

XENOBLADE CHRONICLES

DEFINITIVE WORKS | INTERNAL ARTWORK







XENOBLADE CHRONICLES™

DEFINITIVE WORKS | ŒUVRE DÉFINITIVE





Ten years have passed since the release of the *Xenoblade Chronicles* game for the Wii™ console, and now *Xenoblade Chronicles: Definitive Edition* has finally arrived. At Monolith Soft, we approached development for this game not as a simple remaster but with the same enthusiasm we've brought to brand-new titles like *Xenoblade Chronicles 2*. There were things we had wanted to include in the original version of this game, things we tried but were ultimately unable to implement, and things we'd heard our fans had wanted in the game. As we looked at this wish list of "things" we all realized this project demanded the same energy as a brand-new game to make our vision of the definitive edition come through clearly to players.

The UI has been overhauled dramatically, and we also focused on improving visibility and making the game easier to play. We eased the burden of certain battles in the main story route, like those with Metal Face and Xord, to ensure everyone will be able to reach the game's ending. We've not only added new character equipment but also revamped designs for existing equipment, and we've done our best to bring the visual aspects of the game up to date. We've taken advantage of the Nintendo Switch™ system's enhanced audio capabilities, remastering the game's overworld music tracks and battle themes. We've made countless other adjustments, changes, and improvements.

Ten years have passed. In that time, players have become more discerning and sophisticated. The standards for what constitutes quality in a game have risen. This definitive edition of *Xenoblade Chronicles* embodies all the new elements and refinements we've made to meet players' expectations.

When it comes to new elements, the biggest addition is a region not finished in time for the original game—the Bionis' Shoulder—which sets the stage for the game's new story scenario, "Future Connected." Much like Torna – The Golden Country added to the main game of *Xenoblade Chronicles 2*, Future Connected focuses on the character and story of Melia after the events of the main scenario come to a close. Why Melia and not Flora, Reyn, Dunban, Sharta, or Riki, you might ask? Well, that's because this scenario isn't simply a new story to be told, but a way stone of sorts, pointing toward the future. The events that take place and the words spoken by the characters in Future Connected are linked to the future of *Xenoblade Chronicles* itself. It's our hope at Monolith that, as you experience this new scenario, you'll enjoy dreaming of what sort of future that might be. To all of you who have been with us since the *Xenoblade* series began, and to those of you starting your journey with us now, we hope the possibilities for the future of *Xenoblade Chronicles* inspire you as you play.

—Tetsuya Takahashi – Executive Director

Dix années ont passé depuis la sortie du jeu *Xenoblade Chronicles* sur la console Wii™, et aujourd'hui, *Xenoblade Chronicles: Definitive Edition* arrive enfin. À Monolith Soft, nous avons considéré le développement de ce jeu non comme une simple version remastérisée, mais avec le même enthousiasme que celui que nous avons eu pour les jeux plus récents comme *Xenoblade Chronicles 2*. Il existe des choses que nous voulions inclure dans la version originale du jeu, des choses que nous ne sommes pas parvenus à implémenter malgré nos efforts, et également des choses que les fans souhaitaient voir dans le jeu. En regardant cette liste, nous avons réalisé que ce projet nous demanderait le même investissement personnel que celui d'un jeu inédit si nous souhaitions partager clairement avec les joueurs notre vision d'une version définitive.

L'interface utilisateur a été remaniée en profondeur, et nous nous sommes concentrés sur l'amélioration de la visibilité et sur ce qui rendrait le jeu plus facile à jouer. Nous avons allégé l'intensité de certains combats de l'histoire principale, notamment ceux contre le Facia noir et Xord, pour nous assurer que tous les joueurs pourront atteindre la fin du jeu. Nous avons non seulement ajouté de nouvelles pièces d'équipement, mais nous avons aussi revu l'apparence de l'équipement existant. Nous avons également donné notre maximum pour moderniser l'aspect visuel du jeu. Nous avons tiré avantage des capacités audio supérieures de la Nintendo Switch™, retravaillé les morceaux des phases d'exploration et de bataille du jeu. Nous avons apporté de nombreux autres ajustements, modifications et améliorations.

Dix années ont passé. Pendant ce temps, le regard des joueurs est devenu plus averti et leurs goûts plus raffinés. Les standards définissant un jeu de qualité se sont élevés. Cette version définitive de *Xenoblade Chronicles* englobe tous les nouveaux éléments et toutes les améliorations que nous avons apportées pour satisfaire les attentes des joueurs.

En ce qui concerne les nouveaux éléments, l'ajout majeur est une région qui n'avait pas été terminée à temps pour le jeu original, l'épaule de Bionis, où aura lieu une nouvelle partie de l'histoire, « Un avenir commun ». Tout comme Torna – The Golden Country est venu s'ajouter au jeu principal *Xenoblade Chronicles 2*, Un avenir commun se concentre sur l'histoire et la personnalité de Melia après les événements de l'histoire principale. Pourquoi Melia et pas Flora, Reyn, Dunban, Sharta, ou Riki, nous demanderez-vous? Eh bien, car ce chapitre n'est pas une simple nouvelle histoire à raconter. Il s'agit d'une pierre angulaire sur laquelle se bâtit le futur. Les événements qui ont lieu et les dialogues qui prennent place dans Un avenir commun sont liés au futur de *Xenoblade Chronicles*. À Monolith Soft, nous espérons qu'en vivant cette nouvelle histoire, vous prendrez plaisir à imaginer ce que ce futur nous réserve. Pour tous ceux qui ont suivi la série *Xenoblade Chronicles* depuis ses balbutiements, et pour ceux qui embarquent dans ce périple avec nous en ce moment même, nous espérons que les futurs possibles de *Xenoblade Chronicles* vous inspireront pendant que vous jouez.

—Tetsuya Takahashi – Directeur exécutif





CHARACTERS | PERSONNAGES

SHUKE

























XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / SHULK



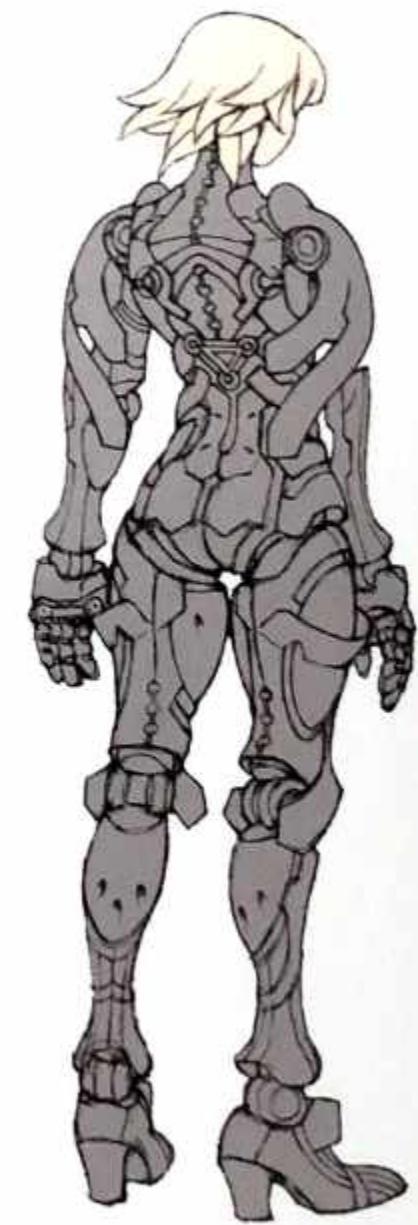


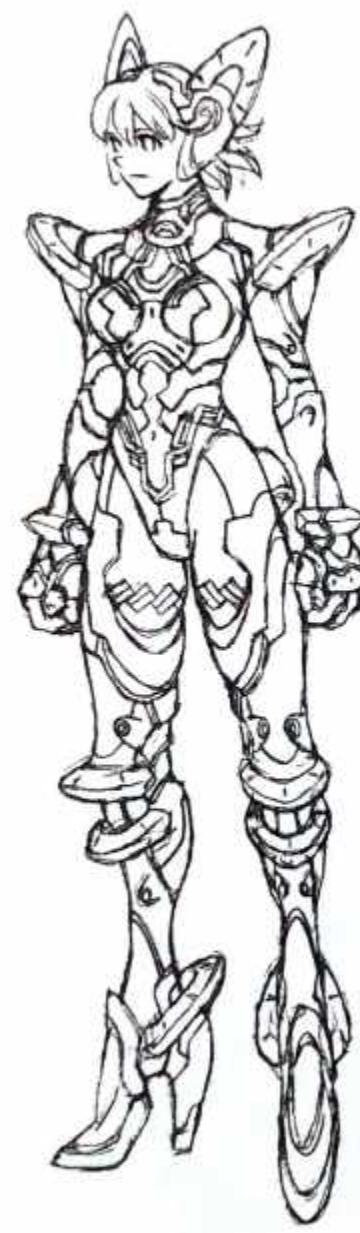
XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / SHULK

EIORA

















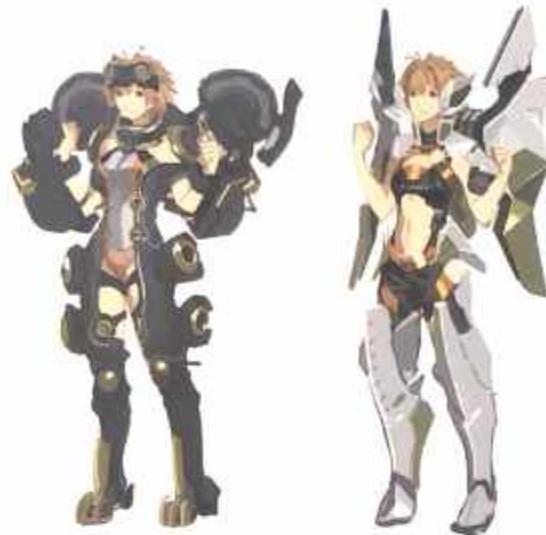












XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / FIORA









XYZ
P1



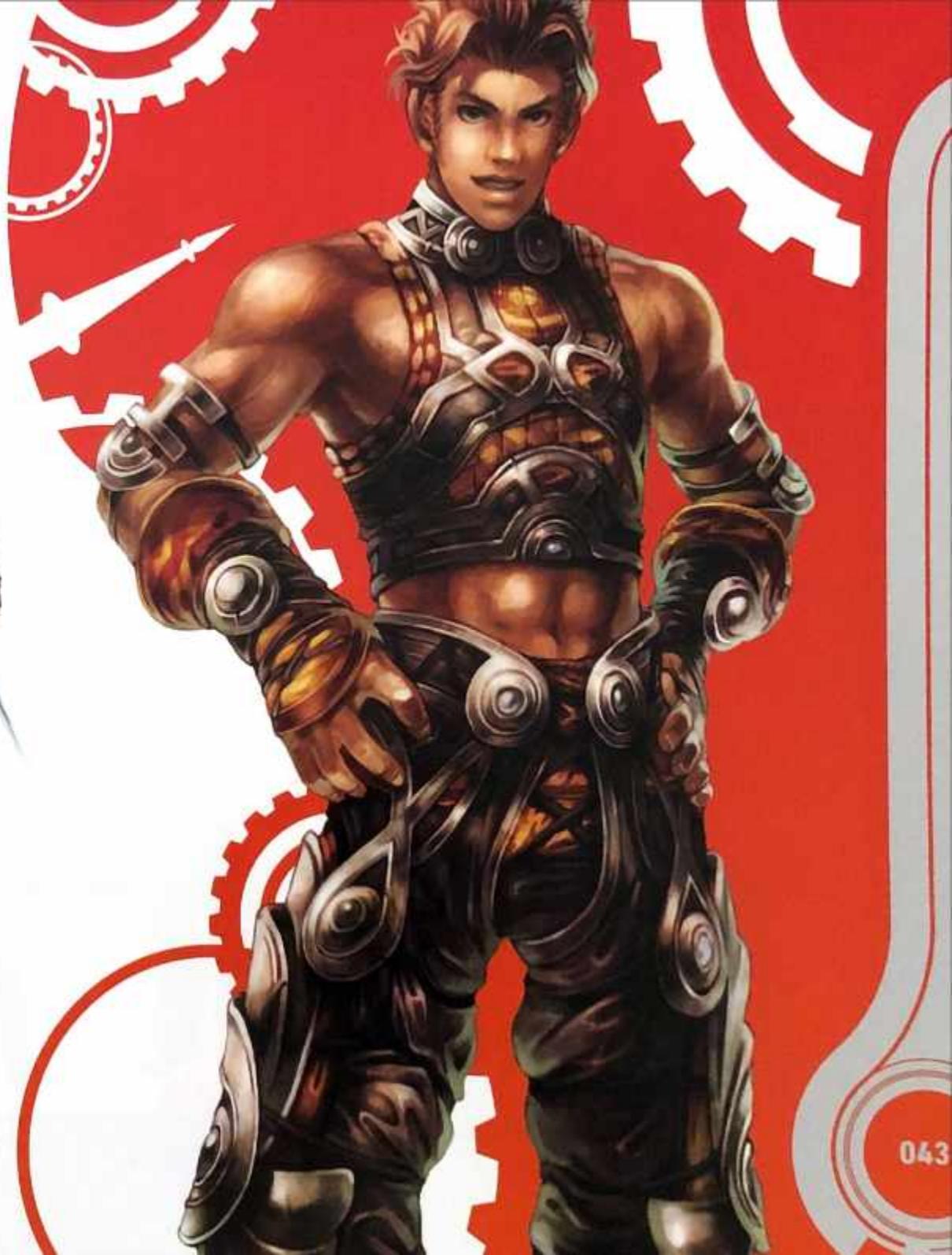


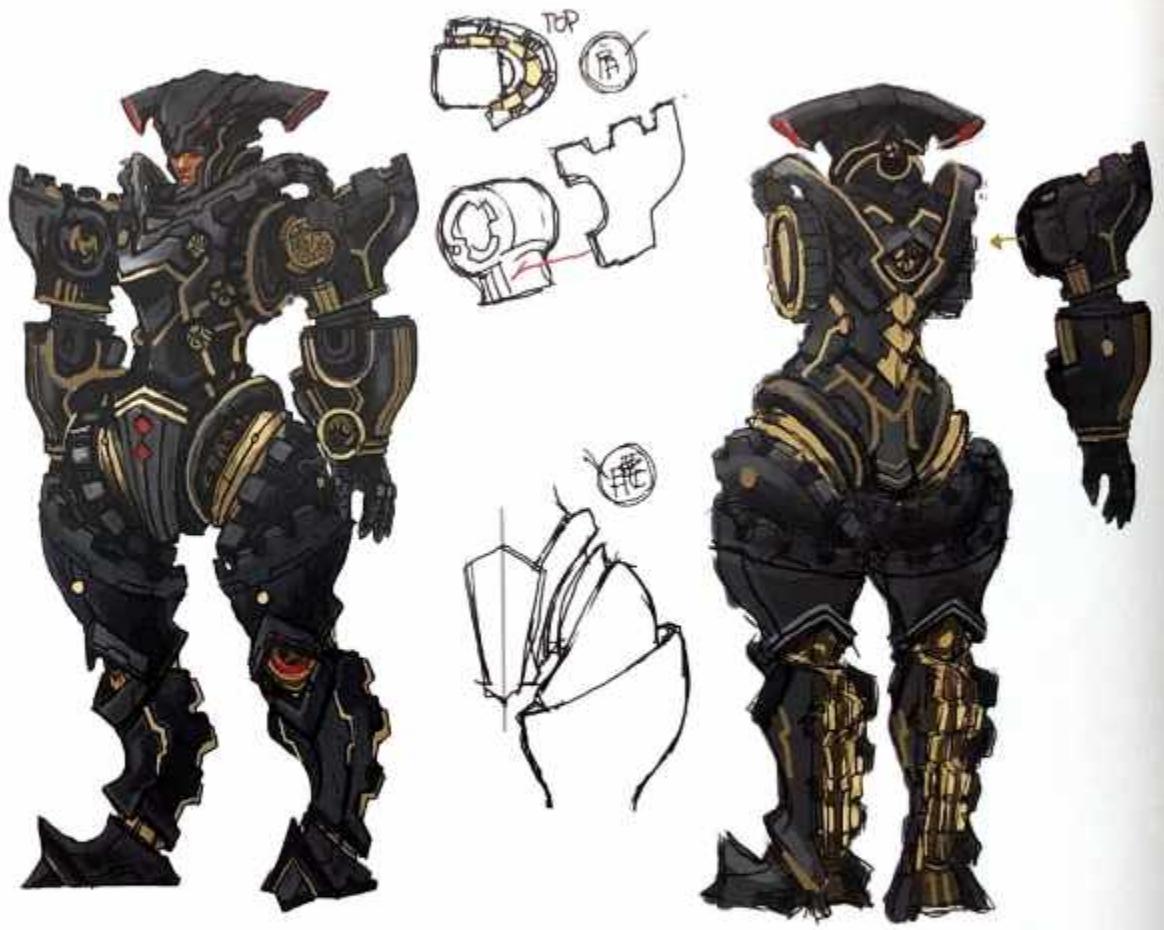




XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / REYN

















XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / REYN

CHARIA
S





















XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / SHARLA



XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / SHARLA



XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / SHARLA

DUNBAN

















XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / DUNBAN





XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / DUNBAN





VIEW









XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / MELIA

















XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / MELIA





XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / MELIA

RICK



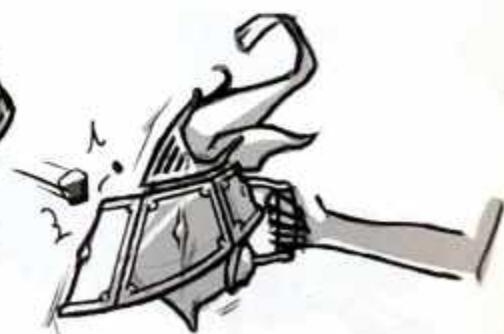
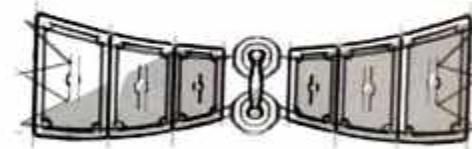
















I am Dragoh















EXREA





XENOBLADE CHRONICLES / DEFINITIVE WORKS / CHARACTERS / TYREA



NENE







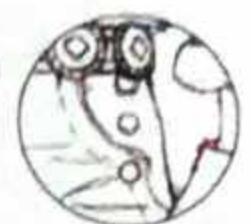
KINO







ALVIS



DICKSON



MUMKHAR



GADOLT



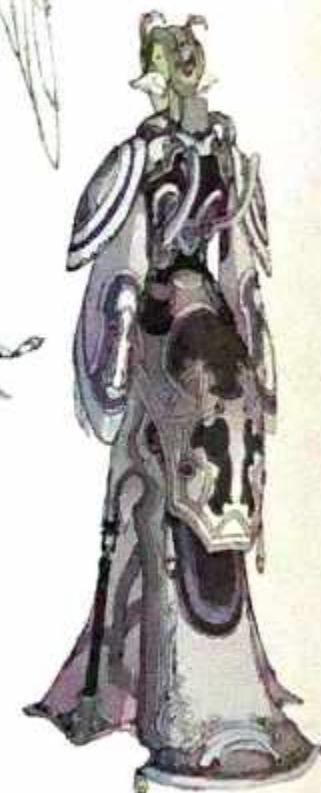
OTHARON



JWJU



SOREAN



YUMEA



EGIL / EGHIL

VANEA

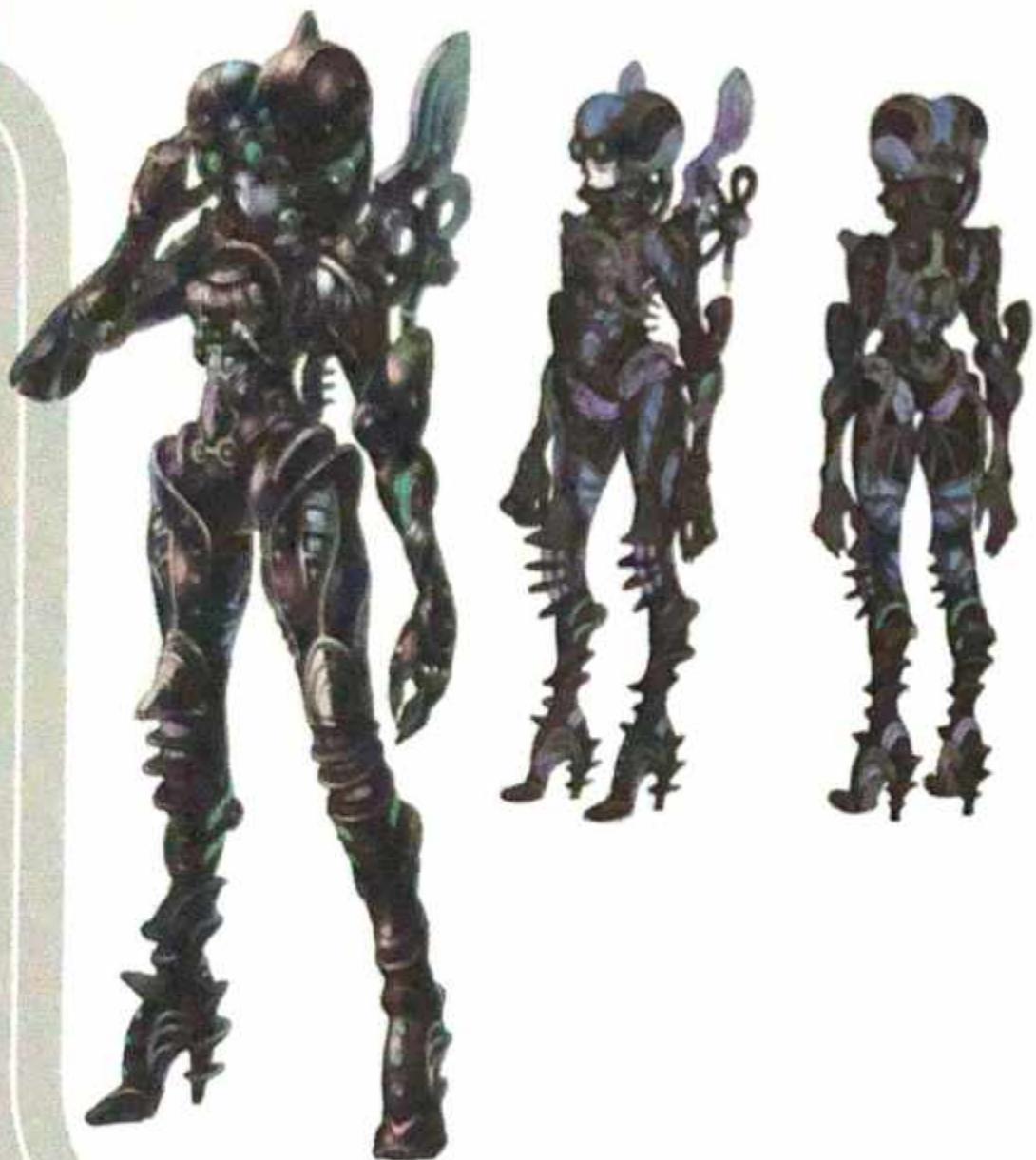
KALLIAN



MEYNETH / MEÏNAS



LORITHIA



LINADA

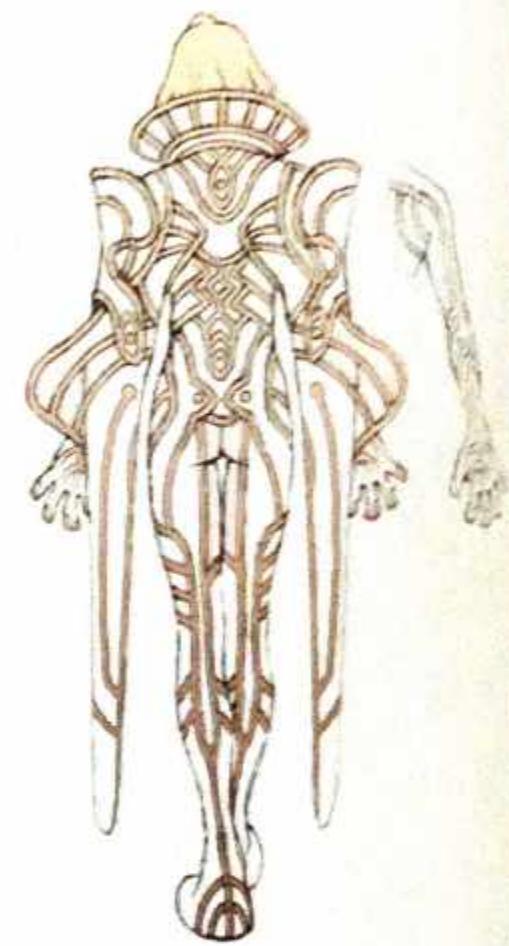
120



MIQOL / MIKOL



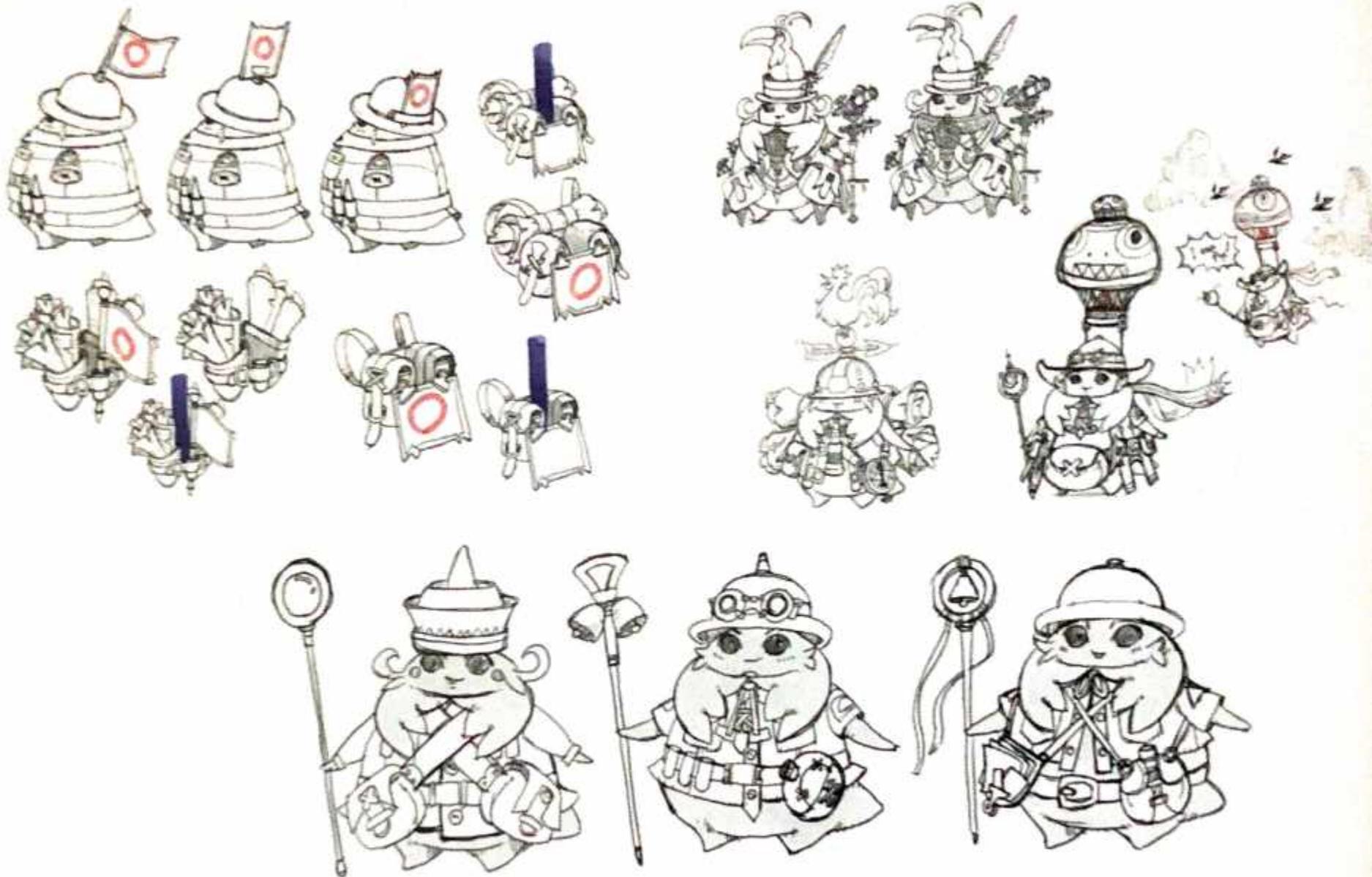
• HIGH ENTIA / HAYENTHES



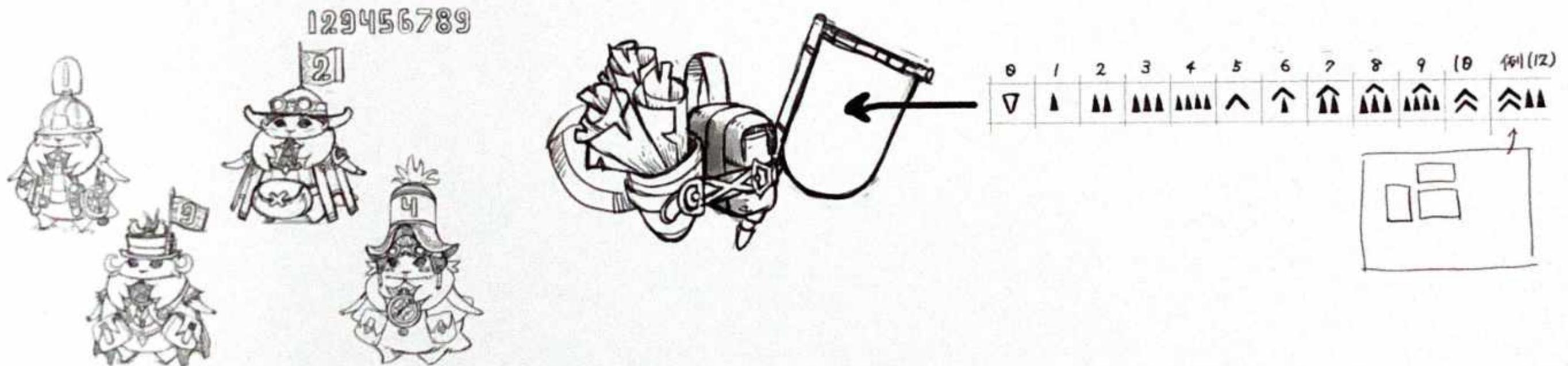
ZANZA



DUNGA



PONSPECTORS / PONSPECTEURS

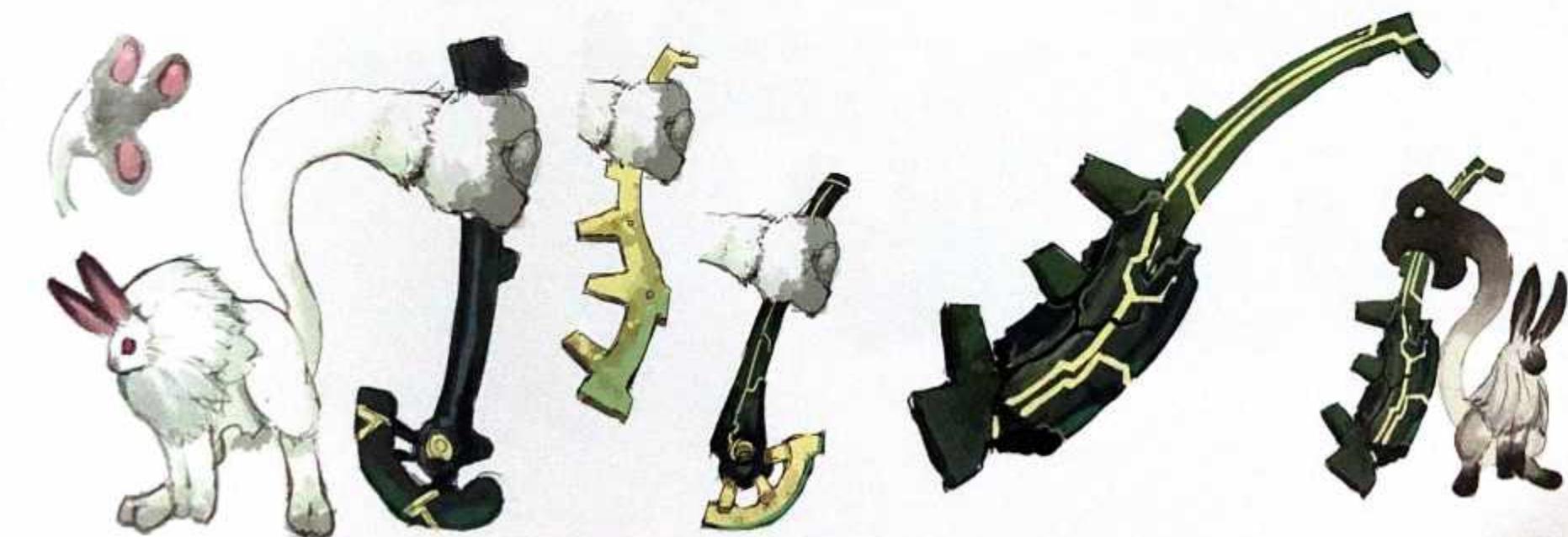




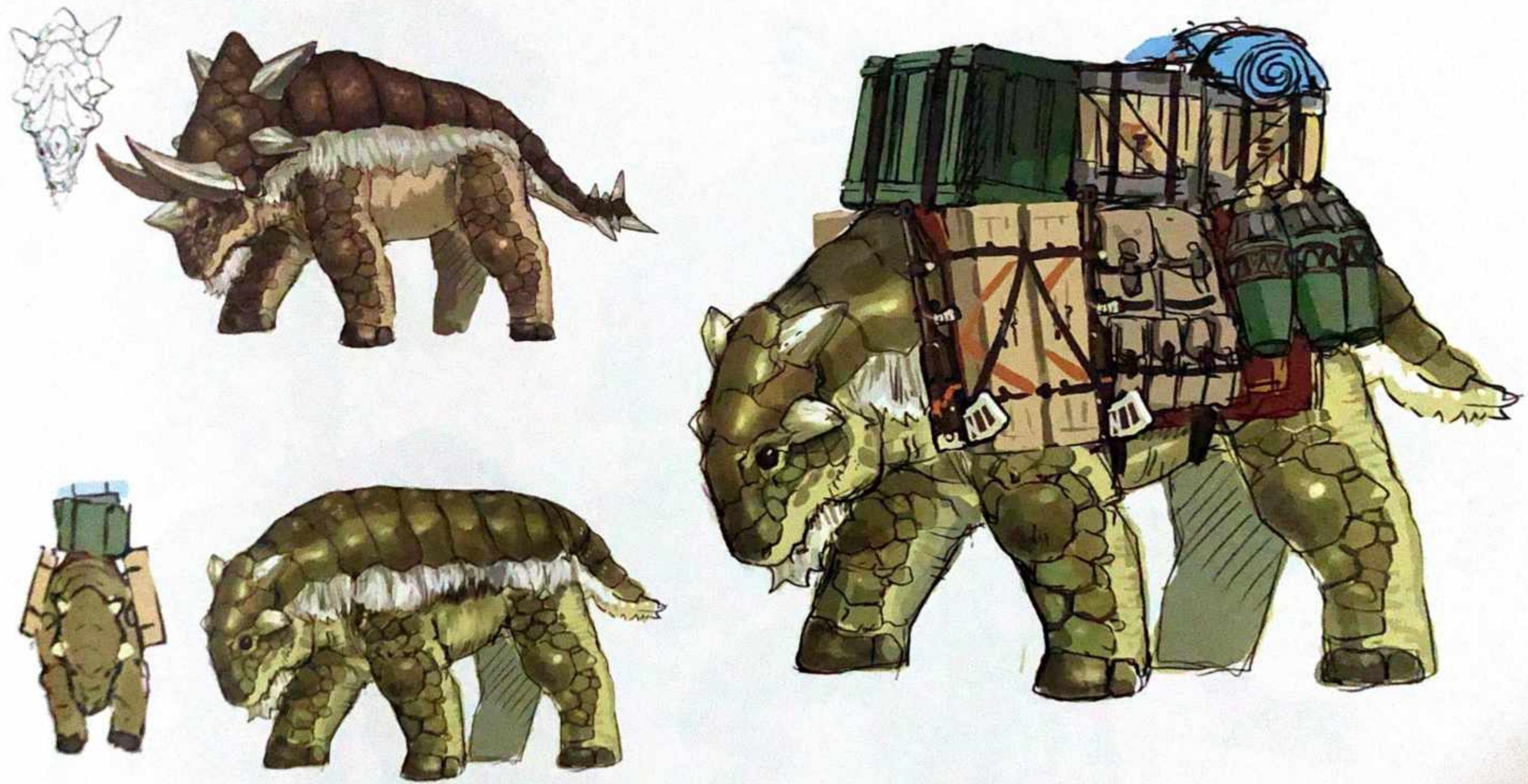
ENEMIES | ENNEMIS

MONSTERS & CREATURES











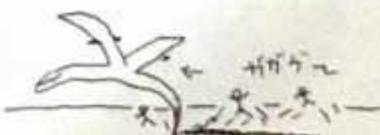






XENOBLADE CHRONICLES / DEFINITIVE WORKS / ENEMIES / CREATURES

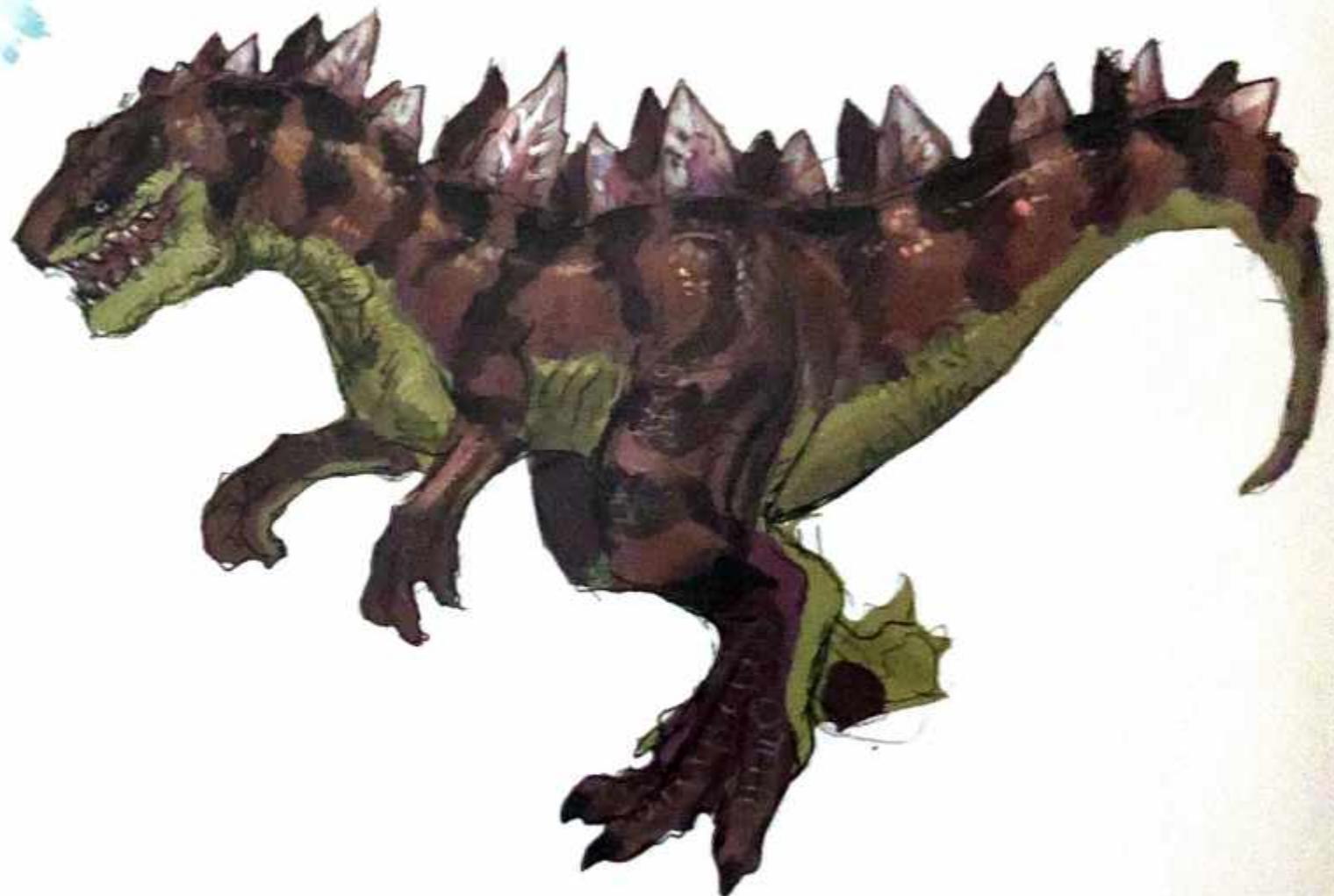


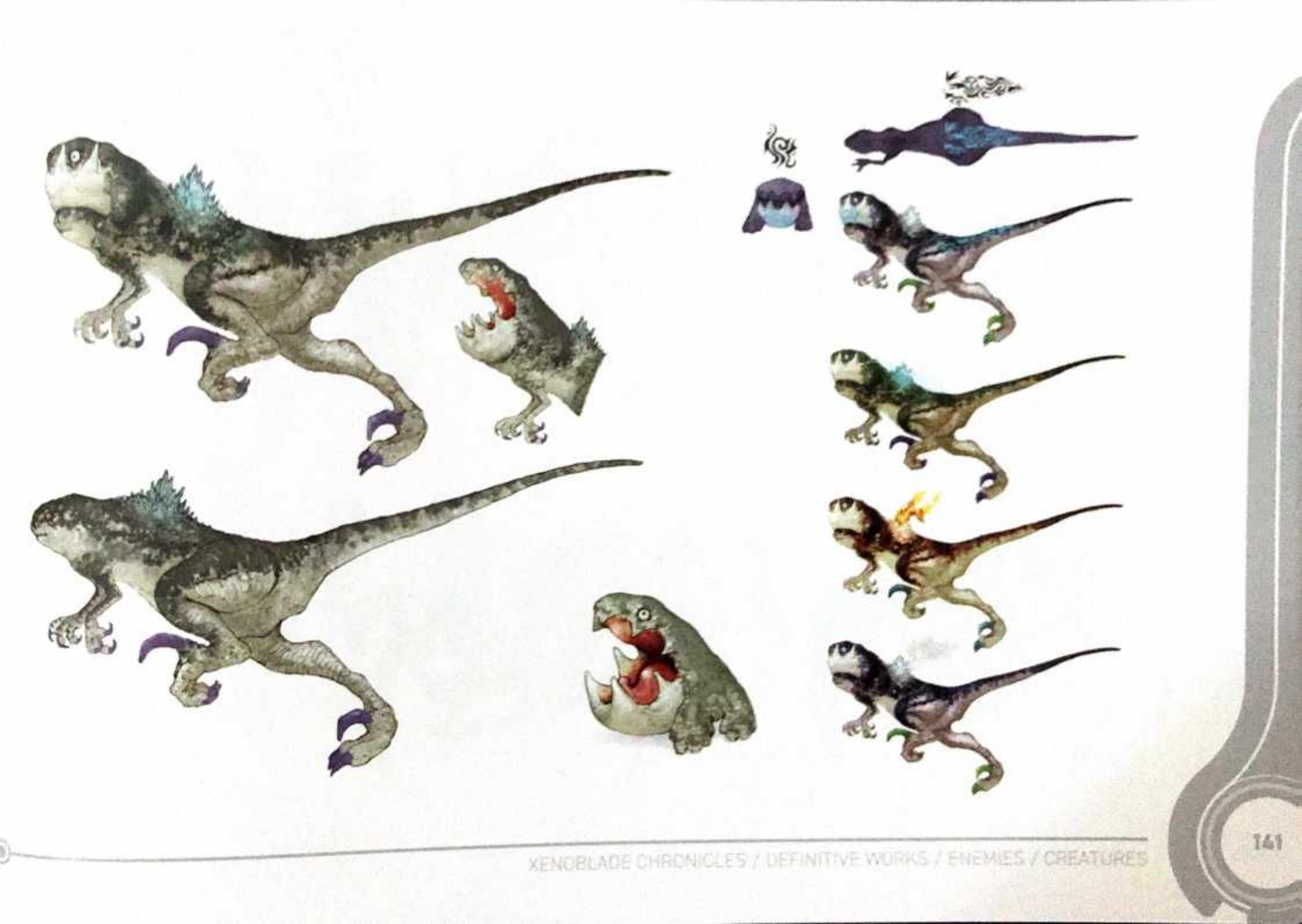






XENOBLADE CHRONICLES / DEFINITIVE WORLDS ENEMY / CREATURES

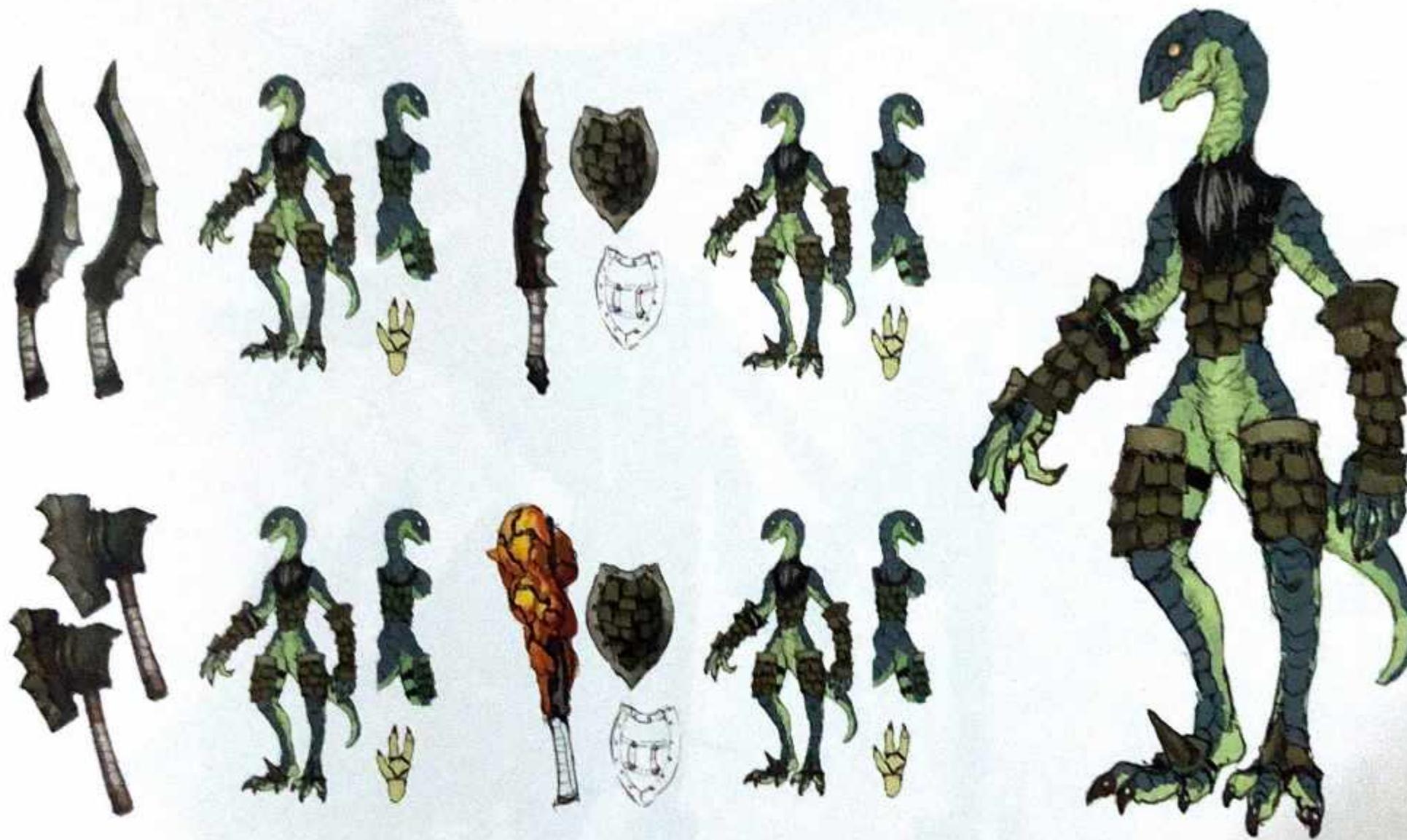




XENOBLADE CHRONICLES / DEFINITIVE WORKS / ENEMIES / CREATURES



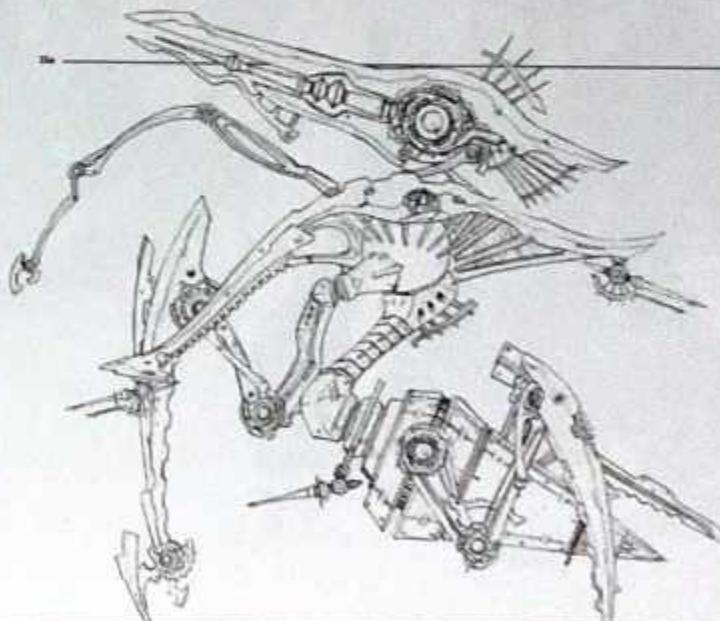
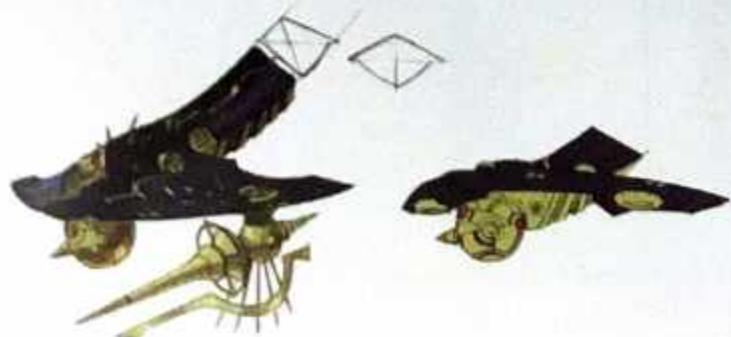


