Nier Automata Adam Eve Who Are They Fire Sanctuary

From: Pod 042 To: Fans of NieR:Automata Recommendation: The action to finish reading this novel. [ref & NieR:Automata—Short Story Long] Response: A novel is a story that used to be told by humans. Question: The definition of the word “interesting”? Answer: A possible definition is that the ability to continue reading this novel makes it “interesting.” From Pod 042 to 153: We have concluded our promotional duties. -- VIZ Media

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true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

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