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Before the release of the game, developers made it clear that there are plenty of Nier Automata endings. In total, we have found 26 different conclusions to Nier Automata. The following Nier Automata Endings guide is Spoiler-Free and only tells you how to get a certain ending rather than what the ending entails. For more help on NieR Automata, check out our Beauvoir Boss Battle Guide, Adam Boss Battle Guide, Side-Quests Guide, and Eve Boss Battle Guide. NieR Automata Endings Ending A – One Battle Ends Finish the game for the first time. Ending B – Or Not to Be After getting the ending 1, continue the game once again from your current save file. Ending C – Meaningless Code Select A2 in your final boss fight during the third playthrough and say not to POD's request for credits. Ending D – Childhoods End Select 9S in the final boss fight and choose "I'll go with you." Ending E – End of Yorha Continue from ending 3 and 4 in the third playthrough and select 9S or A2 (wait for the credits), accept POD's request and complete the mini game. Ending F – Mission Failed During ending B playthrough, hack the machine with attack units and wait until the time runs out. Ending G – Hungry for Knowledge Get ending A and fail the mission when you see 9S arrive at the crane. Ending H – A Mountain Too High Abandon the missing to fail the mission when the Goliath is in the city. Ending I – No I in Team In the first playthrough, take down the boss in the Copied City but run from 9S. Ending J – Bad Judgement Kill the pastor during chapter 09-01_3. Ending K – aji wo Kutta Eat Mackerel fish at the Desert Camp after meeting with Jackass. Ending L – Lone Wolf Run from the Sphere boss in chapter 10-02. Ending M – Break Time While playing as A2, do not enter Pascal's Village. Ending N – No Man's Village Kill villagers in Pascal's village. Ending O – Just You and Me Run away from the final boss fight during Ending C. Ending P – Corruption Let 2B die during third playthrough C. Ending Q – Questionable Actions Lose 2B as 9S in playthrough C. Ending R – Maverick Take down friendly robots near Pascal in Chapter 14-05. Ending S – City Escape In the playthrough C, run away from Popola and Devola after the tower section begins. Ending T – Fatal Error Get rid of your OS chip. Ending U – Debunked Use self-destruct to blow up the bunker. Ending V – Reckless Bravery In chapter 17-01, fight alongside Popola and Devola. Ending W – Broken Wings Die during the first mission of the game. Ending X – Time to Relax Do not help A2 and 2B meet when they meeting at the commercial center. Ending Y – Heady Battle Make Emil self-destruct during "Emil's Determination" Ending Z – Overzealous Save Pascal and kill her. As advertised, Nier: Automata has a lot of endings. 26 in-fact. Each of the endings correspond to the letter of the alphabet, with a clever name associated with that letter. Every ending is achieved through various decisions you make throughout the game, in addition to unique actions that sometimes require you to be within a third playthrough. With this, there is plenty of replay value that encourages that you start a new game with new objectives, and perhaps a higher difficulty. Below are how you get all the different endings. Ending A: flowers for m[A]chines Complete the game for your first time. Ending B: or not to [B]e Continue from your save file after achieving Ending A. Ending C: meaningless [C]ode During your third playthrough (route C), choose "A2" during the final boss. Then, say "No" to POD's request during the credits. Ending D: chil[D]hood's end During your third playthrough, choose "9S" while engaged in the final battle before selecting "I'll go with you". Ending E: the [E]nd of YoRHa Continuing from endings C and D during a third playthrough, wait for the credits and accept the POD's request with a 'Yes'. An epilogue must then be completed. Ending F: mission [F]ailed During an ending B playthrough simply run out of time with 9S tries to restore his OS. Ending G: hun[G]ry for knowledge After achieving ending A, fail the mission when 9S arrives at the crane area. Ending H: a mountain too [H]igh Flee from the battlefield and fail the mission when the second Goliath is in the city. Ending I: no [I] in team While in Copied City during your first playthrough, defeat the boss, but run away from 9S afterward. Ending J: bad [J]udgment During Chapter 09-01_3 kill the "friendly" machines, including the Pastor. Ending K: aji wo [K]utta Eat the Mackerel fish given to you by Jackass at the Desert Camp. Ending L: [L]one wolf Leave the battle area to fail the mission during the final battle of a route A or B (first or second playthrough) run. Ending M: break ti[M]e Don't enter Pascal's Village to help during a third playthrough (route C) run. Ending N: [N]o man's village Slay villagers in Pascal's Village. Ending O: just y[O]u and me At the beginning of a third playthrough (route C), run away instead of engaging. RELATED: 5 Tips I Wish I Knew Before Starting NieR: Automata Ending P: corru[P]tion Allow 2B to die from the virus during a third playthrough (route C). Ending Q: [Q]uestionable actions Lose 2B as 9S during a third playthrough (route C). Ending R: mave[R]ick Destroy the friendly robots near Pascal in the Abandoned Factory. Ending S: city e[S]cape During a third playthrough (route C), run away from Popola and Devola when the tower hack sequence begins. Ending T: fa[T]al error Remove your OS Chip in the menus. Ending U: deb[U]nked Blow up the Bunker using Self-Destruct. Ending V: reckless bra[V]ery When fighting alongside Devola and Popola, wait until they run out of energy and don't hack the tower. Ending W: broken [W]ings Perish during the very first mission. Ending X: time to rela[X] When A2 and 2B meet at the commercial