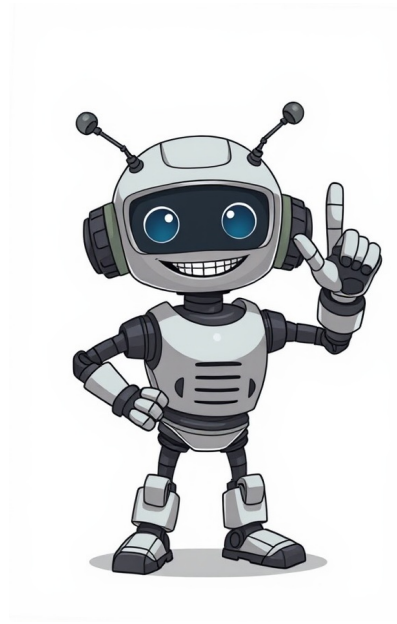


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NieR-Orchestra Concert 12024 - the end of data -NieR Re-in-carnation - Promotional TrailerNieR Replicant ver.1.22474487139... - Teaser Trailer2NieR-Automata The End of YoRHa Edition - Launch TrailerNieR- Automata - 3C3C1D119440927 DLC Launch Trailer Page 2 NieR Replicant ver.1.22474487139... PlayStation 4SteamXbox One PS4/Xbox One;P April 22, 2021WW April 23, 2021Steam: 4 YoRHa is downloadable content for NieR Replicant ver.1.22474487139..., made available alongside the game for free on release. Store Description[] 4 YoRHa is a free downloadable content. Enjoy 4 costumes and 4 weapons from NieR:Automata in NieR Replicant ver.1.22474487139,... "Due to the story of the game, this content may not be playable during some scenes. "The full game (sold separately) is required to use this content. Also, if the latest patch needs to be applied, please update before use. Content[] The DLC includes includes a YoRHa Type-S outfit for both the "Boy" and "Adult" versions of the protagonist, Type-B and A outfits for Kainé, as well as four weapons from NieR:Automata, complete with their own weapon stories. Each of the weapons included can be used during the player's first run. Access to the "Wardrobe" feature will unlock upon downloading the DLC. The wardrobe is only accessible through the main menu under options. While equipped with the DLC outfits, loading screens in the game will be styled after themes from Automata. Trivia[] As downloadable content, none of the featured weapons are required to view all endings. This distinction was previously held by the three weapons introduced in The World of Recycled Vessel (15 Nightmares) DLC (Fool's Embrace, Fool's Lament, and Fool's Accord), but said DLC has been integrated into ver.1.22..., and its weapons have been added to the total count. The YoRHa outfits will remain in the player's inventory after viewing ending D, while the "Kabuki" and "Samurai" attire acquired from the diary will vanish. Should the player choose to uninstall the DLC, any upgrades made on each of the weapons will revert them back to Level 1. Gallery[] Steam Preview[] Costumes[] Weapons[] Loading Screens[] Square Enix will host the NieR series 15th anniversary live stream on April 19 at ...Total worldwide shipments and digital sales for NieR: Automata have exceeded nine million units, Square ...Total worldwide shipments and digital sales for NieR: Automata have exceeded eight million units, Square ... Square Enix and AWR Music Productions have announced "NieR: Orchestra Concert 12024 [the end ...Total worldwide shipments and digital sales for NieR: Automata have exceeded 7.5 million units, Square ...Total worldwide shipments and digital sales for NieR: Automata and NieR Replicant ver.1.22474487139 have exceeded ...Famitsu has published its estimated physical game software and hardware sales data for Japan for ...NieR: Automata Ver1.1a, the TV anime adaptation of the NieR: Automata video game, will begin ...Publisher Square Enix and developers PlatinumGames and Virtuos will release NieR:Automata The End of YoRHa ...Square Enix and Aniplex have announced a TV animation project for its February 2017-released action ...Babylon's Fall will host a collaboration event with the February 2017-released action RPG NieR: Automata ...Square Enix will host the NieR: Automata 5th Anniversary Live Stream on February 23 at ...Publisher Square Enix and developer PlatinumGames will release the promised upgrade patch for the Steam ...Total worldwide shipments and digital sales for NieR: Automata and NieR Replicant ver.1.22474487139 have exceeded ...Fall Guys: Ultimate Knockout will add a NieR: Automata 2B collaboration costume on June 18, ... NieR Replicant ver.1.22474487139... is an action role-playing video game developed by Square Enix and Toylogic, ...NieR: Automata is an action role-playing video game developed by PlatinumGames and published by Square ... Login Not a SQUARE ENIX member? JOIN NOW Why Join? Keep track of your Square Enix games library! Join the discussion on the Square Enix blog! Win free games and other cool stuff! NieR: Automata was released back in 2017 a long-awaited sequel to the cult classic PS3 game NieR, thus expanding on the original universe in the best possible way. And while the original game by Yoko Taro received mixed reviews - the story and the characters, as well as the music, received absolute acclaim, while the graphics and the gameplay were criticized - NieR: Automata became an absolute hit, surpassing all expectations with over 6 million copies sold worldwide. On the fifth anniversary of the game, it was announced that NieR: Automata would be getting an anime adaptation, thus becoming the first installment of Taro's games to receive such recognition. In honor of that, we have decided to revisit the whole franchise and in this article, we are going to tell you how many NieR games there actually are and list them