

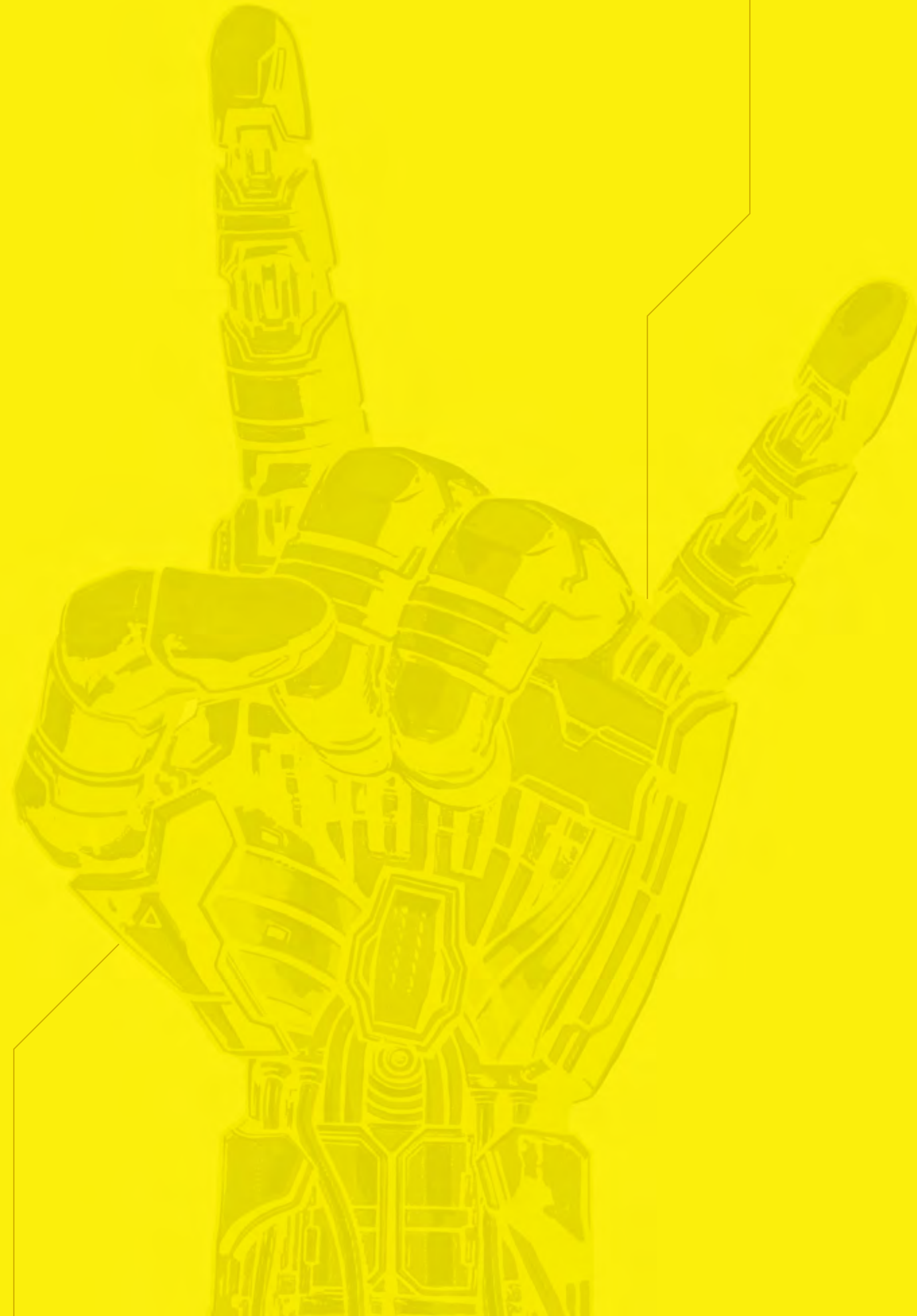
CYBERPUNK

2077

ULTIMATE EDITION

GAME BOOKLET





Welcome to the Game Booklet for *Cyberpunk 2077: Ultimate Edition*!

As a celebration of this ultimate release, which brings together the base game and its spy-thriller expansion *Phantom Liberty*, this booklet has been created for both newcomers and veterans of Night City alike. Not only does it feature fundamental information to get you up to speed, but it also dives deeper into development and how we got to this point three years after launch – including insight from our developers, our Community team, and more!

Whether this is your first time stepping into the shoes of V or you're returning to Night City once again, we'd like to say a huge thank you for supporting us. We wouldn't be where we are today without you, the player, and neither would *Cyberpunk 2077*. Our journey since 2020 has proved this time and time again, so we're humbled and grateful that you're with us.

Enjoy your time with this booklet and your adventure in the world of the dark future with *Cyberpunk 2077: Ultimate Edition*.

Thank you!

CD PROJEKT RED

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THE ULTIMATE EDITION

THE ULTIMATE EDITION brings together the *Cyberpunk 2077* base game and its spy-thriller expansion *Phantom Liberty* in one explosive package. We carefully crafted this booklet to give you a comprehensive overview of what you can expect from this journey into Night City – with additional insights from our team at CD PROJEKT RED on how to enjoy your time as an up-and-coming mercenary.

01

UPDATE 2.1 IS HERE - WHAT'S NEW?

Released alongside the Ultimate Edition on December 5th – as a free update for all owners of *Cyberpunk 2077* on Xbox Series X|S, PlayStation 5, and PC – Update 2.1 adds even more new content to the game as well as numerous tweaks and improvements, helping to make Night City feel even more alive and immersive. Here are the highlights from this latest update:

→ METRO

All aboard the brand-new NCART system! Since we first announced *Cyberpunk 2077*, our community has been asking whether or not Night City would get a functional metro travel system. With Update 2.1, we can happily say: yes! Now, you're free to walk up to any NCART station and experience the sky-metro line in real-time. Choose your destination, take a seat, and enjoy the ride alongside other Night City residents going about their daily business. Sit back and watch the city go by – the NCART provides an efficient service and a welcome break from the hustle and bustle of the life of a cyber-enhanced merc on the job.

→ ADAM SMASHER BOSS FIGHT OVERHAUL

Smasher. Nemesis of Johnny Silverhand, David Martinez, and who knows how many other cyberpunks who tried their luck in the city of dreams. As the final boss of the base game, Smasher has received a major upgrade, in keeping with his powerful presence in the hit anime *Cyberpunk: Edgerunners*. Now, face the wrath of this borged-out monster as he employs smarter, more aggressive tactics – and utilizes more dangerous weapons. Smasher is also now equipped with Sandevistan, making him even more intimidating and dangerous (yes, that is apparently possible...).

→ NEW PARTNER HANGOUTS

Share more special moments with your special someone. We've added a range of new hangout events to enjoy with your romantic partner. V can invite them over to the apartment to chill on the sofa, listen to music, or just spend some quality time together.

→ RADIOPORT

Ever been riding to your next gig in your car or bike and vibing to the tunes on the radio... but then you arrive, you gotta delta, and the song's not even halfway done? Nightmare. But now, thanks to V's new Radioport, you can take Night City's eclectic soundscape with you wherever you go (including on your regular NCART rides!). Bump to Impulse Radio's intense DJ set, unwind with some smooth Royal Blue jazz, or song-hop between every station to find something that fits the feeling of the moment!



→ NEW VEHICLES + IMPROVED BIKE COMBAT

Burn rubber with five new motorbikes and a brand-new car that brings some serious style – the Porsche 911 Cabriolet (930)! Motorbike riding has also been upgraded, making them feel smoother and more responsive than ever – and you’ll be able to pull off some expert-level maneuvers, like new tricks. Oh, and if that wasn’t enough, bike melee combat improvements have been added – now you can throw knives and axes while riding!

→ VISTA POINTS

Sometimes you want to do nothing more than soak in the sights of Night City, tourist style. Across the city you’ll find functional binocular stations that you can use to enjoy the stunning vistas of the city – the perfect way to check out some of the dark future’s finest beauty spots.

→ CAR FAVORITES

Make sure your favorite ride is always close to hand; now you can save favorites from your list of owned vehicles. Favorite cars and bikes will always appear at the top of your garage list, so now you can get the wheels you want without a second thought.

→ REPLAYABLE RACES

If you’ve helped out Afterlife bartender Claire and got a taste for burning rubber in high-octane street races, you can now take them on whenever you want! After beating the side quest “The Beast In Me”, you’ll be able to replay those races and compete for rewards – and push yourself to beat your personal best!

→ MUCH MORE!

These are just some of the bigger improvements and changes we’ve brought to the game for Update 2.1. Many more can be found as you play – including UI improvements, performance tweaks, mechanical, and balance changes. For a full list of changes and additions, read the official patch notes for this latest update.



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TWO INCREDIBLE ADVENTURES

CYBERPUNK 2077

Embark on a once-in-a-lifetime heist to steal an experimental prototype known as the "Relic" - and watch the trajectory of your life change. Become V, a cyberpunk-for-hire, and do what it takes to make a name for yourself in the dark future of Night City. Build your ultimate playstyle with the help of robust perk trees, futuristic cyberware, and a range of powerful weapons, from thermal katanas and talking guns to throwing knives, stylish pistols, and revolvers whose bullets can punch through walls.

PHANTOM LIBERTY

That's not everything! Along your journey, prepare for a call from FIA agent Songbird and embark on a spy-thriller adventure in Dogtown, Night City's deadliest district. Save the NUSA president as she crash-lands into this lawless city-within-a-city and dive deep into an intricate story of espionage and political intrigue which connects the highest echelons of power with the brutal world of black-market mercenaries.

LEGENDS ARE MADE HERE.
WHAT WILL YOURS BE?



CYBERPUNK

2077

PHANTOM LIBERTY

PLAYING CYBERPUNK 2077 THE BASICS

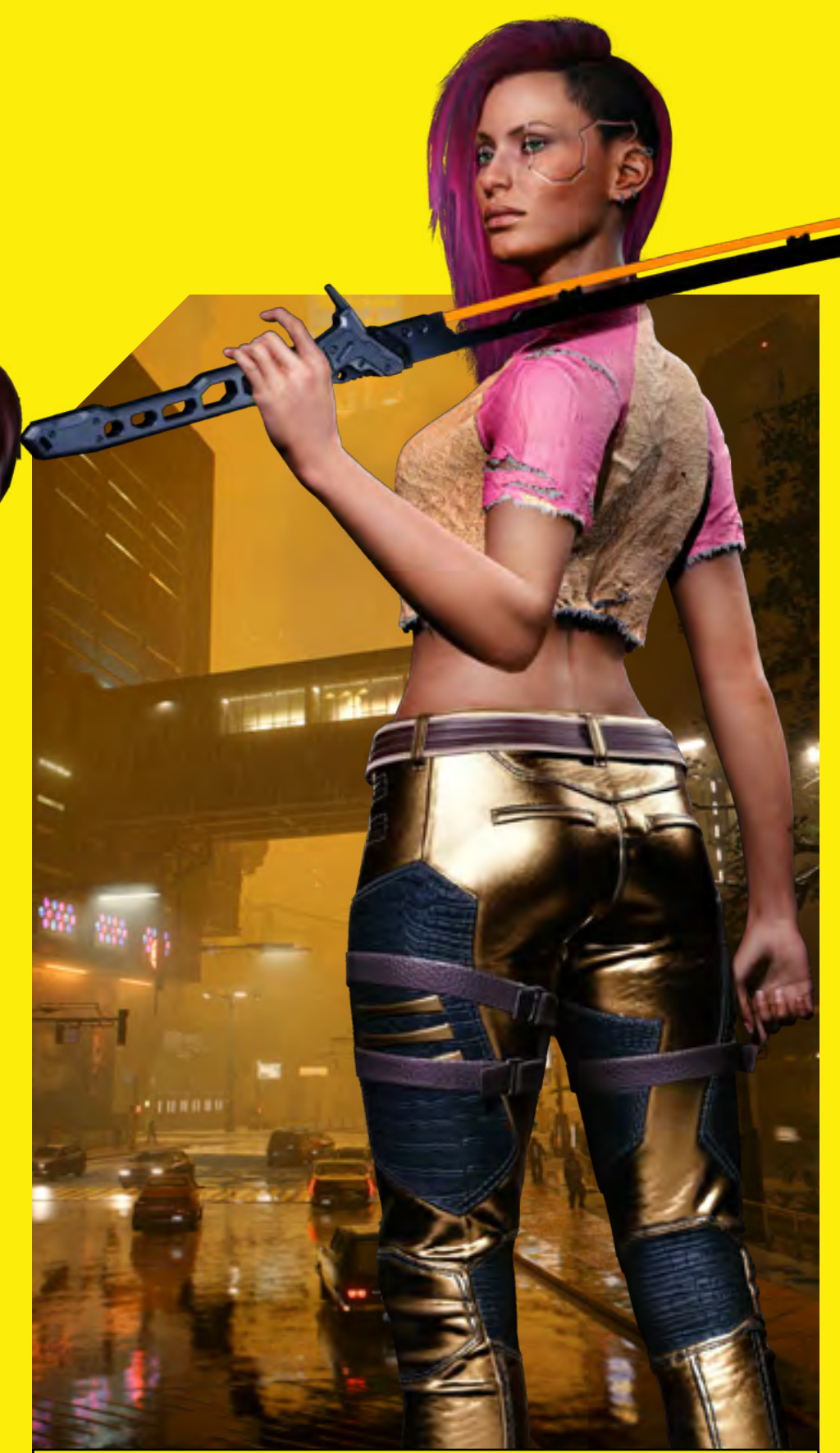
If this is your first time playing *Cyberpunk 2077*, then you'll probably want to know a little bit about how to play the game and what fundamental mechanics make this open-world RPG tick. Here's a run down of the basic gameplay mechanics you can expect to see in *Cyberpunk 2077*.

STARTING A NEW GAME

After clicking "New Game", you'll be prompted to choose whether you want to launch into the expansion *Phantom Liberty*, or dive in from the very beginning. Either option will prompt you to choose the difficulty level, V's lifepath, and then launch into character creation. In character creation, you can choose your V's physique, voice, and other physical attributes including hair style, eye color, and more.



CORPO



STREETKID



NOMAD

There are three lifepaths to choose from: Nomad, Streetkid, and Corpo. This choice will affect your opening mission, some events, and some dialogue options you'll receive throughout the game.

WHEN STARTING WITH THE BASE GAME

After customizing your V, you'll receive seven points to spend across five different attributes. Each attribute comes with three points already, and at this stage you can level up any skill to a maximum of six, meaning you can max out two attributes or choose a more rounded build. After confirming all of your choices, you will begin the first mission - one that is decided by the lifepath you chose earlier.



WHEN STARTING WITH PHANTOM LIBERTY

After selecting your difficulty, lifepath, and V's physical attributes, you will start the game in Pacifica at level 15 with your attributes already chosen for you. Your lifepath does not affect the beginning of the expansion and will only appear in certain dialogue options, as well as affect what certain characters say to you.

You can choose to Reset Attributes for free one time to redistribute the points as you see fit. Your inventory will also contain a selection of weapons and cyberware - although the game starts with a call from Songbird, you are able to visit a ripperdoc and gun store at this stage if you wish to swap what you have, though you will only start with 20,000 Eurodollars.



COOL

Determines your assassination skills and stealth abilities and improves your proficiency with precision rifles, sniper rifles, handguns, and throwable weapons.



REFLEXES

Determines your maneuverability and ability to evade enemy attacks and improves your proficiency with assault rifles, submachine guns, and blades.



BODY

Determines your raw physical power and fortitude. Invest to improve proficiency with shotguns, light machine guns, and blunt weapons.



TECHNICAL ABILITY

Determines your techie know-how. Invest in this skill to improve proficiency with explosives, Tech weapons, and to unlock higher-tier cyberware.



INTELLIGENCE

This skill tree governs netrunning abilities. Invest here to increase how many hacks you can upload on to a single enemy, decrease cooldowns between hacking by increasing RAM size, and improve your handling of Smart weapons.



RELIC

This skill tree is not unlocked until you trigger the first mission associated with the spy-thriller adventure *Phantom Liberty*. Once unlocked, it offers access to powerful, new capabilities for cyberware.



NEW TO NIGHT CITY?

THE CITY OF DREAMS beckons, but your first time within its borders may prove to be an overwhelming feast of decisions – from what skills to invest in and what weapons to choose to which quests and locations are worth exploring. With so much to do and see – and so many ways to do and see it – we invited our devs to highlight some of the unmissable moments. From a build that lets you mow down enemies without taking damage to 10 cool things to do in Night City, dive into this chapter for some inspiration on what to do when you come to town.

02



BUILD-A-CYBERPUNK

With robust skill trees and plenty of perks to choose from, there's no wrong way to be a cyberpunk in Night City. But much like all the glittering neons beckoning you in every direction, it can be tricky to decide which way to go. So, how about a healthy dose of inspiration from our gameplay designers?