center, avoid helping 2B. Ending Y: head[Y] battle During "Emil's Determination" (secret boss), make sure Emil self-destructs. Ending Z: over[Z]ealous Kill Pascal after saving her when she is first met. Check Out More NieR: Automata Coverage: NieR: Automata has a total of 26 endings and epilogues. The majority of them are silly joke endings that are not canon to the main story, while others offer a different perspective of the main story. Sometimes you will need to fulfill certain requirements to reach a specific ending, such as fully maxing out every weapon in the game or removing an item from your inventory. You can see multiple endings during one playthrough depending on what you do, but a select number of ending will need you to complete the game at least one time or discover a previous ending to reach them. Here's a complete list of all the endings in the game. Note: When you beat NieR: Automata for the first time, you will get ending A on your save file. Saving the game after you beat it the first time will enable the ability to begin a second playthrough. You get to keep all of your levels, equipment, and inventory; however the levels will be slightly different compared to your first playthrough.The same rules and steps apply to start your third playthrough, which is required for some endings! Your third playthrough will be different than the previous two times in a variety of ways.Here are each of the different endings for Nier Automata. Included are the requirements needed to reach each ending, as well as the prerequisites for specific endings and the order in which they can be obtained. Complete the game for your first time.Continue from your save file after completing ending A.During your third playthrough, choose A2 during the final boss. Then select the dialogue option "No" to POD's request during the end credits.During your third playthrough, pick 9S during the final battle before selecting the dialogue choice "I'll go with you."After completing either C or D's ending, say "Yes" to POD's request, and then complete a mini-game.During the "B" playthrough, hack the machine and wait until all time has been exhausted.Once you successfully complete ending A, fail the mission when 9S arrives at the crane.When the Goliath enters the city, abandon the mission and fail.During your first playthrough, get to Copied City and defeat the boss. Then run away from 9S afterward.Kill the Pastor in Chapter 09-01_3.After speaking to Jackass at the Desert Camp, eat the Mackerel Fish.Run away from the boss in Chapter 10-02.When you're playing as A2, do not enter Pascal's Village.In Pascal's Village, slaughter the villagers.On your third playthrough, run away from the final boss.During your third playthrough, allow 2B to die from the virus.During your third playthrough, lose 2B while playing as 9S.During Chapter 14-05, destroy the robot allies near Pascal.During your third playthrough, run away from Popola and Devola during the tower hack sequence.Remove your operating system chip.Use your self-destruct ability to blow up the bunker.When the Tower Hack Sequence starts in Chapter 17-01, fight alongside Devola and Popola until their energy is drained.Die during the first mission of the game.Avoid helping A2 and 2B at the Commercial Center, when they first meet.Make sure that Emil self-destructs during the mission "Emil's Determination." -- You must have every weapon upgraded to their max capabilitiesMurder Pascal once you save her. Ending A can be obtained by completing the main story line for the first time. You'll be playing mainly as 2B alongside 9S but will get separated at some points of Route A. For a detailed guide on how to get Ending A, visit the Walkthrough page. What is Ending B in NieR Automata? The adversaries and monsters on Route B are largely the same as those on Route A, but you'll be hacking into them to defeat them this time. Some of the foes, like Simone, reveal their inner thoughts when you defeat them. For a detailed guide on how to get Ending B, visit the Walkthrough page. How to get Ending C in NieR Automata? Ending C can be obtained by siding with A2 in the final boss battle. Defeat 9S to get this ending. For a detailed guide on how to get Ending C, visit the Walkthrough page. Who do you play as in Route C NieR Automata? In Route C, you'll be playing as A2 and sometimes 9S. They are two playable characters for this route that will show you their story. You'll have to choose at the end on whose side you'll pick for the final battle. How to get Route D NieR Automata? Ending D can be obtained by siding with 9S in the final boss battle. Defeat A2 to get this ending. For a detailed guide on how to get Ending C, visit the Walkthrough page. What is Ending E in NieR Automata? A dove is perched next to the deactivated A2 who is sitting on the edge of an open window. What happens after Ending E in NieR Automata? Ending E ends with a dove sitting next to A2. This ending also states that YorHa has been destroyed. How long does it take to achieve all Endings in NieR Automata? If you decide to play and rush NieR Automata, you can finish all endings in more or less 62 hours. For a detailed guide on how to complete routes, visit the Walkthrough page. Do the Dialogue Choices matter in NieR Automata? The Dialogue choices you make in NieR Automata have no affect with the outcomes of the story. How long is Each Ending in NieR Automata? If you decide to play and rush NieR Automata, you can finish Endings A, B, and C in more or less 10 hours. For a detailed guide on how to complete routes, visit the Walkthrough page. How to Complete NieR Automata? You must finish Nier: Automata in full in order to acquire all trophies and accomplishments, get all the side missions completed, get all the Pod programs, get every weapon and fully upgrade it, and