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HistoryXenoblade Chronicles was the first game in the Xenoblade series that took off in Australia and New York when it was originally released on the Wii, with a version of the same game released on the New Nintendo 3DS a few years later. Since then there have been several other entries: Xenoblade Chronicles X on Wii UXenoblade Chronicles 2 on Nintendo SwitchPlus extension, Xenoblade Chronicles 2: Thorne - Golden Country on Nintendo Switch.If you haven't played these games before, fear not! Xenoblade Chronicles: The final edition (which includes updated graphics, heaps of new features, and all new chapters of the epilogue, Future Connected) is the first chronological game in the Xenoblade Chronicles series... So what's the best place to start?! StoryThe story begins with a battle between two giant creatures known as the Titans - called Bionis and Mechonis.The clash of these two titans led to their death, leaving their lifeless bodies frozen in time. Many years later, entire civilizations developed on their bodies. On one titan flourished organic life forms and flora, and on the other flourished mechanical life - hence the names Bionis and Mechonis.However, the battle between the two sides did not end with the death of the titans. The people of Bionis are constantly under threat from the army of robots Mechonis, whose goal is to destroy the whole life on Bionis ... for unknown reasons. The only weapon successful against the endless onslaught of mechonis is the mysterious and powerful sword: **Monado** (you may have heard his name mentioned earlier). But of course Monado can't be in the hands of just anyone. Enter Shulk - a young man thrust into the world of adventure as he fights to stop Mechon once and for all. There is much more to the story than, but lest we spoil any of the epic twists and turns, we'll leave a summary there! Characters there are quite a few memorable people you will meet in the Xenoblade Chronicles: The Final Edition. Of course, there are those who will join you on your adventure and we will tell you a little more about them below! In addition, many people from the colonies have their own stories to tell, relationships grow, and monsters for you to win! To say there are a fair few side quests is an understatement... Shulk is a researcher in Colony 9, a military outpost on Bionis, established as a line of defense against Mehon. Fiora and Raine, friends Shulk has known since childhood, are constantly worried about his obsessive commitment to researching Monado.Fiora is a caretaker in Colony 9, primarily caring for her older brother Dunban, a war hero and previous owner of Monado. She also ends up looking after Shulko, as he often forgets to take care of himself. Rein is a soldier in Colony 9, patrolling and protecting citizens from the monsters that roam Bionis, and from the ever-present Mehon He often accompanies Shulk in his life-saving adventures in the wilds outside the city, and the ruins beneath the surface of Bionis.Fiora and The Rhine will be part of your team, and the Affinity system in Xenoblade Chronicles: Definitive Edition rewards you for having strong connections with them, other companions and people you've helped in the city. Thus, if you become better friends with your companions like Raine and Fiora, you will unlock new abilities and bonuses in battle. By helping people of the different settlements and villages you visit, you unlock all kinds of rewards like armor and weapons. As you progress through these side-quests, people form an interconnected web of relationships, which all serve to build on the rich narrative of each community. Hot Tip: Start small in Colony 9 by helping to select different monsters and collect materials for people. Take one quest at a time and check them out of the list as you go, so you don't get overwhelmed by all the requests! We've only mentioned a few characters, but there are so many more to meet and countless places to visit - we'll leave those for you to discover! CombatThe Fight in Xenoblade Chronicles: The Final Edition in Real Time, with elements of a take-by strategy. Creatures and monsters you see while out exploring can and will attack if the mood strikes (or you get too close), so be vigilant! The advantage of a real-time combat is that you can move anywhere in the battle zone to find the best position to hit your enemies. This is especially important in Xenoblade Chronicles: Definitive Edition, because most of your attacks become more effective depending on where you stand. For example, Shulka's attack is much more destructive when you cut the enemy's back. Makes sense, doesn't it? So be sure to check each character's attack description to know where to stand to inflict the most damage. If you need help, the attack icon itself also indicates the optimal position: Characters will automatically use major attacks if they are in range from their target, and these major auto-attacks constantly fill your art meter. What is art? They are stronger attack power, which are ideal for unleashing when the moment requires it. Different art have different effects besides damage, and some even combo if they are used in the correct order. Doing it right can make a huge difference in combat, so it's worth getting the hang of it. Three of the most famous types of art effects: Break, Toppole and Daze.Use a Break attack to break enemy security and then use the Toppole attack to knock the enemy to the ground while they are still in Break status. The overthrow is decisive To defeat certain enemies and stops them from attacking or defending - creating a great opportunity for you to inflict huge damage. Finally, Daze effects can be when the enemy is in a toppled state. Daze stuns the enemy and removes most of the auras (the status of amateurs who protect enemies from various attacks). Color icons coded like this: Break - PinkToppole - GreenDaze - YellowJust remember: First Break (Pink), then Toppole (Green), and then Daze (yellow) Follow these basics and you will release chain attacks and topple giant caterpillars at the right time! Hot tips: Don't stress if you get defeated in the wild, you'll return to the nearest attraction without consequences. If you are fighting to defeat the enemy, consider whether your level is higher, lower or equal to them. You can try a different strategy or come back as soon as you are aligned. Don't forget that you don't have to fight every enemy you encounter. Regardless of your combat preferences in the style of the game - whether simple or a little more strategic - Xenoblade Chronicles: The Final Edition got you covered, with two new game modes in addition to the standard mode: Casual for those who prefer quests, adventures and soaking up an amazing story rather than challenging themselves with combat, and Expert for those who love all of the above, plus