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KAMIL JAKUBOWSKI

GAMEPLAY DESIGNER



INDESTRUCTIBLE TANK 1 / 2

THIS BUILD'S GOAL IS TO SURVIVE ANY ENCOUNTER without needing to use an inhaler even once, with great options for both crowd control and single target damage. Thanks to its tankiness, we can take on all of our enemies up close.

PERKS

Our build will focus mainly on the Body and Tech trees. At the start, we want to unlock the Pro Tech level to have access to some key perks as well as increase our base Cyberware Capacity as much as possible. Use your Perk Points on:



Painkiller



Speed Junkie



Glutton for War



First Aid



Transfusion



All Things Cyber
Our first big Milestone Perk.



Lucky Day
We want to start building our Crafting Components stack ASAP!

From there, depending on how eager you are to use LMGs, you can either go for the Phenom Level of Tech or Body. With this build, I'll choose the latter and invest 15 Attribute points into Tech to snatch the **LICENSE TO CHROME** Milestone Perk. From that point on, we will be putting all our Attribute Points into the Body Tree, where we will go all the way up to Master Level Perks. Once we unlock **PHENOM BODY** we should put our Perk Points in either the Left or Center Branch. If you don't feel tanky enough yet, go for **ADRENALINE RUSH**. If you feel like damage is what you're missing, go for Spontaneous Obliteration. You want as many Body 15 side perks as possible, with the **BLOODLUST** Perk being the cherry on top.

CYBERWARE

Our first Armor piece is going to be **SUBDERMAL ARMOR**; however, this is nowhere near the level of tankiness we are going for. That's why we'll also need to purchase some other pieces, mainly the Proxishield, Bionic Joints, and Scar Coalescer together with Fortified Ankles. After gaining a few levels we should be able to buy Heal-on-Kill, Blood Pump, and Biomonitor. At Tech 15, we can unlock the Cellular Adapter with the **BUILT DIFFERENT** Perk. It'll increase our Armor greatly with little Cyberware Capacity investment.

Once we reach Dogtown's Stadium, our first purchase should be a **CHROME COMPRESSOR**. For now, we want as much Cyberware Capacity as possible, because our next pieces are going to be very expensive. With more capacity and a few more levels we should be able to afford Epimorphic Skeleton, Para Bellum, Painducer and most importantly - Chitin. If there's any room to spare, then Cockatrice Optics and Shock Absorber/Immovable Force will greatly help with DPS. If you ever find yourself sitting on too much Cyberware Capacity, then go ahead and grab a Sandevistan of your choice.



TANK_345

KAMIL JAKUBOWSKI

INDESTRUCTIBLE TANK 2/2



WEAPONS

Since our early Perk and Cyberware selections don't give us many damage bonuses, we should lean towards weapons with naturally high damage per hit – Shotguns. Once Watson opens up, keep Takemura waiting and immediately go to Corpo Plaza to pay tribute to Rebecca and get her **GUTS SHOTGUN**, which we'll be upgrading as we go, which is why we want as many Crafting Components as possible.

Be sure to dismantle any weapon you're not planning to use, as well as any piece of clothing. You can craft higher Tier components and upgrade your iconic weapons in the Crafting Menu. Try not to use too many crafting components on Cyberware since better versions of those can be purchased at higher levels.

Once we progress the story a little bit we should find ourselves around the Sunset Motel in the Badlands. Next to the motel, there will be another weapon vendor sitting by the van. This lady has the best selection of LMGs including the **MA70**, which otherwise could be a bit difficult to find. The moment Dogtown becomes accessible to you, go and grab MA70 XMOD-2 ASAP. Similarly to Guts, we'll be upgrading this one as we go. Make sure to craft a Power Weapon Mod from the Chimera and put it on MA70 to unlock potentially the best crowd control weapon in the game.

END GAME

With all our Cyberware Pieces, Perks, and Weapons we're ready to elevate our build even further. To do so, we want to invest our remaining Attribute Points into Reflexes to unlock **AIR DASH** and the remaining Perk Points into **PYROMANIA** and its related perks. Pyromania stacks are another way to improve our Mitigation and with a good grenade, can also further improve our crowd control. (Ask Ozob for recommendations.) Good luck and have fun!



PETR JUŘICA

GAMEPLAY DESIGNER



STEALTH SHOTGUN TECHRUNNER

1 / 2

AS A PROFESSIONAL MERC, I LIKE TO BE SNEAKY ON MISSIONS.

I infiltrate the building, planning routes through cameras, luring enemies with a recon grenade or distraction device. If an enemy spots me, I swap to all-in mode and start blasting. This build is fast, with high explosive damage – from activating Overclock and queuing up control hacks followed by brain melt to unloading grenades and following with a projectile launcher salvo. If anything is left standing, a shotgun takes care of it.



Doom Launcher



Pyromania



Copy-Paste



Ninjutsu

PERKS

To start the build, invest 50:50 into the Tech and Intelligence tree at the same time. Get both to 9 as soon as possible to unlock extra healing items and grenades, as well as more cyberware capacity. In Intelligence, I want to invest in the Hack Queue, Ram Regen and Quickhack damage (the middle part of the tree). As I progress and encounters become more crowded, I get Optical Camo and start investing into the middle tree of Cool.

Skill Tree: TECHNICAL ABILITY

- **Health Freak** – Need as much healing for Overclock as possible.
- **License to Chrome** – Getting as much cyberware as possible.
- **Pyromania + Burn This City** – Packed perks give us more of what we need: survivability and stronger grenades.
- **Doom Launcher** – Combine this with Jailbreak from the Relic tree!
- **Built Different** – A must have! Payoff for high Tech investment.

If you're struggling with damage, you can unlock additional health perks from this tree.

Skill Tree: INTELLIGENCE

- **Hack Queue** – This perk really ties the Intelligence tree together. There are so many quickhack combos to try out!
- **Overclock** – RAM costs of quickhacks increase as their tiers go up, so Overclock gives us a reliable way of turning our health into RAM.
- **Copy-Paste** – This one is a real cherry on top. I advise everyone to try this perk.
- **Forcekill Cypher** – Useful if you're struggling with the access points. As a netrunner, you shouldn't be missing them as they are a reliable source for new hacks and resources.

Skill Tree: COOL

- **Ninjutsu** – Crouch sprint helps with the sneaking around part of the build.
- **Creeping Death** – Makes optical camo usable in combat.

PETR JUŘICA

GAMEPLAY DESIGNER

STEALTH SHOTGUN
TECHRUNNER

2 / 2

CYBERWARE

- **Cyberdeck** – I go with Arasaka Shadow, and if I follow the story of *Phantom Liberty* in a certain way I like to use the Militech Canto cyberdeck also.
- **Projectile Launcher** – A necessity.
- **Cellular Adapter** – This helps since I invest heavily into the Tech tree.
- **Epimorphic skeleton** – More health works well with Overclock.
- **RAM Recoup** – This cyberware turns getting shot at from up close and playing with a lot of explosive stuff into something positive.

FEELING INSPIRED BY THESE BUILDS?
HEAD OVER TO THE [CYBERPUNK 2077 BUILD PLANNER](#)
AND SEE WHAT YOU CAN COME UP WITH!



WEAPONS

- **Guts** – You can get this powerful shotgun easily, just visit Memorial Park and look for three monks.
- **Problem Solver** – Can be found in the Wraith hideout during the “Riders on the Storm” quest. Recoil and spread is not an issue if you’re one meter away from the enemy.
- **Malorian Arms 3516** – A bit late game, but I can’t stop myself from using Johnny’s gun for that extra cool feeling.

END GAME

Now’s the time to unlock both the left and middle Master perks in the Tech and Intelligence trees. The Relic tree is also a must-have for fully unlocking the Projectile Launcher and Optical Camo capabilities. At this point, it’s important to find the right balance; stack up as much cyberware as possible to increase the chance of your Edgerunners perk triggering, but make sure to save enough health to make use of Overclock. Sneak past enemies or simply get close enough to unleash your full might: use shotgun blasts, grenades, and rocket salvos to decimate enemies.

10 THINGS TO DO IN NIGHT CITY!



1

Hey choom! Night City can be crazy overwhelming, huh? If you're wondering what things you should be getting up to in the City of Dreams, then you're reading the right guide. Our intrepid street reporters have canvassed the depths of this megalopolis to bring YOU some hot tips on some top time-killers to enjoy during your stay.

Whatever you're in Night City for, you gotta try these out!

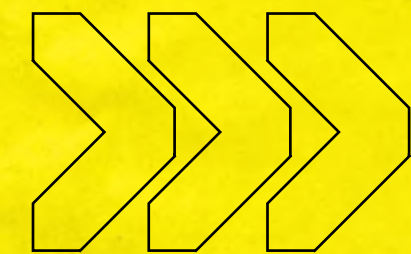
SHOOT SOME STREET PHOTOGRAPHY

Every district here has its own flavor and feel, so what's one of the best ways to immerse yourself in the local vibes? Photography! Take in the sights and see life through the lens of an NC native by taking preem shots across every district. That's right, time to enter full-on Photo Mode. If you wanna admire the sights but don't wanna cross paths with scavs, cyberpsychos, or bored street gangoons, use those handy new sightseeing binos and enjoy the city's vista points from a safe distance.

2

TRAVEL ON THE NCART

Who said getting around has to be a chore? Travel in NC is surprisingly efficient, and we say the NCART sky metro is one of the coolest (and safest) ways to get from A-B. Tickets are pretty cheap, so consider taking a smooth ride on public transit before going bumper to bumper with gonk city drivers.





3

RIDE THE ROLLERCOASTER IN PACIFICA

Pacifica was supposed to be a booming vacay resort, the perfect place to chill and indulge in all the pleasures the oh-so-wonderful megacorp bottom line could muster. Obviously, it all went to hell, but you can still find some moments of joy amidst the ruins. The broken down roller coaster seems primed for a jumpstart, so if you're up for a thrillride and willing to put the work in, you might just be able to capture a moment of what this forgotten district should have been in the first place.

4

DISCOVER PREEM ARCADE CLASSICS

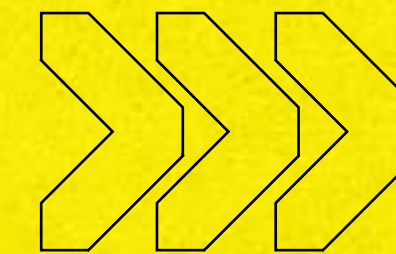
Back in the day, kids and kid-like adults would burn eddies and hours breaking their fingers to get high scores in the local arcades. It's a bust business now, what with BDs and the like, but we've recently discovered some absolute classics – playable if you find an arcade machine in working order. Roach Race and Trauma Drama – ahhh, now they take me back.



6

JOIN THE GIG ECONOMY

Corps might rule Night City but we also have a thriving business of badass entrepreneurs. Mercs, edgerunners, cyberpunks – they go by many names, but the best thing about them is there's always work to be done. Fixers are always in need of individuals with special skills, so if you wanna try your hand then keep an eye out for lucrative gigs. Eddies and street cred await!



5

EXPLORE DOGTOWN

Okay, yes you'd have to be desperate to even try to break into Dogtown – and we don't usually encourage our readers to risk their lives getting into what most people call the "deadliest district" of Night City – but if you're dead set on seeing all there is to see in Night City, it might be worth it. Who knows, with a little patience, an opportunity to get through those impenetrable walls in Pacifica might even present itself to you. Crazier things have happened! Anyway, from what we hear, you can bag some sweet deals in that black market... just try not to piss off Hansen and Barghest while you're at it.





7

HELP FIGHT CRIME

Gangers think they run this town. Sure, it's hard to argue when they've got a gun in your face with their finger on the trigger, but it's high time someone put these gonks in their place. The NCPD is understaffed and... well, let's just leave it at that – so if you've got the gear to lend a hand and chip away at the daily crime statistics, you're bound to be well rewarded. Stay tuned for NCPD alerts across the city; there's always a crime in progress.



8

CHANGE YOUR ENTIRE SELF!

Y'know what they say: Night City Changes Every Body. Whether you're bored of your looks or you just wanna try something new, head to any ripperdoc and they'll be able to sculpt your appearance however you wish. And hey, while you're at it, why not get chipped with some chrome? Can you really say you've been to Night City if you haven't refreshed your implants?

9

INDULGE IN SOME ROMANCE

Got a special someone you just love spending time with? First, good for you! Who knew you could find love amidst the chaos of Night City, huh? Sometimes a quiet moment with your soulmate is all you need to recharge and feel content, and believe me that's a rare thing in this screwed up world we live in. So go on, give that lucky person a call on the holo and forget about everything else for a bit. Date night ftw! Or, you know, if you're not currently seeing someone, you can always go visit Jig Jig Street for some late-night fun...



10

SETTLE DOWN

Can't stop digging Night City? Try out life in different districts by checking out the apartment rental market! EZEstates on the Net has you covered, whether you're yearning for the high-life in Corpo Plaza or the gritty feel of Japantown. And what the hell, while you're in the shopping mood check out the Autofixer site to claim some sweet wheels of your own. A house and a car: ain't that the life?

03

CHROME, PAINT, TEXTURES AND PIXELS

CYBERPUNK 2077: ULTIMATE EDITION is one of the most technologically advanced games currently on the market, offering a complex open world teeming with life, a world that draws you in for hours upon hours and offers experiences unlike any other; one that in terms of mood, diversity, and depth is truly unparalleled.

Night City is an intense place, sometimes overwhelmingly so, with its ever-present neons, pulsating lighting across an unending slew of tech and machinery, ads of all shapes and sizes around every corner that are locked into a constant battle

for our attention. All the while, sleepy megabuildings and skyscraping corporate havens tower over the labyrinths of streets and alleys, from which all semblance of hope has been ruthlessly burnt away by the blinding lights of the dark future. Night City can be illusive, but you can't deny the sheer wealth of styles on display here, nor its beauty – even if it's skin deep.

In this chapter we'll be taking a closer look at Night City, as well as the technology that powers the open world of *Cyberpunk 2077*.



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NIGHT CITY



LAYERS OF NIGHT CITY

The history of Night City is a rich one, with a community that is distinct and vivid. Both Night City's past and its people have had an impact on the megalopolis in its look and feel. The various districts differ from one another, and at every step you can see that the city is alive and belongs to the people who have left their mark on it.

Built as a capitalist mecca by Richard Night in the late 1990s, by 2077 the years of corporate control, rampant poverty, and gang presence have left their mark on everything from Night City's architecture to its fashion. From the sleek and imposing Corpo Plaza to the sun-scorched stretches of the Badlands, each part of Night City contains a rich history and lively citizens, whose attitudes and behaviors reflect the city that's shaped them. Individual districts all hold unique identities, showing off just how alive every area feels – and how much it owes to the people who populate them.

THERE'S NO PLACE LIKE HOME

Night City is made up of distinct districts, all with their own histories, character, and unmistakable style. Together, they form an incredible mix of danger, degeneracy, and opportunity like no other. But who better to describe the districts than the people who live there? Let's let them talk.

WHEN YOU'RE IN NIGHT CITY, DON'T FORGET TO:

- **Always be on the move** – you're free to explore everything the town has to offer, with no loading screens to slow your journey.
- **Keep your eyes peeled** – and not just to guard against cyberpsychos. Every corner of the city contains something worth checking out, whether it's a new gig, a unique view, a piece of tech hiding in the trash, or something else.
- **Aim high** – literally and figuratively. Night City's verticality is part of what makes it so imposing and impressive. Just watch out: the higher you climb, the more you have to lose.



WATSON

03_006_DISTRICT_X1



I'M OLD ENOUGH TO REMEMBER WHEN YOU HAD A CHANCE FOR A DECENT LIFE AND A CAREER IN WATSON. BUT THEN OL' SABURO CAME IN AND STARTED THROWING HIS WEIGHT AROUND, BUILDING FACTORIES, AND THEN ARASAKA TOOK THE WHOLE WATERFRONT FOR THEMSELVES. THAT'S WHEN IT ALL FELL APART, AND ANY CRUMBS FROM ARASAKA WENT STRAIGHT TO THE GANGS. IT'S A CRYIN' SHAME THE WAY WE LIVE NOW.

— FRANK SATURDAY



WESTBROOK

03_006_DISTRICT_X2



I LIVE IN NORTH OAK, ON THE HILLS BUILT FROM MILLIONS OF EDDIES, WHERE I CAN HAVE A VIEW OF ALL OF NIGHT CITY. WHENEVER I CAN'T SLEEP I LOOK OUT MY WINDOW, DOWN AT THIS BLOATED CORPUS OF CHROME, STEEL, AND NEON. FROM FAR AWAY IT'S BEAUTIFUL, BUT I KNOW GETTING ANY CLOSER WOULD END WITH MY HEAD RIPPED OFF AND MY SOUL CORRODED. I TRY NOT TO GET CLOSE. NEVER. NO EXCEPTIONS.