in the proper order. As NieR fans will know, this is a very difficult question to answer, because it all depends on how you perceive the series. Originally, NieR was published for the PS3, with two versions of the same game - NieR Replicant was published in Japan, and NieR Gestalt was published in the West. These two games had the same plot and setting, but the difference was that in the Japanese version, you played as Yonah's older brother, whereas in the Western edition, you played as her father. All the other aspects remained unchanged. On top of that, the original game - using the Japanese characters and with some additions - was remastered in 2021 and published under the title NieR Replicant ver.1.22474487139..., with the number being the square root of 1.5. A sequel to the original game was - against all odds - published in 2017 under the title NieR: Automata and became a massive hit. It was a sequel to NieR but set so far into the future that it was almost a standalone game. A mobile game titled NieR ReIn[c]arnation was also published in 2021 and is set in the same universe, but the chronology and the relation to the main games remain quite unclear. So, what, there's one original game that is actually three games (two original versions and a remaster), a sequel, and a mobile game, right? Well... sort of. As we've said, NieR spun out of the Drakengard series, or, more precisely, Drakengard, whose events lead directly into NieR. Namely, one of Drakengard's endings shows a battle whose consequences create the world seen in NieR, so the events of Drakengard cannot be ignored. This means that in total, there are six main games in the series - Drakengard (three installments), NieR, NieR: Automata, and NieR ReIn[c]arnation - but if you count all the releases, there are three Drakengard games, three versions of the original NieR game, NieR: Automata and NieR ReIn[c]arnation, i.e., a total of eight games. So, now that we have explained everything, let us see the whole universe at a glance (by release date): (Drakengard (2003)) (Drakengard 2 (2005)) NieR (2010) (Drakengard 3 (2013)) NieR: Automata (2017) NieR ReIn[c]arnation (2021) This was a list that only included the main titles, so the three different iterations of NieR are not listed here. The Drakengard games are listed in brackets because they are part of a larger narrative universe, but are not officially part of the smaller NieR universe, which is a spin-off from the main Drakengard storyline. And while it might not look like that, the NieR games are actually all part of a larger narrative universe that started with Drakengard. The NieR games are set in an alternative universe that became a standalone universe after NieR and NieR: Automata. And while some characters from the original game do appear or are mentioned in Automata, and Automata definitely is a sequel to the original game, the stories are set so far apart that you don't actually have to play the original NieR to play Automata, but they are connected. Well, if you want the whole experience, you should definitely start with Drakengard and play until you reach the end where the Giant and the Dragon fight in Tokyo. After that, you can actually skip the rest of the Drakengard games, as they are not really connected to the plot of NieR and you can continue with NieR and NieR: Automata, in that order. As for NieR ReIn[c]arnation, since its place in the timeline has not been determined, you can play it anytime after completing NieR. Since Drakengard 2 and Drakengard 3 don't really form a part of NieR's core storyline, we are not going to list them here. They are great games and we highly recommend them, but they are not part of this article's topic. Drakengard, on the other hand, is, as the events from that game lead to the creation of the world we saw in NieR. The games are going to be listed in chronological order. The story of Drakengard begins when the Castle of the goddess Furiae, sister of Caim, is overrun by troops of the Empire, which the Confederates are desperately trying to repel. During the battle, Caim is seriously injured. However, he manages to break into the castle, intending to drive out the emissaries of the Empire who have entered it. There are five different endings that the player can unlock. Ending 1: After the death of Furiae and the second fight with Inuart, Caim and the dragon choose to head for the capital of the Empire and stop Manah. After a hard fight, they finally manage to free her from the spell of the gods. The sequel Drakengard 2 continues from a similar scenario to the one shown in this ending. Ending 2: After the second fight with Inuart, Caim and the dragon follow the latter who wants to put Furiae in one of the Cocoon's of Rebirth, regardless that this could lead to the end of mankind. Inuart manages to escape Caim and places Furiae's corpse in a cocoon. Furiae is reborn as a hideous monster that instantly kills Inuart. After Furiae is killed again in a dogfight against Caim, the