

CYBERPUNK

2077

PLOT

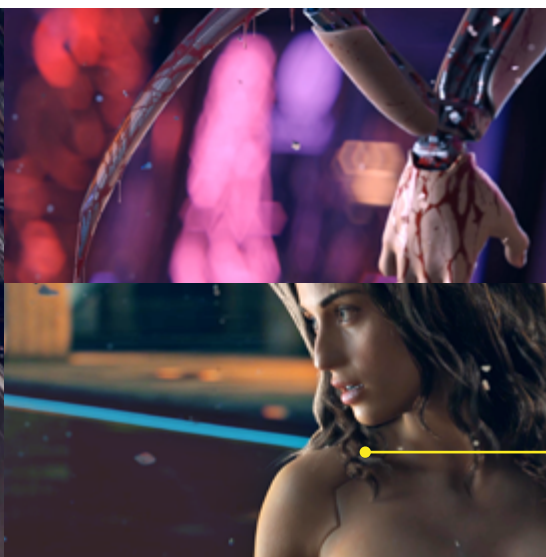
The teaser shows how a new member of the Psycho Squad might be recruited. The Psycho Squad specializes in combating “psychos” – individuals who overuse implants and substances that boost or otherwise alter the human body. There comes a point when the modifications overwhelm their bodies, and their egos start to rebel against all things organic – what remains organic in themselves, but also the people around them, people they start calling “meatbags”. To handle the many homicides committed by psychos, the police call in MAX-TAC (Maximum Force Tactical Division), known popularly as the Psycho Squad.

HIDDEN DETAILS

Although it's short, we've filled the teaser with lots of juicy details. They're well hidden, but we encourage all Cyberpunk® fans to look for them. Many enthusiasts of the pen and paper RPG have asked how Cyberpunk 2077 will draw from its source. Here are a handful of details that should temporarily satisfy curious fans and give newcomers a general idea of the world we're creating.