catch every fish. This entire process will take about 62 hours. How many times do I need to play NieR Automata? Although NieR: Automata requires multiple plays to complete the main story, it is not the longest game available. NieR: Automata is not recognized for being a particularly short game; in order to complete the game, players must complete the main story at least three times. How to get Ending W NieR Automata? In the prologue when 2B flies into the factory, let yourself get killed by the giant laser/Die during the prologue in general. How do I start Route B in NieR Automata? You can immediately start the route to Ending B once you achieve Ending A. How to save 2B in NieR Automata? Don't go inside the Commercial District once you've crossed the bridge there. You will be attacked by two corrupted YoRHa units. While keeping in mind that you are unable to fight, combat them as effectively as you can. You'll see a cut scene as soon as it occurs. A2 shows up and destroys both YoRHa Units. A2 will be asked by 2B to take care of everyone and the future. You can tell she has the infection by looking into her eyes. To keep her safe from the infection, A2 will kill her. We are unaware of no other means to protect 2B from the virus than that. There's a "True Ending" where the player is asked if they want to save YoRHa; if they choose yes, they are then launched into a hacking minigame where they literally fight the credits; after winning that, they are then asked if they want to help other players; if they choose yes, they lose their save data, so I recommend saying no here unless you want to start over; after that, you get a cutscene where the pods are gathering up the androids. The fact that 2B, 9S, and A2 are among the collected android bodies suggests that they intend to restore them. Therefore, they might not stay dead. If you decide to play and rush NieR Automata, you can finish Route A, B, and C in more or less 10 hours. For a detailed guide on how to complete routes, visit the Walkthrough page. How to Start Route B in NieR Automata? You can immediately start Route B after completing Route A. You begin the game with Route B as a machine attempting to revive your brother. The liquid that is nearby and dripping from the pipe should be poured into the pail at the opposite end of the map. The game will change to 9S when you go back to your brother, so be careful to stay away from any pipes or other obstacles and don't jump, lest you trip and spill the bucket of oil. What is ending C in NieR Automata? A2 makes the decision to fight 9S, and with the help of Pod 042, near the end of the fight, she amputates his arm and gains access to his mind. Pod 042 repeatedly cautions A2 throughout his exploration of 9S's mind that the likelihood of eradicating the corruption affecting 9S is, at best, remote. A2 claims to have a plan, but Pod 042, which supports the YoRHa units, firmly cautions against harming them. A2 is impressed by the pod's loyalty. A2 instructs Pod 042 to take care of 9S while she works on one more task after finding the sleeping 9S at the end of the labyrinth. As directed by A2, Pod 042 removes the body of 9S from the scene. It's unclear how he's doing now that the building is gone. A2 approaches the pillar of light as Pod 042 departs with 9S's body and overhears youngsters laughing. She breaks the structure's functionality, bringing about its collapse and bringing her back to the present. A2 announces her impending arrival to "everyone," saying she had no idea how lovely the world was. A2 is killed in the collapse and rubble of the collapsing skyscraper as she extends her hand to the sky. How to get Ending E in NieR Automata? Upon viewing either Ending C or D once more, during the credits, you will be prompted by Pod 153 to perform a data check. If accepted, after a brief exchange between both pods, you will be prompted once more. Accepting the option stating you "wish for them to survive" will allow you to play a shooting minigame. Complete the minigame to unlock this ending. Which Ending is Canon in NieR Automata? It's still unknown which of the Main endings was canon in NieR Automata. But you may find a list of all the available endings below. What is Ending E in NieR Automata? The pods in Ending E reconstruct 2B and 9S's bodies and retrieve their memories from backups. The battle between androids and machines will come to an end if the machine intelligence realizes that fighting is pointless and departs aboard the Ark. There are still some androids in the resistance and a few YoRHa members. Keep in mind that there are no longer any humans alive because they vanished before the aliens even arrived. What is Ending B in NieR Automata? After the battle with Adam, 9S is taken back to Bunker for a total data revamp, but while there, he discovers a bug in the Bunker network. 9S suspends all of 2B's and his data synchronization after developing suspicions and starts looking about. He learns an important fact: YoRHa was founded FIRST, not the Council of Humanity, as previously thought. The Commander runs into him outside and admits that humanity has actually been gone for a very long time and that the Council of Humanity was merely established to keep the androids motivated and give them something to live for. She continues by saying that he can use the knowledge whatever he pleases. After that, 9S travels to Earth to assist 2B in his final conflict with Eve. The difference between this ending from Ending A is, the red girls appear and 9S is the one who says "And so, the final battle with Adam and Eve came to an end. This battle will likely have a great effect on the outcome of the war. 2B and I-our battle will continue for some time to come. But that's another story for another day. How Many Times Do You Have To Complete NieR