— SUNNY POLKE





CITY CENTER

04_006_DISTRICT_V234



I'LL SAY IT WITHOUT SHAME: I'M A CORPO AND I'M PROUD OF IT. BET YOU'D PREFER TO HEAR THAT I HATE MY JOB, THAT MY LIFE HAS NO MEANING, RIGHT? YOU WISH. I LOVE MY JOB AND I LOVE THAT I CAN CARRY MY HEAD HIGH INTO CORPO PLAZA, THE BEST PART OF THIS TOWN. I LOVE LOOKING AT THESE SLEEK CORPORATE BUILDINGS, MONUMENTS TO HUMAN INGENUITY AND AMBITION. WORKING HERE MAKES ME A BETTER PERSON.

— BRIAN D. LEASH

SANTO DOMINGO

03_xx6_DISTRICT_X5

“ I WAS BORN AND RAISED IN RANCHO CORONADO. MY VERY FIRST MEMORY WAS OF THE RUST-BITTEN PIPELINE THAT RAN THROUGH OUR NEIGHBORHOOD TO THE NEARBY DAM. I WAS TERRIFIED THAT IT WOULD BREAK AND WE’D ALL DROWN IN THE FLOOD. STUPID, HUH – AS IF THERE WAS ANY WATER IN THERE. WHEN I WAS 15 I FINALLY GOT UP THE COURAGE TO GO LOOK ON THE OTHER SIDE OF THAT DAM, AND I SAW HOW BONE-DRY IT WAS. THE ONLY THING THAT OVERFLOWED WAS TRASH. AND WE WERE ALREADY DROWNING IN TRASH, SO WHAT DIFFERENCE WOULD A COUPLE BAGS OF ROTTEN MEAT MAKE?

– LEAH WILLER

LOVE
RANCHO





PACIFICA

05_007_DISTRICT_V334



CHOOM, THIS IS THE LAST PLACE ON EARTH, THE LAST BASTION OF PARADISE – EVERYTHING ELSE IS A ROTTEN PARODY OF ITSELF. HERE WE LIVE LIKE KINGS IN OUR OWN KINGDOM, WATCHING THE SHORELINE, AT NIGHT DIVING INTO THE NET. WE’RE LIKE SAILORS TAKING CASTAWAYS TO THE NEW LAND. I’M AN AMBASSADOR OF THE FREE MARKET THAT FLEW LIKE ICARUS TO THE SUN. WE EMERGE FROM THE SEA FOAM, FROM OUR HIDING PLACES, LIKE THE FIRST PEOPLE TO POPULATE THE EARTH – OR MAYBE THE LAST?

– BARRY X

HEYWOOD

08_004_DISTRICT_V4

“CROWDED. THAT’S THE ONE WORD I’D USE TO DESCRIBE HEYWOOD. FEELS LIKE MOST OF NIGHT CITY IS CRAMMED IN HERE, CAN’T EVEN SPIT ON THE STREET WITHOUT IT LANDING ON SOMEONE’S BACK. BUT THAT HARDLY MEANS PEOPLE WANT TO LIVE HERE – JUST THE LUCK OF THE DRAW, RIGHT? IT’S WHY I PREFER TO STAY AT HOME. SOME PLACES ARE BEST EXPERIENCED FROM BEHIND A LOCKED DOOR.

– J.F. SEBASTIEN





BARGHEST



DOGTOWN

XXX_FFF_000



I'M TELLIN' YOU, YOU MIGHT NOT GET IT, BUT DOGTOWN'S A DECENT PLACE. CORPOS FROM NIGHT CITY MIGHT CALL US A FAILURE, A RUINED DISTRICT, A WART ON NIGHT CITY'S ASS. BUT FIRST OF ALL, WE KEEP TO OURSELVES AND WE KEEP AN EYE ON EACH OTHER. AND SECOND OF ALL, AT LEAST WE HAVE SOME RULES, HARSH THOUGH THEY MAY BE. THAT'S MORE THAN YOU CAN SAY ABOUT NIGHT CITY.

- KENNA POSKE

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01 DEVELOPER HIGHLIGHT
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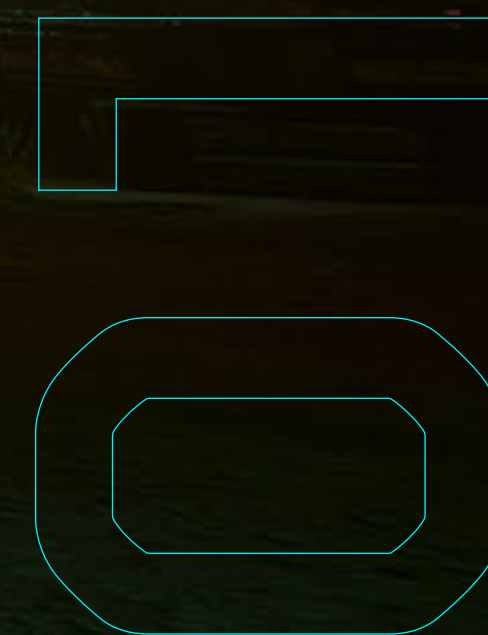
DOGTOWN'S LONGSHORE STACKS DISTRICT



I have to say my favorite part of the game I worked on wasn't a concrete mission, contract, or other open world activity - instead, it was the entirety of Longshore Stacks, a part of Dogtown that players may recognize from the main quests located in The Moth. Our artists and level designers did a fantastic job drawing out the verticality of the area, which made it easier for us to plan out where to put the neighborhood's residents, unique vendors, mini-stories, and collectibles that show off the difficulties of living in such a difficult place. On top of that, the unique appearance of Longshore Stacks residents makes this one of the most unique areas in Dogtown, if not in all of Night City - at least, I'd vouch for that fact!

When designing all of our neighborhoods, we look for unique places and important community gathering spots that add additional narrative layers. One interesting challenge was finding a spot like that in Longshore Stacks. During production we came up with the idea of having a tree in the very center of the plaza, where residents could hang photos of disappeared loved ones. This tree allowed us to then add unique scenes and conversations between locals, creating further depth in the already sad story of this district.

- MICHAŁ MARCINKOWSKI
SENIOR OPEN WORLD COORDINATOR





BADLANDS

0_B17_345_A



LORD, THERE'S NO ONE HERE. AND IT'S INCREDIBLE, THE PEACE, THE QUIET, THE SAND. I LOVE SAND, ESPECIALLY WHEN IT'S MIXED WITH OIL, I LIKE THE WAY IT GLITTERS UNDER THE SUN WITH A MILLION COLORS. AT NIGHT I LISTEN TO THIS BUZZING IN MY SKULL, A LEFTOVER FROM MY TIME IN NIGHT CITY. THAT WAS THE BIGGEST MISTAKE OF MY LIFE. BUT NOW I'M FREE, KICKING UP SAND LIKE A CHILD, LIVING IN MY OWN PERSONAL SANDBOX, AND IF I WANTED I COULD BUILD MY OWN CITY RIGHT HERE AND SHOW 'EM ALL.

— MILTON WALLACE



SHOOT FIRST... THEN SHOOT SOME MORE

In *Cyberpunk 2077*, you can pick and choose from an array of killer weapons you won't find anywhere else. Sniper rifles, assault rifles, SMGs, revolvers, shotguns, katanas, grenades - all that and more, all designed from the ground up by CD PROJEKT RED to offer a unique experience.

When playing, you can freely experiment with different types of weapons, from smart SMGs dispensing projectiles that automatically track the target to powerful shotguns with bullets that ricochet off of surfaces and tech assault rifles that pepper enemies with bursts of electromagnetically propelled ammo. There's more, though, as *Phantom Liberty* introduced more than 100 new items, including even more tools of destruction.

During your stay in Night City, you'll also come across iconic weapons that feature their own set of unique

attributes. And then there's Skippy - you simply have to meet Skippy.

The already impressive arsenal at your disposal is further bolstered by cyberware - advanced cybernetic implants that expand your combat capabilities and equip you with new ways of dealing with threats, like Mantis Blades that dice up enemies or a rocket launcher built into your forearm. The list goes on, with combat quickhacks you can deploy against enemies - in the world of *Cyberpunk 2077* almost everything and everyone is connected and therefore hackable, which you can and should use to your advantage, morality be damned. After all, having a conscience in Night City is like the tooth fairy - everyone knows that it's nothing more than a chromed out fairytale.

MILITECH_2323/98



MILITECH



02 DEVELOPER HIGHLIGHT

453_343434

MAKING WEAPONS

When designing weapons for *Cyberpunk 2077*, which are an inherent part of its brutal, dystopian world, we adhered to three major principles. Firstly, each weapon needed to be believable. In the real world, weapons utilize an assortment of complex mechanisms where function is more important than appearance. This is something we wanted our designs to reflect, with each weapon working logically and its aesthetics closely tied to how every piece of machinery inside comes together functionally. Even for our more “outlandish” designs, we dedicated significant time to creating believable and functional mechanisms, though some aren’t always visible to the players. Secondly, since each player gets to create their own character in *Cyberpunk 2077* – from looks, to abilities, to perks, and more – and mold them into their own brand of cyberpunk, each weapon had to support that fantasy. You can become a raging-battering-ram of a solo, a killer netrunner, a sniper taking out targets from afar – or create a character that’s a combination of all of these, and more! When expanding the in-game arsenal, we wanted the weapons there to provide inspiration for players to create their one-of-a-kind edgerunner, offering maximum gameplay variety and, in turn, a deep and unique experience. And thirdly, our weapons needed to support the world-building in *Cyberpunk 2077*. Weapons don’t exist in a vacuum – they’re part of the living and breathing world, so our designs needed to be naturally embedded within *Cyberpunk’s* ‘kill-with-style’ dark future, complete with a “story” behind them, such as a manufacturer.

Some of our weapon designs defy the framework governed by rational thinking – plastic, single-use handguns, thermal katanas, sniper rifles utilizing self-guided ammunition, or, say, a weapon with a built-in virtual assistant. No idea is too crazy for the world of *Cyberpunk*. We continued this trend with *Phantom Liberty*, paying special attention to the world-building aspect of our designs. The colossal stadium at the heart of Dogtown houses some particularly deadly equipment available for purchase. Moreover, Dogtown’s commander-in-chief, Kurt Hansen, is an arms dealer himself, leading us to create an array of extremely dangerous weaponry that we flooded the local black market with.

– MICHAŁ KALISZ

ACTING LEAD WEAPON ARTIST



VEHICULAR MAYHEM

In *Cyberpunk 2077*, you can enter just about any vehicle you see on the street and just drive. Depending on which district you're currently in, you can take control of an economy car fit for normies, tricked-out set of wheels that corpos frequent, supercharged sports cars, heavy trucks, armed-to-the-rims armored SUVs, and more.

Many cars you can also purchase and own for life. An assortment of extra speedy, exclusive bikes and iconic cars awaits! Driving them around is bound to be a joy – for you, at least.

Each and every vehicle in *Cyberpunk 2077* – regardless of their size, number of wheels, and their history – is an original and a work of art, meticulously crafted and brought to life by the artists and developers at CD PROJEKT RED.

Vehicles in *Cyberpunk 2077* aren't just a mode of transportation. With the free Update 2.0, also included on-disc with the *Ultimate Edition*, the game now features vehicular combat. Shoot your favorite handguns and SMGs from behind the wheel, use mounted weaponry featured in a number of cars, utilize vehicle quickhacks to literally stop enemies in their tracks, slice and dice with your katana or throw knives at your adversaries from the comfy seat of a bike – a world of possibilities to wreak havoc awaits!



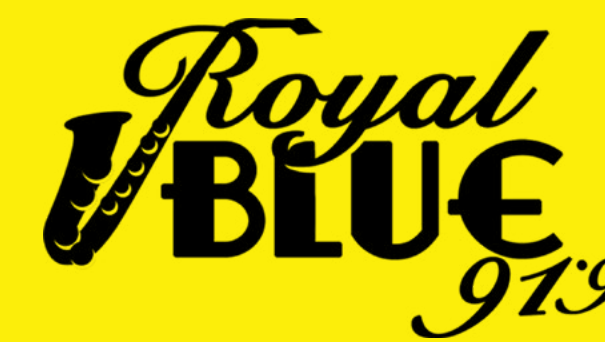


WHY NOT TURN UP THE RADIO AS YOU DRIVE? HERE'S A SMALL SAMPLING OF STATIONS TO CHECK OUT – HOP OVER TO CHAPTER EIGHT TO FIND OUT EVEN MORE!



96.1 RITUAL FM

Hard and aggressive black & death metal. Favored station of the **Maelstrom gang**. If this violent, angry, chromed-out gang is your style, you might find solace in Ritual FM.



91.9 ROYAL BLUE RADIO

Are you on the more... sophisticated side? You admire the **corpo** life and enjoy a glass of imported whiskey while relaxing in your Corpo Plaza apartment? This jazz station is for you. Featuring licensed **jazz classics**, this is music that'll take you back to simpler times, far away from the kitsch rabble you'll find elsewhere.



106.9 30 PRINCIPALES

Latino music redefined, featuring reggaeton, Latin hip hop, and remixes. You'll hear this station blasted at Heywood street parties, and it's the go-to station for the **Valentinos gang**. Sound like fun? This station could be for you.



89.7 GROWL FM

The most diverse station on the airwaves! Featuring everything from K-pop to rock to rap and more. You'll hear this station played all over the city, so check it out; there's **something for everyone**.





THE STAGE THAT IS NIGHT CITY

Night City is a huge stage on which many characters make their appearance. Some of them you'll become close with. Others you might just pass on the street. Regardless, you'll remember them either way, guaranteed. Whether it's scenes from the main story or side missions, or the anonymous passersby you'll see as you traverse the city - everyone has personality and character, which they owe to CD PROJEKT RED's teams of artists, who made sure that their models and animations deliver peak performance possible on modern gaming systems.

Freedom - this one word perfectly describes the Night City experience. You can traverse the entire game world seamlessly with no loading screens between locations. There are also no traditional cutscenes in *Cyberpunk 2077* - all story scenes are woven into the real-time experience and you remain in control of your character throughout. This makes for a fully immersive RPG experience that you'll find nowhere else.

03

DEVELOPER
HIGHLIGHT

563_2345

SETTING THE STAGE

Cinematics in *Cyberpunk 2077* are a crucial part of the storytelling. During production, we set ourselves the ambitious goal of treating the player like another actor within the scene, instead of a simple observer, and providing an expressive toolset of interactivity (from the player's perspective) and reactivity (towards the player's actions and choices) to drive it all.

It was a step towards merging gameplay and narration to create a seamless, player-driven experience that would still allow us to deliver gut-punching stories. Having this kind of goal is one thing. Delivering on it is another. First-person perspective narration is a unique animal, and the approach we took was challenging each step of the way. Things like staging the actors to guide the player across the level, pose work that sells the emotions at a glance, facial performances that deliver exactly what we need them to, the way our scenes wait and react to player placement, choices, behavior and dozens more – all difficult, all crucial in telling the stories we wanted to tell.

The common thread in them all? Keeping the player engaged. Never breaking immersion. Treating the player as an actor, like in theater, where the stage is all around you. Cinematics in *Cyberpunk 2077* and *Phantom Liberty* strive to do one thing and do it uniquely well: to tell amazing stories in this crazy interactive medium we all love.

– PAWEŁ OCHOCKI

CINEMATIC DESIGN COORDINATOR

– NICOLAS CARDAHI

CINEMATIC DESIGNER



CUTTING-EDGE TECH IN CYBERPUNK 2077

Night City is the most ambitious open world we've ever created. It's a dense, vertical open world with a wild variety in terms of art styles, architecture, and action. In February 2022, we released patch 1.5 - the Next-Gen Update - which marked our shift to focus development purely on new-gen consoles (Xbox Series X|S, PlayStation 5) and PC. This renewed focus allowed us to push the boundaries of *Cyberpunk 2077*, allowing it to reach new heights in terms of visuals and performance.

Here, we'll take a look under the hood and highlight some of the technology that has helped *Cyberpunk 2077* become recognized as one of the most cutting-edge open-world video games ever made.



RAY TRACING

675_JACKIE_MISTY



PATH TRACING

676_JACKIE_MISTY



For almost two years, together with Nvidia, we were working on a totally new rendering technology like the one used for visual effects in films and animation, with the goal being to make it possible to experience similar quality in real time in *Cyberpunk 2077*. It is a dramatically different way of calculating light and reflection in our game that no longer relies on systems like reflection probes, GI probes, or shadow budgets, which are a foundation of most real-time solutions. As a result, it was a herculean effort to make an incredibly massive and complex game that was already a released work with that paradigm in mind.