ROLES
CHARACTERS
LIFEPATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING

VIEW
FROM
THE
EDGE

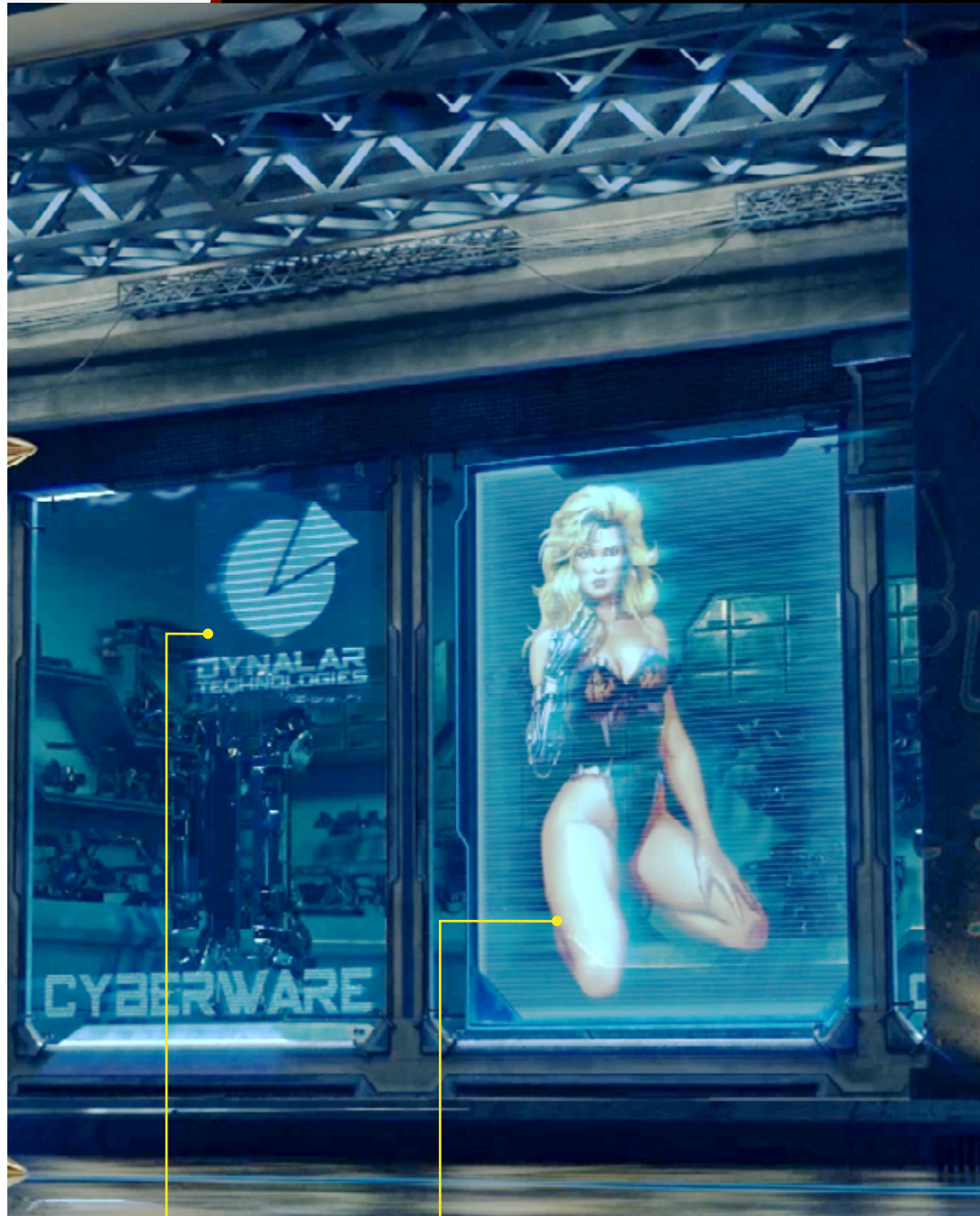


00:01:03

Perhaps the most direct reference to the original is the **woman's pose**, borrowed from one of the more memorable drawings in the *Cyberpunk 2020*® handbook (see the initial pages) portraying a lingerie-clad woman with a cybernetic arm. She's one of our *Cyberpunk*® icons.

Those of you unfamiliar with *Cyberpunk*® might confuse the teaser's heroine with a robot or other AI android. That's not the case. She's a human being with a modified body. Even now, people take their efforts to improve their appearance and physique too far. We've all heard of people going overboard with plastic surgery, we've all heard of hardcore bodybuilders who lost all sense of proportion and aesthetics. Their reason is always the same – pursuit of some archetype of the human body. In 2077 there is no limit to what you can do to achieve your own perfection. You can modify your body and modify your brain. All for the same purpose as now – to draw nearer an ideal.

The teaser's heroine has completely discarded her **skin** for a painted metal shell – and that's just one of her modifications. Unable to bear such deep change, her brain "overheated" and she went on a rampage, slaughtering the "meatbags" around her. In *Cyberpunk*® slang, she turned psycho.

