

Download Links

Things you will need:

- the Wii emulator [Dolphin](#)
- a [Xenoblade Chronicles ISO](#)
- this wonderful [toolkit](#) made specifically for ripping this game!

Things you will also need if you want to rip...

- **The background music:** a program that can convert .adx files into .wav files like [ADX converter](#)
- **The models and/or sound effects*:**
 - [QuickBMS](#)
 - a second [BMS script](#) option just in case the one in the toolkit doesn't work for you
 - [Python](#) as well as [this script](#)
 - a program like [BrawlCrate](#) that lets you listen to/view, export, and edit .brsar and .brres files
 - lots of time and patience

*All of the boss' voice lines are within their respective sound effect data, meaning you will need to rip and search through *all of the character data* in order to find them.

If you're just here to get your own copy of the characters' voice lines and/or the soundtrack, I very much recommend you use the download links below instead!

Places to download the XC audio files so you don't have to rip them yourself:

- If you want the character's battle voice lines:
 - Go to the [Sounds Resource](#)!
 - Or you can go to my [Google Drive](#), where I've put all the rips from Sounds Resource together, taken out all the sound effects and untranslated lines, as well as renamed each voice line to be a transcription of what is said in it!
(You can check out my voice line criteria catalog as well if you're interested!)
- If you want the soundtrack, go to [Sitting on Clouds](#)! The official soundtrack that's uploaded there was created by Monolith with the intent of being listened to by itself at full quality, whereas the files in the game were made with the intent of programming them to be loopable (meaning some tracks abruptly cut off in weird spots) and may have lower audio quality.
 - But if you'd also like to have the audio files that aren't included in the OST, you can find them in my [Google Drive](#)!
- If you want audio from certain cutscenes:
 - Go to Helsingium's [two playlists](#) and record or convert the video(s) that has(/have) the dialogue you want!
 - Or if you really want *all* of the audio and/or any of the individual "clean" voice line clips, you can find them on my [Google Drive](#) where I organized all the game's cutscene audio files into folders based on which cutscene they play in!
- If you want all the above, I've grouped everything together right [here](#)!
- If you want the models of the characters and/or their weapons, go to the [Models Resource](#)!

Special Thanks

To [Laenthor](#), who is the reason my rips and knowledge of how to even do them even exist in the first place. His expertise and dedication can't be overstated: everything written here would not have been possible without his invaluable help and hard work, he is the one to thank for making this all happen!

To Laenthor's friend [Meatball132](#), who kindly created and shared his Python scripts for extracting everything from the character data! Without him, the process of unpacking chr.pkb would have forever stayed a mystery.

To [Falo](#), who provided the vast majority of the tools and scripts alongside Forte (who I regretfully don't have a link for), as well as explained how the .pkh files are packed inside static.arc!

To [Eureka Drama X](#), who left a [comment](#) that finally gave Laenthor and I the lead we needed to figure out where the sound effect data was hiding!

To everyone else who made all of the resources and rips in all of the above links possible!

To the Xenoblade Chronicles devs, for making a wonderful game :)

Instructions

Ripping the Character Voice Lines

Note that this rip also includes all of the character voice lines used in the game's "non-cinematic" cutscenes (where you're able to advance the dialogue at your own pace), starting from file "ahx.pkb_2608"!

1. Open Dolphin. (If needed, click "Open" and locate the Xenoblade ISO, exiting the game if it starts running.)
2. Right click on "Xenoblade Chronicles" in the Dolphin window, then click "Properties." Scroll all the way to the very last tab called "Filesystem."
3. Double click on the "ahx" folder, then double click on the language folder of your choice ("en" = English and "jp" = Japanese ; if you want both, you'll have to do them one at a time).
4. Right click on "ahx.pkb", then click "Extract file". Save it inside the "AHX_Audio_Extractor" folder inside of "Xenoblade_Toolkit" (which is itself inside of "Xenoblade_Extract").
5. Repeat step 4 for the "ahx.pkh" file.
6. Close Dolphin and open the AHX_Audio_Extractor folder. Double check to make sure that *both* ahx.pkb *and* ahx.pkh are inside of it.
7. Drag and drop ahx.pkb onto "ahx2wav.exe" and voila!

Reference note

Below are the ranges of which voice lines belong to which party member. From ahx.pkb_2608 on (see note above), the files aren't organized by character anymore.

