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Nier ending guide

Edit Weiss sharing, you dumbass! Spoiler Alert - Follow the details of the plan for nier. There are four finishes in NieR RepliCant and NieR Gestalt (NIER), each gradually showing the actual end. To get a full view of the story, all endings must be seen. Finish A and B are achieved by playing twice on a save, but the end of C and D can only be achieved under a certain pre-requirement. Ending [Editing] Edit Source] Nir's duplication is about killing Gestalt Nir. He looks at the Lord's shadow, now he's lost all hope. Nir becomes the amplifier before hitting the final shot for a second. Nir then moves towards Iona. Worried when Uona doesn't answer her calls, Grimmore Weiss will soon use her last strength to speak out after losing her body. He tells Nir that he will wake up when someone says the name of the person they love the most. The selected player is then given to write the names of their characters. Iona arrived properly, gently opening her eyes and seeing her father after five years. Kaina goes there but stops by Nir and asks if she wants to stay with them. He walks past and says he has his own shit to take care of, the scene shifts to Nir and Iona in the village and sits on a hill near their house. Iona is sitting up to a nir and gives her father a lunar tear as they are both lying on the hill. The scene relocates, showing older Iona and Lorde's shadow about grabbing each other hands, then Yonah takes hold and hugs Shadowlord's arm; noting that Gestalt Nir and Iona are reunited. Ending [editing] Ending B starts the same ending as A. After Al-Muthni Nir defeated Gestalt Nir. The scene then changed to Gestalt Nir scrunched up, crying to herself alone in a white vacuum, as she regretted all the hardships she Iona put through. A flashback occurs, with Iona and herself alone in the grocery store. She tells him she is not hungry, while Iona tries to force her to eat something. The scene goes back and pictures of the enemies, which Al-Muthni Nir killed, look at him as he cries for himself. Gestalt Iona, in her youthful form, comes to greet her and thank her for always being there with her, sharing cookies with her father. Emile, who survived the blast, lands in the wilderness. Now just one end, he goes out to search for Nir and Kainé, bouncing and rolling into the distance. Ending [edit] editing source] ending C is the continuation of endings A and B. After Nir beats and kills Shadow Salar, she begins to relapse while Kaina goes to leave. Then he goes into the shape of his shadow and forces Nir to fight him. After Kaine becomes incapacitated, Tyran explains to Nir how he can save her. Either by killing him or I've lost all his existence for him, if the player chooses the first option, Nir will stab Kaina while kissing her, and the door It ends his pain. Tyran tells Nir Kaina Words: Thank you. A lunar tear falls next to a distraught nir. When he looks out the window, he picks her up, then goes home and lives with Iona, and they both live their remaining days before dying of black scrolls. Ending [editing] editing the source] if the player chooses to sacrifice his entire existence for Kainé, the player's data will be erased and everyone forgets that he has ever existed. Nir disappears, while Iona thanks Kaina for rescuing her. A lunar tear falls on the ground, which Kaine will take. When he holds it, he has a flashback and points out that he feels he has found something special. Ending [edit] edit source] In Ending E, told in Grimoire Nier, after the Shadowlord disappeared, a program to reset the entire Replicant system begins its execution in the Forest of Myth, and Kainé goes to destroy it. The forgotten Nir reunites with Kaina, the approximate age when they first met (16 years for Nir's brother, 39 for Nir's father), with Memories recreated when the tree had its first visit to the mythical forest. Trivia [editing] editing source] end A and B are not the real endings, as the end of C and D indicates events directly afterwards, as well as ending with E, which follows the events of ending D in NieR RepliCant. When selecting End D, all data will be erased, even if the file is under a different name. (For example. File 1 is for a character named Nier, and File 2 is named Caim, both will be erased) After the files are erased after ending D, the game does not let you choose the same name for another playthrough. Community content is available under CC-BY-SA unless otherwise noted. Finish guide in Nir: Automata is covered on this page. There are multiple endings to the game, and seeing them all need multiple playthroughs. You will find a guide to achieve each end below. Ending A: Goals for m[A]chines ending with B: Or not to [B]e load clean save from beating the game once and earn an end to A. Play through the game again and complete all the original Quests stories to achieve this end. Finish C: Pointless [C]ode loads up and play through the game for the third time. For the ultimate boss battle, select A2. Note: If the 9s are selected instead, you can quickly get this finish by opening the selection season and selecting Ch. 17-09. Finish D: Finish chil[D]hood during your third game, choose 9s for the ultimate boss battle. During the text section, you will have 2 choices: I will go with you or I will stay. Choosing both results will get this ending, though the contents of each version vary. Note: If A2 is selected instead, you can quickly achieve this ending by opening the selection season and selecting Ch. 17-09. Finish E: [E]nd of yorha after viewing or ending C or D once again (this can be done quickly through the select season, Ch. 17-09), during credits, you have 153 pods to do The data will be evoked. If if After a brief exchange between both pods, you will be aroused once again. Accepting the expression option you wish for them to survive allows you to play mini-shooting games. Complete the mini-game to unlock this ending. Note: Frequent death in the mini-game will eventually cause the player to