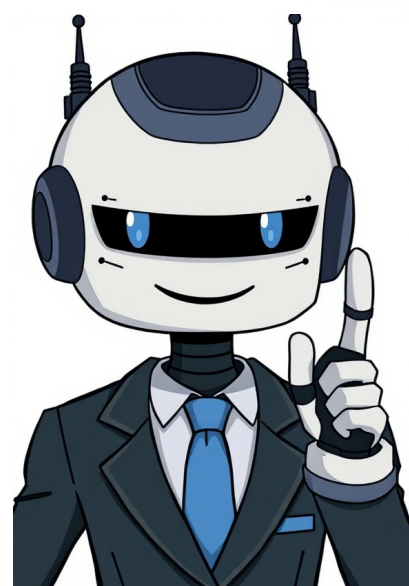


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If you've ever dipped your toe into the Nier/Drakengard games, you know that their plotlines can get...pretty wacky. Technically, all three Drakengard games and both Nier games take place in the same timeline, but spaced thousands of years apart, and with a bunch of alternate timeline wackiness thrown in for good measure. While the ending of 2017's Nier: Automata could easily be read as a definitive conclusion to the whole business, for years, fans have been wildly speculating about where the story could go from here. Could there be a Nier 3? Will there be?! turns out, Nier 3 may already exist. In fact, it may have been released way back in 2021, and in true Yoko Taro fashion, it also may be about to officially disappear forever. Yes, I'm talking about 2021 mobile game Nier: Reincarnation. Credit where it's due: I was first caught up on this theory when I read a Kotaku piece positing this exact thing earlier this year. In the moment, I thought there was no way the connection was as explicit as the article made it sound, but I gave the game a shot and was totally floored. While on its surface, Reincarnation appears to be totally unrelated to the rest of the Nier universe, its most recent updates have started dovetailing pretty heavily with the ending of Nier: Automata, and with the final chapter looming, it's starting to look more and more like Nier: Reincarnation has quietly been the sequel fans were waiting for all along. Even series creator Yoko Taro seems to be suggesting as much:3incarnationan— yokotaro (@yokotaro) February 27, 2024 Warning: I'm about to get real deep into spoilers for Nier: Automata, Nier: Replicant, the recent Nier Orchestra Concert (yes, that's something that can be spoiled), and the current ending of Nier: Reincarnation. If you don't want to know about the endings of all of that, go play Nier: Reincarnation and come back later.You were warned!The Stories So FarSo, to understand what's going on in Reincarnation, we need to recap exactly where Nier Automata and the recent orchestra concert leave the game's heroes. To oversimplify the heck out of the ending of Nier: Automata, the game's true and final ending (Ending E) essentially leaves androids 2B and 9S in a pretty lonely spot. Humanity, which the androids were told lived on the moon and which they were instructed to protect from aliens and machines at all cost, has been completely extinct for thousands of years. The androids, too, are almost all either dead or insane from a logic virus, and basically everyone who knew or helped the main characters (Devola, Popola, Emil, basically all of YoRHa) is dead. Despite all of this, Automata ends on a hopeful note, with Pods 042 and 153 defying orders to destroy all YoRHa data in the hopes that 2B and 9S will be able to reconstruct themselves and create a future for themselves on their own terms. The Nier Orchestra Concert, which I had the pleasure of attending in Chicago earlier this year, adds onto this a bit. It ultimately leaves 2B and 9S in the same place as they were at the end of Automata, but with the added bonus of informing them about the entire plot of Nier: Replicant and giving them some emotional closure with one another as a bonus. So with all that in mind, we come to Nier: Reincarnation. For the last few years, Nier: Reincarnation has seemed, for all intents and purposes, to just be a spin-off game with only vague connections to the Nier and Drakengard universes in the form of some of its subplots. Reincarnation takes place in a mysterious, maze-like location known as The Cage, and follows a number of characters' efforts to reconstruct the plots of various short stories that seem to be stored there as data, all while working through their own respective issues and ultimately coming to new revelations about themselves. The first arc followed a little girl and a monster going through a body swap, and the second arc was about two siblings, Yuzuki and Hina, dealing with parental trauma and ultimately reconciling with one another. All the main characters are guided by mysterious little ghost-like creatures, led by one in particular known as Mama that seems to know more about all of them than she lets on. It's all very weird, and very Yoko Taro, but for the most part it seemed to have very little to do with the Nier universe.Until recently.Fio, the main character of the first arc, runs down a stone pathway in the Cage with Mama in tow.The third and final story arc, The People and the World, brings together all the main characters from the first two arcs as well as all the characters from the stories they pieced back together in The Cage. Together and guided by Mama, the entire group works to stop an attack on The Cage itself that threatens all of them. However, in the most recent few chapters, the group has come together only to learn that The Cage is actually a digital server on the Moon, where humanity's history and data has been preserved. Everyone within The Cage is technically just data, with the exception of Yuzuki and Hina, who are actual human beings pulled out of an alternate reality where the events of Drakengard (the ones that kickstarted the disaster that led to Nier: Replicant