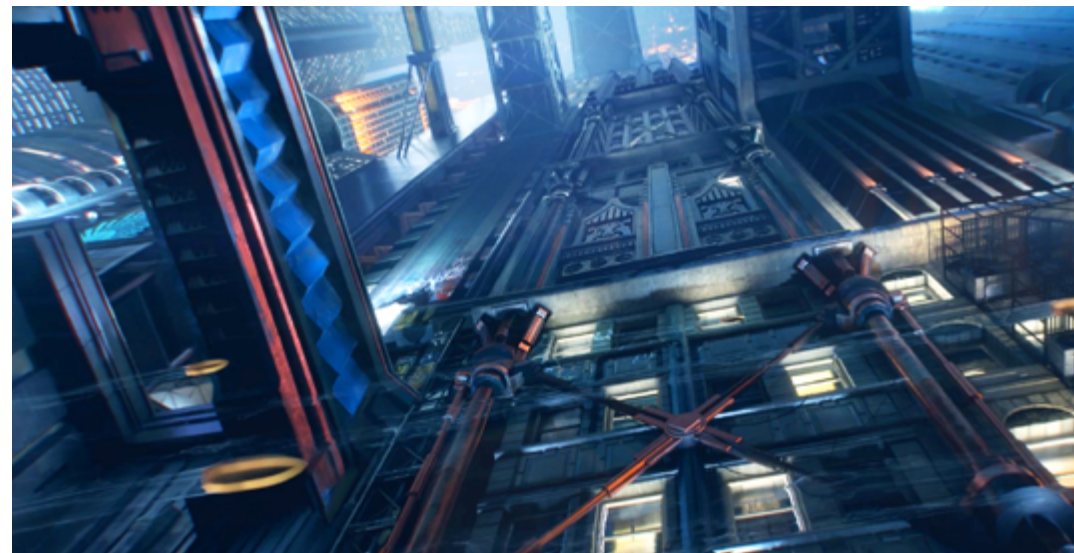


00:00:43

That iconic image from the [Cyberpunk@ handbook](#) also gets a cameo in one of the window ads resembling the posters we find on city streets today. Also, [Dynalar Tech](#) is a company from the PnP universe.