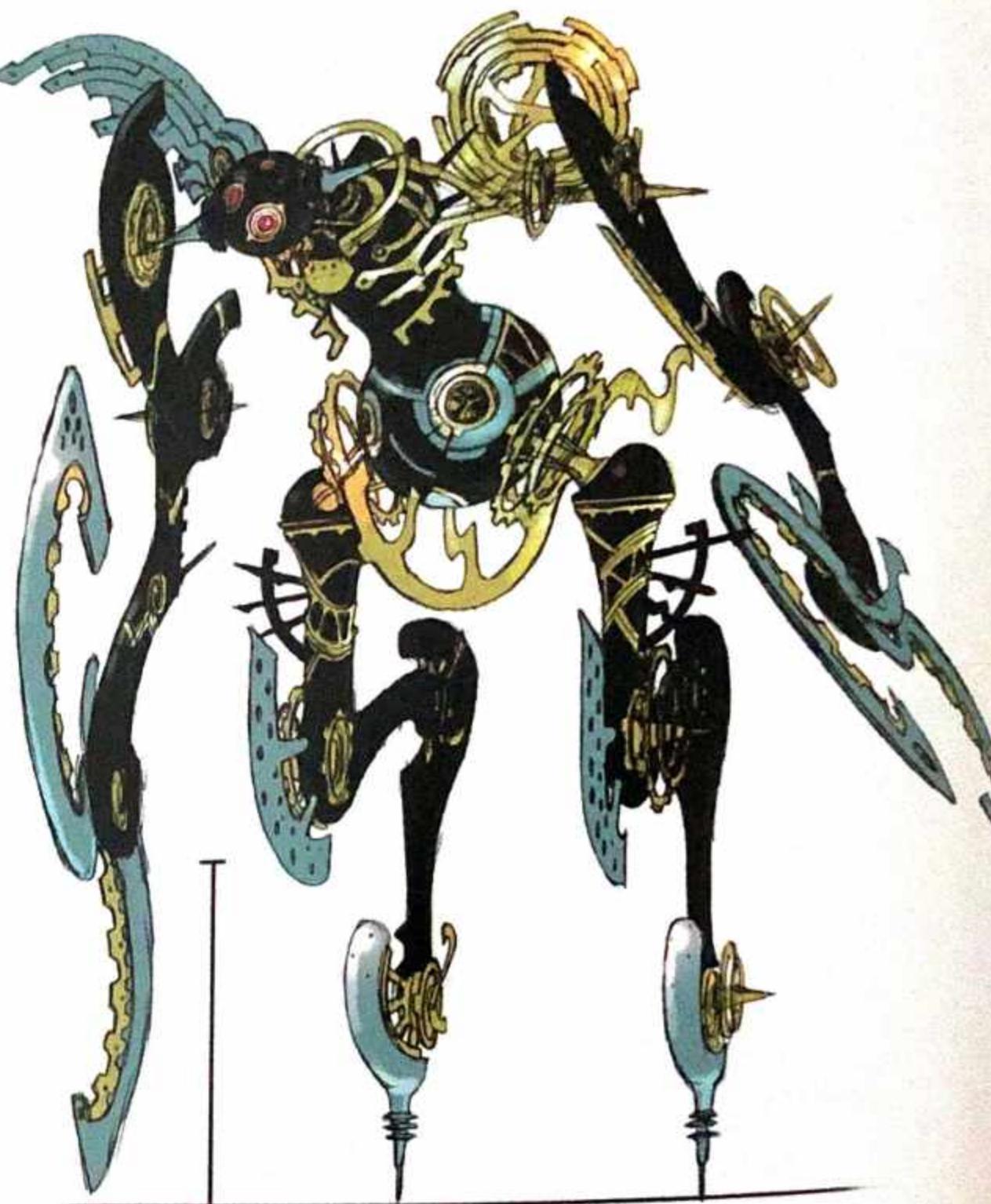
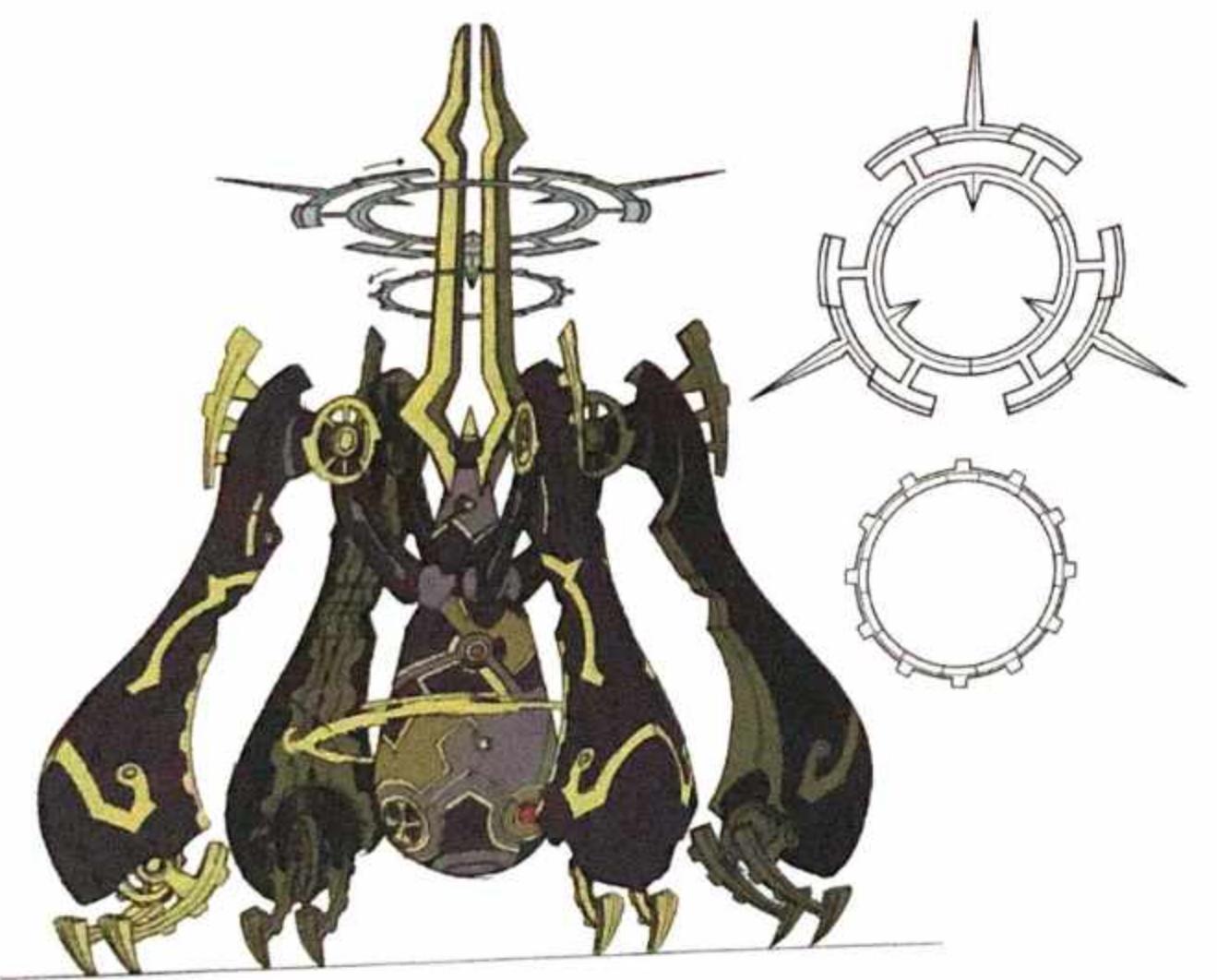


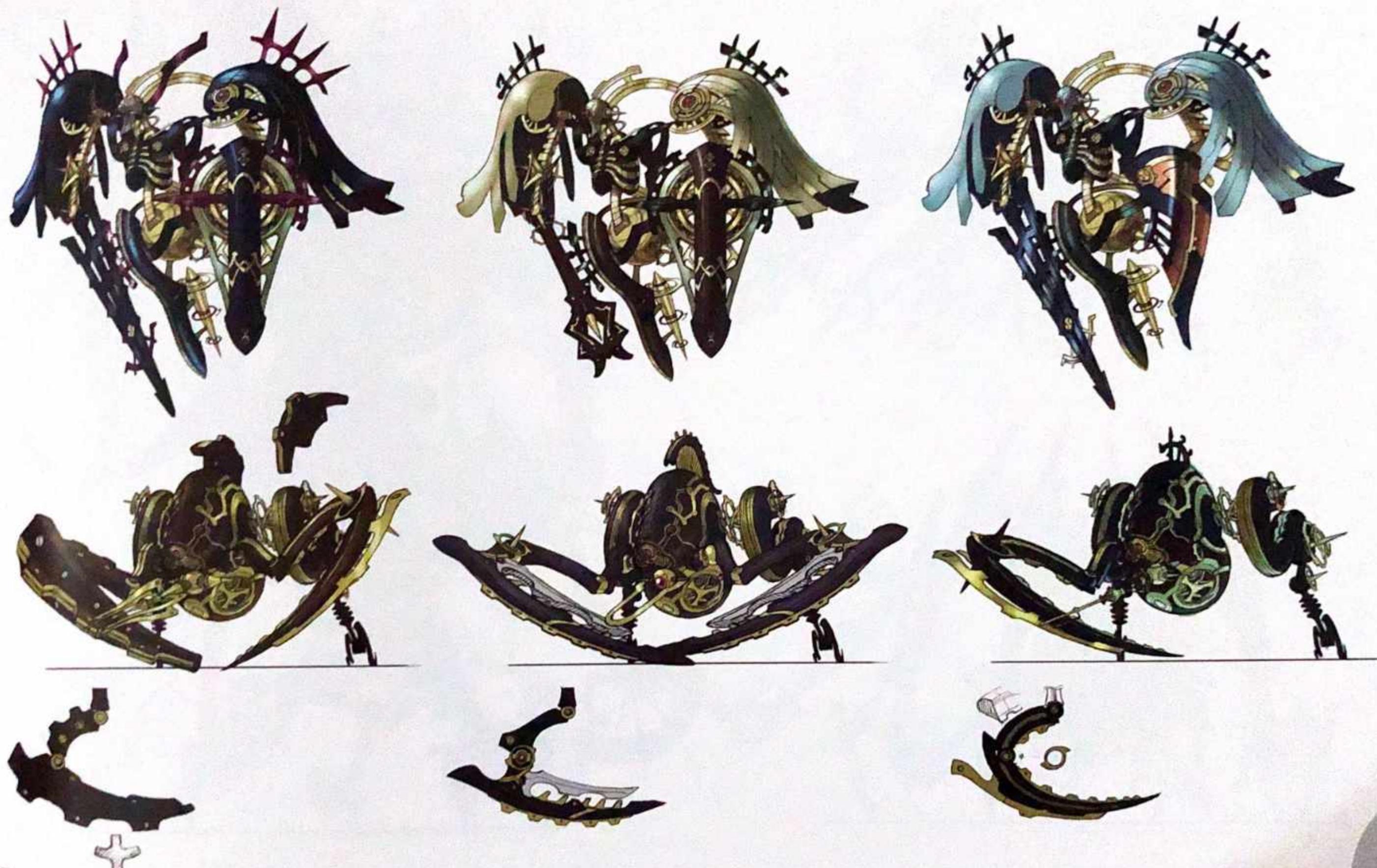
MÉKON

MÉKONS

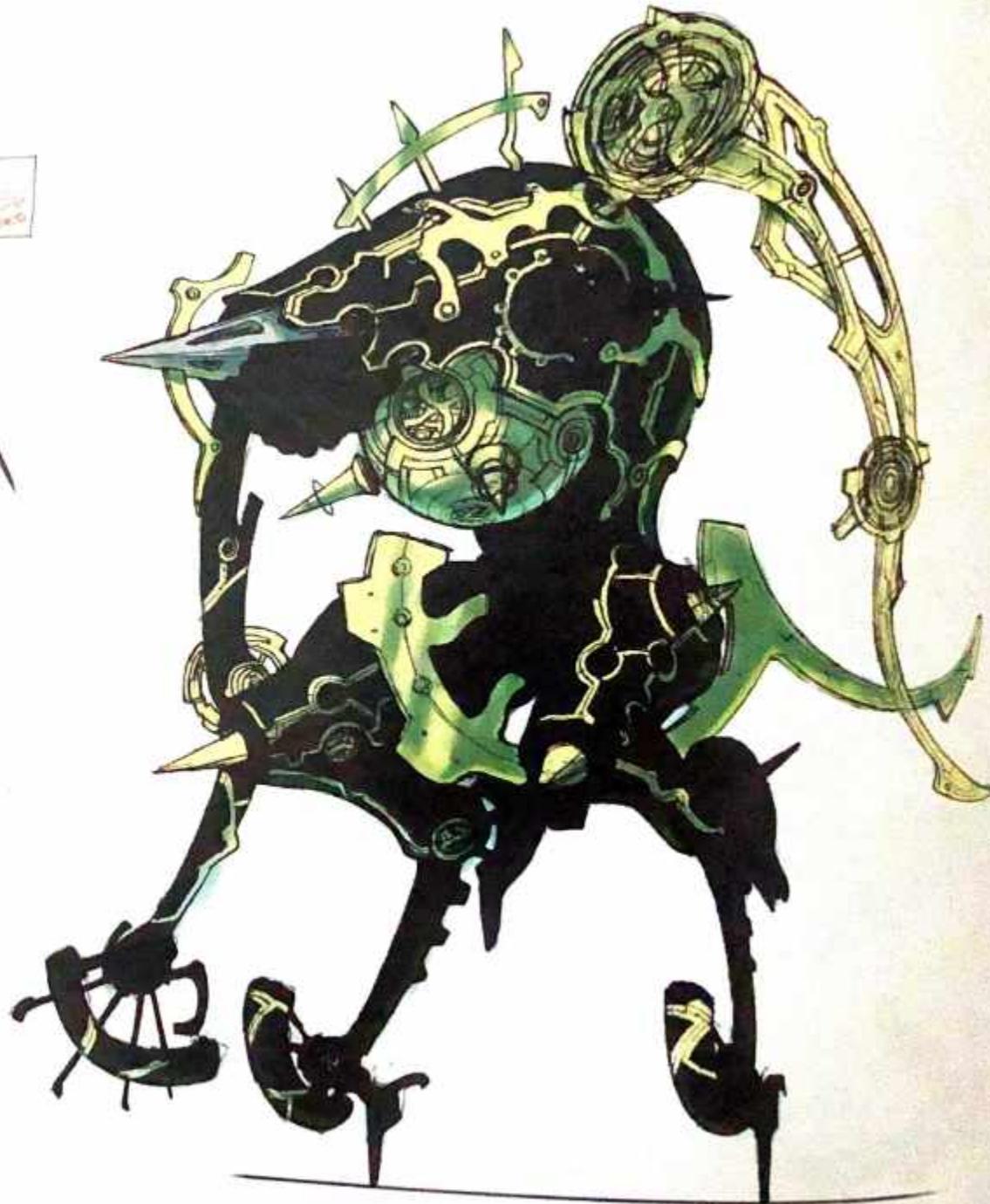
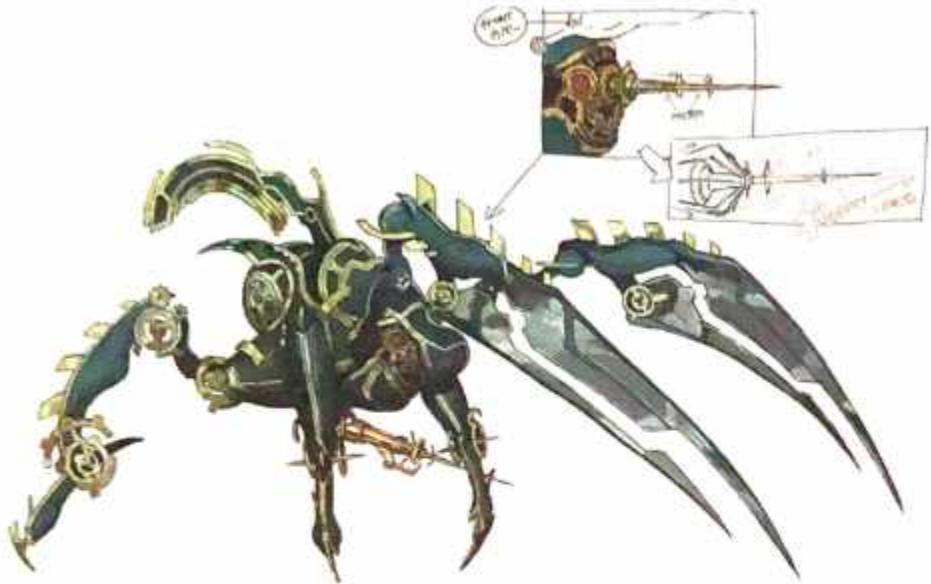


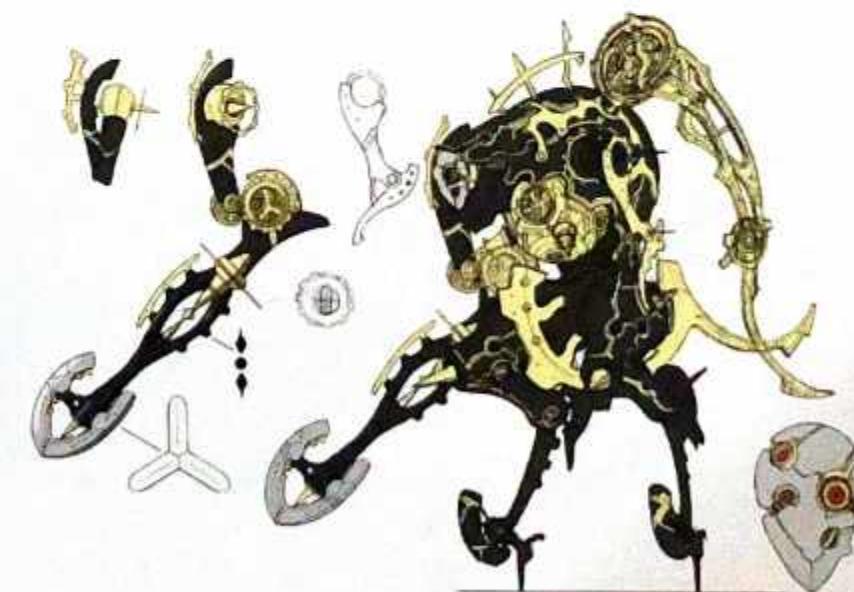
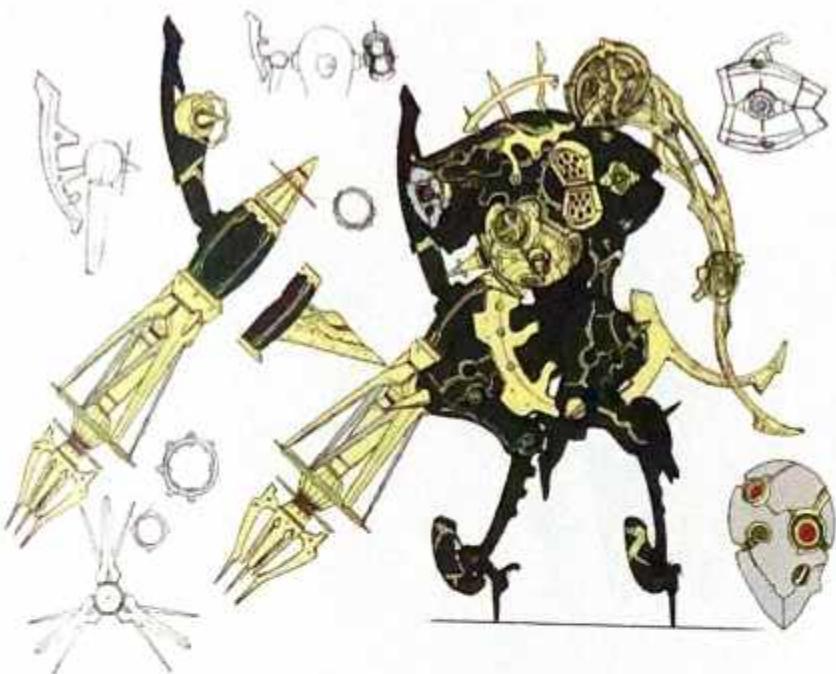


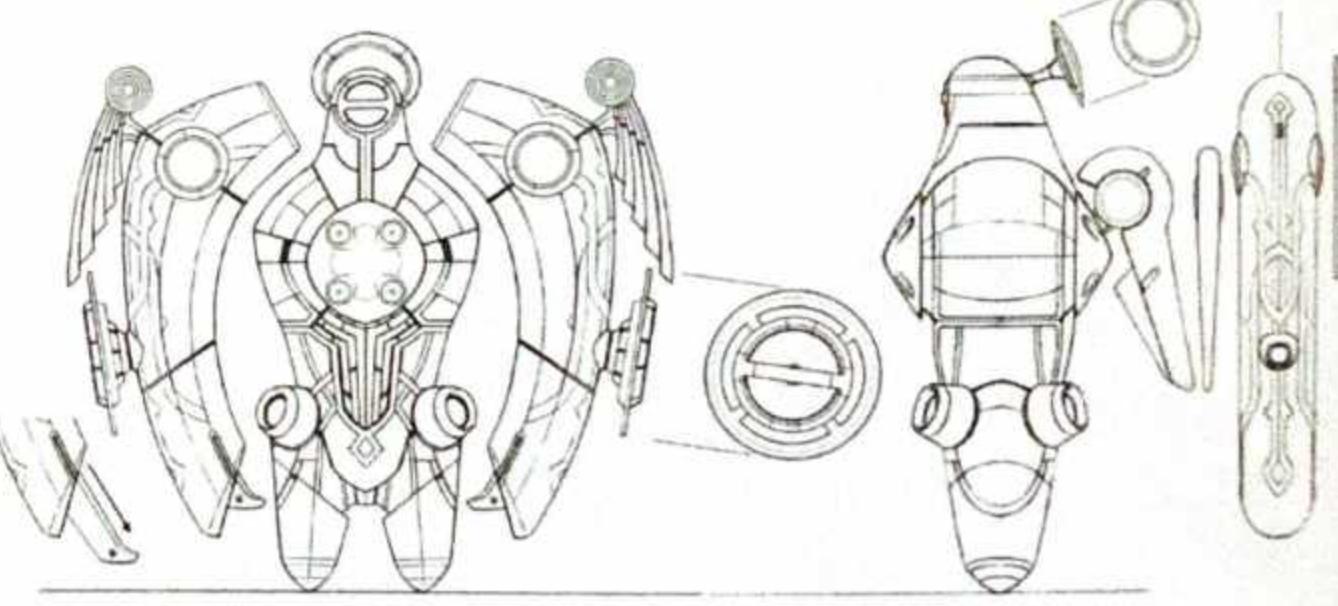
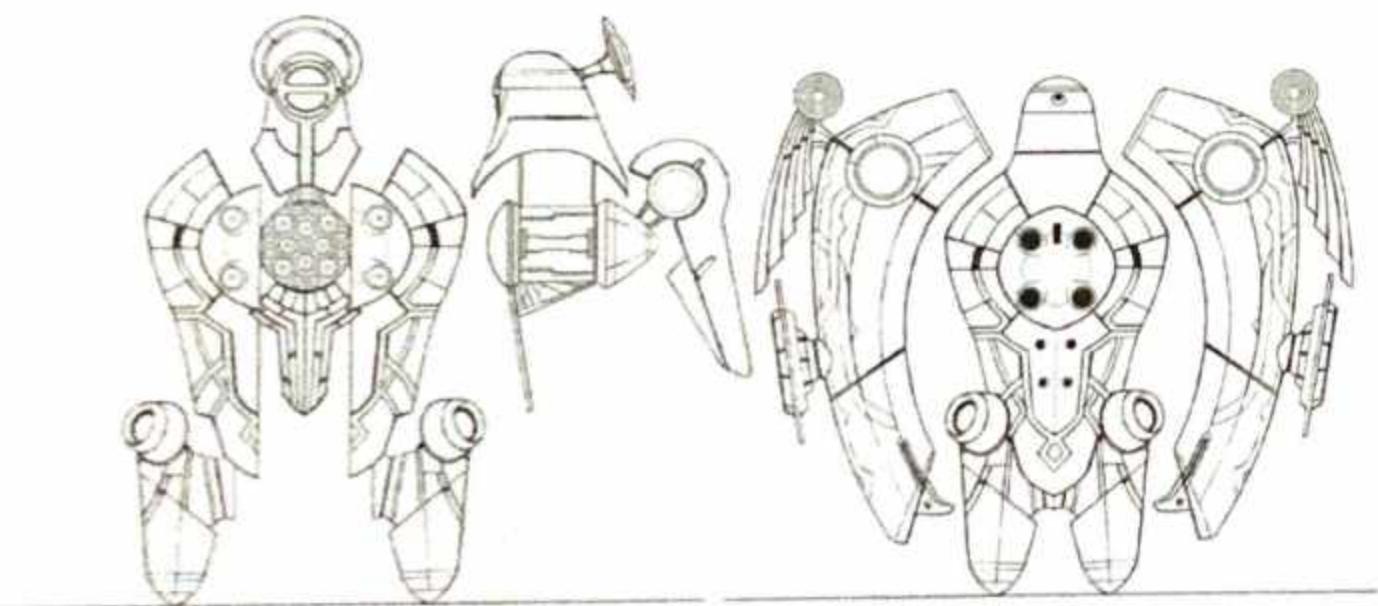
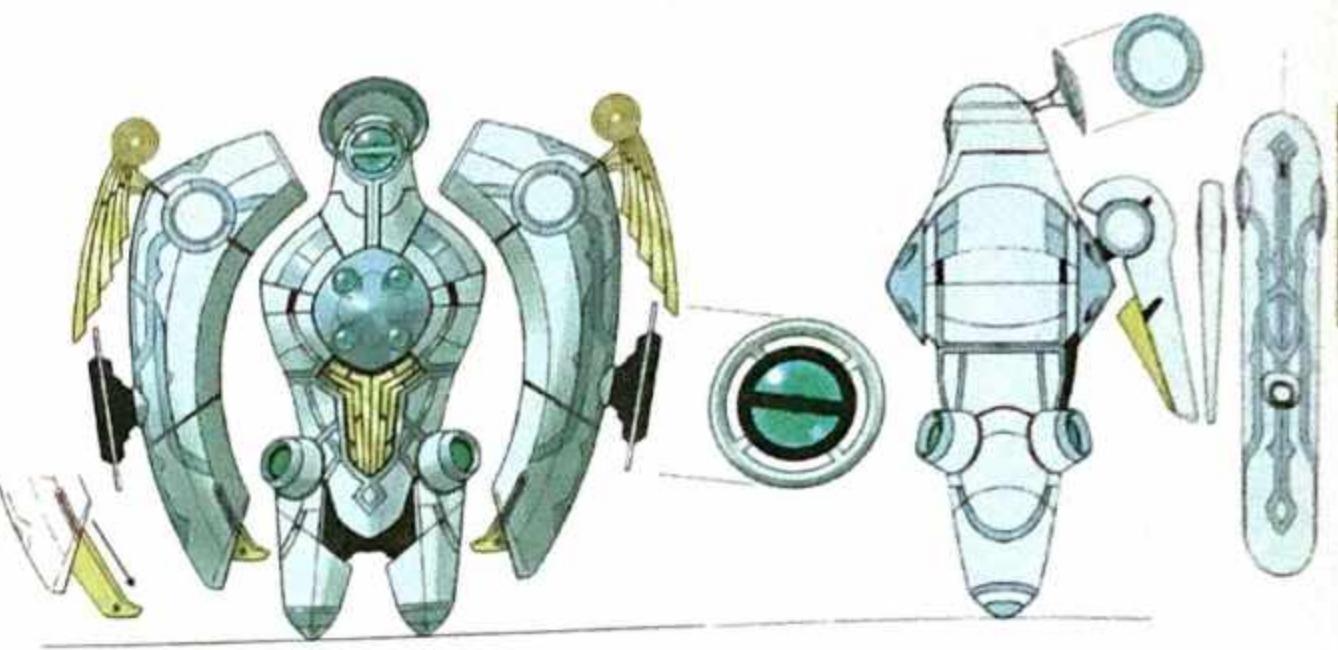
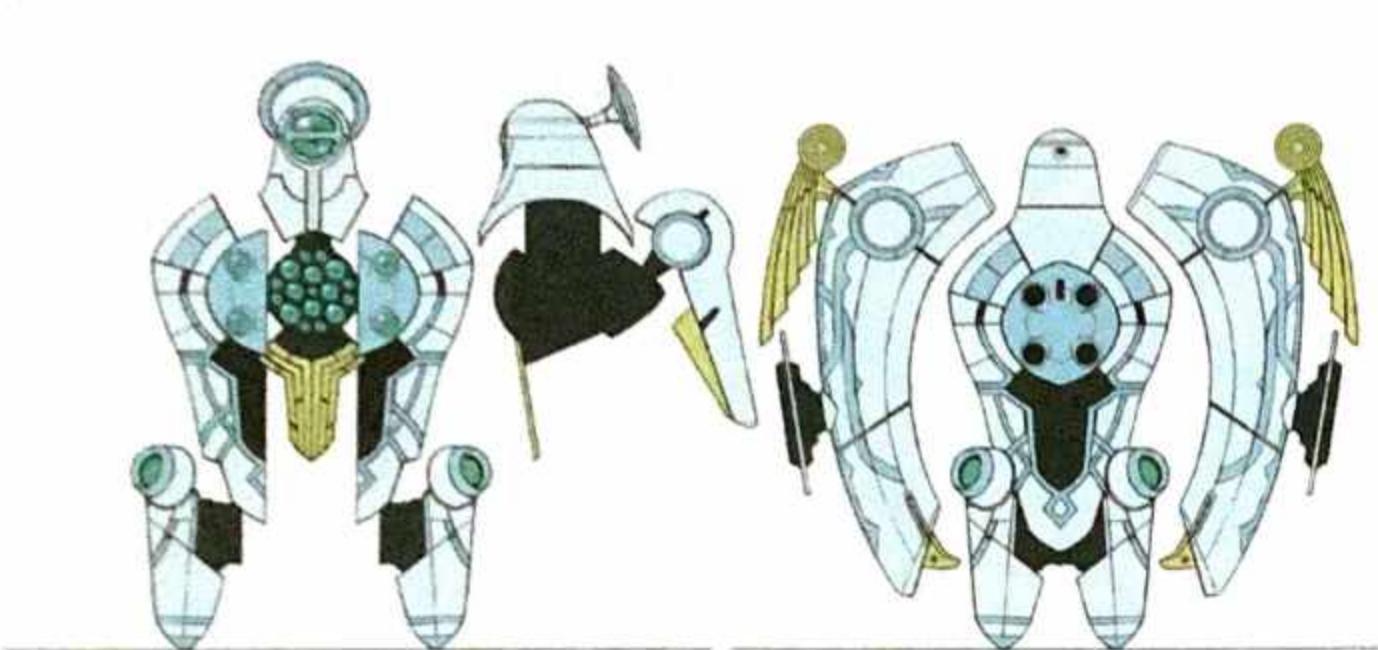


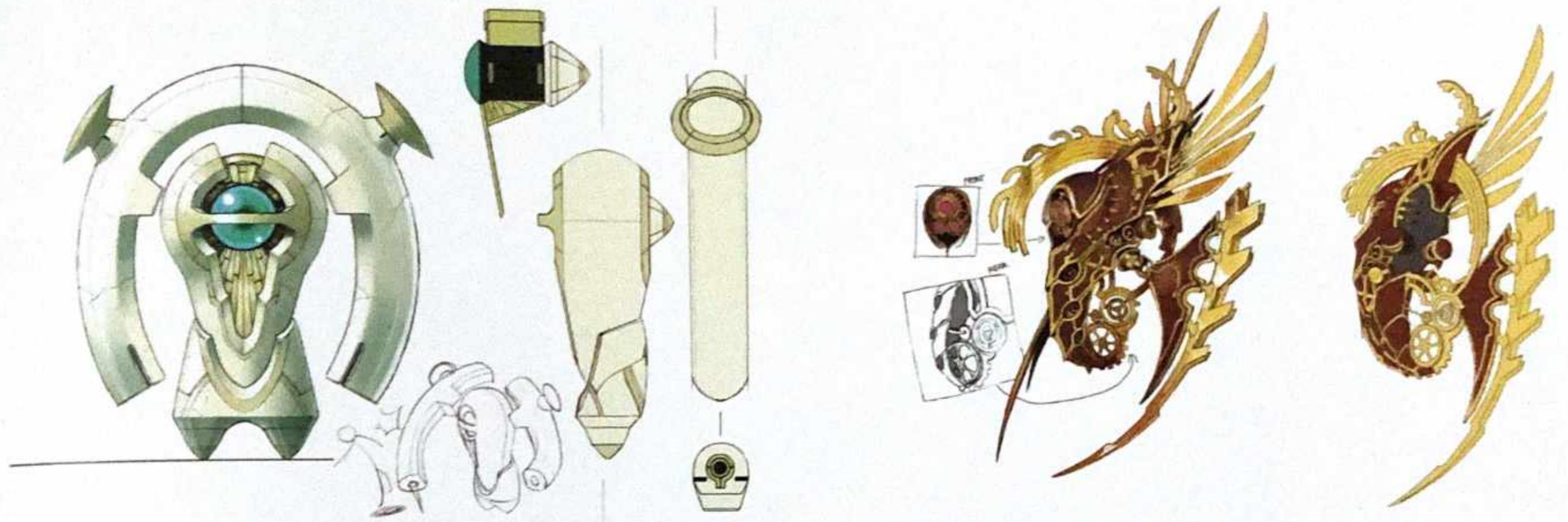


XENOBLADE CHRONICLES / DEFINITIVE WORKS / ENEMIES / MECHON





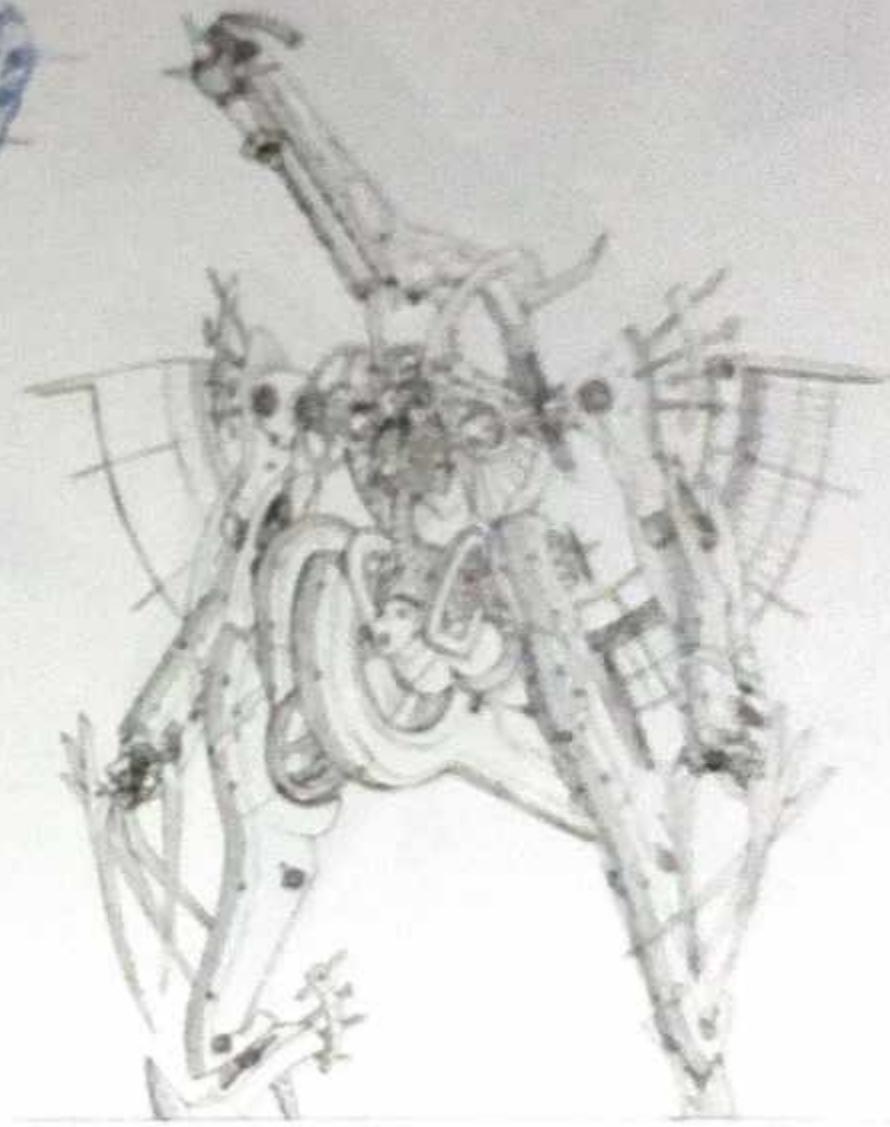
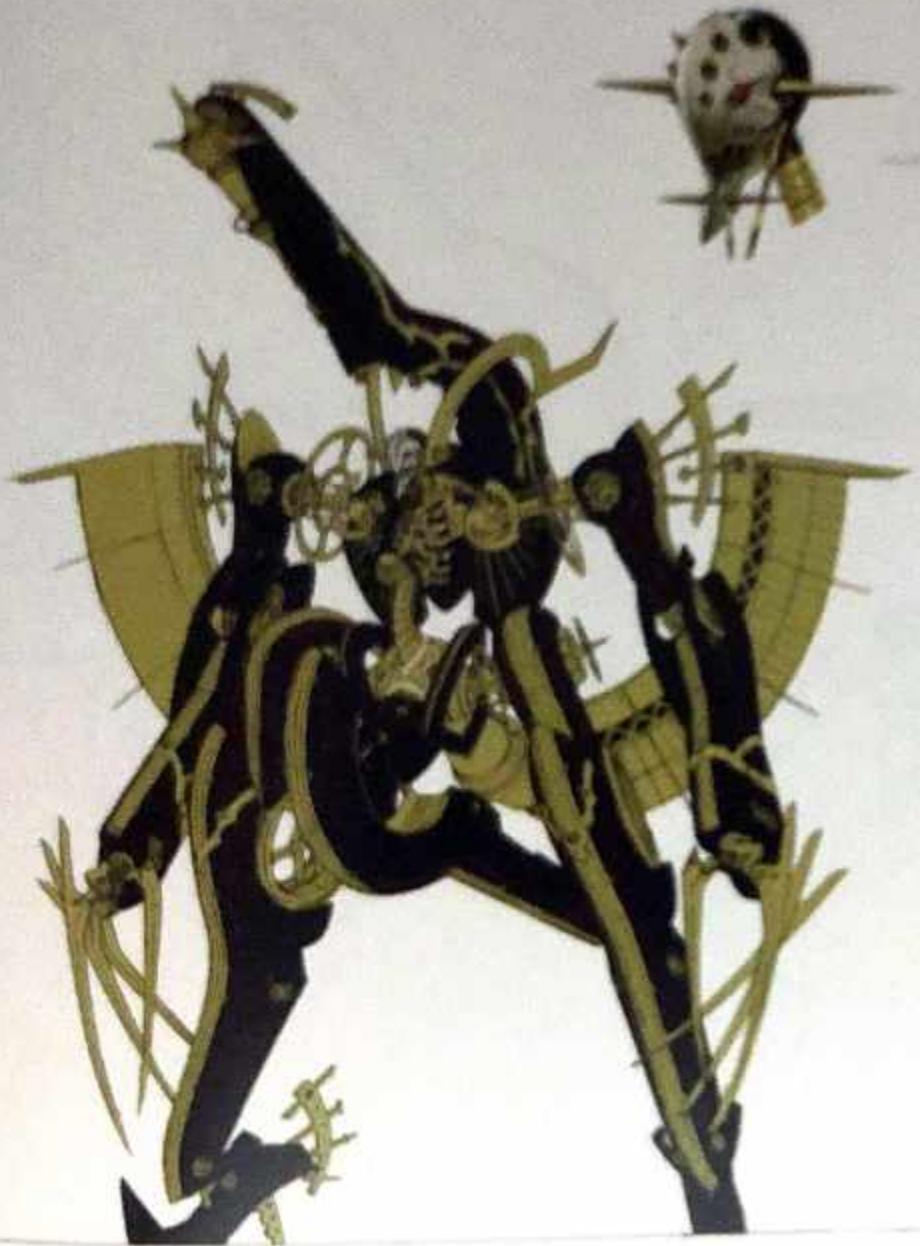


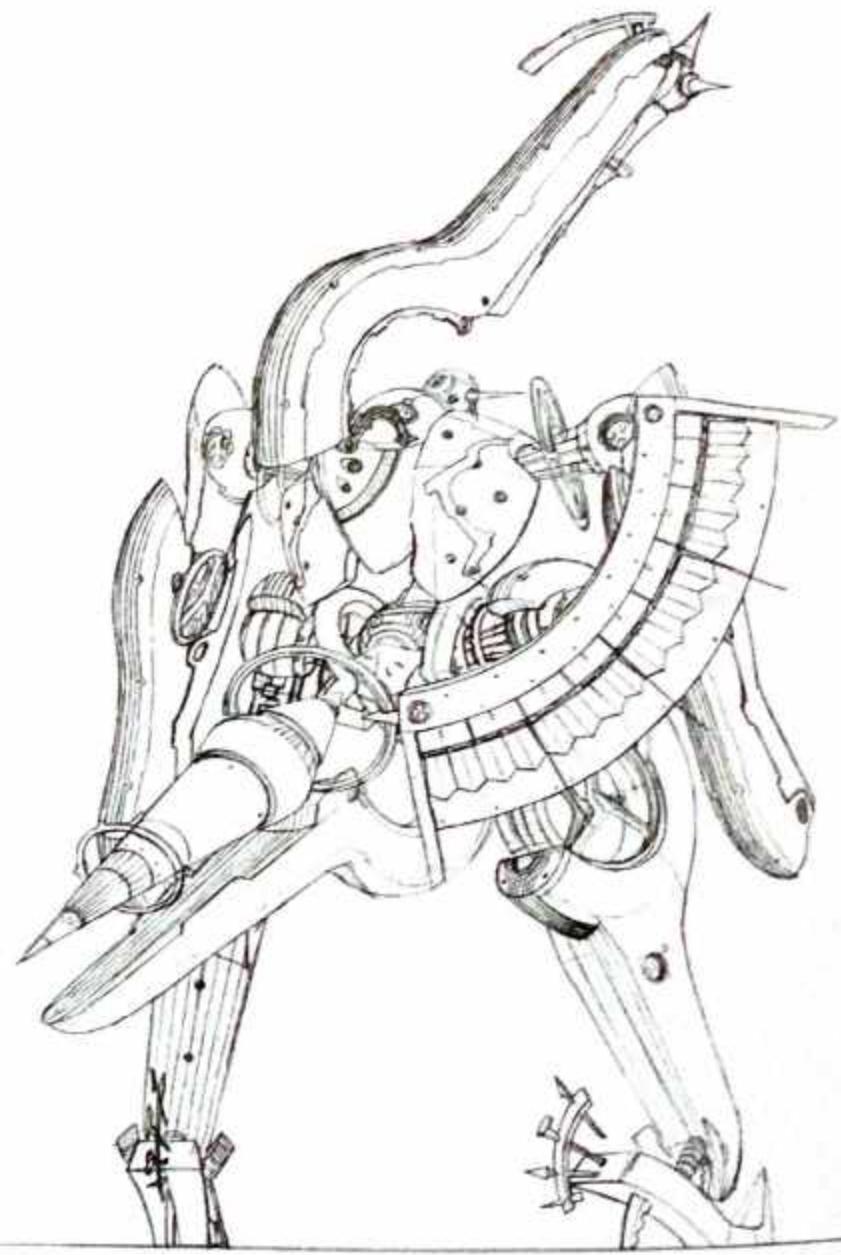


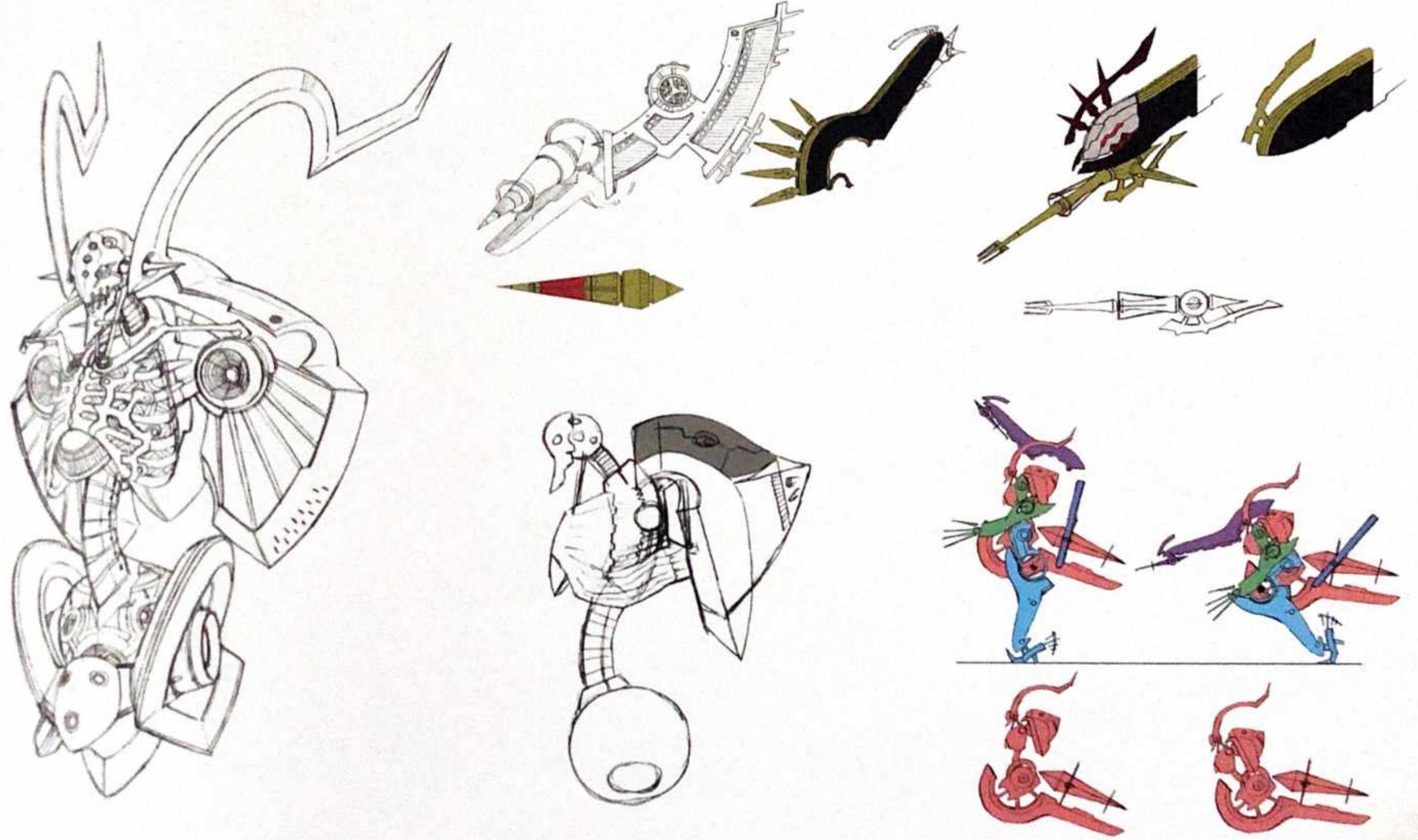
METAL FACE

FACIA NOIR



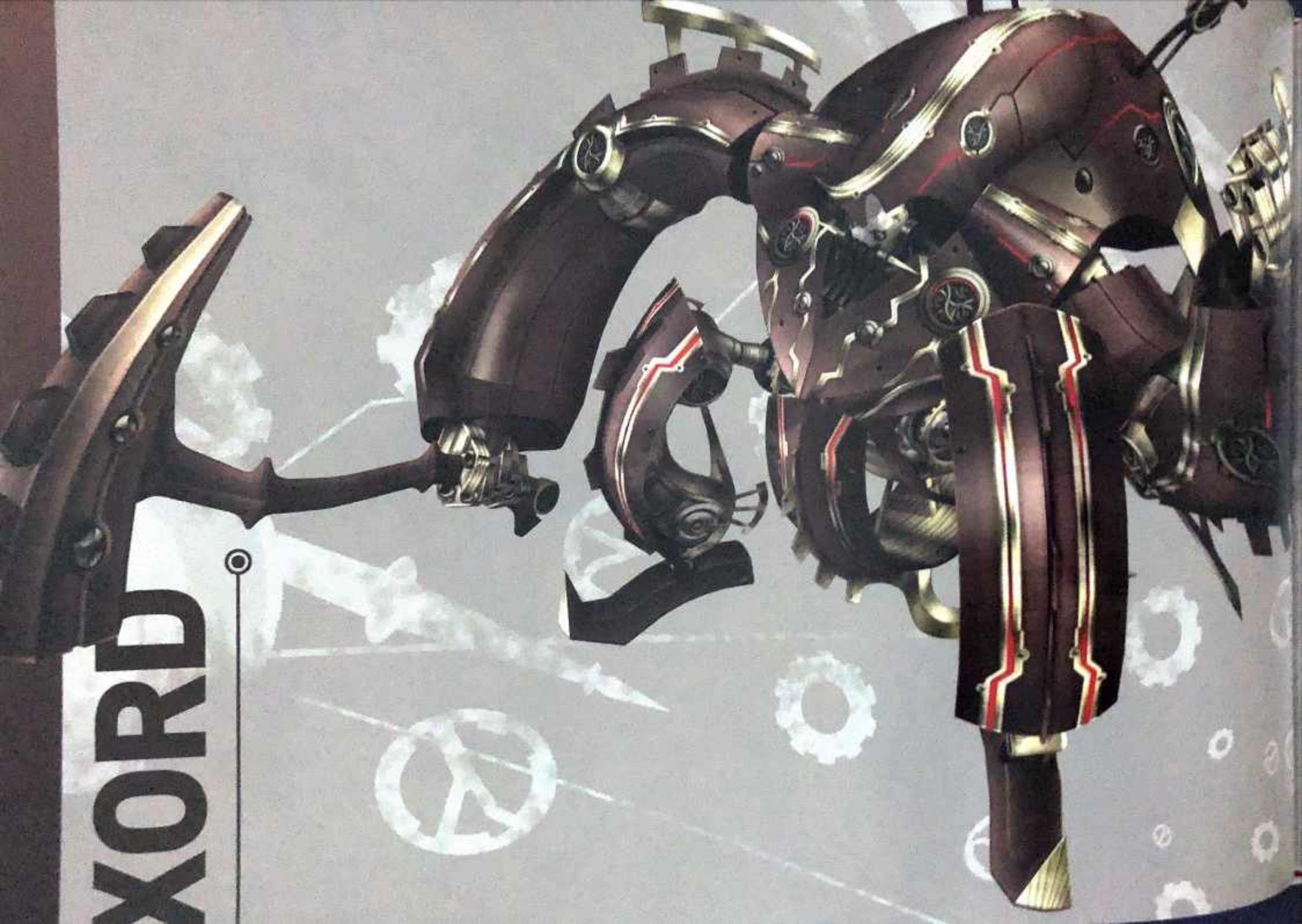


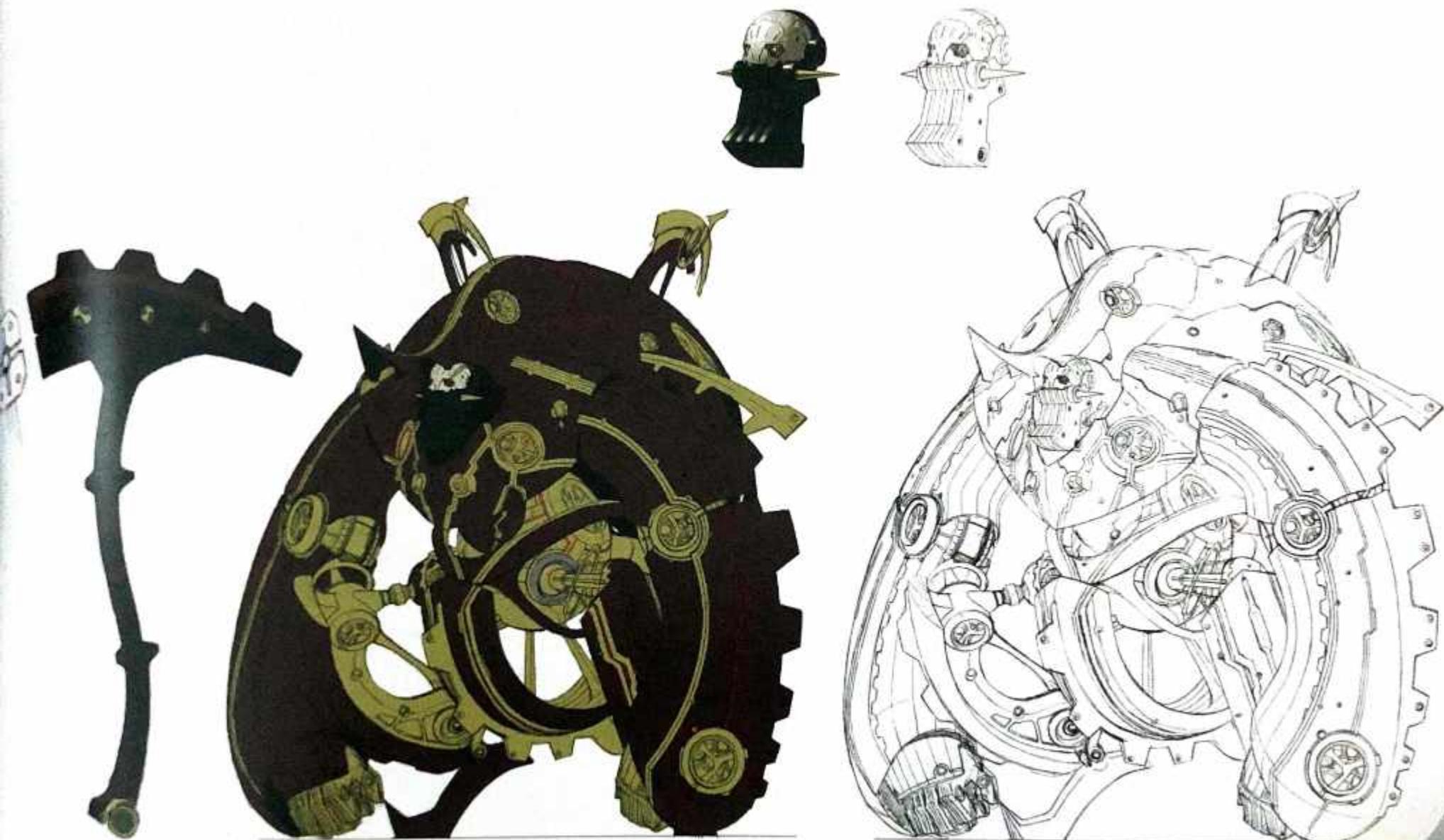


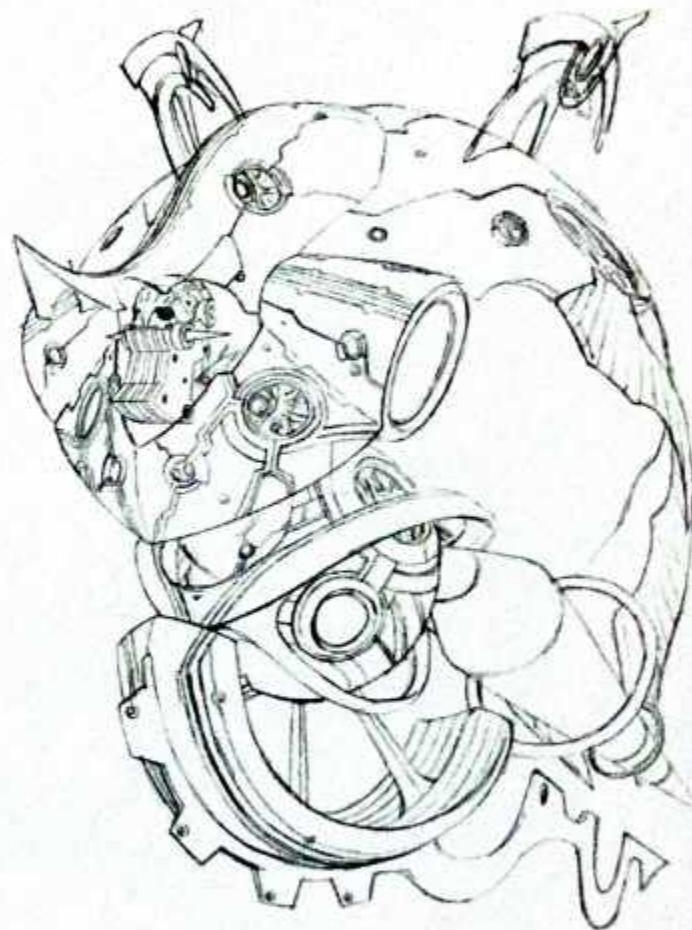
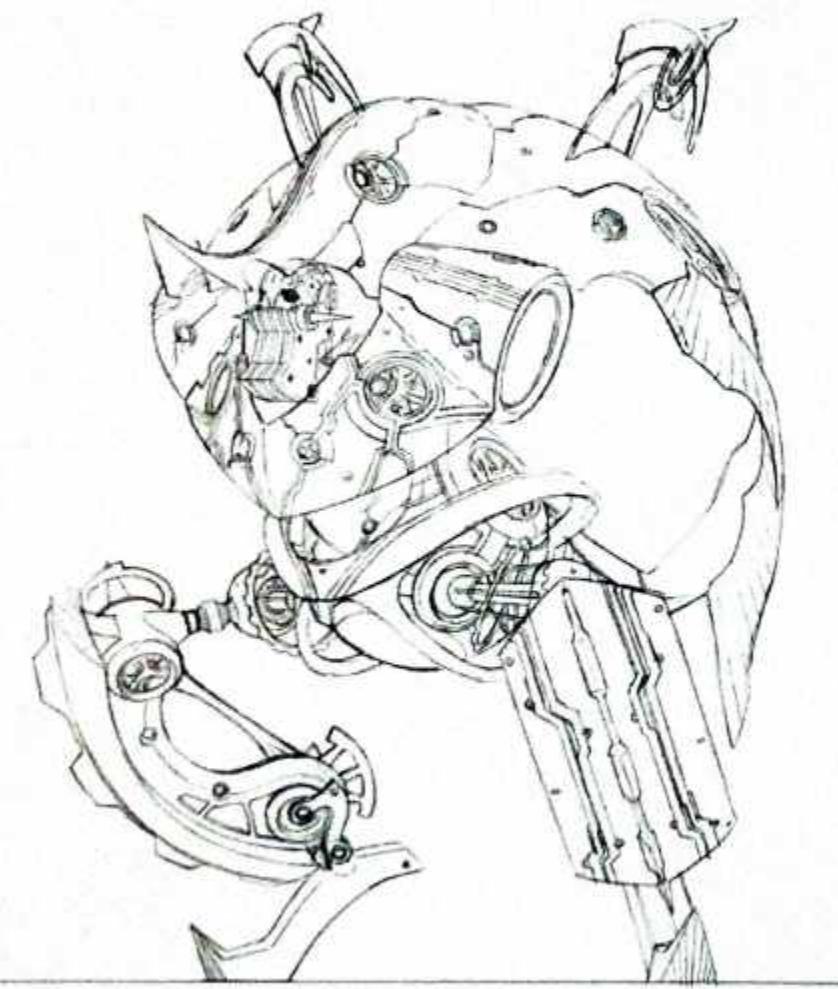


