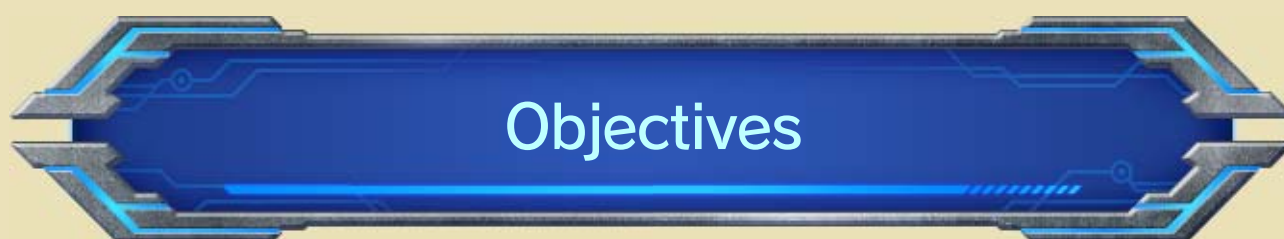
BLADE Reports are stored on the server and delivered to you at regularly timed intervals. This means you can receive reports regardless of the time of day you play and regardless of when other players send them.

43 Squad Tasks



These are tasks shared among your squad members. A squad task may occur randomly while you're playing, and then you can decide whether or not you want to participate in it.



- ◆ Target enemies are marked with  to make them easier to track down during squad tasks.



1 Targets and collectibles remaining


 shows the remaining number of enemies to defeat, while  shows the remaining number of collectibles your squad needs to gather.

2 Time remaining


A task expires when time runs out.






Enemies are split into seven main categories, such as Theroid, and even more subcategories, such as Grex and Simius.

- ◆ You can check the Enemy Index  for more details on the enemies.

➤➤ Enemy categories include...


 Theroid	Wild beasts, such as various animals and birds.
 Insectoid	Insect-type creatures.
 Piscinoid	Fish-type creatures that soar through the sky.

➤➤ Enemy Ranges

 Yellow	Only enemies from a specific category will count toward task completion.
 Orange	Only enemies from a specific subcategory will count toward task completion.
 Red	Only specific tyrants will count toward task completion.

➤➤ Collectibles



Collectibles are divided into 10 categories, such as Vegetable.

◆ Check the Collectopedia  26 for more details on collectibles and their categories.



➤➤ Collectible categories include...

 Vegetable	Vegetables grown from the Miran land.
 Relic	Relics that once belonged to an early civilization.


▶▶ Collectible Ranges

 Green	Only collectibles from a certain category will count toward task completion.
 Blue	Only specific collectibles will count toward task completion.

View Details


Hold  and tap  to view various details of targets, such as the target's name.




◆ The cursor will scroll through the list as you press .

Completing Tasks

You will be rewarded with the following items randomly by fulfilling the task objectives.

Reward Ticket	Allows you to exchange materials via the BLADE barracks console.
BLADE Medals	Rare items necessary for challenging Global Nemesis  45 .

Squad Missions

The task is complete when the remaining number of target enemies and/or items reaches zero. At this time the Squad Mission notification will light up, indicating that a squad mission  is available.

◆ Squad tasks and squad missions together are called BLADE quests.

Conquest Progress

Conquest progress increases as BLADE quests are completed. When the progress meter fills completely, a global nemesis appears.



 45

44 Scouting BLADEs

Other players' avatars throughout the country are registered in the BLADE scout console. By using the console, you can scout an avatar and add him or her to your party, fighting alongside him or her for a certain amount of time.

Scouting Avatars

Access the console, and then choose the level and class for an avatar you'd like to scout.

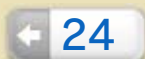


BLADE Scout Console		
BLADE List		
Search results		
		Cost Time (min)
♂	Lv. 60 Citan	46980 120
♂	Lv. 60 hi	46980 120
♀	Lv. 60 Coliflower	46980 120
♀	Lv. 60 Cross	46980 120
♀	Lv. 60 Vera	46980 120

➤ Cost

You may be required to pay an in-game fee depending on the level difference between you and the avatar you're trying to scout.

➤ Time

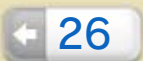
The scouted avatar will leave your party after a certain amount of time. The remaining time can be viewed in the Active Members menu .

