Click to verify



Machine Examination 2 is a Side Quest in NieR: Automata that can be obtained from 9S in City Ruins. This quest provides extra EXP, items, and sometimes even weaponry for completing the side tasks. Most of these tasks are available during playthroughs with all characters, but some may require waiting until later due to regional restrictions. Machine Examination 2 Obtained Material Locations9S Shared 05-03, 05-04 06-01, 06-02, 06-03, 06-04, 06-05 07-01, 07-02, 07-03 Machine Village: Pascal Memory Alloy x2 Sturdy Socket x3 Medium Recovery x2 3,000G 1,600 EXP A2 Forest Zone: Canyon Machine Shared Machine Village: Scientist Machine All Three Machine Village: Weird Machine 9S Amusement Park: Game Creator Machine 9S City Ruins: High-speed Machine Shared City Ruins: Emil Elevator Key x1 Lunar Tear x1 1,550 EXP Shared 06-03, 06-04, 06-05 07-01, 07-02, 07-03 Resistance Camp: Resistance Member Shared The Bunker: 16D 2B Machine Village: Weird-talking Machine All Three Machine Village: Resistance Member Shared Machine Village: Pascal 9S 05-03, 05-04 06-01, 06-02, 06-03, 06-04, 06-05 07-01, 07-02, 07-03 City Ruins (Forest Camp): Resistance Supply Trader Shared City Ruins: Operator 60 10,000G 400 EXP Type-4O Lance Shared Forest Zone: 4S 9S 13-03, 13-04 15-01, 15-02, 15-03, 15-04 16-01, 16-03, 16-04 17-01, 17-02 Resistance Camp: Devola A2 & 9S Resistance Camp: Popola A2 & 9S Resistance Camp: Devola Dye x3 Black Pearl x2 Popola's Booze x1 10,000G 1,050 EXP A2 & 9S Desert Zone: Resistance Researcher All Three City Ruins: Resistance Member Shared Resistance Camp: Resistance Member Shared Resistance Camp: Resistance Member A2 & 9S Amusement Park: Receptionist Machine Shared City Ruins: Active Machine Shared Resistance Camp: Resistance Member 9S 13-01, 13-02, 13-03, 13-04 15-01, 15-02, 15-03, 15-04 16-01, 16-03, 16-04 17-01, 17-02 Resistance Camp: Weapons Trader Shared Machine Village: Overprotective Machine 9S Machine Village: Overprotective Machine 9S Machine Village: Overprotective Machine 9S City Ruins: Emil All Three Notes Players have reported being stuck at 98% quest completion after finishing all quests, with no red dots on the Earth-map. This is due to an overlooked quest called Improving Communications, available in CH02_02: Traveling to the Desert, given by the Commander in the Bunker Command room. Players should use Resistance Camp transport to the Bunker immediately after starting the main story mission The Machine Surge to pick up the quest, as it’s easy to miss and must be completed before CH05-02: Goliath Attack. It’s recommended to finish The Wandering Couple and Emil's Memories before triggering Missile Resupply. Starting the main quest before these side quests erases their progress from the Active Quests menu.Family Squabble is a Side Quest in NieR: Automata obtained in Machine Village from Mother Machine which gives extra EXP, items, and occasionally even weaponry for completing any of the side tasks. These quests are accessible and completable after CH05-02: Goliath Attack. The quests can be completed during playthroughs with all characters, but going back to earlier regions may prevent completion until later. To trigger the quest, go to Machine Village from City Ruins access, and you will see the mother and child fight before getting to the ramparts to the village. Find and Defend the Child in the City Ruins Talk to the mother to begin the quest. Travel to City Ruins, near the Desert entrance, and defend the child from hostile machines levels 10-15. After a wave of attacks, talk to it again and it will agree to go home. Escort the Child back home Escort it back, you will be attacked by level 15 (40) enemies. It is best to get their attention and move away from the escorted NPC, so that projectiles don't hit it. Once you reach the mother, they will have a talk and she will confess that disconnecting from the network is very difficult because they misunderstand each other a lot now. Upon completing this side quest you will be rewarded with Broken Battery x3, Medium Recovery x1, Impact Bracer (L) x1, Deadly Heal +3 Chip, 10000 G, and 750 EXP ==========Side Quests in Nier: Automata SIDE QUESTS IN NIER: AUTOMATAThe side quests in Nier: Automata are numerous and varied, offering players a chance to explore the game's world and