– JAKUB KNAPIK
GLOBAL ART DIRECTOR

PUSHING TECHNOLOGICAL BOUNDARIES ON PC – PATH TRACING

By default, lighting in *Cyberpunk 2077* is handled by our own global illumination technology. However, by working closely with Nvidia we are proud to be the very first open-world video game to employ full ray tracing on PC – also known as path tracing.

Path tracing is a different method of calculating light and reflection, leading to more realistic lighting across the entirety of Night City in real time. Using Ray Tracing: Overdrive mode in *Cyberpunk 2077* on RTX 40 series GPUs, players can now experience an even more immersive experience that uses this advanced technology to dynamically calculate every light ray as realistically and efficiently as possible.

And even if you don't own a 40 series RTX card, you can still experience the full effect of Path Tracing thanks to the cloud. With GeForce Now, you can stream *Cyberpunk 2077* in its full path-traced glory!

SMOOTHER PERFORMANCE WITHOUT COMPROMISE – DLSS 3.5

The latest iteration of Nvidia's DLSS technology, DLSS 3.5 provides a massive boost to performance of the game even when rendered at the highest settings – including Ray Tracing: Overdrive mode (Path Tracing).

DLSS 3.5's features Ray Reconstruction, fueled by AI technology, that enhances the quality of ray-traced lighting in every scene. And what happens when you also add DLSS 3.5's Super Resolution technology, Deep Learning Anti-Aliasing, and Frame Generation into the mix? You can play *Cyberpunk 2077* and enjoy cutting-edge path-traced lighting, improved image quality, and higher frame rates – all at once.

For a game world as complex as Night City, this is a major technical feat and needs to be seen to be believed!

THE POWER OF THE LATEST CONSOLES – PERFORMANCE AND IMPROVEMENTS ON NEW-GEN HARDWARE

With the Next-Gen Update, we shifted our development focus to Xbox Series X|S, PlayStation 5 – alongside PC. This allowed us to develop full, native new-gen versions of *Cyberpunk 2077*, taking full advantage of the power of the latest consoles – and it also meant that *Phantom Liberty* was developed for PC, Xbox Series X|S, and PlayStation 5 from the start. Here's some key tech improvements made to the game on consoles.

- **Ray Tracing Modes** – Available on Xbox Series X and PlayStation 5, Ray Tracing Mode introduces local ray traced shadows and prioritizes visual fidelity. Thanks to hotfixes and patches, performance and input lag was improved to make ray tracing even more viable in general gameplay. This mode targets 30 fps with dynamic 1800p scaling.
- **Performance Modes** – Available on Xbox Series X|S and PlayStation 5, the Performance Mode toggle in the Video setting allows you to prioritize frame rate on these consoles, providing smooth gameplay targeting 60fps with dynamic 1800p scaling on Series X and PS5. On Series S, Performance Mode aims for 60 fps at 900p with dynamic resolution scaling in the ranges of 800p and 1080p.

- **Quality Mode** – On Xbox Series S, the Quality Mode toggle allows you to prioritize visual fidelity, with the game targeting a capped 30fps at 1440p with dynamic resolution scaling.
- **Other improvements** – Focusing console development with new-gen consoles in mind also allowed us to make other improvements across different updates, with highlights including:
 - **Faster loading times** thanks to the SSDs native to new-gen consoles;
 - **Balanced HDR** to provide parity across all platforms;
 - **AMD FidelityFX Super Resolution 2.1** support on new-gen consoles (including Xbox Series S) – boosting FPS, making targeted frame rate more stable and achievable even at higher resolutions.



UNFORGETTABLE FACES

FROM ASPIRING BRAINDANCE STARS, doomsday prophets, and mysterious monks to calculating scientists and loyal nomads, the people who you meet all have their own lives and goals. As V, you'll meet friends, allies, and enemies during your journey in Night City - but it's your call as to who you'll want to keep close. In this section, we'll cover the biggest movers and shakers that V will encounter during their journey into the underbelly of Night City.

04

MAJOR CAST OF CYBERPUNK 2077

V

V is the main character of *Cyberpunk 2077*. You play as V and see Night City from their perspective. What your V looks like will be unique to you, but no matter what life path you choose or what kind of character you create, V will always be an ambitious mercenary trying to make a name for themselves in the city of dreams. At the beginning of the game, the biggest goal V has is to become a bonafide legend, and the gig of a lifetime promises to deliver just that. But opportunities in Night City are rarely ever what they seem on the surface, and soon V is dealing with an altogether different issue: death. Stuck with an experimental Arasaka biochip known as the Relic in their head, V must face down mortality itself and find a way to stop their very being from being overwritten, replaced by the soul of long-dead rockerboy, Johnny Silverhand.



V_1_LYRT

JOHNNY AND V'S RELATIONSHIP



After working on *Cyberpunk* for the last seven years of my life, it's always the little things that stay with you. There's one secret path for V, hidden at the crossroads. If the player said the right things at the right time and waited long enough for others to coalesce – just maybe, they can take their life into their own hands and go together with Johnny for one last ride into the depths.

But... this ending and opportunity for the player didn't exist at first. Call me an unreliable narrator, but I remember discussing our quests with other designers and someone saying like "It would be amazing if V and Johnny could go through the front gates, hand in hand, a crazy stunt to save everything and everyone that matters." Moment passed. I asked, "Well, could we do that?" People looked at each other, unsure.

Until my amazing friend and colleague, Senior Quest Designer Eero Varendi, came to me later that day and in a conspiratorial tone said, "I'll do it". We worked on it bit by bit between our other quests, keeping at it until we had something presentable and showed it to leadership – and then it was officially in the game.

And that's how we have this hidden curio at the end of the road, by sheer will and a lot of talent. A detail I love: security's reaction to V's appearance. At first they are surprised but aggressive, confident. But the longer the mission goes, the more bodies that lay bloody on the granite floors, the more scared and terrified they become. It's all custom, so we could direct their reactions exactly how we wanted. And that fear, this "why is she not dead!?" echoing in their skulls, the idea that they are responding to the player's bleak, almost mythical refusal to die and give up is awe inspiring, and encapsulates the whole game's theme very well.

– PAWEŁ OCHOCKI

CINEMATIC DESIGN COORDINATOR





JOHNNY SILVERHAND

By 2077, Johnny Silverhand has been dead for over 50 years, but that doesn't stop him from being one of V's closest companions throughout their adventure - whether he's welcome or not. Johnny is one of Night City's most iconic and controversial entities; a legendary rockerboy who gained traction as the frontman of chrome-rock band SAMURAI, he's as anti-corporate as they come and his grudge against Arasaka knows no limits. Now that his digital construct is stuck inside V's head thanks to the Relic, Johnny finally has the chance to finish what he started back in 2023 when he detonated a tactical nuke inside Arasaka Tower.



JACKIE WELLES

Heywood born and bred, Jackie is one of the few ex-Valentino members who left the gang with a beating heart. After forming a firm friendship with V, together they began to make moves in the underworld as reliable and effective mercs. Gig after gig they built their cred and worked their way up the ladder. But Jackie has always been more ambitious than your typical ganger or solo; as always, he has his sights set on the big time. The gig of a lifetime is beckoning, and with it, his and V's rightful place as true Night City legends.

MISTY

Walk into Misty's Esoterica and you'll be surrounded by the aroma of incense – and a sense that even the most broken spirits can be healed. Well-versed in the world of Tarot, Misty is always willing to give out advice for the soul, and her calm and personable nature can help to lessen the burden from even the most dire circumstances. Misty is Jackie's girlfriend, unofficial assistant to Vik the ripperdoc, and quickly becomes a trusted face in the midst of V's life-or-death struggles.

VIKTOR VEKTOR

In Viktor, V has hit the ripperdoc jackpot. Viktor is sharp as a tack and tough as nails; a master of his trade and an artist with the scalpel, or more precisely, with the finely-tuned surgical exoglove he insists does the job a thousand times better than any cyberhand. Most importantly, he's kind and caring to those he takes under his wing. He's a mentor of sorts to V, and each time V passes through Misty's esoterica shop into his clinic, it feels like entering a refuge, a chance to rest up and get some solid advice before heading back out into the wild.



JUDY_ÁLVAREZ

**GORO TAKEMURA**

From navigating childhood in the gutters of Tokyo to surviving through countless conflicts as a loyal Arasaka soldier, Takemura's career peaked when the CEO of Arasaka Corporation himself, Saburo Arasaka, made him his personal bodyguard. Yet Takemura's career tanked when Yorinobu Arasaka accused him of failing to prevent Saburo's murder. Exiled from the organization he'd given his life to and with bounty hunters on his trail, he must start out once again on the streets, without his implants, in order to right the injustice that caused his fall from grace. And there's only one person he can put his trust in: V.

JUDY ÁLVAREZ

Judy is Night City's most talented braindance technician. She edits virtue with an artistry that's sorely lacking from the wider BD market, operating out of the basement of Lizzy's Bar - HQ of The Mox gang. Judy's fierce independent spirit means she's always one to fight back against injustice, no matter how outspoken or outgunned she might be.

PANAM PALMER

Panam is a nomad, one of the Aldecaldos; a tight-knit family of roving free-spirits - though by adoption, not birth. When V meets her, Panam's left the family behind and taken on work as a mercenary, the kind of entanglement with rotten-world corporations and cyberpunks the Aldecaldos deliberately shun - and the kind of life that might leave a person like Panam wondering where her heart truly lies.

05 DEVELOPER
HIGHLIGHT

567_2389

COMEDIC TIMING WITH TAKEMURA

My favorite moment is a small one – when Takemura waits for V at Wakako’s, the Westbrook fixer. When V arrives, they witness a funny conversation between Takemura and an elderly man who sits by the entrance.

This tiny scene is one of my favorites because it’s something you can laugh at. The conversation between the man and Takemura is small and strange, and the player can add to the chaos by leading Takemura down an embarrassing rabbit hole. What’s key to this scene is timing, playing with silence and pauses to amplify the comic nature of the scene. It was crucial to find the perfect length of the pauses between a few key lines. They couldn’t be too long or too short – we’re talking a difference of literally 25 milliseconds. The line between a funny or boring scene turned out to be incredibly thin.

I have to admit I was incredibly proud during the review process of this scene, when V reacts with a drawn-out “Wow...”, all of the leads burst out into laughter.

– SZYMON SŁOWIKOWSKI
CINEMATIC DESIGN COORDINATOR



RIVER WARD

A life-long cop who always tries to do things by the book; but after too long, trying to avoid compromises while working in a compromised system has left River searching for answers outside of the usual NCPD channels. His difficult childhood makes him fiercely protective of his sister and her three children.

KERRY EURODYNE

Former bass player of SAMURAI, Kerry still bears the scars of his days playing alongside Johnny Silverhand. He's been through a lot since then, with a solo career that delivered him to superstardom and a high-tech mansion in the hills of North Oak. And yet, he still defines himself by the could-have-beens and shouldn't-have-beens of his time at Johnny's side.

ROGUE

Rogue is one of the OG cyberpunks, kicking ass since before 2020 and still doing it in 2077. As a rebellious teen, she knew the stiff hierarchy of gang life wasn't for her and set out on her own. Then she ran into Johnny Silverhand. Their intense romance endured twists and turns before ripping apart in a violent and spectacular fashion. After Johnny's death, Rogue hung up her weapons and moved out of the direct line of fire, using her contacts to become a fixer. Now she's "Queen of the Afterlife", and someone who could be of immense value to a merc in V's position.

YORINOBU ARASAKA

Saburo Arasaka's younger son was groomed from birth to one day take the helm of the family corporation. However, the night he graduated from college, he and Saburo got into a heated argument. This father-son spat prompted Yorinobu to turn his back on his family, form a gang, and seek revenge on the Arasaka empire. But revenge was impossible – from the outside. Eventually, with Hanako's help, Yorinobu eventually ended his exile and returned to the family fold. Though he is no longer the heir apparent, he nevertheless remains a person of great influence.

HANAKO ARASAKA

Saburo Arasaka's youngest child and only daughter. Born when Saburo was already eighty years of age, she became the apple of his eye. Fearing she would get beaten and bruised in the many Arasaka Corporation backroom brawls, he chose to keep her in a gilded cage rather than prime her for the family trade. However, this prison of over-protection could not contain her spirit. She became a skilled netrunner, eventually assuming powerful roles as keeper of company secrets and a trusted representative of her father's interests. Yet, in the wake of Saburo's death, all she's ever known threatens to unravel around her.

EVELYN PARKER

Cunning and mysterious – a dangerous mix, especially when you're trying to navigate the world of shady deals with Night City fixers. Evelyn always makes a point of being the cool and collected one, elegantly dressed and always playing the role of puppet master – and never scared to make a risky play of her own. But beneath that seemingly impenetrable exterior lies a vulnerability she's desperate to conceal.



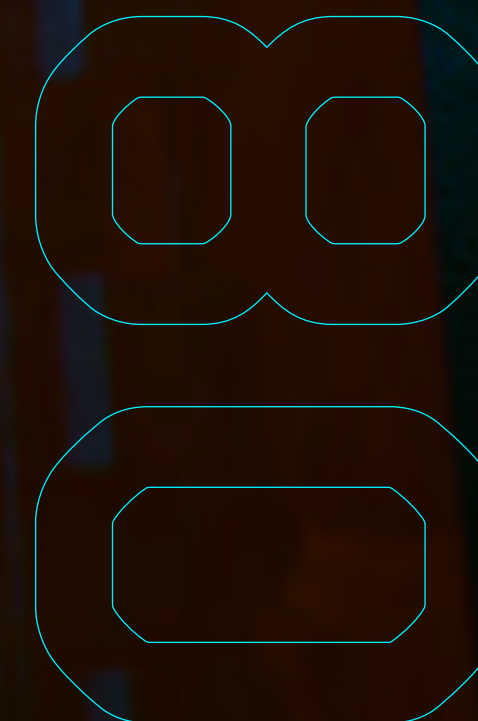
LOCALIZING STAR TALENT ACROSS THE WORLD

In certain countries, famous screen actors like Keanu Reeves or Idris Elba have one VO talent who dubs all their roles in TV or movies; in others, there are a few VO talents. In general, we always take this into account and usually either hire such talents directly – like **Luca Ward** for Keanu Reeves in Italian or **Benjamin Völz** in German, as they have dubbed Keanu for years and could pull off a great rockerboy easily – or at least invite them for live auditions.

The latter was the case for Johnny Silverhand in Russian, for example – Keanu has had a few different VO talents dubbing him in Russian over the years, so we invited the three best talents for casting along with some other actors. In the end, we went with **Ilya Bledny** – he hadn't dubbed for Keanu before, but after seeing his performance as Johnny Silverhand, we simply couldn't go with anyone else. Movies and games are very different mediums, so sometimes it can be more beneficial to cast a different talent if they better fit the role in-game.

– **ALEXANDER RADKEVICH**

EXPERT LOCALIZATION PROJECT MANAGER



MAJOR CAST OF PHANTOM LIBERTY

SOLOMON REED

An experienced FIA agent who's proven himself countless times in covert intelligence missions. He knows better than anyone how to tap into the countless webs of spies and netrunners, how to extract information, and how to break into even the most tightly guarded places. Reed also has an invaluable eye for talent, and knows best how to nurture it – he was the one who recruited Songbird to the FIA, after all.

During the NUSA's failed takeover of Night City, he was used as a bargaining chip for Myers to get the rest of her people out. He barely survived the attack and has laid low in Dogtown ever since, working as a bouncer in a club. But his loyalty is difficult to shake, and despite Myers' betrayal he remained at his post, ready to be called into action.

SOLOMON_REED

SO MI SONG AKA SONGBIRD

An accomplished netrunner who was recruited by the NUSA after dipping her toes into some high-tech ICE. Her new cloak-and-dagger life began when she was still a teenager, and she learned under the wings of the one-and-only Solomon Reed. Together, they completed a fair number of high-stakes missions, including the covert infiltration of Night City during the Unification War. When the pressure of Arasaka forces meant a rapid exfiltration of FIA agents, Songbird knew something she couldn't admit to her mentor: his life was the price of their successful retreat. It was a final stroke of her computer that sealed his death warrant.

Nowadays she's President Myers' right hand, a netrunner with a skill that doesn't come easily to most of them: charisma. But she's got her own ticking clock to sort out, and she's willing to do what it takes to save her own skin. There aren't many people who can keep up with her – except perhaps her former mentor.

ALENA XENAKIS AKA ALEX

Once an aspiring braindance actress, Alex was recruited to the NUSA's Federal Intelligence Agency by Solomon Reed. The aftermath of the Unification War left her running a bar in Dogtown, working as an undercover intelligence agent and biding her time until retirement. A talented shapeshifter, she also happens to have a mean streak that seven years undercover in Dogtown did nothing to temper. But as long as she's playing a part, her true personality won't peek through.



