

Pre-mission monologue with characters taken from existing video games.

Pre-mission monologue with Link (from "The Legend of Zelda: Tears of the Kingdom").

LINK

I have to reach the village to get information about Princess Zelda, but the traveler was right: these fishmen are strange. Their weapons and the color of their skin are reminiscent of the miasma. They have been contaminated in some way. I had no choice but to fight them. Continuing along this road will take us to the village of Ryobo... if they left from there, I must hurry and find out what is going on before more fishmen are transformed by the miasma and become aggressive.

Pre-mission monologue with 2B (from "NieR Automata: The end of YorHa edition").

2B

*That biomachine was completely dismembered and several components were missing. Pascal was right to call the guilty cannibal biomachines. I followed the few traces left and they matched the coordinates sent by 9S. The cannibal biomachines must be here... but there's nothing. Could I be wrong?
9S, are you sure this is the place? ... 9S, answer me! ...
This explains why these machines have been disappearing into thin air until now: there must be a device that jams the signal and prevents communication.*

Their base is nearby. It will be impossible to take them all on at once... I have to find whatever is jamming the signal, destroy it, and call for reinforcements.