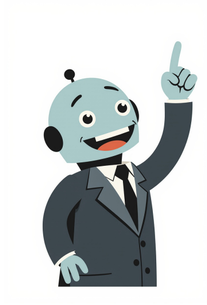
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Farming Legendary Core Crystals in Xenoblade Chronicles 2 ========== To boost chances of getting Rare Blades in Xenoblade Chronicles 2, players must use a Legendary Core Crystal. These crystals are mainly dependent on random chance and number of Core Crystals available to the player. This strategy requires completing level 80 (ideally 85) quests with Pekka in Torigoth, which involves killing an Ardun monster, making it Relentless Arduran, then refighting the Level 99 Unique Monster for Legendary Core Crystal drops. For better efficiency, players must build a team that can perform full Driver Combos on the Arduran and equip them with Gold Chip Weapons and Treasure Sensor V. In New Game+, an additional method allows exchanging Bonus EXP for Legendary Core Crystals when speaking to the Travelling Bard in Fonsa Myma. The two common ways to get Rare Core Crystals in the game is by using the Small Hermit Crab Monster. You can use Break, Topple, Launch, Smash Driver Combo on it. The second method is the same as the first one. ========== Another way to obtain these crystals is through a process called Overkill Chain Attack Same process as the previous one. Buy 99 Cylinders and disengage the 'Salvage Mastery' Field Skill from all the equipped blades. Once done, head to the Salvage Point in the Port of Anangham. ========== The third way to get Rare Core Crystals is by failing QTE events at the Salvage Point. Completing these events will give you Treasure Chests but your goal here is not the Treasure Chests. You must fail these QTE events so that more monsters spawn. Then, charge your Chain Attack Gauge by attacking other monsters spawning there. ========== The last two methods are to get Common Core Crystals and Rare Core Crystal Locations In Xenoblade Chronicles 2. You can find Rare Core Crystal in six locations scattered across the map. These locations include Chapter 2 Boss Fight, Inherited Core Crystal, Dawnview Grotto Rare Core Crystal, Flooded Chest, and Boss Rare Crystals. ========== For those who have not completed games in the Xenoblade Chronicles series, this page contains spoilers regarding the plot. Discretion is advised. Illustrated Core Crystal Core Crystals are objects in the Xenoblade Chronicles series, first introduced in Xenoblade Chronicles 2. Drivers can resonate with Core Crystals by touching them to create and awaken Blades who endow their Driver ========== Core Crystals and their significance in Xenoblade Chronicles 2. Initially, these crystals were designed as a means to extend human lifespan through immortality, but Klaus' actions led to their transformation into vessels for memories of past lifeforms. They played a crucial role in the creation of Titans, which evolved over time into complex organisms that eventually gave rise to a new breed of humanity. To prevent history from repeating itself, Klaus created the Blades, with three core components forming the Trinity Processor. Drivers, who possess an aptitude for bonding with Core Crystals, can awaken Blades and experience unique powers. However, the fate of Blades is inextricably linked to their Core Crystal, which must remain intact to maintain immortality. ==========Farming Dragon's Stomach to Inflict Break more Often ========== To boost the frequency of Breaks when fighting enemies in the Kingdom of Uraya's world, players can employ a strategy involving farming Gold Chips from Vampire Bride Marion in the Dragon's Stomach. By defeating this enemy or smashing it with the Fast Blade Switch aux cores, players will obtain better drop rates for Break items. One particular monster, Relentless Arduran, guarantees to drop Rare Core Crystals when defeated, and almost always yields Legendary Core Crystals as well. Xenoblade Chronicles 2: A World of Action and Adventure ========== === The game's gacha system, maps, tutorials, and technical issues have been a subject of interest for players. As of December 2020, it had sold over two million copies worldwide, making it the best-selling title in the Xeno series and Monolith Soft's most commercially successful game. Downloadable content was released throughout 2018, and a story-focused expansion, Torna – The Golden Country, was released in September of that year. This side story is set 500 years before the main game and features new gameplay mechanics. The player controls a main character out of a party of three, similar to previous games. However, this game