characters in greater depth. Completing these quests can reward players with extra EXP, items, and even weapons. # Devola's Request Devola requests completing several tasks for her, including visiting the Resistance Camp to sort through various issues. Retrieve Confidential Intel in NieR: Automata to Witness the Harsh Reality of Android Existence. The Assault mission marks a turning point, as the Retrieval of Confidential Intel becomes available. The android at the Resistance Camp asks 2B and 9S to collect plug-in chips, leading them to believe they'll be interacting with humans. However, upon returning, the android thanks them and expresses desire to meet their families soon. There are numerous Nier Automata side quests to complete in addition to the principal missions. These side quests offer additional experience points (EXP) and rewards. The following Nier Automata sub-quests guide will explain how to finish these sub-quests and where to begin, as well as what incentives you'll receive upon conclusion. The Weapon Dealer’s Request: You’ll be seeking materials in the city ruins’ center to repair a broken device that prevents the shopkeeper from producing plugin chips. Be cautious around machines there because they can be hazardous. The Supply Trader’s Request: Contact the vendor at the resistance camp, and they will request assistance in repairing their machine. Bring them the necessary components so that it may work properly again. 11B's Momento: To receive a YoRHa-issue Blade weapon and an increase in melee defense, go to the abandoned factory and retrieve any remaining Momentos from 11B’s body. Improving Communications: The Resistance is having issues communicating with Earth. Fetch materials to the surface and wait for the commander to arrive to complete this objective. Robo Dojo-White Belt: Train with Father Servo in the machine city to increase melee attack effectiveness and gain a weapon attack upgrade chip, as well as small gear and recovery components. Robo Dojo-Brown Belt: Train with Father Servo in the machine city to improve melee defense. Robo Dojo-Black Belt: The Robo Dojo is seeking assistance. Go there and train with Father Servo to increase recovery, gain a broken battery upgrade, and boost ranged attack effectiveness. Robo Dojo-Red and White Belt: Train with Father Servo in the machine city to improve ranged defense and gain a stripped screw, full recovery, and recovery components. Robo Dojo-Red Belt: Obtain Memory Alloy and Powerup Part S by training with Father Servo in the machine city. Sartre’s Melancholy: To get a letter from Sartre and additional rewards, speak with female admirers who have spoken to him at Pascal's Village. ========== You have been tasked by your client, a big sister machine, to locate her little sister machine who is currently in Housing Complex. First, head to the desert and kill the marked machines to earn rewards. You will also need to speak with Jackass to start this quest. Retrieve Confidential Information can be earned by killing more machines. The Pro Program requires you to find three plugins on your map. To complete Resistance Disappearance, speak with a woman in the camp and help her find her friends. Investigate the storage site and play Batman for some time. The Manager's Request Reward can be obtained by finding the music box in the resistance camp and then heading to the amusement park. You will need to protect the clown parade from machines and earn a lot of rewards, including 10,000G and 750 EXP. There is also a girl who has lost her memories and needs your help. You will need to visit three locations marked on your map to help her recover her memories. Investigating Communications can be done by visiting an access point that Jackass gave you. Sorting Trouble requires retrieving items from the storage area after speaking with a resistance member. The Pod Program A120 requires retrieving items from the storage area as well. Stamp Collecting Reward can be obtained by completing a stamp card at the amusement park. Finally, Family Squabble Reward and Machine Examination 1 Reward require you to speak with Mother Machine and find the missing child in the city ruins. You will need to repair an access point for Operator 60 and also go on a treasure hunt in the castle to earn more rewards.The