

# NieR:Automata

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# What is Nier Automata? - Description

- The game is a sequel to the Game NieR (Replicant / Gestalt) [Title depends on Region].
- It is an action RPG game developed by Platinum Games and published by Square Enix
- The game's creative director is Yoko Taro
- The game's soundtrack is composed by Keiichi Okabe
- It Released on 3 platforms:
  - PlayStation 4 - February 23rd, 2017
  - PC / Steam - March 7th, 2017
  - Xbox One - June 26th, 2018 (with all DLCs)





# What is Nier Automata? - Overview

- Although the game is a sequel the player does **not** need to know anything about the previous games to understand or follow the story of this game. Any previous knowledge about the game's lore is additive not required.
- This game has 26 Endings (A-Z) 5 of which are “real” endings, and the rest either joke endings or short text readings.
- The game is broken up into 17 total Chapters with 3 playable characters:
  - 2B - Dual Melee Fighting Character (Baseline Character)
  - 9S - Melee & Hacking Character
  - A2 - Similar to 2B but higher risk character



# What is Nier Automata? - The Story

- From the beginning of the game you know that you play an android who's apart of the organization known as YoHRa; a force of military androids created by the Council of Humanity who fled to the moon to combat invading alien forces.
- Your task in the beginning is to simply fight the machines and destroy a Goliah-class weapon from the machines.
- But then you come to realize that the machines created by the aliens are becoming smarter; sentient even and no one knows why.
- The machines even create advanced individuals known as **Adam & Eve** who emulate human behavior and get stronger every time you destroy them.



# What is Nier Automata? - The Story

- As the game continues you start to realize that for some reason the machines that were once simple minded robots try to emulate human behavior and become smarter at doing complex things.
- Eventually you end up finding out that everything you've been doing is pointless. The humans who fled to the moon are gone, the aliens who created the machines have also been long gone, and the machines you've been fighting also have no reason to fight you.
- You've only been fighting them since that was the only thing you knew how to do, and the same went for the machines.

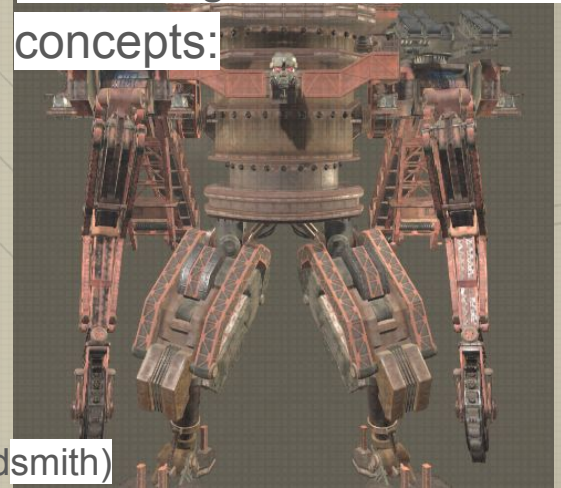
# So why do I like this game?

- From the description of the game it kind of seems boring. You play as an android who's point is to fight pointless machines? For no reason? Then why even play?
  - That is a very good point to think but, the game isn't supposed to be played with a **Good Vs Evil** mindset that many video games follow. There isn't supposed to be a **bad guy** you fight.
- This game is a reflection of the human experience and what it means to be alive. The game is heavily influenced by philosophy.
  - When I mentioned how the machines are acting like humans, I meant that they are emulation human behaviors. Tribalism, selfishness, selflessness, kindness, hatred, etc. They are trying to understand from a machine's point of view (True/False - 0 or 1) how emotions work. Some machines make pseudo-families with mothers, fathers, and sons. Even connecting with one another emotionally to try and figure out what it means to exist. Learning love and fear.



# Philosophical Influence on Game

- This game heavily relies of philosophical concepts. Most of the game's characters are named after famous philosophers or philosophical concepts:
  - Adam & Eve (Christian Figures)
  - Engels (Friedrich Engels)
  - Grün (Karl Theodor Ferdinand Grün)
  - Simone (Simone de Beauvoir)
  - Mozi (墨子) and Zhuangzi (莊子) - Chinese Philosophers
  - Ernst (Ernst Bloch - German Marxist)
  - Friedrich (Friedrich Nietzsche)
  - Masamune (Not Philosophical but reference to Japanese Swordsmith)
  - Pascal (Blaise Pascal - French Philosopher)
  - Marx (Karl Marx)
- A perfect example of the philosophical influence is how the machine's attempt to understand what it means to be alive, and how their tribes represent that idea.



# Machine Existentialism - Forest Kingdom

The forest area of the game homes the Forest Kingdom Machines who've created a medieval monarchy where there was a machine named **Ernst** who eventually grew up, served his lifetime, then passed away due to machine failure. The forest kingdom is hostile to any who comes and they act organized with knights, horsemen, etc.

They represent the organized but strict social system of humanity and other species.



Image Source: [https://assets.vg247.com/current/2016/11/nier\\_automata\\_forest-1.jpg](https://assets.vg247.com/current/2016/11/nier_automata_forest-1.jpg)



# Machine Existentialism - Pascal's Village

Pascal's Village is comprised of machines that do not want to continue that Android on Machine violence and are pacifists. Their leader Pascal created the village as a way to trade materials for survival between the androids.

They represent the civilization aspect of humanity and organization of living beings.



# Machine Existentialism - Theme Park

The theme park is an odd tribe that exists but they are a neutral party that strives to connect others with each other. They're goal is love for everyone and use happy themes to symbolize their happiness.

They represent a “hippy” style portion of society, one that wants peace and harmony between the androids, machines, and other life.



Image Source: <https://i.pinimg.com/originals/4b/fd/99/4bfd99bfadda04117f287547e111ce1a.jpg>



# Machine Existentialism - Industrial Zone

The abandoned industrial zone houses the religious robots who worship the idea of sacrifice as a form of becoming gods. They believe that in order to ascend to godhood they must perform a sacrifice (to others or themselves).

During Chapter 9 (Deranged Religion) the robots try to sacrifice you in order to ascend themselves. At one point they even commit mass suicide thinking they'd ascend.

They represent extremism in religions.



# Machine Existentialism - Desert Zone

The Desert Zone holds the tribal robots which have murderous intent on anything that is not their own kind. They wear tribal armor, carry knives, and wear cloaks.

They represent early tribes in humanity that were not friendly to outsiders. Similar to Sentinelese tribe in the Indian Ocean.





# The real reason I love this game

Although I was expecting an action packed game with fast action I was not prepared to experience a rollercoaster of emotions. I saw a robot that I once fought who became incapacitated and could only see the world; and not move. He said he hated me for what I'd done and he could never forgive me. But as the game went on and all he could do was contemplate by himself. He admitted he only hated me because he was programmed to. After seeing death & growth of nature around him began to forgive me. When I talked to him once more towards the end of the game he told me everything he was thinking: why he thinks he exists, what it means to exist, and learning to understanding forgiveness. Once he told me that he turned himself off forever.

# The real reason I love this game

The music, atmosphere, story, and etc all combine together to make something great. Good paced action with calm in-between parts.





Backup Link: [https://youtu.be/Nla2K\\_iFuzE](https://youtu.be/Nla2K_iFuzE)

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