XENOBLADE CHRONICLES / DEFINITIVE WORKS / ENEMIES / METAL FACE

Exord





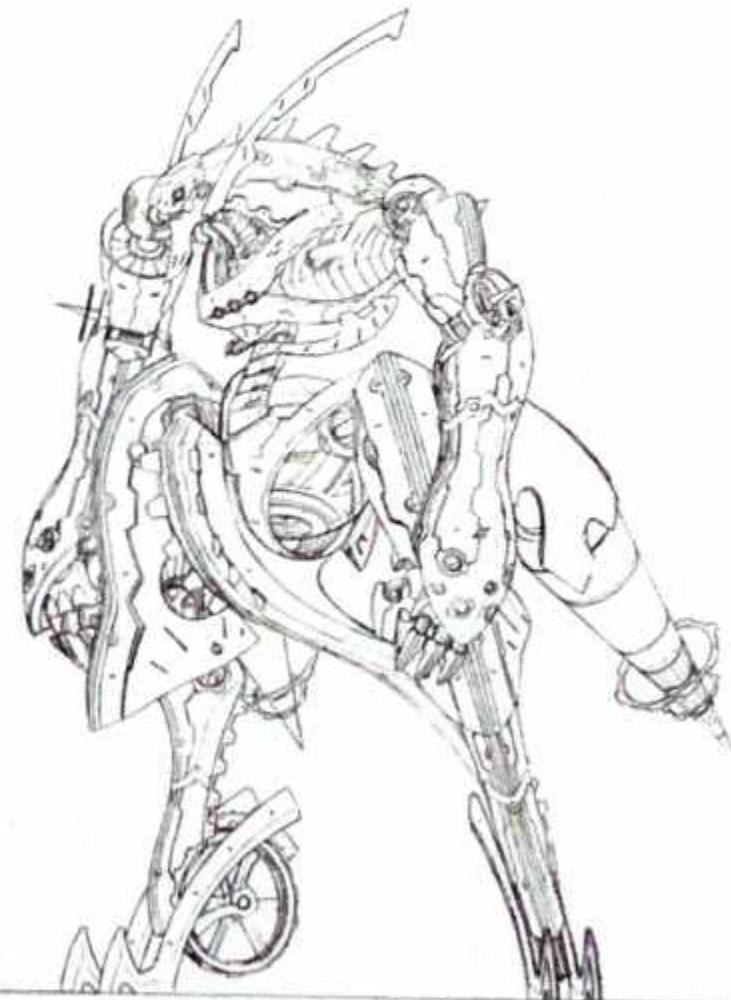


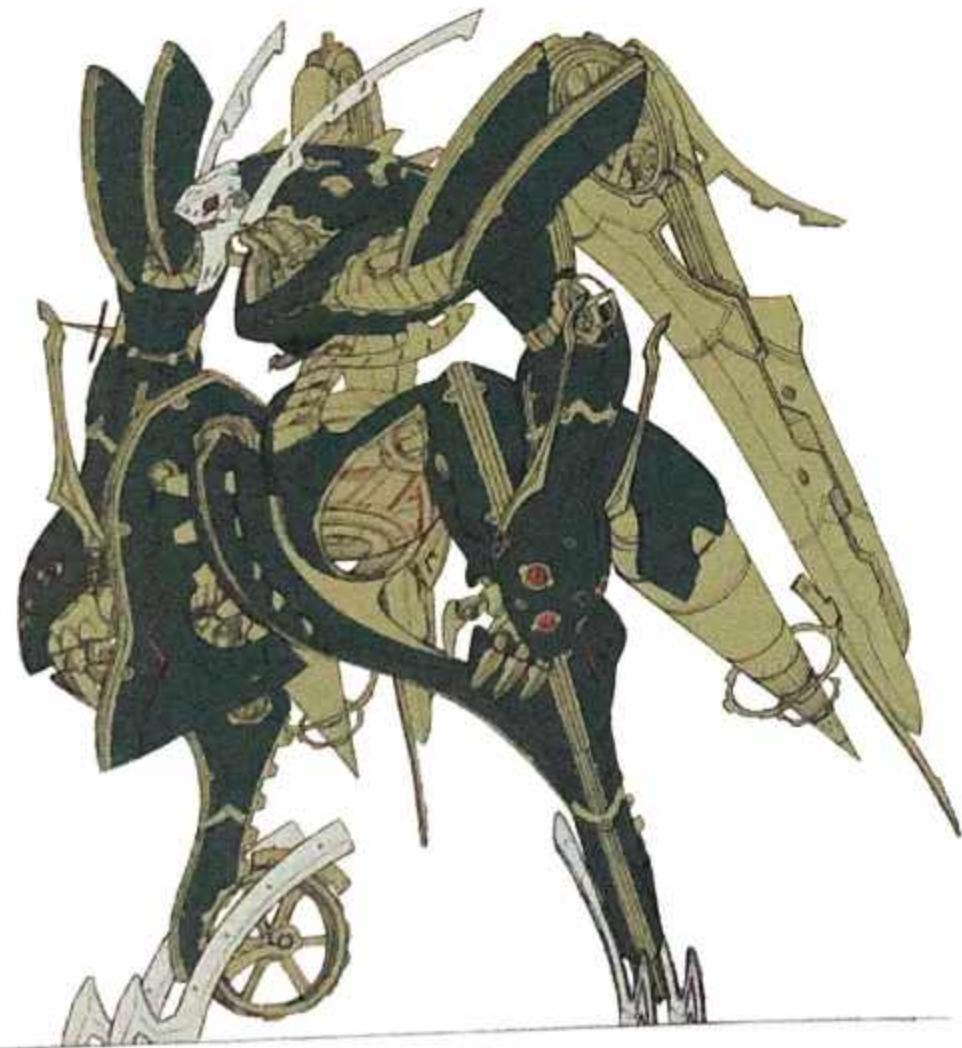


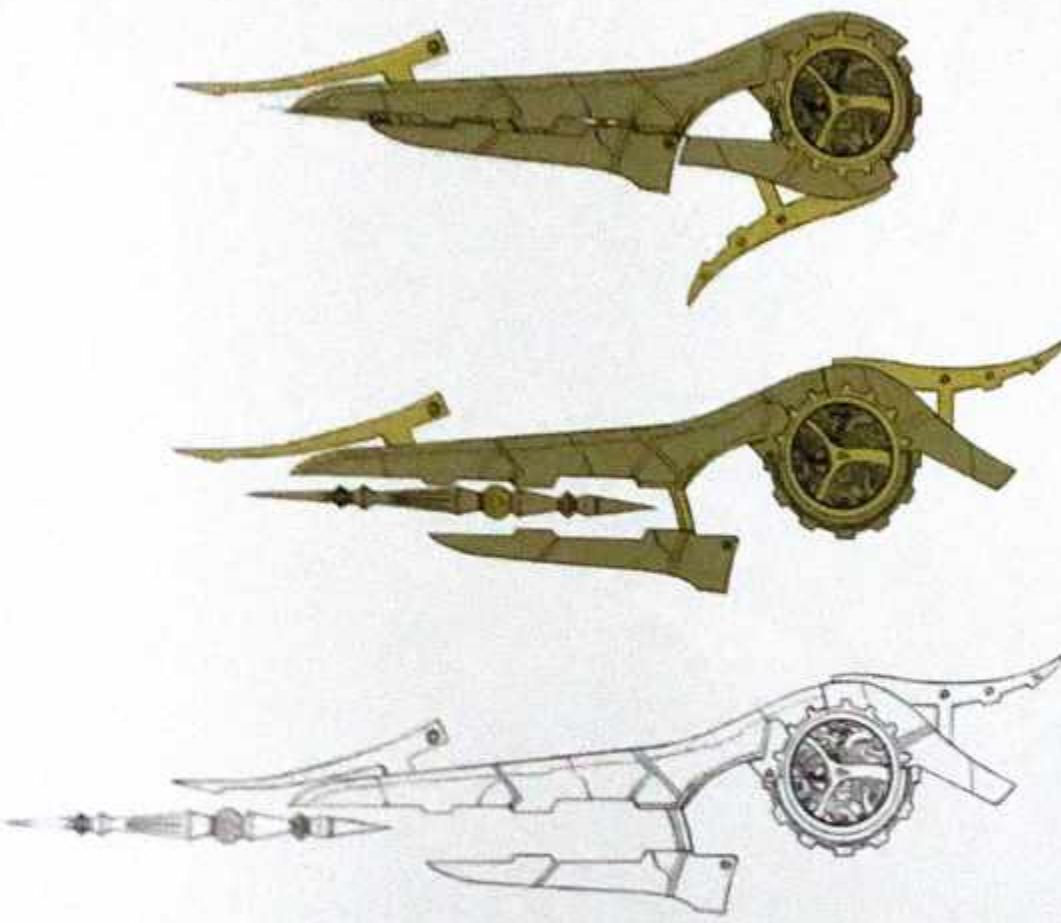
JADE FACE

FACIA DE JADE



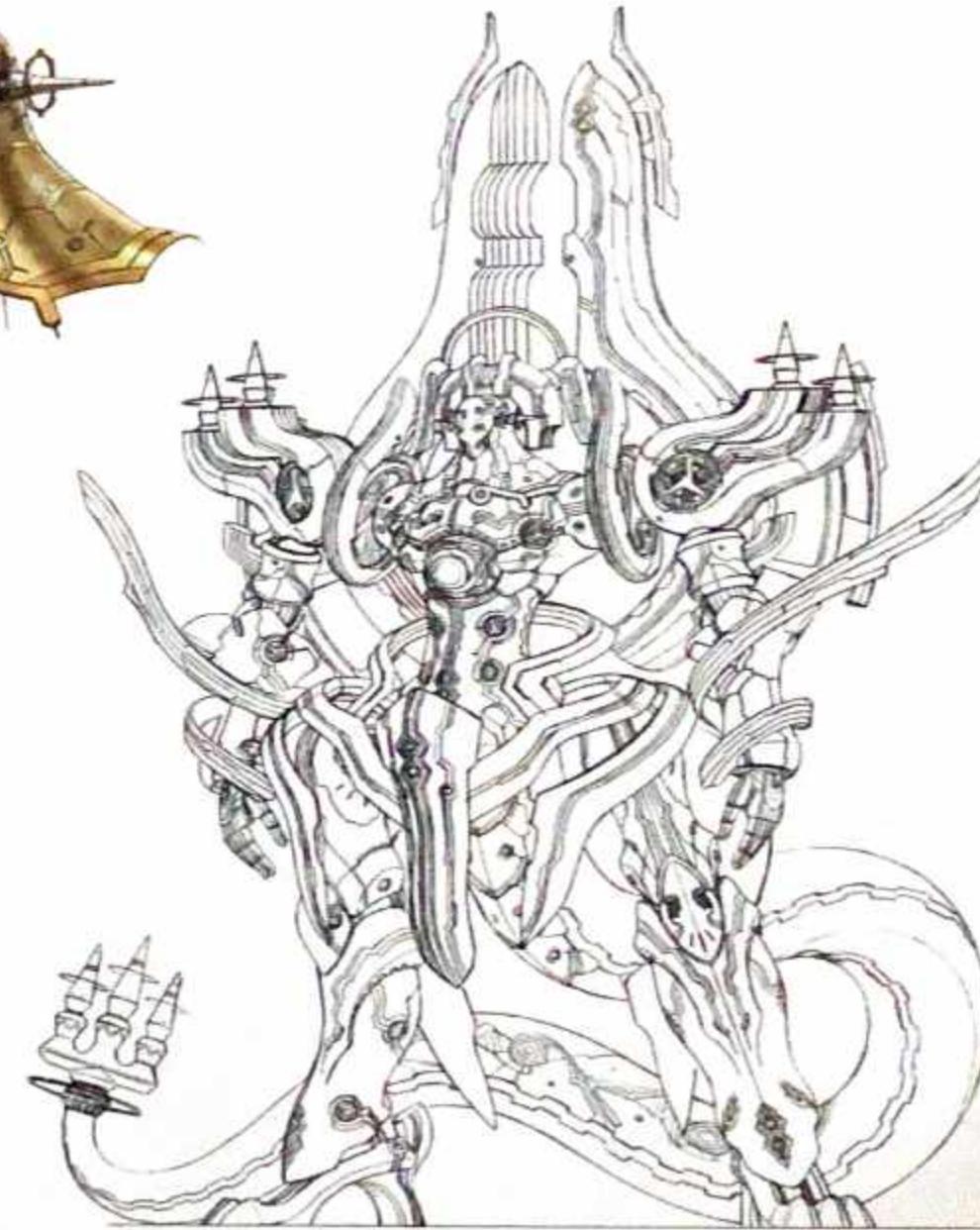


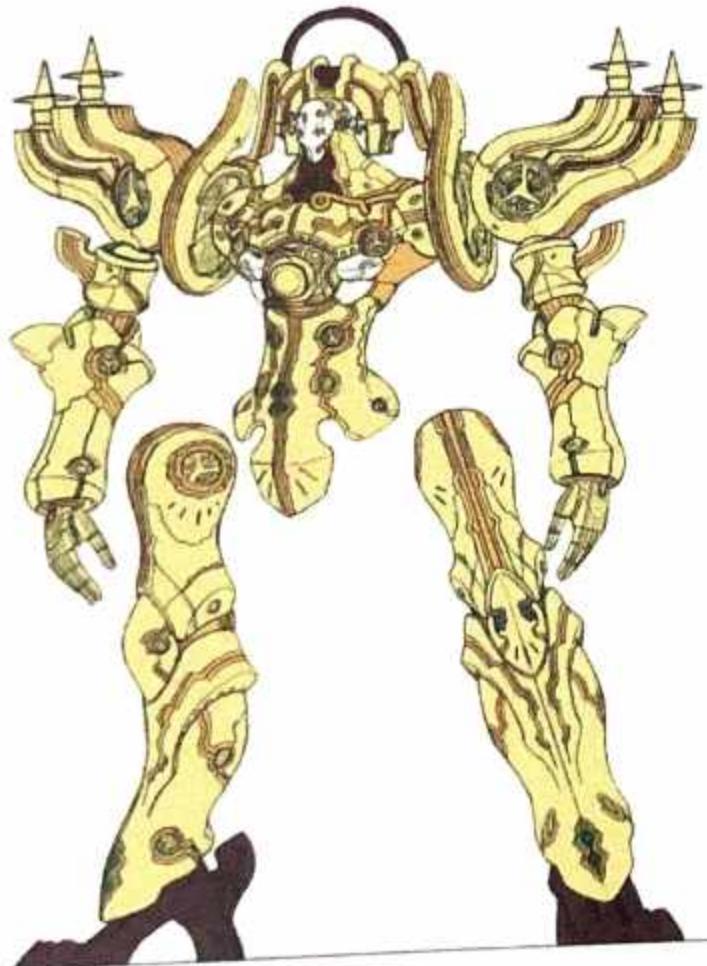


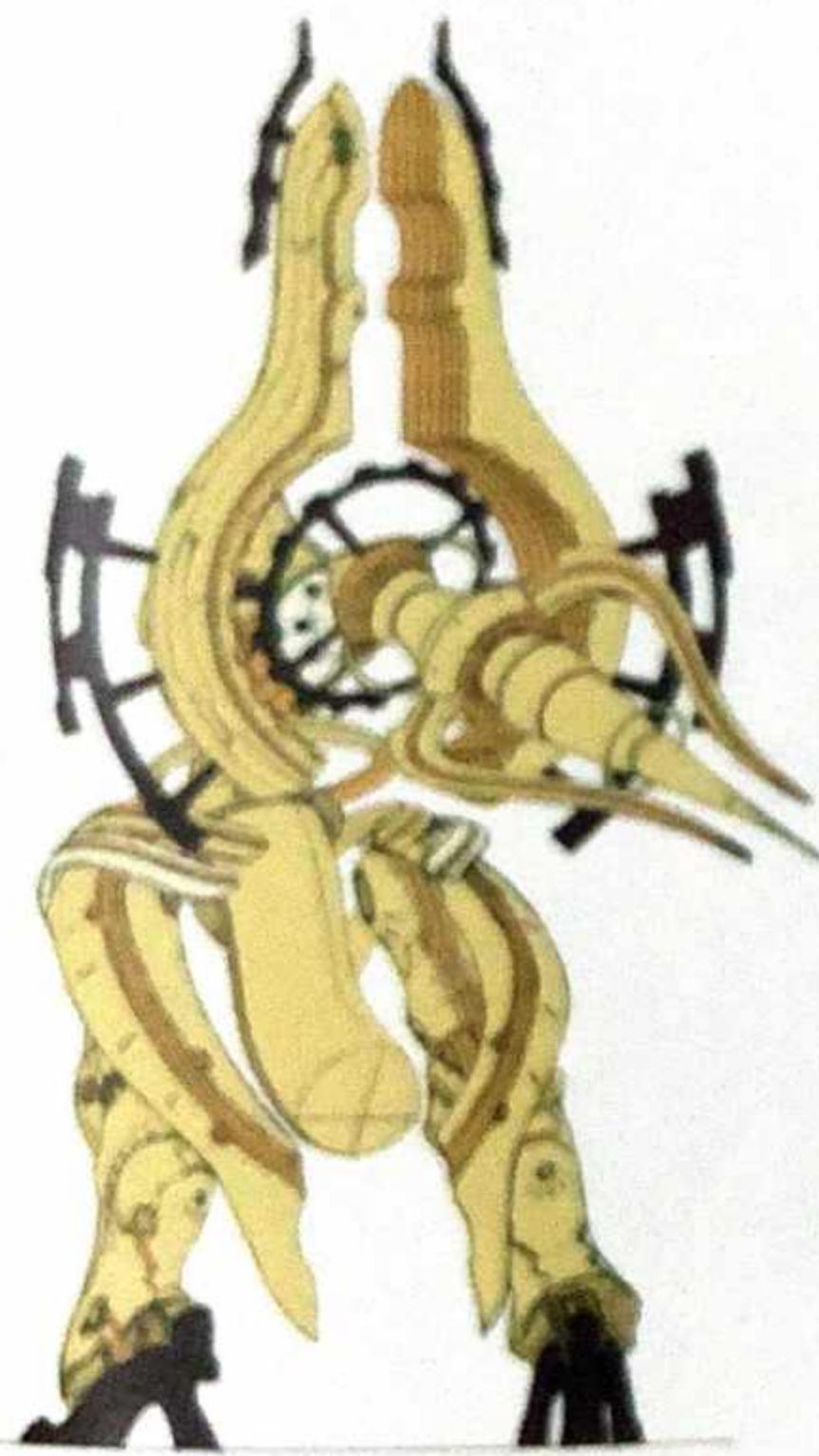


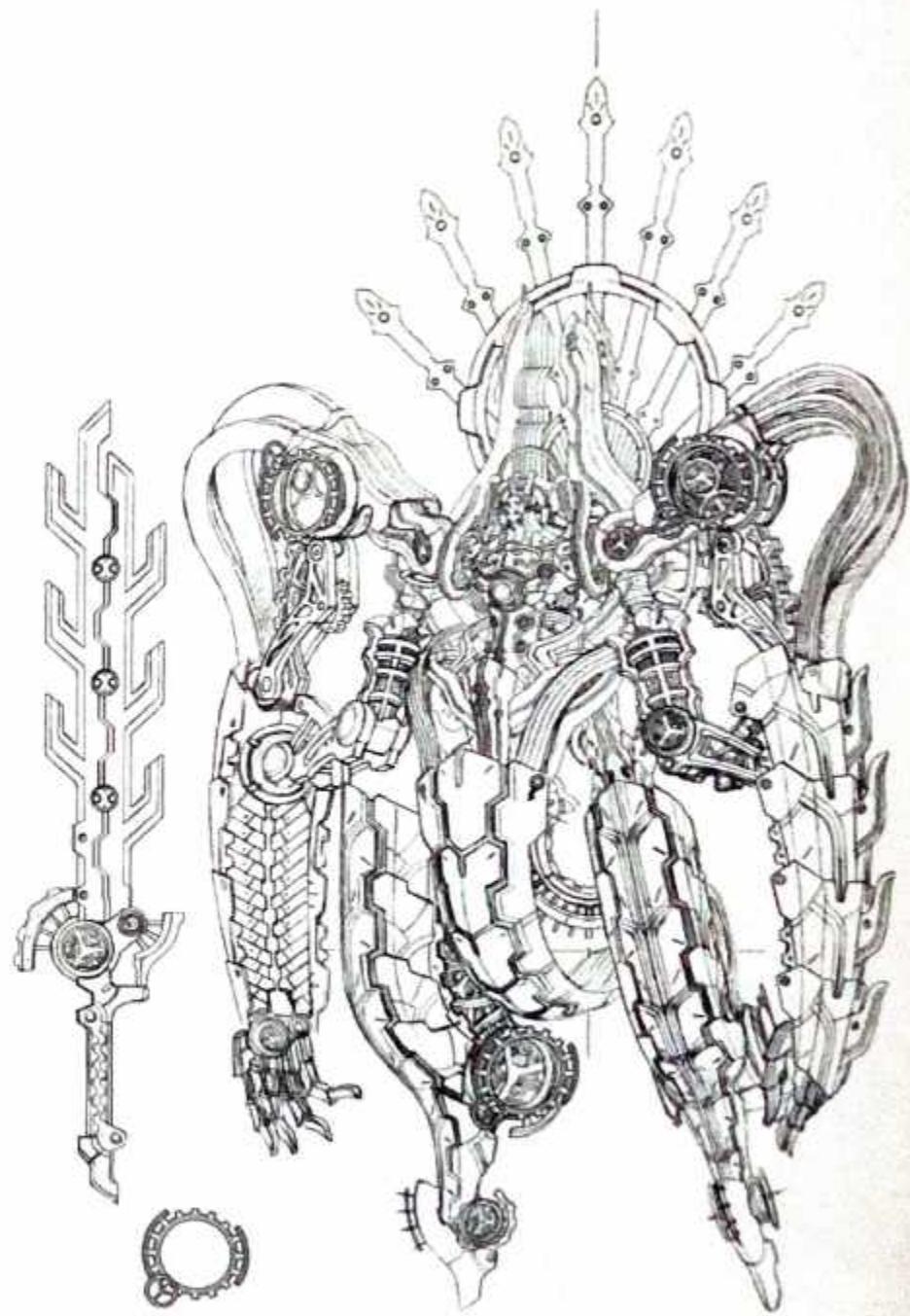
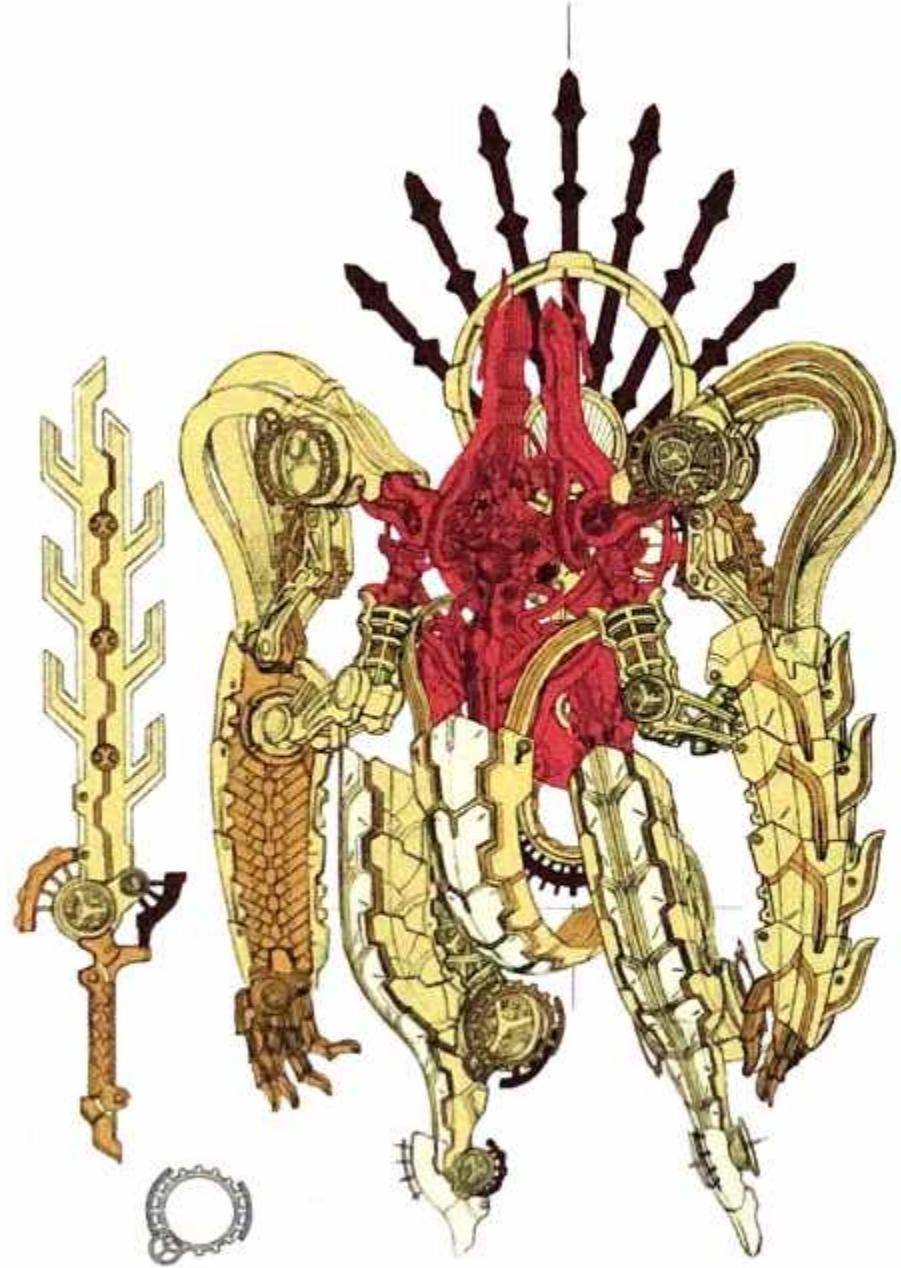
YALDABAOOTH

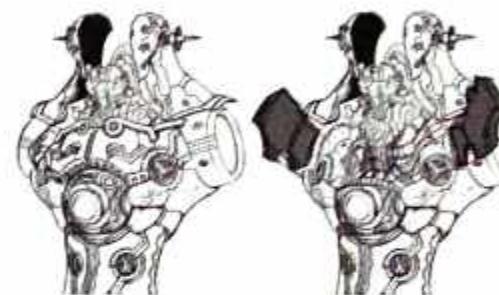
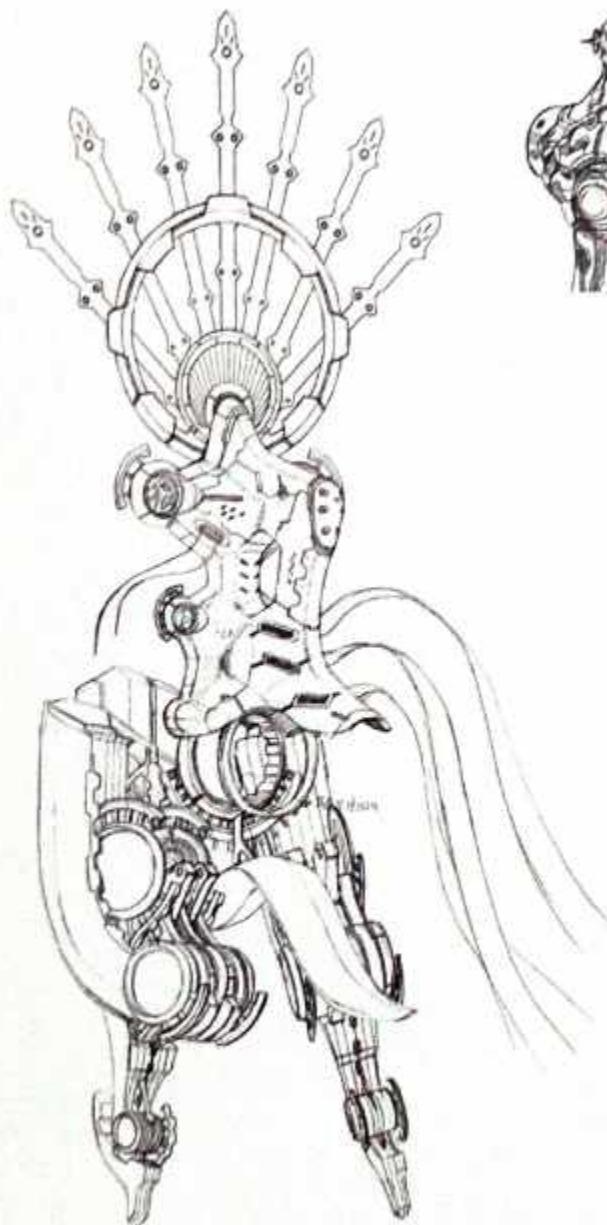
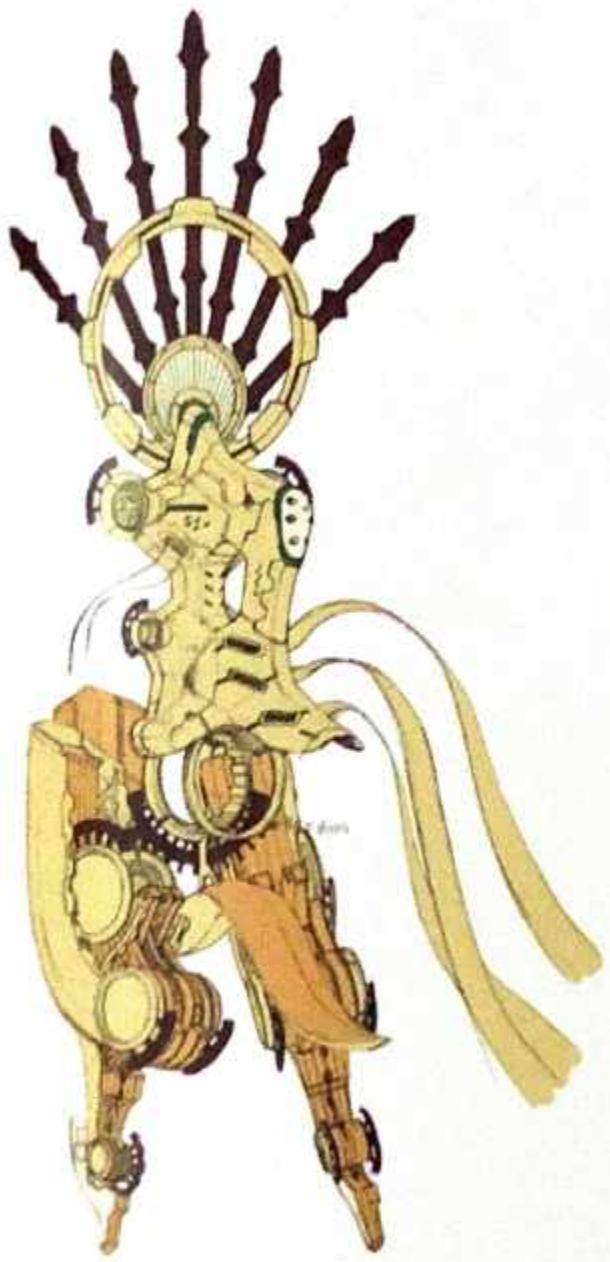










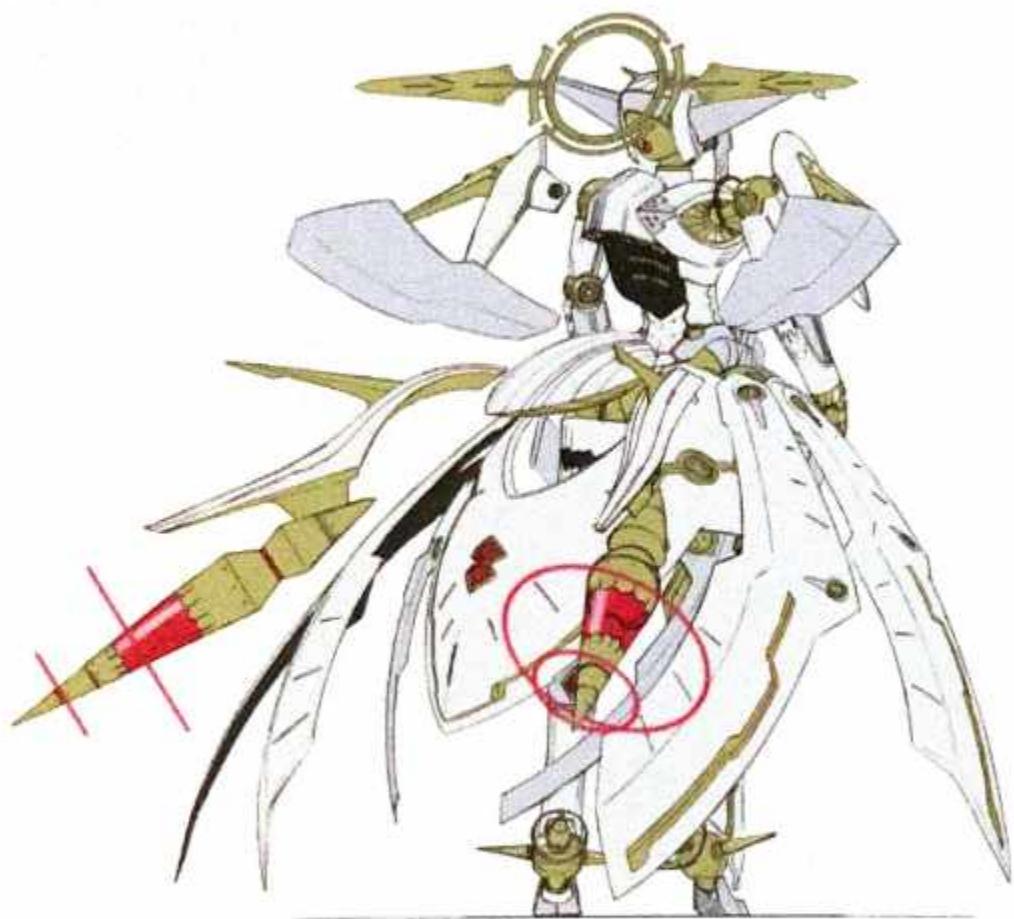


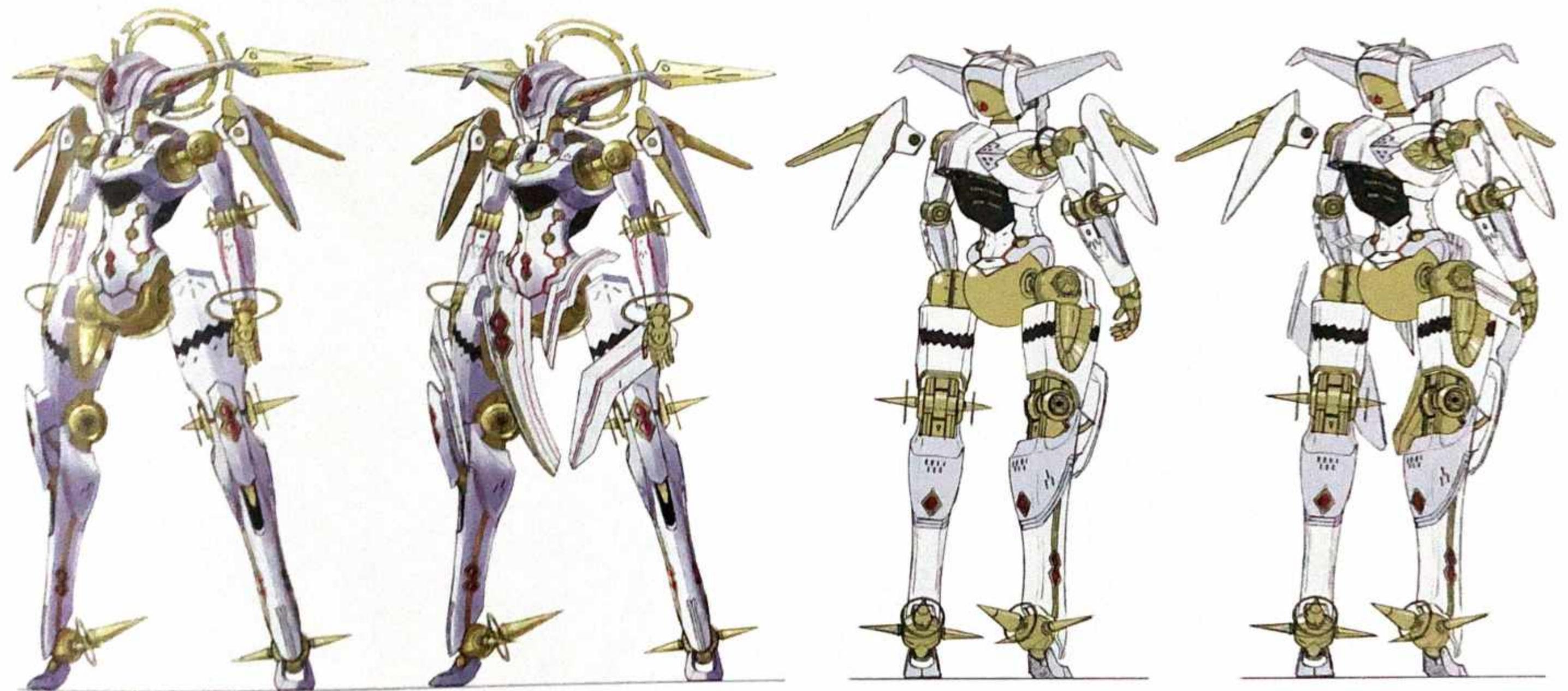
FACE NÉMESIS

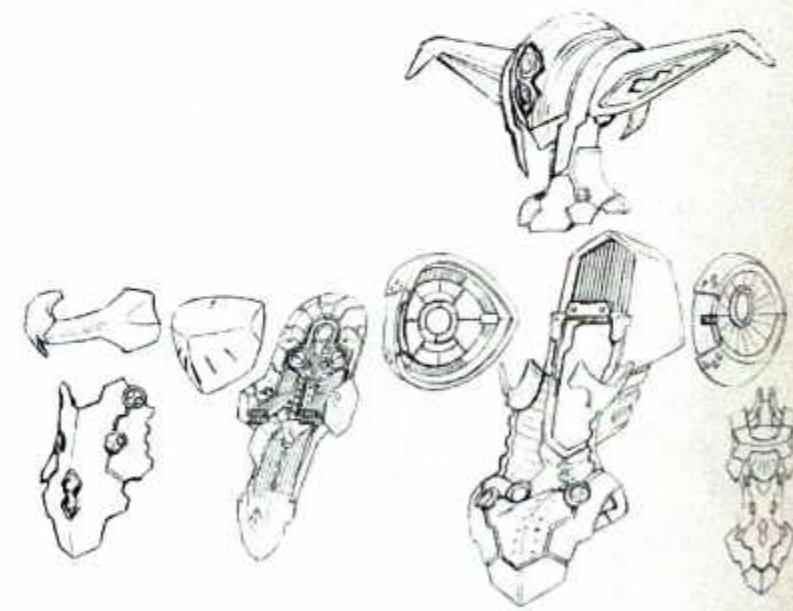
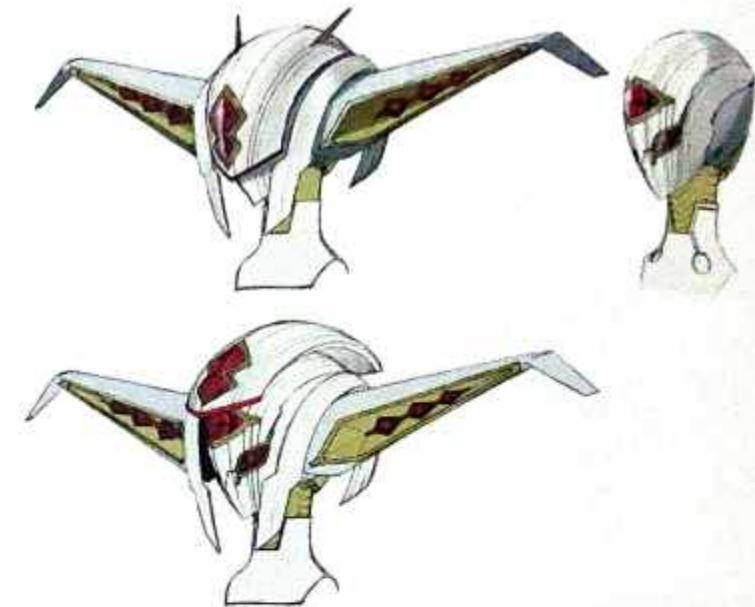
FACIA NÉMÉSIS

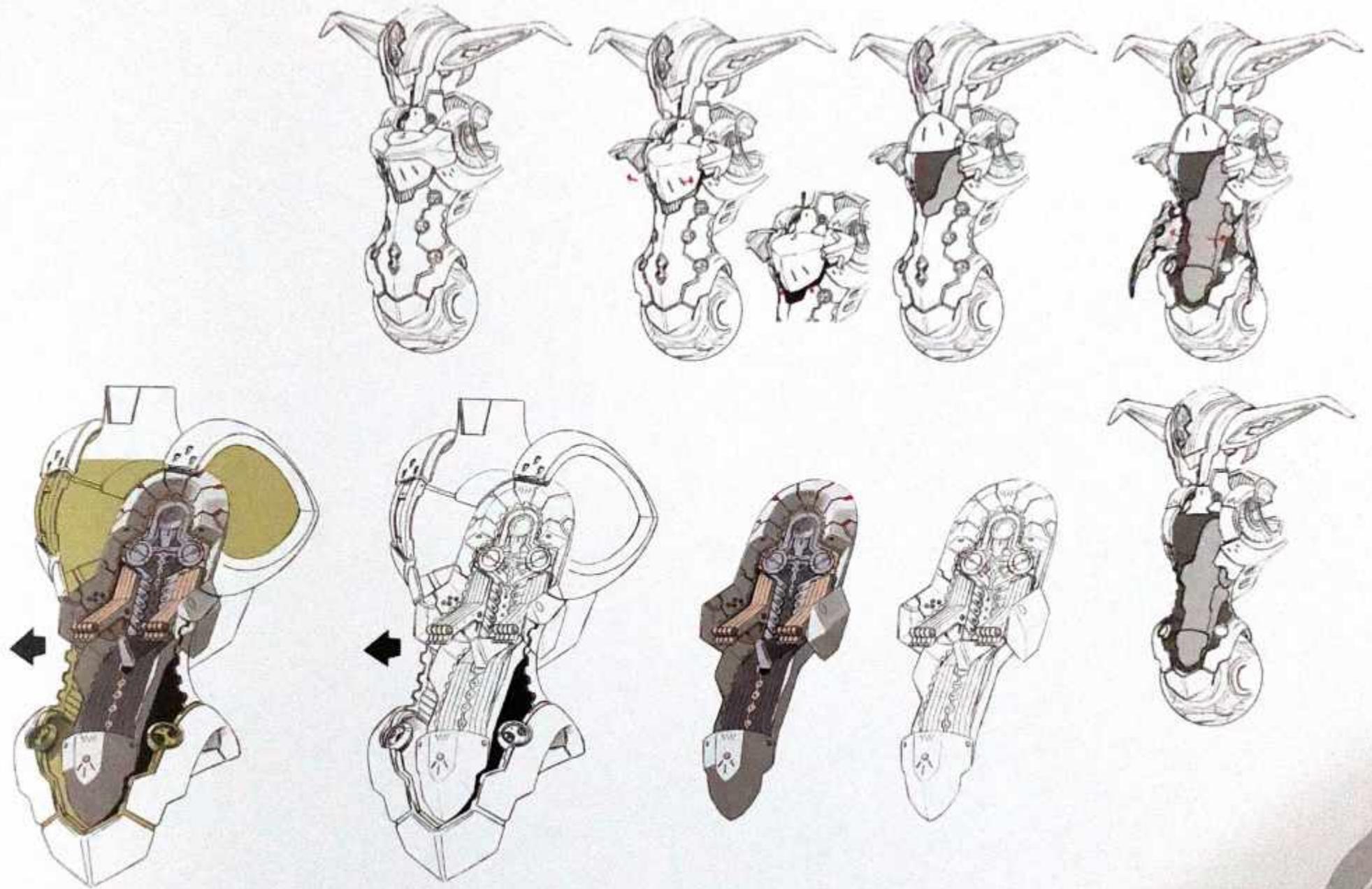




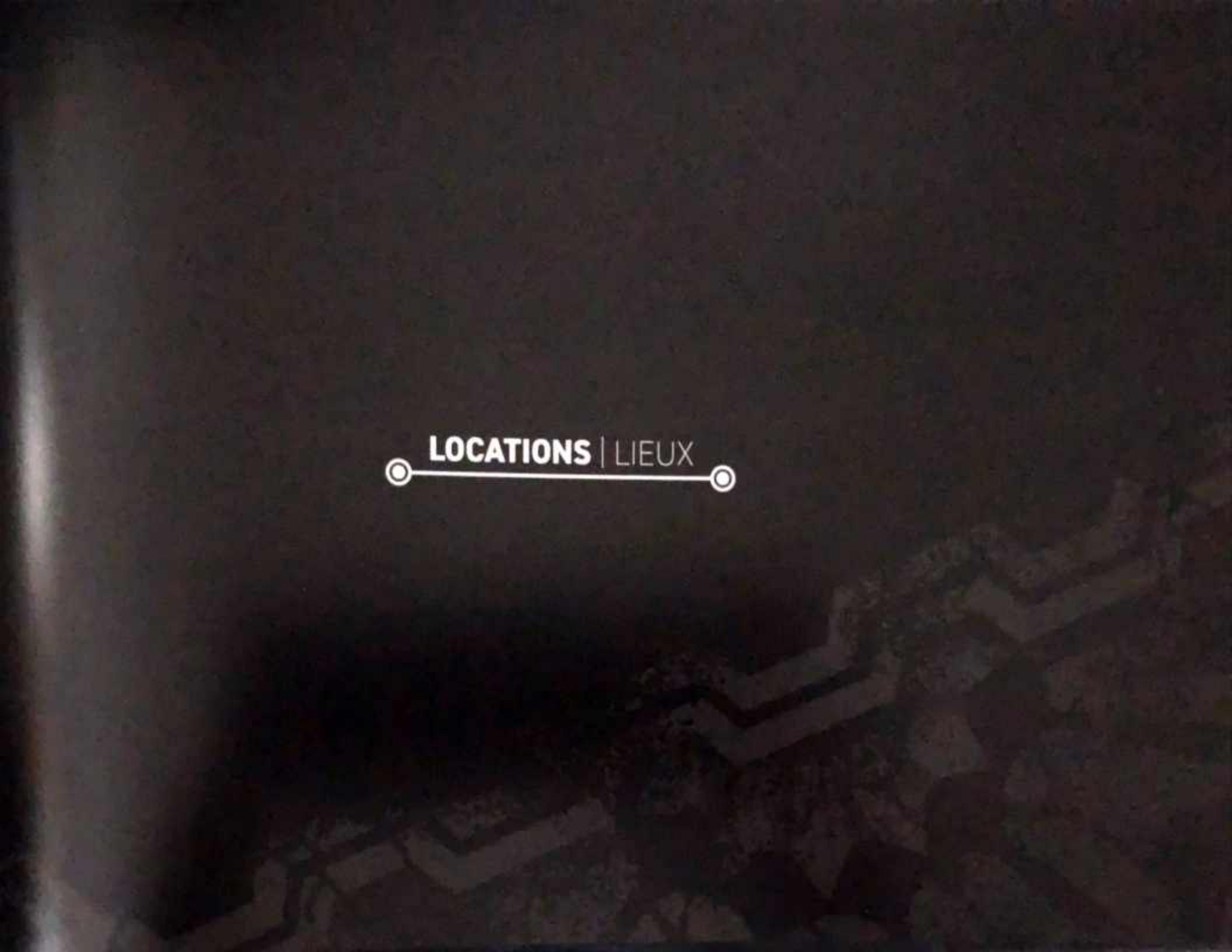




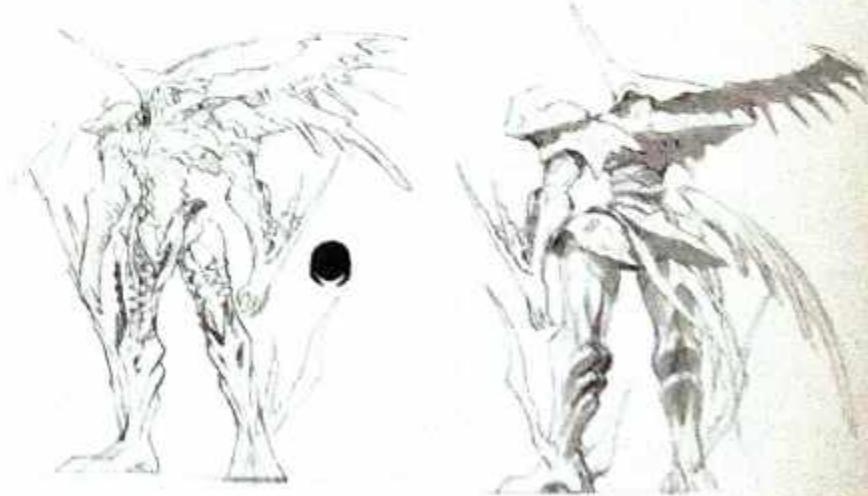




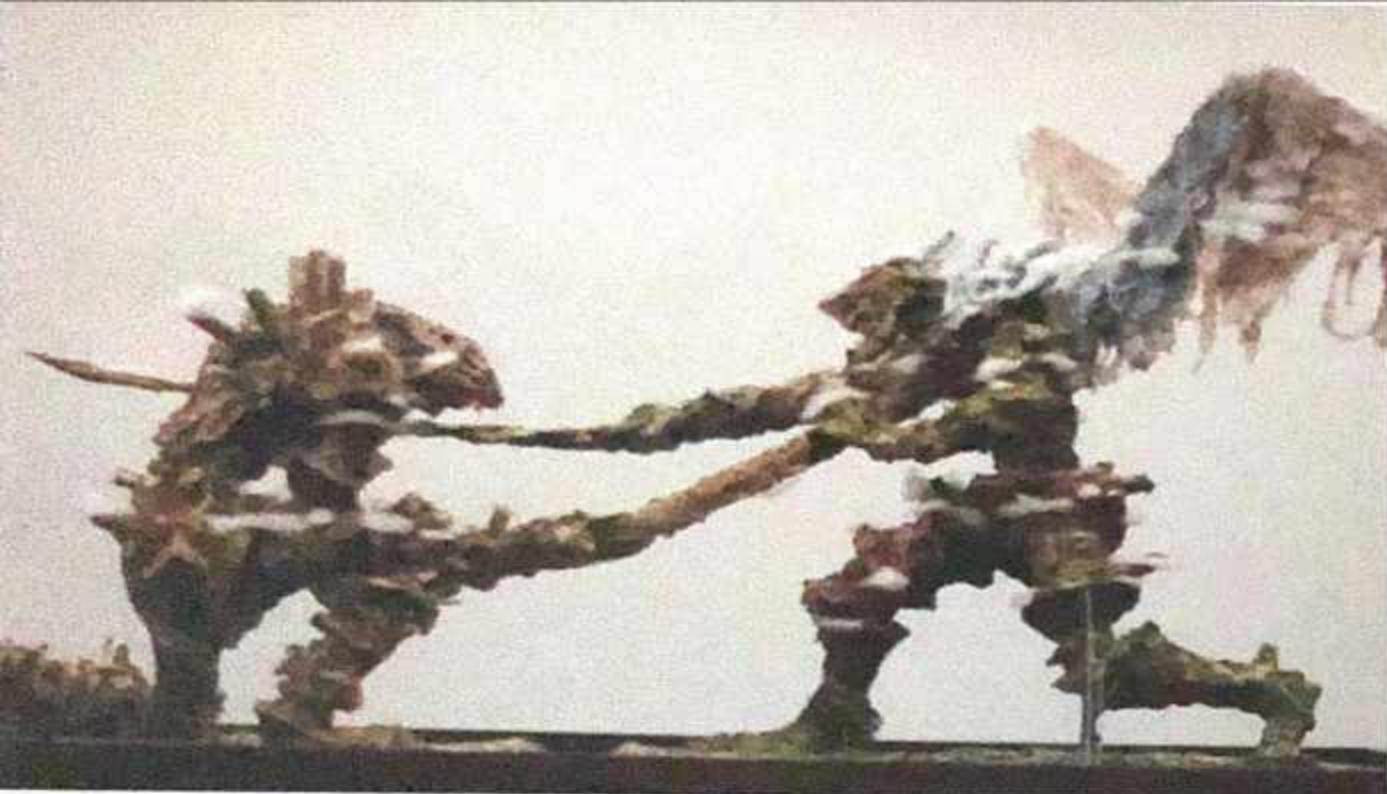




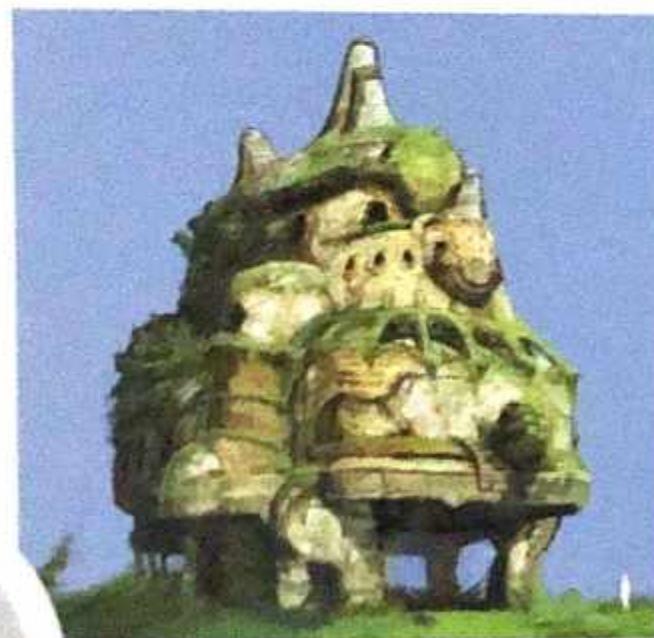
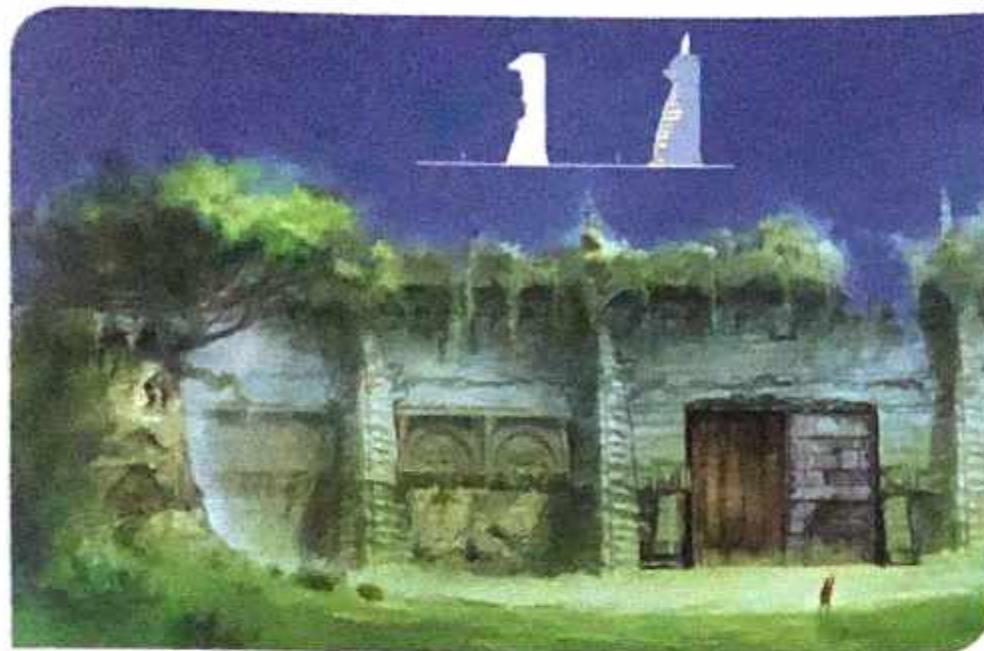
LOCATIONS | LIEUX