Automata? To get all of the Main Endings in NieR Automata, you should complete the game at least 3 times to get the main endings. Is there an achievement for beating NieR Automata on Hard? There is no Seperate achievement received from beating the game on Hard Difficulty. How to get Route D NieR Automata? During your third playthrough, choose 9S for the final boss battle. During the text portion, you'll have 2 choices: "I'll go with you" or "I'll stay". Choosing either result obtains this ending, though the contents of each version differ. How many times do you need to beat NieR Automata? To get all of the Main Endings in NieR Automata, you should complete the game at least 3 times to get the main endings. How to get ending X NieR Automata? After reaching the commercial facility as virus-infected 2B, when the game switches you to controlling A2, run away instead of helping. Page 2 YoRHa No.2 Type B (2B) is a Playable Character in NieR: Automata. YoRHa No.2 Type B (2B) is also known as 2B. She is the main protagonist when getting through Route A in the game and is a Member of YoRHa - the automated infantry squad; No. 2 Type B giving her the nickname 2B. The B-type model specializes in close-quarters combat. As the game begins with Route A players will be first introduced to 2B as a playable character alongside other YoRHa units. As the game progresses, other YorHa units are introduced to the story and become playable when their route begins. Emotions are prohibited. YoRHa 2B General Information NieR Automata She is the playable protagonist of Route A. Member of YoRHa - the automated infantry squad. The B-type model specializes in close-quarters combat. Begins the game wielding the Virtuous Contract short sword and the Virtuous Treaty large sword. 2B typically has a cool, calm, and collected personality. Reputable among other androids for being "too serious." At times, she loses her temper. Initiating self-destruct (hold L3+R3) will deal a large amount of damage to both nearby enemies and 2B herself. Additionally, it will get rid of her skirt and, if he is close enough, 9S's shorts. This will not occur if the Dress Module is in effect. Height: 168 cm (with heels), Weight: 148.8 kg. Her three sizes are B:84cm W:56cm H:88 cm. (Taken from the official NieR: Automata World Guide). YoRHa 2B Lore & Trivia Notes NieR Automata The player can attempt to peek up 2B's skirt, but will result in her pushing away the camera. Doing this ten times will unlock the trophy "What Are You Doing?" If you rub the PS4 controller touchpad, she will pat the head of Pod 042. You can remove her visor by wearing the Camouflage Goggles, unlocked after Route C. 2B's official designation is No. 2, Type-E (2E). Type-E ([E]xecutioner) androids are a special class of androids used for the execution of YoRHa members. They take on the appearance of a seemingly innocent unit to maintain constant contact with their target. 2E would take on the 'identity' of a Type-B android, a combat ([B]attle) model, in order to not arouse the suspicion of 9S. Because Type-S models are intelligent, curious models, Command knew that 9S would eventually discover the truth about Project YoRHa and the Council of Humanity. Thus, the Commander issued an order for 2B to kill 9S every time he discovered the truth. 2B eventually accumulates emotional grief from killing 9S numerous times in the past, which could insinuate why she maintains a completely businesslike and distant relationship with 9S. In the TGS 2016 trailer, the characters of NieR: Automata were showcased along with a word/emotion that represents them the most. 2B was represented by 信念—"faith." You can unlock the Revealing Outfit for 2B by clearing arena battles in the Flooded City colosseum from DLC 3C3C1D119440927. This outfit is the exact same one worn by Kainé from the first NieR game. YoRHa 2B Combat NieR Automata 2B is able to carry two different weapons at once. Each weapon type has a light attack combo and a heavy attack combo. The first weapon equipped will always perform its light attack combo, and the second weapon equipped will always perform its heavy attack combo. It's also possible to vary the combo by variating the timing of your button presses (similar to Devil May Cry) and you can perform combination attacks.To perform a combination attack, press triangle during a light attack combo. There's a unique combination attack for every combination of two weapons: Small Sword + Small Sword Small Sword + Large Sword Small Sword + Spear Small Sword + Combat Bracers Large Sword + Large Sword Large Sword + Spear Large Sword + Combat Bracers Spear + Spear Spear + Combat Bracers Combat Bracers + Combat Bracers 2B Attack Features NieR Automata Primary: Basic attack action does decent minimal damage but can be dealt at faster speeds and can vary in damage output depending on the equipped weapon. Heavy Attack: Secondary attack action that deals more damage than the primary attack, but is dealt at lower speeds adding consequences to its higher damage. Aerial Attack: These are stringed combat sequences that are done while 2B is suspended in the air. It allows 2B to remain airborne during the combo. Any aerial attack can also be concluded with a heavy attack to lunge back down. NieR Automata 2B Gameplay 2B Route A Route A begins with 2B, alongside other YoRHa units, attempting to bypass aerial defense systems and land inside the Abandoned Factory to destroy a Goliath unit. While attacking with Flight Units, the game offers tutorials on what your basic attack and evasion does and what buttons apply to said actions. While 6O—2B's assigned Operator—explains their mission, all androids but 2B are wiped out by a laser employed by the machines. 