This document is made for people that have no idea about the blindfolded NieR:Automata run but still want to understand a bit more about what is actually going on.

I will provide some information about every split so you can follow along my runs and hopefully get a bit more interested in the technicalities behind this amazing speedrun :)

Hey guys, with this video, I want to provide a short introduction to the blindfolded Nier Automata speedrun.

Since I will speedrun the game again very soon and I think many of my newer viewers might not know much about the run itself. Thats why I want to provide some information, so that even first time viewers can enjoy this run and be part of the journey with me.

# Introduction

“Nier: Automata is a 2017 action role-playing game developed by PlatinumGames and got very famous due to its wonderful storytelling, beautiful art and extremely memorable soundtrack. It plays in a very fluid way and is set in a half-open world with a hub-area (City Ruins) with different kinds of connected sub-areas (Desert, Forest, …). The protagonist 2B and her partner 9S set out on a journey in order to find out the truth behind the machine war, human civilization and the meaning of life itself. It plays like a classic Action-RPG, there are mainquests, sidequests, Bossfights, LevelUps, etc.

# The Speedrun (include into Route for fluid telling)

To speedrun through this game, many fast techniques and skips have been found by the community. Some of them are listed here:

* **Highjumps**: By chaining various aerial attacks together, we are able to gain a lot of vertical height, which allows us to jump over certain barriers the game places in front of us.
* **Out-of-Bounds:** The speedrun is known for its paper-thin walls. With certain moves like the pod launch or the shortsword heavy attack, we can clip through various walls in the game, allowing us to go out-of-bounds and skipping large chunks of required gameplay**.**
* **DamageGlitch:** For basically every fight in the game, we only use a single move out of our extensive attack moveset, which is a heavy attack after a dash. There is a programming error that increases the damage output but the attack right after a dash by like x5, so even if we are underleveled, we just melt everything with our spinning sword away. To further increase this, we equip two swords at the same time and throw both of them in this matter, effectively doubling this damage once more + using the taunt feature, which lets enemies receive double damage for the tradeoff that they also deal double damage to you. But that is still not all: we also buy tons of buff items that enhance our power even more, making this one attack one of the most broken and powerful moves out of any videogame in history.
* **Blindfolded Setups:** For the blindfolded run of this game, I mostly count the dashes of 2B in order to navigate through the vast world. We have some semi-normalized movement options like backdashes and attacks, which we use for some precise setups. Other than that it is interesting to note that I dont use beatcounting basically at all in this run, in fact I have to turn the BGM volume down in the beginning of the run as the music overplays many other important audio cues. We also heavily change the custom camera settings, which allows us to change the dynamic camera to a static one. For enemy location we abuse the lock on system of the game.

# The Route

**Prologue:** rather tedious and long introduction/tutorial section with many autoscrollers. Interesting to note are the first instances of skips and out of bounds skips: Right after the first big machine fight: CraneSkip and after the next enemy wave: BridgeSkip (both achieved with precise highjumps)

**Questing:** One of the hardest splits in the run, due to RNG drops in the second sidequest we have to clear. We have to kill enemies for drops, but the drop location is random. I have found a somewhat consistent way to get into the approximate position of the enemies death, but then its random circling around to grab the needed items. If you dont get all 3 items, you have to save, reload and repeat, which costs a lot of time and is the biggest RNG factor in the run (as well as the biggest reset point).

**Desert:** We get some first buff items, equip our second sword for the damage glitch, and travel fairly normally through the desert with some out-of-bounds sections with precise setups. We also fight out first boss: Adam

**AmusementPark:** Amusement Park is pretty straightforward, there used to be a very precise skip, but I routed it out for a safer route recently. Second boss: Simone

**Engels2:** cool use of a deathwarp where we kill ourselves in order to get back to Pascals Village, afterwards the city gets attacked by tricky boss that requires some strange camera setups

**Negotiations:** need to be fast in the beginning for skype glitch (which cancel future calls from the commander); the camera can mess up on the way which is kind of unrecoverable; the boss is basically an autoscroller: we only kill him once for EXP then try to go out-of-bounds for swag

**Forest:** biggest menu in the run, sell lots of stuff and buy buffs, -> I created an algorithm in order to determine orb position in menu, dependend on the previous random enemy drops we might upgrade our sword to “VC3” which is faster and stronger (big RNG), else tricky movement through the forest area

We end with mario kart and forest castle skip, extremely difficult and precise movements that save tons of time and skip basically the entire intended route of the forest quest

**FloodedCity(Grun):** We go to the next boss in the flooded city with an out of bounds clip from the resistance camp, then longest autoscroller in history (15 minutes or so)

**CopiedCity:** right after grun we head to the copied city, with one of the most precise tricks in the entire run. you only have a fex pixels to clip through this wall, but fortunately I found a semi-normalized setup for the blindfolded run.

**Factory(Soshi):** some fancy dialogue skips in the beginning, then we head into a long factory section which plays mostly in 2D, there are mechanical crushers in the level which can RNG kill you in very rare cases (happened in PB)

**Eve(Bossrush):** back to resistance camp and last bossrush (Koshi, Core1, Core2, Eve) tricky camera / sound location setups after Core2 as we need to somehow find our way back to the savepoint without knowing where our camera looks

For the last boss (Eve), we need to change our camera settings again in order to find him in the last phase (enemytracking -> dynamic camera). Time ends on starting the last cutscene.