world is invaded by thousands of copies of the monstrous version of Furiae (presumably each hatched from a Cocoon), leading mankind to destruction. Ending 3: After the second fight with Inuart, Caim and the dragon follow the latter who wants to put Furiae in one of the Cocoon's of Rebirth and defeat him. Meanwhile, Caim's Red Dragon transforms into a Chaos Dragon and breaks the pact with him (thus giving him back his voice), and challenges him to a duel. Defeating the dragon, Caim begins to destroy the cocoons, but the world is now invaded by dragons, engaged in the extermination of humanity. Caim throws himself into what is perhaps his last battle. Ending 4: Caim and his companions manage to reach Manah before she kills Furiae. The palace collapses, and Furiae and Inuart die buried under the rubble. Meanwhile, with the death of Manah and thus destroying the instrument of the gods, the world is invaded by dangerous creatures. After Arioeh and Leonard are killed by the monstrous children, Seere decides to stop the Mother Beast by trapping her within Time. As Caim and the dragon are killed by the monster children, Seere pleads for Manah's forgiveness and releases all time imprisoned within him. Seere is forever stranded in time and space with the Mother Beast, but his sacrifice saves humanity. Ending 5: Caim and the dragon decide not to sacrifice Seere and throw themselves against the Mother Beast, with which they are absorbed in a space-time distortion. They find themselves in modern Tokyo, which the dragon assumes to be the land of the gods. The two begin battle against the Mother Beast; defeated the monster, Caim and the dragon are immediately killed by the rockets of a Japanese air force fighter. The dragon's charred corpse remains impaled on Tokyo Tower. From this ending on, the story continues the story in NieR. The plot is set 1300 years after the fifth Drakengard ending and focuses on a man named Nier (whose name, however, can be customized by the player, and who is either a young man or a middle-aged man, depending on the version) intent on seeking a cure for his younger sister or daughter Yonah (again, depending on the version), affected by the terrible disease of the Black Scrawl which decimates entire villages and is apparently incurable. The population is reduced to the bone and people always need a hand, also due to the constant attacks of shadow monsters known as Shades; therefore Nier often offers himself as a worker to be able to obtain treatment that will alleviate his daughter's pain. One day Nier discovers that Yonah has ventured out of the village in search of the Lunar Tear, an imaginary flower capable of granting any wish. After a short time, he manages to find her in the Lost Sanctuary where at the same time he meets Grimoire Weiss, a bizarre and know-it-all talking tome who, after being freed from a spell, offers to help Nier in his mission. Weiss is in fact able to cure the Black Scrawl by obtaining the Sealed Verses and defeating the Grimoire Noir, his dark counterpart allied with the Shadow Lord, the cause of the presence of the Shades and the Black Scrawl in the world. Accompanying him on his journey will also be Kainé, a young warrior who dresses and expresses himself in a promiscuous way, and Emil, a sensitive boy with the power to petrify anything simply by looking at it. Almost all the main bosses have names of famous characters from fantasy and fairy tales (Hook, Hansel & Gretel, Geppetto...). In addition to the main plot, Nier includes numerous secondary quests that are rewarded with experience or money if completed, in addition to quests there are hobbies such as fishing or farming. Some of the side quests are required to unlock the additional endings, which together complete the NieR story. These are: Ending A: Finish the game normally until the credits sequence. Ending B: At the end of the credits of the first phase, continue with the last saved game. The story will begin late in the initial plot and will include new scenes and dialogues throughout the adventure. Additionally, all weapons, items, and texts will be retained. Ending C: Like Ending B, the story will begin late in the plot. To achieve this ending, it is only necessary to complete A, and B and get the "Weapons Collector" trophy that is obtained by getting 100% of the weapons in the video game. Fulfilling this requirement, at the end of the plot an election will be presented that will decide the future of the main characters. Final D: Obtaining this outcome consists of making the choice opposite to Final C. When making this choice, the system will alert us several times that it will completely eliminate the saved games from our platform, therefore it is recommended only after viewing the previous outcomes. The year 11,945 is when NieR: Automata begins. Alien beings invaded the earth with an army of machines and have since destroyed all humanoid life. The surviving part of humanity retreats to the moon and organizes the