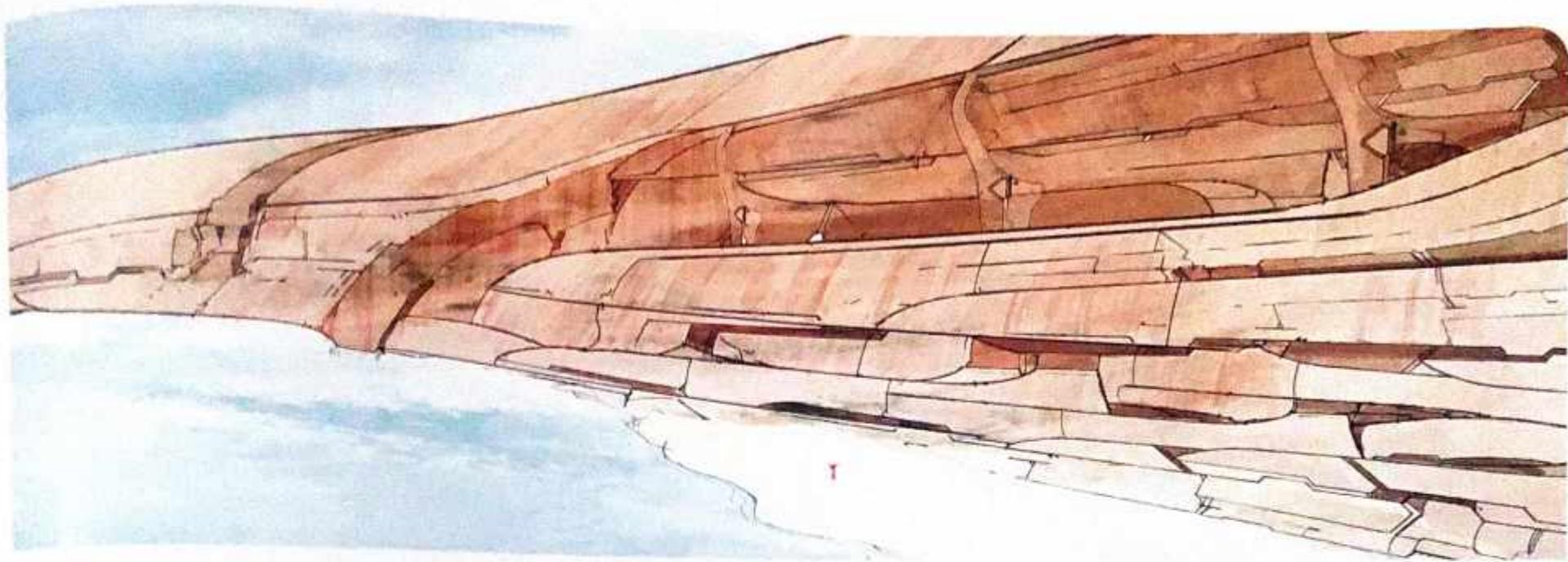


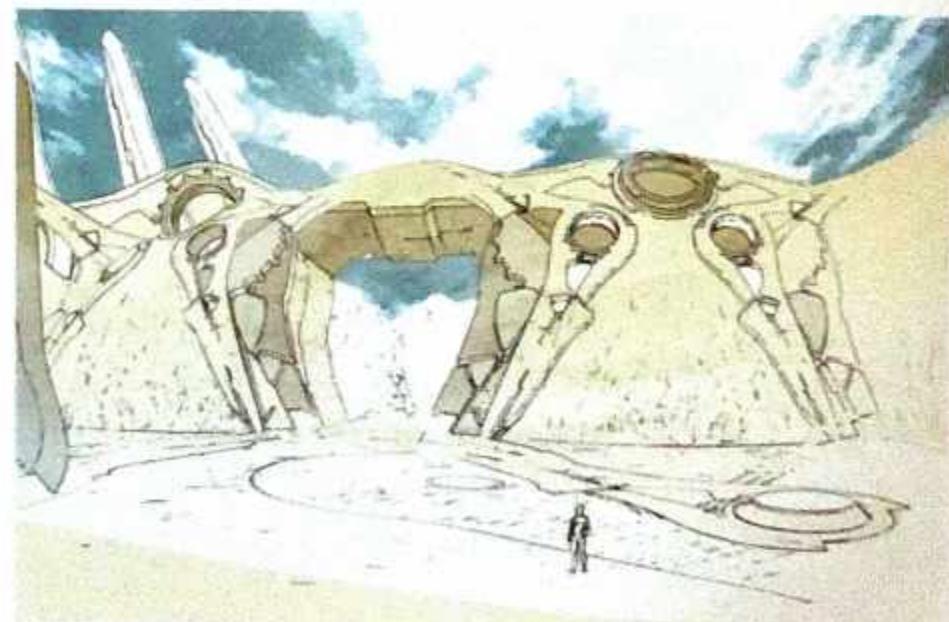
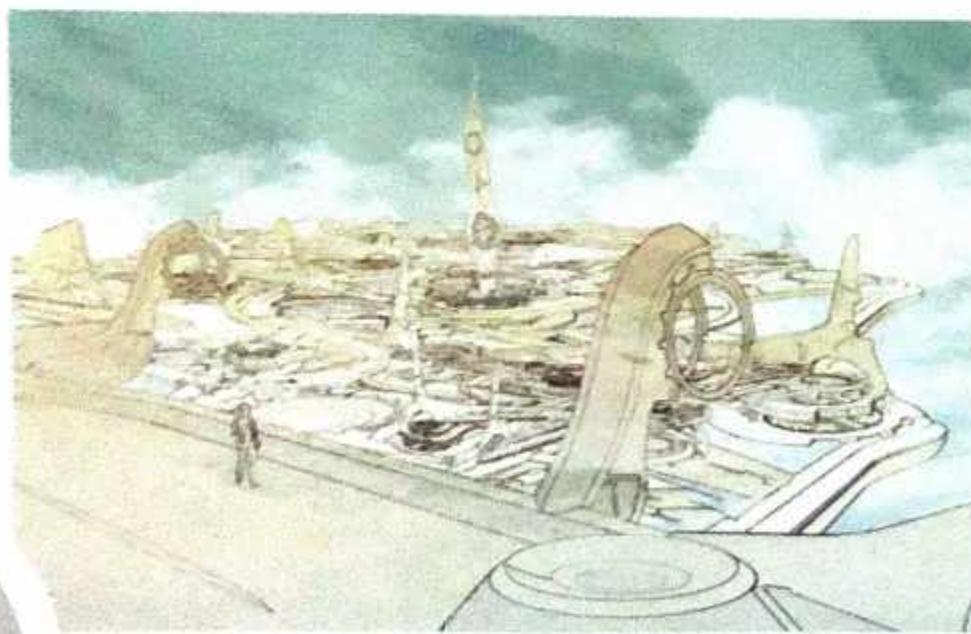
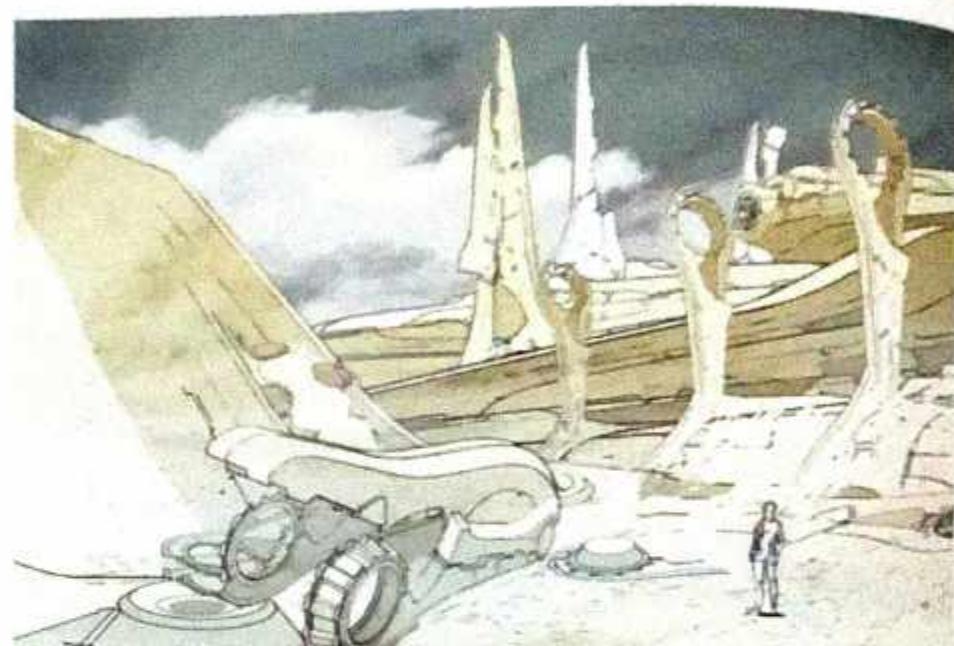
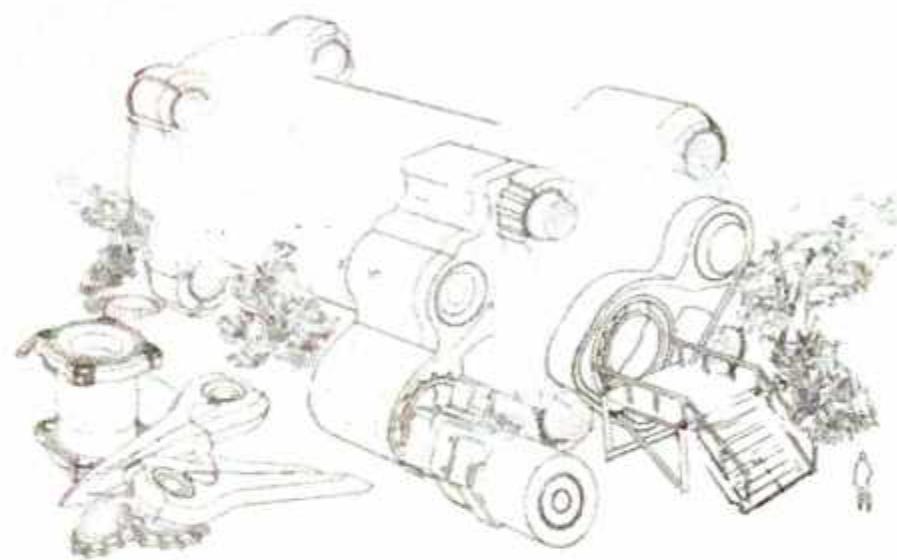


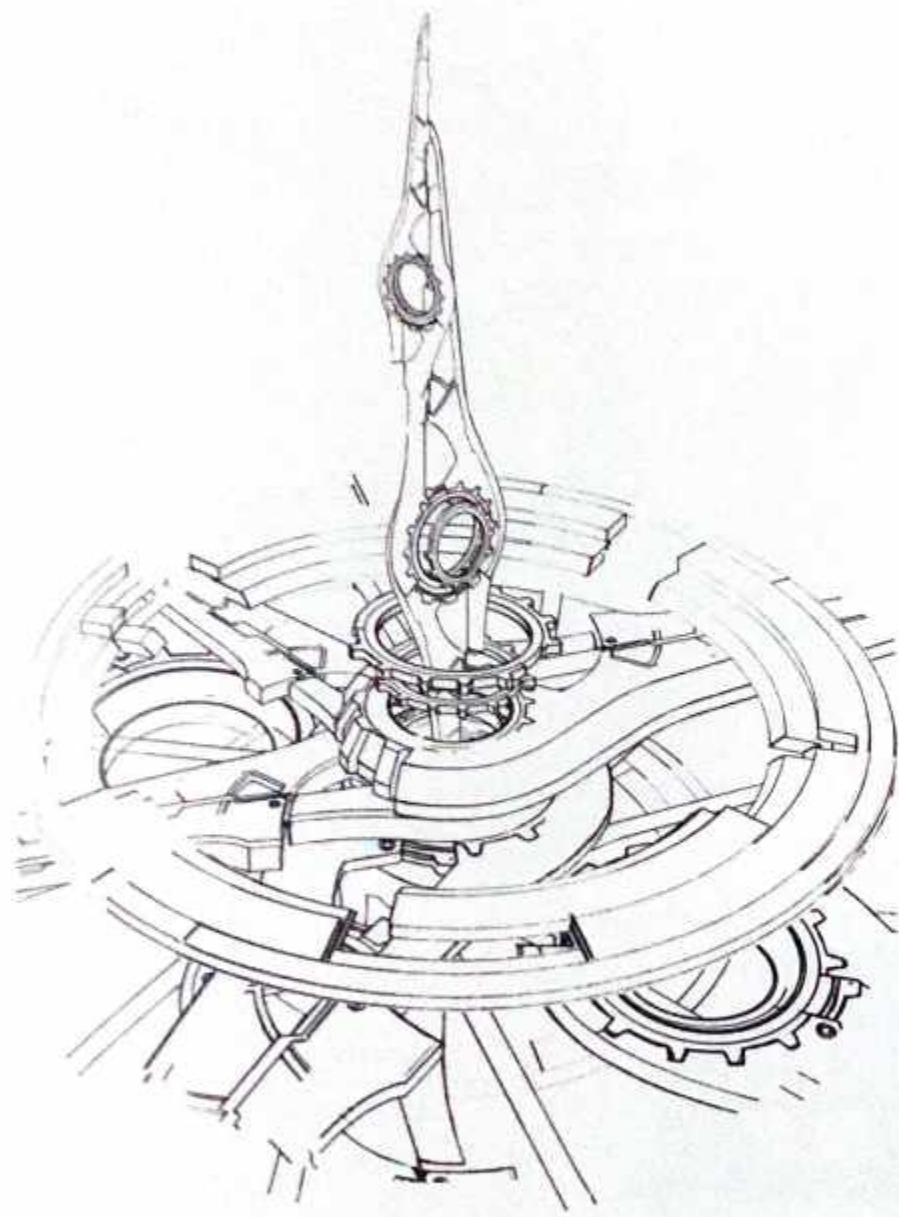




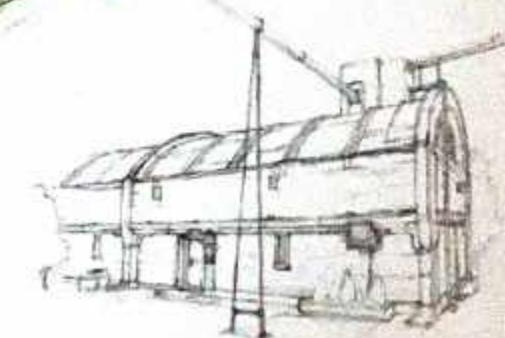
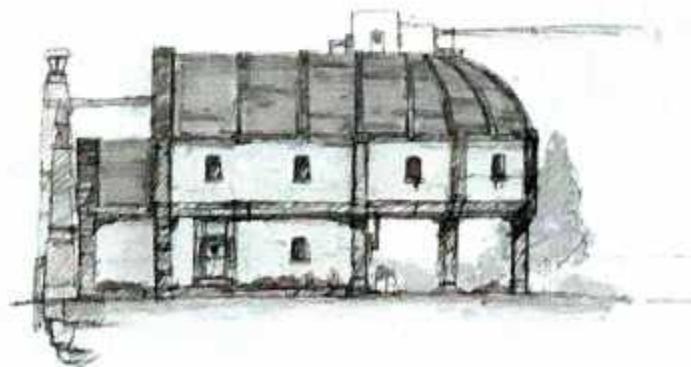
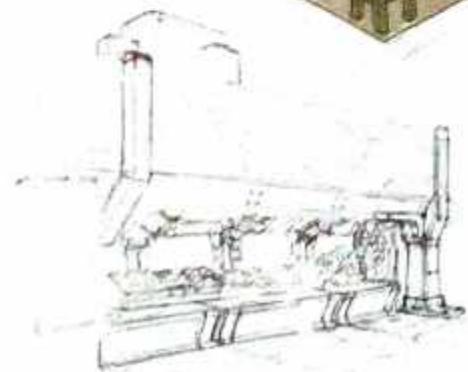
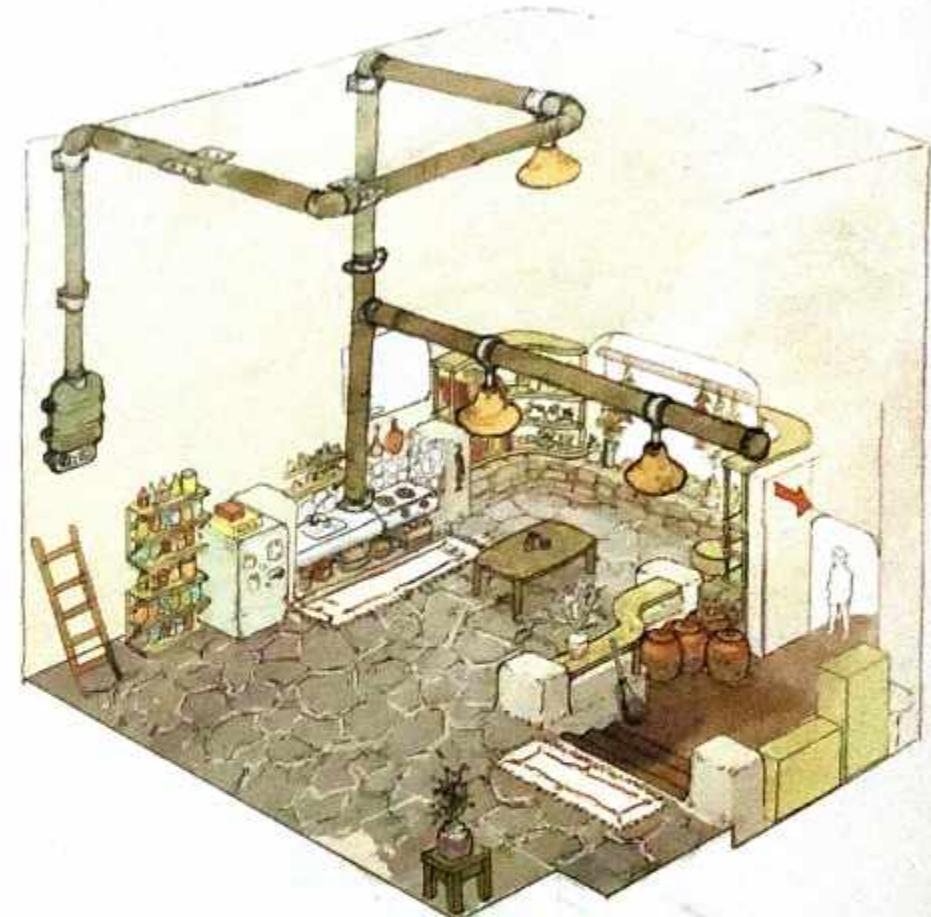
FIGURES 2-10: THE 6-12 FANTASY WORLDS / LOCATIONS



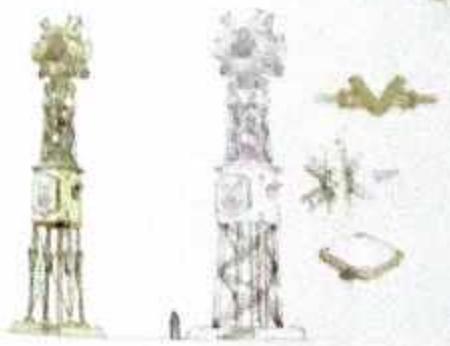
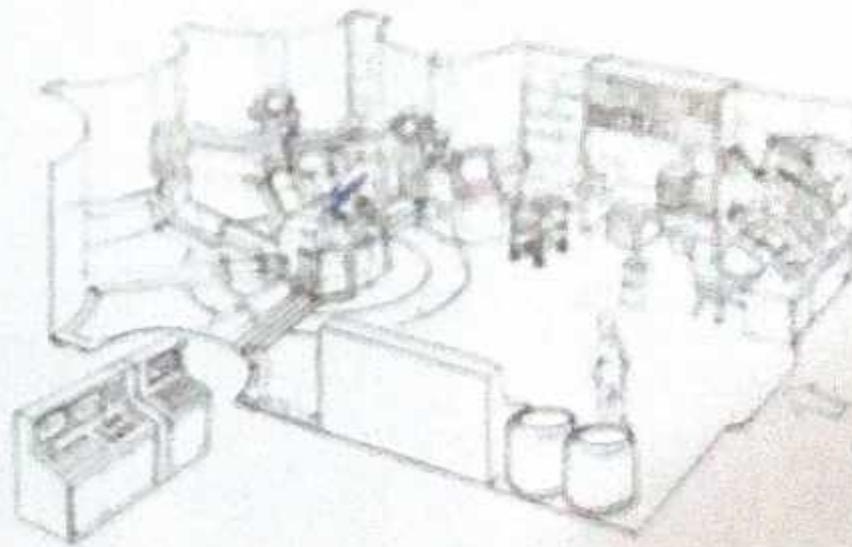
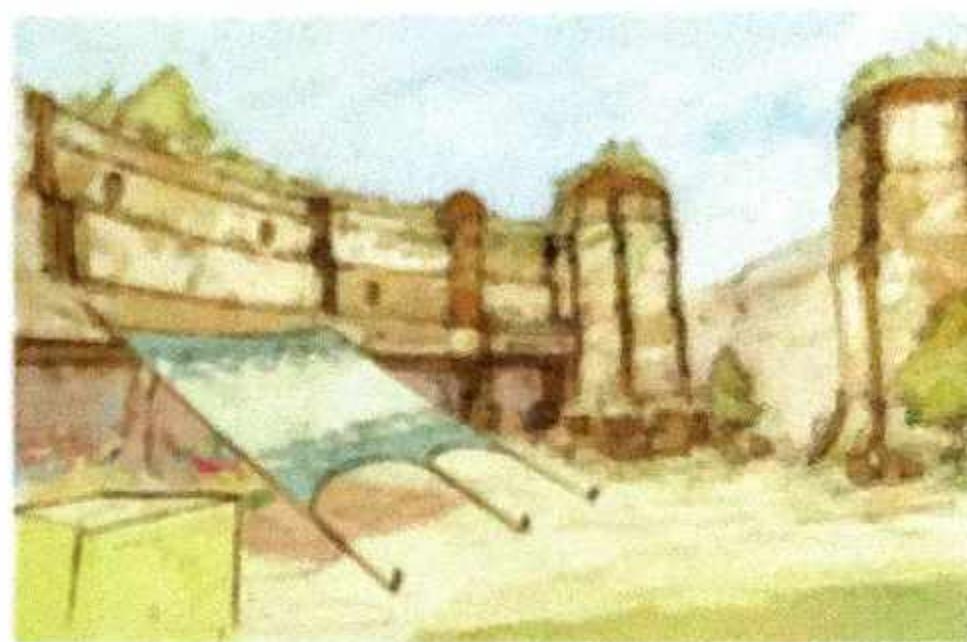
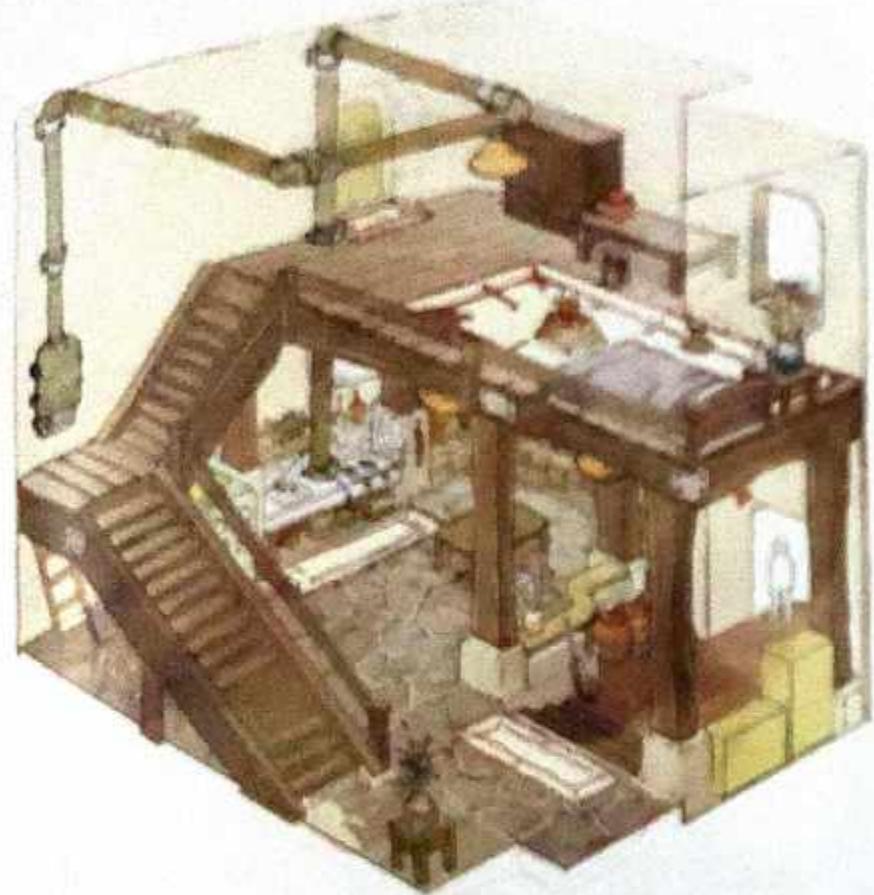


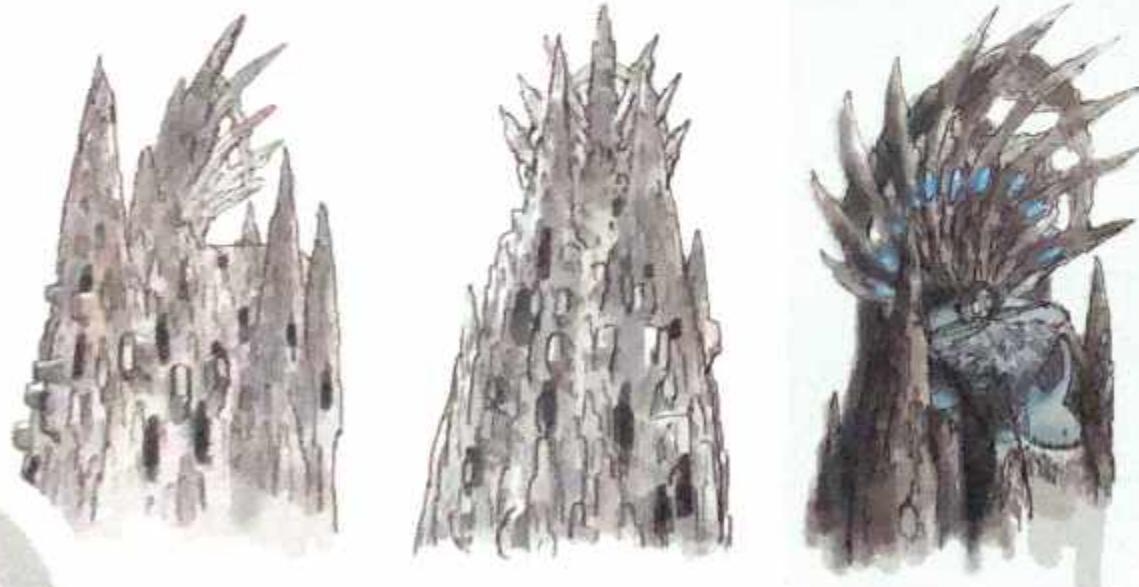
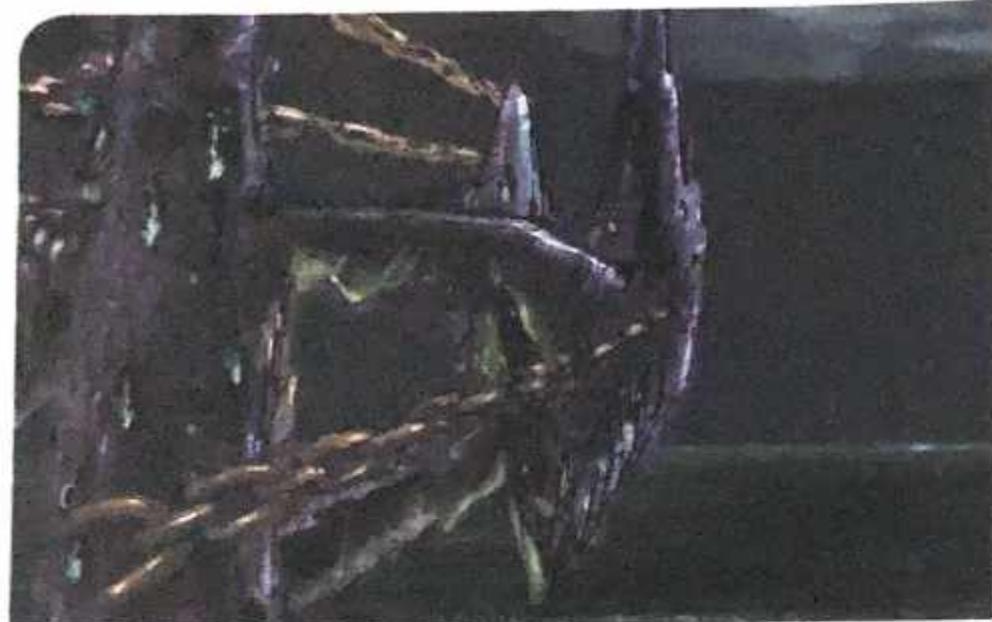


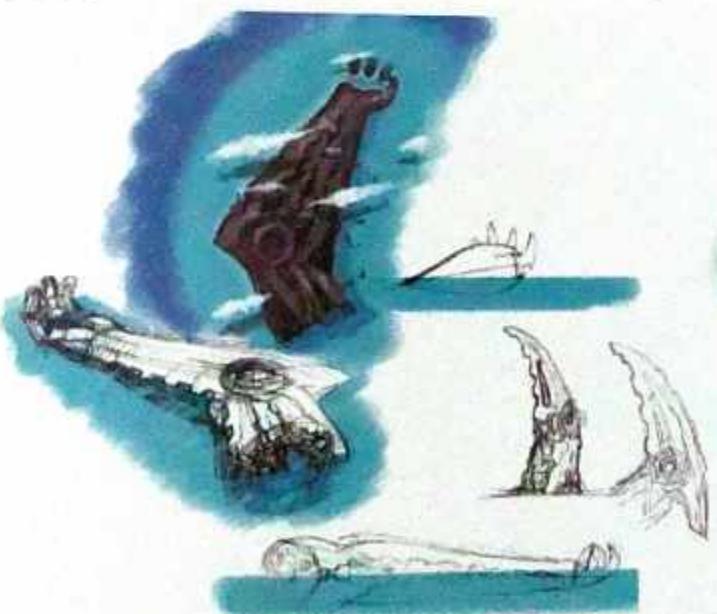
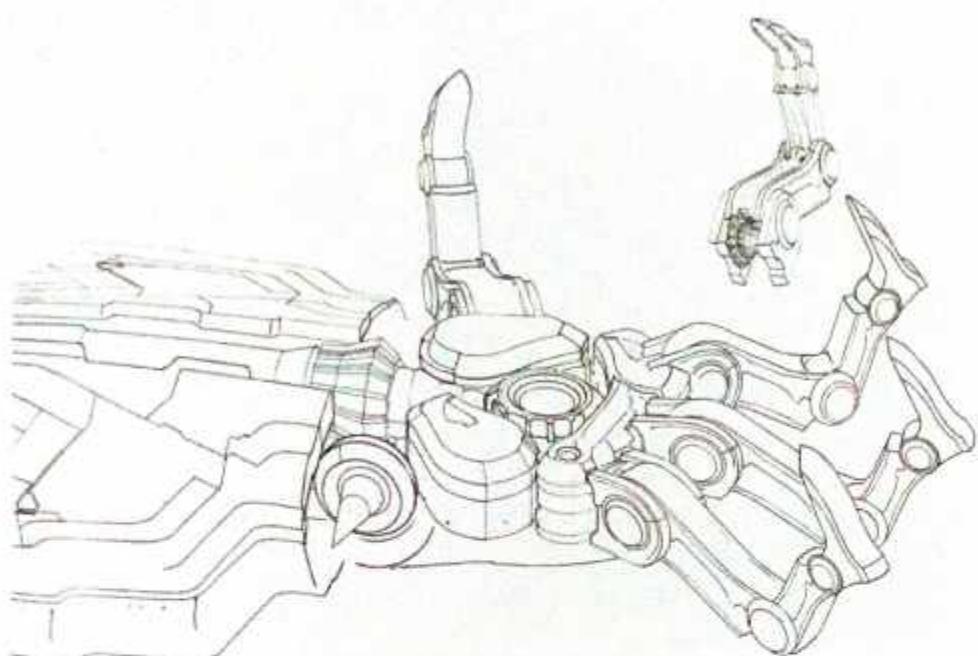
XENOBLADE CHRONICLES / DEFINITIVE WORKS / LOCATIONS

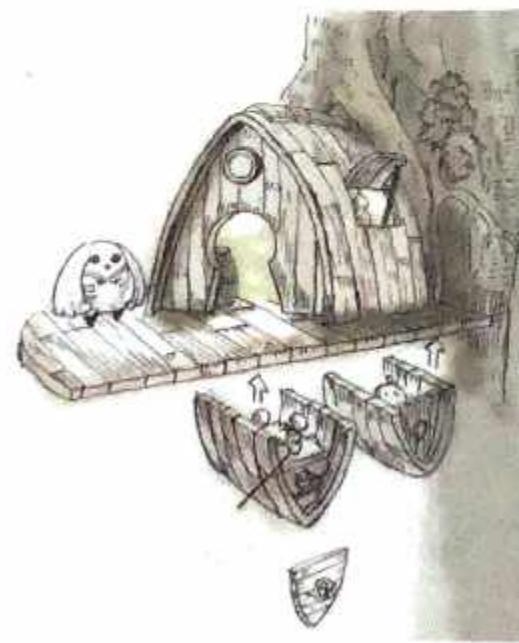


KOREAN TRADITIONAL WORKS / LOCATIONS













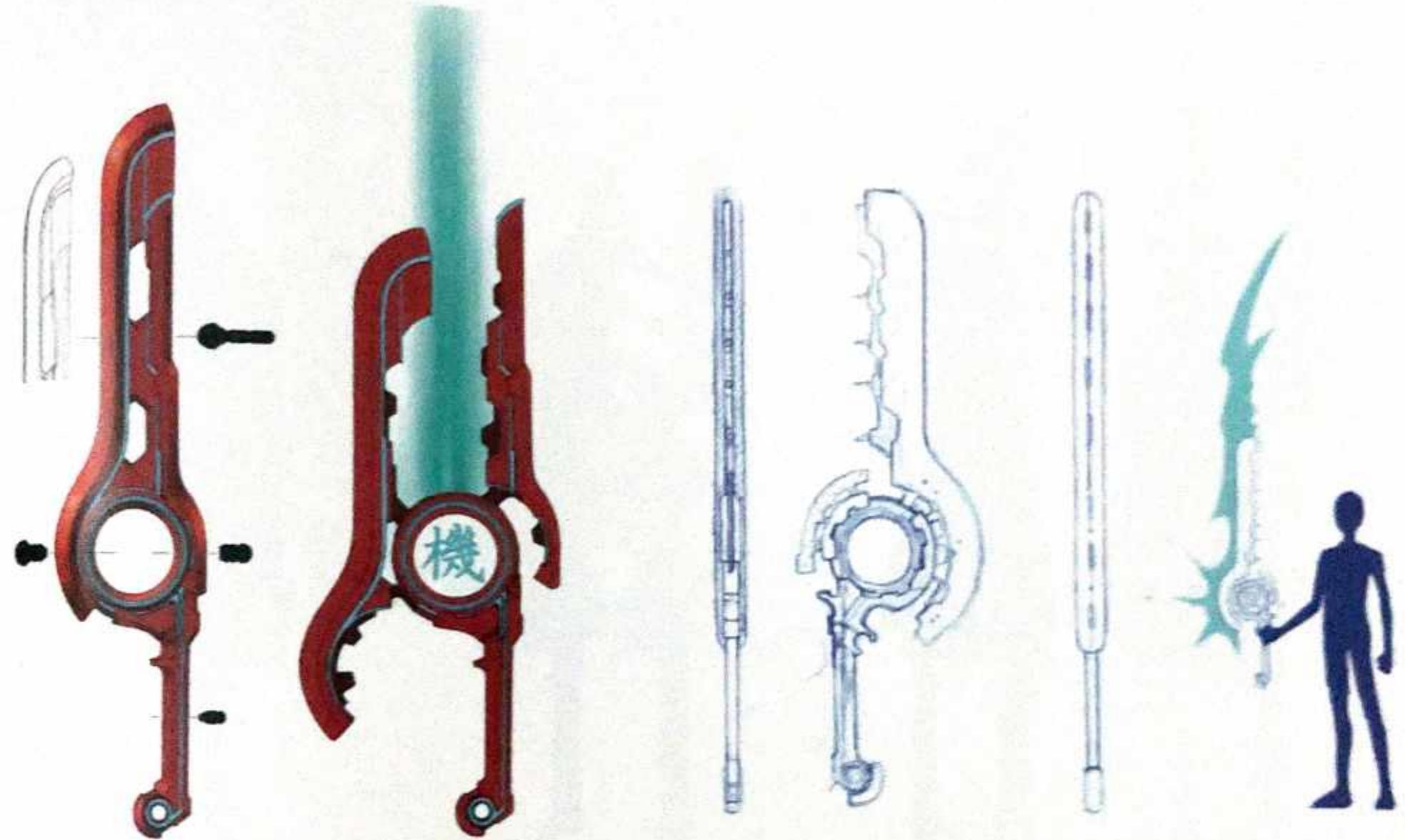


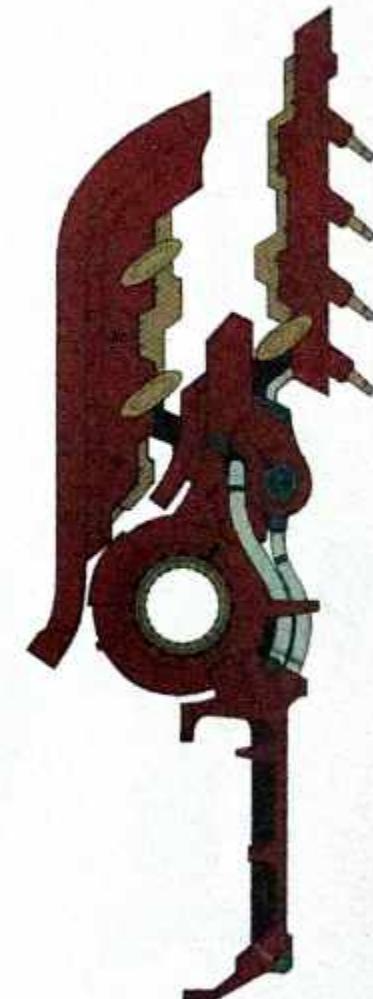
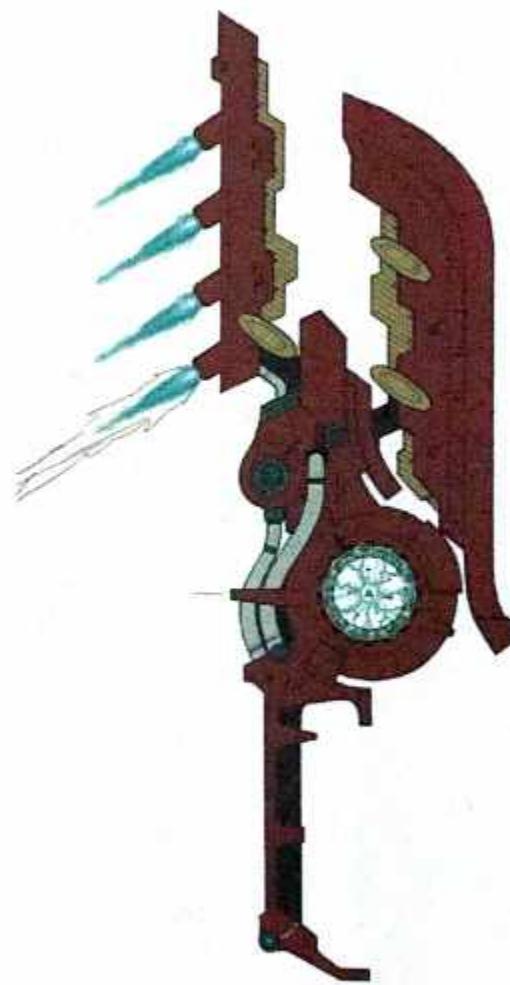


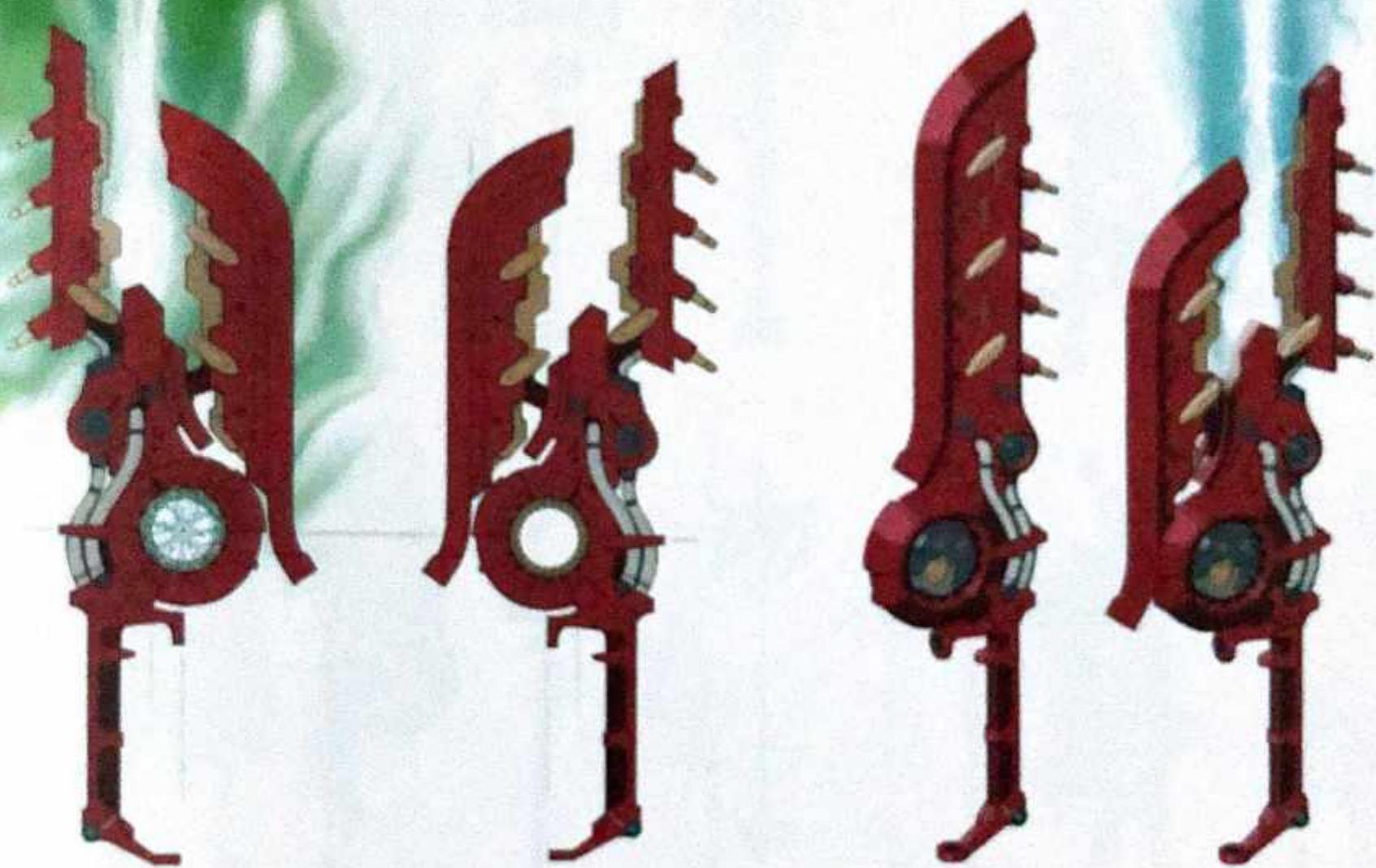
WEAPONS & OBJECTS | ARMES ET OBJETS



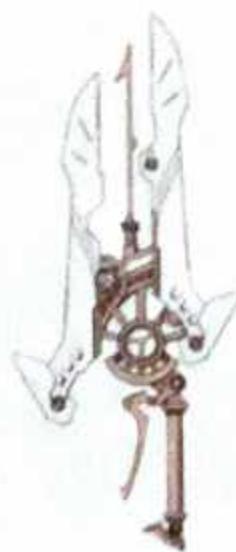
武器 · WEAPONS



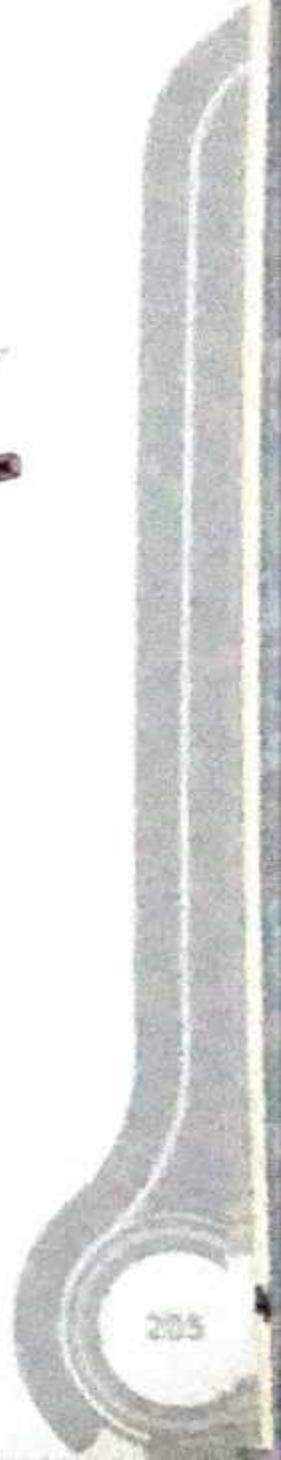


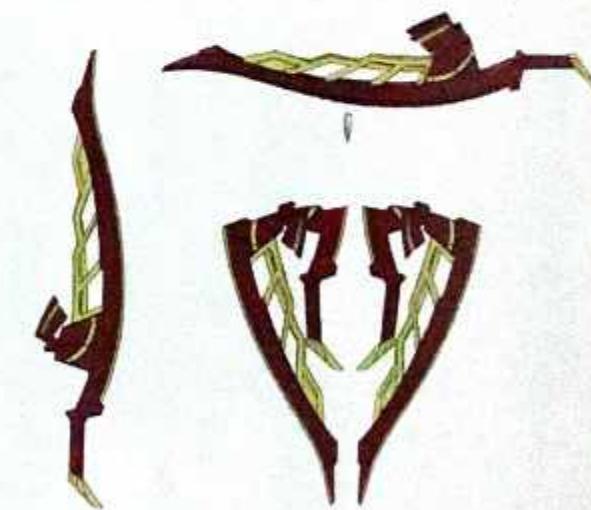
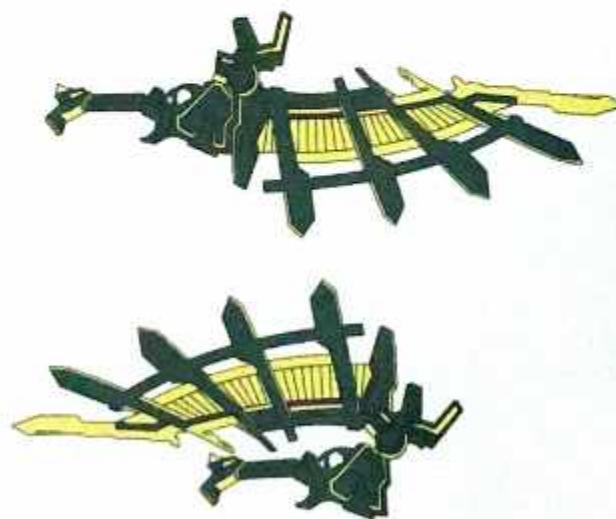
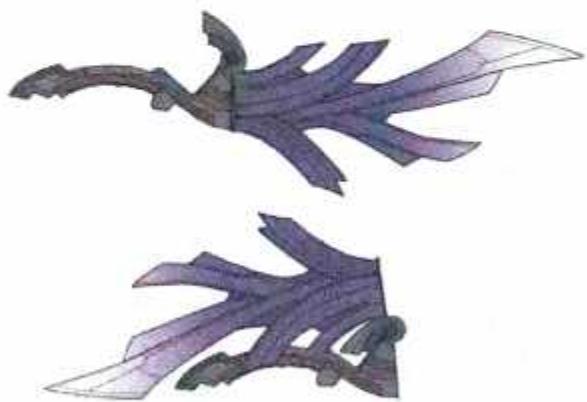