2B then becomes the captain of the mission and is left to fulfill their goal by herself. As 2B weaves her way through various tunnels, she eventually crashes into a large room. She is then allowed to access her swords and Pod 042 and perform both melee and ranged attacks from the ground. After she defeats a few hordes of machine lifeforms, 2B is met with Goliath Marx. They engage in battle until a cutscene interrupts, and newcomer 9S grants the final blow to the Goliath. He introduces himself to 2B as a Scanner unit employed to aid in her mission. After their simple rendezvous, 9S scouts the area via Flight Unit, while 2B makes her way through from the ground. 9S offers 2B map data and initiates small talk that 2B rejects coldly. Emotions are prohibited, after all. As 2B makes her way through the factory, she can't seem to pinpoint the Goliath she needs to destroy. 9S suggests that 2B could make her way across a bridge to another factory district and investigate there. 9S becomes confused, sure that Command wouldn't get a location wrong. He concludes that they simply received bad intel, to which 2B claims isn't correct as she senses the Goliath nearby. More Marx models spark to life and another battle begins. As 2B destroys the Marxes, Goliath Engels, disguised as a building, reveals itself. 2B fights alongside the help of 9S, whom hacks the machine and wipes out chunks of the enemy's HP. A few moments later, a cutscene interrupts. 2B freezes as Engels swings its arm downwards, stopped shortly as 9S boosts his Flight Unit into the arms, only to be flung onto the top of the Goliath. 2B panics and, fueled by anger, takes out Engels temporarily. She then climbs up and attempts to heal 9S, who lies nearly unconscious with a missing arm and leg. Pod 042 advises against this. 9S agrees, and sends 2B on her way with his Flight Unit. She continues to attack Engels, but is flung atop the unit herself, near 9S. As she requests for backup from Command, 9S stops her, believing that is unnecessary, as three more Engels units reveal themselves from the ocean. The two androids then both agree to detonate their black boxes—the sensitive cores of androids—and sacrifice their bodies while taking out the enemies. (Please note that if 2B dies at all during the prologue, you will have to restart the entire process, as saving isn't available until after the prologue.) 2B awakens to 9S performing a maintenance check on her. This allows the player to experiment with the settings menu, and introduces the Self-Destruct option, a last resort in which you detonate yourself to take out enemies around you. Unlike a black box detonation, this option doesn't kill you completely and also offers the benefit of removing 2B's skirt. 2B, after completing her checkup, thanks 9S for uploading all of her memories and data to the Bunker. 9S doesn't remember this, as he only had time to upload 2B's memories and not his own. 2B is disheartened at this. The two androids then make their way to the Commander, as due to request, and receive a partnered mission to meet up with the City Ruins' Resistance. The Commander explains that the androids she assigned this mission to prior have gone missing, and that she wants 2B and 9S to look into that as well. 2B and 9S take Flight Units to the City Ruins, landing a bit away from the Resistance camp. 9S explains to 2B that some machines roaming the area have been reported as passive, staring into space and keeping to themselves. 2B and 9S then make their way to the camp and introduce themselves to Anemone, the camp leader. Anemone immediately recognizes 2B as "Number 2" (YoRHa deserter A2, precessor to 2B) but dismisses anything more. She then asks 2B and 9S to make themselves at home and familiarize themselves with the camp inhabitants. In order to progress, 2B and 9S must complete two quests given by the item shop owner and the weapon shop owner. As the two explore the City Ruins, 9S makes more comments about their situation. He talks about the vegetation overgrowth and expresses annoyance at how tedious the quests are, to which 2B defends. 2B considers the Resistance to be a valuable asset to YoRHa. 9S halfheartedly agrees. When the two have completed the quests, Anemone then asks 2B and 9S to investigate the Desert Zone, as there have been reports of large machine infestations. They comply and meet Jackass along the way, whom destroys the gate blocking the desert with explosives. 9S questions this. As the two defeat the small hordes of machines lifeforms, 2B becomes shaken at the words of the machines. They've began to adopt human phrases, such as "I'm scared." 9S tries to reassure 2B, claiming that the machines are only copying human speech. He also brings up the hypocrisy of their words—if they were scared, why were they attacking? 2B agrees reluctantly. Eventually, the two androids corner a single machine unit. Before they can kill it, it manages to escape to the Housing Complex. 2B and 9S follow suit and take out more enemies along the way. These enemies also repeat phrases such as "You are false" and "Androids are scary." 2B and 9S find their way to the back of the apartment complex, where many android bodies lie dead. 2B and 9S are perplexed at this, and proceed. They make their way down to a pit of machines engaging in a mock act of human sex. One machine is rocking an empty cradle, murmuring "child" to itself repeatedly. 2B and 9S take them out, but are eventually overrun by more machines. Outnumbered, they back away and stare as the machines start to chant "this cannot continue" and crawl into a clump. The machines pull apart in a sticky substance and the machine android Adam is "born." Adam talks much like the machines, but evolves within the fight. He scans and adopts fighting strategies from 2B and 9S but, in the end, perishes as 2B and 9S stab him in the abdomen. As he lay motionless, a copy model crawls out from Adam's wound and picks up the dead body. This unit, Eve, begins to scream and debris surrounding the pit begins to collapse. 