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Of course, JRPG's combat mechanics range from the simplicity of traditional ones to the surprisingly complex features of modern systems. While most titles are wonderful to guide a player through the laundry list of top tutorials, perhaps no other game has a more complex approach to battles than Xenoblade Chronicles 2. The game's textbook system also extends across several chapters and then is not fully completed until the last chapters. To make matters worse, the game takes a confusing mix of action and by turns mechanics. But don't despair. GamingROI employees broke the entire Xenoblade Chronicles 2 combat system into easily digestible parts. Each segment is a building block for the next one, so be sure to follow along carefully. Enjoy! Auto Attacks and Affinity While many action-RPGs feature auto-attack mechanics, so that Xenoblade Chronicles 2 uses this combat element is unique. Auto attacks are key components for many other methods on this list. However, intimacy also plays a vital role from the start. Auto-attacks. Standing still, each driver automatically performs a series of three automatic attacks that gradually increase power. After completing the third automatic attack, the driver will begin processing through the same three attacks. Moving, performing art, or switching blades will restart the cycle of three attacks. As the attacks connect, the art sensors on the right-hand side of the screen slowly fill. More on that at the moment. Similarly, the connection between the Driver and the Blade is depicted by a thin blue or gold line. The weak level of affinity is depicted by a thin blue line, while maximum intimacy is illustrated by a solid gold line. Although it appears on the surface to be simply cosmetic, the level of affinity has many advantages. Maximum affinity fills the art of the sensor faster, makes the special more powerful, and increases the speed of the driver. But to achieve maximum proximity, the driver must remain connected to the Blade for a certain period of time. Standing closer to the blade during the battle decreases this time when moving too far can break the connection completely. Switching blades also resets the level of affinity. Art and Art Cancels Art are nothing more than a special attack with a recharge sensor. Located on the bottom right of the Xenoblade Chronicles 2 battle screen, the art is a three triangle that fill with a red sensor lining. As mentioned earlier, the auto attacks are filled with the red-lining of the art sensor. With full charge, players can unleash these powerful attacks that give stat buffs, debuffs, shield and healing options. Some art forms provide a driver with a stat boost while others benefit from Blade. Visit the option to learn more about the status impact. Finally, art is the only way to fill a special counter that allows Blades blades even more powerful attacks. More on that soon. Finally, the key to filling out the art sensor is to perform auto-attack cancel. Automatic cancellation of an attack is nothing more than a perfect interruption of the driver's automatic attack. As the driver finishes one of the three cycles of automatic attack, players can perform an skill that will not only increase the damage but also slightly recharge the same skill. Think of this mechanic as a timed-hit in action-RPG. The perfectly timed art is depicted with a light metallic ping and a blue glow that covers the Driver. The combo driver are you with us so far? Because it's about to get even more complicated. Drivers not only have their own set of combos, but also Blades. But let's start with the lighter of the two: Driver Combos. Some art forms have a unique impact on enemies. While most offer stat buffs and debuffs, some are components of Driver Combos. The individual type of Blade weapon identifies available art, which in turn establishes the available Driver Combos elements. There are four successive parts of this chain of attacks; therefore, it is imperative that players equip at least one blade with the art of each component for a batch of three drivers. The party member's AI driver will automatically initiate elements of driver combinations, if any. Beware though: there is a limited amount of time where players can perform the combination. Check out the substitution game for more information about art. Here are the following stages of Driver Combos in order: Stage 1 - Break. This status effect lasts 10 seconds and has no additional consequences. Stage 2 - Overthrow. This status effect lasts 5 seconds and increases the damage to the batch by 25%. Stage 3 - Run. Although this effect lasts only 5 seconds, it increases the damage of the batch by 50%. Stage 4 - Smash. After completing the final stage of Driver Combo, the game rewards players nicely: severe initial damage as well as a lasting 50% attack momentum. Blade Special and Combo Remember how we mentioned that Blade Art fill a special meter? Well, this counter just so happens to be the Blade Special Meter. Located on the right side of the Xenoblade Chronicles 2 battle screen, this sensor is the first base diamond in the art meter. After unleashing a number of Blade art, players have the option of pressing the A button to perform Blade Special. Like Blade Combos, these powerful attacks also have four stages, both by depicted Roman numerals. Each special stage requires players to use more skills to fill the sensor. For example, a special Level II Blade means that the player must fill in a special Blade sensor twice. Which brings us to the coup de Blade Combos. Blade Combos is a series of Special Levels I, Level II and Level III Blade Specials that pack a mighty punch. But here's the kicker: it's