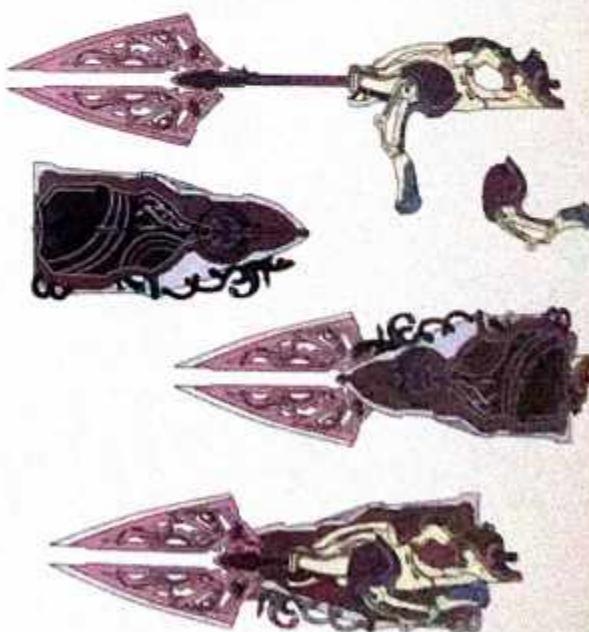
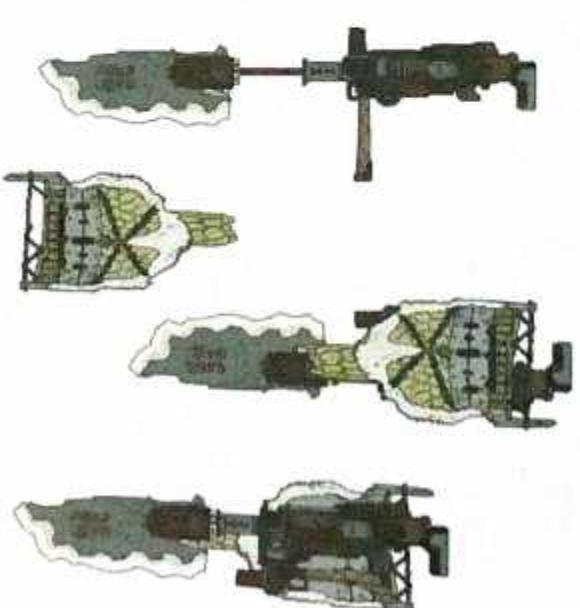
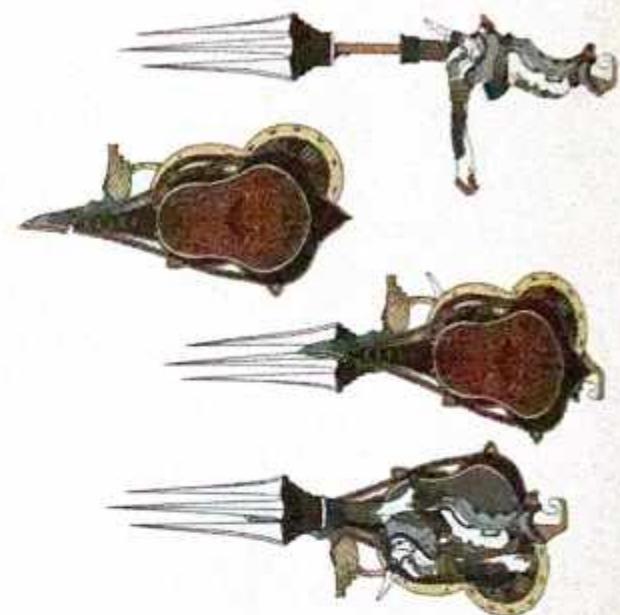
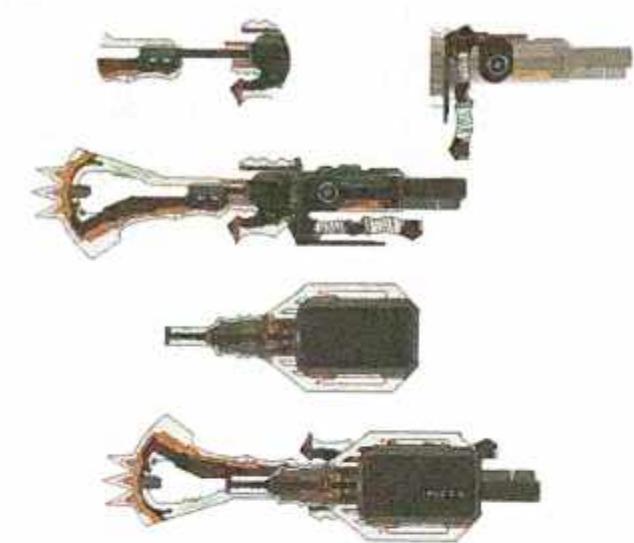


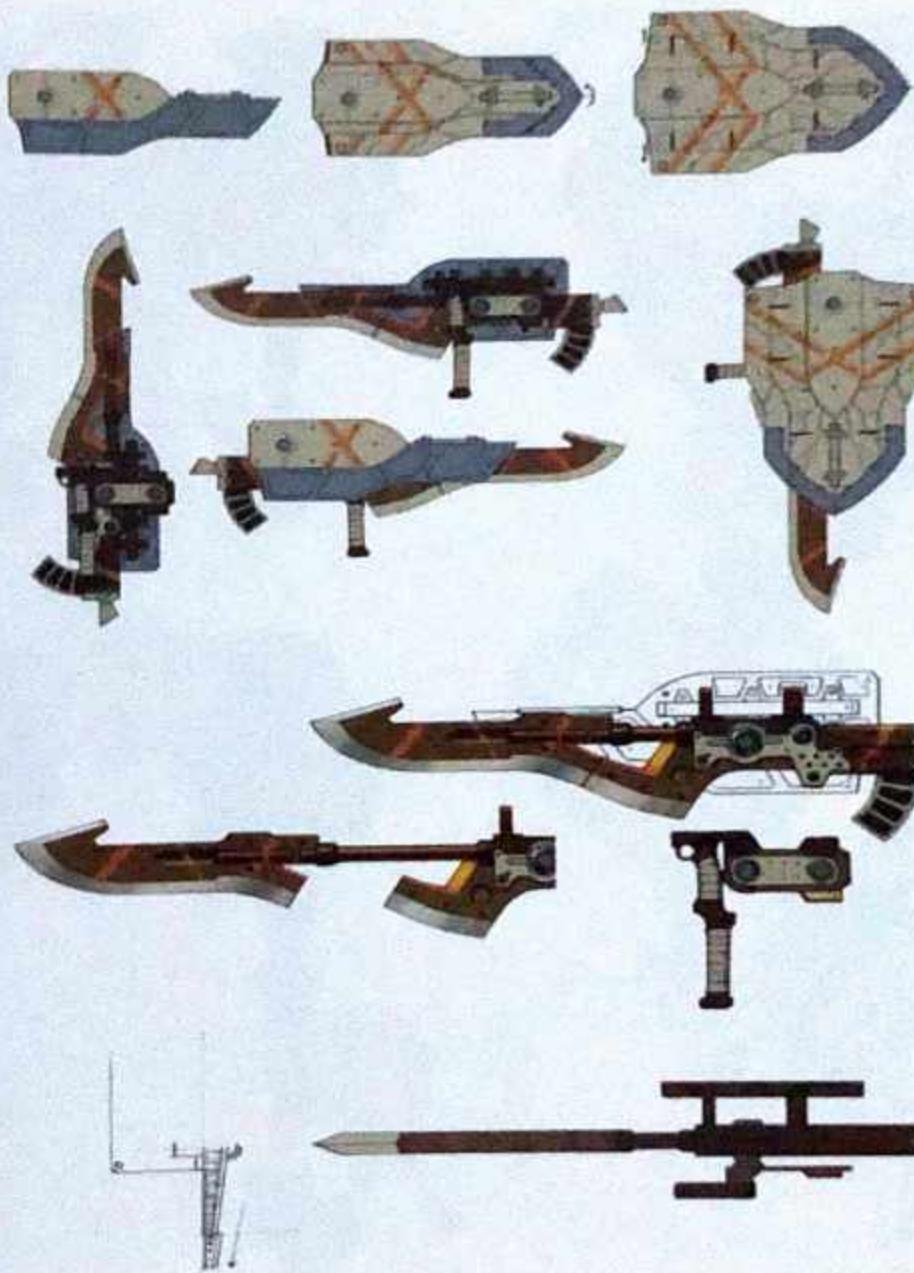
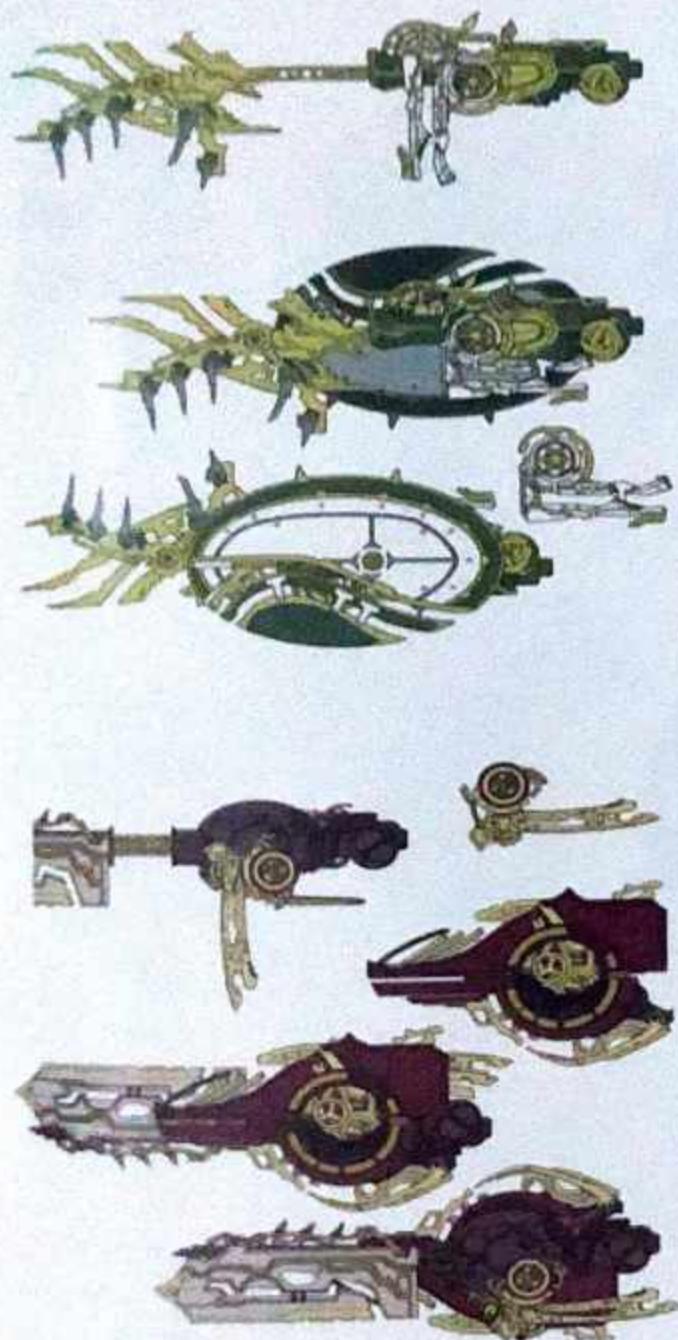
ORNAMENTAL WEAPONS - DECORATIVE WEAPONS & BELTS

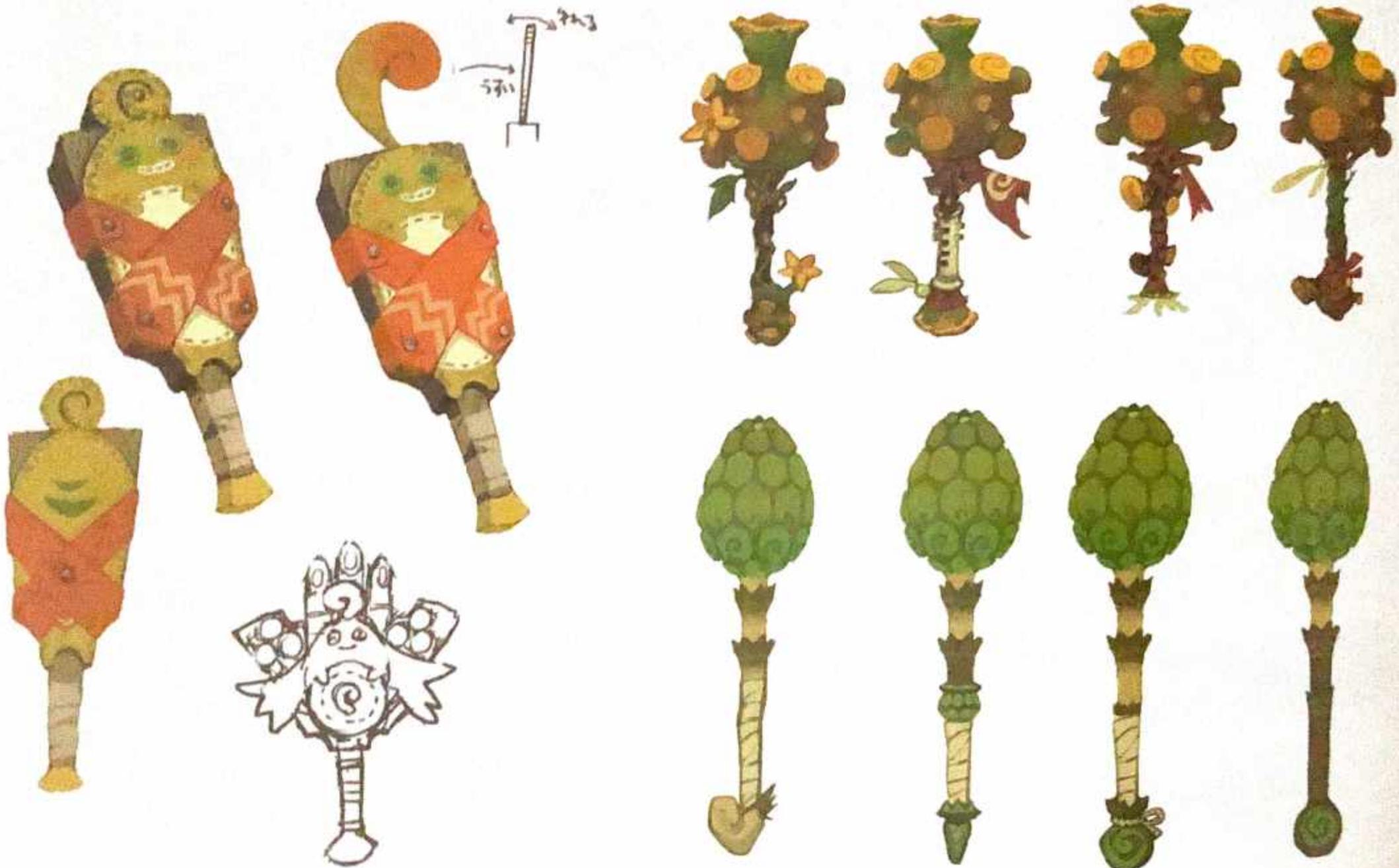




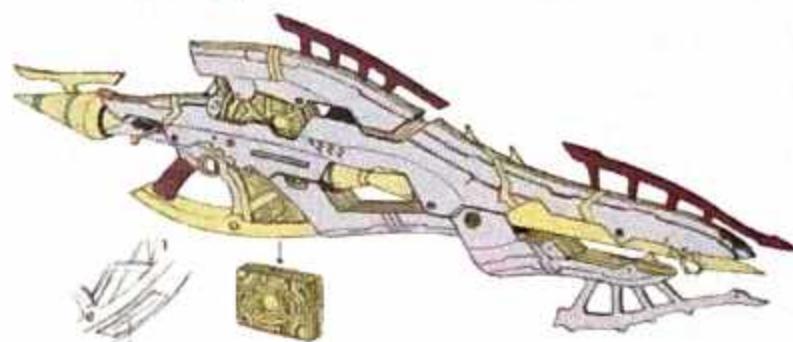
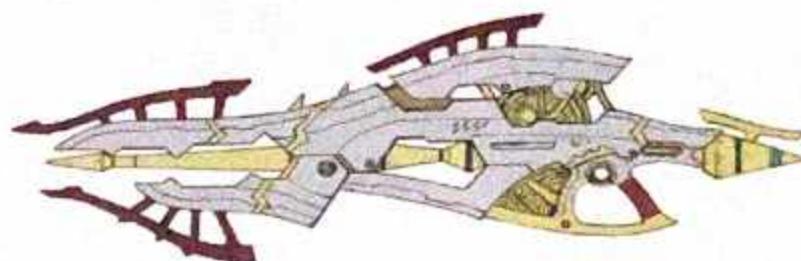
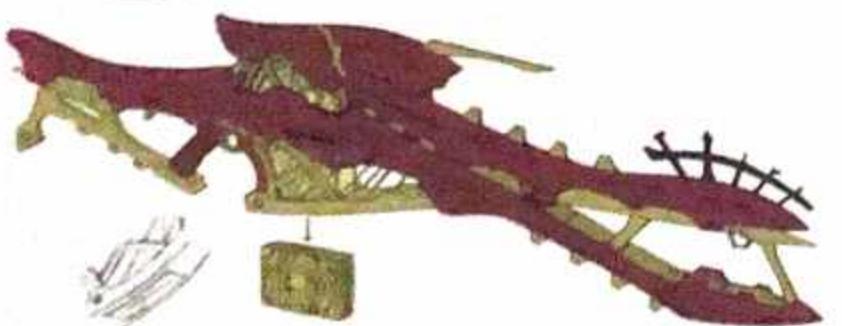
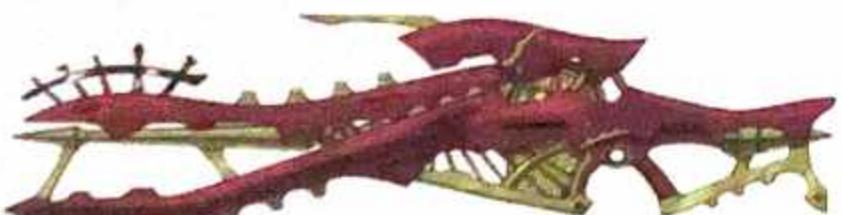


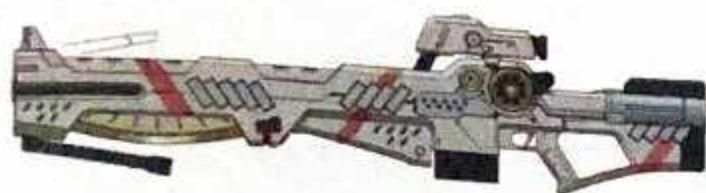


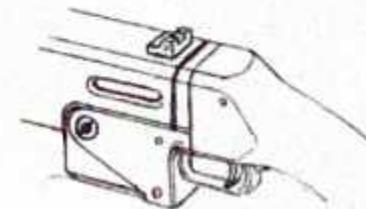
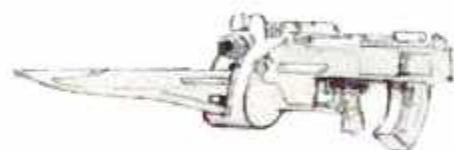


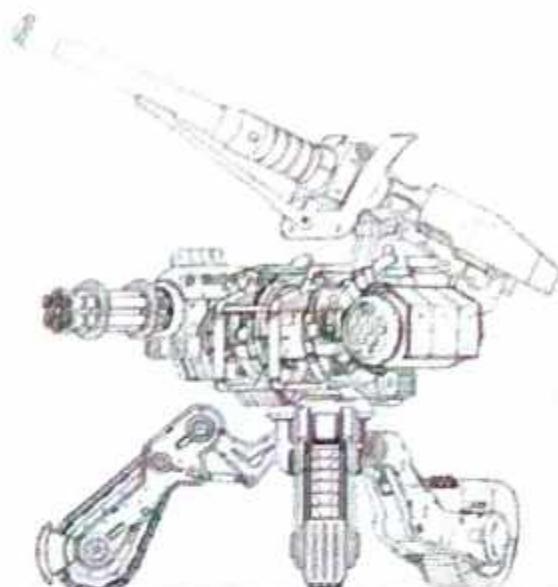
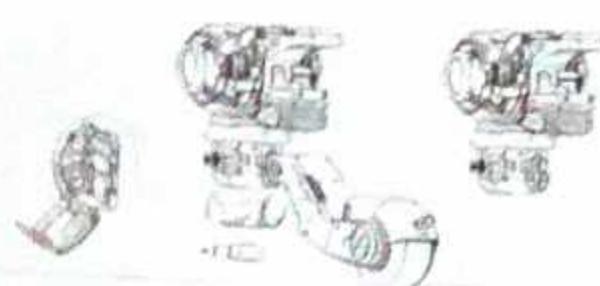
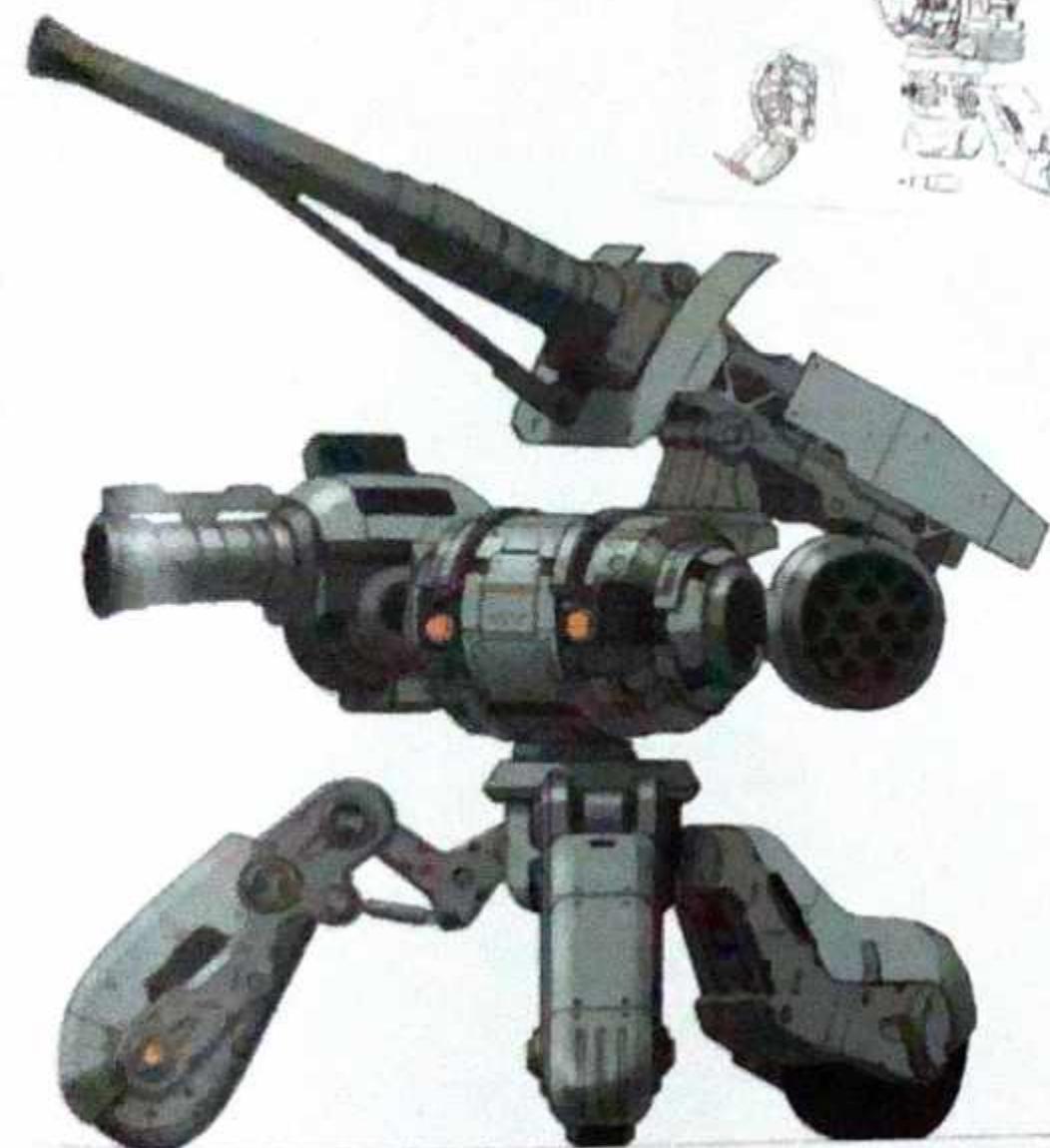


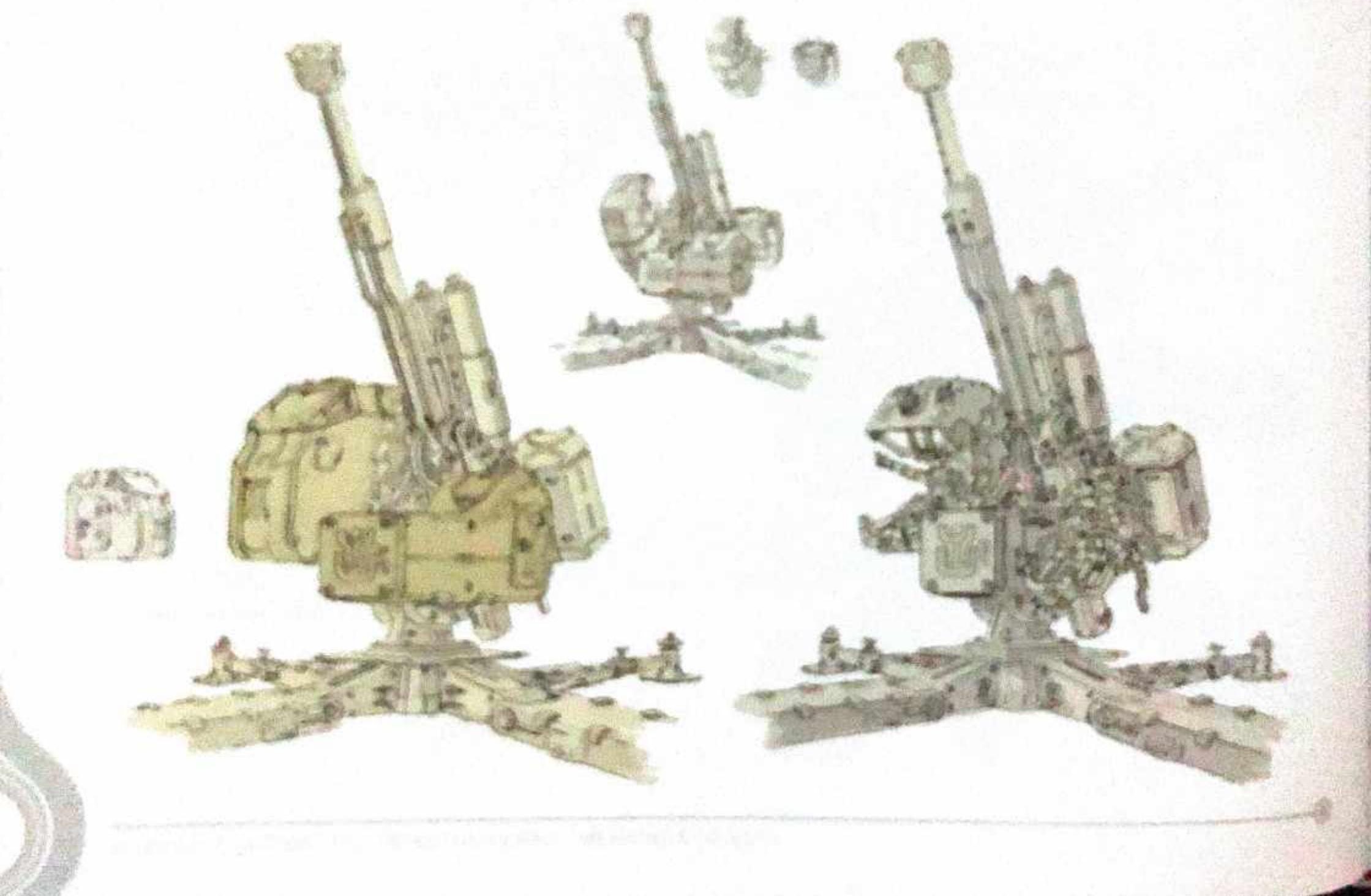


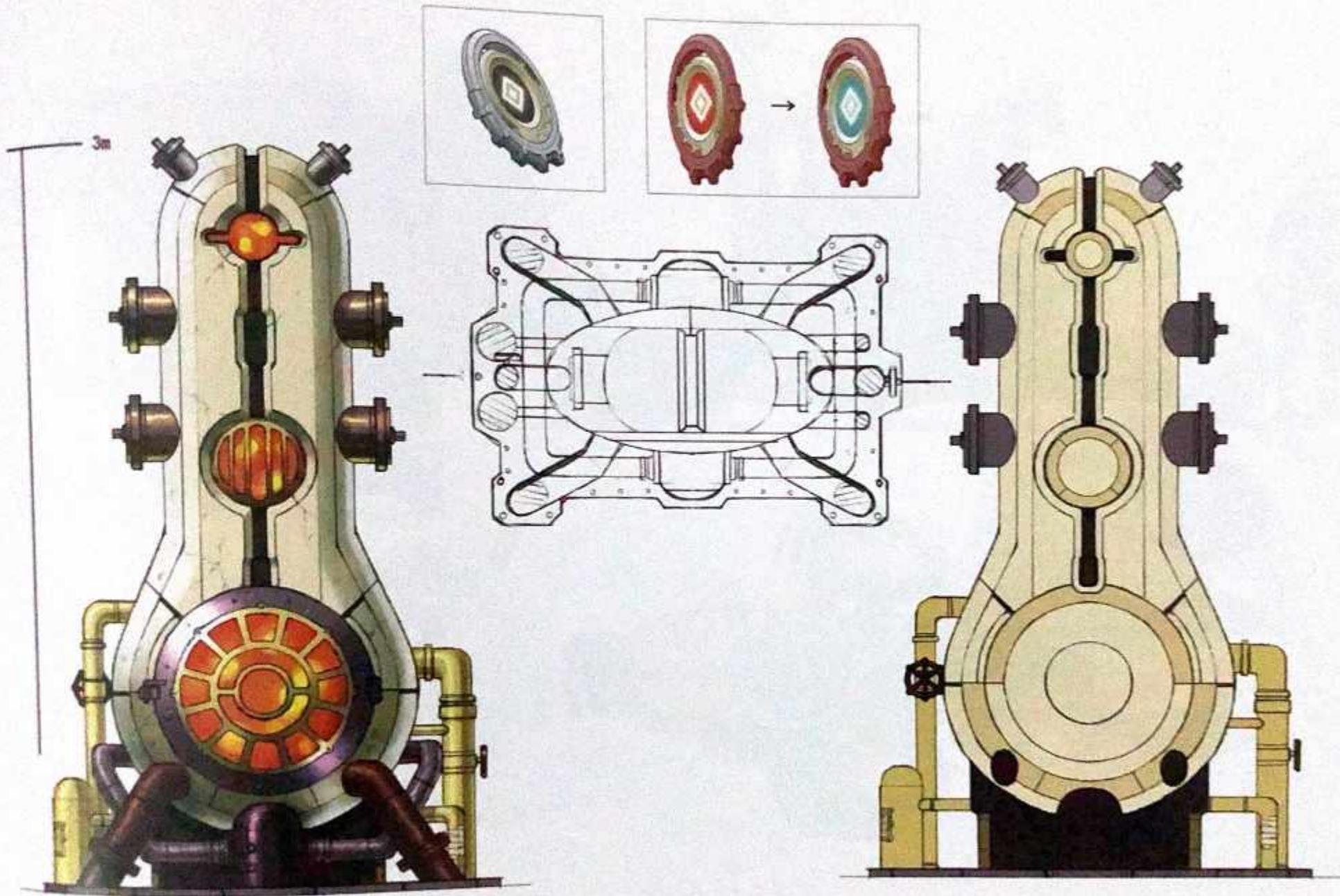


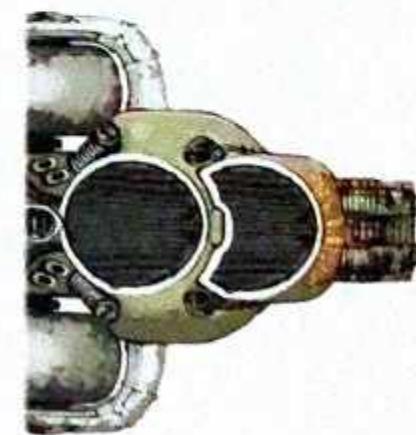
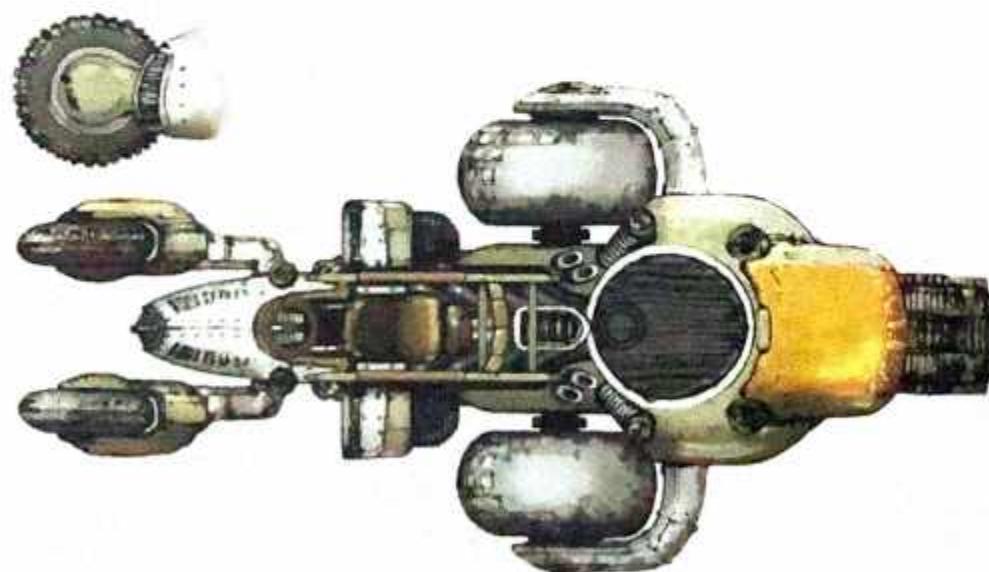
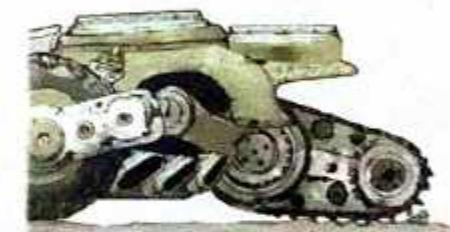
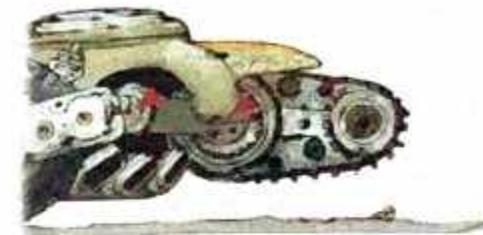
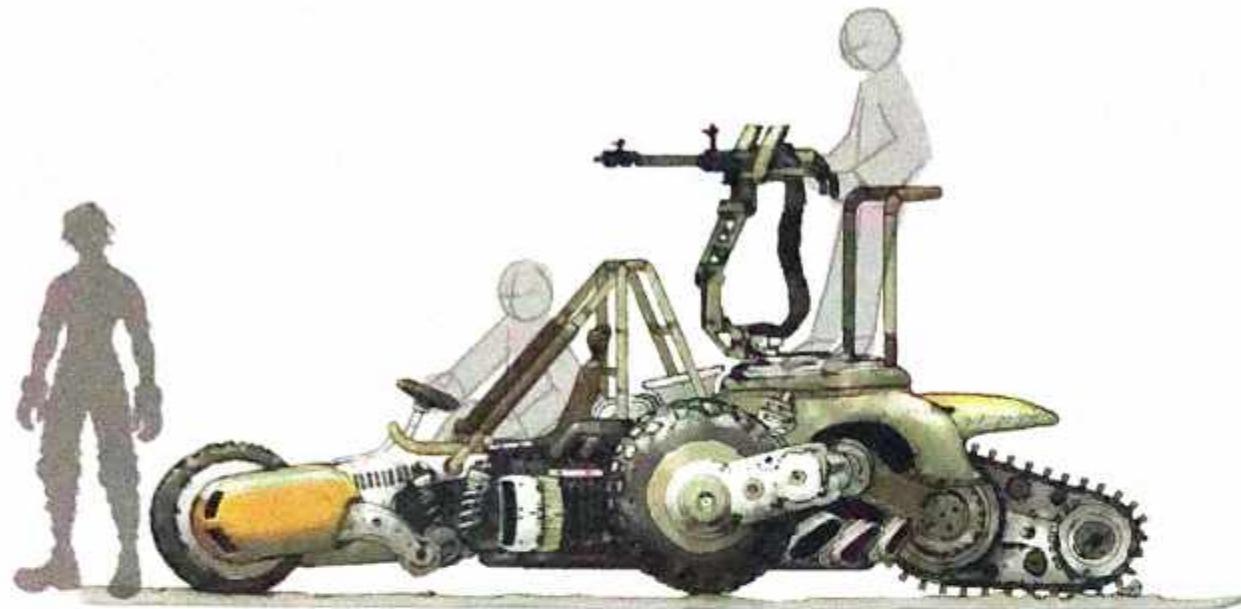


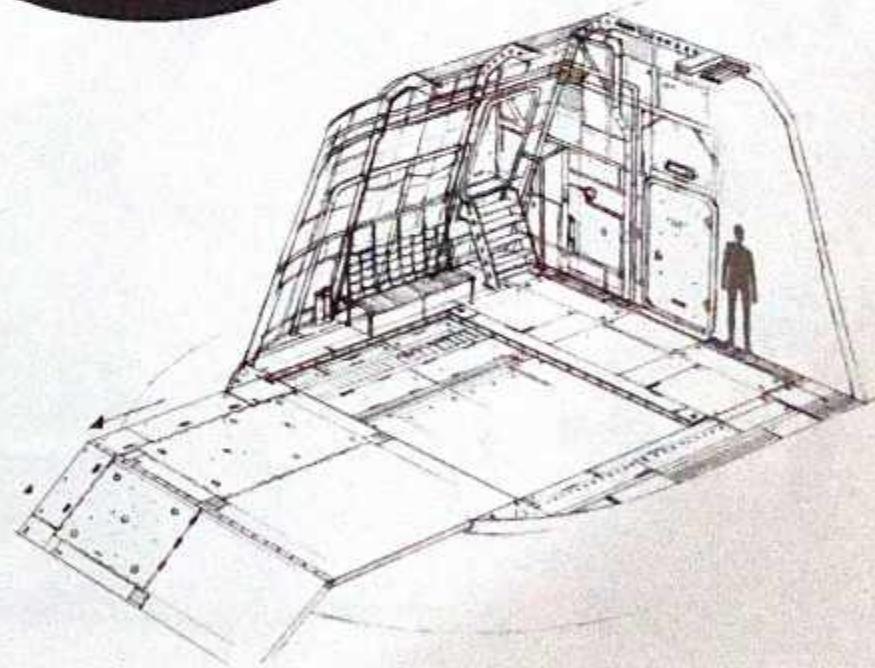
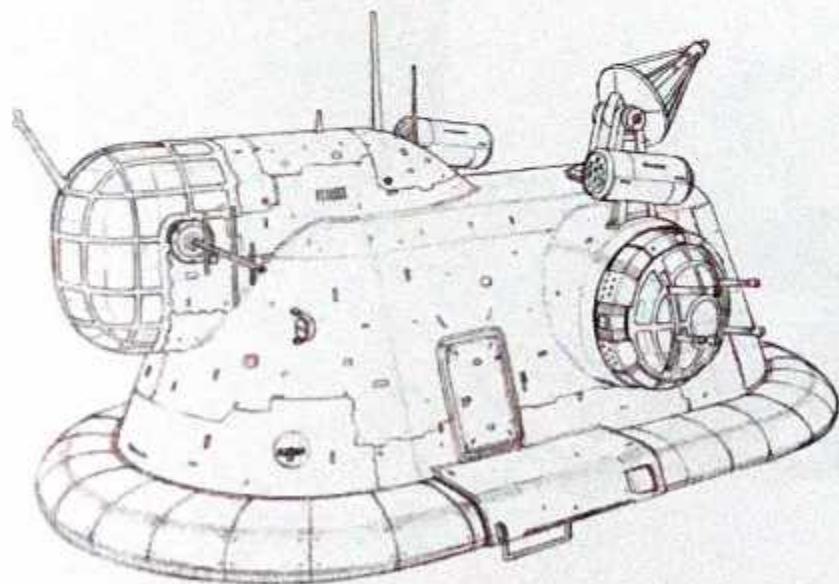


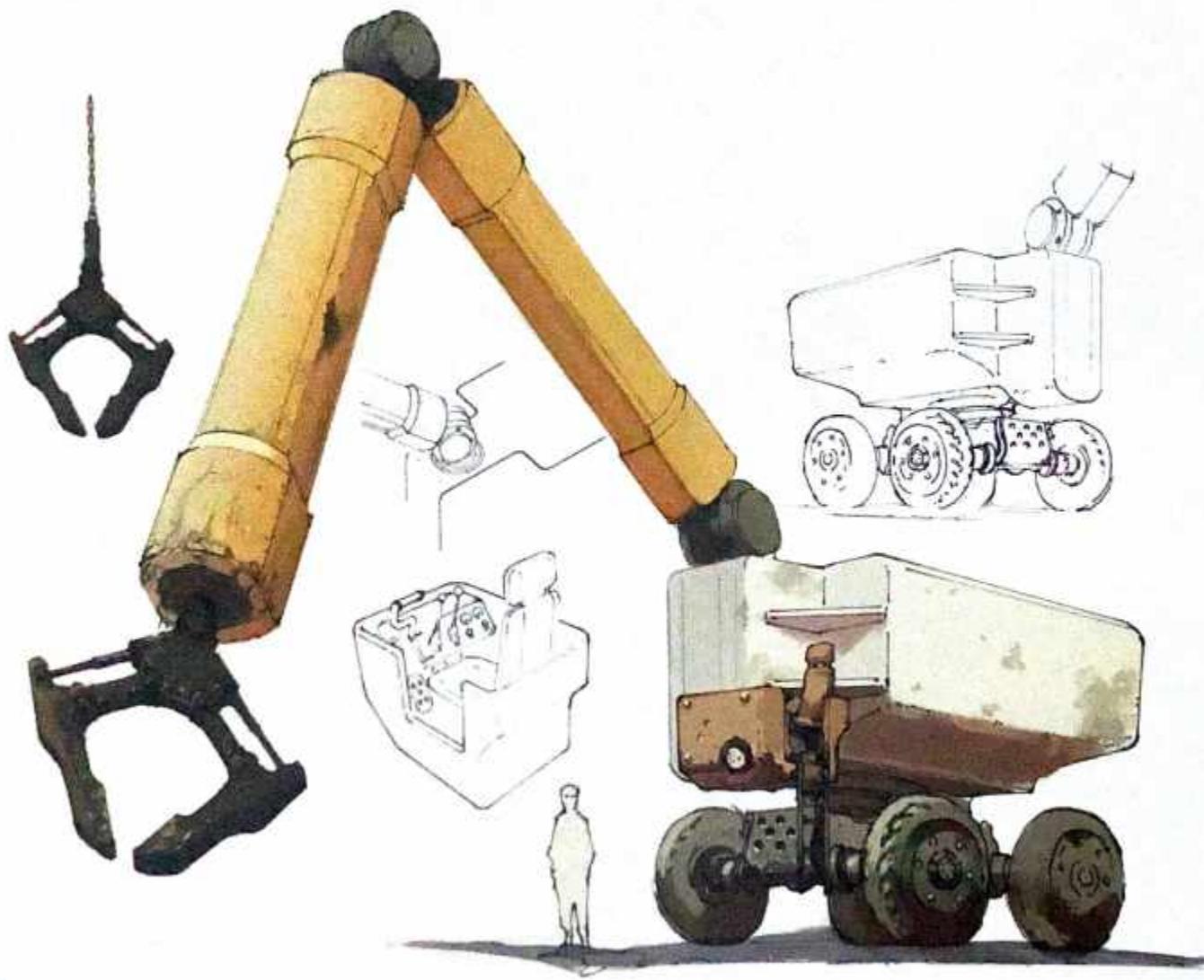


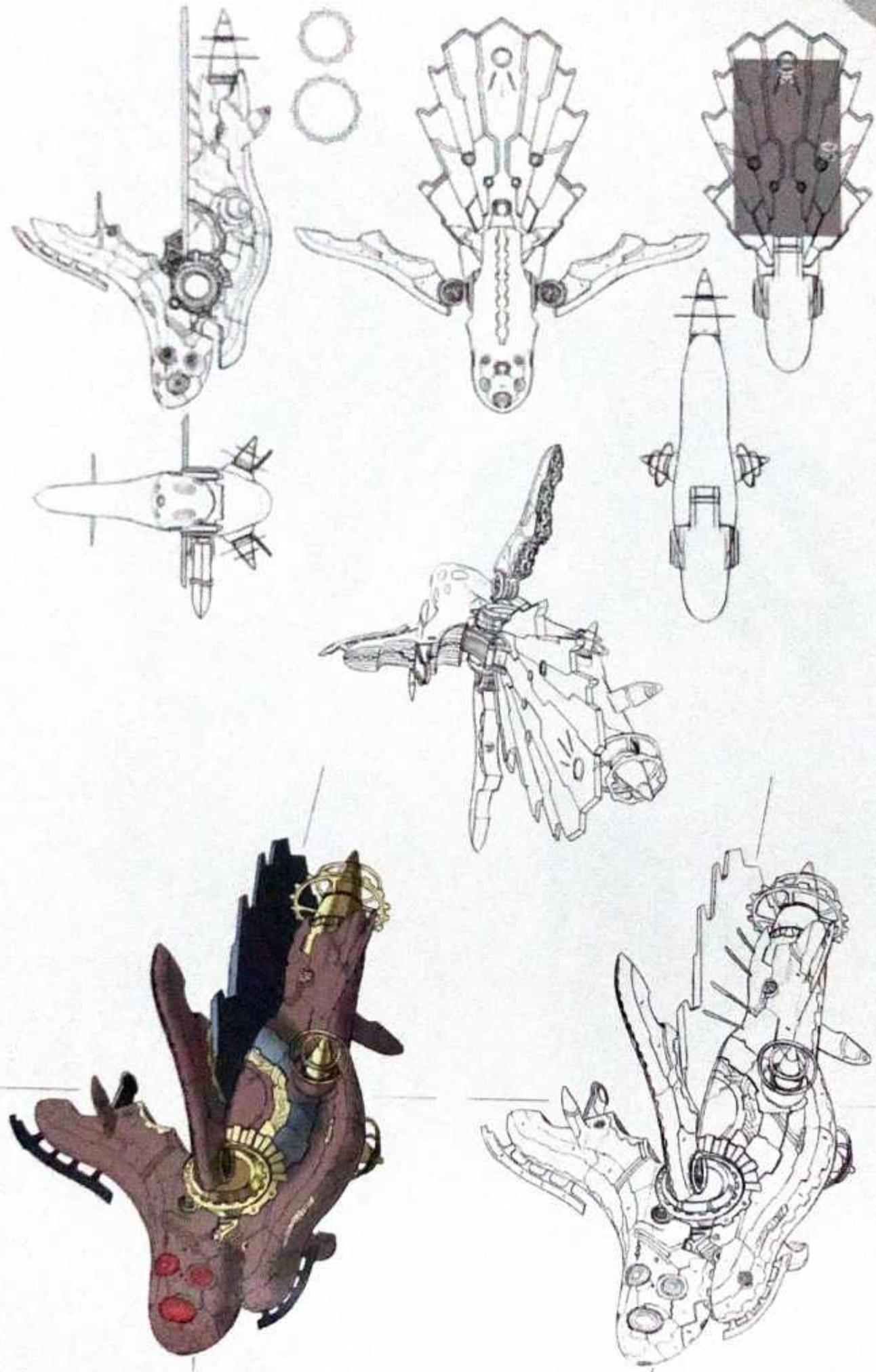


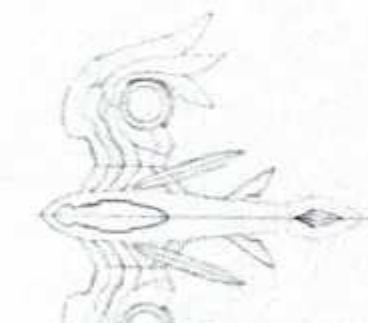
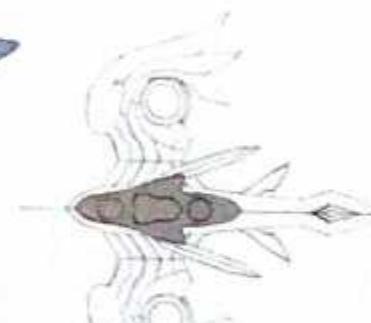
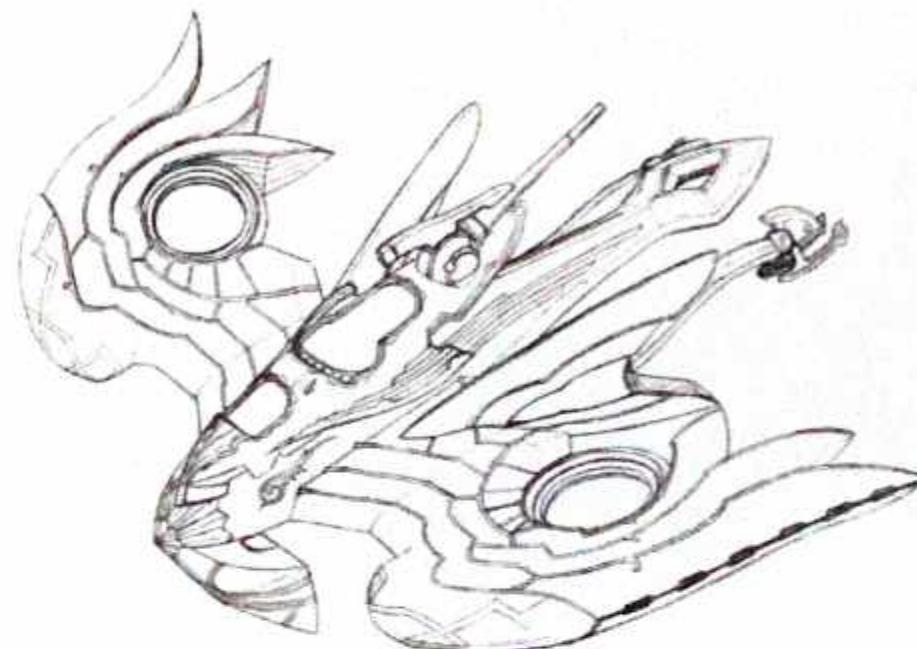
















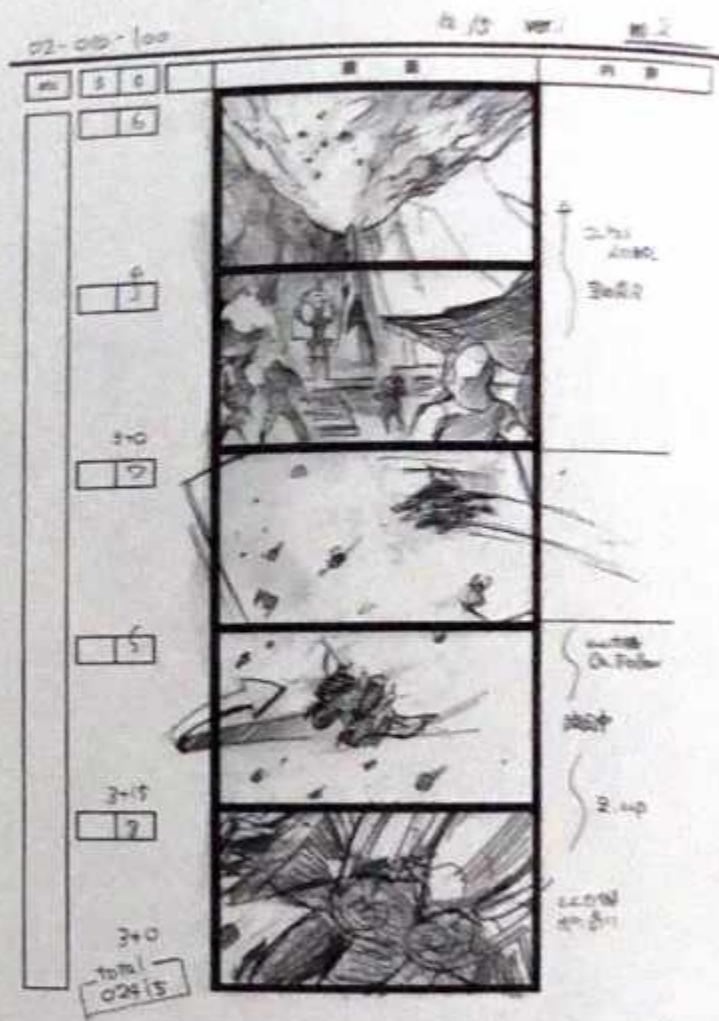
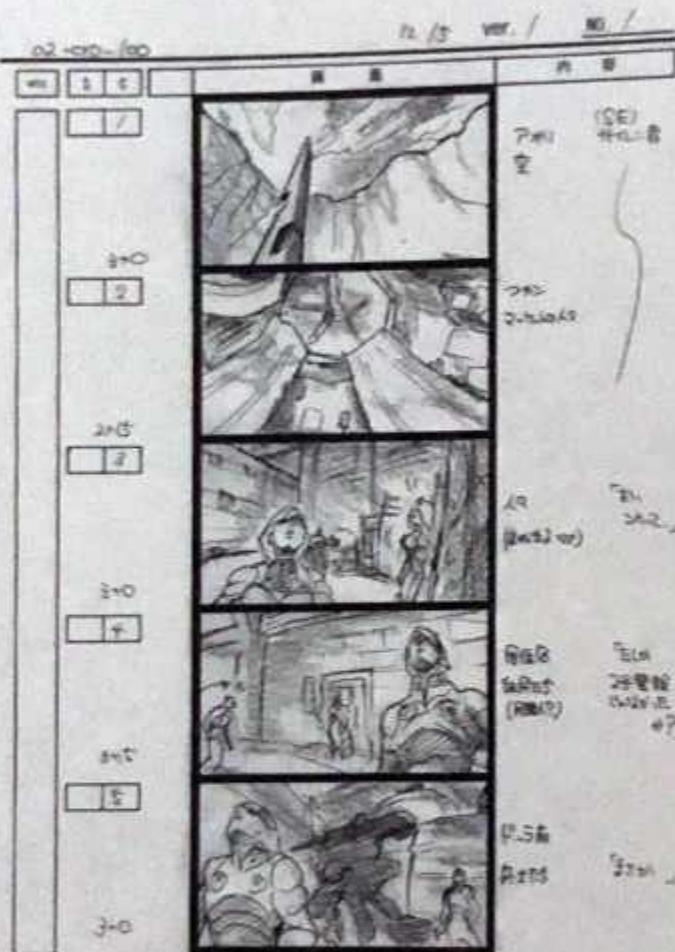


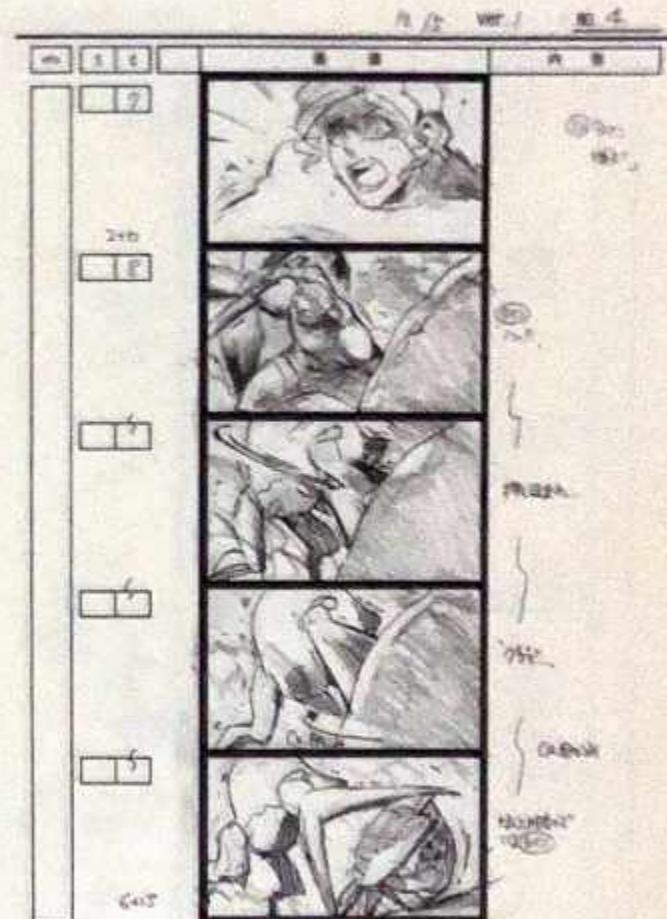
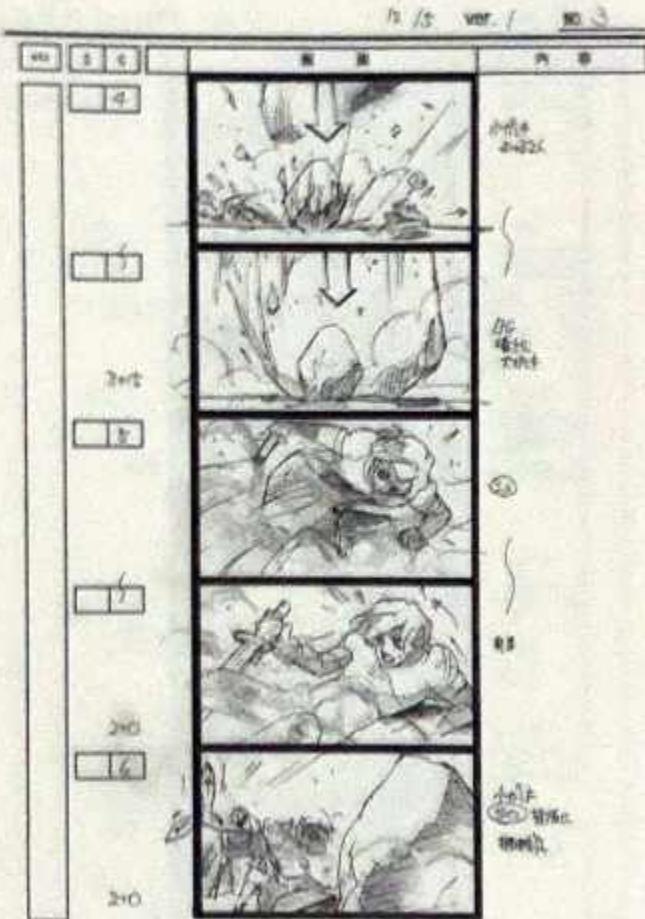
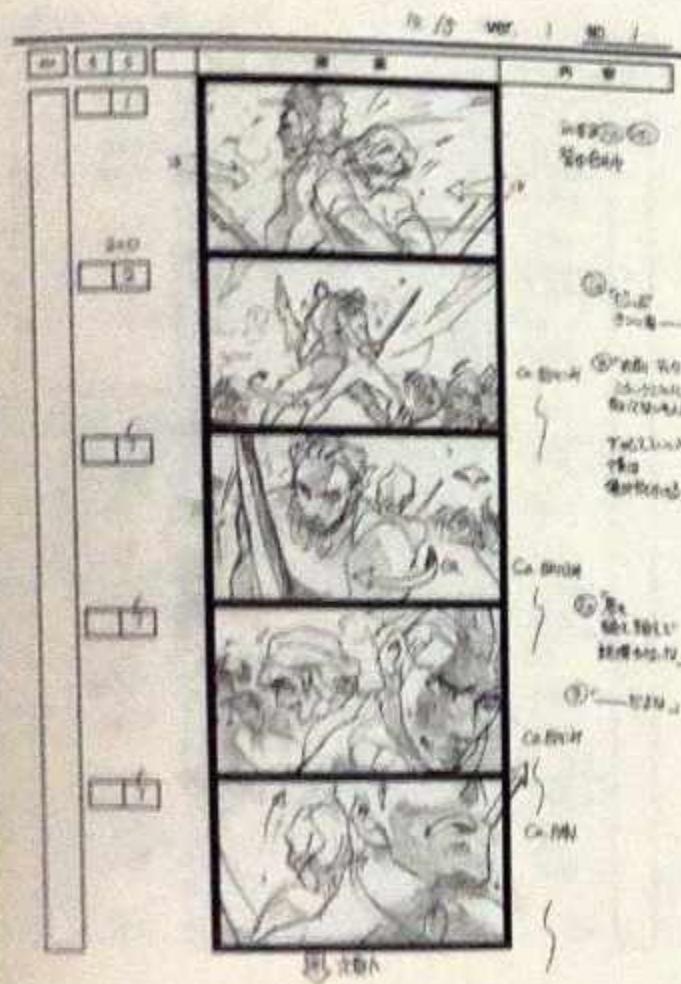
A blurry, overexposed photograph showing a person riding a bicycle on a path through a dense forest. The person is wearing a light-colored shirt and dark pants. The background is filled with out-of-focus green trees and foliage.