Shulk: 001 - 360

Reyn: 361 - 704

Fiora: 705 - 1042

Dunban: 1043 - 1375

Sharla: 1376 - 1699

Riki: 1700 - 2035

Melia: 2036 - 2361

Dickson: 2362 - 2456

Mumkhar: 2457 - 2505

Alvis: 2506 - 2607

Ripping the Background Audio

Note that there are some duplicate and/or slight variant versions of tracks plus a few sound effects mixed in here, as well as a few songs that aren't on the OST!

1. Open Dolphin. (If needed, click "Open" and locate the Xenoblade ISO, exiting the game if it starts running.)
2. Right click on "Xenoblade Chronicles" in the Dolphin window, then click "Properties." Scroll all the way to the very last tab called "Filesystem."
3. Right click on "adx.pkb", then click "Extract file". Save it inside the **ADX_Audio_Extractor** folder inside of "Xenoblade_Toolkit" (which is itself inside of "Xenoblade_Extract").
4. Double click on the "lang" folder, then double click on any subfolder.
5. Right click on "static.arc", then click "Extract file". Save it inside the "ARC_Extractor" folder inside of Xenoblade_Toolkit.
6. Close Dolphin and open the ARC_Extractor folder, then double click on "U8Mii.exe." Select the "Unpack" option at the top, then click on the button all the way to the right after "File". Double click on static.arc, then click the "Unpack" button.
7. Open the "static.arc_OUT" folder, then move or copy the "adx.pkh" file into the **ADX_Audio_Extractor** folder.
8. Open the **ADX_Audio_Extractor** folder. Double check to make sure that *both* adx.pkb *and* adx.pkh are inside of it.
9. Drag and drop adx.pkb onto "adXtract2.exe". After it's done extracting everything, move all of the **.adx** files (*not* adx.pkb and adx.pkh) into the "SOUND" folder inside of the "FFmpeg-based-ADX-converter" folder.
10. Open the FFmpeg-based-ADX-converter, then double click on "adx_to_wav.bat" (or "adx_to_flac.bat" if you'd prefer them as .flacs). The converted files will be inside of the "SOUND_raw" folder.

Reference note

Here is a [table](#) I made with all of the info about the sound files inside adx.pkb!

Ripping the Cutscene Audio

Note that the files found here are only for the “cinematic” cutscenes (where you aren’t able to advance the dialogue at your own pace), as well as the “sound effects” and audio for any visions and flashbacks that happen in the middle of “non-cinematic” cutscenes. All of the character voice lines used in the game’s non-cinematic cutscenes can be found in ahx.pkb instead, starting from file “ahx.pkb_2608”. See “Ripping the Character Voice Lines” for instructions on how to get these.

1. (If you’ve previously ripped the OST/BGM, you should first clean out the “SOUND” folder inside of “FFmpeg-based-ADX-converter” [and move the converted audio files out of “SOUND_raw” if you haven’t already] before ripping the cutscene audio.)
2. Open Dolphin. (If needed, click “Open” and locate the Xenoblade ISO, exiting the game if it starts running.)
3. Right click on “Xenoblade Chronicles” in the Dolphin window, then click “Properties.” Scroll all the way to the very last tab called “Filesystem.”
4. Double click on the “ev” folder, then double click on the “realtime” folder.
5. Right click on the language folder of your choice (“en” = English and “jp” = Japanese ; if you want both, you’ll have to do them one at a time), then click “Extract files.” Save them to the “SOUND” folder inside of “FFmpeg-based-ADX-converter.”
6. Close Dolphin and open the FFmpeg-based-ADX-converter folder, then double click on “adx_to_wav.bat” (or “adx_to_flac.bat” if you’d prefer them as .flacs). The converted files will be placed inside of the “SOUND_raw” folder.

Reference note

I've organized all of the cutscene audio (from both ahx.pkb and all of the .adx files in "realtime") into [Google Drive](#) folders based on what cutscene they're meant to play in, as well as put lines that went unused into their own subfolders. You can use that as a reference to know what each line is meant for by searching for the numbers in the name of any file you're interested in, then right clicking on it and choosing either "View details" or "Show file location" to see the name of the folder it's located in!

Ripping Characters' Sound Effects and Models

*Note that these are the sound effects and models for *NPC characters and enemies only*. Area/map models as well as gameplay sound effects (like vision tags breaking and menu navigation noises) aren't stored here.

At the moment Laenthor and I still aren't quite sure where the rest of the sound effects are hiding. (Maybe in snd.pkb? We tried extracting it but it led only to .rsa files that we don't know what to do with and appear to be encrypted.)