takes place on several different Titans, which the player travels between using fast travel. The game also introduces a unique system where characters can control additional beings called Blades, with a total of 40 unique Rare Blades in the base game. The Blades and skills are based on eight elements: Fire, Water, Wind, Ice, Electric, Earth, Light, and Dark. Most of the game's Blades are optional and not obtainable through the main story. The Challenge Mode, added through downloadable content, features Shulk and Fiora from Xenoblade Chronicles and Elma from Xenoblade Chronicles X as obtainable Blades. The game has an action-based battle system, where the player controls the current lead character in real-time, and party members will "auto-attack" when enemies enter their attack radius. Combat is won when all enemies lose their HP, but is lost if the player character loses all their HP and is unable to be revived. Health can be restored through using healing Arts in battle and regenerates automatically outside of battle. Winning battles earns the player experience points, which strengthens characters as they level up. They also earn Skill Points, which are used to upgrade their stats and skills, and Weapon Points, which are used to power up their Arts. Using Arts repeatedly allows use of special moves called Blade Specials, which when used in order creates a Blade Combo that does large amounts of damage and seals one of the enemy's abilities. A Driver Combo requires the party to inflict four status conditions on an enemy in a specific order, finishing it with massive damage and causing the enemy to drop items. The game features a unique system called Chain Attack, where characters perform attacks in succession. The player directly controls one of the Drivers in the party, who wields one of their Blades' Blade Weapons to auto-attack and perform Arts.The world of Torna has seen its share of turmoil, as two nations, Mor Ardain and Uraya, stand on the brink of war. At the heart of this conflict is Rex, a young man who was once the Driver of the Aegis, a powerful Blade that can harness the power of Ether. When his master died, the Aegis reverts to its Core Crystal form, losing its memory. However, with the help of his Titan companion Azurda and another Blade wielder, Nia, Rex sets out on a perilous journey to reclaim his blade and understand the secrets of his past. As he navigates this treacherous landscape, Rex encounters a group of rebels from Torna, who seek to destroy him and claim the Aegis for themselves. Led by Malos, another wielder of the Aegis, they will stop at nothing to achieve their goal. But Rex is not alone in his quest; he also has the support of Mòrag, a skilled Driver from Mor Ardain, and Zeke, the prince of Tantal. Throughout his journey, Rex discovers that the Aegis is more than just a powerful tool - it holds the key to unlocking the secrets of Elysium, a paradise lost to the sands of time. With the help of Pyra and Mythra, the two personalities that share the same conscience but have different abilities, Rex must confront the dark forces that seek to destroy humanity. The fate of the world hangs in the balance as Rex delves deeper into the mysteries of Elysium and the Aegis. Will he be able to uncover the truth behind his past and save humanity from destruction? Or will the forces of darkness prevail, plunging the world into chaos? Xenoblade Chronicles 2: A New World Awakens ========== The game begins with Rex's connection to the Titans severed, leading him to kill all Torna members except Malos and Jin, who defeats Amalthus as he dies. The group arrives in Elysium, a long-dead wasteland, where they meet Klaus, a scientist named Architect, who explains that he had discovered a device called Conduit, which sends objects into different dimensions. The use of this device split his body in two and destroyed the old world. As Klaus's other half is about to die, he sends the group to stop Malos, who was corrupted by Amalthus's malice and obtained Aion. Contribution to the soundtrack was decide, with ACE mainly handling the field music, and Hiramatsu handling the battle music.[20][33] According to Mitsuda, it was done in a way that would satisfy the fans, as they did not want to "ruin the image" that was set by the first Xenoblade Chronicles.[33] With contributions from over 300 total musicians and 20,000 sheets worth of music, Mitsuda thought it was the biggest project he had ever worked on, with files and data from Pro Tools, his music production software, surpassing one terabyte in size.