

Three Act Structure

XenoBlade Chronicles



Act One:

Back Story: Xenoblade Chronicles is a sci-fi, action adventure game that takes place on the bodies of two fallen gods. The Bionis and Mechonis were fighting endlessly until they struck each other at the same time. The people of Bionis called Homs (humans) are at war with the people from Mechonis Mechon (robots). A year after the war has ended the Mechon remerge attacking Colony 9. Shulk, Reyn and Fiora help defend their home, Colony 9, from the attack.

Characters: **Shulk** is 18 years old and the only person able to wield the Monado. He is very bright and works at the lab at colony 9. He takes a cautious approach to situations.

Reyn is 18 years old and a member of the Colony 9 defense force. He is very muscular and has protected Shulk since childhood. Reyn loves making jokes and having fun.

Fiora is 18 years old and lives in Colony 9. She is the younger sister of Dunban and best friends with Shulk and Reyn. She is very caring and likes to cook food for people.

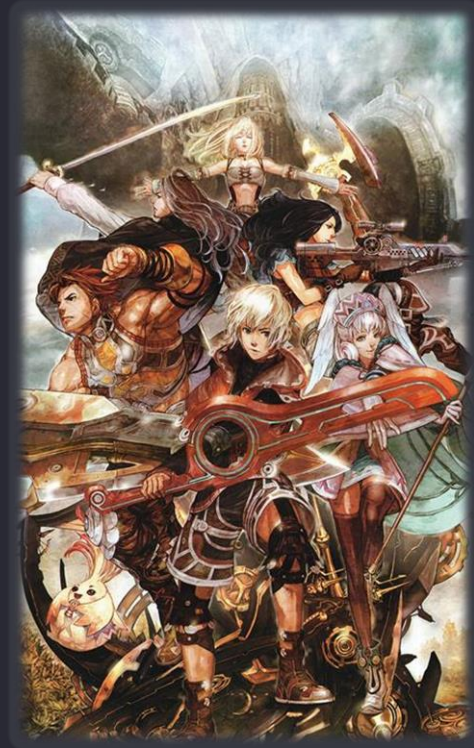
Dunban is 30 years old and the war hero of Colony 9. A year ago he wielded the Monado to win the battle at Sword Valley, but it has caused his right arm to become paralyzed.

Sharla is 21 years old and lives in Colony 6. She is a medic that helped children and elderly escape when the Mechon invaded Colony 6. Her fiancé Gadolt was killed in defending Colony 6.

Melia Antiqua is 88 years old and princess of the High Entia (a race that lives near the head of Bionis and is thought to be a legend) and half Hom. Her father is planning to use her to unite all the races of the Bionis. She is very proper and mannered. Melia is a mage and is saved by Shulk and the others. She joins in their fight after the Mechon kill her father when they invade Alcomoth (the royal city of the High Entia).

Dickson: Dickson is one of the leaders of Colony 9 Defense Force. He helped defeat the Mechon in the war. He is very old and knowledge on every subject because he has traveled the world. He manipulates the group because he is a disciple of the god Zanza. Dickson is plotting with him to destroy the world.

Zanza: Zanza is one of the two gods of the Xenoblade World. He inhabits the Bionis and was locked in an eternal battle with Lady Meyneth, before they killed each other. He created all life on Bionis to die and be converted to energy for himself. He decided to attack the Mechonis thousands of years ago to start the destruction of the world so he could create a new one.



Lady Meyneth: Is the second god of the world and inhabits the Mechonis. She is very peaceful and shared her advanced technology with the people of Bionis before Zanza attacked her. She wants gods and people to be friends and live in peace.

Alvis: Alvis is a disciple of Zanza and the seer to the High Entia. He knows how to use the Monado and gives Shulk advice throughout the adventure.

Inciting Incident: When Colony 9 is attacked Shulk, Fiora and Reyn rush home to help fight. Dunban tries to use the Monado, but is unable because of the toll it takes on his body. Shulk picks up the Monado and sees a vision of the future with Fiora in danger but he cannot comprehend the vision. Shulk, Reyn and Dunban try to fight the Mechon Metal Face (Empathetic Antagonist). Metal Face



is immune to the Monado and defeats them. Fiora controls one of Colony 9's defense machines attempting to help the others. Shulk screams for Fiora to stop as he makes sense of the vision. Fiora engages Metal Face in a fight and dies. The Mechon take her body and leave Colony 9.