- ◆ Time will continue to count down even if you're not playing the game.
- ◆ A scouted avatar will return home if you remove him or her from your party.


» Fostering (Fighting Together)

The scout bar will fill as you fight and gain EXP with a scouted avatar. Once it fills completely, you can receive the following rewards:



- Division points
- Reward tickets
- Resources
- A personal greeting  26 revealing itself

» Disbanding

You may receive BLADE medals  43 when a scouted avatar returns home.

Registering Your Avatar

Other players can scout your avatar once you register it to the console.

» Registered Avatar Management

Allows you to register, change, or remove your avatar.

» Receive Scouted Records/Rewards

Allows you to view the information of players who have scouted your avatar. You can also collect the following rewards:

- EXP
- Collectibles
- Resources

Rewards Time Limit

Rewards are valid for seven days after they're issued. They will be lost after seven days, so be sure to pick them up within a week.

Avatars in the Field


You can meet other avatars at BLADE barracks or base camps and scout them without using the console.




» Field-Scouted Avatar Duration

An avatar scouted in this manner will fight with you as a companion for 30 minutes.

» Division Support

A highlighted icon shows that you are receiving support from the division a scouted avatar belongs to. If you fight during this period, division support  occurs with a fixed probability.



This also happens when there is a squad member in the same region  as you. The more squad members that are in the region, the higher the occurrence rate of division support will be.



45 Online Missions (Overview)

These are missions you can accept from the Network Console in the BLADE barracks. You can work directly with other players to form a party of up to four members.

Some precious materials are obtainable only from online missions.

Network Console Functions

» Active Missions

You can join a mission currently accepting participants.

» Accept Missions

You can accept various types of missions.

Squad Mission

These become available to accept after completing squad tasks. You will be asked to defeat certain indigens.

- ◆ The squad mission will complete once any squad member fulfills its objectives.

Time Attack

You can fight bosses from the main story you've already defeated and compete with other players for the best time.

Global Nemesis Battle

As you progress through the game, squad missions that are shared with all players will become available. You can use BLADE medals to challenge mighty bosses

◀ 43 . These include bosses that:

- Spawn at regular intervals
- Spawn when the conquest progress
◀ 43 is filled

» Claim Global Nemesis Battle Spoils

Redeem appendages won via Global Nemesis battles for reward tickets ▶ 43 .

▶▶ If you escape or you're defeated...

If you have to run from a global nemesis, or even if you're defeated by it during battle, if you managed to snag any appendages from it, you may still receive rewards according to the parts you have.

- ◆ You need to claim spoils first in order to select other items.

▶▶ Use Reward Tickets

Redeem reward tickets for materials.

▶▶ Division Activity


View division activities or receive division rewards

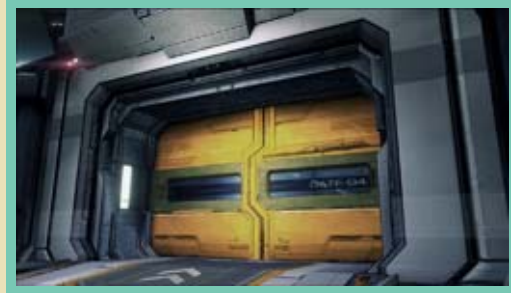
▶ 47 .

Cooperative Play

You can join a party with up to four other players to take on squad missions, including the World Nemesis battles. Follow the steps below to join a party. If you want to build your own party, follow the Recruiter steps; if you want to join a recruiter or an existing party, follow the Participant steps.

» Recruiter

- 1 Select a mission, and then Recruit and Accept.
- 2 If other players are currently seeking a party, they'll appear near the network console.
- 3 Wait until all members are ready (the  above their heads will blink when they're ready).
- 4 Open the yellow gate, and go get 'em!





» Participant

- 1 If a recruiter is currently looking for party members, you'll receive an invitation to a party.




- 2 There are two ways to participate in a mission:

Join a mission now	Press  when you receive an invitation to join it right away.
Join a mission later	Select Join Mission via the network console to wait before accepting the invitation.

- 3 When you're ready to begin the mission, approach the yellow gate and press .
- ◆ If you change your mind or need a little more time to prepare for the mission, press  again while in front of the yellow gate to cancel your "ready" status.
- 4 Wait for the recruiter to start the mission.