and Automata) never even happened. And then we meet a new character: 10H, another YoRHa android who has been protecting the moon and its data this entire time with the assistance of her pod...aka Mama. The most recent chapter ends with 10H sacrificing herself to allow Yuzuki, Hina, Mama, and all the data characters from the Cage to travel to Earth, where an enemy machine force is poised to attack.If all of that sounds absolutely bonkers, I'm totally with you. But the point of it all is that Nier: Reincarnation takes place in the same universe as all the other Nier games, and its characters are on the cusp of smashing right into the middle of whatever it is 2B and 9S are doing. And critically, Reincarnation completely transforms the ending of Automata: humanity may be extinct, but the implication is that the data stored on the moon might hold the possibility of resurrecting them. Hence, "reincarnation." Blammo. Mind blown.3incarnationanWhich brings me back to Taro's tweet from yesterday, which seems to be alluding to this exact thing. Fans were already buzzing earlier this week about what they thought was a Nier 3 tease at the Orchestra Concert, when the word "REPENT" was briefly shown on screen with a 3 in place of the E. This could have been a purely artistic choice, but it does tie in quite nicely with the themes of Reincarnation. Like the concert's plotline, much of Reincarnation's story is heavily focused on repenting for past sins, reflecting heavily on the guilty conscience of humanity writ large and whether or not humans deserved their end.And sure, Taro's "3incarnationan" tweet is misspelled, a little silly, and immediately followed up by a tweet about writing reviews of home appliances. Maybe both of these are nothing! But even if both these teases are just Taro being a goober, it doesn't make Reincarnation's twists into a direct Automata follow-up any less mind-blowing.One of the many stories players can piece together in Nier: ReincarnationSo Nier 3 is already out! It's Nier: Reincarnation! You should play it! If you're hesitant about jumping into a free-to-play mobile game with gacha mechanics, don't be. Reincarnation has been piling on the free currency for players in its final months. I was able to start the game, acquire and level up multiple powerful teams of fighters, and catch up to where the story is now in about ten total hours of play. I paid nothing.And it's a good idea to jump in and try it now, because Reincarnation won't exist forever. Reincarnation's final story chapter comes out on March 28, and will hopefully see all the Nier characters from both Earth and Moon come together for one big final clash of destinies before the real, definitive ending. The game is shutting down on April 29, and won't be available at all after that point. It's a fitting end, given that Nier: Automata asks players to delete their save data at the end of Ending E to help other players complete the challenging credits sequence.After that, it'll be time to stop asking Yoko Taro about Nier 3, and start bothering him about Nier 4.Rebekah Valentine is a senior reporter for IGN. Got a story tip? Send it to valentine@ign.com. NierR-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 OneJP 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 NieRAutomata 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[] NieR is not a long-running series. It's not a big "franchise," either. Instead, it's a self-contained two-part story that comes through outstanding RPG games. Final Fantasy creators Square Enix are Nier publishers. We could say both share similarities, as both series belong to the JRPG genre. However, Nier is a semi-linear action RPG. There's no turn-based combat, as gameplay instead comes through hack & slash mechanics. Either way, Nier, just as much as most of Square Enix's IPs, has a strong focus on storytelling and characters. Nier games are action RPGs. Nier games can be confusing. The name follows storytelling reasons, so if you're not familiar with the series, you may get lost. See, the first game debuted in 2010. The name is simply "Nier," but it's known as "Nier Gestalt" in Japan. Square Enix released an alternative version for Japan a few months later, "Nier Replicant." In Replicant, the titular character is younger. The year in which the story takes place is also different and the relationship between the titular duo. Then comes an indirect sequel, Nier: Automata. It debuted worldwide in 2017 and achieved critical and commercial acclaim. Then, there's a remake Nier: Replicant (the alternative version): Nier Replicant ver.1.22474487139. Lastly, there's a mobile game, NieR Re[in]arnation. That means there're also four NieR games. We're not including the original NieR: Replicant, as it was a Japan-only title we can now enjoy as a remaster. Either way, series creator Yoko Taro imagined Nier as a spin-off or a spiritual successor of the Drakengard series. Yoko Taro and Caia games are also behind Drakengard. So, Nier follows the fifth ending of the older RPG. The setting starts with the Earth in decay, a thousand years after the previous story. Overall, fans praise these games because of the amazing storytelling, mesmerizing music, and engaging gameplay, in that order. The unnamed character changes