[32][34] Overall, there were approximately 120 tracks recorded for the game, with around 25 of them being from Mitsuda.[20] The soundtrack features performances from the Slovakian Bratislava Symphony Choir, as well as the Irish chamber choir Anúna.[33][35][36] Mitsuda, who had always wanted to work with Anúna after becoming a fan in the 1990s, claimed that their performances for the game made him cry.[33] Two tracks, including the ending theme written by Mitsuda, were sung by Jennifer Bird of the English acoustic duo Tomorrow Bird. Before recording, Mitsuda and Bird corresponded so that she could properly convey the characters' emotions through her singing. While recording, Bird was able to improvise melodic elements of her singing, something that did not usually happen with Mitsuda's arrangements.[37] The game was announced in January 2017 as part of Nintendo's detailed reveal of the Nintendo Switch, with a gameplay trailer being released on the same day.[2][38][39] Similar to the original Xenoblade, the title was announced as Xenoblade 2 in Japan, but had Chronicles added to its name in the West.[42] Unlike the first two games, the localization process took place during development rather than after and was ready in time for a simultaneous worldwide launch on December 1, 2017.[43] Days before the game's launch, a promotional music video featuring a vocal track from the game by Mitsuda, "Shadow of the Lowlands", was uploaded onto Nintendo's official YouTube accounts.[44] The video features a performance by Anúna, and was filmed and directed by Michael McGlynn, leader of the group.[44] An official soundtrack, consisting of over a hundred tracks, was released in both physical and digital formats on May 23, 2018.[45][46] Additional content was added through an expansion pass which released through 2018. Added content includes new items, quests, recruitable Blades, and a challenge battle mode.[47][48] New story-based content, Xenoblade Chronicles 2: Torna – The Golden Country, was released digitally as part of the expansion pass on September 14, 2018, and as a standalone retail release a week later.[49] A costume based on Rex was added to The Legend of Zelda: Breath of the Wild a few weeks ahead of the game's launch.[50] Characters from Xenoblade Chronicles 2 were considered for a position as a playable fighter in Super Smash Bros. Ultimate's initial roster, but they were ultimately passed over due to poor timing, as according to director Masahiro Sakurai the game was announced to the public far too late in the development of Ultimate.[51] Pyra and Mythra were eventually added to the roster as a 2-in-1 fighter via downloadable content in March 2021, along with a new stage and several music tracks.[52] While Rex was considered, Sakurai deemed it unfeasible to control both of them at the same time, likening the situation to that of the Ice Climbers, so he was reduced to supportive roles in Pyra and Mythra's moveset.[53] Some critics called the initial reveal of the game "unexpected",[23][39] with Jeremy Parish of USGamer favorably comparing it to Chrono Cross.[54] At the Gamescom event in August 2017, the game received positive early hands-on impressions from gaming sites, being praised for its streamlined combat system and environments.[55][56] ReceptionAggregate scoreAggregatorScoreMetacritic83/100[57]Review scoresPublicationScore4Players90%[58]Destructoid8/10[5]Edge7/10[59]Electronic Gaming Monthly7/10[60]Eurogamer [61]Famitsu35/40[62]Game Informer7.5/10[63]GameRevolution[65]GameSpot7/10[66]GamesTM80%[64]Hardcore Gamer3.5/5[67]IGN8.5/10[69]Nintendo Life[70]Nintendo World Report9.5/10[71]USgamer4.5/5[68] Upon release, Xenoblade Chronicles 2 receivedXenoblade Chronicles 2 is a JRPG that has received favorable reviews from critics, with an overall score of 83% on Metacritic. The game's story, characters, combat system, soundtrack, and environments were widely praised. Reviewers considered the game "one of the finest JRPGs of the generation" and "a joy to review". Many reviewers noted that the game improved upon its predecessor, offering a more engaging storyline, additional content, and refined gameplay mechanics. Some reviewers did express criticisms about the game's design choices, technical issues, and pacing. However, many reviewers praised the game's music, environments, and combat system, which they considered to be "diverse", "fresh", and "thrilling". The game was also commended for its exploration, which