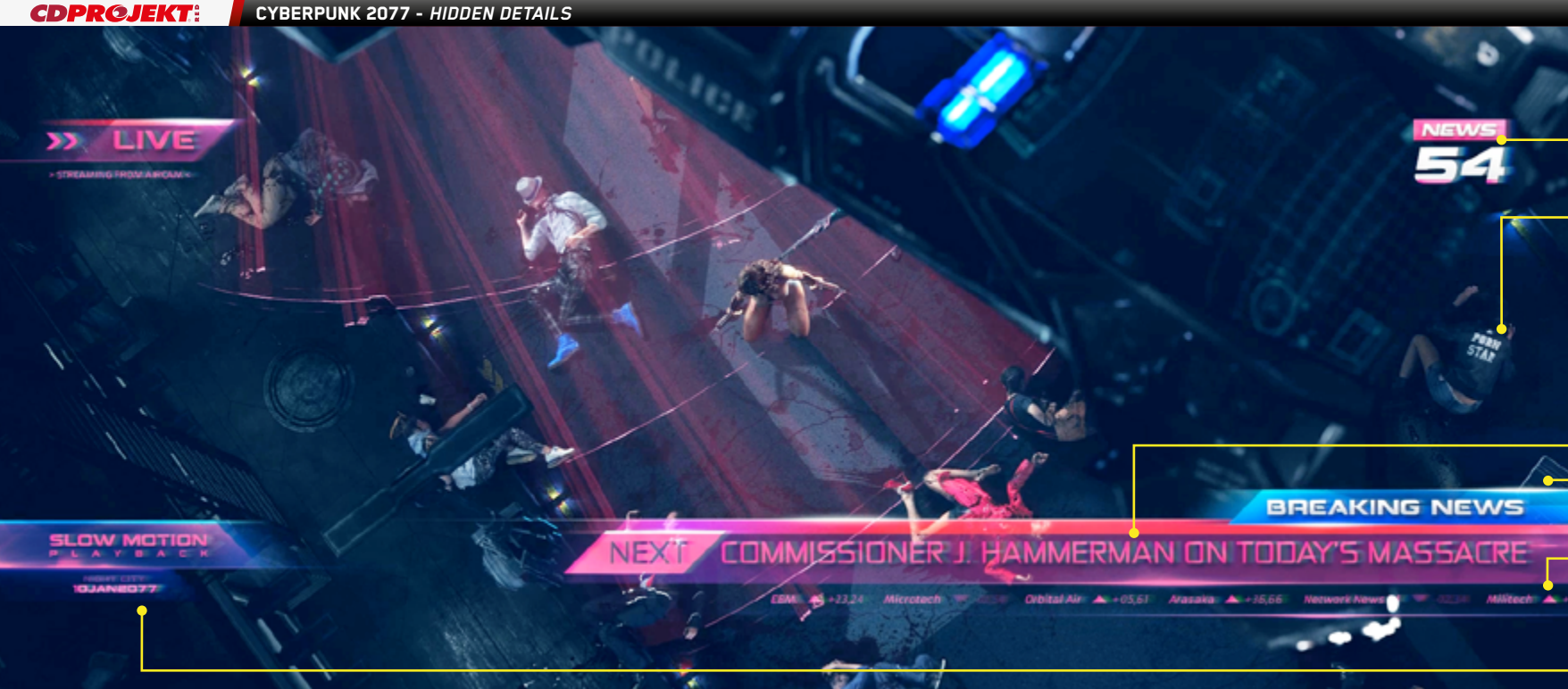
00:00:54

The game is set in the metropolis of Night City, an urban design which is not a simple sci-fi vision that popped out of one architect's head. We aim to show the city growing and changing from day to day, to show a city that has developed over the decades and done so organically rather than through a central plan calling for demolition and reconstruction from the ground up. Thus, for example, the modified facades similar to those in present-day New York. We will show a futuristic setting that wasn't built in a day and continues to change. For as people modify their bodies, they modify the architecture around them – adding new building levels, adjusting the urban fabric, raising new structures amidst those already in place. We want to create 70 years of urban history in a city still developing, still evolving.



00:01:09

The [AV](#) is classic in shape, inspired by similar vehicles in *Blade Runner*. Call this our tribute to a great movie, though the game's influences are many – from *Ghost in the Shell* to the novels of William Gibson.



00:01:17

Here's a treat for fans of the PnP version: **News 54** is a news station from original *Cyberpunk@*.

CD Projekt RED is famous for tackling adult themes in *The Witcher* series, so the "Porn Star" jacket on one of the victims should come as no surprise.

Hammerman is the name of a police officer in the original *Cyberpunk@* game.

Though most inhabitants of the *Cyberpunk 2077* world access television content through their brains, we decided that newscasts would look similar to those we have today. We think television news shows and stations won't change drastically. We'll always have **broadcasters** like CNN and FOX News, and they're likely to retain something of their traditional look.

That's not random data in the **stock ticker**, either. Wonder why the Arasaka share price is soaring? Run a check on the corporation – see what it makes.

As you can see, the events in the teaser are set exactly **64 years** after the release of this clip.