the thrill of mastering some really difficult battles you want to experience , compelling characters, intelligent fighting, and stunning visuals, Xenoblade Chronicles: The Final Edition Out Now on Nintendo Switch! So what are you waiting for?! Go to page 1 of 9: Some RPGs put you through the illustrious 20-hour tutorial and hope you are still awake at the end of the trip to enjoy the full potential of the mechanics presented. Others introduce a plethora of concepts along with nothing but a rare instructional text before throwing you off a cliff suggesting you can fly. Xenoblade Chronicles falls under the latter category, and while it's certainly not impossible to figure it out on your own, you probably won't immediately know how to do things like reach the state of Mega Heat while making gems. Why not save yourself some headaches causing trial and error by referring to our guide? Art and SkillsCompany CombatCharacters, combinations, and AICollectibles and CollectopaediaLandmarks, places, and explorationWeapons and armorGem crafting tutorialNew games - Current page 1 Next page Page 2 Michael Madnani on May 29, 2020 While Xenoblade Chronicles is available on the Wii, Wii U, and the new Nintendo 3DS, there have been changes to some things in the Xenoblade Chronicles: The final edition. The Xenoblade Chronicles: The final edition is now more welcoming to those who got into the franchise through the Xenoblade Chronicles 2, and also has a ton of quality of life improvements for those who played the original on older Nintendo systems. These Xenoblade Chronicles: Publishing tips will make it easier for you in some important mechanics, gameplay details, flow, flow, Make sure you're perfectly in Nintendo Switch's newest massive masterpiece. Whether you've played this in the past or got into Xenoblade through the amazing Xenoblade Chronicles 2 on Nintendo Switch, hopefully these Xenoblade Chronicles: The Final Edition Tips will help you in the early parts of the game. 1. Explore, but know your limits Xenoblade Chronicles: The final edition rewards exploration. You earn experience to discover new areas and even more to discover secret areas. When you're researching, pay attention to enemy name tags by targeting them. Avoid areas with red tag enemies because they will most likely kill you quickly. Also make sure you know unique monsters by targeting enemies to make sure you avoid them until you are sure of taking them. 2. Fast Journey your friend Xenoblade Chronicles: The final edition allows you to travel quickly very early in the game. While general fun research can make you go back to places that you've previously researched quite a while. Don't be afraid to travel fast to speed things along a bit as there is plenty of other content in the game to take your time. 3. Talk to NPCs in new areas Always make a point of making in NPCs when you arrive in a new area. Talking to NPC in new areas not only gets you new quests, but also helps you understand the area through bits of information. It's always worth talking to the locals in the new area for tips and just bits of detail about the land. Not to mention the quest rewards can also come in handy. 4. Levels are not simple here, like other JRPGs in the Xenoblade Chronicles: The Final Edition (and original), being a higher level of assists, being a lower level has more penalties than usual. You will notice as you explore environments, different enemies have different color tag names. This denotes their complexity compared to the current level and must be considered before you engage. You should only try the red enemies when you are confident in the battle and never take them in the group. 5. Side quests are worth your time when you reach a new area, you will see NPCs with an exclamation point on your head. Go and talk to each of these several times until you have taken on each side of the quest available. Once you do this, the game will mark enemies, points of interest, and more on the map, so you don't spend a lot of time. Completing most of the side quests from the NPC with common names (unnamed quests, as Xenoblade veterans call them), will reward you with easy money and experience in some cases. A quest involving killing enemies will be completed when you kill these enemies. You don't need to waste time to get back to the quest giver. 6. Notice the side quests with the watch symbol These side quests from the named NPC or without a common name as an employee or security guard. These quests have date and will go as soon as certain things of the story happen. The game is usually good about preparing you for this by asking you if you want to go somewhere or you are sure you want to do something. Either way, once you take on quests with the symbol of the clock, I recommend doing them whenever you can, because the rewards are often better. 7. Craft gems often you unlock Gem Man's Stall early on in the Xenoblade Chronicles: The Final Edition. This is something you should use often during your adventure to work out new gems. These new gems can slot in your gear to make them stronger. They give you extra stats and later in the game can make the difference between success or failure. 8. Pay attention to the equipment you earn there are three types of equipment in the game. Normal equipment only with statistics, slot equipment (blue icons with the symbol S), which have slots for gemstones, and unique equipment (pink icons with the symbol U). They have pre-installed gems. You earn equipment through quests, defeating enemies, or through shopping in stores. When you reach a new area and start defeating enemies or finishing quests, check the equipment screen if you see if you've earned anything worth switching to. This will help you stay alive more in the end game areas. 9. Sell loot you don't want to kill the enemy nets you loot in addition to the equipment. Initially it may seem a bit useless, but it's actually a useful way to make some money, especially at the beginning of the game. If you want to sell your loot, approach any NPC with a shop symbol in town and watch you bank balance grow. Just avoid selling any loot that is marked with an exclamation point. 10. Fill out collectopaedia, but don't stress about this Last of our Xenoblade Chronicles: The final edition of the tips to collect items on the field presented with shiny blue balls. They will help you in quests, but they will also help you complete collectopaedia. It's under collectibles on the menu. Filling each category here for networking location you're a useful reward. Completing the full area will give you even better reward. So it's worth your time to try to fill it in as much as possible. However, don't worry if you can't find it all early on because some of the collectibles require another time of day or area you can't have access to right away. Away.

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