in NieR: Replicant. NieR debuted in 2010 for PlayStation 3 and Xbox 360. The developers are Cavia, and the publisher is Square Enix. The title follows a protagonist duo trying to find a cure for the Black Scrawl illness. The protagonist has no name, but it's a middle-aged man on the NieR international version (Gestalt). He's Yonah's father, and Yonah has succumbed to the plague. Taking the Grimoire Weiss as a partner (Ja talking book), father and daughter travel together to find a solution. The adventure takes them towards the other characters, Kaine and Emil, allies. Soon, they discover the secret to a remedy lies in understanding the Shades. The Shades are strange beings stalking the decaying world. It's the year 3,465, and humanity survives in small, low-tech villages surrounded by ruins of industrial civilization. The areas in between towns are full of Shades. Many years ago, a Shade attack marked Yonah with the Black Crawl terminal sickness. Their discoveries lead them to the answer. To save Yonah and get rid of the Black Crawl, the heroes must defeat the Shadowlord. The setting delivers a fast-paced action-adventure game with role-playing elements. The player controls the unnamed protagonist with a third-person perspective. Nevertheless, he can swap with the other characters throughout the journey. The world is 3D. Players visit open-ended areas to complete objectives, and they can move freely by running, walking, climbing, and jumping. In some areas, though, the camera turns 2D for platforming segments. There're also battles where the camera pulls up for a birds-eye view and a shoot'em up combat. Otherwise, Nier is a hack & slash. Recurrent enemies include large animals, robots, and Shades. Players can use one-handed or two-handed swords or a spear; they can customize weapons and use skills or magical spells. As an RPG, defeated enemies drop loot and experience points. So, the characters can only obtain magical spells by completing unique battles. Lastly, Nier has both the main quest and side quests in each area. Side quests reward experience points and in-game currency. Needless to say, there're vendors where you can trade gear and other items. Lastly, the game has five endings, and you're free to play over and over to see every story. However, a second playthrough may feel repetitive. NieR: Automata has five main endings. Bayonetta creators Platinum Games created the indirect sequel. NieR: Automata debuted in 2017 for PlayStation 4 and Windows. The setting introduces the Proxy War, a conflict between alien-created machines and human androids. You enter the story as Androids 9S, 2B, and A2, fighting for the human side. The world is This story takes place thousands of years after NieR's fourth ending, which we could say is the "canon" ending. Also, it becomes clear that NieR takes place in an alternate timeline within the Drakengard series. So, in the year 11,945, two androids without apparent emotions have the mission of driving back the Machines. Soon, the story takes the Androids to the prime antagonists, Adam and Eve, twin controllers of the Machine Network. However, unlocking the entire story and the true ending means playing the game various times. Each playthrough may reveal a new ending. There're 26 endings and epilogue, but most of them are jokes or spoofs. Still, you need to unlock four endings to see the "true" closure as the fifth ending. For instance, the first and second playthroughs happen through the points of view of 9S and 2B. The third playthrough begins elsewhere, after the titular Androids found a "Glitch" in the Network. It opens up a new plot where your decisions ultimately decide the world's fate. Like the previous game, Nier: Automata is an ARPG. Players control the Androids across an open world and a lengthy storyline. Players can summon wild animals to ride or pilot flying mechs into battle. There're also platforming segments, side-scrolling parts, and shoot 'em-up situations. Elsewhere, it's a hack & slash title. Players can use fast attacks, heavy attacks, dodge, and counterattacks. There's also a support Pod flying robot. It can develop a variety of defensive and offensive skills to help you. There're also side quests from NPCs all around the world. They reward XP and currency you can use to buy swords, bracers, and spears. As players level up, they increase their defenses, health, attack power, and other perks. The player customization comes via Chips, items you can install into the characters to improve and add attributes. Then, the number of Chips a player can install is limited by the number of slots. The slots increase as the player levels up. Also, you can buy Chips from vendors or as loot from defeated enemies. The Become as Gods Edition is how NieR: Automata reached Microsoft's console. It debuted for Xbox One in 2018. This version is the same as the one on Steam for Windows. It brings six accessories apparel DLCs= players can use: Machine Mask Accessory Retro Grey Pod skin Grimoire Weiss Pod skin Retro Red Pod Skin Valve Character Accessory Cardboard Pod Skin Additionally, it bundles the NieR: Automata 3C3C1D119440927 DLC. It's a set of additional sub-quest that reward NieR: Replicant costumes and apparel. The remaster introduces a protagonist that wasn't