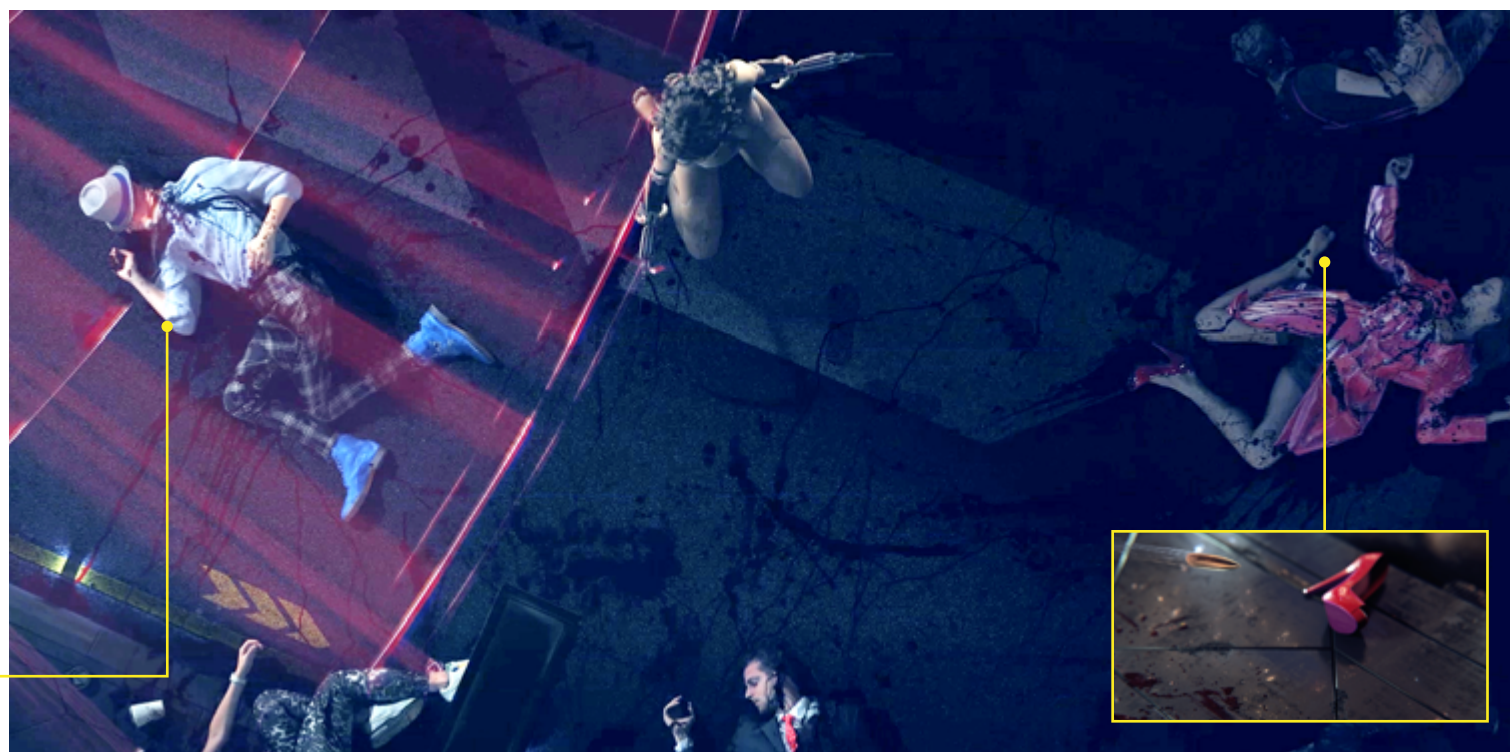


00:01:19

Remember the **guy** from our first *Cyberpunk 2077* concepts? He's dead too.

00:01:14

The dead guy in the Michael Jackson pose is the teaser's director, Academy Award nominee **Tomasz Bagiński**. And that shoe in the previous shot? It belonged to the woman in the red coat.



00:01:24

Regular police officers were the first to respond, but they called in the AV carrying members of MAX-TAC (Maximum Force Tactical Division), known popularly as the Psycho Squad.

Psycho Squad members wear the official MAX-TAC insignia on their right shoulder and their unofficial badge on the left. Proud of their nickname, they designed a simple emblem to wear on their uniforms – a skull with a screw drilled through it.



00:01:26

We've mentioned how we think architecture will evolve through 2077 and believe similar rules should apply to other domains of the game world. In the teaser we see a legendary gun – the *Militech Crusher SSG*. This fine sidearm appeared in *Cyberpunk 2020*, and we'll have it in our game, though it will be adapted to the needs of our juncture in time, taking 12 gauge ammo and new weapon attachments. If we look at the history of the Colt 1911, this seems like realistic development. Though this gun is now made from different materials, its basic design remains the same and it continues to be used by many forces around the world. So there's no reason why in 2077 guns would work differently. They're good old SMGs, assault rifles, handguns – but better, more powerful, more accurate and deadly. They're style and substance combined!





00:01:34

Look for an ad for **Kiroshi**, a cyberoptics corporation, in one of the final shots.



Copyright Archive - Bullets (2009)

The song in the trailer is **Bullets by Archive**.

www.youtube.com/watch?v=V6nbFZtxAL4

Music is important in the trailer, and it will be in the game. Look for a panorama across genres when it's released.

Music will be everywhere, an integral part of the world. Building atmosphere, illustrative in quests, incidental elsewhere, woven variously into the fabric of sound that will build the game world.



00:02:14

ONE LAST THING:

There is a hidden message from CD Projekt RED in the trailer.