Compelling Central Question and Object of Desire: Shulk is engulfed with rage as he watches Fiora die. He stabs Metal Face in the head with the Monado. Metal Face knocks him away and retreats. Shulk vows to get revenge for killing Fiora. Reyn and Shulk leave Colony 9 to kill Metal Face. The question is will Shulk kill Metal Face and the object of desire is to enact revenge.

First Act Turning Point: While journeying up the Bionis Shulk and Reyn reach the Bionis Leg where they meet the survivors of Colony 6. Sharla is protecting the survivors awaiting word from her fiancé Gadolt, the leader of the Colony 6 Defense Force. Sharlas' younger brother, Juju, runs off and is kidnapped by the Mechon Bronze Face. Shulk sees a vision of Sharla dying causing a new symbol to appear inside the Monado, allowing him to move faster to save her. Bronze Face tells them to go to the Ether Mines to save Juju and leaves. Shulk realizes that revenge on Metal Face is not the reason to take up his adventure. He sees the suffering caused by the Mechon with the destruction of Colony 6 and 9. He vows to kill every Mechon and bring peace to the Bionis.



Act Two:

Progressive Complications: Shulk has a vision of a black island with a race of people he has never seen before fighting Metal Face (**Set Up**). After talking with the group they decide finding this island is the best option, but first they should enter the Ether Mines in under Colony 6 to rescue Juju. The Monado will not work on Bronze Face and they realize Shulk alone cannot win every battle. Team work becomes an important factor. While dying Bronze Face explains the true power of the Monado has not been reached. Metal Face attacks the group as they exit the mine and Dunban and Dickson arrive to help them. Metal Face mocks the group calling them pathetic heroes. Alvis sends a Telethia, an ancient beast to protect them.

Dickson departs back to Colony 6 and the group journeys up the Bionis through the Satoral Marsh. In the Marsh they meet a smaller furry race known as Nopon. The Nopon agree to take them to Frontier Village inside Makna forest. Shulk is separated from the group upon entering the Forest and Alvis is waiting for him. Alvis explains the Monado is controlled by the wielders will and Shulk has the will to make all things happen. He informs of Shulk a new art of the Monado to protect himself, but not how to use it. The rest of the group finds Melia unconscious on the ground after battling a Telethia. Shulk rejoins them and helps give aid to Melia.



Upon reaching the Frontier Village the Nopon offer a deal for the party to defeat the Telethia in order to have passage to Eryth Sea. The group explores the forest in search of the Telethia. The Telethia can read minds and can see every attack the group is going to make. Unable to damage the Telethia, Shulk remembers the art Alvis mentioned and uses Monado Purge. This causes the Telethia to lose its ether power and as a result is unable to read their movements. The group executes an attack and defeats the beast.

Returning to the Frontier Village the Nopon guide them to Eryth Sea. On the other side of Eryth Sea is Alcomoth, the capital city of the High Entia. Shulk explains his vision of Prison Island, saying the king will die and they need whatever is there to stop the Mechnon. The king, Sorean Antiqua, decides against helping them, stating the High Entia remain neutral and the power sealed there is locked away for good reason.

The queen, Lorithia, was promised immortality by Zanza and convinces the king to force Melia to complete the trails in the Tomb of the High Entia. Shulk has a vision of Melia being assassinated inside the tomb and rushes to help her. The group is ambushed by assassins sent by Lorithia, they fight off the assassins and rush after Melia. The party arrives in time to help Melia fight off the assassin. While inside the tomb, the Mechnon attack Alcomoth, obliterating the superior



technologies of the High Entia. Sorean leaves for Prison Island, seeing it as the only way to defeat the Mechon.