Anyway, at the very least there are a few sound effects bundled into adk.pkb! See "Ripping the Background Audio" for instructions on how to extract them!*

1. Open Dolphin. (If needed, click "Open" and locate the Xenoblade ISO, exiting the game if it starts running.)
2. Right click on "Xenoblade Chronicles" in the Dolphin window, then click "Properties." Scroll all the way to the very last tab called "Filesystem."
3. Double click on the "chr" folder, then double click on the language folder of your choice ("en" = English and "jp" = Japanese ; if you want both, you'll have to do them one at a time).
4. Right click on "chr.pkb", then click "Extract file". Save it inside the "QuickBMS_Scripts" folder inside of "Xenoblade_Toolkit" (which is itself inside of "Xenoblade_Extract").
5. Repeat step 4 for the "chr.pkh" file.
6. Close Dolphin and open the QuickBMS_Scripts folder to double-check that both chr.pkb *and* chr.pkh are inside of it.
7. Create two new folders. (The folders can be made anywhere you'd like, just be sure that the place you pick will have enough disk space to hold a *lot* of files!) Move "kyp_extract.py" into one of them.

8. Open Notepad and copy-paste the following into it:

```
for %%f in (*.kyp) do py -3 kyp_extract.py %%f  
  
pause
```

9. Click “File” then “Save **As**”. Type “kyp_extract_bulk.bat” for its file name, then click on the drop-down menu next to “Save as type” and choose “All files (*.*)” so it will save as a .bat file rather than a .txt file. This is your batch .kyp file extractor! Choose the same folder you have kyp_extract.py inside of to save the batch extractor into, then hit “Save”.
10. Run QuickBMS. After it starts, it will want three things one after the other: a .bms script to run, the file you want to run said script on, and a folder to put the extracted files into, in that order. Find the QuickBMS_Scripts folder and choose “pkb_extract_v2.bms” first, then “chr.pkb”, then the folders you created that do **not** have the Python script and batch extractor inside of it. (If that doesn’t work, try again but choose “xenoblade.bms” as your script instead of pkb_extract_v2.)
11. Once the extraction has finished, close QuickBMS and open the folder the data was extracted into. Sort everything by file type, then scroll down until you find the .kyp files and select all of them.
12. Move (or copy-paste instead, if you’d like) all of the .kyp files into the folder you created that **does** have the Python script and batch extractor inside of it.
13. Open the folder you moved the .kyp files into and double click on kyp_extract_bulk.bat to start the extraction process.
14. Once the extraction is done, it should have created a bunch of subfolders.
15. Open BrawlCrate, click on “File”, then “Open **Folder**”. To get access to everything, click on the main folder that contains all of the subfolders. If you know which folder belongs to the character you want to see, you can just type its kyp filename (see the reference note below!) followed by “_kyp” into the “Folder:” text field, then hit Enter twice.

16. Within the character subfolders (which can be opened by clicking on the “+” next to each) are files with folder icons either colored purple for sound effect data, or red for model data. To rip a file, right click on it and choose “Export”.
17. To listen to the audio: click on a purple folder, then double click on the first row in the table that appears on the right (it should say “RBNK” under “Type”).
!!!Note that most of these characters’ first audio files are the same test track which is a very loud noise! When the audio player says an audio file has a length of “00:00.00 / 00:00.00” just skip past it!!! The volume of the playback can be adjusted with the slider on the right, and the full selection of audio files for that character can be found in the box on the bottom left (the files are named “Audio[<number>]”).
18. To view the models and textures: the red folders have subfolders which contain the model and textures. Textures can be viewed by clicking on the green folders inside of the “Textures (NW4R)” folder. Models can be viewed by right clicking on the gray folder inside of the “3D Models (NW4R)” folder, then clicking “Preview”. (If you can’t see the model, try zooming out!) The boxes/tabs on the sides contain more options when clicked on.

(Note: The models’ animation data appears to be stored somewhere other than chr.pkb unfortunately [maybe in the script data?])

Reference notes

[Here's](#) a sheet that shows who's hiding where! If you want more info, including which files contain certain character's animations, see the links below!

According to TCRF user Kayya, the animation data used in cutscenes is stored in the .rev files.

Additionally, Erico from The Cutting Room Floor very graciously took the time to create a script that documents what things correspond to each lengthy string of numbers [here](#), which I've isolated from the other notes that are either incomplete or unfortunately don't seem to match our extractor's naming conventions for the .brres files*, into a text document [here](#) with extra paragraph spacing to make for easier searching!

*If someone is willing to figure out how to convert between the .brres file names listed on TCRF and the ones made by our extractor, that would be extremely appreciated!