DO YOU LIKE OUR LATEST CREATION? WE CERTAINLY HOPE SO! :) YOU MAY REMEMBER THAT WE SOMETIMES SEND YOU GUYS SECRET MESSAGES LIKE THIS. IT'S A GREAT WAY FOR US TO SPEAK RIGHT TO YOU INSTEAD OF BURYING OURSELVES IN CORPORATE HUMBO-JUMBO. SO LET'S BEGIN!

FIRST OF ALL--HAVE YOU NOTICED ALL THE DETAILS IN OUR TEASER (YES, IT'S A TEASER. WE'LL MAKE A PROPER TRAILER IN THE FUTURE)? IF YOU KNOW THE CYBERPUNK SETTING, THERE ARE SOME THINGS YOU CAN SPOT, LIKE IMPLANTS--LOOK FOR THE WEAPON HANDS AND THE REAL SKIN -- CORPORATE EMBLEMS THAT SHOULD LOOK FAMILIAR, AND MORE. HAPPY HUNTING!

YOU'RE PROBABLY CURIOUS ABOUT THE RELEASE DATE. IT'S CURRENTLY SCHEDULED A WAY OFF, IN 2015. BUT IN TRUTH, THE DELIVERY DATE IS MORE LIKE, "WHEN IT'S DONE." WE WILL RELEASE CYBERPUNK TO YOU WHEN WE'RE CONVINCED IT IS NOTHING BUT PURE, REFINED, UNADULTERATED AWESOME. WE WANT IT TO BE THE MOST KICK ASS FUTURISTIC RPG EVER--OK, MAYBE THIS SOUNDS PRETTY BULLY, BUT IT IS OUR ACTUAL GOAL! YOU JUDGE IF WE DELIVER IT!

OK--AND YOU MAY WONDER WHY WE ANNOUNCED OUR GAME SO EARLY BEFORE THE RELEASE. THE REASON IS THAT WE'RE STILL BUILDING OUR DEV TEAM. SO IF YOU ARE A TALENTED DUDE OR DUDETTE, WILLING TO WORK IN A REALLY DIFFERENT COMPANY (GAMERS RULE & BORING COPORATE STUFF DROOLS!) ON A SUPER AMBITIOUS PROJECT, SEND US YOUR APPLICATION RIGHT NOW! CAREERS@CDPROJEKTRCD.COM

SO, YOU WANT TO KNOW WHAT KIND OF GAME CYBERPUNK 2077 WILL BE? THE SHORT DESCRIPTION IS THAT IT WILL BE A STORY-HEAVY, NONLINEAR, OPEN WORLD RPG BASED ON THE WELL KNOWN CYBERPUNK PENS&PAPER SYSTEM AND SETTING. BUILDING OPEN WORLD GAMES IS SOMETHING WE ARE MASTERING RIGHT NOW, AND WE BELIEVE THAT PROPERLY JOINING NONLINEAR GAMEPLAY WITH AN EXCELLENT STORY TELLING WILL BRING A TOTALLY NEW QUALITY. HMM. WE'LL TELL SOME MORE ABOUT IT SOON!

>WWW.CYBERPUNK.NET

>WWW.CYBERPUNK.NET

AND THAT'S NOT ALL THAT'S NEW! WE ARE ABOUT TO REVEAL OUR OTHER PROJECT, WHICH IS MUCH CLOSER TO BEING COMPLETED. AND YES, IT WILL ALSO BE A FULLY OPEN-WORLD GAME WITH AN INTENSE STORY. YOU CAN PROBABLY GUESS THE GAME WE'RE TALKING ABOUT :) ON THE 5TH OF FEBRUARY IT WILL BE ALL CLEAR.

SO STAY TUNED, AS WE WILL HAVE QUITE A LOT TO SHOW AND TELL YOU SOON!

WE ARE WAITING FOR YOU ON OUR NEWLY CREATED FORUM CALLED AFTERLIFE--WHAT OTHER NAME COULD WE HAVE CHOSEN FOR IT? :)

CD PROJEKT RED TEAM