ROSALIND MYERS

The former CEO of Militech, now President of the New United States of America – a democratically elected position, but her deep military ties certainly don't hurt. Myers may be in her third time in office, but that doesn't mean she's forgotten how to handle a weapon; at heart, she's still a soldier who knows how to fight for survival when the situation demands it.

MR. HANDS

Night City's most mysterious fixer who has his own designs for Dogtown. Hands may act like a smooth-talking gentleman, but don't be fooled – his every move is calculated to bring about maximum profit for himself. Few ever see his face, but he's been building his web of connections across Dogtown for some time. Hands is an ambitious man, one who has no love for the limelight – but a certain desire for power. And it seems Dogtown is where he's chosen to expand his control.

KURT HANSEN

The self-proclaimed leader of Dogtown, who carved out this patch of land for himself during the Unification War. When the NUSA chose to retreat in the face of Arasaka's forces, he saw an opportunity and stayed behind with the remaining Militech troops, who eventually became the first Barghest soldiers. Together, they transformed the Combat Zone into a lawless, taxation-free haven for society's worst. Hansen funds Dogtown from the profits of his large-scale smuggling operation, and maintains his control with an iron fist. Despite this, people who meet him are disappointed to find he's nothing like the bloodthirsty warlord of their imagination. His sharp gaze and subtle method of gaining the upper hand in conversations have helped him maintain his rule for a decade.

AURORE & AYMERIC CASSEL

Twin netrunners for whom morals are interchangeable with money. Aurore is the louder of the two, always ready for a good time especially when there's a life or two on the line. Aymeric is the quieter, but that's no reason to underestimate him – that cool exterior belies his sharp and ruthless nature. The Cassels take their business around the world, wherever there happens to be a good payout. Their fruitful career has garnered them enemies on both sides of the Atlantic, but it hardly seems to bother them – they both love to live life in the fast lane.



PHANTOM LIBERTY

THE EXPANSION TO CYBERPUNK 2077, PHANTOM LIBERTY

will see you face off against ruthless arms dealers, greedy netrunners, silver-tongued politicians, and veteran spies. This full-fledged, nail-biting adventure offers an expansive story featuring difficult choices that'll leave you mentally spent and morally challenged. But that's not all; the expansion also introduced a slew of additional content, including a whole new district, new quests and contracts, a new skill tree and new abilities, as well as repeatable activities within *Cyberpunk 2077*'s open world.

In this chapter we'll take a closer look at what *Phantom Liberty* has to offer, as well as why it's one of the most intense video game adventures available – and one you won't soon forget.

05



CYBERPUNK, ARMS DEALER, NETRUNNER, SPY

If you want a drink at the Afterlife named after you, don't become a spy. Why? Spies live and die in the shadows, away from the blaze of glory most, if not all, cyberpunks seek. Their path's a lonely one, paved with nothing but half-truths and lies – their biggest ally and their deadliest weapon. Mistakes are not something they learn from, but reasons they get zeroed. Still want a taste of this world? Good, because *Phantom Liberty* plunges you into the very heart of it.

Your mission in Dogtown will be an emotional rollercoaster, and one of the craziest and most intense jobs in your cyberpunk career. Just like the *Cyberpunk 2077* base game, *Phantom Liberty* doesn't shy away from exploring difficult subject matter throughout its touching and balanced tale about trust and redemption.

GOT WHAT IT TAKES TO BE AN AGENT OF THE FIA?
DECODE THE MESSAGE BELOW AND PROVE IT!



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IN THE WOLF'S DEN

Welcome to Dogtown – where it's easier to catch a stray bullet than a glimpse of a smile on someone's face.

Your top priority is to save Rosalind Myers, President of the New United States of America. However, it won't be long before you realize that she's not the only one in need of saving. Feeling up to the challenge? Then you better be ready to face some of the toughest choices you'll ever have to make, as well as brutal and far-reaching consequences they carry with them.

A rich arsenal of weapons and quickhacks, a variety of vehicles, powerful abilities, and an expansive progression system are all at your disposal – use them as you see fit. However, don't forget that you also have a conscience. Let it guide you through the labyrinth of smoke and mirrors – what you find at the end of this journey will be yours to keep and will stay with you forever.

IN PHANTOM LIBERTY YOU WILL:

- Embark on a spy-thriller adventure, featuring a whole new main quest involving the NUSA and FIA agent Solomon Reed (played by Idris Elba).
- Meet the president of the New United States of America, Rosalind Myers, and fight alongside her for survival.
- See mistakes of the past take their toll and learn how hard it truly is to repent.
- Enjoy a stunning concert and performance by the one and only Lizzy Wizzy (played by Grimes)!
- Navigate spine-chilling moments in the company of Johnny Silverhand (played by Keanu Reeves).
- Help residents of Dogtown deal with their misery and learn some important life lessons along the way.
- Take on vehicle contracts and compete over the air drops that pierce the skies over Dogtown.



MISSIONS, GIGS, AND CHOICES

There's plenty to uncover during your time in Dogtown – which is why we turned to our developers for their own insights as to how everything came to life. Read on to learn more about some difficult decisions, laugh-out-loud moments, and the many iterations quests can go through. Just beware of spoilers!



My favorite gig is **“Waiting for Dodger”**, where Mr. Hands asks V to help two policemen get out from an outpost full of enemies. I love a lot of things about this gig but I think that the writing from Darek Bochenek (and the story in general) are my favorite. Rarely can we do something that's got a wink-wink, nudge-nudge quality to it and that's why this story resonates so well with me – it's unique. We laughed out loud at times while playing it at the final stage of development.

The biggest challenge we faced was implementing two followers in an interesting way, as it's known to be the most hated type of mission among players. We spent a long time thinking about it with the team and I think we finally achieved a nice balance – followers aren't just, well, following us but also are actively participating and helping V to get out of the situation. But it took a lot of iterations to come up with some of the ideas we implemented.

– KACPER TYC

SENIOR OPEN WORLD COORDINATOR



There's a special place in my heart for the first quest I ever designed: **“Dazed and Confused”**, set in the *Phantom Liberty* expansion. The adventure begins with a message from Mr. Hands. Dogtown's very own braintdance star, Lina Malina, has been kidnapped and V has to come to her rescue. Sounds simple enough – but V quickly learns this gig might not be quite what it seemed at first.

I'm very proud to say it's one of the few stories in Night City that can actually end in a genuinely happy (if unconventional) ending. In the cold, dystopian reality of 2077's Night City, V's adventures will often put our players in the role of a tragic “sword of judgment”, faced with morally gray choices and their consequences. Meanwhile, in this quest, I just really wanted V to take a break from that, have a little laugh and let the absurdity take center stage.

Also, to be honest, working on this quest was simply incredibly fun for me, and that's largely thanks to my most important partner in this process – you. There's this impossible, time-bending relationship built between the designer and the Future Player, a mysterious collective figure, who spreads across a wide spectrum of personalities, preferences, and playstyles. Between those, designers spin a complex web of interlocking scenarios, all so that you, as a player, can pretty much do what you want and the quest will have a logical response to it.

In anticipating your decisions, reactions and needs; in creating new paths that you might want to follow; in finding ways to make you laugh, I get to know you – and in turn, I leave traces of myself behind, for you to get to know me. Whenever you spot an unexpected reference to a different piece of content, an Easter egg, a hidden connection to a decision you made in your playthrough, know there's a secret smile, shared beyond time and space, between you and the designer.

– MARIA MAZUR
QUEST DESIGNER

My favorite *Phantom Liberty* quest by far is “You Know My Name”. It tells the story of V infiltrating one of, if not the most, guarded places in the entire district of Dogtown. The amount of effort put in by so many phenomenal artists and designers to create the illusion and atmosphere of a prestigious party featuring Night City’s elite was absolutely outstanding. I adore it for being able to reference a bit of *Metal Gear Solid*, mix it with *James Bond*, and infuse it all with our cyberpunk style.

The people you encounter and eavesdrop on, the music, the way you mingle with the crowd – we had to get all of this right to create the feeling of being a *James Bond*-type spy. And all of these interactions and moments gave us a way to further enhance our worldbuilding in a natural way.

With the *James Bond* reference in the title, we couldn’t omit one important thing – the casino. V is tasked with a very peculiar mission: interacting with and performing a personality scan of twin netrunners. We knew from the beginning that the perfect occasion for that is inviting them to a game. What game was a different question. Poker was too complicated, as we had no time to explain all the rules. There was an iteration including a Chinese dice game – Chō-Han. Its complicated execution and not having enough dialogue time to create a tense atmosphere between cup throws caused us to skip that idea, too. As you all know, we ended up with roulette, which allowed us to time the dialogues properly between the bets. The sound of a ball rolling around creates enough tension on its own, and once your marks start suspecting things and asking about you...

– KONRAD CHLASTA
QUEST DESIGN COORDINATOR





Despite working on *w* for the last seven years, the new base game ending that we added with *Phantom Liberty* is something that will stay with me for a long time. We spent a long time searching for something that felt right, a bit like another quest I worked on, “Scenes From a Marriage” from the first expansion to *The Witcher 3: Wild Hunt*.

Still, it ended up an emotional rollercoaster, with my favorite scene with Johnny across the whole game. Even if you did not end up liking each other, at the end of the day you can try and say goodbye, forever thinking what could have been in another life. I love that we were able to finish the scene with our eyes closing, with sounds of Night City – like a whale singing across a dark ocean – fading away as we slide into nothingness.

I knew the new ending will be divisive, but for me there’s hope in it, a stark realization that people around you have their own stories, despite how insignificant they can feel while walking by on the pavement. *Sonder*, that’s the word for it. Things change, and we need to change, too. Some relationships leave deep scars, despite lasting just a few good and bad moments – and still, we need to move forward. Maybe Night City is the wrong city, and we were the wrong people all along, but... maybe not. Maybe we just need to stop looking back, and start looking at what’s around us now.

– PAWEŁ OCHOCKI

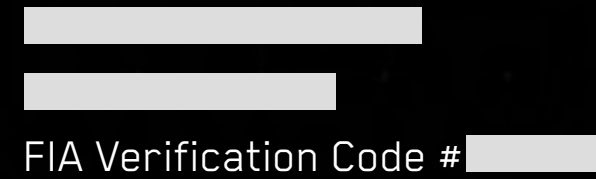
CINEMATIC DESIGN COORDINATOR





FEDERAL INTELLIGENCE AGENCY
RECONNAISSANCE BUREAU

FOIA b7 - D



RECONNAISSANCE REPORT: DOGTOWN – RISKS & OPPORTUNITIES

INTERNAL ANALYSIS

As territory outside of NUSA jurisdiction, Dogtown is designated as a high-threat location and a ground zero for a potential humanitarian crisis in the area. The security of residents of unknown territorial and administrative affiliation has been determined to be “alarming” and may constitute the basis for action by the NUSA government. However, in doing so, we would be risking retaliation from Barghest forces, whose scale is difficult to evaluate with any certainty.

Dogtown is highly fortified – any military action carries with it high loss of life potential. Infiltration is, however, a possibility – since Dogtown features no proper government or means of control over basic aspects of living, with corruption running rampant throughout. It will be fairly easy to slip in unnoticed and act with discretion.

Residents of Dogtown have no clear-cut social or political views. What might pose a problem, however, is the state of apathy they find themselves in, which leads to social stagnation (we’re observing a similar phenomenon, although on a much lesser scale, over in Night City proper).

SUMMARY

The report confirms preliminary analyses from last year, indicating Kurt Hansen as a direct threat to the New United States of America, as well as the mass scale of illegal merchandise trade in Dogtown.

There is no doubt that Kurt Hansen bears ill intent towards the NUSA, and the actions of his paramilitary organization are aimed against law enforcement and bodies of public administration.

Chances of infiltrating Hansen’s organization are slim and incurring a shift within Barghest’s leadership via internal conflict is highly improbable. It seems like any change in Dogtown is only possible through means of a random event – though it would be naive to expect a street merc to overthrow Hansen and turn things around down there.



Note #3301

From: J.B. Smiley, Classified Net Operations HQ

The latest observations of active foreign protocols gathered by us and NetWatch point toward an unauthorized attempt at making contact with a unit or units stationed in Dogtown. The nature and status of the call remain unknown, with seemingly no way of digging deeper into the matter.

The leads we managed to pull point toward Washington. Something’s afoot. Gotta be.

“WE WANT EVERY LANGUAGE VERSION TO SOUND AS IF IT WERE THE ORIGINAL,” – this is the central premise behind the Localization team’s efforts, and there’s a lot of work necessary to make that goal a reality. We sat down with the team to learn about what it takes to authentically localize a game with as much text as *Cyberpunk 2077*, from the hundreds of songs that quests take their names from to the groan-inducing jokes Jackie tells.

OUR APPROACH TO LOCALIZATION

06

CAN YOU WALK US THROUGH THE TIMELINE OF LOCALIZING A GAME?

It all starts with our Business Development team, who determine which languages we will have in the game and in what capacity (VO language or text-only). Then we start with high-level planning:

- How big the game will be, i.e. estimating how many words and dialogue lines it will contain,
- How many months we would need to spend on localization (start date and deadline),
- What our milestones will be:
 - When to start English VO recordings
 - When to start VO language translation
 - When to start VO recordings for other languages
 - When to start text-only languages
 - When to have pickup sessions
 - When to start Localization QA, etc.

Once we have a general plan in place, we look into localization partners – who we will be working with on the project. Our rule is to have one partner per language. At the same time, we also continue working on our localization tools (improving functionality and making them more robust), start gathering reference materials (project

synopsis, quest designs, story beats, character descriptions, glossary, etc.), adapt Polish into English (continuously!), and work together with other teams and disciplines to ensure all language-related aspects are taken into account. Want to add Spanish graffiti to the game? Ask us to come up with the text content. Want to give your new weapon a cool Japanese name? Ask us to create one. Adding a French character to the game? Have a chat with us about it. We actively participate in the design process wherever linguistic or cultural consultation for any language is required, and we stay on top of all aspects of the design to make sure we provide the best possible linguistic experience for our players.

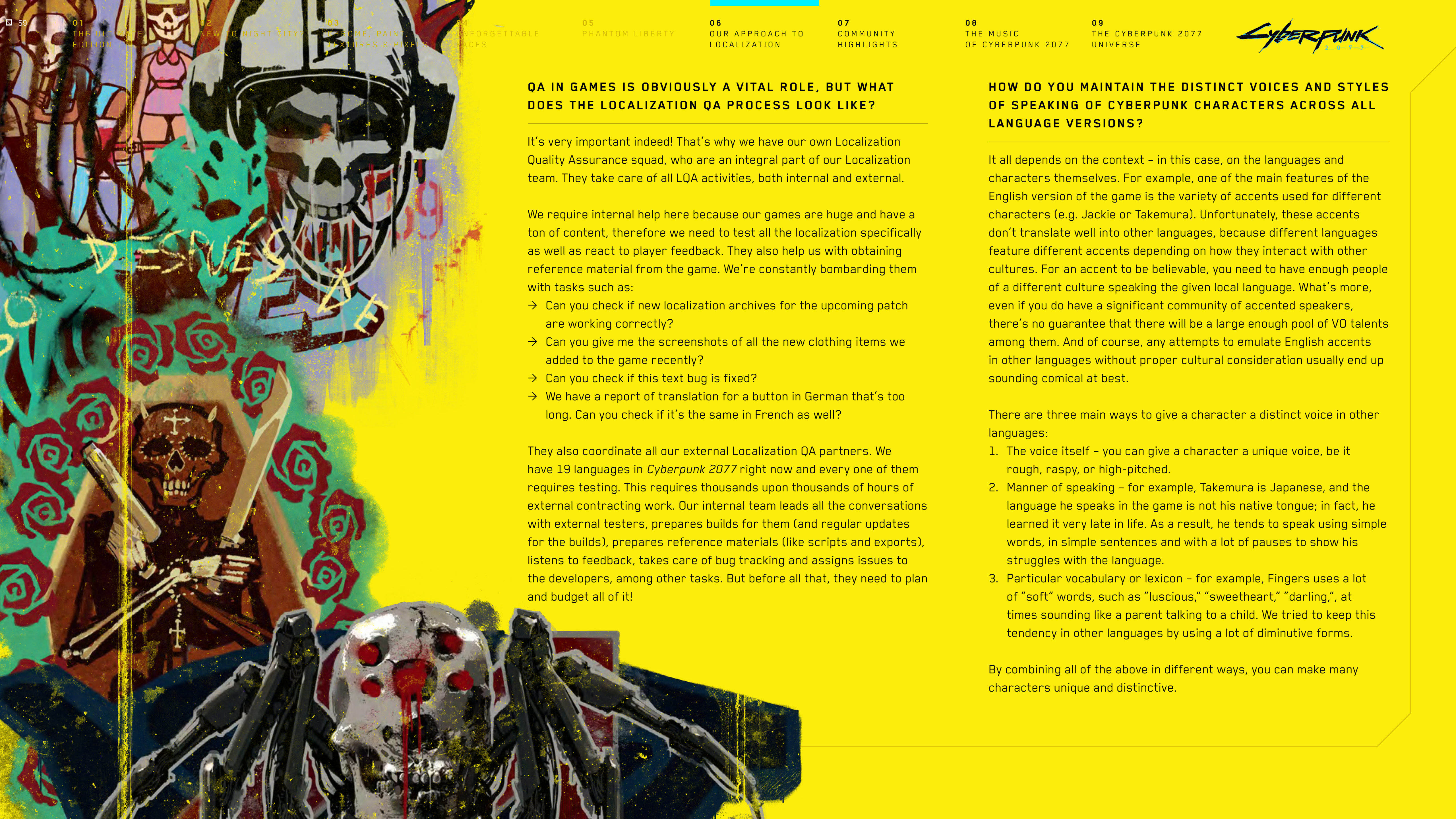
A lot goes on behind the scenes before we even get to localization itself. We usually break the localization stage down into the following steps:

1. Cast all the major characters – first in English, then in all other VO languages.
2. Prepare English dialogues for recordings.
3. When the dialogues are ready, start the main recording session for English. This takes a few months, and we do it in stages, usually breaking the material into smaller parts (i.e. by quest).
4. Start other VO language recordings – their translation and recording happens with some delay (a few weeks) after the English VOs.
5. Finish the main English VO recording session and prepare for the first round of pickups – once we've recorded all VO content, we start

checking it in-game and iterate further on the quest design, adding and changing things, etc.