2B and 9S escape through a tunnel. The YoRHa units are dumbfounded by the machine androids. Before they can contact Command, 2B and 9S climb through the cramped ravine and eventually reach an area with proper signal. 9S explains their situation to his Operator, 21O. As they reach the City Ruins, the player can determine whether or not they should return to the Resistance camp or continue on with their original mission to find the missing YoRHa party. Either choice will result in their making their way to the Amusement Park, where they are met with passive machines celebrating and dressed like clowns. There is an android signal emitting from the theatre dome, of which is blocked off by a locked gate. The two climb atop a broken down rocket ride and are welcomed by a tank decorated with balloons and clown machines, spitting confetti. 2B can choose to fight the machine or leave it alone. However, 2B receives an invaluable Machine Core if she does manage to defeat it. Afterward, 2B and 9S discover a roller coaster and ride it, defeating enemies and conversing on the way up. 9S suggests that 2B call him "Nines," as that's what his friends call him. 2B rejects the idea, firm on keeping her distance with 9S. He replies in disappointment. The two then drop from the coaster into the glass roof of the theatre and land inside. Pod 042 confirms a strong android signal and 2B and 9S continue onward, expecting to find their allies. Instead, an operatic machine, tall, ornate, and covered in android corpses, reveals herself. The androids and Simone begin their battle. During the fight's second phase, Simone summons android bodies, kept alive by electric currents, to hack into 2B and 9S. 9S counters with his own hacking abilities, and Simone is defeated. 9S, again, tries to reassure 2B in the theatre lobby, as she appears shaken from Simone's strange cries during the battle. 2B simply shakes it off and warns 9S of a supposedly hostile machine approaching. Instead, the machine claims it is not hostile and invites the two androids to its village. It doesn't matter if the player rejects its request or kills the machine; the only way to progress is to follow. 2B, 9S, and the small flyer unit continue through an alley, into the forest surrounding the Amusement Park. The party end up in Pascal's Village, a small home consisting of pacifistic machines that want to befriend the androids rather than fight. 2B and 9S are skeptical of this and hold their guard as they make their way in. The leader, Pascal, greets them with intelligence and civility, shocking the androids. 9S is very vocal about his distrust, as Pascal is aware. Pascal suggests that they all keep an open mind, and reveals that the machines in the village have already consulted with the Resistance members. He then asks the androids if they will kindly take a requested fuel filter back to Anemone. They agree. On the way, Operator 6O contacts 2B for her regular checkup. 2B notices 6O's upset disposition and asks what had happened. 6O explains her crush's rejection and expresses that she can't find the will to keep on living. 2B tells 6O that she probably shouldn't talk to someone like her about this. In the end, however, 2B expresses that her unit can't function without an Operator, being a combat model with organized missions. 6O cheers up and thanks 2B. 2B ends the call shortly thereafter. Meeting back up with Anemone, the androids exchange the fuel filter for viscous oil. Anemone confirms that they've been consorting with the machines. She assures 9S that they are harmless and that they have established a sort of commerce with one another. 9S doesn't approve, but the two return to the village, greeted with a call from Pascal mid-trip. 9S continues to patronize Pascal while 2B keeps quiet. Returning to the village, the androids give Pascal the oil. He expresses thanks and a hope that machines and androids could just get along. 9S counters this. Shortly after, the ground begins to shake and Operator 6O calls 2B with an emergency mission. Two Engels units have arrived in the City Ruins and 2B and 9S are tasked with destroying them. 9S accuses Pascal of setting the pair up in a trap. Pascal denies this accusation while 2B tells them that they'll simply settle it later. 2B and 9S run across the ruins in hopes of reaching two assigned Flight Units. Just a few feet before said units, 2B and 9S are stopped by one of the two Engels Goliaths as it tears down the wall of the building. They engage in battle and manage to defeat it, accessing the Flight Units and continuing to destroy the second Engels. As 2B confirms their signals offline, a spark of electricity reboots a unit. The event concludes with an area beneath the ruins collapsing, the Engels units deactivating, and an alien signal emitting from a cave beneath the collapsed grounds. 2B and 9S are tasked with examining the signal and make their way beneath the earth. They find new machines, very old, dead machines, and an alien mothership. As they begin to question the situation, Adam and Eve manifest and began an explanation for what happened. The aliens are confirmed dead, killed by the machines themselves. Adam then expresses his unnatural desire of understanding humanity, asking the androids for some humans to dissect and analyze. 9S denies this request in bewilderment. Adam and Eve then give up negotiating and vanish. The android pair then agree to return to the Bunker, using the newly implemented transporter assembled by Jackass. 2B and 9S explain what happened to the Commander. She ponders for a second but immediately assigns a new mission to the pair—gather intel on Pascal. The two agree and travel back to the village. 