(Pay Off) Metal Face attacks Prison Island and kills Sorean as the group arrives. Sealed away inside Prison Island was a giant, locked away in chains. The giant reveals himself to be Zanza and offers Shulk a chance to have the true power of the Monado. Shulk accepts the power, as a spear is thrown and kills Zanza. A new Silver Mechon appears and is revealed to be Fiora. After killing Zanza she flees(**Reversal**). With the new power of the Monado Shulk attacks Metal Face. As Shulk goes to land the final blow, Egil the leader of the Mechon, comes and stops him. Confused and depressed the group embarks towards Galahad Fortress, the military base of the Mechon. Shulk and Dunban are hit the hardest seeing Fiora as a Mechon. While crossing Valak Mountain the Silver Mechon stops the group asking who she is.



Fiora has no memories of her past and is following Egil the leader of the Mechon. Egil comes and forces her to come back, telling the group to come and fight him at Galahad Fortress. Outside the Fortress Metal Face waits for the group. He reveals himself to be Mumhkar, one of Colony 6 generals who supposedly died in the war. He was jealous of Dunban and wanted the Monado for himself. Shulk uses the power given to him by Zanza to defeat Metal Face and kill Mumhkar. Shulk begins to feel weak from the Monado's power.

At the center of Galahad Fortress, Fiora tries to attack the group but cannot bring herself to do it. Egil, frustrated, ambushes the party, using his new technology rendering the Monado useless. Fiora jumps in the way of the attack, stopping Egil, destroying Galahad Fortress and saving everyone.



Second Act Turning Point: (Quiet Character Moment) With Fiora now in the party, the group departs for Agnarithia, the capital of the Mechonis. When they arrive Egil reveals he put Lady Meyneth inside Fiora because she needed a body. He explains the history of the world saying Zanza betrayed the people of the Mechonis and started this war. Lady Meyneth says peace is what the world needs. Egil calls Meyneth weak and takes control of the Mechonis to destroy the Bionis. (Major Sequence of Action) The group rushes up the Mechonis to the final battle with Egil. The Monado begins to take a heavy toll on Shulk's body, and he can no longer see the future. Inside the head of the Mechonis the final battle begins. Feeling weak, Shulk fights Egil. Egil is shocked the Monado damages him, and Shulk reveals it is the will to protect people that gives him strength. Shulk offers Egil a hand in friendship, explaining they both have

the same goal. Egil is haunted by the past and refuses Shulk's offer for the future.. Dickson shoots Shulk and kills him (Reversal). Zanza comes out of Shulks' body, telling everyone he was Shulk the whole time, as he needed a body to recover in. Lady Meyneth leaves Fiora to fight Zanza. Zanza kills her and takes control of the Bionis, to destroy the Mechonis.

Act Three:

Climax: Dickson retreats to Prison Island as Zanza begins to destroy the world. Everyone leaves the Mechonis taking Shulks' body with them. Shulk awakes in space to Alvis explaining to him, he can change the future and stop Zanza. Alvis explains it is the will of people that shape the future and can even stop a god. Shulk awakes and joins the group at Prison Island. Dickson is at the top waiting for them. Dickson transforms into his true form and attacks the group. Dickson falls, but refuses to let them see him die. Shulk and the others step through a portal to outer space where Zanza is waiting.

Crisis Decision: Zanza offers Shulk a chance to join him and become a god. He tells everyone it is impossible to defeat him. Shulk tells him everyone in the world can change the future and fate is not determined by a god (Compelling Theme). Midway through the fighting Zanza offers one last chance to become a god before Shulk finally kills him. Everything in the world is destroyed and Shulk is left in emptiness by himself. Alvis reveals to Shulk , he is really a computer and the world was an experiment between two scientists, Zanza and Meyneth. Zanza developed a program to recreate the world, but Meyneth though it was not ready to be tested. Alvis informs Shulk he has become the god of the world and whatever he wishes will transpire. Shulk creates the world exactly where it was destroyed, but with peace and everyone helping to reconstruct the world.

Resolution: The Story ends with people from the Bionis and Mechonis rebuilding Colony 9. Fiora is looking around for Shulk, asking the characters where he is. She walks down to the beach to see Reyn, Juju and Sharla fishing, with Shulk sitting alone. Fiora walks over to him and they begin talking about the future. She asks Shulk what he thinks will happen. He responds by saying he does not know, but that means the possibilities are endless. The screen fades as Alvis says "This new world is boundless, all life will walk hand in hand toward the future".(Compelling Theme)