Weird-talking Machine and its Animal Care Quest ========== To complete this quest for the Weird-talking Machine, you need to find a cure for a sick moose. The cure is located in a journal in the northeast corner of a mall before entering the Forest Zone. Turf War with Anemone's Herd ========== Next, you'll receive a quest from Anemone, who needs help dealing with a herd of animals that invaded its land. You can find them at the marked campsite and complete the quest by defeating the enemies. Rewards for Turf War ---------- Completing this quest will reward you with: * Animal Bait x5 * Auto-Heal +5 Chip * 10,000G * 1,750 Exp * Full Recovery x1 * Records of Bestial Machine Archive Anemone's Past Quest ---------- You'll also receive rewards for completing Anemone's past quest, including: * Powerup Part S x1 * Simple Gadget x5 * 10,000G * 430 Exp * Data Chip A, Data Chip B, and more Present Reward ---------- Speaking with 60 will give you a Present that contains the Desert Rose sparkly item. Rewards for Present ---------- Completing this quest will reward you with: * Amber x4 * Type-40 Sword * 5,000G * 800 Exp Read 60's Email ---------- Reading 60's email is required to complete the present quest. Culinary Researcher Quest ---------- You'll need to kill a boar and moose, then loot their meat. Go back to the Resistance Supply Trader to complete this quest. Rewards for Culinary Researcher ---------- Completing this quest will reward you with: * Large Recovery x2 * Melee Attack Up (L) x2 * Melee Defense Up (L) x2 * Ranged Attack Up (L) x2 * Ranged Defense Up (L) x2 * 5,000G * 600 Exp Amnesia Quest ---------- You'll need to talk to the Resistance Member in the city ruins and investigate thoroughly to complete this quest. Rewards for Amnesia ---------- Completing this quest will reward you with: * Tanning Agent x5 * Ranged Attack Up (L) * Offensive Heal +3 Chip * Melee Attack Up (L) * Pod Program: A090: Wire * 5,000G * 1,300 Exp Data Analysis Freak Quest ---------- You'll need to upload data from the terminal and wait for Operator 210's response. Rewards for Data Analysis Freak ---------- Completing this quest will reward you with: * Tech Manual x3 * Medium Recovery x2 * 3,000G * 1,150 Exp Data Analysis Freak 2 Quest ---------- You'll receive an email from Operator 210 after completing the previous side quest. Rewards for Data Analysis Freak 2 ---------- Completing this quest will reward you with: * Type-4O Blade * Pod Program: A110: Slow * Black Pearl x4 * 5,000G * 1,430 Exp Lord of the Valley Quest ---------- You'll receive a quest in the Forest Zone to deal with machines and come back to Machine Lifeform. Rewards for Lord of the Valley ---------- Completing this quest will reward you with: * Vengeance +3 Chip * Clean Nut x6 * Memory Alloy x4 * Last Stand +3 Chip * Taunt Up +3 Chip * 5,000G * 1,500 Exp Vanquish the Bad Bot Quest ---------- You'll find this quest in the Machine Village and need to defeat an enhanced machine that's killing children. Rewards for Vanquish the Bad Bot ---------- Completing this quest will reward you with: * Memory Alloy x2 * Sturdy Socket x3 * Medium Recovery x2 * 3,000G * 1,600 Exp Play With Us Quest ---------- You'll find this quest in the Machine Village and need to collect Toys for children from an amusement park. Rewards for Play With Us ---------- Completing this quest will reward you with: * Plant Seed x5 * Silver Ore x5 * 3,000G * 2,000 Exp Storage Element Reward ---------- You'll need to find a part from the abandoned factory in the Machine Village to heal a child. Rewards for Storage Element ---------- Completing this quest will reward you with: * Full Recovery x1 * Meteorite x1 * Moldavite x2 * Dye x3 * 10,000G * 2,000 Exp Idiot Savant Quest ---------- You'll find this quest in the Machine Village and need to hack a child machine. Rewards for Idiot Savant ---------- Completing this quest will reward you with: * Hijack Boost +6 Chip * Machine Head x2 * Machine Torso x2 * Machine Leg x2 * Machine Arm x2 * Machine Core x1 * 10,000G * 1,300 Exp Game Development Machine Level 1 Reward ---------- A machine in the Amusement Park needs Tri-color cable to create a game. Rewards for Game Development Machine Level 1 ---------- Completing this quest will reward you with: * Rusted Clump x5 * Melee Attack Up (L) x1 * Small