6. After that, we basically repeat steps 2-4, but on a smaller scale (pickup sessions are smaller in volume, but more closely supervised).
7. Around the pickup session stage we start working on text-only languages – since they don't have voice-overs, it's a little bit easier to work on them and they need less time than VO languages.
8. When we have most of the content localized/recorded, we start Localization QA – usually before the pickup session starts so that we can rerecord our mistakes during the session as well. This also happens in stages, at least two (main LQA and regression, to check for fixes and to make sure that there is nothing missing, etc.).
9. Finally, we continue testing the game until the release itself, finding missing stuff, adding new stuff, fixing bugs, polishing the text, etc.

The main challenge here is that all these phases overlap with each other: we start translating before the scripts are finalized, we start recording when not everything is written and translated, we start Localization QA before we have everything recorded, and so on. We juggle multiple processes at the same time and don't see the final and ready product until the very last moment.



QA IN GAMES IS OBVIOUSLY A VITAL ROLE, BUT WHAT DOES THE LOCALIZATION QA PROCESS LOOK LIKE?

It's very important indeed! That's why we have our own Localization Quality Assurance squad, who are an integral part of our Localization team. They take care of all LQA activities, both internal and external.

We require internal help here because our games are huge and have a ton of content, therefore we need to test all the localization specifically as well as react to player feedback. They also help us with obtaining reference material from the game. We're constantly bombarding them with tasks such as:

- Can you check if new localization archives for the upcoming patch are working correctly?
- Can you give me the screenshots of all the new clothing items we added to the game recently?
- Can you check if this text bug is fixed?
- We have a report of translation for a button in German that's too long. Can you check if it's the same in French as well?

They also coordinate all our external Localization QA partners. We have 19 languages in *Cyberpunk 2077* right now and every one of them requires testing. This requires thousands upon thousands of hours of external contracting work. Our internal team leads all the conversations with external testers, prepares builds for them (and regular updates for the builds), prepares reference materials (like scripts and exports), listens to feedback, takes care of bug tracking and assigns issues to the developers, among other tasks. But before all that, they need to plan and budget all of it!

HOW DO YOU MAINTAIN THE DISTINCT VOICES AND STYLES OF SPEAKING OF CYBERPUNK CHARACTERS ACROSS ALL LANGUAGE VERSIONS?

It all depends on the context – in this case, on the languages and characters themselves. For example, one of the main features of the English version of the game is the variety of accents used for different characters (e.g. Jackie or Takemura). Unfortunately, these accents don't translate well into other languages, because different languages feature different accents depending on how they interact with other cultures. For an accent to be believable, you need to have enough people of a different culture speaking the given local language. What's more, even if you do have a significant community of accented speakers, there's no guarantee that there will be a large enough pool of VO talents among them. And of course, any attempts to emulate English accents in other languages without proper cultural consideration usually end up sounding comical at best.

There are three main ways to give a character a distinct voice in other languages:

1. The voice itself – you can give a character a unique voice, be it rough, raspy, or high-pitched.
2. Manner of speaking – for example, Takemura is Japanese, and the language he speaks in the game is not his native tongue; in fact, he learned it very late in life. As a result, he tends to speak using simple words, in simple sentences and with a lot of pauses to show his struggles with the language.
3. Particular vocabulary or lexicon – for example, Fingers uses a lot of "soft" words, such as "luscious," "sweetheart," "darling," at times sounding like a parent talking to a child. We tried to keep this tendency in other languages by using a lot of diminutive forms.

By combining all of the above in different ways, you can make many characters unique and distinctive.

LOCALIZING CHARACTERS

SPANISH – We tried to achieve a distinct character voice through actor selection where possible: Japanese characters were played by Japanese actors, Mexican characters were played by Mexican actors (possible thanks to our collaboration with a Mexican studio), while the French characters Aymeric and Aurore were played by a French and a bilingual actor respectively. But even though the specific talent plays a big role in how the characters are portrayed, ultimately we find it's a deep study of their personality, attitude, and behavior that fleshes them out the best.

JAPANESE – Our team was faced with some particularly interesting challenges when localizing *Cyberpunk 2077*. Take the base game side job "Big in Japan," which features the quirky, heavily accented character Haruyoshi, who was based on a Japanese character from the TV show *The Office*. Unfortunately, the show isn't as well known in Japan and all the other characters in the game spoke Japanese to begin with – we couldn't just give him a Japanese accent. We had to find a different way. We decided to pepper his speech with simple, often broken English words to give Japanese-language players a similar experience as their English-language counterparts when interacting with him. We took a similar approach with Takemura; instead of giving him a Japanese accent, we wrote his lines in a more traditional Japanese style. This allowed him to stand out from most other characters in the game, who tended to use colloquial, "modern day" or 2077-style Japanese.

FRENCH – It was a surprising challenge to find French-speaking Japanese voice actors in Paris. While we did manage to cast Japanese voice actors for Hanako, Yorinobu, and Oda, it was more complicated for Takemura. We ended up going with a hybrid solution: a French voice actor (Martial Le Minoux) voiced his lines in French, while we used the lines from the English version of the game (voiced by a Japanese voice actor) when the character speaks in Japanese. The decision was also made to have Martial emulate a Japanese accent in French. He was briefed on how to do a believable accent that would not sound comical or offensive and a member of the Localization team was present for all his recording sessions to help correct and adjust the accent when needed. This made the recording process for Takemura in French much slower, but the end result was well worth the effort.

RUSSIAN – As with French, casting Japanese characters posed a similar challenge. We tried two Japanese-born talents that spoke Russian, but unfortunately they came across as more comical than serious, so instead we opted for Russian talents who spoke Japanese. We were also incredibly lucky that our chief editor, Yuliana Brezhneva, spoke Japanese herself. We recorded all of Takemura and Yorinobu's Russian lines first, then organized a special session to record Japanese lines only, during which Yuliana was present and assisted our talents with Japanese pronunciation. However, we weren't able to find an actress whose Japanese was at the appropriate level, so we used Hanako's original Japanese voiceover and found a sound-alike who voiced Hanako in Russian (same as with Martial Le Minoux for Takemura in French). For other characters like Jackie or Placide, we tried to reflect their Mexican or Creole origins by sprinkling in words from their native languages.

HOW INVOLVED IS LOCALIZATION DURING THE PROCESS OF RECORDING ACTORS?

We strive to be as involved as possible. That means we try to be present for **all** the recording sessions that we do, in **all** of the VO languages that we can cover in-house (i.e., all languages except Chinese and Korean). If we cannot be present for any reason, we prepare detailed notes for the session on what needs to be recorded and how.

Our goal here is not to replace our VO directors and direct the session ourselves (though sometimes we do that as well), but rather provide guidance and feedback to the VO talents and directors during the process. We work closely with our Story, Quest, and Cinematic Design teams, we review and prepare all the text in the dialogue scripts and we play the game before recording, so we can provide a lot of additional context for our VO talents and directors to help them achieve the best possible results.

HOW DOES THE LOCALIZATION TEAM APPROACH LOCALIZING SLANG AND TERMS THAT ARE UNIQUE TO THE CYBERPUNK UNIVERSE?

That depends on the language and whether the original tabletop games like *Cyberpunk 2020* had official translations.

For example, in Spanish we reused content from the *2020* rulebook where possible. For the rest, we had two approaches depending on the situation; some terms were transliterated or kept in English (choom, deep dive), while for colloquial expressions we typically used old Spanish slang from the 80s that gelled well with the punk-retro vibe.

As for Japanese, we took a similar approach to the Spanish team: we used 80s slang that would be considered outdated today to give our speech a retro vibe. The *2020* rulebook had also been localized into Japanese, so while we used that as a guide for certain unique terms

and slang, we made sure players could figure out what any new terms meant by listening to the dialogue or reading the text. For example, the term “huscle,” slang for “hired muscle,” was translated phonetically. Few, if any, non-English speaking players would understand the term by itself, so we made sure the context was available in dialogue.

Meanwhile, there are no official translations of *Cyberpunk* rulebooks into Russian (though some unofficial ones exist), so on the one hand we weren’t bound by already-existing terms, but on the other, there was a lack of material to draw inspiration from. So we split the difference – some terms were translated or transliterated and received their own Russian terms (like choomba or to zero), while others (like preem) were translated freely depending on the context, resulting in analogous terms like “cool,” “nice,” “superb,” etc. There were also slang verbs like to delta that in some situations would have a similar Russian slang term, but in others could be translated freely. We wanted to establish some slang terms for the *Cyberpunk* universe, but we also wanted to avoid adding too many unnatural-sounding neologisms that wouldn’t fit in the Russian lexicon.

In French, we used some well-established terms (e.g. “choom,” or “GLACE” for “ICE”), while for others we brainstormed with our French localization partner to come up with neologisms in French. For example, terms like “gonk” or “leadhead” have their French equivalents: “paumard” – a portmanteau of paumé (someone who’s lost) and connard (fucker), or alternatively, paumé and tocard (an incompetent person) – as well as “moudub,” a shortened form of mou du bulbe (someone with a “soft” brain).

In German, it’s common to use English terms when speaking colloquially, so we had to decide whether to localize each new term into German or keep it in English depending on what sounded more natural. One interesting case was the term “juice,” the steroid used by the Animals gang. When we showed our *Cyberpunk 2077* demo for the first time in German, we had decided to use the German equivalent “Saft,” but some fans soon pointed out that it didn’t fit the setting, so we later changed it and kept the term in English for the actual game.

Different languages, different approaches!

DID YOU KNOW THAT BINARY CODES CAN BE TRANSLATED AS WELL?

As usual, we were checking some new deliveries from our vendors, and in a few lines the binary code didn’t match EN. It took some time to figure out that this binary code was actually a message. What happened is that our translators actually deciphered the EN text that was put into the binary, translated it into their language and then converted it back to binary again. This is something that not many players will actually notice, but it shows the attention to detail that goes into our work.



A LOT OF QUESTS IN CYBERPUNK ARE NAMED AFTER SONGS – HOW DO YOU LOCALIZE THE TITLES TO OTHER CULTURAL CONTEXTS?

To answer that fascinating question, we have to go all the way back to the start and walk you through how we internally name quests. When a quest starts to be designed, it receives an identifier which consists of quest type and number, for example:

- q003 – main quest #3
- sq006 – side quest #6
- mq024 – minor quest #24

This allows us to create a quest structure and allows everyone involved in the design process to refer to the same quest without having to remember a specific name. Once some time has elapsed, the quest receives a debug name. These are usually 1-2 words that describe the quest as briefly as possible. For example, the first quest in *Phantom Liberty* was called “q301 Crash,” because, well, it’s about Space Force One’s crash in Dogtown.

Our Story team then comes up with Polish names that are connected with the quest itself – for example, “Life During Wartime” was called “Passenger” in Polish, because in the quest you need to reach Hellman, who was a passenger in the AV you took down with Panam. At the same time, our English Adaptation team together with other folks brainstorm song titles for main and side quests. First, they gather suggestions from songs from the quest designers themselves, then they work primarily with our Franchise Content Strategy Lead Patrick Mills to narrow down a list of song titles that a) reflect the content of the given quest, b) sound good as individual titles and c) are songs Johnny Silverhand would theoretically know and appreciate (in our opinion, of course). Our rule of thumb was that Johnny would know songs released by the early 1990s, although we did make exceptions.

So, we end up with three categories: Debug names, Polish names, and English names (usually song titles, but not always). We would then give these to our localization partners and ask them to consider how they



would proceed with their adaptation. As a result, we ended up with seven different approaches.

1. **Polish** names as base – this was approach taken by **Czech, Hungarian, Russian, and Thai** (and later **Ukrainian**) – we would take Polish quest titles, translate them into those languages to see if they would fit the quest, and if not, we would come up with some alternative titles, usually through some quote from a quest, a pun, alliteration, or similar catchy reference. In those languages, most of the English song titles were not well known enough for the players to understand their meaning, so keeping them in English was definitely not an option. Translating from English also wouldn’t have worked.
2. Use **English** song titles – this was the case in **German, French, and Italian**. In these languages we left the English titles without any changes, since the songs themselves were well known to local

audiences and contributed to the game’s rockerboy flair. Non-song titles were simply translated from English.

3. Use **English** song titles, but add local translations to them – this was our approach for **Japanese** and **Korean**, so their quest names would have English names together with additional translation to illustrate the song’s meaning.
4. Come up with **local song titles** – this was done in **Spanish, LatAm Spanish, and Brazilian Portuguese**. Those languages have a lot of regional rock/metal songs, so they replaced all English songs with local ones. It was quite a challenging task to come up with hundreds of different song titles, but they managed it. We actually thought about doing the same for Russian and Hungarian, but ultimately decided against it, since we couldn’t find enough rock/metal songs recorded before 1992 that could fit the game and its quests.
5. Simply **translate English** song titles – this was done in **Turkish**, which we thought would be the most suitable approach.
6. Find some **middle ground** between English and Polish – this was an approach taken in **Traditional Chinese** and **Arabic**. In Traditional Chinese, some songs had established translations which were usable, but for others they would follow Polish and find some idiom/pun that would work for a quest. **Arabic** would have both translations (one from Polish, one from English) and then choose whatever would best fit a quest.
7. **Simplified Chinese** had the most special approach, with three key points: a) the most famous songs like “Knockin’ on Heaven’s Door” would have proper Chinese-English translation; 2) less famous songs would have Chinese rock ‘n’ roll song titles known to Chinese audiences that contained the same meaning and intention as English songs, 3) the rest would have Chinese translations that would come from English or Polish quest titles.

There were many different approaches to the localization of quest titles and it took a lot of time and effort from our side and from our localization partners. This is why creative adaptation is so important – all languages are different, and what works in one would not work in another. One needs to always take that into account when localizing games.



CYBERPUNK 2077 IS VERY ROOTED IN AN AMERICAN HYPERCAPITALIST DYSTOPIA; ARE THERE ANY JOKES OR REFERENCES THAT WERE DIFFICULT TO TRANSLATE TO DIFFERENT CULTURES?

No, we don't think so. First, we believe that with enough time and context (e.g. information on what it is, where it's used, our intention, etc.) anything can be localized/translated into different languages and cultures.

Secondly, in most cases the exact words don't matter much. What matters is what we want to tell players, what emotions we want to convey to them and what the meaning of this scene, dialogue, or text is. Take the joke that Jackie tells V and T-Bug when they ride the elevator to Konpeki Plaza's penthouse in "The Heist" mission. In Polish, Jackie asks: "What sound does a cyberpig make? Chrom-chrom." (PL phon. hrom-hrom). Since pigs make an entirely different noise in English, we went with an entirely different joke: "Why'd the rockerboy's output kick him out of the apartment? 'Cause he wasn't chippin' in." Other languages use different variations of either the Polish or English version, whereas in German it's completely different (about nomads and sand, and it's quite indecent). And that's okay! It doesn't matter what joke Jackie tells - the words themselves don't matter. It just needs to be cringe enough that T-Bug would roll her eyes and say "Jesus Christ." We want to show how nervous Jackie is; it's not about the exact words he uses, but his emotions.