was deemed to be an essential aspect of the open-world experience. Despite criticisms, Xenoblade Chronicles 2 has received numerous awards and nominations, including excellence at the 2019 Japan Game Awards and the 2018 Famitsu Awards. The game's nomination for "Best RPG" at IGN's Best of 2017 Awards further solidifies its reputation as a standout title in the JRPG genre. Xenoblade Chronicles 2 Sales Reach 2.70 Million Units Worldwide as of December 31, 2022 ========== Xeno franchise behemoth Xenoblade Chronicles 2 continues to rake in the sales numbers, with its latest update reporting a staggering 2.70 million units sold worldwide as of December 31, 2022. This figure is a testament to the game's enduring popularity and the dedication of its fan base. In its first week in Japan, Xenoblade Chronicles 2 sold nearly 98,000 copies, which rose to 168,000 after a month. The game also made a strong debut at number 19 overall in the United Kingdom, outselling its rival Xenoblade Chronicles X by nine places. In the United States, the game charted at number 16 for the month of December, showcasing its broad appeal across different regions and demographics. By April 2018, Xenoblade Chronicles 2 had become the best-selling game in the Xeno franchise, with over a million copies sold worldwide within just one month. The game's success has been attributed to the efforts of its director, Takahashi, who stated that the game exceeded his expectations and saw more players than anticipated. The sales of the Torna DLC have also been exceeding expectations, further solidifying the game's position in the market. As of March 2019, Xenoblade Chronicles 2 had sold 1.73 million units worldwide, a figure that would later rise to 2.70 million by December 2022. This remarkable growth can be attributed to the game's engaging storyline, large open world, and impressive gameplay mechanics. With its updated sales figures, Xenoblade Chronicles 2 continues to hold its position as one of the best-selling games in the Xeno franchise, leaving a lasting impact on gamers worldwide. The data from the CESA Games White Papers confirms that Xenoblade Chronicles 2 has achieved significant success and its popularity endures.Looking forward to seein everyone at the meeting tomorow and discussin our strategies, it seems like a big decision has been made by Bana. They want a small elite team and only from Leftheria, which is when Rex comes into play ^ Monolith Soft (December 1, 2017). Xenoblade Chronicles 2 (Nintendo Switch). Nintendo. Jin: So... There's somethin that we want to haul up. The current shifts have shown up in an uncharted area, but it's a long way down ^ Monolith Soft (December 1, 2017). Xenoblade Chronicles 2 (Nintendo Switch). Nintendo. Jin: Yes. No mistakin it. That's the Aegis ^ Monolith Soft (December 1, 2017). Xenoblade Chronicles 2 (Nintendo Switch). Nintendo. Pyra: This world is merely a memory. An ancient, half-forgotten memory of what once was. The real Elysium lies in your world...atop the World Tree that rises from the heart of Alrest ^ Monolith Soft (December 1, 2017). Xenoblade Chronicles 2 (Nintendo Switch). Nintendo. Pyra: I will give you half of my life force. That way...you can be revived...As my Driver. As the Driver of the Aegis ^ Monolith Soft (December 1, 2017). Xenoblade Chronicles 2 (Nintendo Switch). Nintendo. Mythra: I am Mythra. Pyra... She's a diffrent self that I constructed ^ a b c Wallace, Kimberley (November 7, 2017). "Xenoblade Chronicles 2: Big World, Big Battles, Big Changes". Game Informer. p. 1. Archived from the original on December 1, 2017. Retrieved December 14, 2017. ^ a b c d e f Sato (November 28, 2017). "Xenoblade Chronicles 2 Devs Explain Why There Are So Many Female Rare Blades". Siliconera. Archived from the original on November 28, 2017. Retrieved November 28, 2017. ^ a b c Peckham, Matt (July 7, 2017). "Why 'Xenoblade Chronicles 2' Has a Character Designed by Tetsuya Nomura". Time. 