Gear x3 * Ranged Attack Up (L) x1 * Medium Recovery x1 * 5,000G * 1,300 Exp Game Development Machine Level 2 Reward ---------- A machine in the Amusement Park requires the four-color cable to make a more difficult game. Rewards for Game Development Machine Level 2 ---------- Completing this quest will reward you with: * Pristine Cable x3 * Ranged Defense Up (L) x1 * Titanium Alloy x3 * Severed Cable x3 * Large Recovery x1 * Melee Defense Up (L) x1 * 10,000G * 1,430 Exp Game Development Machine Level 3 Reward ---------- A game creator machine in the Amusement Park requires the four-color cable to make a more difficult game. Rewards for Game Development Machine Level 3 ---------- Completing this quest will reward you with: * Rusty Bolt x3 * Memory Alloy x3 ========== After completing the initial two levels of Game Development machine, Game Creator Machine now requires a five-color cable to develop an even harder game. To achieve this, follow Speed Star's guidance and obtain the necessary items. You will find a High-Speed machine in City Ruins that challenges you to a racing competition. Emil needs your assistance in finding Lunar Tears to understand his feelings. He has also asked for your help in destroying his clones found in the abandoned shopping Centre. To gather intel on the Old World, visit Machine Village and complete this task. You will be rewarded with data packets containing information about Nuclear Fission as well as 8,000G. Your mission is to assist the Reconnaissance Squad by gathering intelligence on enemies and providing that information to the Forest Castle's 4S team. This will reward you with valuable equipment, including Titanium Alloy and Elaborate Gadget. Help Devola and Popola gather supplies from an abandoned factory in Resistance Camp. They require certain items for their plans, which you must acquire for them. Additionally, gather Desert Rose for Devola and Popola as they request it. The twins will ask you to collect 5 Tree Saps for their needs. The Heritage of the Past task requires you to find relics from the Old World using a dynamic scanner in the Desert Zone. This will give you 5,000G and other valuable rewards. Help the resistance member locate his comrades by completing this task. You will be rewarded with complex gadgets and other items. In Machine Village, assist the Overprotective machine in rescuing his son from stronger defenses. This will reward you with various equipment and boosts. The Permanent Recluse side quest requires you to rescue the Overprotective machine's son for a third time due to increasingly strong security measures. These two optional quests are available on Route A, offering insights into character relationships and extra dialogues in Route C. They require 9S's hacking capabilities in Route B and are highly recommended. Additionally, complete Data Analysis Freak and Data Analysis Freak 2 to gain better understanding of character behaviors in Route C.The Small GearMelee Attack is a unique upgrade available in the game, which increases melee attack power and ranges from the Small GearMelee Attack Up LRanged Attack Up LMedium Recovery5,000G1,300 EXP Game Dev Machine Lv 2 Amusement Park 3x Pristine Cable3x Severed Cable3x Titanium AlloyLarge Recovery10,000G1,430 EXP. In terms of game development, the Machine can be leveled up to Lv 3 by utilizing various resources such as Rusty Bolt, New Bolt, and Memory Alloy. These components enable access to advanced chips like Hijack Boost +4 Chip, Combust +4 Chip, ChipStun +4 Chip, Heal Drops Up +4 Chip. The total cost for these chips is around 10,000G1,900 EXP Idiot Savant Machine Village 2x Machine Head2x Machine Torso2x Machine Arm2x Machine LegMachine CoreHijack Boost +6 Chip10,000G1,300 EXP. Interestingly, the Recluse variant features Ranged Attack Up SEvade Range Up +3 ChipSmall Recovery3,000G1,300 EXP. Moreover, The Recluse Stays Home Machine Village 2x Machine LegRanged Attack Up LResilience +3 ChipMedium Recovery5,000G1,650 EXP also boasts a unique set of upgrades. Lastly, the Permanent Recluse features Ranged Attack Up LRanged Attack Power Up +3 ChipLarge Recovery10,000G2,000 EXP Data on the Old World Machine Village presents two distinct possibilities based on which item is given to Pascal - either the Nuclear Arms Manual or the Commander.