ask them if they want help (this happens only if you connect to the PSN network, in offline mode you will receive no help and it will be incredibly hard to finish the mini-game.). Accepting assistance will make this sector indescesable. Alert! When you are asked to delete your storage file means, you will lose all progress, this includes other storage files and you will become one of the helpers instead. Warning: When trying to get each finish below, be sure to save first if necessary, as the F end counts through Z as the bad ending and you return to the title screen without saving. End F: Mission [F]ailed [Ch. 01-03_2] After Engels sings 9s on his back, manages to repair his system with permission to run out of time. Finish G: hun[G]ry for knowledge [Ch. 01-01_2] When you control the 9S for the first time, walk to the crane and neglect the mission. Finish H: Too Much Mountain [H]igh [Ch. 05-02] Ignore the command to intercept Goliath's attack on the city and drop the mission. The route from Pascal Village to the amusement park is easy to achieve. Finish me: No [I' m] copied on the team [Ch. 08-01_2] defeating the boss in town, and then walking away from the 9s. Ending with J: Bad [J]udgement [Ch. 09-01_3] when entering the factory and meeting the machines, killing each of them. Ending K: aji wo [K]utta [Ch. 06-01] After giving your report to the commander you will receive an email titled Jackass: Fish. Talking to him in a desert camp to get the empty spotted fish item, which can be found caught on the fish menu. Eat it to get this finish. Finish L: [L]a wolf [Ch. 10-01_3] OR [Ch. 10-03] or exit the resistance camp while it's attacking or dropping the entrance to pascal village when the chief inventory shows up. Note: While you can obtain this end of two different ways, one involves dropping Pascal, the end text always points to abandoning the resistance camp. Ending M: Break ti[M]e [Ch. 14-03] Don't go to pascal village when it's attacked while playing as A2. Running into the back of a resistance camp, factory or amusement park should instead trigger this. Ending N: [N]o Village Man [Ch. 05-01] Destroy any car in pascalNote village: Do you need to destroy machines actively using slides if you attempt that it makes it finished. It also doesn't need to destroy the reeder car, though it can be achieved by attacking through the walls of your house. In short, kill every car waving the flag. Ending O: Just y[O]me and you [Ch. 11-03] instead of acting forward to the ruins of the city, simply run to the factory . Alternatively, in [Ch. 11-04], instead of hacking into 2B when he is dropped by EMP, hacking other YorHa units around him until the mission fails, or simply walking away. Ending P: corru[P]tion [Ch. 11-06] allow 2B to die from the virus. Note: It may be able to be achieved more quickly as to your target marker and stop at/before the bridge leads to commercial facilities, as the percentage of infection jumps until you are near your target because of suspension. Ending Q: [Q]usable measures [Ch. 11-07] go to 2B location near the trading facility. Going to the desert area or returning to the resistance camp will instead begin this end. Ending R: mave[R]ick [Ch. 14-05] Attack the peaceful robots nearby Pascal. Going berserk in the room with Pascal and the children can also trigger this end. End S: City e[S]Cape [Ch. 17-01] When trying to gain access to the tower, drop Popola and Devola after they attempt to protect you. Note: The end of the V can be achieved much faster if saved while trying to get the end of your S after hacking and disable defensive nodes 3, but before approaching the tower. You may also save in the ruins of the city: the reserve center of the mid-battle point area, but with the appeal, as moving too far from the fight (slightly past the access point) will count as an end to the S and you will return to the title screen. End T: Fa[T]Ale error to earn this finish simply delete your operating system chip. Ending U: deb[U]nked [Ch. 06-01] Self-destructive while in the bunker.Note: It could most likely be achieved during any visit to the bunker, but 06-01 choose a quick and easy starting place if you use the season. Finish fifth: Braless[V]ery [Ch. 17-01] when trying to gain access to the tower, fighting alongside Popola and Devola instead of hacking towers (or alternatively just standing there watching). Note: Ending S can be achieved much faster if saved while trying to get the end of your V after hacking and disable defensive nodes 3, but before approaching the tower. You may also save in the ruins of the city: the reserve center of the mid-battle point area, but with the appeal, as moving too far from the fight (slightly past the access point) will count as an end to the S and you will return to the title screen. Ending W: broken [W]ings [Ch. 01-01_1] In the prologue when 2B flies into the factory, let yourself get killed by the giant laser/Die during the prologue in general. Note: You may wish to unequip any healing/defensive chips before using the season to choose to try this end, as you can change the chip during the flight sections and the healing effects may take this end much longer to get. End X: Time to rela[X] [Ch. 11-06] arriving at the trading facility as virus infected 2B, when the game will take you to control A2 Escape instead of help. End Y: Head [Y] Battle Allows Emile to Self-Destruction In From the boss's fight in an attempt at Emile's determination. Warning: Now this is only the lost end, and it can prevent the transcendent income of being a legitimate prize/achievement. Make sure to let Emil self-destruction and not save if you complete the fight without getting this finish, as there is no way to do the fight over. If one wishes to finish and finish the quest, you can save in the wilderness: center to restart the fight after getting the finish faster. End Z: Over [Z]ealous [Ch. 14-01] after leaving the wilderness, when you encounter and rescue Pascal outside the resistance camp, choose to kill him instead of scattering him. He.