not just players who have to perform Blade Special level, but they also have to use Blade with the right type of item. For example, if Pyra uses a special Level I fire, the next Blade Special must be Level II to continue the combination. Sounds confusing? Because that's the way it should be. Blade Combos is by far the most complex element of the Xenoblade Chronicles 2 combat system. But the successful execution of Blade Combo has many advantages that include elementary balls and seals. More on the first one soon. Seals are permanent debuffs that can drastically change the outcome of a battle. Check out the image below for the list and combination of seals. Finally, to shoot the maximum number of Blade Combos, players must pay close attention to the type of Blade element when forming a batch. Fusion Combo - Joint Combo Finishing Your Brain Hurts a Little? Because ours is sure. But we're almost there. Now all we have to do is just put the driver and Blade Combos together. This leads to a Fusion Combo with the potential to share Combo Finishing. Fusion Combos are nothing more than when a player performs the Driver Combo stage, when the Blade Combo stage is activated or vice versa. For example, if Rex performs Toppie Driver Combo while Blade Combo Level I is active, the Fusion Combo screen will appear. Fusion Combos not only increases the damage from the attack, but also expands the combo timer and quickly fills the batch chain attack sensor. But let's all be a joy. Always change the combination of Blade and Driver in combat. Is Level II Blade Combo active? Run Driver Combo. This strategy ensures that players maximize damage and quickly fill in the chain attack sensor. Finally, Joint Combo Finisher is nothing more than defeating the enemy with Driver Combo, when the Blade Combo stage is active or vice versa. This mechanic also rewards the player with additional experience points, so it's well worth the effort. Chain attacks and elementary explosion We have come so far and we are almost completed. This is the second-last step in the confusing Xenoblade Chronicles 2 combat system: Chain Attacks and Elementary Explosions. Just like that. Chain attacks are nothing more than a series of three continuous Blade Arts that players can perform once they have a chain attack participant sensor full. Located in the top left corner of the screen, the chain attack sensor consists of three segments. As mentioned earlier, the performing arts of Blade and various combos fills this sensor. Once full, players can press the I button to unleash a chain attack. By doing so, each driver takes a turn by performing the continuous art of Blade. Which brings us to elementary explosions. Remember when we explained that Blade Combo leads to Elemental Orb? Well, now that this element is becoming important. When zero balls are activated, a chain attack will result in only three Blade Art. Art. Breaking Elementary Balls can expand the chain attack. To break Elemental Orb, players must attack the said ball three times. But it can be reduced by the art of the opposite element. For example, let's say that Blade Combo produces a fiery elementary ball. Initiating a chain attack and using water art, the fiery Elemental Ball will burst in just two turns. Each time a player breaks Elemental Orb, the chain is extended by one round and Blade Arts is half full. Breaking the balls has profound consequences, so we give a full blast of your own section. Full Elementary Explosion Our journey is almost complete. The final part of this crazy puzzle is upon us: A complete elementary explosion. When entering a chain attack, players must have at least five elementary balls activated to achieve a complete elementary explosion. With every successive breakdown, Elementary Balls Increases Chain Attack Damage Factor: One Orb - 1.000% increase in damageTwo orbs - 1500% increase in damageTria Balls - 3000% increase in damage four Oce - 5500% increase in damage After breaking the fifth ball, the whole party will perform a complete elementary explosion in which each member of the party and designated Blades will take the initiative of all their assendig. The final attack in this sequence is assigned to Blade Player Special Level IV. To put the power of the mechanics in context, the most challenging post-game super bosses will absorb more than 50% of the total damage from the successfully executed Full Elementary Explosion. Pretty powerful stuff. Conclusion Phew. It was like a pretty long explanation. But we want to know what you think. Have you had a hard time with the Xenoblade Chronicles 2 combat system? While the story is enjoyable, the battle mechanics sent you to the rest of the game? Let us know in the comments below or the social media links on the right. Want more spoiler-free Beginner Tips? Click here for the latest information on your favorite games. Also, be sure to check out our other news on Activision, Final Fantasy VII remake, Animal Crossing, Modern War, and more. Want to delve deeper into your favorite games? Be sure to check out our editorial columns such as that day in games and music that moves the article. Also, subscribe to our social media links below or click on one of the links in our soundcloud. Believe us: You don't want to miss a thing! Finally, we start the stream every night and are looking to add to our community. If you become one of the first 100 twitch and Mixer subscribers, you will have a chance to win a free GamingROI t-shirt. All you have to do is click on the links above and choose to follow and we will announce the winners at the end of each month. Until next time, enjoy! xenoblade chronicles 2 challenge battle mode guide

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