resistance from there. A space station in Earth orbit ("Bunker") is the base of the androids called "YoRHa", which were developed to fight in a proxy war for humans against machines. The androids are strictly forbidden to have real names or to have real feelings, which fundamentally distinguishes them from humans. NieR: Automata begins during the 14th Machine War with the story of a YoRHa android with the identifier 2B and her companion 9S. Both droids are tasked with finding and destroying a Goliath-class machine being. The search starts in a former weapons factory of the people, which has been used by the machines as their own factory since it was taken over. During the fight with the Goliath, 9S is severely wounded. With the help of 9S' reconnaissance aircraft, 2B then succeeds in defeating the Goliath. As Goliaths continue to appear, 2B and 9S are forced to initiate self-destruct, eliminating not just themselves but also all enemy units. Data from 2B had previously been uploaded by 9S to the past of some characters in the game. Well, as for now, there are no plans for any future games, but knowing Yoko Taro - this means nothing. The original NieR game was a commercial failure that became a cult classic and years later, we saw the publication of NieR: Automata, as well as the mobile game NieR ReIn[c]arnation. On top of that, even an anime was produced, which was a brilliantly unexpected surprise. So, with all of these facts in mind, we cannot rule out another NieR game in the future if Yoko Taro comes up with a new story idea, but we don't know when it could happen. Please enter your birth date to continue: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 January February March April May June July August September October November December 1900 1901 1902 1903 1904 1905 1906 1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944 1945 1946 1947 1948 1949 1950 1951 1952 1953 1954 1955 1956 1957 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968 1969 1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 This data is for verification purposes only and will not be stored. Your preferences are configured to warn you about this kind of mature content. Edit Preferences The NieR series is truly one of the most unusual but unmissable gaming experiences. What started as a cult following for the eccentricity of Yoko Taro has developed into a huge army of passionate fans. NieR Automata was the catalyst for this, propelling the series to a new level of popularity with a whopping five and a half million sales and counting. This success was well deserved, as NieR Automata's story, soundtrack and characters undoubtedly made it one of the games of the generation. The more recent release of NieR Replicant ver 1.22474487139 has provided an opportunity to revisit the world. This remake is welcome to new and old players alike, with many able to experience the original for the very first time. However, if you're a first-timer it may be tricky to wrap your head around the growing number of similarly-named titles. Here, we'll briefly explain each NieR game along with the recommended play order and some of the other most common questions about the series. Which game is which? Drakengard 1-3 Released: 2003, 2005, 2013 Platform(s): Various Drakengard was the series preceding NieR, also created by Yoko Taro. Its dark and unusual themes were undermined by lacklustre gameplay, and whilst the series achieved some decent success in Japan it never quite took off in the West and has aged badly. I've only mentioned Drakengard as you'll likely see them referenced in NieR discussions. The most important thing to note is that you don't need to bother with Drakengard to play NieR. It's actually better if you stay away from plot summaries. Drakengard is set in an alternate dimension to NieR, and generally stays apart from it. The timeline of NieR follows from one particular ending of the first Drakengard, but its sequels remain unconnected to NieR. If you ever come across the terms Drag-On Dragon or DOD in reference to NieR, this is simply the Japanese name for Drakengard. NieR Released: 2010 Platform(s): PS3, Xbox 360 The first game in the NieR series is technically a sequel to the first Drakengard, which had five endings with the fifth ultimately spawning NieR's plot. In a nutshell, NieR tells the tale of a father searching for a cure to his sick daughter's disease. This takes place in a fantasy setting and features an impressive cast that is modest in size but full of personality. Now over a decade old, NieR has been supplanted and remade. The original NieR garnished mixed reviews, with the clunky gameplay falling short of the extraordinary music and mind-boggling plot. Even then it amassed a far stronger player response, with its 68 Metascore significantly bettered by its 8.7 user score. Though I've only briefly touched on the story, it's fair to say NieR is an example of what video games can achieve better than any other media. Few stories are as