available in previous international versions. The NieR: Replicant remaster debuted for Xbox One, PlayStation 4, and Windows in 2021. It's also available for Xbox Series via retro-compatibility. As I explained above, it's an enhanced version of the Japanese version. It means the protagonist is not a middle-aged man but a young man. The new hero is Yonah's brother instead of his father. The story is the same nonetheless. But with its modern upgrade, you can enjoy it at 1080p resolution and 60fps. On windows, the game supports 4K resolutions as well. However, the weaker Xbox One can only handle the title at a 720p dynamic resolution (up to 792p). Reincarnation is more of a spin-off title. The latest game in the series debuted for Android and iOS in 2021. it's a mobile RPG by Square Enix and Applibot. It's a simple game that happens in The Cage. You follow The Girl of Light, guided by "Mama," looking for redemption. As the story moves on, you slowly uncover the story about the protagonist, Mama, and the scenario. Gameplay-wise, it's a turn-based mobile RPG with an auto mode. NieR - 2010 NieR: Automata - 2017 NieR: Automata Become as Gods Edition - 2018 Nier Replicant ver.1.22474487139 - 2021 NieR Re[in]arnation - 2021 Drakengard is a JRPG series. The second game, Drakengard 2, debuted in 2006 for PlayStation 2. Even though NieR is a spin-off, there's also a 2010 Drakengard 3 game. Either way, Drakengard 2 tales are places in an unnamed fictional land. The plot takes place in a separate timeline as the first title, and so it follows similar events. The story is about the conflict of two empires for the Seals, magical bindings that kept the dark entities at bay. You can start your Nier experience with NieR: Automata. Even though it's a sequel, it's also a stand-alone experience with a story that opens and closes on itself. If you like Automata, you can then try Nier Replicant ver.1.22474487139. You may love it because of its story quality. Still, you could also not like it because of its repetitive gameplay mechanics. Change country / region 2B (YoRHa No. 2, Type B) A blade...with a quiet volition. An all-purpose battle android deployed as a member of the automated infantry squad, YoRHa. She is equipped with a sword for close-quarters combat, and can attack from range using the "Pod" tactical support system. Members of YoRHa forgo names and are referred to only by their codes. Though regulations forbid them from expressing emotions, each model has its own distinguishing personality, and 2B is comparatively cool, calm, and collected. 9S (YoRHa No. 9, Type S) A soul...and an ephemeral kindness. Though he has the ability to attack, this YoRHa android specializes in research missions and excels in collecting information, mainly by hacking. Within YoRHa, 9S is comparatively varied in his emotional expressions and has a kind personality. A2 (YoRHa Type A, No. 2) A vortex...of the past and hatred. The Type A is a YoRHa prototype model that is no longer in use. She specializes in close-range attacks. She was operated on a trial basis in the process of developing official models such as 2B and 9S. Personality-wise, she has little to say and always acts independently. Pod 042 and Pod 153 These support units are part of every YoRHa soldier's standard equipment. They come installed with various weapons used for long-range combat, and can also aid their owners in traversal. They can display messages coming in from Command, and they are also capable of exchanging information among themselves to devise strategies. 2B is followed by Pod 042, while 9S is accompanied by Pod 153. Commander The leader of the "Bunker," a military base orbiting Earth. She is in charge of all YoRHa units. Her position demands her to be calm and collected at all times, but she seems to worry for the personal safety of 2B and 9S. She also appears to have some kind of history with YoRHa prototype model A2. Operator 60 and Operator 210 Two communications operators permanently stationed at the Bunker. They are mainly in charge of analyzing intel, and relaying orders to the YoRHa units on the planet's surface. They have fairly different personalities, with 60, who's in charge of 2B, being relatively bright and cheerful, whereas 210, in charge of 9S, is always cool and composed. Adam A mysterious young man. He wears glasses and is extremely intelligent. He has a generally calm personality, but does not shy away from excessive force in order to attain his goals. Eve Adam's younger twin. Contrary to Adam, Eve is short-tempered and doesn't like thinking too much. His brother means the world to him. Pascal Despite being a machine lifeform, Pascal is a pacifist and despises any kind of conflict. He is searching for the path to peace, along with other likeminded machine lifeforms. He is very intelligent, and shows a great interest in the history of humanity and machines alike. Devola and Popola A pair of old android models residing at the Resistance camp. They are aware that two identical models went haywire in the distant past, and they've always considered themselves responsible somehow. They are unique androids in that they are capable of consuming alcohol. 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. 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