

= Tales of Xillia =

Tales of Xillia (Japanese : テイルズ オブ キリア , Hepburn : Teiruzu Obu Ekushiria) is a Japanese role @-@ playing game for the PlayStation 3 . It is the thirteenth core product of the Tales series and is developed by Namco Tales Studio with Namco Bandai Games as the publisher . The game was released in Japan on September 7 , 2011 and was localized in North America and PAL region in August 2013 . The game takes place in a fictional world called Rieze Maxia where humans and ethereal spirits live in harmony . It follows Jude Mathis and Milla Maxwell who elude government officials after sabotaging a weapon of mass destruction known as the Lance of Kresnik . The plot 's central theme is Yuruginaki shinnen no RPG (?????????RPG ? , lit . " RPG of Unwavering Convictions ") .

Tales of Xillia 's reception in Japan was highly positive . At the time of its release , it was the most preordered Tales game in the series and sold half a million copies in a week ; the game also won awards from Sony and Famitsu . The English localization received positive reception for its battle system , neutral to positive reviews for its plot and characters , and criticism for the map designs . The sequel , Tales of Xillia 2 , was released in November 2012 in Japan and in August 2014 in North America and PAL region .

= = Gameplay = =

Tales of Xillia consists primarily of two major areas : the field map and the battle screen . The field map is a realistically scaled 3D environment where the player character traverses and interacts with non @-@ player characters , items , or mob avatars . On the field map , character interactions between the party can also be viewed in the form of a sketch story ; these sketch stories are referred to as skits and consist of animated portraits and voice acting . When coming into contact with a mob avatar , the environment switches to the battle screen , a 3D representation of an area in which the player commands the characters in battles against the CPU @-@ controlled mobs .

During battle sequences , the game uses the Dual Raid Linear Motion Battle System , a variation of the Linear Motion Battle used in the Tales series . Four characters from the party are chosen to battle and characters not controlled by a player are controlled by artificial intelligence with instructions set by the players beforehand . The enemy mob 's number , appearances , behavior , vary and are dependent on the mob 's avatar . Both side 's objective is to deplete the other side 's health points (HP) using attacks and skills . When a party member 's health falls to zero , the party member faints until revived with items , by a healer , or resting at an inn on the field map ; Mobs with zero HP disappear from the arena . Killing all the mobs will yield experience points , items , and allows the player to return to the field map . If all four participating party members are defeated , a game over will occur . Skill and attribute development is based on a system of orbs placed on the nodes of a hexagonal web called the Liliun Orb . When characters level up , they receive GP which can then be allocated to the orbs on the web in a uni @-@ linear path . Each orb activated contains either a new skill or an attribute upgrade .

Battles take place in real @-@ time . Player actions include moving , dashing , standard attacks , and artes ; artes are special attacks which consume " Technical Points " (TP) , the in @-@ game synonym for magic points . Dashing , standard attacks , and artes usage are also restricted by the " Assault Counter " (AC) , a synonym for action points . Party members are able to link to each other to perform unified attacks called linked artes . While linked , the supporting partner provides unique abilities to the character , while also increasing the Linked Artes Gauge . When the Linked Artes Gauge is full , the player character can enter Over Limit which gives them immunity to stagger , unlimited AC , and allows them to use linked artes in succession .

= = Plot = =

Two millennia ago , humans developed spyrix , a power source which absorbs spirits to supply power . In response , the spirit Maxwell gathered humans , who share a symbiotic relationship with

spirits , onto an isolated land protected by a barrier ; the isolated land became known as Rieze Maxia and the outer lands as Elympios . As spirits are needed to sustain nature , Maxwell waits for the day all humans on Elympios die off before dispelling the barrier . Twenty years prior to the present , an Elympion cruise ship becomes trapped in Rieze Maxia , eventually forming a terrorist group known as Exodus . Exodus works with the Elympios military to find a way to destroy the barrier . In the present era , Rieze Maxia is ruled by two countries called Rashugal and Auj Oule . While the two countries appear to live in harmony , they both initiate black operations in attempts to conquer the other in hopes of uniting Rieze Maxia as a single country .