Thirdly, we're aware that oftentimes it might be difficult to translate highly specific content from one language to another, such as a play on words, so we're always mindful and ask ourselves "can this work in other languages?" If not, we usually prefer to find another way to express the same situation. That doesn't mean we don't use word play or puns in our games at all (we actually do this quite frequently - look at the name of Meredith Stout's weapon in different languages for example!). We simply try to be extra mindful and always take all our languages into account.

OUR GAMES ARE ORIGINALLY WRITTEN IN POLISH AND THEN ADAPTED TO ENGLISH, WHICH IS USED TO LOCALIZE TO OTHER LANGUAGES; WHAT IS THE RELATIONSHIP BETWEEN THESE TWO "SOURCE" LANGUAGES - DO THEY INFLUENCE ONE ANOTHER, DOES ONE TAKE PRECEDENCE OVER THE OTHER?

It's more of a symbiosis - both languages influence each other. We write in Polish first and then adapt into English, but our adaptation involves a lot of creative license to render the text and dialogue suitable for English-speaking audiences. Our Story team then looks at English and can adjust Polish to be more in line with English if they wish. It's a constant back-and-forth process with a lot of feedback to and for Story and the English Adaptation team. Sometimes we change the English and the Polish stays the same, or vice versa.

This process is repeated with other languages - our localization partners take English and adapt it into their own languages. Many of them also look at the Polish source text as a reference, or even adapt from it directly where possible. We want our players to feel that when they play our games in their native language (Spanish, for example), they would think it was originally written in Spanish by Spanish writers and not translated from another language. Therefore there are a plethora of small differences here and there between languages, because what works in one language might not work in another - and so we must adapt. It resembles more creative adaptation than what localization is commonly associated with.

As we like to say - our games have no "original language." Every one of our languages should be considered as the "original" and all exist independently from each other while retaining the same importance. And we mean that!

07

COMMUNITY HIGHLIGHTS

WE'RE GRATEFUL FOR OUR COMMUNITY, from the incredible creations they share with us to the passion they have for our games. With the release of the *Ultimate Edition*, we wanted to invite two of our community managers to talk about the journey they've shared with our community, including their favorite moments, how they pick contest winners, and the community-driven initiatives that have wowed them the most. Let's let them take it away!

SEBASTIAN: Hi! My name is Sebastian although people are more likely to know me as Vattier from Forums, Steam, or Discord. I'm currently a Community Management Acting Lead at CD PROJEKT RED and I've been part of this community for over 15 years now – first as a regular forum user, starting shortly after *The Witcher* release, then as a moderator until I joined the company in 2017. To put it simply: I love this community!

ALICJA: Hello! My name is Alicja and I'm a Senior Community Manager at CD PROJEKT RED. I've been here for over six years, so I've witnessed a large chunk of *Cyberpunk 2077's* history, from the famous *beep* and Keanu Reeves reveal, through the game's release and every single patch along the way, to the successes of *Cyberpunk: Edgerunners* and *Phantom Liberty*. Every day, this community surprises me with their passion and I love interacting with you online and in!

WHAT ARE SOME OF THE HIGHLIGHTS OF THE PAST THREE YEARS – SINCE THE BASE GAME AND PHANTOM LIBERTY'S RELEASE? WHAT MADE IT SPECIAL FOR YOU?

SEBASTIAN: It's hard to narrow it down to just the past three years! We've been brewing things up for our community even years before the release. There were contests, community meetings, hidden messages – you name it.

Most of our work revolves around the Internet, but nothing can compare to meeting with our community in person. Every now and then we like to



COLOGNE



PARIS



LONDON



SÃO PAULO

PHANTOM LIBERTY TOUR



organize a community gathering, either something smaller and local (like the Warsaw meeting we had shortly before the release in 2020) or a larger meeting tied to a larger event (like the meeting in Cologne in 2019). This year we managed to pull off the biggest series of gatherings so far – the *Phantom Liberty* Tour! We started at home in Warsaw. It was initially supposed to be a single-day event, but the *Phantom Liberty* Tour was met with so much excitement from our community and we received so many submissions that we decided to extend it to two days so even more people could attend. Then we went around the world: Cologne, Tokyo, Beijing, Seoul, São Paulo, Paris, and finally London. It was a ton of fun – letting people get their hands on *Phantom Liberty* before the release, but more importantly getting to shake hands and sit down to chat with all the awesome people we usually know only by nicknames.

THIS YEAR WE MANAGED TO PULL OFF THE BIGGEST SERIES OF GATHERINGS SO FAR – THE PHANTOM LIBERTY TOUR! WE STARTED AT HOME IN WARSAW. THEN WE WENT AROUND THE WORLD: COLOGNE, TOKYO, BEIJING, SEOUL, SÃO PAULO, PARIS, AND FINALLY LONDON.

ALICJA: Each stop of the *Phantom Liberty* Tour was amazing, but we wanted to finish it off with a bang! The final stop in London was the celebration of the game and the community around it, and, with it being held just a few days before *Phantom Liberty* release, it was our de facto Launch Party. We didn't hold back – we invited hundreds of community members, content creators, and a couple of VIPs, and partied like it's 2077! Cyberpunk vibes were everywhere – the venue and staff were transformed to look like they came straight from Night City, Cyberpunk music was blasting, and we had Cyberpunk-themed drinks and goodie bags for all guests. Remember, you never leave a CDPR event empty-handed!



Photo Mode Challenge (Phantom Liberty Edition) 1st place winner
Category: Netrunning
TEMPUS

Photo Mode Challenge (1st Edition) 1st place winner
Category: Apartments
MAD HEAD

The climax of the evening was a visit from an unexpected guest – Idris Elba himself stopped by to say a few words. I had to keep a straight face for the entire evening, when people would comment that it would've been so cool if he showed up! But that's not all, one of the most important parts of the party was the music. We had a DJ set from our composers, Marcin Przybyłowicz and P.T. Adamczyk, and live concerts from Rat Boy and Let's Eat Grandma. People went wild when they played their songs from *Edgerunners*!

SEBASTIAN: Speaking of music – Update 2.0 brought to the game a couple of new radio stations. One of them, 89.7 Growl FM, plays music made by our community! The idea for this contest appeared sometime in 2020, we wanted to do something fresh, something we haven't really done before. We've explored photography, writing, drawing and even cooking, but we realized that we have a ton of talented musicians in our community who deserve their own opportunity. Marcin Momot, Ekaterina Chigrinova, Amelia Kołat, Dominika Burza, Carolin Wendt, and myself teamed up and pushed to make it happen. By the time we were done planning, the idea grew into a full in-game radio station and cooperation across the entire company. This in turn gave us opportunities to add even more cool stuff to it and turned out to be a great adventure!

“ **89.7 GROWL FM, PLAYS MUSIC MADE BY OUR COMMUNITY! THE IDEA FOR THIS CONTEST APPEARED SOMETIME IN 2020, WE WANTED TO DO SOMETHING FRESH, SOMETHING WE HAVEN'T REALLY DONE BEFORE.** ”

ALICJA: *Cyberpunk 2077* is our first game to include a built-in Photo Mode and right away we knew we wanted to take advantage of it. We arranged some really cool Cyberpunk-themed prizes from our partners and launched our first Photo Mode Contest on December 10th, the same day *Cyberpunk 2077* released. Up until this day, you can find some

amazing screenshots from the first months of Cyberpunk under the #Shutterpunk2077 hashtag. I'd say it was a success, with over 35,000 submissions.

It took me and my colleagues, Amelia, King, Kevin, and Kira, weeks to go through all submissions. That was just the beginning though! *Cyberpunk 2077* is a beautiful game, especially with ray tracing and path tracing, and its virtual photography community is stronger than ever. We've already held three editions of the *Cyberpunk 2077* Photo Mode Challenge via a [dedicated website](#), each time with custom prizes and categories.

And let me tell you, we're not done yet! While you wait for the next Photo Mode Challenge, you can get inspired by entries and winners of all previous editions in the gallery on the contest's [website](#).

SEBASTIAN: Virtual photography is awesome, but it's only possible after the release of the game. What to do before that? Find Night City in your own city, of course! That was the gist of the Photography Contest in late 2019 run by Carolin, Dominika, Alessandro, and myself. We were hoping to encourage photographers, both amateur and professional, to go out into their own neighborhoods and capture anything they could find that would scream "cyberpunk" – and sure enough, the community delivered exactly that. We received thousands of photos from all around the world. They were insanely creative and proved that Cyberpunk is indeed much closer than we think, that it's all around us. You can still view these photos at <https://www.cyberpunk.net/photo-contest/>

ALICJA: Music, photography, virtual photography, drawing... we tried to invite every part of our community to participate – that means we couldn't forget about the cosplayers. Knowing how big and passionate *The Witcher* cosplay scene is, we were hoping we could try to build something similar, or at least jump-start its creation. We decided to do that with the biggest cosplay competition gaming world has ever seen – 40K USD prize-pool, five offline qualifiers around the world, during events such as gamescom, PAX West, Tokyo Game Show, Igrimir, and Paris Games Week, and, on top of that, online qualifiers for those who weren't able to attend the events. And all that before the release of the game!

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Cyberpunk 2077 Photo Contest 1st place winner
思宇 WALKER



767833459334

It was a big endeavor to narrow down the submissions to 12 finalists. The plan was to organize a Grand Finale event, where we would pick the top three, but unfortunately the COVID-19 pandemic thwarted that idea. In the end we organized a stream, with videos from all finalists, and with the help of professional cosplayers we picked the top three.

Three years after *Cyberpunk 2077*'s release the cosplay scene thrives! It might be years before our next cosplay contest, but we're not forgetting about cosplayers – recently, we published detailed Cosplay Guides to help them with their craft, and more are coming!

SEBASTIAN: Around the same time, not long before the release in 2020, we ran a Case Modding contest titled "Cyber-Up Your PC". It was around that time when our community was bursting with discussions about hardware, speculations about requirements, and "gearing up" for the release. We assembled a contest team where all of us were what

you could call "hardcore PC gamers": Amelia, Carolin, Alessandro, Kevin, and me. Following some discussions, we refined the idea: the contest was to have two stages, where the first one is mostly about being creative and coming up with an awesome design and the second one is a true trial by fire where winners of the first stage build their designs. We invited five professional modding teams to assist our contestants: Mercomods, Forsberg Customs, Staszek "Tips" Wiertelak, Timpelay, and Italian Extreme Modders. Once again, in the first stage we received more entries that we could imagine. It was insanely difficult to select five finalists. We planned to have a grand finale in our Warsaw office, but unfortunately, due to the pandemic, we had to do it online. Despite that setback we ended up with an exciting conclusion, where winners were decided by mere fractions of points!

ALICJA: Although at times it's not possible, we always strive for transparency with our community. One way to achieve it is

REDstreams – a series of livestreams before each update, where we do a deep-dive into upcoming changes and fixes with developers and answer your questions. Together with my co-host, Amelia, we've been doing REDstreams for over two years now and it became the staple of our pre-patch communication. We're still developing the format. At first, the streams were conducted from our homes on our personal set-ups, while the most recent ones were done in a studio with professional equipment and the help of our in-house video team. We're also expanding REDstreams – lately we invited Alex Jordan, Mr. Hands' voice actor, to join us for the stream. We all had a lot of fun, so hopefully you'll be able to see more surprise guests on our streams!

“ WE ALWAYS STRIVE FOR TRANSPARENCY WITH OUR COMMUNITY. ONE WAY TO ACHIEVE IT IS REDSTREAMS, WHERE WE DO A DEEP-DIVE INTO UPCOMING CHANGES AND FIXES WITH DEVELOPERS AND ANSWER YOUR QUESTIONS. ”

Either way, if there's a big update for *Cyberpunk 2077*, you can be sure there's also gonna be a REDstreams on Twitch, where we'll explain the biggest changes in detail!

SEBASTIAN: Then, there's also what's probably the longest-running project we had during this campaign (possibly ever): the *Cyberpunk 2077* Alternate Reality Game (or simply ARG). It started way back in 2018, during Microsoft's E3 conference with an IP address and password hidden within our trailer. This led to a series of hidden messages, puzzles, and mysteries that continued (with breaks) until this year. The entire project was led by Amelia Kołat (also known as Lilayah) and helping her out with some of the tasks was a real pleasure, as the excitement of the ARG community for every single hint and new stage we dropped was unmatched – you can find a community-made wiki with a detailed description of every single stage of our ARG, most



LIZZY_WIZZY_34

of the clues were cracked much, much faster than we anticipated, and even a years-long pause didn't discourage people from looking into nearly every message we posted.

HOW DIFFICULT IS IT TO PICK THE WINNERS OF A COMPETITION?

SEBASTIAN: The biggest challenge isn't picking winners. It's picking who won't get to be a winner. When there's a lot of entries (which is usually the case, where we need to count in thousands), we usually divide them into smaller batches and assign them among each other. After all of us get through their part, we end up with a shortlist of most promising submissions, usually hundreds. That's when we sit down together and go through them once, this time even more carefully. We end up with a list containing dozens of great winner candidates, a list that we then have to go through multiple times and figure out who else should be rejected. Long story short: it would be much easier if we could add as many winning spots as we please.

THE BIGGEST CHALLENGE ISN'T PICKING WINNERS. IT'S PICKING WHO WON'T GET TO BE A WINNER.

ALICJA: Short answer? It's very difficult. Longer answer – imagine having thousands of submissions but being able to only reward three. It's a nearly impossible task. We usually set a date for the winner announcement a few weeks or even months after the submission window closes. And there's a good reason for that, as checking the submissions takes a lot of time. The difficulty is also keeping your objectivity – if you spend hours doing the same task you get bored, sleepy, or even irritated, which makes you more critical. That's why it's good to have a contest team to change frequently and offer a different point of view!

DO YOU HAVE A FAVORITE CREATION OR CREATOR?

SEBASTIAN: At the risk of sounding cliché, I actually enjoy the most arts/works submitted by people who aren't "popular" creators. People who visit our forum and post in the Fan Art or Mods sections, people who leave their works in *Cyberpunk's* Community Hub on Steam, casual streamers on Twitch, etc. That's why I love running contests so much! There are so many talented people within our community who just need a little bit of encouragement to shine. Having said that, I truly appreciate "bigger" creators as well – I just can't possibly name a favorite.

ALICJA: It's like asking a mother to pick a favorite child! Each day I see tons of beautiful fanart, screenshots, cosplays, and more... I usually try to leave them at least a like to show our appreciation. We also do Fanart Fridays each week and the "It's All About You" videos to highlight as many of our community's creations as possible!

During the Cosplay Contest I got to know many cosplayers from the community and I have immense respect for their work. The person who stood out for me is our winner, [Tingilya Cosplay](#). She won with a cosplay of Dum Dum from the Maelstrom gang, so there were a lot of mechanical elements to her cosplay; everything was crafted perfectly and she even shaved her head, which shows true dedication. Later on she kept creating other cosplays from *Cyberpunk 2077*, for example Judy, which is one of the best Judy cosplays I've seen.

WAS THERE ANY PARTICULAR CREATION OR EVENT THAT MADE YOU STOP AND GO "WOW!"?

SEBASTIAN: I could name a couple of such moments, but I think the biggest "wow" moment for me was during gamescom in 2019. We had a booth in the public area where we showed *Cyberpunk 2077* – keep in mind, it was not a hands-on show. Our queue was filled to the brim pretty much all the time, but when we realized it continued three times around our booth... you gotta admit – such dedication is astounding.

ALICJA: Speaking of gamescom 2019... One guy from the queue reached out to us and told us that he's planning to propose to his girlfriend after the presentation. He asked if we could lend him a hand. Of course, we were on board! We came up with a plan and gathered some goodies that we could gift them to make this moment even more magical. After the presentation, we made sure nobody left and came up with some excuse to invite the couple to the front. He dropped to one knee and asked the question - I don't think she saw that coming, so it was a great surprise. And, of course, she said yes. I met them later during another event, after they were already happily married and still passionate about *Cyberpunk 2077*.

“ **ONE GUY FROM THE QUEUE REACHED OUT TO US AND TOLD US HE'S PLANNING TO PROPOSE TO HIS GIRLFRIEND AFTER THE PRESENTATION. HE ASKED IF WE COULD LEND HIM A HAND. OF COURSE, WE WERE ON BOARD!** ”

WHAT'S THE MOST SURPRISING THING ABOUT THE CYBERPUNK 2077 COMMUNITY?

ALICJA: How passionate it is, how many emotions the game arouses, and how it connects people. The proposal at our gamescom booth is one thing, but I actually know a few examples of people finding love in our community! Besides that, we often get emails or even letters from our community containing very moving stories of how they truly connected with the stories and characters in the game, how it helped them through the rough patches, or allowed them to restore relationships in their lives. And I think this is the most beautiful part of this job; we might not be heart surgeons, saving lives every day, but in some cases we have a real impact.