2B asks some questions that Pascal answers in honesty. He then mentions the Forest Kingdom, to which 9S suggests the pair investigate. 2B and 9S head to the Commercial Facility. On their short trip, 9S asks 2B when she will call him Nines. 2B snaps back and says that 9S works fine. 9S gives up on the request and instead begins to complain about his job again as 2B chides him. As the two arrive at the facility, they find locked mall gates and try to find a way through. 9S begins to talk about the mall. 2B dismisses this as meaningless conjecture. The two try to find a way through, but before they can go far, however, Pod 042 announces the arrival of machine lifeforms. A few hostile enemies then jump down in hopes of defending their "kingdom", and so the androids and machines spar. After defeating all but one machine, 2B and 9S corner a medium biped unit who would rather run away than fight. 2B warns that the unit will explode, but instead, it short-circuits and falls to the ground, head rolling clean off. The head then pops open to reveal Emil—or, what's left of him, really. 2B and 9S agree to kill him, and Emil rolls away quickly in fear, leaving a large hole in the mall gate and allowing the androids to enter the forest. A small party of protective machines attack the pair as they enter. They are intent on protecting their "king." 9S mentions that he saw a castle further ahead and suggests that they check it out. 2B complies. As the two maneuver through the forest, more hordes of guards attack and chant about the Forest King. 9S reassures 2B yet again and personally questions how the machines understand the concept of loyalty. 2B and 9S make their way inside the castle and fight off the guards. Mid-fight, 2B calls 9S Nines. 9S becomes dumbfounded and asks her what she said. She denies everything and tells 9S to cut the chatter. He scoffs in frustration. Continuing their attack against the machines, they eventually enter the Royal Chamber. 2B and 9S meet the "king," Immanuel. As they stand and stare, a sudden sword cuts through the baby king's chest. Along with that sword is A2, an android wanted by Command. All three androids battle it out, as per requested by the Commander. Initially, A2 was only wanted for detainment. As she refused this, she was instead sentenced for immediate death. 9S questions this and is hesitant about the battle. Nonetheless, they fight, but A2 escapes. Before she jumps out of the castle window, 9S asks why she would desert YoRHa. A2 claims that the real betrayal lies within Command itself and vanishes. The pair then contact the Commander and tell her what had happened. The Commander expresses that she is relieved that they are unharmed. She claims that A2 is very powerful. 9S asks why she had deserted, but the Commander hesitates and explains that her reasoning was strictly classified. 2B and 9S then leave and return to Pascal's village to ask about A2 explicitly. 9S shares a clip and combat data of A2. Pascal states that the village indeed holds records of A2, but they've never met her in person. 2B then advises that the pair return to the Resistance camp and resupply. Along the way, 2B lectures 9S on sharing such confidential data with the enemy, but backs it up with said curiosity being admirable. 9S thanks 2B, but she warns him that the machines are still the enemy. Operator 6O calls 2B for her regularly scheduled contact, but instead suggests that 2B put a Lunar Tear in her hair so that it'd look "really pretty." 2B dismisses the idea, but is countered with 6O's own dismissal. She claims that every girl wants to look good sometimes and ends the transmission before 2B can put another point in. After consulting with Anemone, 2B and 9S travel to the flooded part of the City Ruins to help back up a carrier ship, as it's prone to attack. When the pair arrive, they find themselves in heavy risk. A long-forgotten Goliath, Grün, has resurfaced and is releasing devastating attacks on the carrier ship and the surrounding backup. The androids fight for a long while, but eventually Grün knocks out the majority of androids nearby with an electromagnetic wave attack, overloading in the process. 2B wakes up to find 9S missing. She heads to the Resistance camp and asks Anemone for help. Following Anemone's advice and borrowing Devola's dynamic scanner, she finds a coherent android and asks her where 9S landed. The android gives her best guess and 2B finds herself deep underground again. The scanner picks up 9S's faint black box signal. 2B enters an elevator and discovers the Copied City, where Adam awaits. He has gone insane with his desire to understand human cruelty, and is only happy when 2B becomes enraged when revealed to 9S' bloodied body. When she kills Adam, he is simply satisfied. 2B then picks up 9S and makes her way out of the Copied City. (Note that, if you leave the combat area rather than pick up 9S, you will receive a joke ending.) After managing to transport 9S to the Bunker for repair, the Commander asks 2B to analyze strange trends among the machines after Adam's death. 2B then calls Pascal and asks him if he's witnessed anything. While he says no, he does suggest that 2B come with him on a trip to the Abandoned Factory, as he was invited to sort out a peace treaty between the factory machines and his village. 2B agrees and tags along. As they enter the factory, 2B and Pascal are greeted with machines clad in purple fabrics and are eventually led down an elevator. Pascal claims that the situation is sketchy, but he refuses to leave as he dragged 2B into it. They meet with "His Grace," Kierkegaard, whose head rolls clean off. 2B and Pascal can only stand in perplexity as the surrounding machines begin to chant about becoming God Himself. The machines then begin to try and kill each other, themselves, 2B, and Pascal. 