daring in their execution, demanding a lot of the player in more ways than one, but eventually leaving them equal part perplexed and moved. NieR Replicant (Japan release) Released: 2010 Platform(s): PS4, Xbox One, PC NieR Automata is a distant sequel to NieR Replicant, which can be played independently. On balance I'd recommend NieR Replicant first, but some of the plot twists will land better without the prior knowledge. This is a judgement call I'll discuss in a bit more detail below. This time around, the main characters are androids known as 2B and 9S. They lead a compelling narrative packed with philosophical references and questions. I found myself reminded of the PS1 classic Xenogears, though the gameplay could hardly be more different. The fast-paced action combat was far better received than the original 2010 NieR releases, which inspired NieR Replicant ver 1.22474487139 to largely follow suit. The music here is on another level, with a jaw-dropping soundtrack that scooped the award for Best Musical Score at the 2017 Game Awards. Again, there are multiple endings and a bit of replaying to do, but you're truly selling yourself short by missing out on any of the content. NieR Automata is simply one of the best games on the PS4. It'll coerce just about every emotion out of you, and probably leave you questioning the meaning of life by the end. RELATED: The best RPG soundtracks of the generation NieR Reincarnation Released: 2021 in Japan (English version TBA) Platform(s): Android, iOS The next tale in the NieR series is something different altogether, developed by another studio with a huge gameplay switch to a turn-based battle system. It follows the Girl of Light through an eerie realm known as the Cage, unlocking snippets of the past as she travels with a ghostly companion known as Mama. The trailers and footage certainly appear to capture the trademark dark tone of the NieR series, but honestly I'm not sure about this one. I can certainly live with the turn-based combat (granted, I do love a turn-based RPG), but characters being obtained by a 'gacha' mechanic is always cause for scepticism. Still, it's got NieR in the title. It's unclear exactly how much it connects to the rest of the series, but we'll see how it turns out when we get an English edition. What is the best play order for the NieR series? NieR Automata is a distant sequel to NieR Replicant, so I would suggest playing NieR Replicant ver 1.22474487139 as your first game. The popularity of NieR Automata has meant that many played this without first playing NieR or NieR Replicant, and NieR Automata does contain some spoilers for the earlier game. This actually works both ways - playing NieR Automata first will spoil important things from NieR Replicant, yet NieR Replicant would actually end up spoiling some of NieR Automata's twists. As such, going for a good old-fashioned chronological approach works best. Neither plot follows conventional rules so it's also worth noting that some of these spoilers may even go over your head. And there's no shame in that, since Yoko Taro purposely omits many details from his stories. Another recommendation - ignore Drakengard altogether. Do not even look into the plot. Start with NieR Replicant, which is specifically designed to be played without full knowledge of the story and premise. After it's blown your mind, read a full plot summary that includes the relevant events of Drakengard (for instance - our spoiler-filled one here). Then move onto NieR Automata. What genre is the NieR series? This is a more complicated question that it sounds. At heart, the NieR games are action RPGs. There is fast, fluid combat with levelling up and side quests. On the other hand, they tend to mix things up a little. Camera shifts to birds-eye and side-scrolling views are commonplace, with shooter and platforming segments also thrown in. This is yet another unusual aspect about the series, which also does its best to pay homage to other games along the way. Among the least subtle are references to Zelda and Resident Evil within NieR. The gameplay variety is a nice touch that keeps the experience fresh and helps make some of the set pieces and boss battles truly memorable. What does the name NieR mean? The odd name of the series actually remains a bit of a mystery. It's long been thought that NieR is simply the name of the protagonist in the original NieR. However, Yoko Taro has confirmed this is not the case. It's something that caught on with fans, and they've ended up rolling with it during interviews. In a translated Tweet here, Taro explained that he keeps telling people the character's name is not NieR but no-one listens to him! With this in mind, what does it actually mean? The closest we've come to a confirmation from Yoko Taro was in another translated interview here where he cryptically stated "It's a curse... maybe I'll elaborate on it another time." So unfortunately, there still isn't an exact answer to this long-standing question.