Emote Selection

Touch  on the GamePad screen to select emotes to help communicate with your party members.









Accepting a Mission

1. Select a Mission

View the details of various missions via the network console.



Required Level	The minimum level you must be to accept the mission.
Sync Level	The maximum level allowed for the mission. If your level is higher than the limit, it will be reduced to the sync level.
Retries	The number of times your party can retry the mission if you fail.
Time Limit	The time limit for the battle.
Participant Limit	The maximum number of party members you can take on the mission.
Skill Limit	Whether or not you can use Skills on the mission.
Base Reward	<div>You can receive the following rewards by completing a mission:</div> <div> : Funds</div> <div> : EXP</div> <div> : Reward tickets</div> <div> : Battle points</div>

» 2. Select Party Members

There are two methods by which you can search for party members:

Recruit and Accept	Send invitations to squad members for cooperative play.
Accept with Current Party	Accept a mission with your current party members.

» 3. Start a Mission

Open the yellow gate to start a mission.

Defeating Enemies

Find the target enemies and defeat them.

- ◆ Your party will retreat from the mission if your time runs out or if you have no retries remaining and you fail once more.

» Battle Menu

The following menu option becomes available during a mission:

Retire	<p>Allows you to cancel a mission.</p> <ul style="list-style-type: none">◆ If the recruiter retires, all party members will be forced to retire as well.
--------	--

» Global Nemesis Battle

The boss's HP will decrease as you attack it. Reduce its HP to zero to win the fight. Each time the global nemesis is defeated, the players who

defeated it will steal one RP (resurrection point) from it, which indicates the number of times the enemy can reappear.

▶▶ After defeating a global nemesis...

The boss's remaining RP is reported to the server and all players will be notified. The enemy will be conquered when its RP reaches zero.

◆ If it's taking too long to defeat the global nemesis, it will run away from the battle.

Mission Results

You will receive base rewards for completing a mission and may also receive rare materials.

▶▶ Guaranteed Mission Rewards

After a Global Nemesis battle, guaranteed rewards will be displayed depending on the number of RP you stole from it. Select Claim Global Nemesis Battle Spoils 45 after defeating the nemesis or after it escapes to receive reward items.

Global Nemesis RP Remaining		
0		
Current Assessment		
10		
Required Assessment	Guaranteed Reward	Number
1	Noble Yggdrilth Scale	1
5	Noble Yggdrilth Scale	2
10	Noble Yggdrilth Scale	5
20	Noble Yggdrilth Scale	10
Time Limit until Global Nemesis Flees		
-- dgs -- hrs -- %		
BLADE Medals		
20		

Evaluation Time Limit

Your battle evaluation expires one week after the Global Nemesis battle, whether you defeated it or it escaped. Once your evaluation expires, you will not be able to claim your rewards. You can check how much time you have left via the Social menu.

Division Activities

You can manage your division via the BLADE network console.

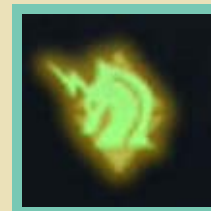
Divisogram

The daily ranking of divisions calculated by division points. Divisions earn points when their members work on their recommended activities.



Boost

If your division earns more division points than the previous day, your division's icon will be highlighted. This indicates that your division is currently in boosted mode, which provides a boost to division points earned for the rest of the day.



Division Rewards

Division rewards consist of consumable items. You can select one item a day. The higher your division's rank is, the broader the selection of items will be.

Consumable items may include...

Salvage Tickets	If your Skell's insurance has expired, you can use this to pay for repairs.
Personal Patch	Completely recovers all party members' HP.
Fuel Re-up	Recover a Skell's fuel by 3,000.
Tensifier	Gives all party members 1,000 TP.

Division Selection

You can change your division only when you are playing online.

- ◆ You must spend in-game money to change your division.

Rankings

To view other players' rankings, select Social and then Rankings from the main menu.

- ◆ Rankings are updated once a day.

Rankings include...

Soul Speaker	How often Soul Voices are activated during battle.
Sole Survivor	How many battles have been won with a single digit of HP remaining.
Rain Singer	How often your party is caught out in the rain.

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