In the present , medical student Jude Mathis investigates a military research facility in order to search for his missing professor . There he witnesses a spyrix @-@ powered weapon called the Lance of Kresnik absorb his professor . The military prep Jude as the next victim , but he is saved by Milla Maxwell , Maxwell 's successor . In response , the military activates the lance which absorbs Milla 's spirit companions forcing her and Jude to retreat . Jude and Milla decide to confront Rashugal 's king who had endorsed the Lance 's creation . During their travel , they are joined by Alvin , Elize Lutus , Rowen J. Illbert and Leia Rolando . After Rashugal 's king is defeated , Exodus obtains and uses the Lance to temporarily disable the barrier protecting Rieze Maxia , allowing Elympios ' army to invade . Assisted by Auj Oule 's king , Gaius , the party defeats Exodus at the cost of Milla 's life .

After mourning her death , Jude leads the party to meet Maxwell and attempts to persuade him to dispel the barrier and save Elympios . Reunited with Milla , who has been reborn as a spirit , they convince Maxwell of their cause . However , Gaius and the spirit named Muzét seal Maxwell within the Lance of Kresnik , intent on sustaining the barrier until all spyrixs are destroyed ; Maxwell sends the party to Elympios before he is completely subdued . There , the party learns about Elympios ' dependence on spyrix and an ongoing research on spyrite , a power source harmless to spirits . With renewed conviction , the party confronts and defeats Gaius and Muzét . Maxwell dispels the barrier and disperses its energy to temporarily power spyrixes until the completion of spyrites . The party returns to their daily lives with Jude joining a spyrite research team , Milla resuming her role as Maxwell , and Gaius uniting Rieze Maxia under his rule .

= = Development and release = =

The game began development after Tales of Hearts was completed . A Tales game for the PlayStation 3 was announced in July 28 , 2010 's Weekly Shonen Jump and officially announced by Namco Bandai Games on August 2 , 2010 ; On December 15 , 2010 Tales of Xillia was unveiled in Weekly Shonen Jump and its official website was launched . Its staff , battle system and two main characters were revealed along with the game 's main theme , Yuruginaki shinnen no RPG (????????RPG ? , lit . " RPG of Unwavering Convictions ") . Between January and March 2011 , Namco released information about the other four playable characters . In May the game 's release date , a Xillia themed PS3 , and the game 's theme song , " Progress " by Ayumi Hamasaki were revealed . Before the game 's release , a Korean game guide of the game was leaked onto the internet forcing Namco to issue a response . Due to time constraints , some planned features were excluded such as an onsen scene and having Gaius or Muzét as playable characters . The game was released on September 8 , 2011 and was made available on the Japanese PlayStation Store a year later . The game was re @-@ released under PlayStation 3 The Best label on October 9 , 2014 .

In March 2012 , Tales of Xillia was trademarked in Europe and North America . A Western localization was officially announced by Namco Bandai Games Europe on July 6 , 2012 through Twitter . On November 5 , 2012 Ted Tsung , the North American producer for Tales of Xillia , announced the completion of the English voice recordings . On the same day , Europe 's localization was announced to have subtitles in English , French , Spanish , German , and Italian . In April 2013 , Namco announced the game would be released in August for North America and PAL region ; also announced was the collector 's edition of the game . In North America , the first print of the game were released as a limited edition bundle . The game was translated by 8 @-@ 4 and dubbed by

Cup of Tea Productions .

= = = Downloadable content = = =

Tales of Xillia had several downloadable content (DLC) which changed a character 's appearance or provided in @-@ game bonuses such as items , currency , or levels . The majority of the DLC were released weekly between September 8 till October 6 , 2011 on the PlayStation Store . Costumes were themed and released in sets ; in order of release the sets were , Star Driver , The Idolmaster 2 , swimwear , steward and maid , school , and Tales series . Accompanying these costume releases were hair styles , accessories , palette swaps , and in @-@ game bonuses DLC . Two DLC codes were bundled with physical releases : Ayumi Hamasaki 's album Five contains Milla 's songstress costume ; the first print of the game contains a Tales of Phantasia outfit for Jude and a Tales of Destiny outfit for Milla . The final DLC was the Santa Claus costume set and was released on the PlayStation Store on December 1 , 2011 .

In the English localization , the Tales of Phantasia and Tales of Destiny costumes were given with preorders of the collector 's edition ; North America 's Limited Edition and the PAL region 's day one edition also contained the codes . Excluding Star Driver , the Japanese PlayStation Store 's contents were released bi @-@ weekly for North America and PAL region between August 6 and September 3 , 2013 . The final DLC , the Santa Claus costume set , was released on November 26 , 2013 .