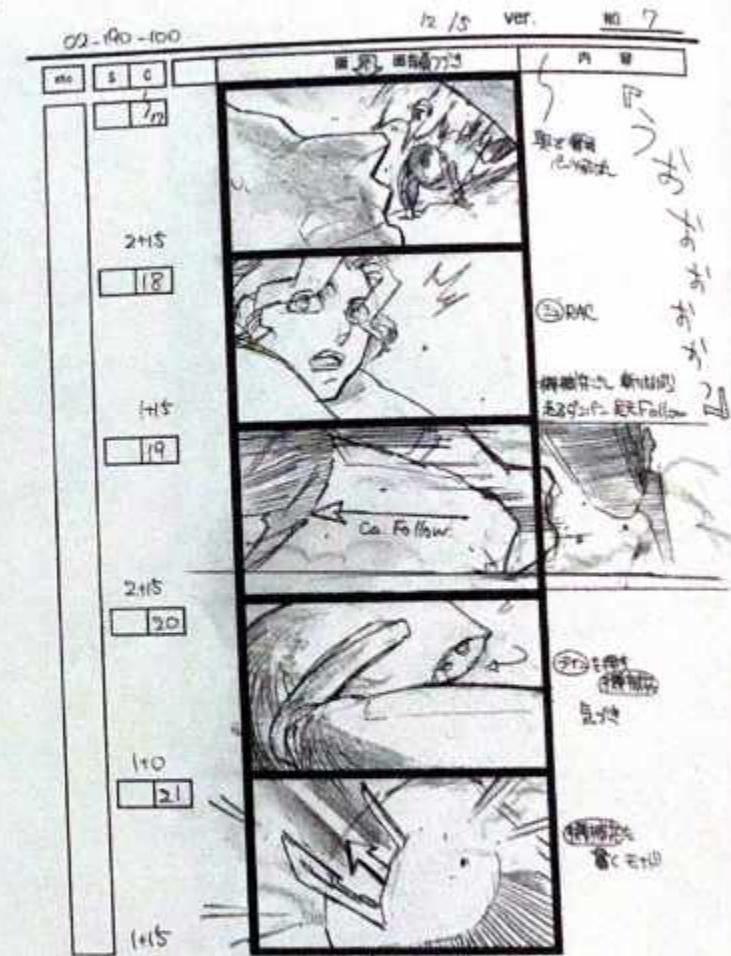
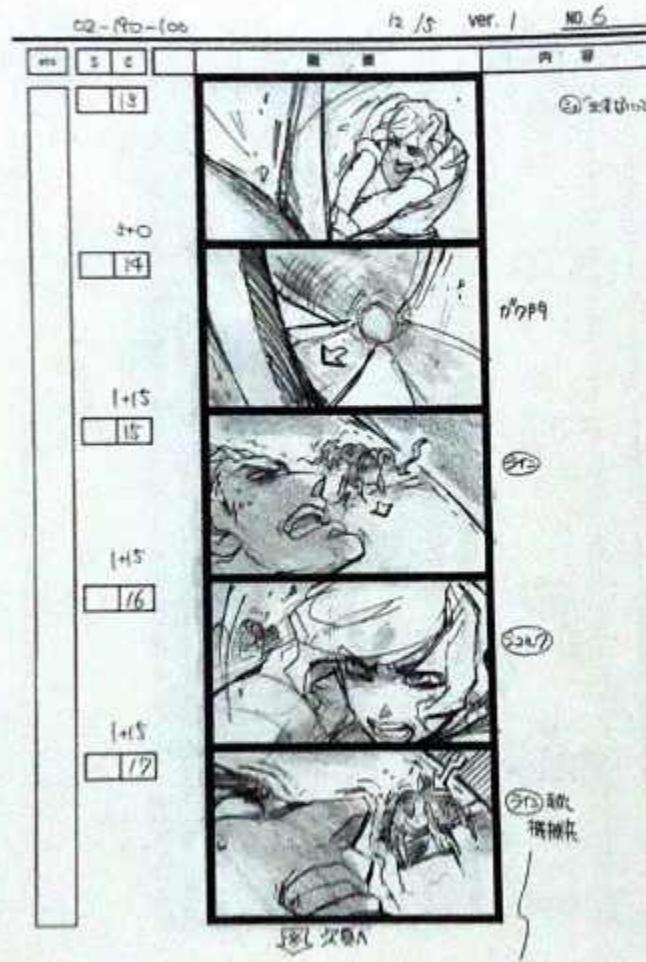
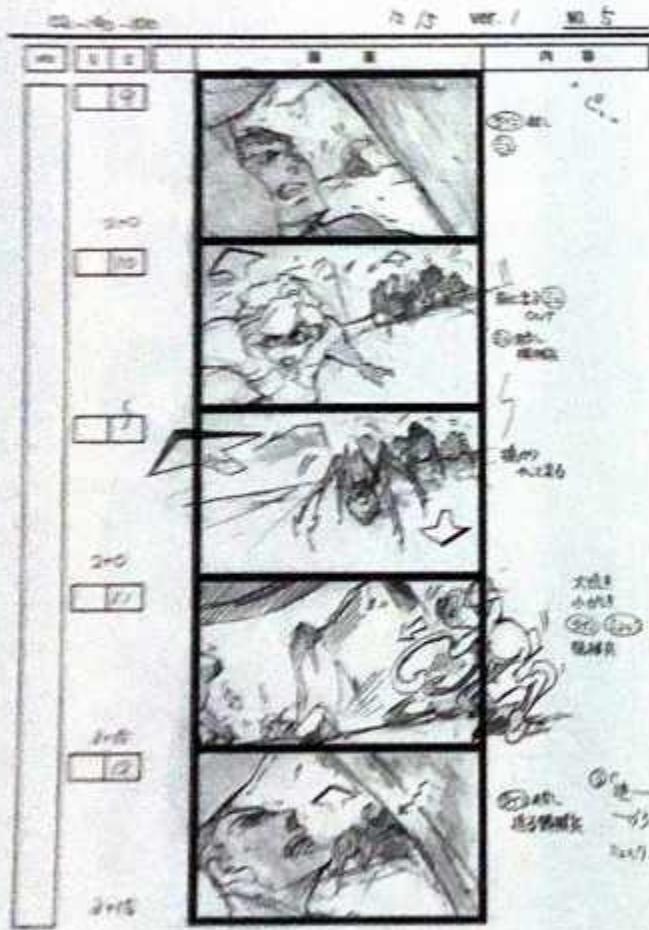
STORYBOARDS

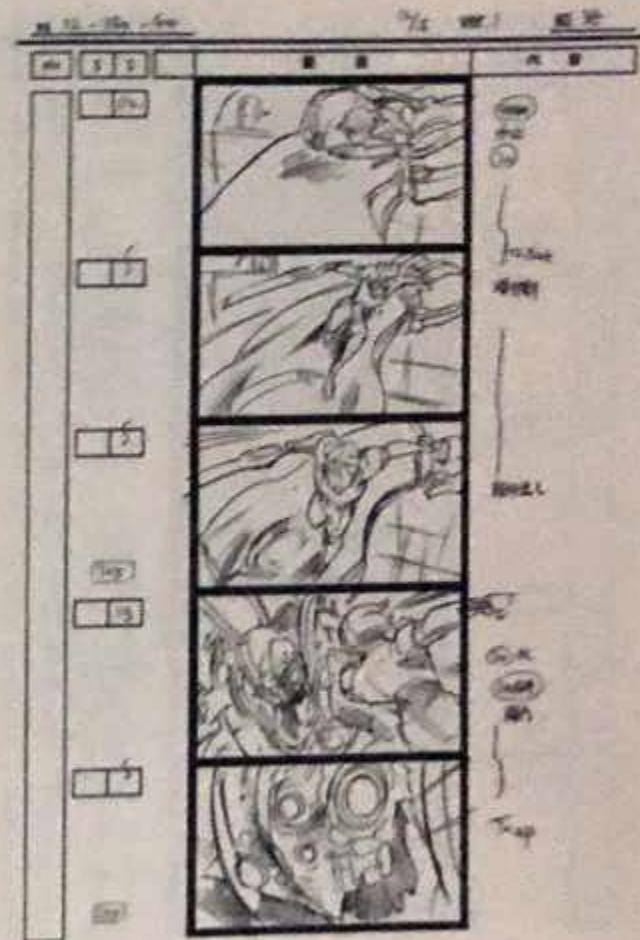
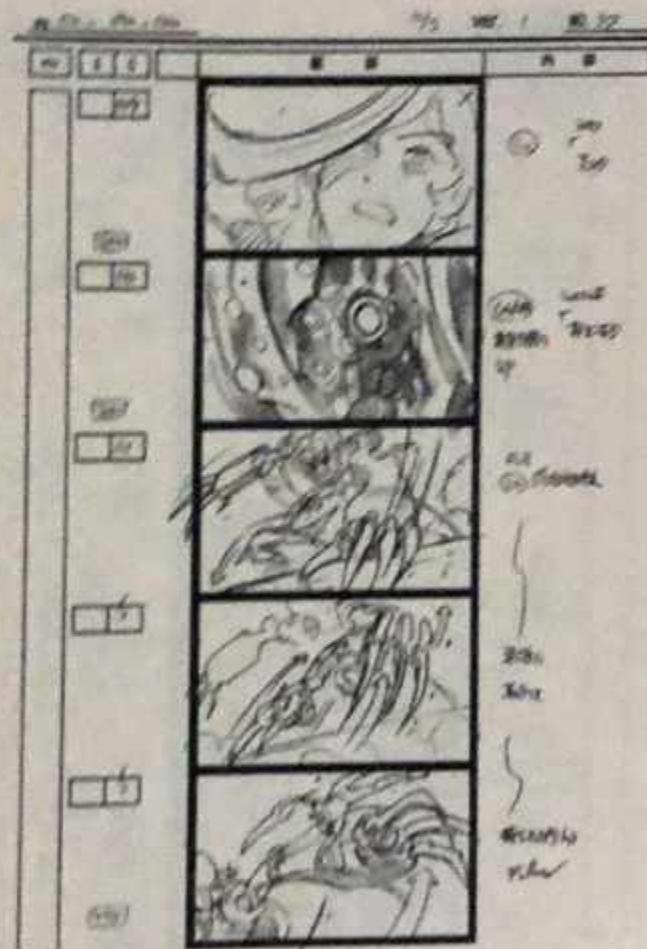
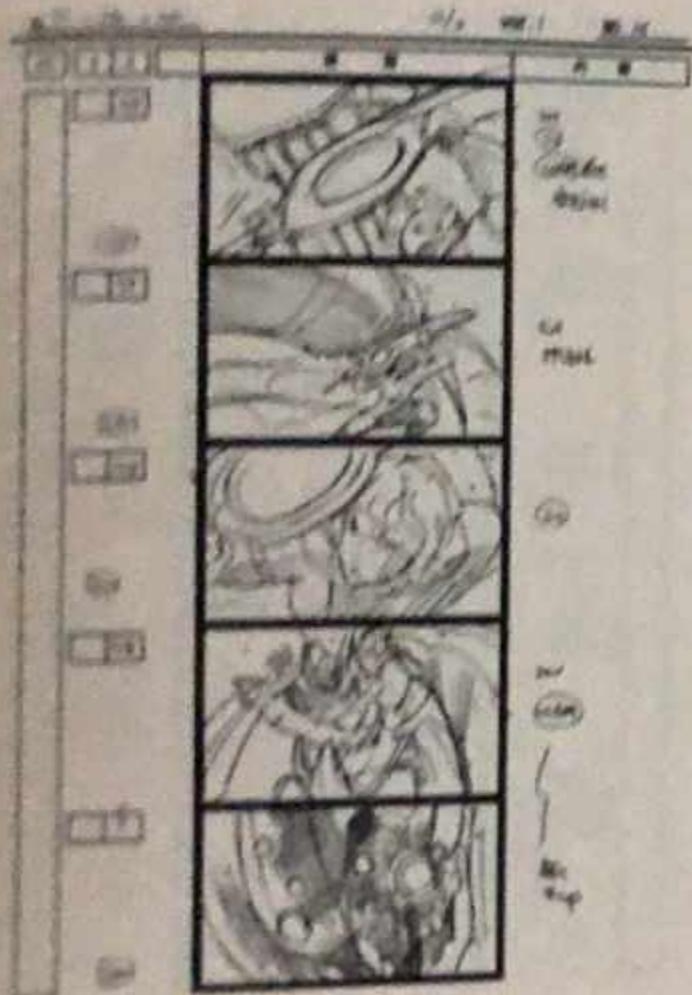
STORYBOARDS

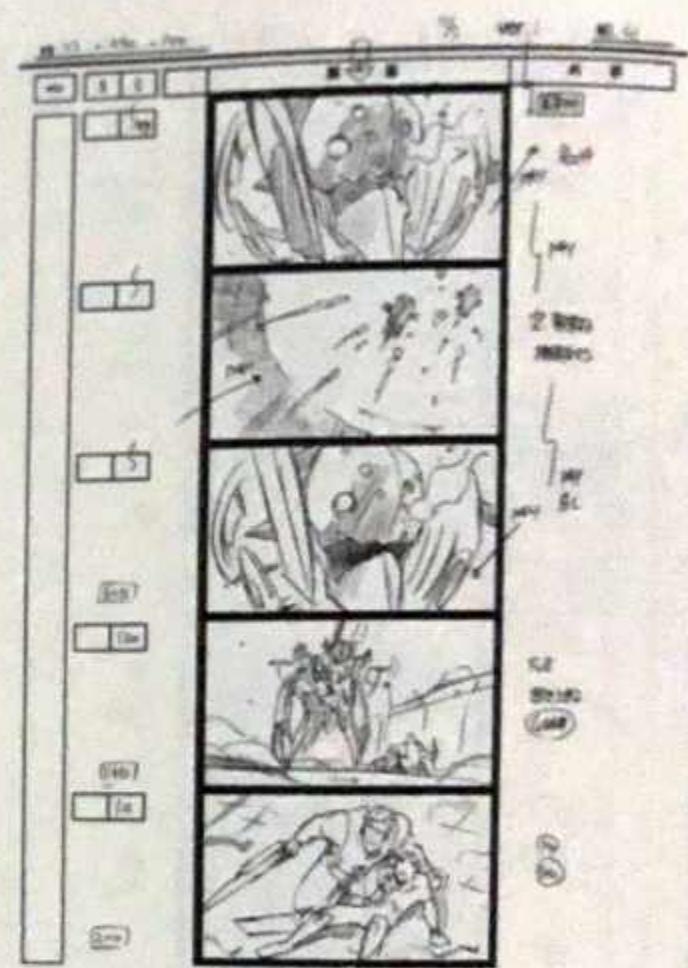
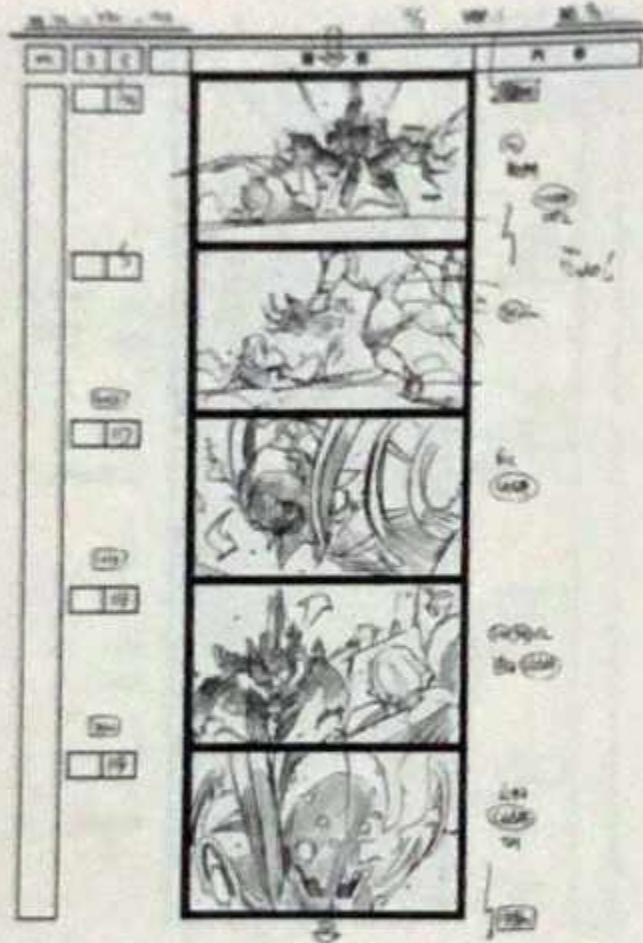
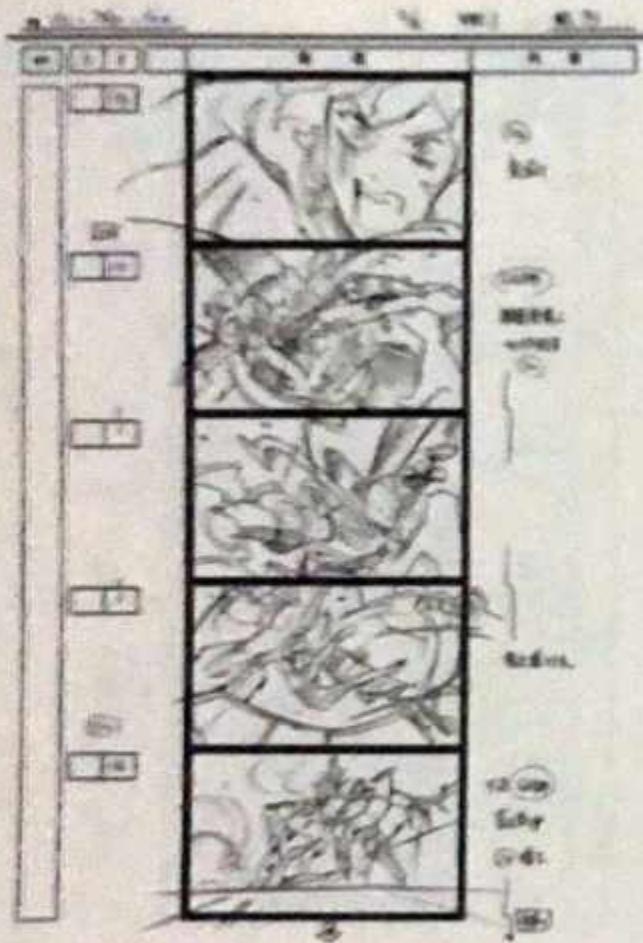
02-010-100

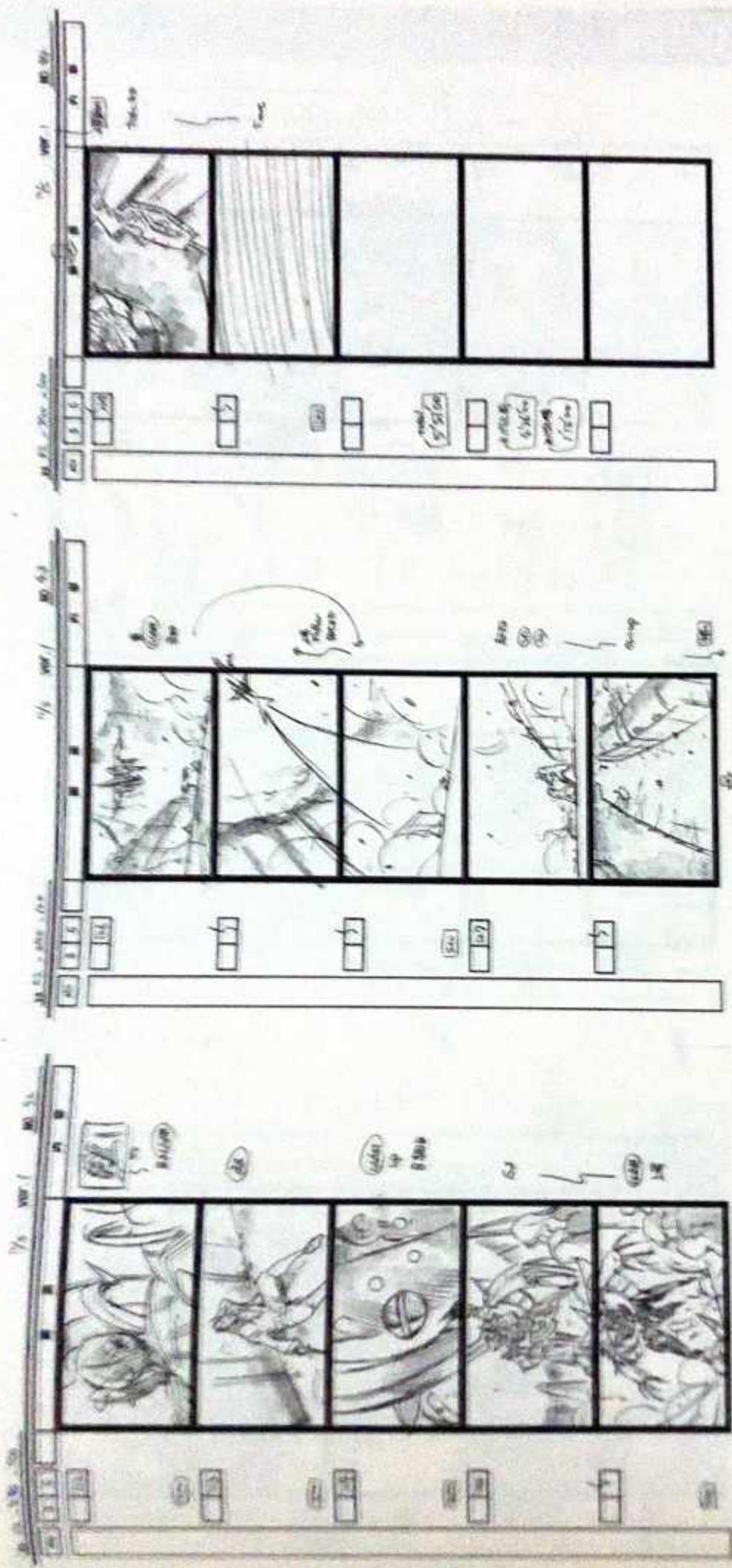


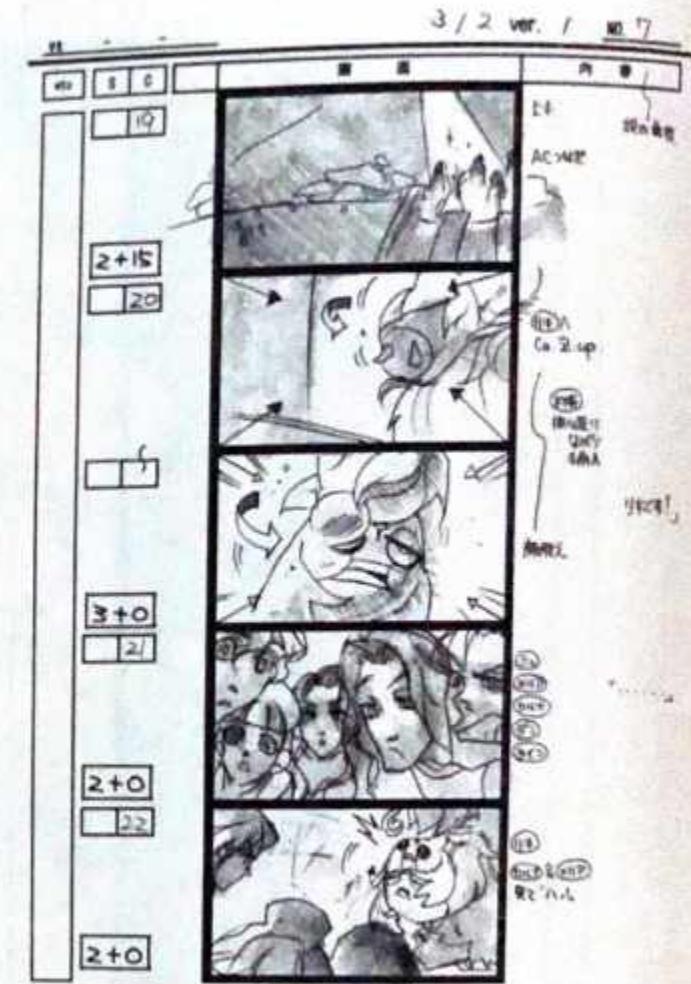
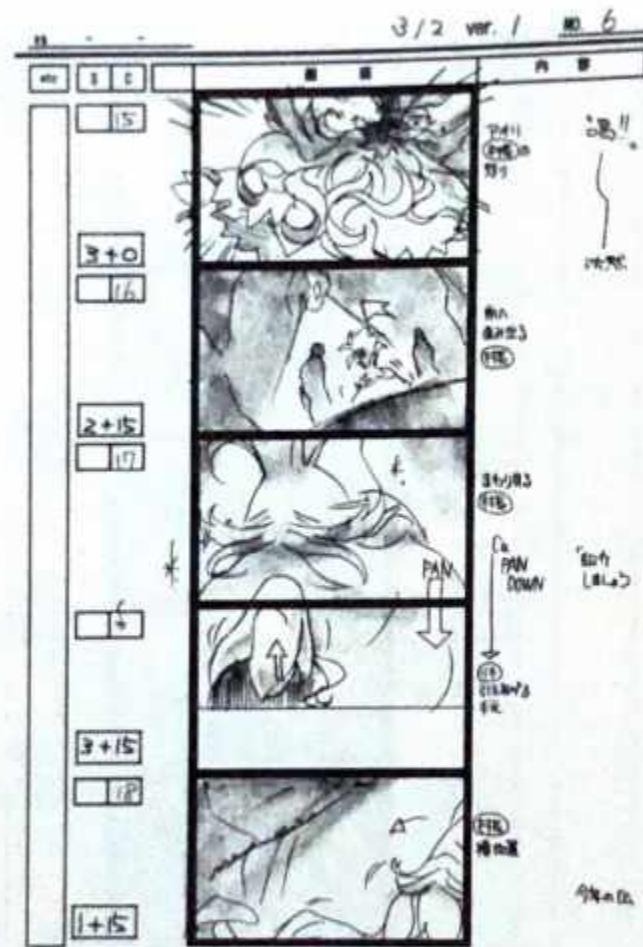
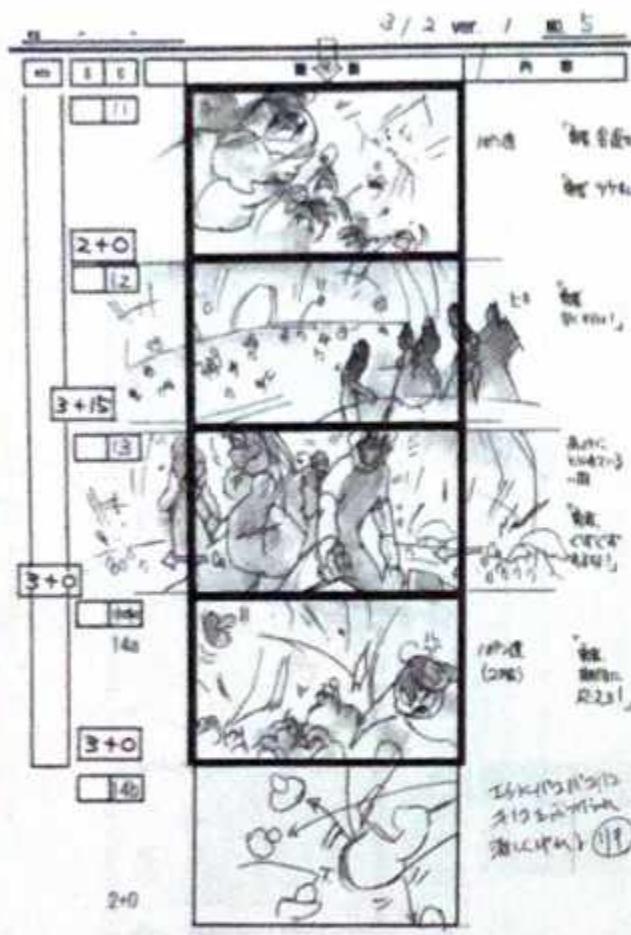


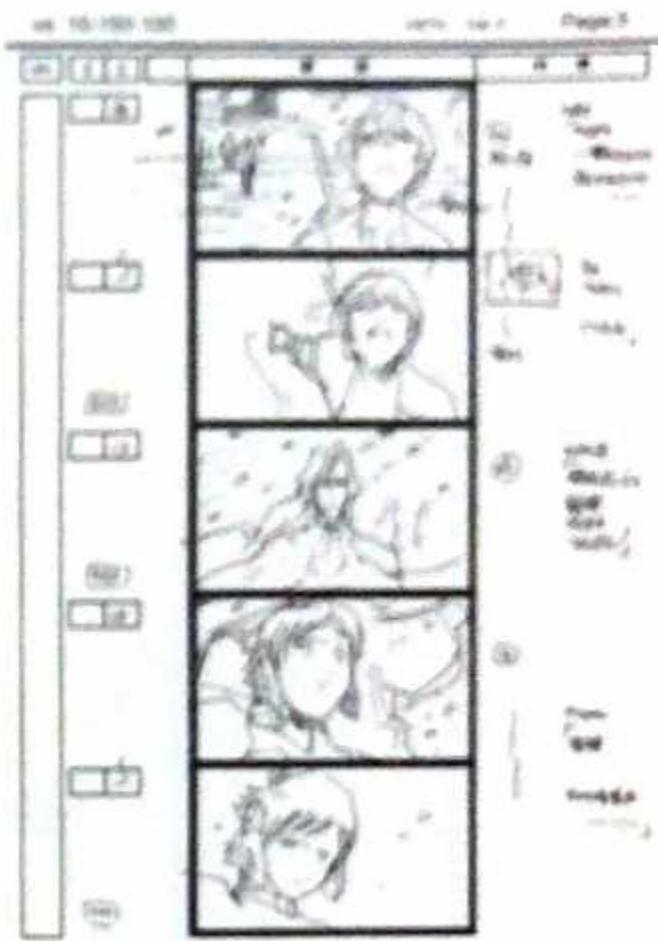
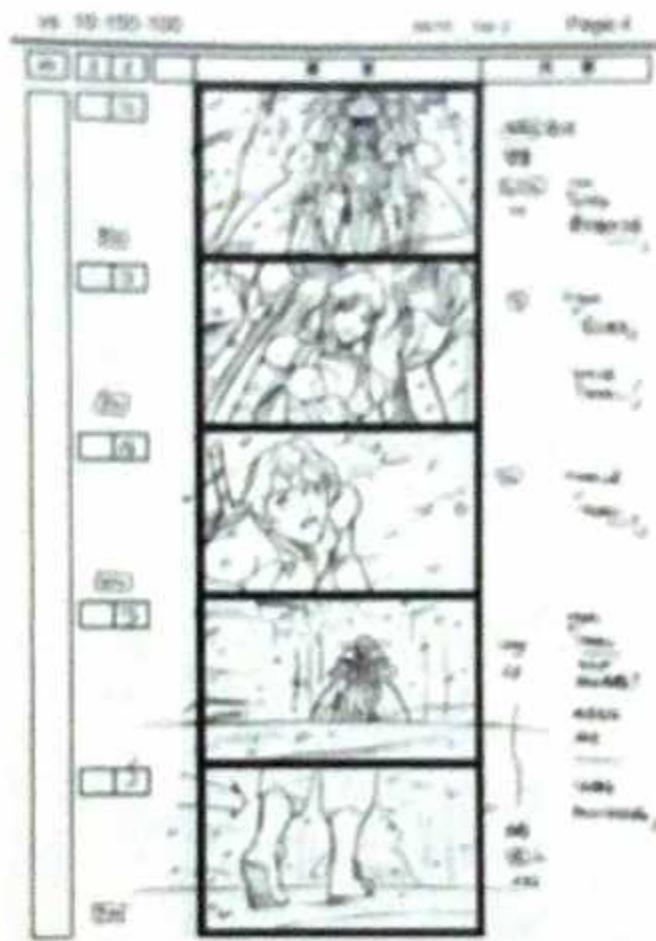
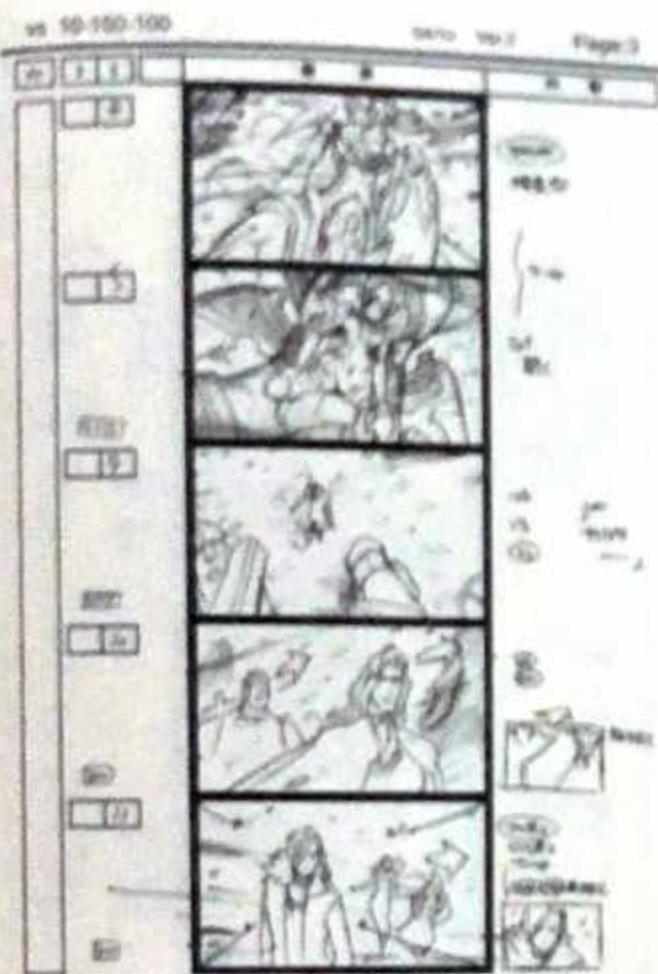






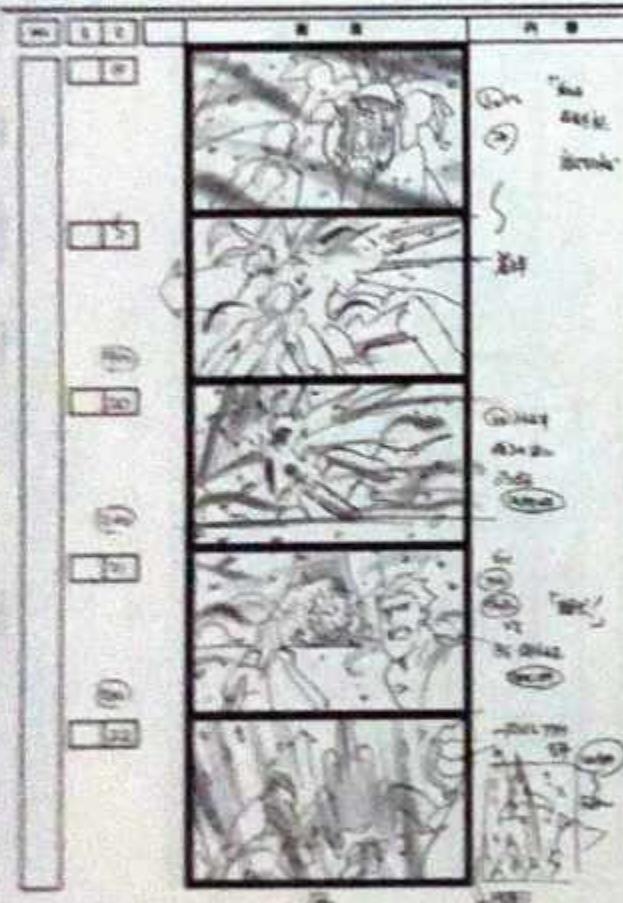






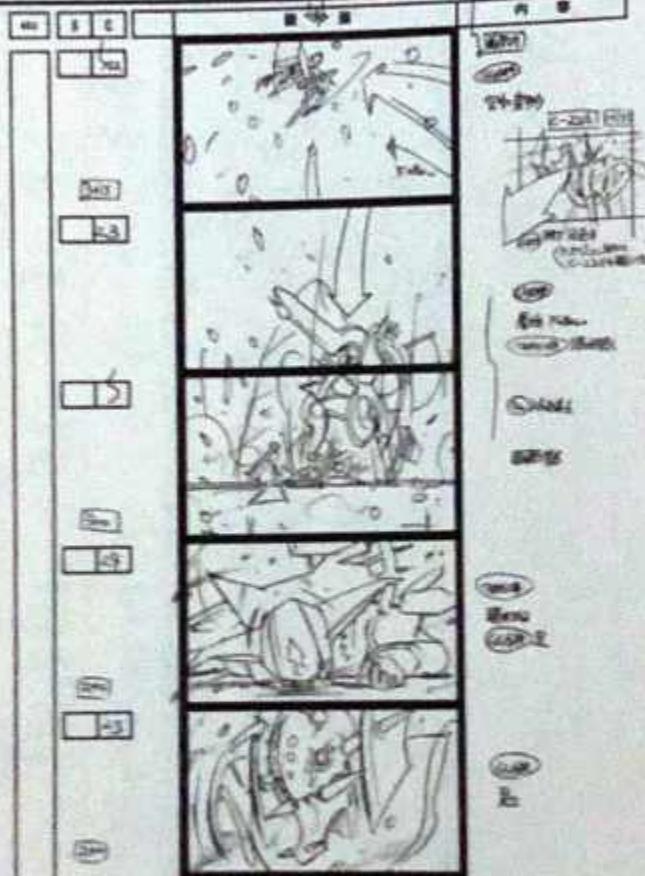
vs 10-150-100

04/10 Ver 2 Page 6



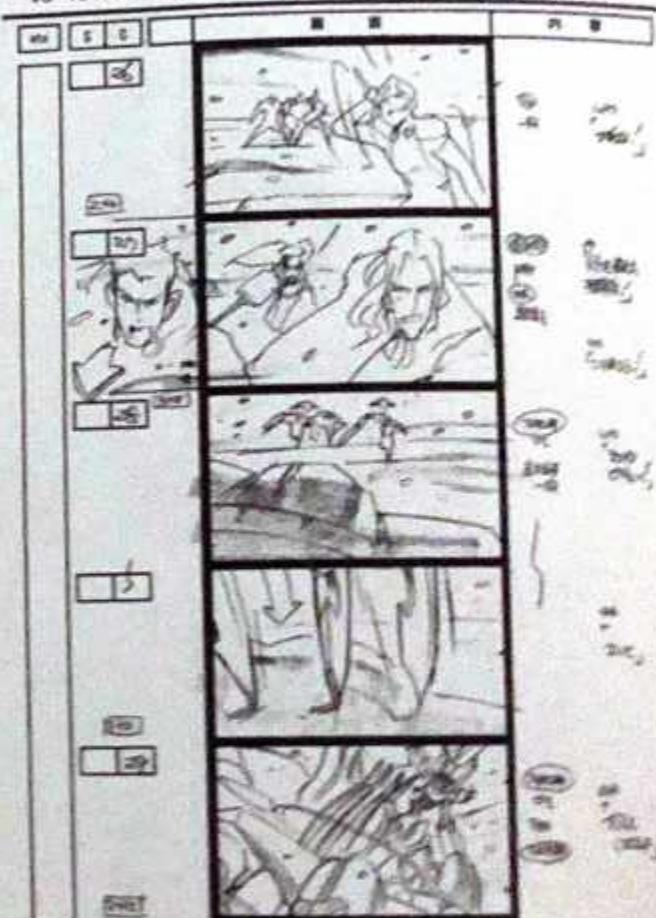
vs 10-150-100

04/10 Ver 2 Page 7



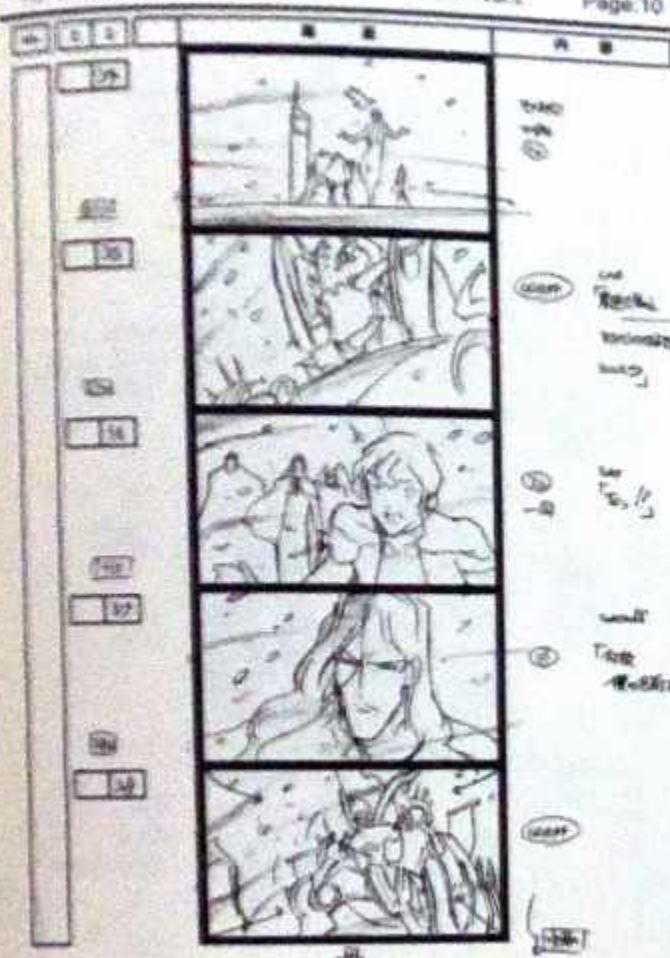
vs 10-150-100

04/10 Ver 2 Page 8



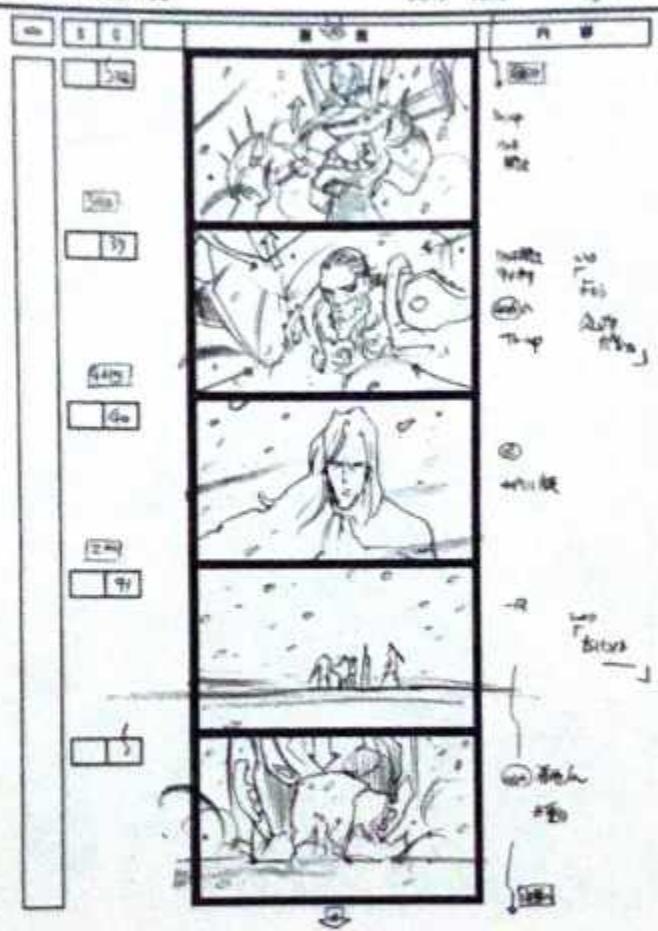
VS 10-150-100

04/10 Ver.2 Page:10



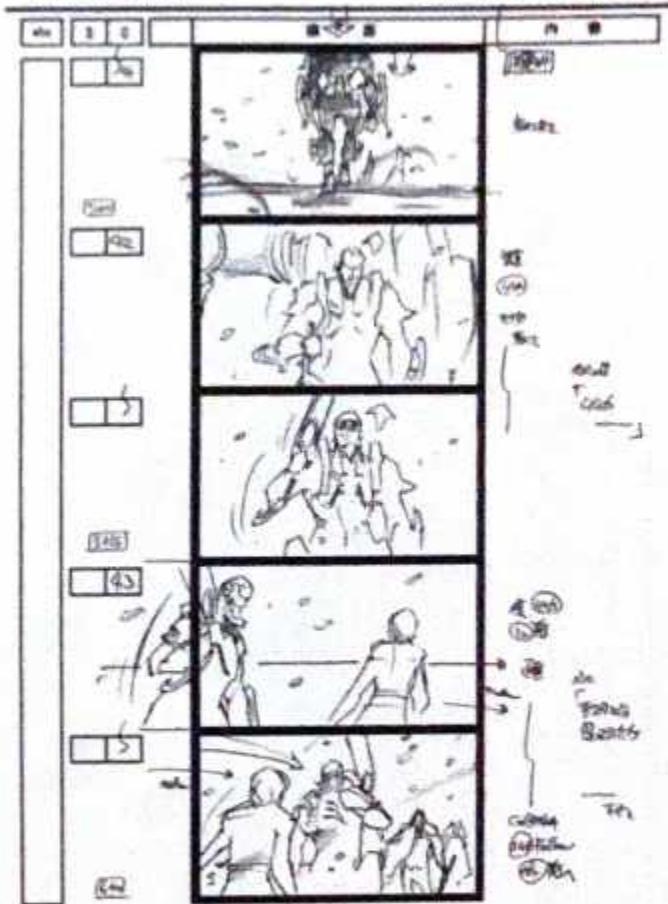
VS 10-150-100

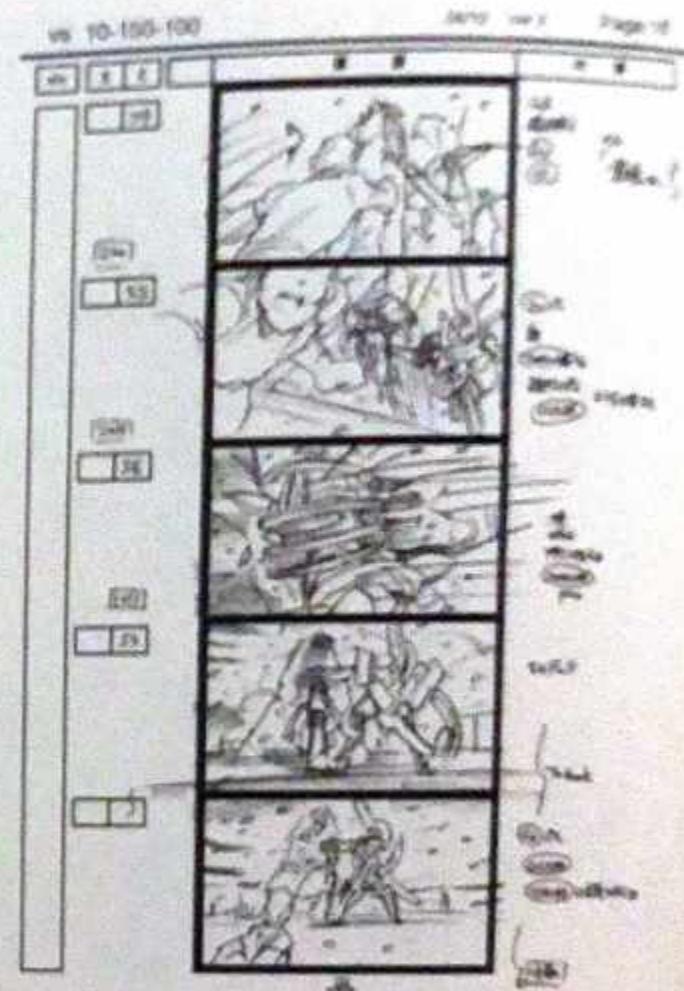
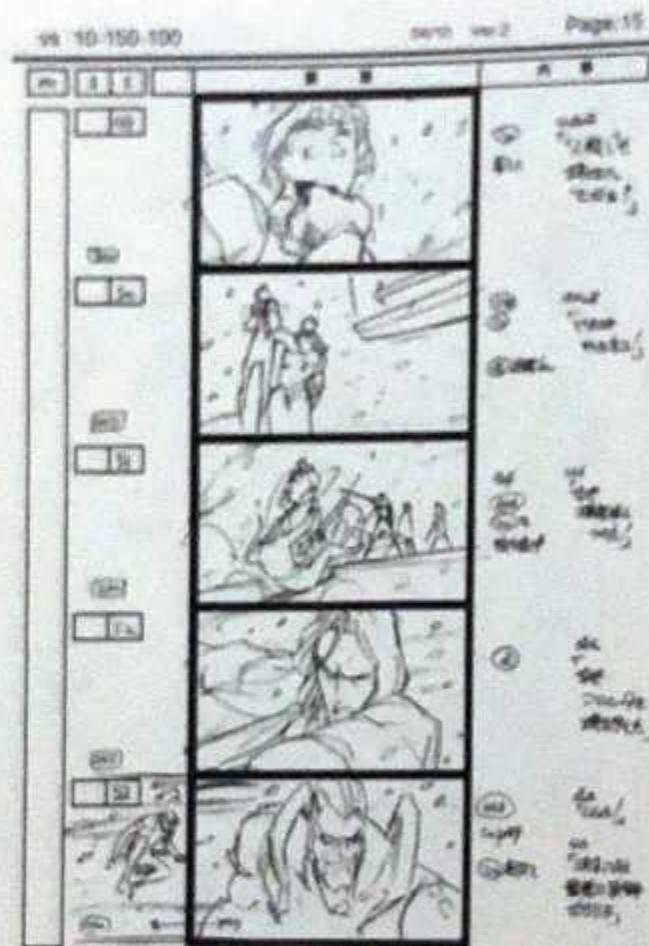
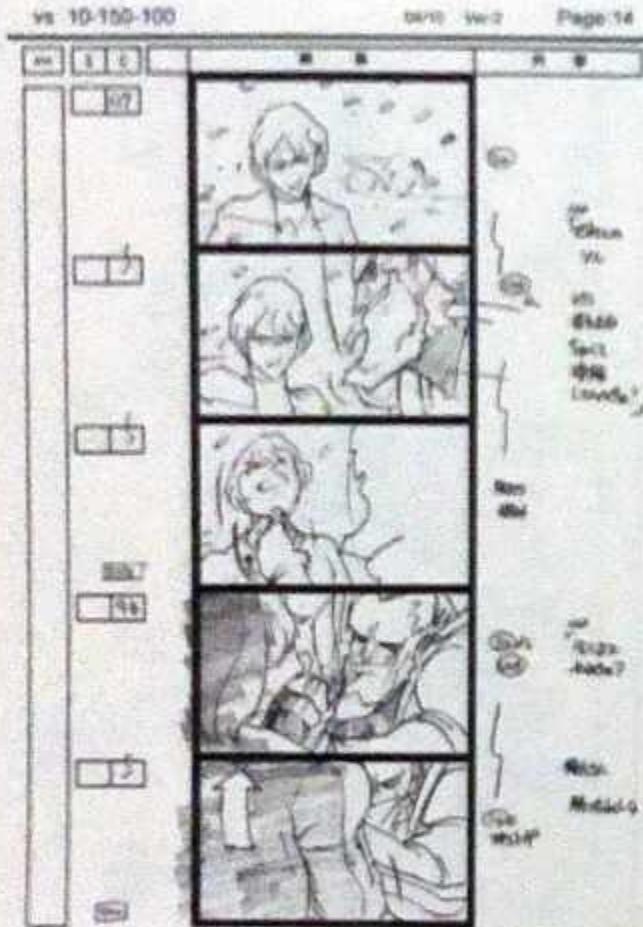
04/10 Ver.2 Page:11