2B has Pod 042 loop a distress signal as the reception is poor underneath the factory. As 2B attacks, Pascal retains his pacifistic morals and instead expresses curiosity about the homicidal machines. The two notice an elevator open and escape the room. 9S then reveals himself via machine lifeform and explains that he's been hacking the factory server through the Bunker. 2B thanks him and she and Pascal continue their escape. They make their way through the dark as 9S unlocks various doors for them. As 2B encounters So-Shi, 9S shuts off the factory's entire power, as So-Shi harvested energy from it. 2B manages to destroy So-Shi and she and Pascal continue upstairs. 2B and Pascal pass by a few more machines but exit the building safely. Pascal comments on the adventure and invites 2B to join him again. She declines. Shortly afterward, 2B receives an emergency call from Anemone, whom is currently fighting off a swarm of cannibal machines in the Resistance camp. 2B quickly dispatches the machines but not without much damage to the camp. Anemone thanks 2B, but her gratitude is interrupted by Boku-Shi's arrival. 2B takes the Goliath out, 9S arriving to deliver the final blow yet again. Unfortunately they are met with a large chain of machine parts threatening to take out Pascal's village. They both hurry to take it out and learn from Pascal that Eve has been increasing machine numbers due to Adam's death. Pod 042 begins to play transmissions from Eve and it is revealed that he is wracked with anger over his brother's death. The two androids trace Eve's signal to the center of the City Ruins. They begin their final fight. 2B and 9S kill Eve, but not without consequence. 9S has been infected with a logic virus, as he had hacked Eve mid-battle. 2B, heartbroken, puts him to rest by choking him. She asks herself why things end like this and stands up, ready to kill a nearby machine until she noticed the signals they are sending out. 9S had transferred his data to a Goliath biped and activates the machine to greet 2B. She interrupts him to express that she is glad that he's still alive. 2B then climbs into the large palm of 9S and begins a monologue, ending Route A. 2B Route B As Route B follows the same storyline as Route A, there is not much difference. Once 9S discovers the truth about YoRHa, he asks himself how he could tell 2B, despite the fact that she already knows. 2B Route C Route C begins with 2B suiting up for an all-out attack after Eve's death. 2B and 9S rendezvous at the bridge leading to the Abandoned Factory and continue with a guerrilla-style offense to help other YoRHa troops. Depending on your level during this segment, 2B may or may not save the YoRHa members from dying. After meeting with every YoRHa troop, 2B is met with the machines combating with devastating EMP attacks and eventually, a logic virus. 9S can easily rid of this virus, but unfortunately, many others cannot. 2B fends off the virus thanks to 9S's help, as do a few other androids. The two cannot contact Command so they travel directly to the Bunker, where they explain everything. The Commander accuses both 2B and 9S of being infected and are ordered to accept detainment. Before such a thing happens, however, YoRHa members within the Server Room become infected and begin to attack. 2B and 9S attempt to escape with the Commander, but she leaves the two of them, as she had caught the virus. 2B is reluctant to leave her, but obeys when the Commander demands that she'd go. 2B and 9S then leave with Flight Units. 2B screams with rage after the Bunker explodes. The pair then are cornered into fighting hostile YoRHa units. 2B sends 9S away by force, knowing that she was becoming infected herself. As she lands in the Flooded City Ruins, 2B realizes she is fully infected. Pod 042 warns her of this, but 2B ignores him as she trudges back to the City Ruins, intent on dying far away from other units, as to not infect them too. 2B weakly limps to the Commercial Facility, systems failing and virus overtaking her body. She is helpless when she arrives, and allows herself to succumb to the hostile YoRHa units awaiting her. Much to her surprise, A2 takes out the units and walks over to 2B. 2B asks A2 to kill her and take her sword and memories with her. She also asks A2 to protect 9S. A2 agrees and kills 2B to end her pain. 9S watches from afar, staring in horror as 2B is stabbed in the abdomen by A2. Unknowing of 2B's request, 9S is overcome with raw anger and promises that he will kill A2, no matter the cost. Later on, while 9S explores the Tower, 2B models manifest and challenge 9S' sanity. After killing every one of them, he caresses one 2B unit's cheek before ripping off her arm. 2B is also present in 9S's memories and appears beneath 9S as he stabs a faceless enemy repeatedly. 2B's body can be seen during Ending E, if the player chooses to revive the androids. 2B also leaves a transmission in her Flight Unit, expressing to anybody that hears it to protect 9S and let him know that their times together were "like memories of pure light." 2B Endings NieR Automata Conditions and Walkthrough Spoilers: Ending A is the first achievable ending followed by completing the whole of Route A from 2B's perspective. By completing this ending, you unlock the chance to unlock Endings: B, C, D and E. As 2B, you witness the after effects of your encounter with Eve and how that impacted 9S and his data. Conditions and Walkthrough In order to achieve this ending load the cleared save from beating the game once and earning Ending A. Play through the game again and complete all of the Main Story Quests to achieve this ending. Spoilers: As you approach the end of Route B, you are reintroduced to the large Machines until 9S gains access to a memory storage and discovers something about the machines.