= = Media adaptations = =

= = = Manga = = =

Tales of Xillia spawned four manga adaptations : two anthology collections and two traditional manga series . Ichijinsha were the publishers for the anthology collections . The first anthology collection is Tales of Xillia Yonkoma Kings . Its two volumes were released on November 25 , 2011 and February 25 , 2012 . The second anthology collection is Tales of Xillia Comic Anthology . Its three volumes were released between December 24 , 2011 and July 25 , 2012 . The two traditional manga series are Tales of Xillia Side : Jude by ASCII Media Works and Tales of Xillia Side : Milla by Media Factory ; they are adaptations of the game 's storyline and follows one of the two protagonists . The Jude manga has three volumes released between February 2012 and March 2013 , while the Milla manga has four volumes between February 2012 and October 2013 .

= = = Books = = =

Shueisha , Yamashita Books , and Enterbrain each published a strategy guide for the game . Tales of Xillia was adapted into a novel series under the same name . It is published by ASCII Media Works and three volumes were released between November 10 , 2011 and March 10 , 2012 . A play diary by Famitsu was published by Enterbrain on December 8 , 2011 . Tales of Xillia Illustration : Matsumi Inomata X K?suke Fujishima 's Character Work is a book by the game 's character designers and was released on December 27 , 2011 by Ichijinsha . It provides details on the characters ' back story and how their design came to be . On the same day , Tales of Xillia Official World Guidance was released by Yamashita Books and expands on Tales of Xillia 's lore .

= = = Audio CDs = = =

Five drama CDs based on the game 's plot were produced by Frontier Works . DJCD : Talesring Xillia volumes 1 and 2 were released on May 23 and June 20 , 2012 . Anthology Drama CD : Tales of Xillia volumes 1 and 2 were released on September 26 and October 24 , 2012 . DJCD : Talesring Xillia Comic Market 83 Limited was released on January 26 , 2013 in a regular and limited edition . It contains a cameo from Tales of Xillia 2 's Ludger Will Kresnik and Elle Mel Marta . Tales of Xillia

Original Soundtrack soundtrack was released by Avex Group on September 7 , 2011 in a regular and limited edition ; it peaked 31st on Oricon 's charts .

= = Reception = =

At the time of its release , Tales of Xillia was the most preordered Tales game in the series and sold half a million copies in a week . Due to the amount of sales , Sony awarded Tales of Xillia the Gold Prize during the PlayStation Awards ; the game also received the User 's Choice award from the PlayStation Awards online poll . The game was re @-@ released under the PlayStation 3 The Best label in 2014 . Famitsu 's review of the game was highly positive ; they praised the game for its attentive visuals , accessibility , and fast battle system . In the " Newtype Anime Awards " from 2011 , Xillia won the " Game Opening Animation " award .

Tales of Xillia was one of the top selling games on the North American PlayStation Network in August 2013 . All English reviewers agreed the battle system was fast and engaging ; however , Electronic Gaming Monthly , Game Informer , GameSpot , and PlayStation Official Magazine panned the map designs calling them repetitive , lifeless and bland . The plot received neutral to positive reception . Game Revolution wrote " There 's a pleasing inertia to the way plotlines form , unfold , and reach a conclusion that propels our heroes ever @-@ forward , never stopping long enough to feel meandering but never feeling rushed or forced either . " , praising the narrative to be one of the qualities to the game . Game Informer described the plot as " investing " and liked the balance in tragic and lighthearted moments . Joystiq lauded the execution of the plot for avoiding the usual JRPG " info dumps " and how small plot @-@ lines intertwined into a larger conflict . PlayStation Official Magazine considered the plot as average and called it a let @-@ down compared to the combat system . Reviewers have also noted the dual @-@ protagonist execution caused incoherency in Milla 's story .

Reviewers had mixed opinions on the characters . Generally , reviewers liked the character interactions . IGN praised the diverse characters but panned Milla 's voice acting . Game Revolution felt the characters were relatable and agreed with IGN about Milla 's voice noting it sounded robotic and forced . Electronic Gaming Monthly described the characters as rather normal and competent compared to the previous Tales games , adding that they could imagine the cast having lives and dreams outside of the party 's journey . Edge described the character interactions as engaging , well written , and praised how the characters avoided the cliché found in manga and anime . Oppositely , PlayStation Official Magazine felt the characters " fall into the familiar anime archtypes " and that " flat voice acting and a melodramatic script " made it difficult to feel invested in the cast ; Polygon agreed about the character archetypes and called it a lazy strategy used to make the characters understandable .