VS 10-150-100

04/10 Ver.2 Page:12

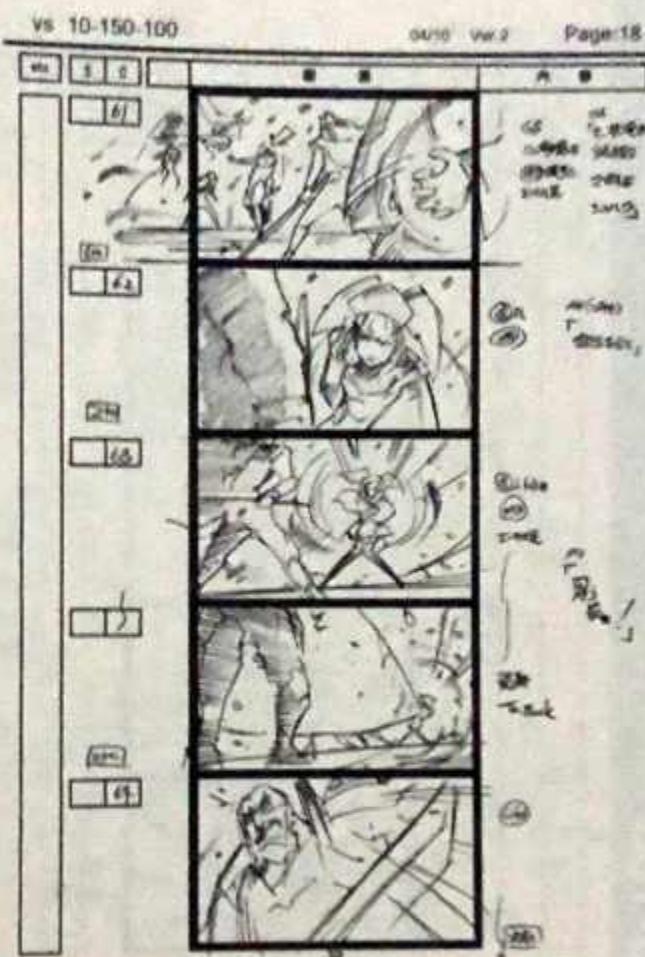
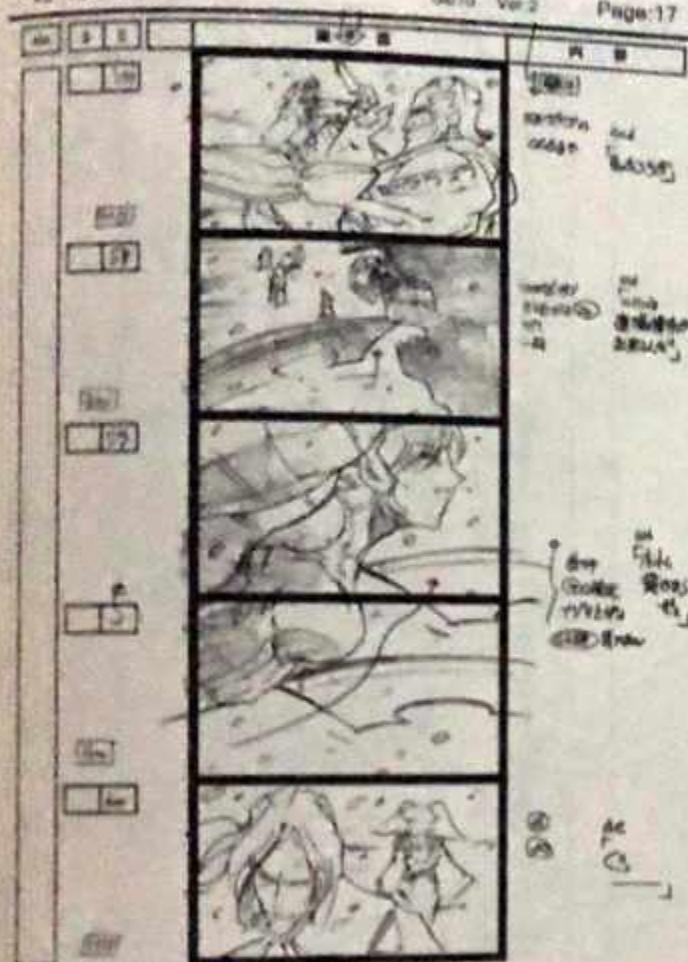




VS 10-150-100

04/10 Ver.2

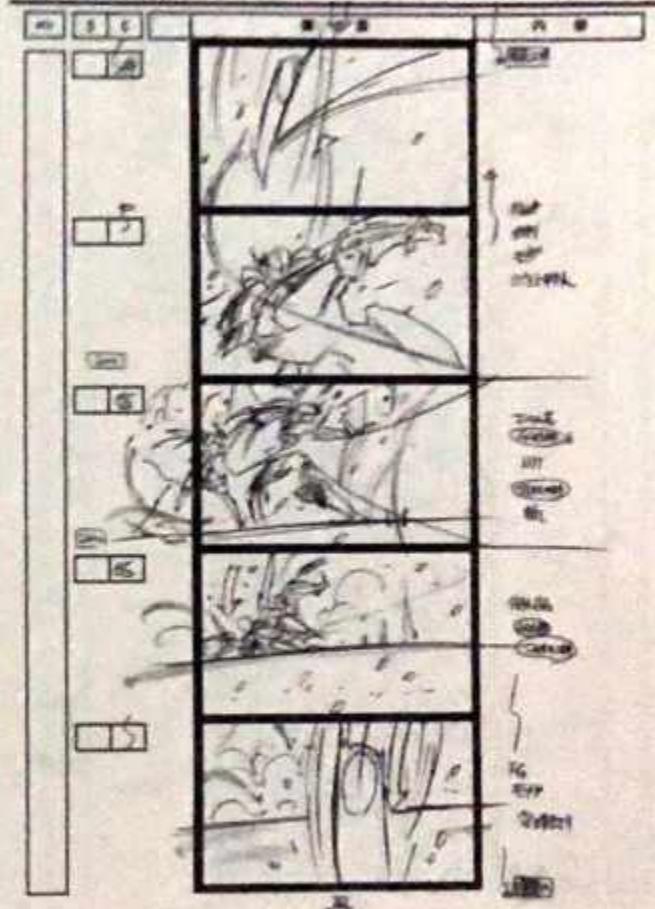
Page:17



VS 10-150-100

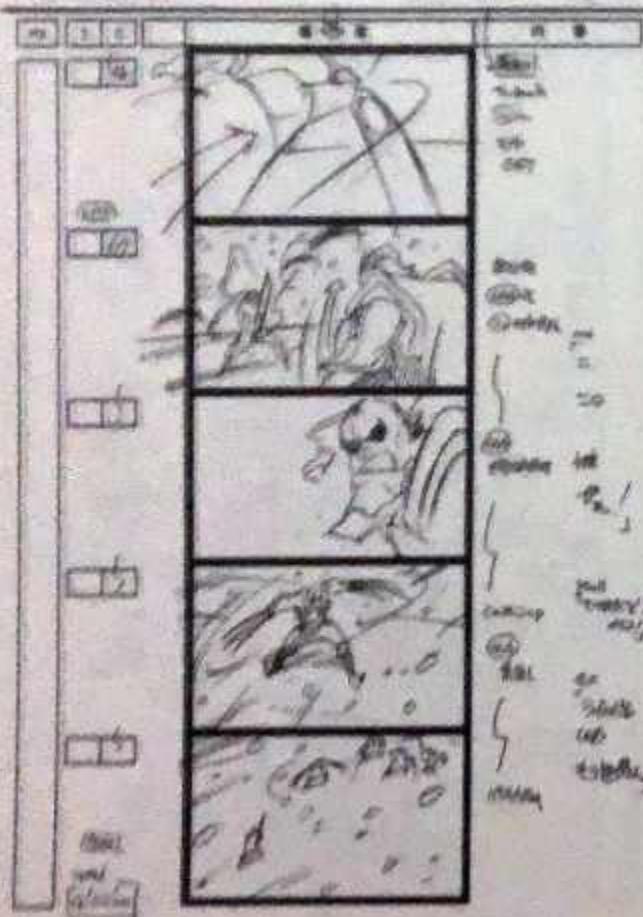
04/10 Ver.2

Page:19



vs. 10-160-100

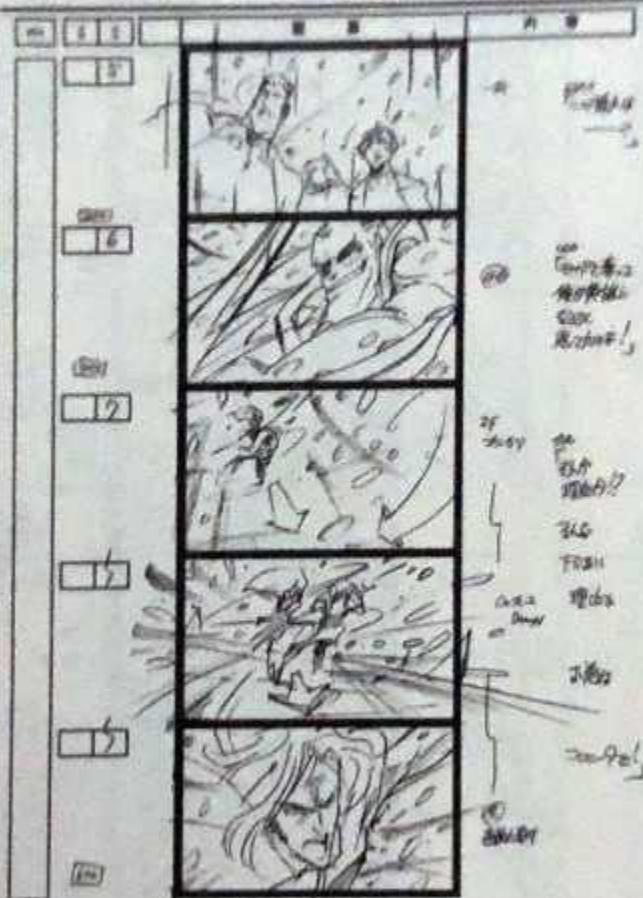
0910 Ver. 1 Page 20



10-160-100

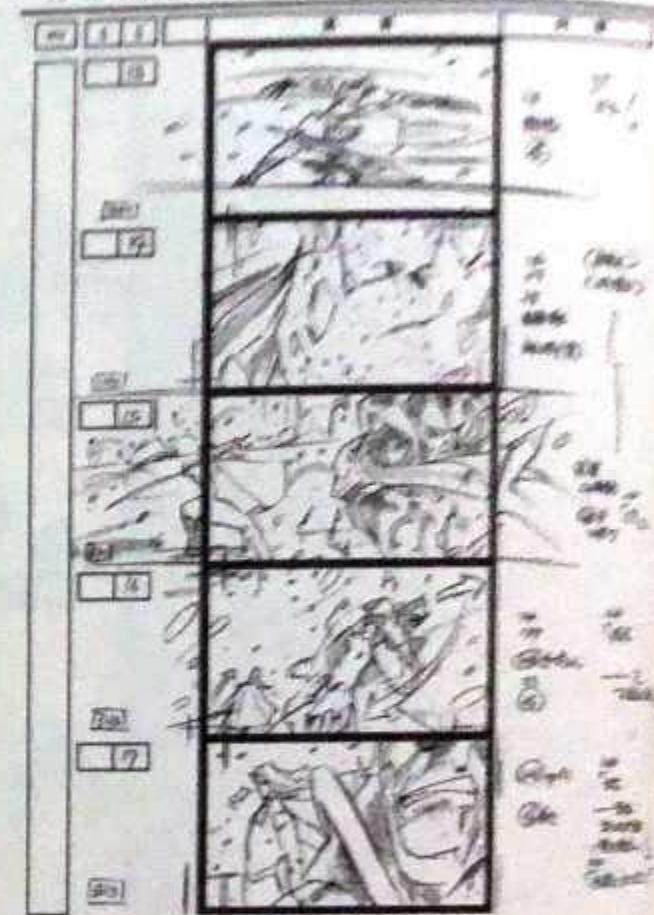
vs. 10-160-100

0910 Ver. 1 Page 2



vs. 10-160-100

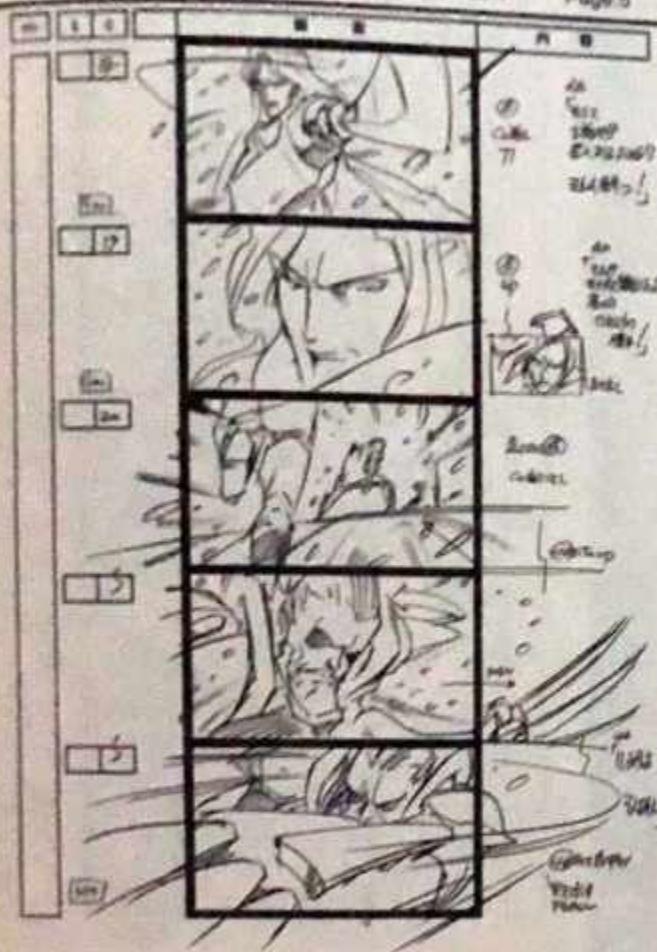
0910 Ver. 1 Page 2



VS 10-180-100

03/30 Ver.1

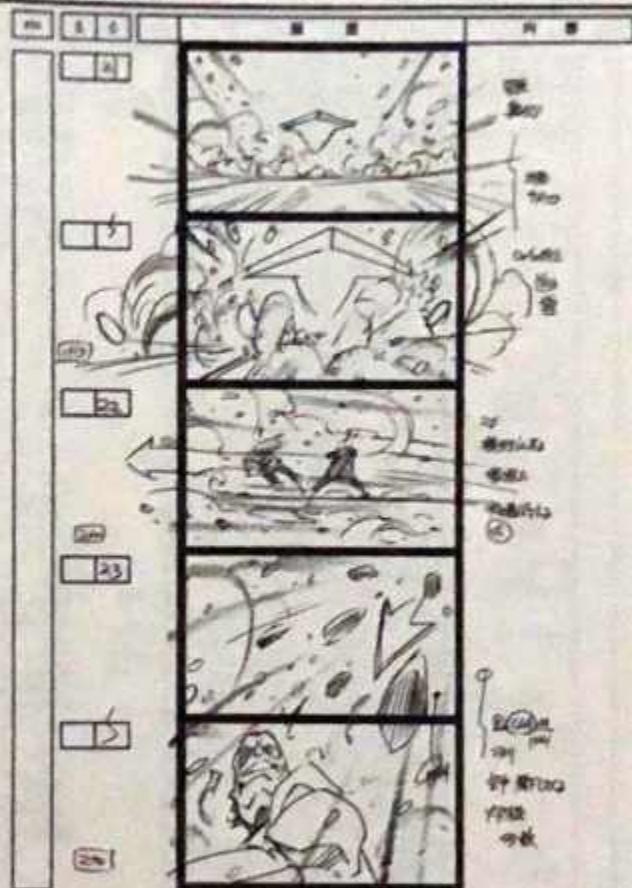
Page 5



VS 10-180-100

03/30 Ver.1

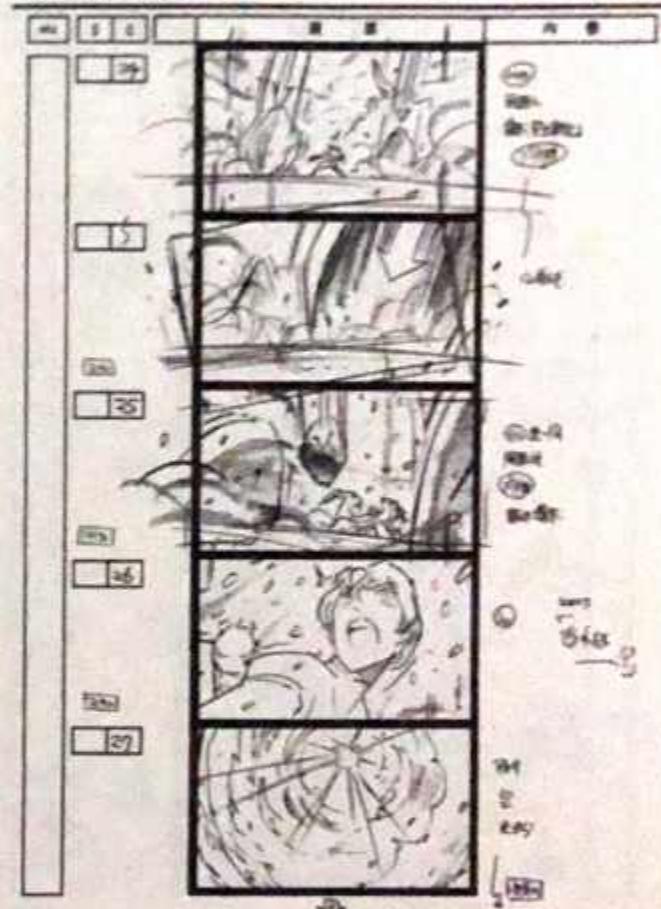
Page 6

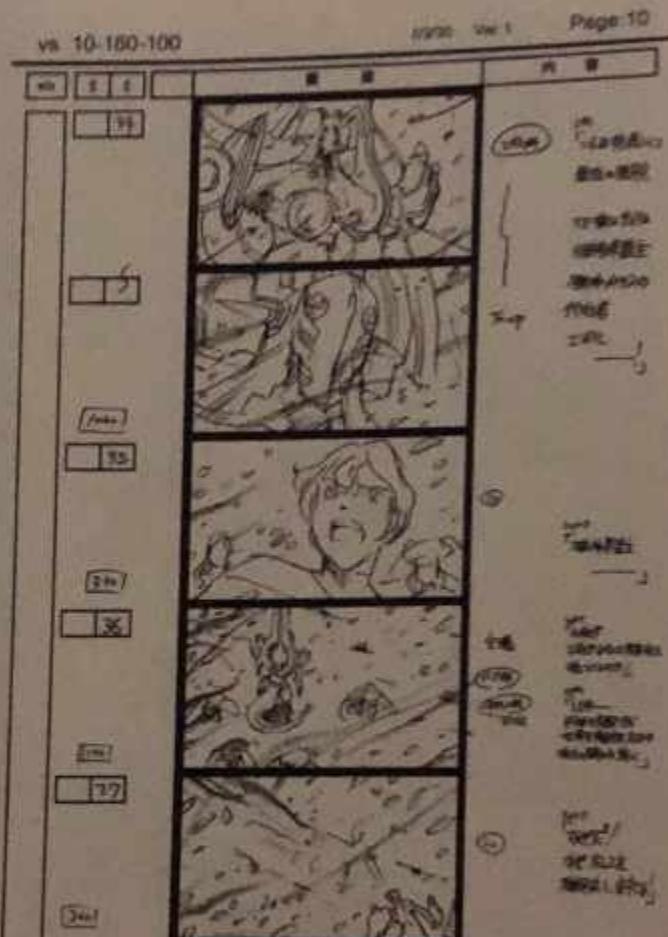
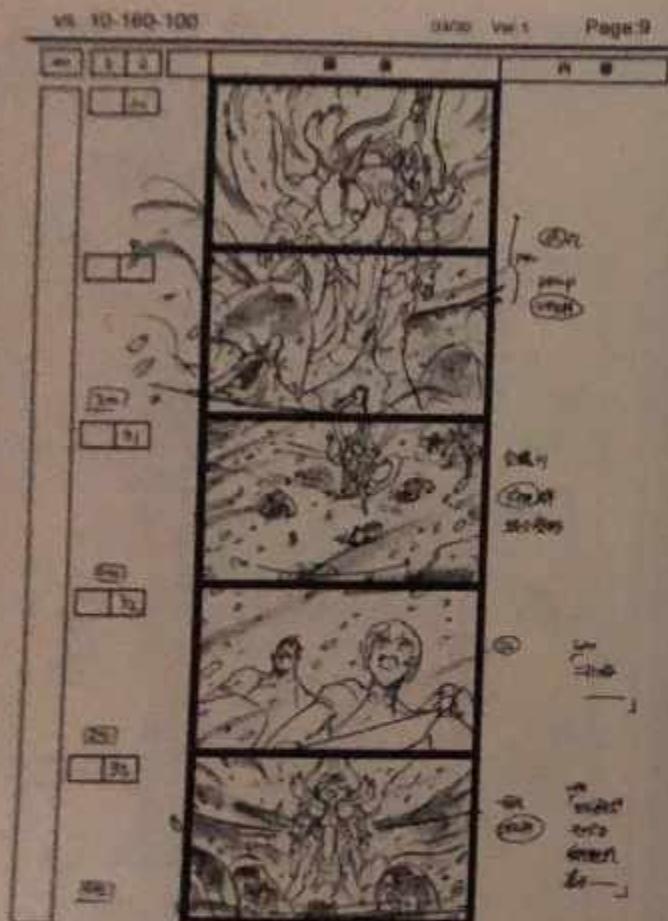


VS 10-180-100

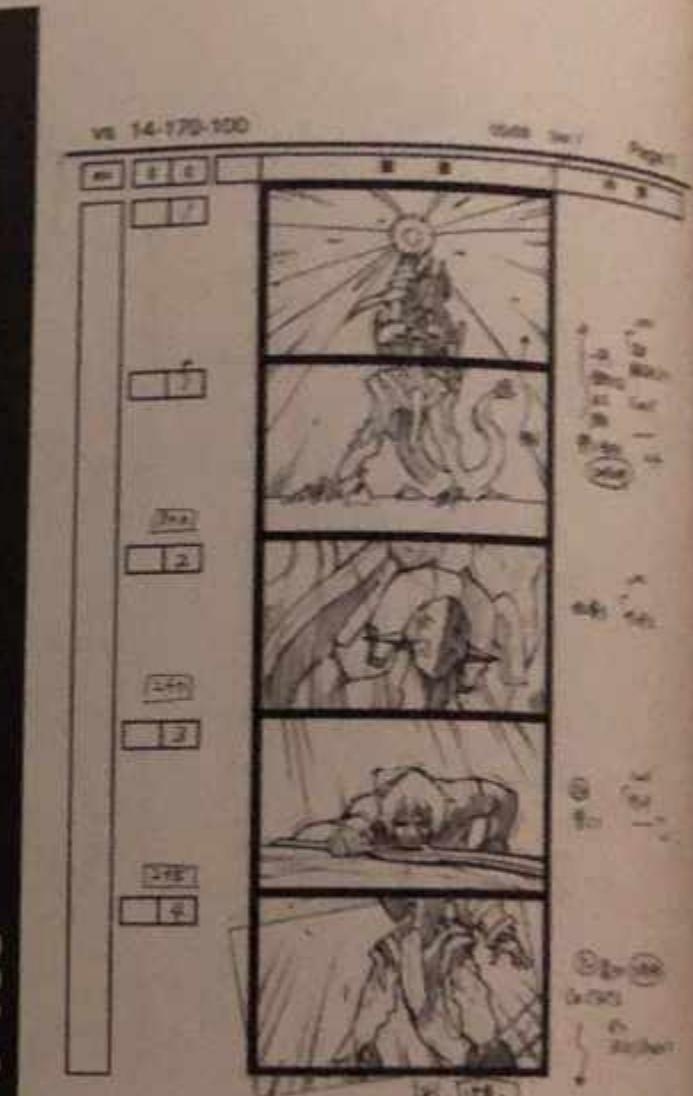
03/30 Ver.1

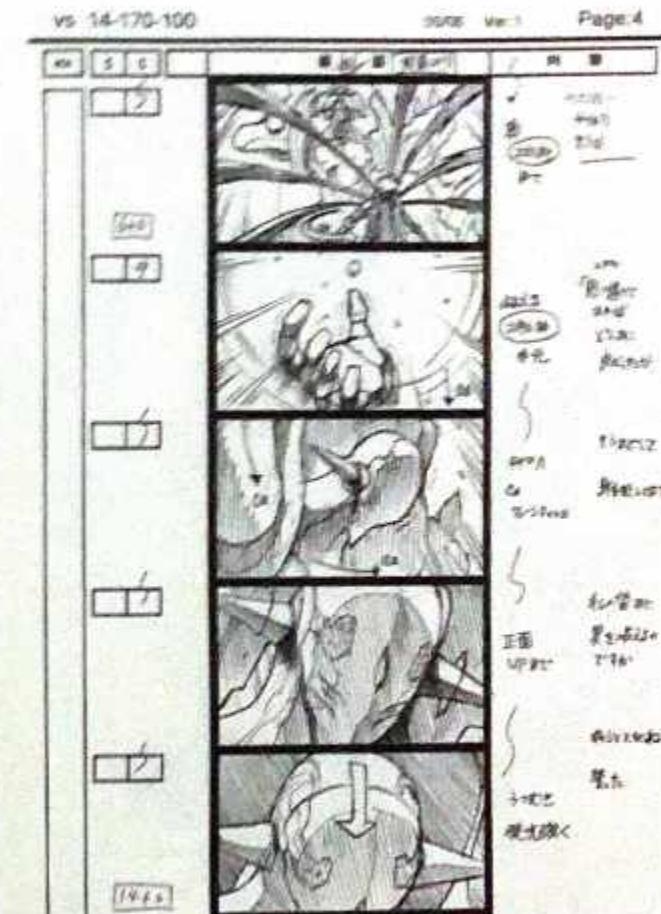
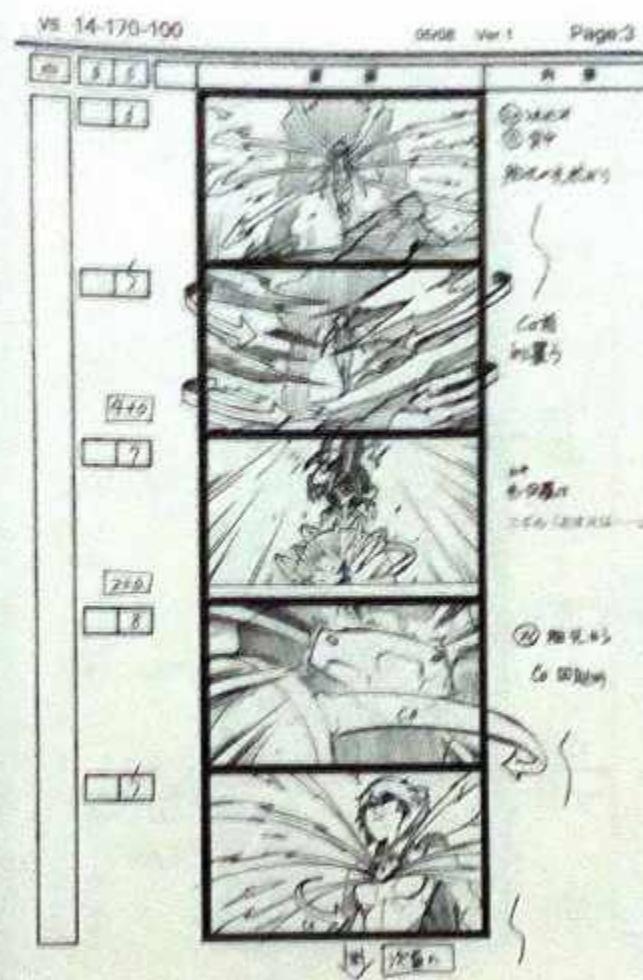
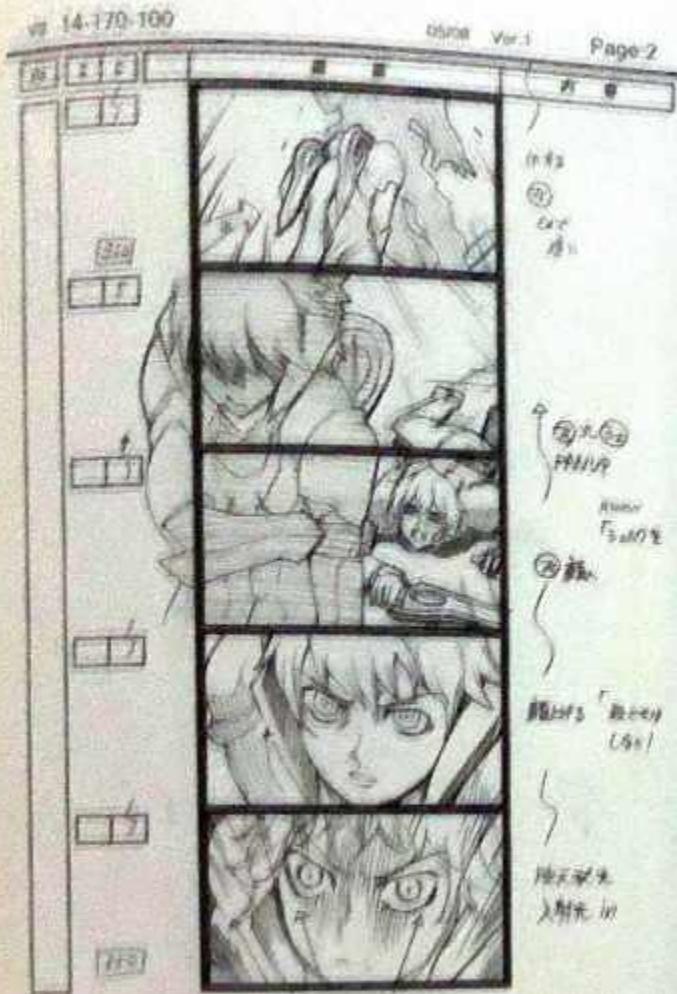
Page 7

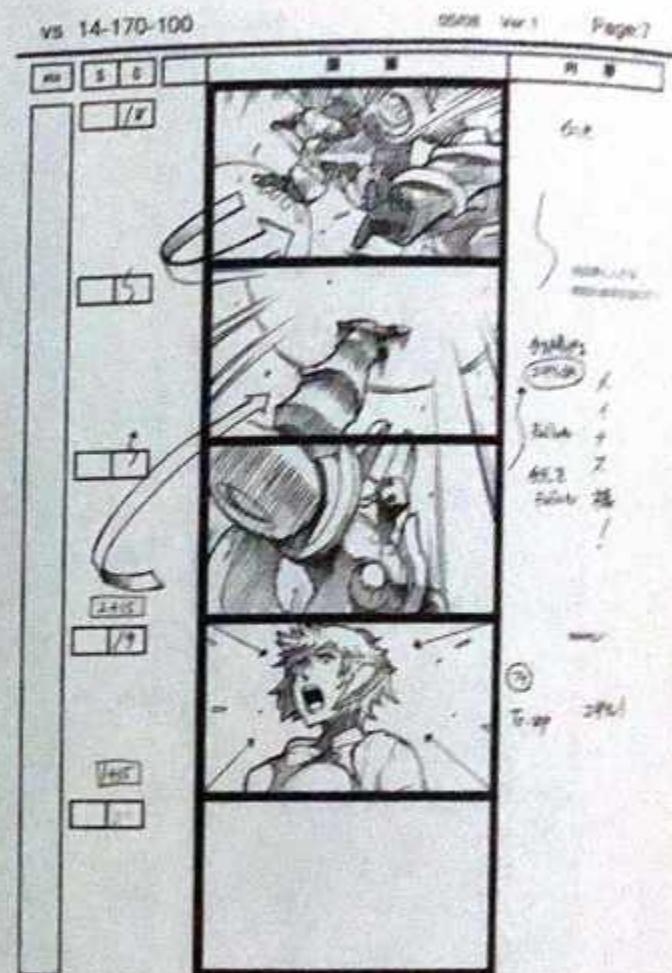
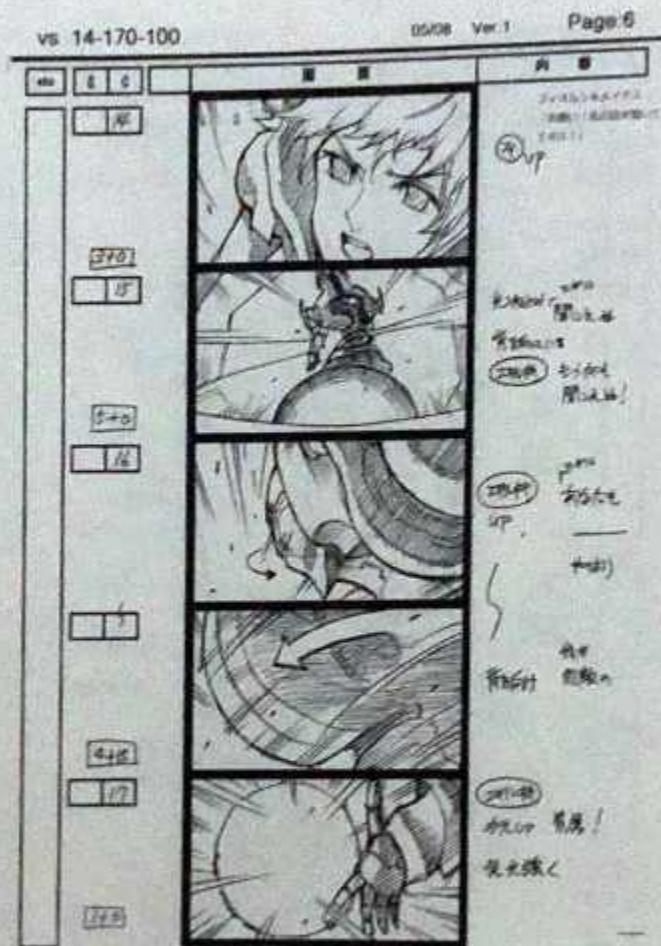
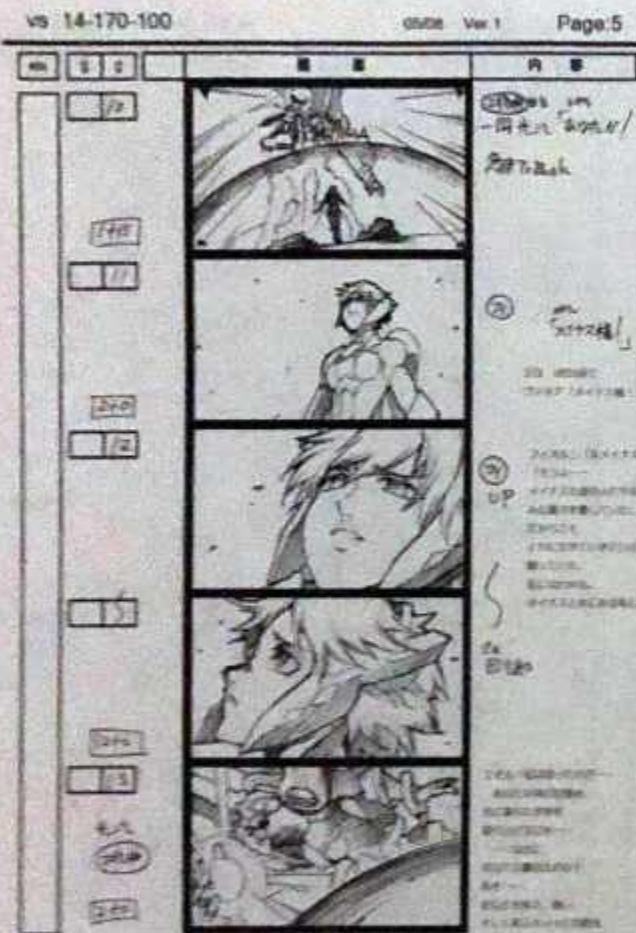




14-170-100







vs 14-180-100

00000 Ver.1 Page.8



0-0.8上

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

14-180-100

vs 14-180-100

00000 Ver.1 Page.2



00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

vs 14-180-100

00000 Ver.1 Page.3



00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

00000
00000
00000

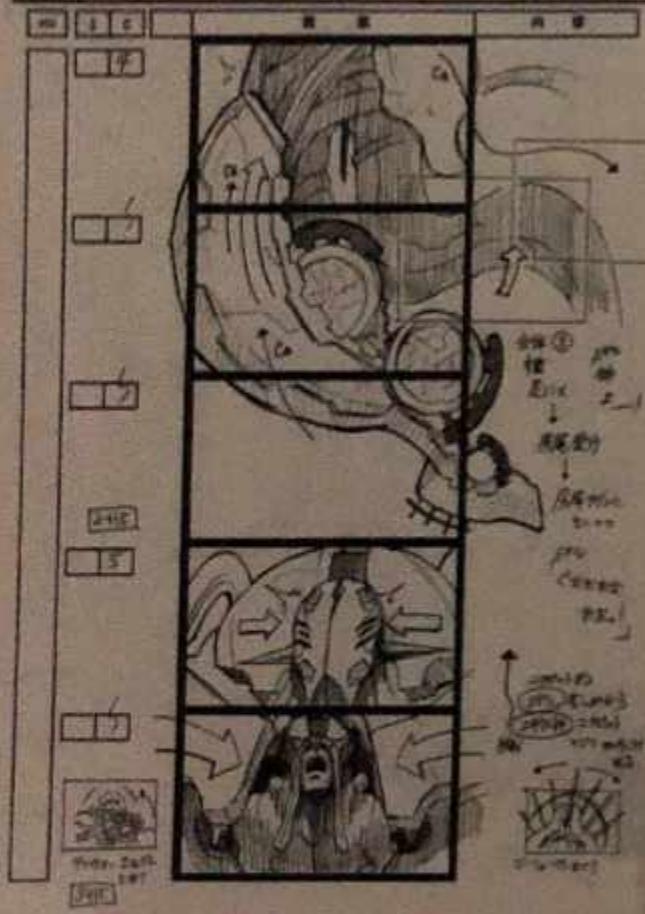
00000
00000
00000

00000
00000
00000

00000
00000
00000

vr. 14-150-100

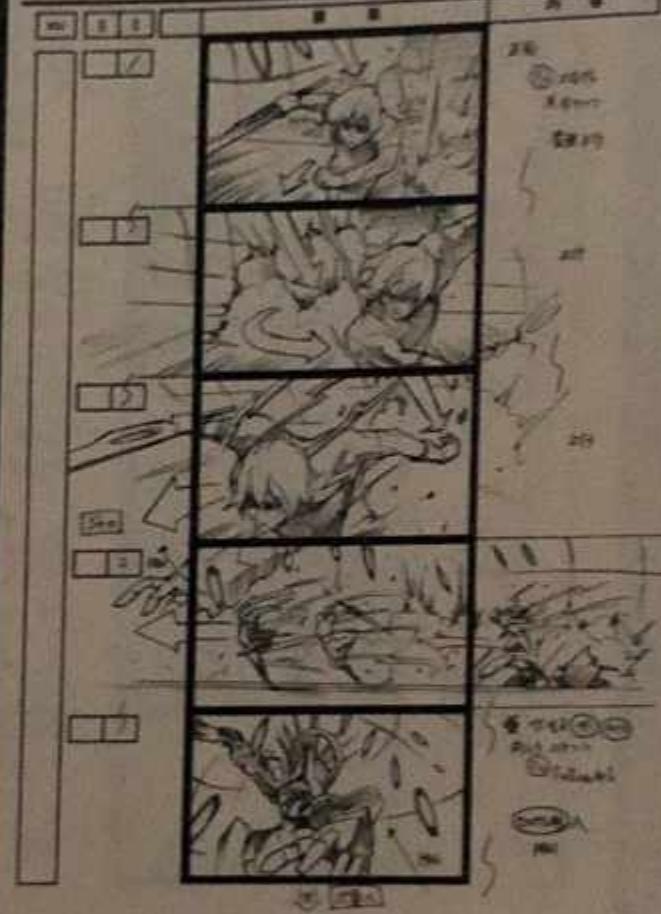
0508 Ver.1 Page 4



15-150-100

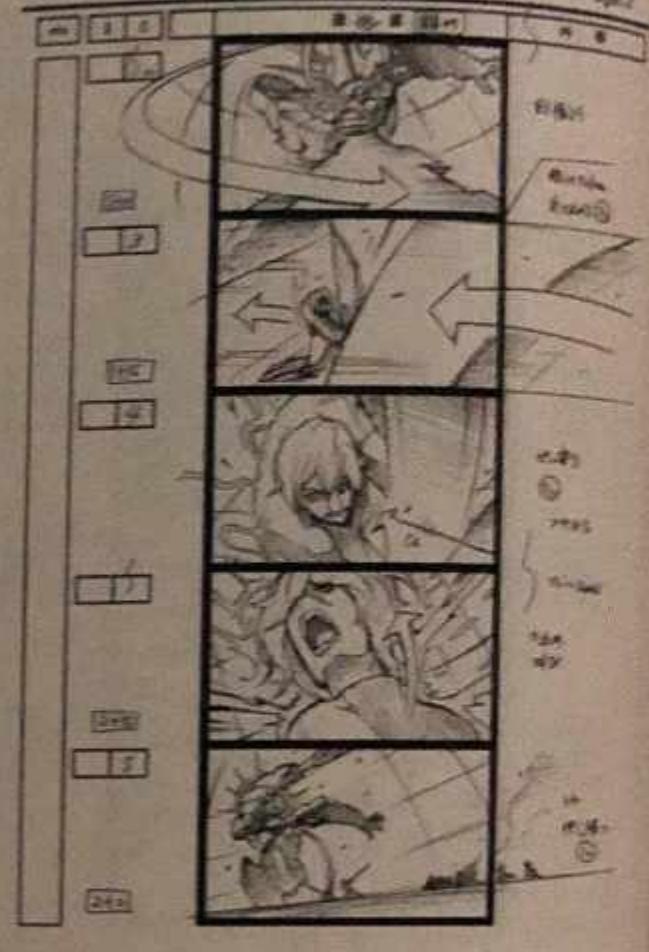
vr. 15-150-100

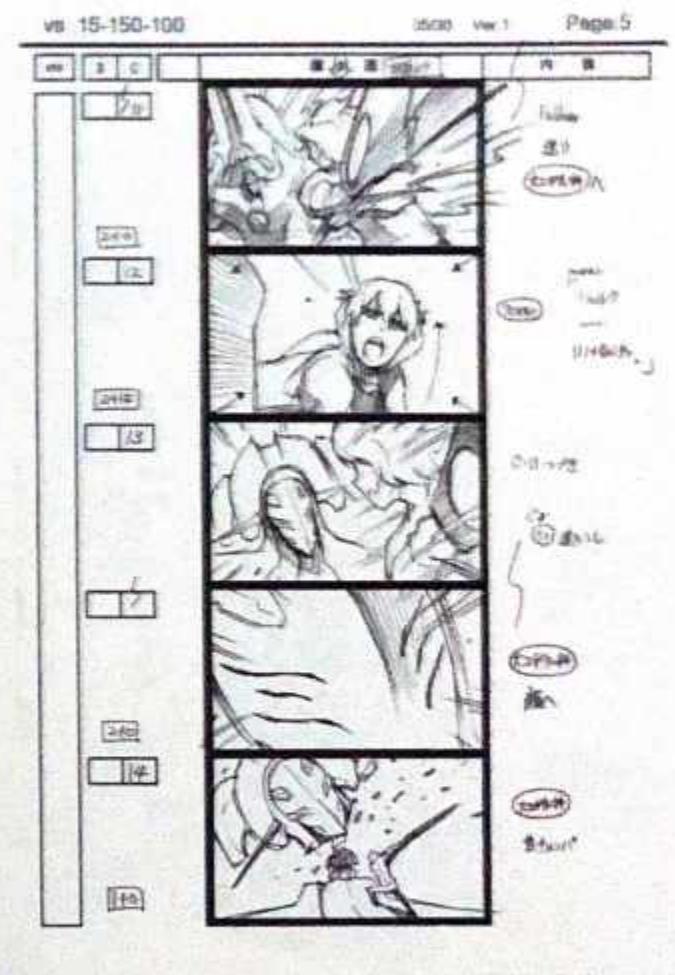
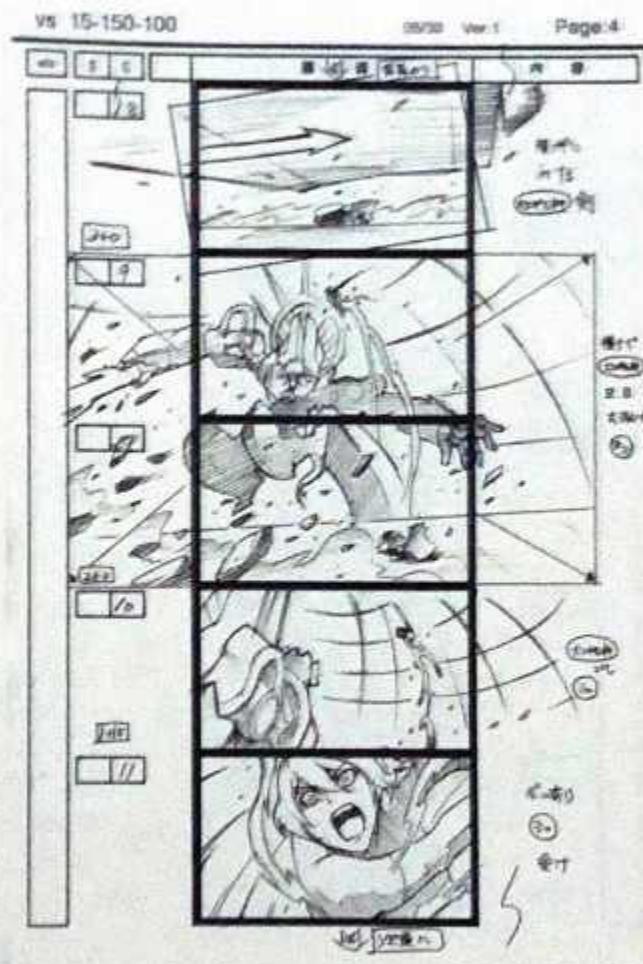
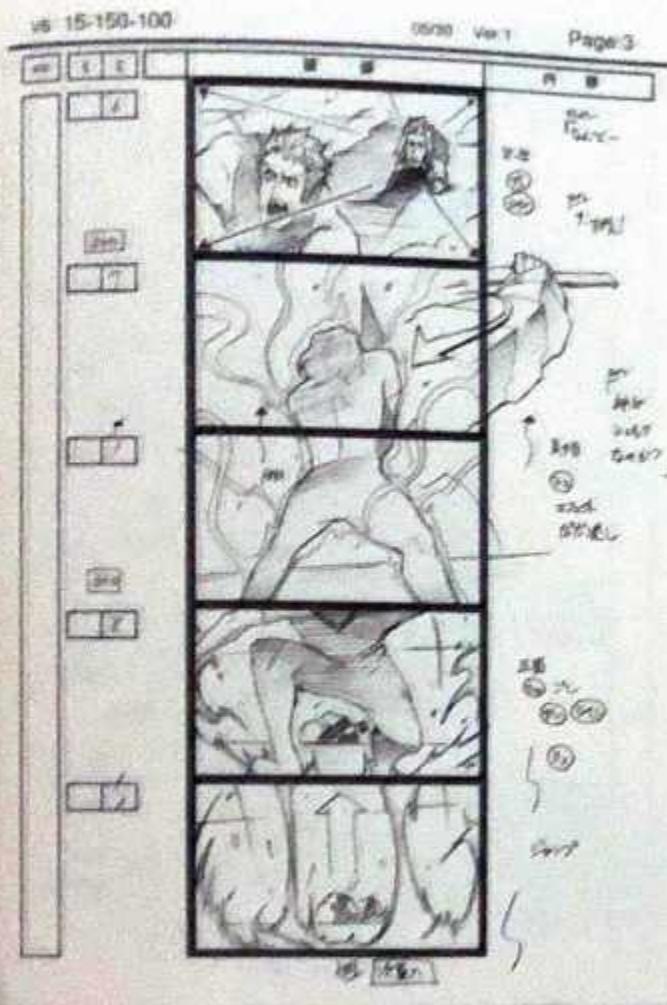
0508 Ver.1 Page 1