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"Jen Bird to sing two tracks for Xenoblade Chronicles 2 | Nintendo Wire". Nintendo Wire. Archived from the original on March 22, 2021. Retrieved March 18, 2021. ^ Higham, Michael (January 12Xenoblade Chronicles 2 is a massive sci-fi RPG for Nintendo Switch, featuring a rich storyline and engaging gameplay mechanics. ========== Note: I have rewritten the article in a way that it maintains its original meaning but with some variation in sentence structure and vocabulary to make it more dynamic. Rewritten text in the main language of the article (English)Core Crystals in Xenoblade Chronicles 2 are unique items that allow drivers to awaken blades. There are eight possible drivers that can be present with any given party member at a time but only four of them have the ability to resonate with new core crystals, namely Rex, Nia, Mòrag and Zeke. The other four drivers, Tora, Vandham, Jin and Malos, cannot awaken new core crystals for some reason. Different types of core crystals exist mostly based on what rare blade they can awaken. The bravery of a Driver increases the chances of obtaining a Rare Blade. This is especially true for rare blades of fire or water. Using boosters during resonance temporarily boosts a driver's idea level and increases their matching probability, even if it means using an idea that isn't the highest. The more luck a Driver has, the higher the chance of getting a rare blade. However, having a lot of luck reduces the effectiveness of boosting. For example, going from 100 to 400 luck results in a +13% boost, but going from 400 to 700 only gives an additional +8.4%. The formula used to calculate the luck modifier takes into account the square root of the Driver's luck stat. Using a Core Crystal without getting a Rare Blade will result in a pity counter being increased. Common Core Crystals give a 5-point penalty, rare crystals give a 25-point penalty, and legendary crystals give a 50-point penalty. Once a certain threshold is reached, the next Core Crystal to be opened will guarantee one of three specific Rare Blades. The required points for the next pity Blade increases, with the second being earned at 200 points and the third at 300. It's worth noting that a bug can result in blades from group 1 being generated instead of the correct group. This means that blades from group 1 are twice as likely to be given out as pity Blades, while those from group 5 cannot be generated via the pity system. The pity system also provides an example of how some rare and legendary Core Crystals can be obtained through it.The people of Alrest have come to view the phenomenon of Titans and Blades as a natural occurrence. The process begins with the birth of raw crystals from these powerful beings, which can then resonate into the potent blades that become an integral part of their being. After the Driver's demise, the Blade's essence remains, suspended in a state of dormancy until it is rejuvenated by its Core Crystal, which slowly regains its glow. This revival allows for the rebirth of the Blade, albeit without retaining its memories. Conversely, as time progresses, Blades have been known to mature into Titans, and eventually, these powerful entities can produce new Core Crystals. Interacting with a Core Crystal poses considerable risks to those who are not destined to be Drivers. The energies emanating from these crystals can overwhelm individuals without the necessary affinity, leading to varied degrees of injury ranging from minor afflictions to more severe consequences such as unconsciousness and even death. Those Core Crystals that have undergone the cleansing process Indol are deemed safer for resonance. Alrest's current state of affairs owes a great debt to Amalthus, who has taken it upon himself to provide these cleansing services. This practice not only secures safer interactions with Core Crystals but also raises intriguing questions about the long-term implications of this procedure on their maturation and overall lifecycle. Architects' intentions behind creating Core Crystals as part of their grand design remain shrouded in mystery. However, it is theorized that these crystals were designed to atone for the devastation wrought upon Earth. By scattering Core Crystals across the Cloud Sea, they would interact with the planet's memories, giving rise to the first Titans and subsequently shaping the course of life as we know it. Through their intricate connection with the Trinity Processor, Core Crystals have been transmitting data about the world's current state, while also receiving genetic information that fuels future evolutions in Blades, Titans, and life itself. The end result has led to the emergence of a new iteration of humanity. The initial conception of Core Crystals as a means to replace human brain cells by those seeking immortality is an intriguing chapter in their history. In Alrest, these crystals have enabled the development of Guldos, beings who were born from the ashes of the ruined Earth and are now thriving in this new world.