vr. 15-150-100

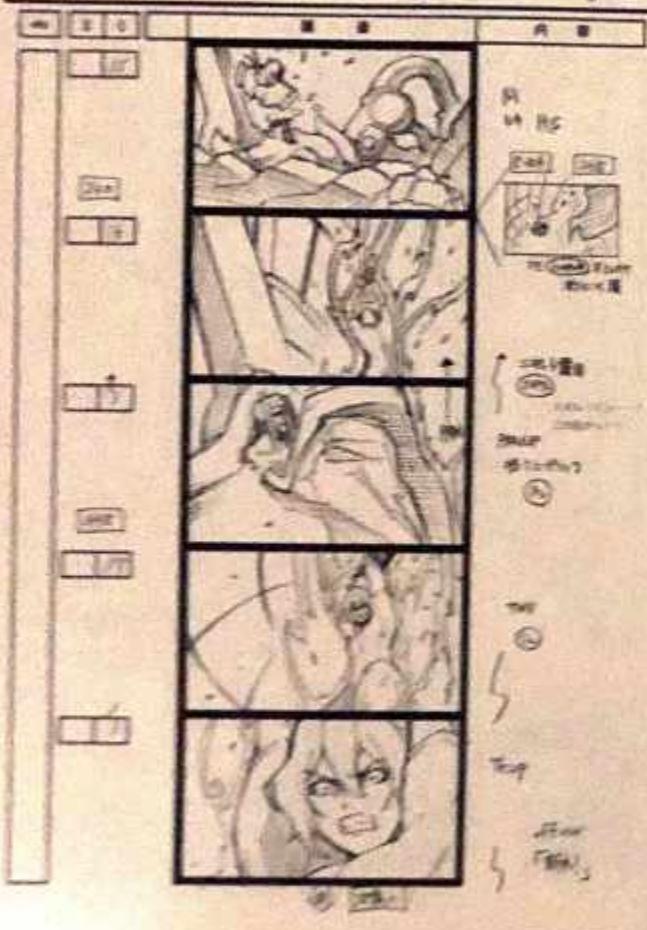
0508 Ver.1 Page 2





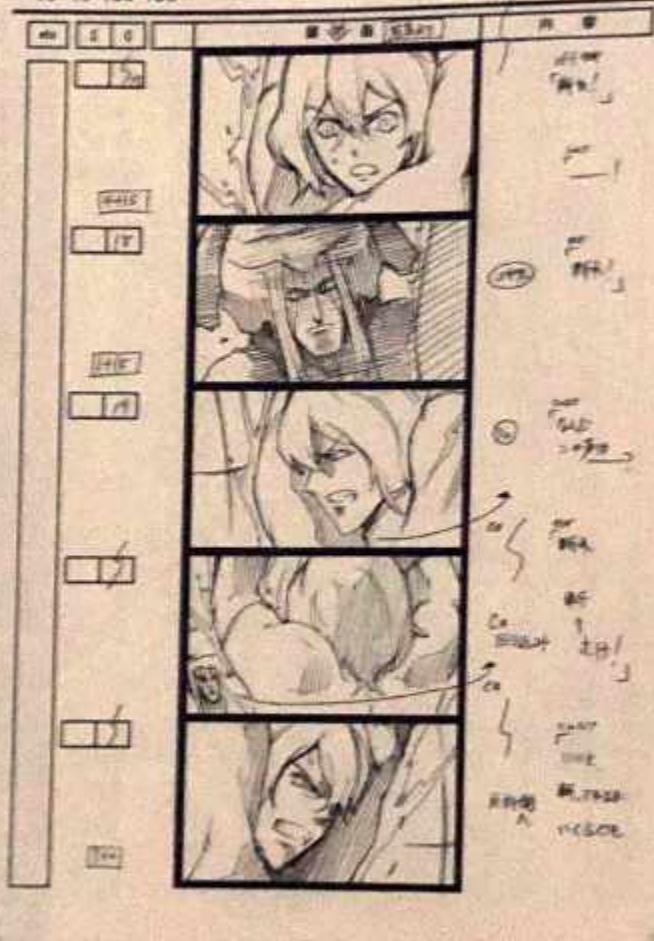
vs 15-150-100

0500 Ver.1 Page:6



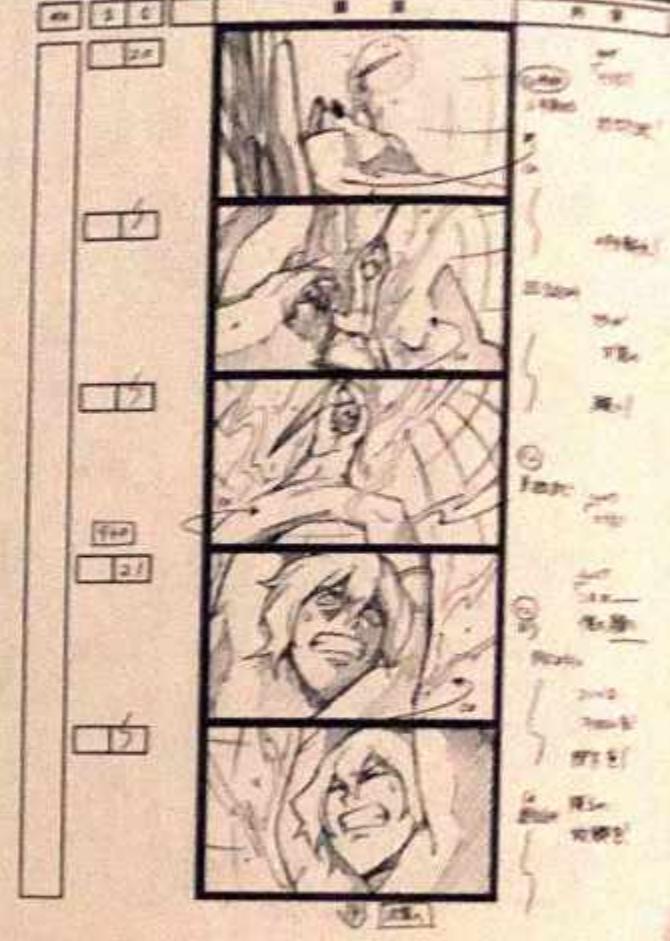
vs 15-150-100

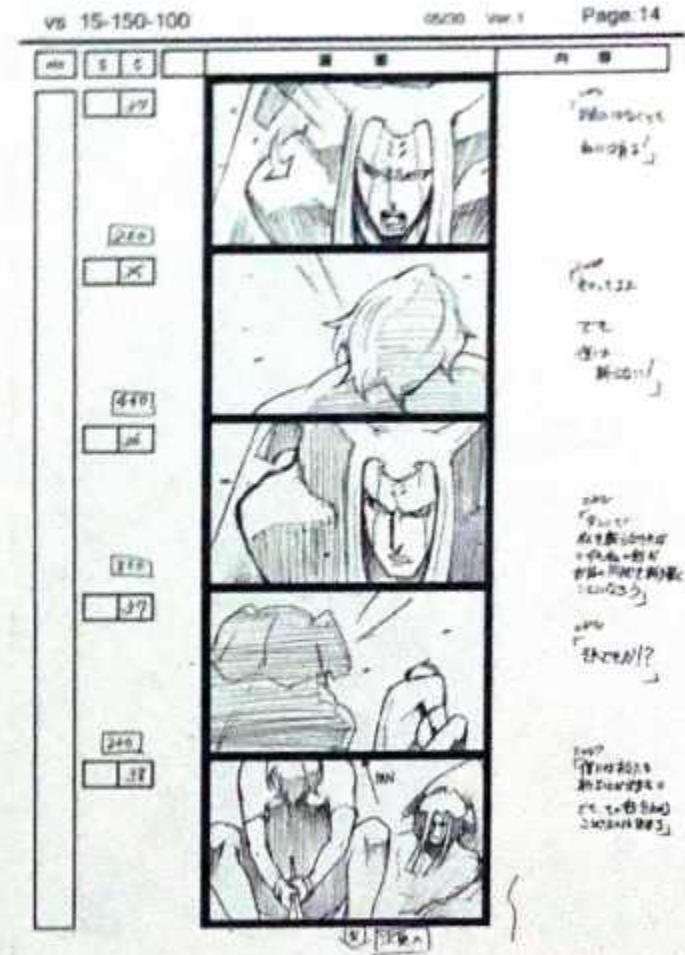
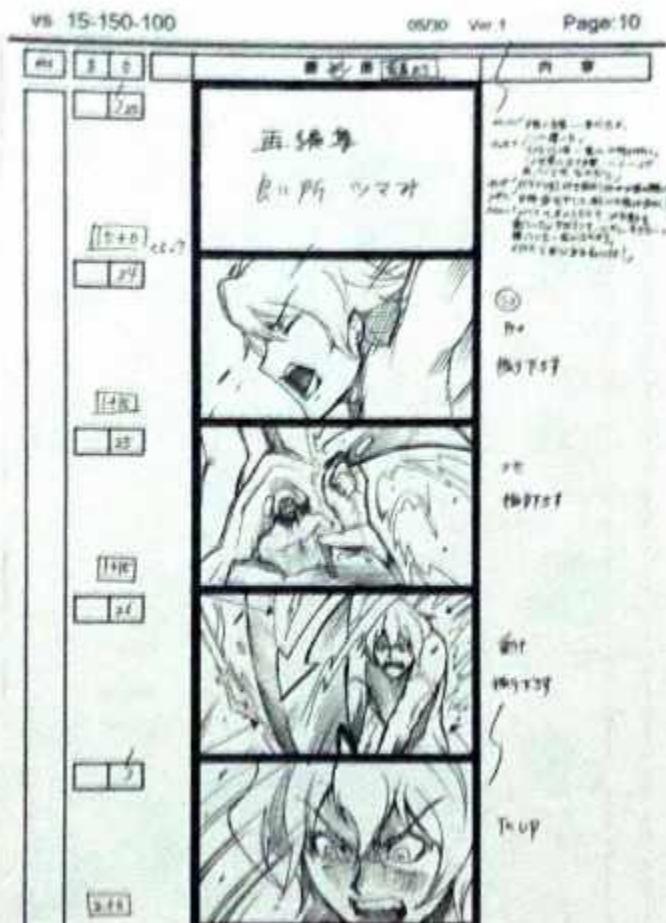
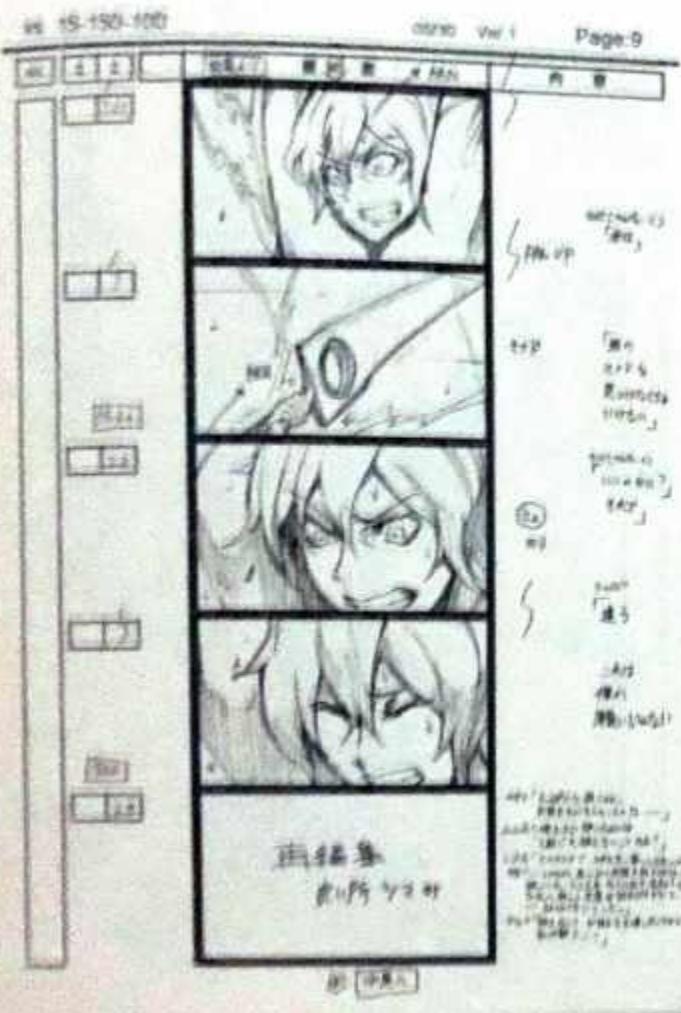
0500 Ver.1 Page:7



vs 15-150-100

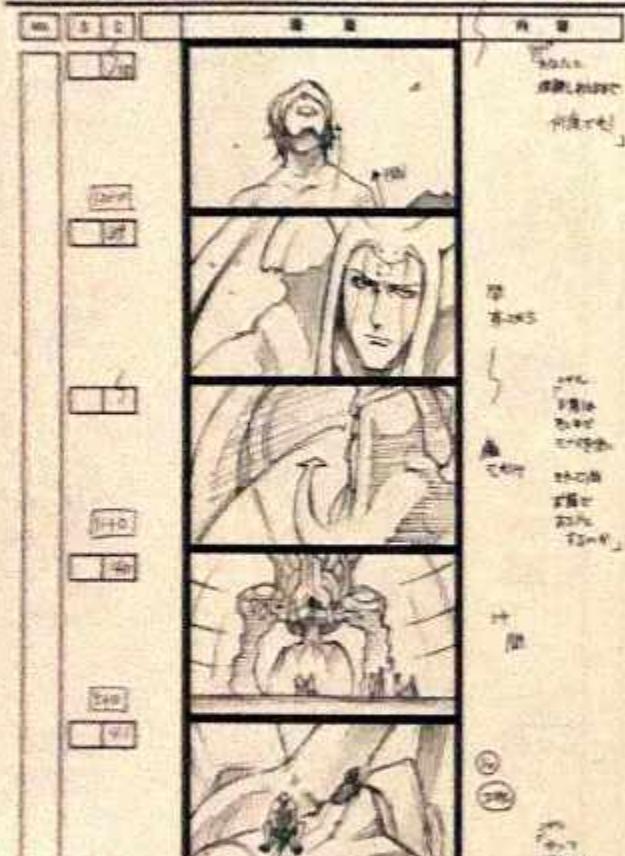
0500 Ver.1 Page:8





vs 15-150-100

05/30 Ver.1 Page 15



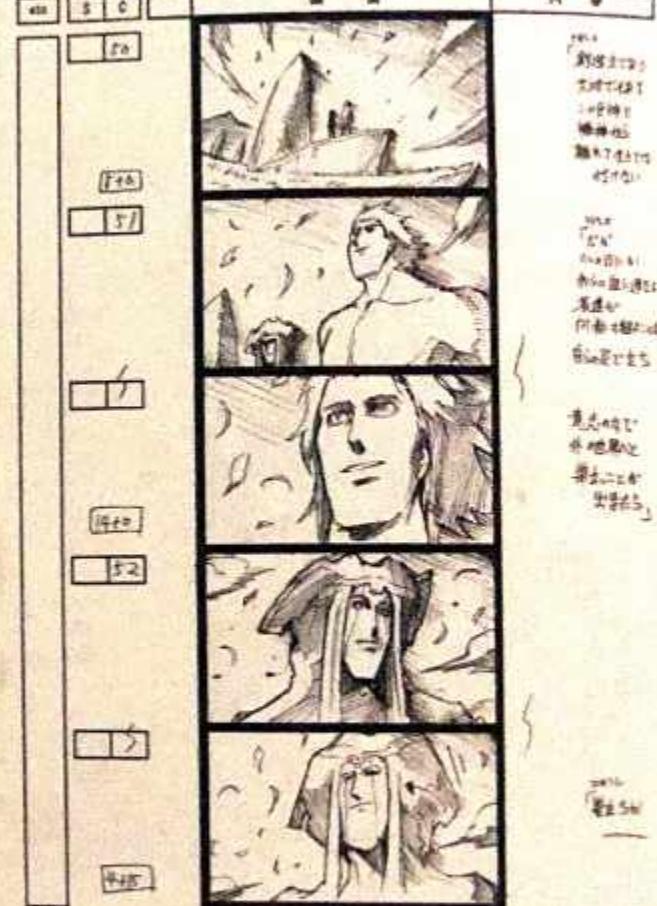
vs 15-150-100

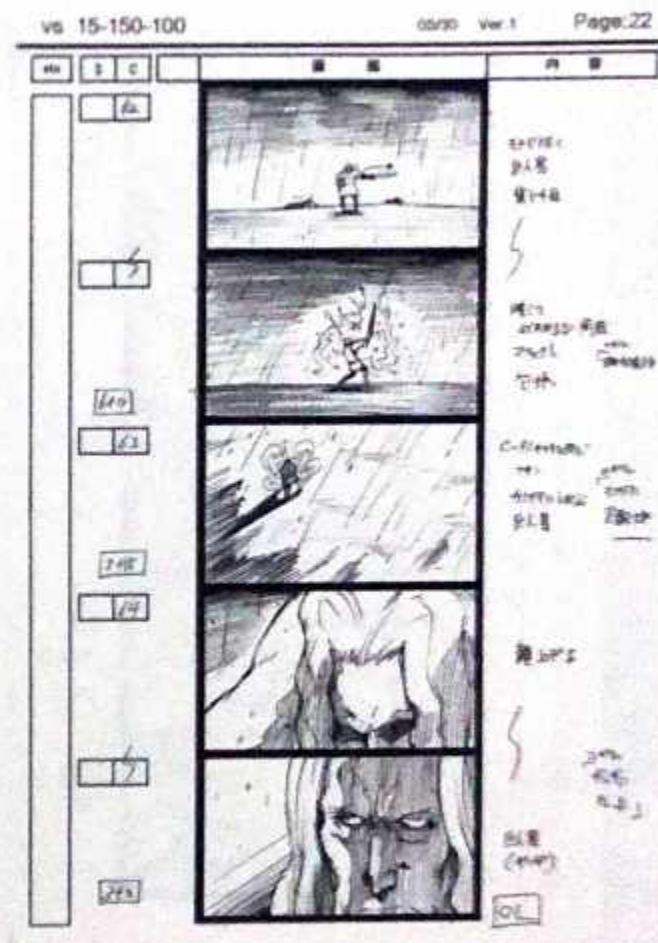
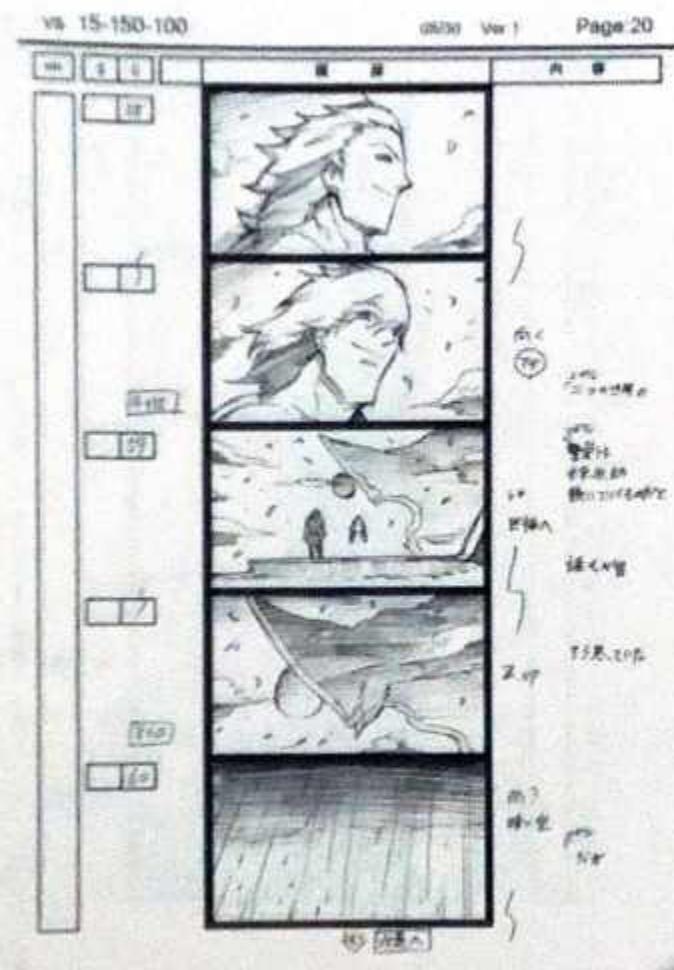
05/30 Ver.1 Page 16



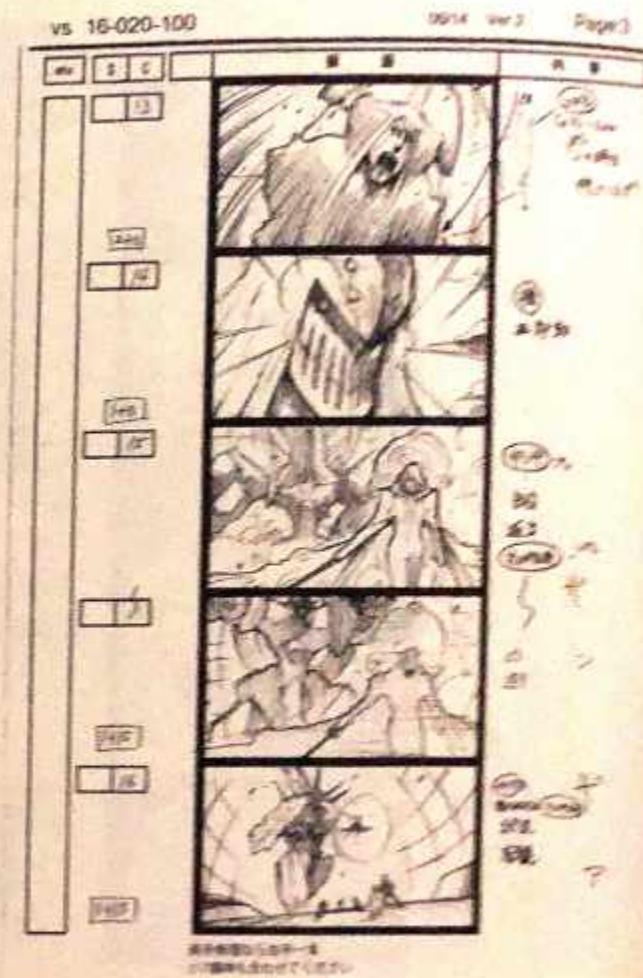
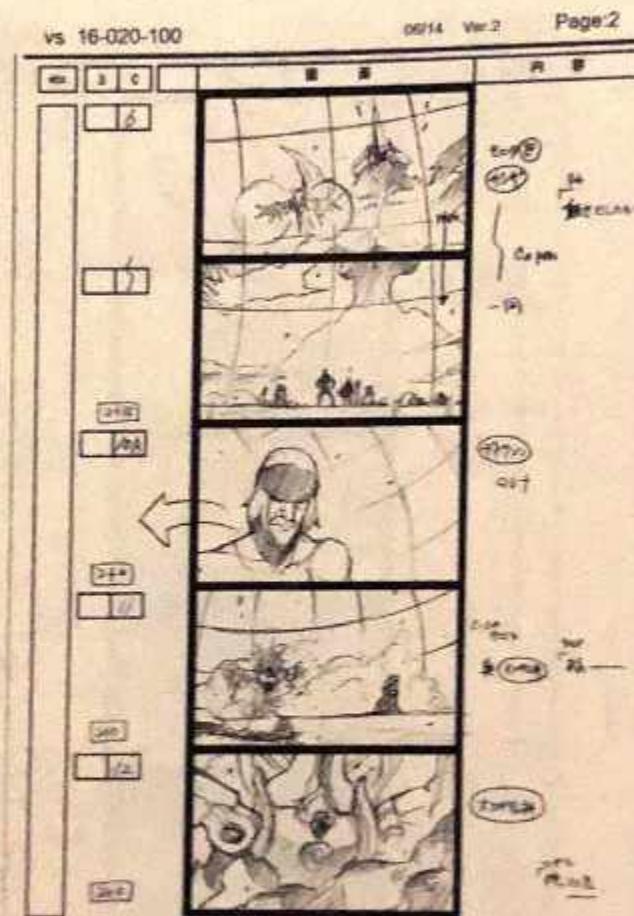
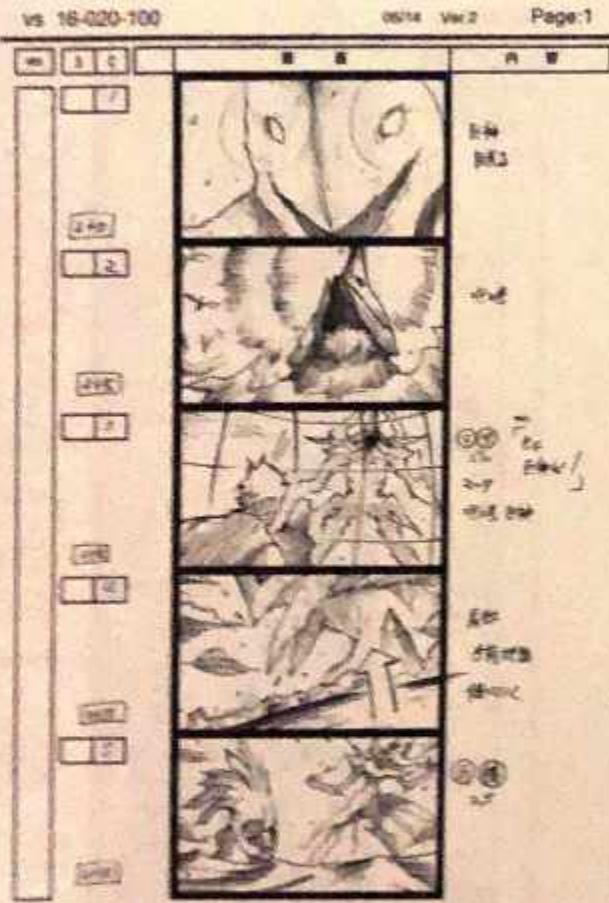
vs 15-150-100

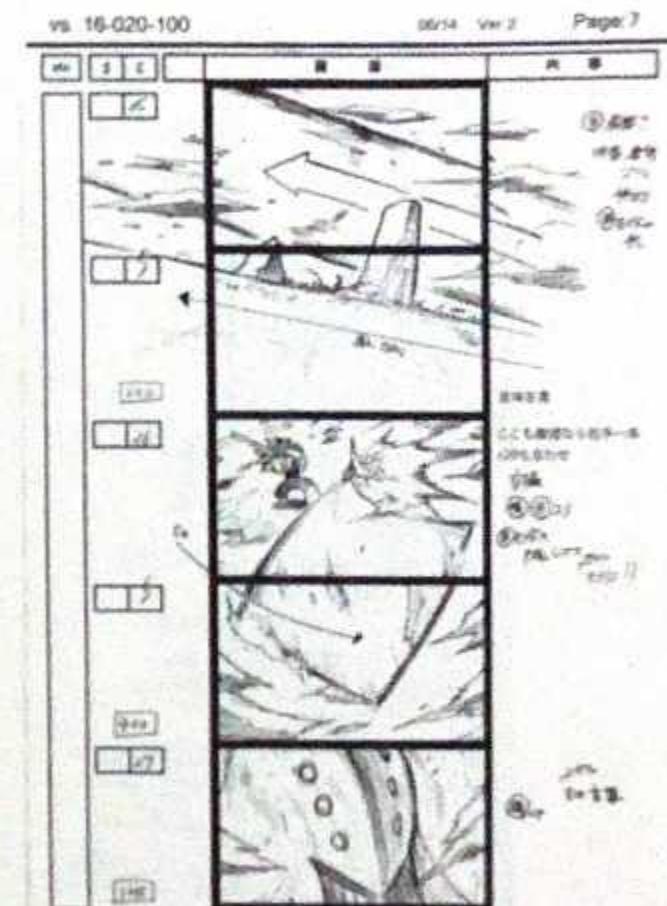
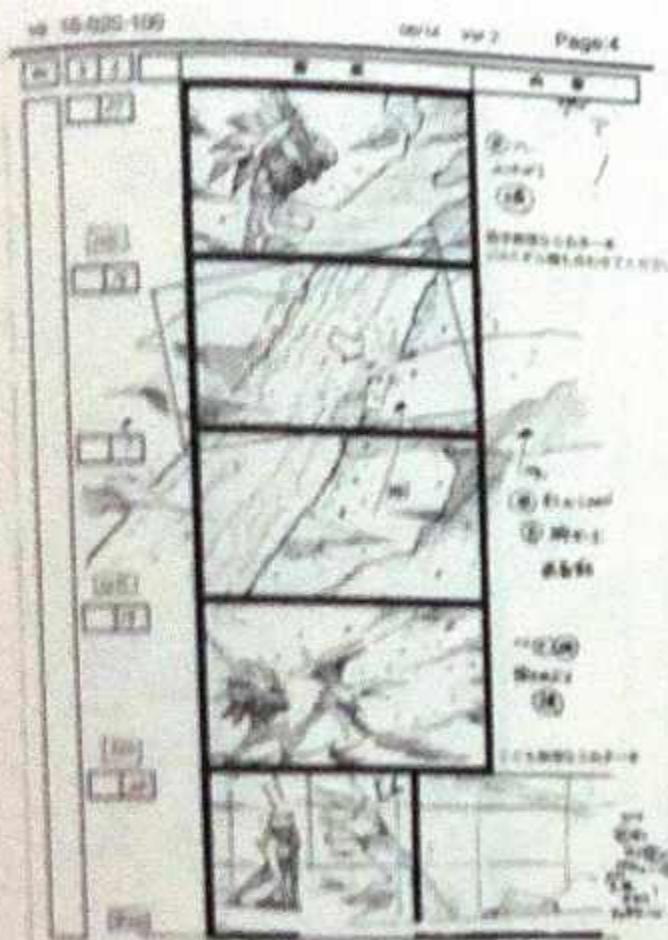
05/30 Ver.1 Page 18





16-020-100

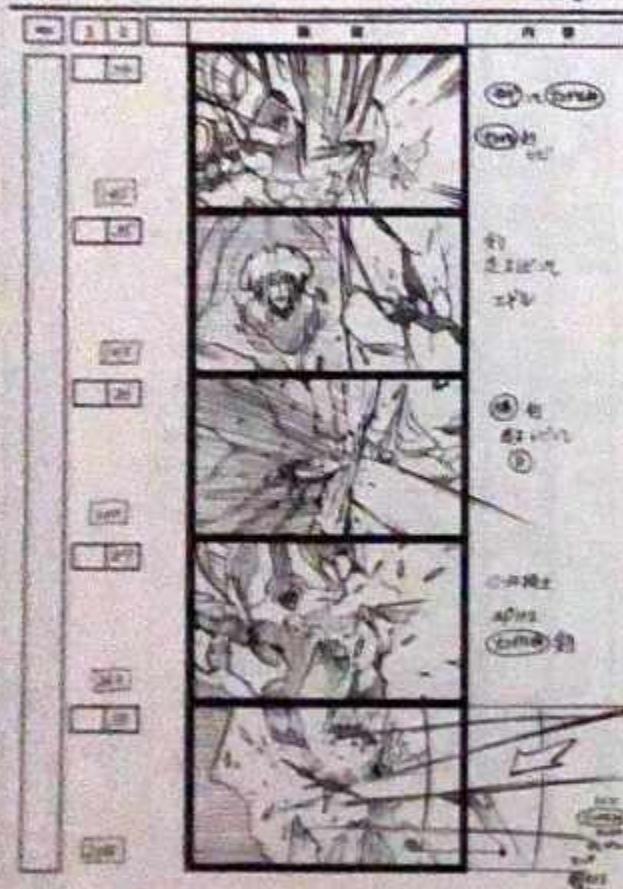




vs_16-020-100

06/14 Ver.2

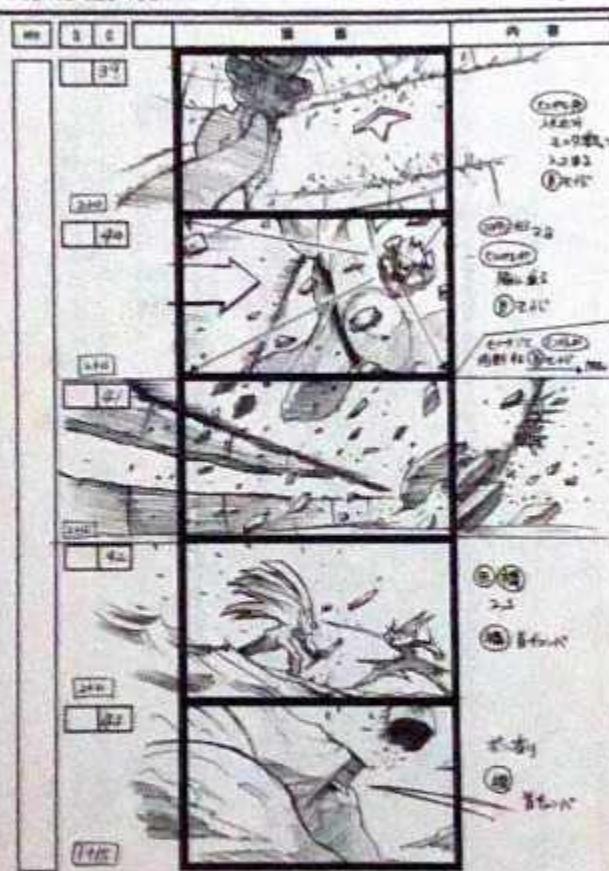
Page:10



vs_16-020-100

06/14 Ver.2

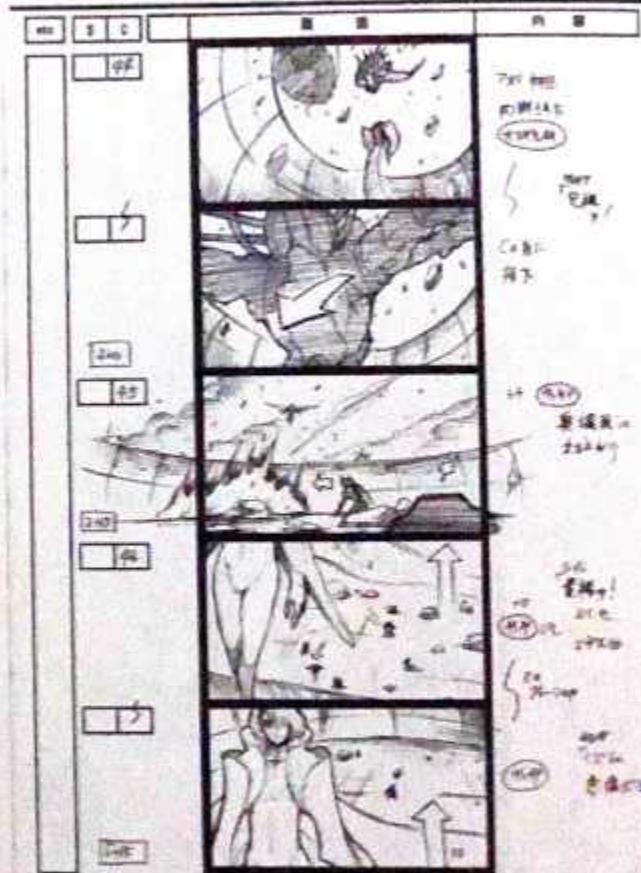
Page:11



vs_16-020-100

06/14 Ver.2

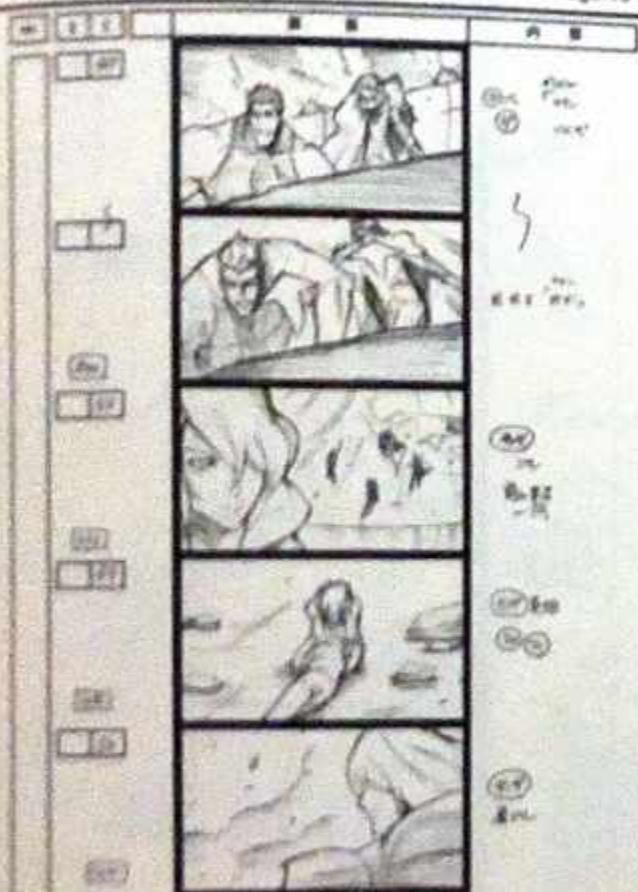
Page:12



vs 16-020-100

06/14 Ver.2

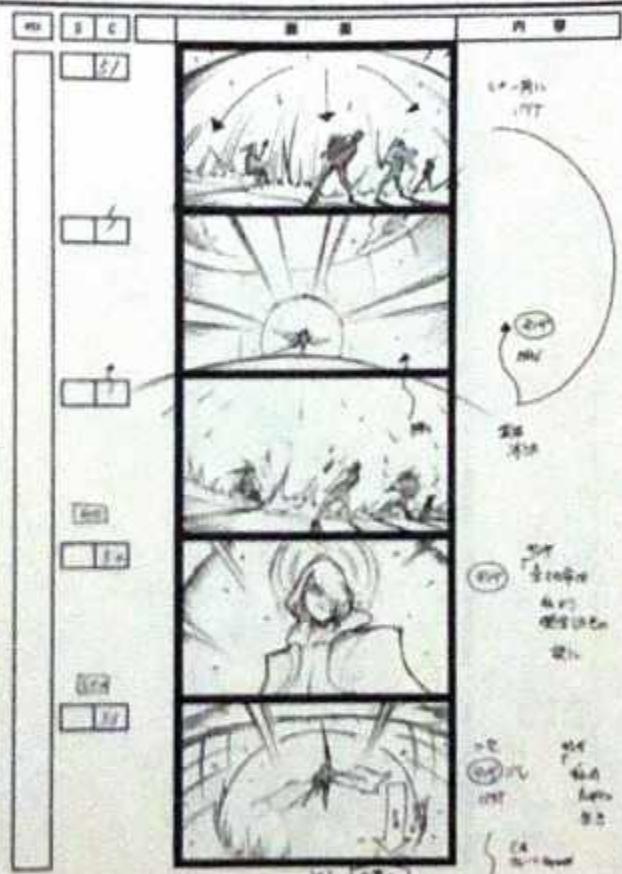
Page:13



vs 16-020-100

06/14 Ver.2

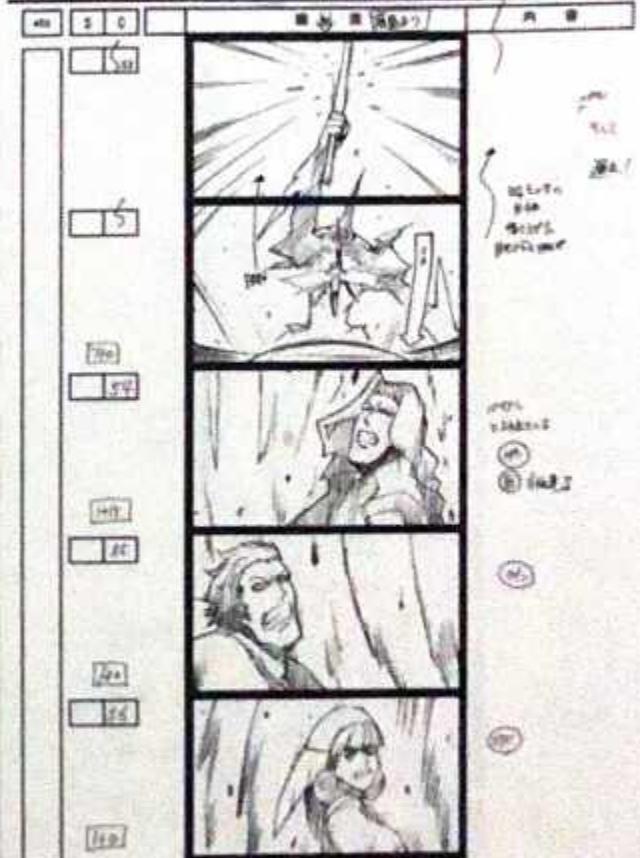
Page:14



vs 16-020-100

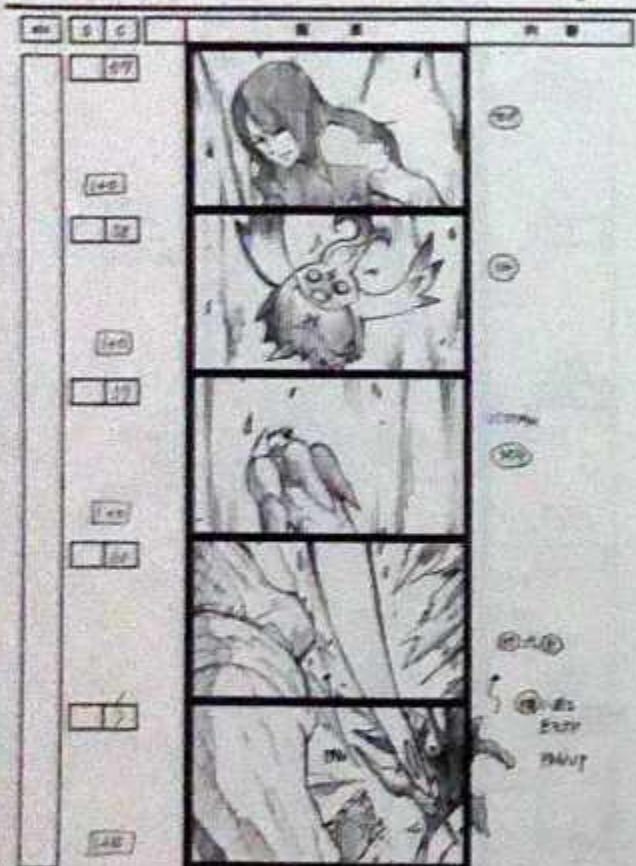
06/14 Ver.2

Page:15



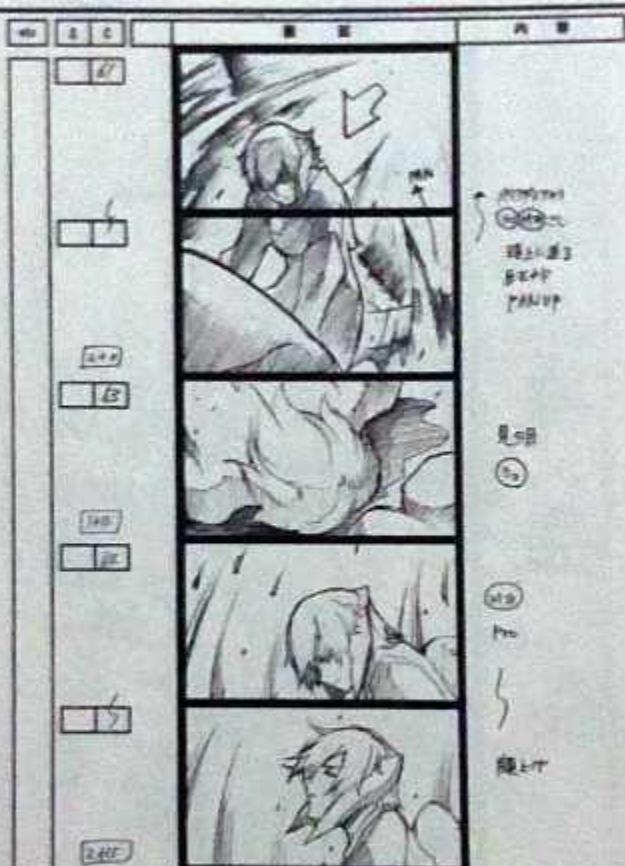
vs 15-020-100

06/14 Ver.2 Page:16



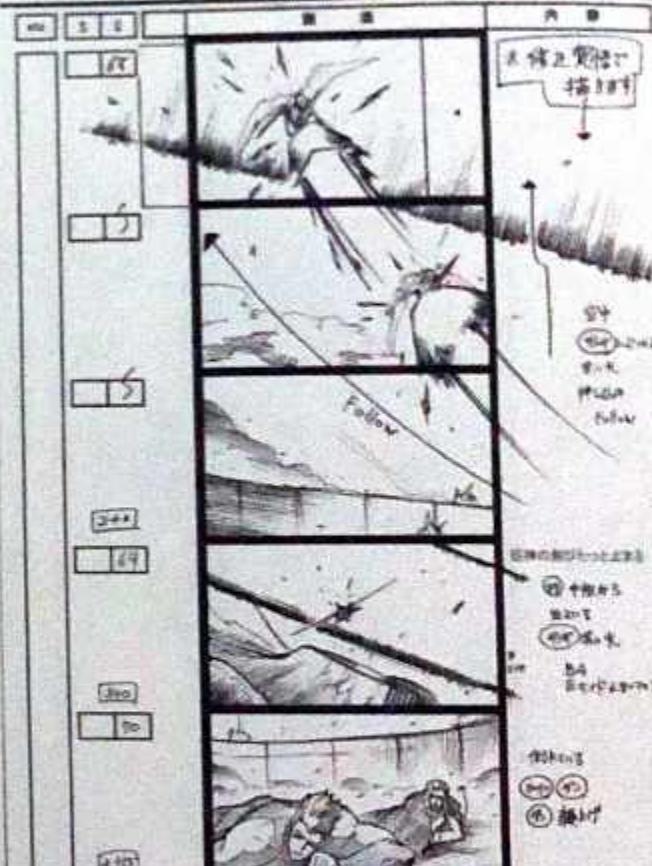
vs 15-020-100

06/14 Ver.2 Page:17



vs 15-020-100

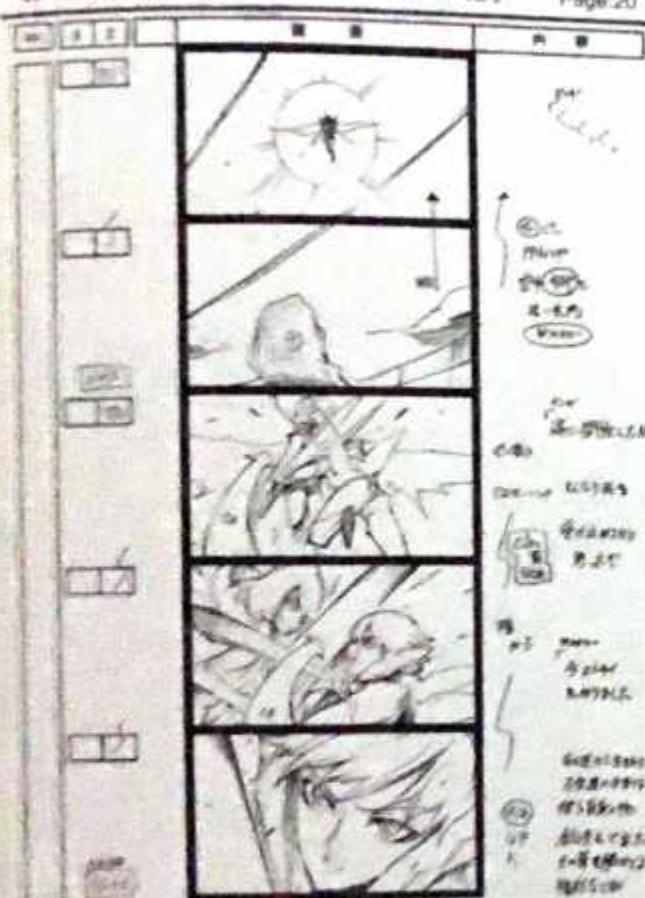
06/14 Ver.2 Page:18



vs 16-020-100

06/14 Ver.2

Page 20



vs 16-020-100

06/14 Ver.2

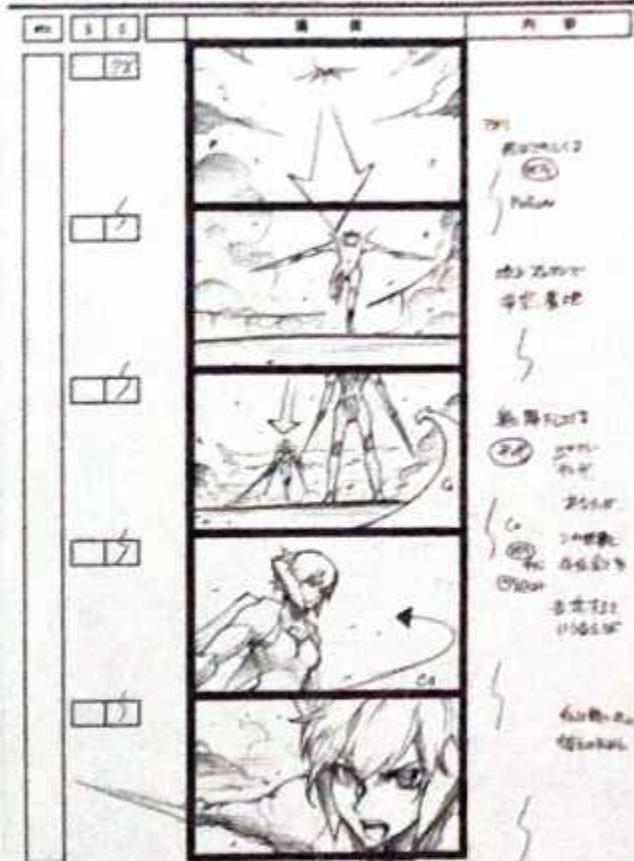
Page 22



vs 16-020-100

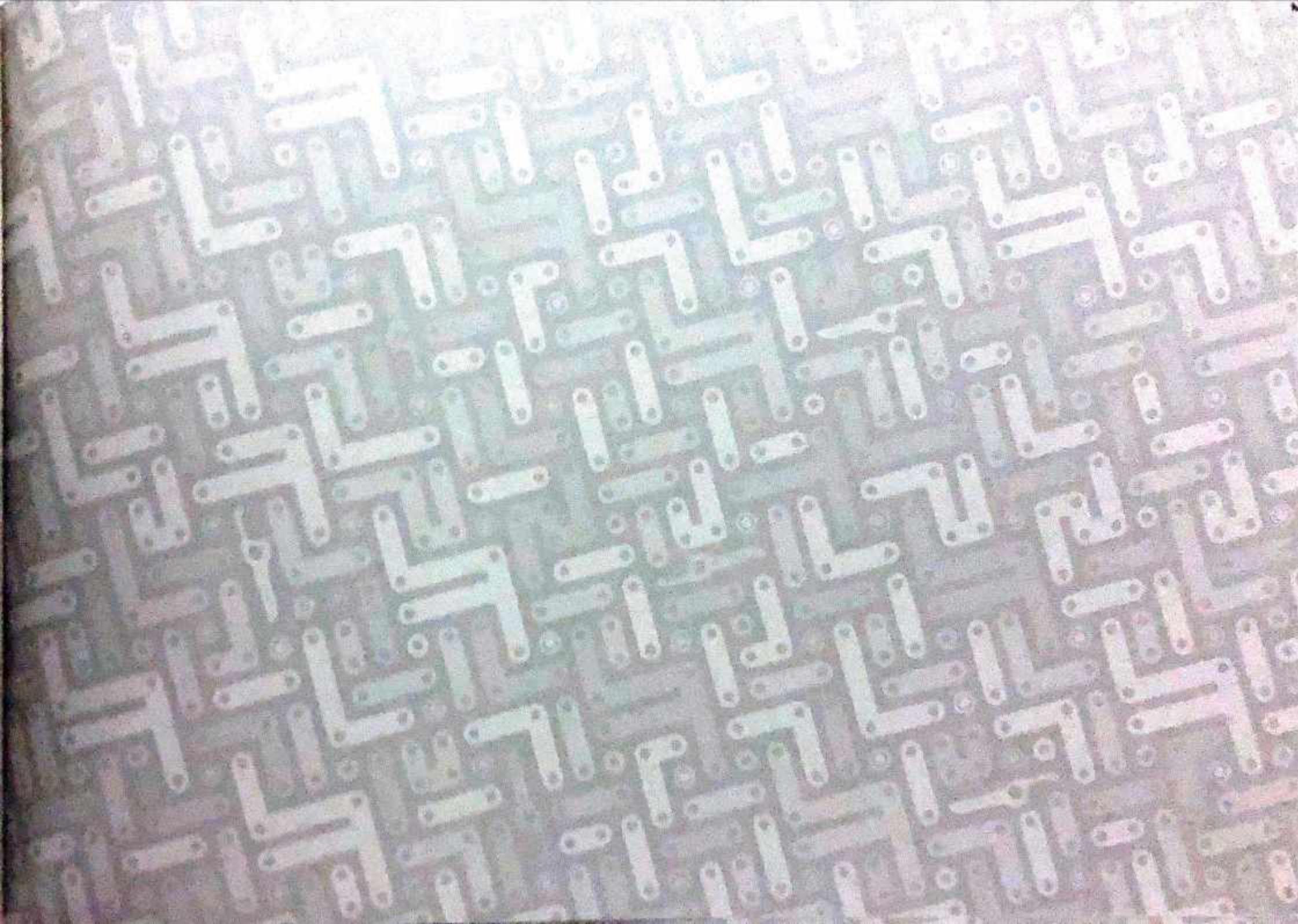
06/14 Ver.2

Page 23





© 2010-2020 Nintendo / MONOLITHSOFT. Kirby's Dream Course is a trademark of AHAL INC. © 2020 NINTENDO. MADE IN CANADA. T12270A





XENOBLADE CHRONICLES

MONSTER HUNTER