45_MILITECH_3





Cyberpunk 2077 Cosplay Contest Finalist
LOLA ZIETA



Cyberpunk 2077 Cosplay Contest 1st place winner
TINGILYA COSPLAY | INSTAGRAM.COM/TINGILYA.COSPLAY/



Cyberpunk 2077 Cosplay Contest Finalist
ANDY VALENTINE

SEBASTIAN: Considering the scale of this community, nothing should be surprising... and yet, I am frequently surprised by how diverse this community really is. For example: one day I was browsing our forum, for no particular reason, just reading what's up in the community when I stumbled upon a thread where a community member breaks down the railroad network in Night City (Cheers Inzynier_Bombka!) – pointing out what makes sense and whether it would be designed like that in the real world or not. And it keeps happening! One day it's the railroad, another day it's about manhole covers and some other day it's about some other insanely specific thing. Not to mention lore masters who can whip out obscure facts about the *Cyberpunk* universe on a whim. I am amazed whenever something like this happens!

ANYTHING ELSE YOU'D LIKE TO TALK ABOUT IN PARTICULAR ABOUT COMMUNITY-DRIVEN INITIATIVES?

ALICJA: Our community can be very coordinated! There's dozens of community-driven Discord servers, subreddits, Facebook groups, etc. where the community gathers, discusses the game, even organizes contests and meet-ups. My favorite example of that is the Polish Facebook group for *Cyberpunk 2077* aka "cyberpunkawka" – besides the best memes, they also organize meet-ups. I had the pleasure of attending one of these meetings and it was super well-organized! We even had nametags to make it easier to recognize who's who.

SEBASTIAN: I think the most deserving of a highlight are those initiatives that are community-driven both in a sense that our team is pushing them forward and in a sense that they are inspired by our community directly. A great example here would be features like the Wardrobe, that was pushed through because our community requested it. Or REDmod, developed by Yigsoft team, that wouldn't happen without the passion of our modding community. Not everything the community asks for can be implemented, but we read and listen to everything they share with us.



IN AN OPEN WORLD, MUSIC SERVES MANY PURPOSES, from worldbuilding and atmosphere to deepening the level of immersion during a crucial moment in the story – or simply underscoring the quieter moments of reflection. Music has always been an integral part of our games and the stories we tell. From the beginning, it was clear that *Cyberpunk 2077* would be our most ambitious use of music to date, across both our original score and the in-world music you hear on the radio.

THE MUSIC OF CYBERPUNK 2077

08





CD PROJEKT RED AS A MUSIC PUBLISHER

Night City as a setting opened up a world of possibilities when it comes to in-world music. It features a melting-pot society where cars are the primary form of transportation and technology and freedom of expression intertwine in many different ways. With this, we knew that music would be a powerful way of making Night City, this dark future megalopolis, come to life even more.

Instead of simply selecting and licensing music to suit the mood of the game – creating radio stations featuring a mix of known or released music – we approached the in-game radio stations and the artists featured within as a key part of the world. As a result, *Cyberpunk 2077*'s radio soundtrack almost entirely comprises original music from some huge industry names, and each of these artists are presented as musicians from the world of the dark future (e.g. “Run the Jewels” are transformed into “Yankee and the Brave”).

By doing this, we were able to ground the music into the history and soul of Night City, reflecting its wide array of tastes, creative outlets, and styles. It acts as a natural part of the city, closely tied to the society that inhabits it, and helps to immerse players even more as they drive its streets or happen across a radio pumping out tunes as they explore the city.

It also means that CD PROJEKT RED has become one of the gaming industry's largest publishers of original music – all to serve storytelling, immersion, and creating a coherent and believable open world.

THE SOUNDTRACK RADIO STATIONS & ARTISTS

Across 14 in-game radio stations, you're bound to find the perfect track to suit the mood of whatever you're up to in Night City. We brought in a number of well-known artists from across the world to provide music for the game, so here's a small selection of artists and tracks you can listen to as you explore - whether it's in your car or walking around with your handy Radioport!

SAMURAI (Refused)

FEATURED TRACKS: "Never Fade Away", "Chippin' In", and more.

Rock out with these legendary rebels on 107.3 Morro Rock Radio!

IDBY (Rat Boy)

FEATURED TRACKS: "Who's Ready for Tomorrow", "Likewise", "Here's a Thought", and more.

Vibe to the distinct rap/rock of the dark future on 107.3 Morro Rock Radio and 98.7 Body Heat Radio!

Yankee and the Brave (Run the Jewels)

FEATURED TRACK: "No Save Point".
Get down with this intense hip-hop duo on 101.9 The Dirge.

TELO\$ (A\$AP Rocky)

FEATURED TRACK: "Flacko Locko".
Find this down and dirty rap on 101.9 The Dirge.

Bara Nova (Nina Kraviz)

Full DJ Set. Get lost in this moody and atmospheric set on 95.2 Samizdat Radio.

Lizzy Wizzy (Grimes)

FEATURED TRACK: "Delicate Weapon".
Experience the aura of Night City's biggest megapopstar on 98.7 Body Heat Radio.

Mr. Kipper (Idris Elba)

FEATURED TRACKS: "Rolla", "Choke Hold", Full DJ set.
Playing straight out of Dogtown, hear more from this elusive DJ and rapper on 107.5 Dark Star - and hear his full DJ set on 99.9 Impulse.

Want to experience the majesty of a Mr. Kipper gig in person? You can see his DJ set somewhere in Dogtown during *Phantom Liberty* - but we'll leave you to discover how to find it.

Want more of Lizzy? You can see her live on stage in the Black Sapphire during *Phantom Liberty*'s main quest in a beautifully choreographed and produced performance - not to be missed!

THE ORIGINAL SCORE

Cyberpunk 2077 and *Phantom Liberty* both feature custom original scores, created and produced by CD PROJEKT RED's in-house composers: Marcin Przybyłowicz, P.T. Adamczyk, and Jacek Paciorkowski – as well as Paul-Leonard Morgan (*Cyberpunk 2077*). Both scores were created with storytelling in mind, making sure that scenes, story beats, gameplay sequences, and quests all have meticulously crafted music to match what's happening on screen.

Cyberpunk 2077's score is all about attitude, using a hardcore 90s thrust translated through the lens of the twisted future of the game's world. *Phantom Liberty* took things to a different place with its spy-thriller tone, and required a new take on the foundations established with the base game's score. The score for the expansion reflects the deep web of distrust and mystery that V experiences along their journey through Dogtown, and deeply reflects the complex and tragic relationships at the heart of *Phantom Liberty*'s story – that of Reed and Songbird. Not to mention the deeply unsettling tones of the Blackwall, using folk vocals but distorting them more and more as the story reaches its conclusion.

Like the in-game radio, our original scores are always crafted with storytelling in mind, with tracks closely tied to specific characters, their story arcs, different gangs in the city, key scenes, quests, and decisions, and more. Together, the original scores and the in-world music featured in this Ultimate Edition help to tell every story featured within it, utilizing talent from across the world, and an artisanal attention to musical detail from our own team.



LISTEN TO OUR OFFICIAL SCORES ON SPOTIFY!

- [Cyberpunk 2077 Original Score](#)
- [Cyberpunk 2077: Phantom Liberty Original Score](#)

And be sure to check out the official [Cyberpunk 2077 Spotify Playlist!](#)



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FEATURING DAWID PODSIADŁO

A spy-thriller story needs a spy-thriller theme, and we're incredibly proud to have worked with Polish chart-topping singer-songwriter Dawid Podsiadło to create the perfect credits song for the expansion. Titled "Phantom Liberty", this epic and emotional song is the perfect bookend to the expansion's finale – whichever one you play – letting you put the controller down and take in all that V has experienced in Dogtown.

We spoke to Dawid about the recording and creative process of the song, so let's hear from the man himself!

HOW WAS IT WORKING WITH THE COMPOSERS AT CDPR AND HOW WAS IT COLLABORATING WITH THEM ON THE CREATIVE PROCESS FOR THE SONG?

Working with CD PROJEKT RED's composers was problem-free, pleasant, and exciting. That might sound like an answer AI wrote, but truly, since the very beginning I was a fan of any idea that P.T. Adamczyk floated, and it wasn't long before I started coming up with various parts and ideas for the vocals. After that, we selected the best fragments and everything fell into place like dominos. We had every part of the machine, all we needed to do was assemble it. And that final step was a touch of genius.



WHERE DID THE LYRICS COME FROM; WHAT EMOTIONS AND INSPIRATIONS WENT INTO THE SONGWRITING PROCESS?

I had a lot of insight as to what will happen in *Phantom Liberty*, what themes it explores, the secret agent atmosphere, the betrayals, double agents, all that – so that’s the path I followed in the song. In the lyrics, a few places were improved by Borys Pugasz-Muraszkiewicz, who helped the language fit the Cyberpunk setting, since it contains its own slang and identity. It’s an organism that communicates with listeners in a unique way.

HAVE YOU PLAYED PHANTOM LIBERTY YET? WHAT WAS IT LIKE SEEING YOUR FACE ON SCREEN AND LISTENING TO THE SONG DURING THE END CREDITS?

Not yet... I finished the base game over a year ago, so I’d like to play the expansion as part of a full playthrough. I receive a lot of photographs and screenshots from my listeners who have spotted me in the game. Unfortunately, a lot of them tell me I didn’t survive the encounter with their V.

PHANTOM LIBERTY HAS BEEN OUT FOR A LITTLE WHILE NOW, HOW HAS THE FAN REACTION BEEN REGARDING YOUR TRACK?

The response to our song is truly incredible. The first few hours after the release, I scrolled through the comments and was just floored – honestly, I felt incredible. I had to stop reading because people began posting spoilers, and as I mentioned, I haven’t played the expansion yet. But I wasn’t expecting so many kind and moving words about the track. It’s incredibly kind. We’re famous around the world!

PHANTOM LIBERTY AND CYBERPUNK 2077 ARE ALL ABOUT DIFFICULT, MORALLY GRAY CHOICES – WHAT IN-GAME CHOICE DID YOU STRUGGLE WITH THE MOST?

I don’t want to spoil too much, although I suppose I can a little – I spent a long time deciding what my relationship will be with Johnny in the game. It’s maybe the biggest decision you can make and has a huge influence on how the story ends. So this particular part of the narrative was my biggest challenge. And of course, I didn’t want to ruin my relationship with Panam, so I was pretty cautious with all of my choices there.

THE RADIO STATIONS PERFECTLY ENCAPSULATE THE CHAOS AND NOISE OF NIGHT CITY, ITS ENERGY AND DYNAMISM.

BESIDES THE CREDITS TRACK, WHAT OTHER PARTS OF THE GAME’S MUSIC STAND OUT TO YOU AND WHY?

The radio stations perfectly encapsulate the chaos and noise of Night City, its energy and dynamism. I love the voice acting and all of the Easter eggs. For me, *Cyberpunk* is such a fulfilling experience. Everything I discover adds a new layer of satisfaction and enjoyment to the game.

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THE CYBERPUNK 2077 UNIVERSE

THE ULTIMATE EDITION ISN'T ALL THE DARK FUTURE HAS TO OFFER – from merch and comic books to anime and music, CD PROJEKT RED has built a rich, immersive universe with plenty of stories, sights, and sounds to enjoy.

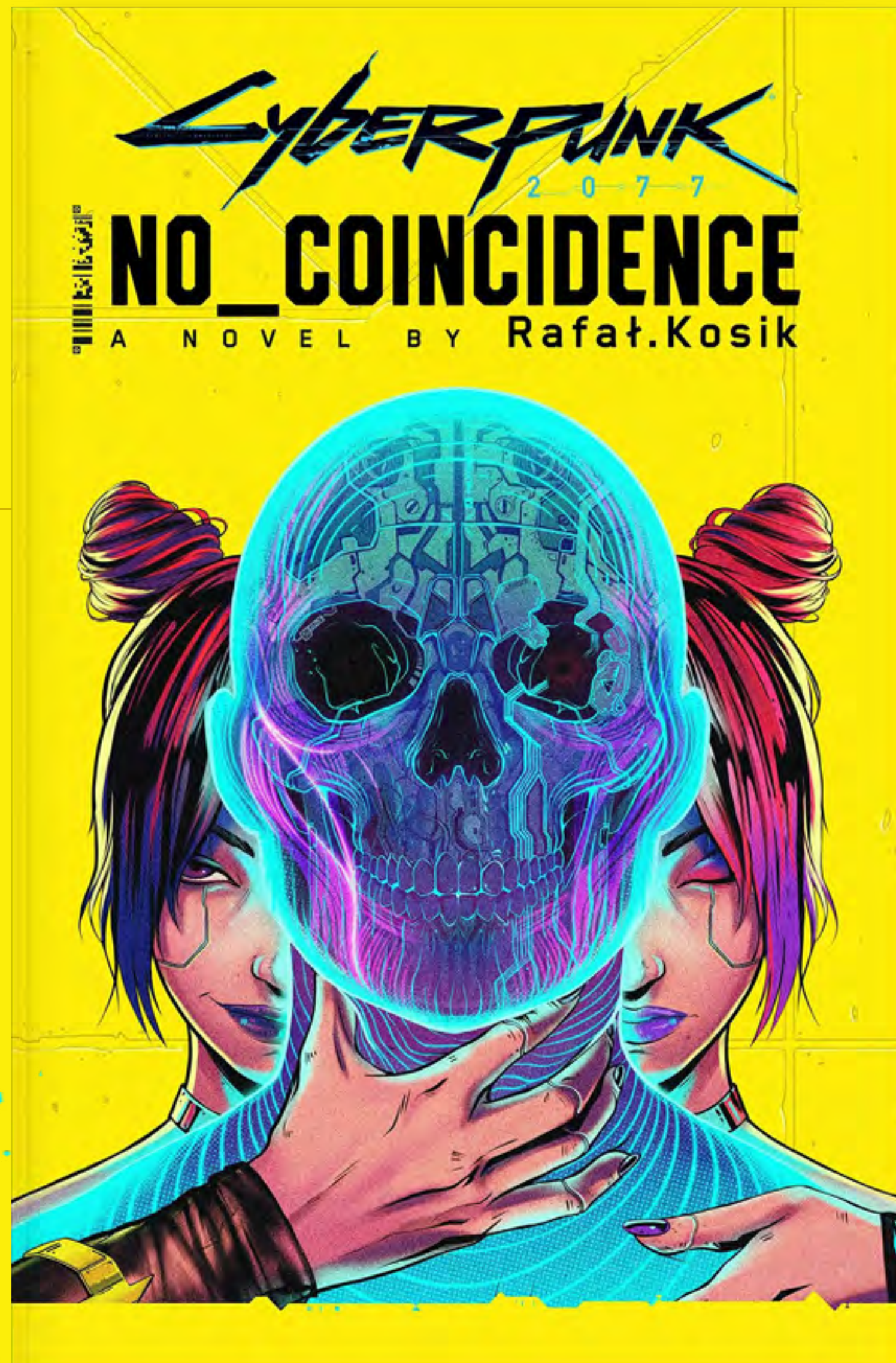
CYBERPUNK EDGERUNNERS

Created in collaboration with the legendary Studio Trigger (*Kill la Kill*, *Little Witch Academia*), *Cyberpunk: Edgerunners* is the first ever anime from CD PROJEKT RED. It tells a standalone, 10-episode story about a street kid trying to survive in a technology and body modification-obsessed city of the future. Follow the journey of teenage protagonist David Martinez. Riddled with debt in the aftermath of a personal tragedy, David makes a decision to enter the deadly underworld of Night City in order to take control of his own destiny and spit in the face of a city that has taken everything from him. He chooses to become an edgerunner – a mercenary outlaw also known as a cyberpunk.

The series was released on Netflix to critical acclaim, remaining in the top-watched list for several weeks. It went on to win Anime of the Year from the Anime Awards, among other distinctions.



KOSIK_NO_2332



Rafał Kosik

CYBERPUNK 2077: NO_COINCIDENCE

Written by award-winning sci-fi author Rafał Kosik, *No Coincidence* follows the story of a ragtag group of strangers, including a veteran turned renegade, a sleeper agent for Militech, a computer nerd, a therapist, a ripperdoc, and a techie as they discover the dangers of Night City are all too real.

Steeped in the lore and bleak reality of the dark future, this novel explores the hungry ambition that drives Night Citizens from all social strata. Available in paperback, hardback, and as an audiobook narrated by Cherami Leigh (the voice of female V), it's an unflinching, adrenaline-soaked page-turner that proves the old adage: there are no happy endings in Night City.

CYBERPUNK 2077 COMICS & GRAPHIC NOVELS

Discover comic books and graphic novels set in the most dangerous city of the dark future, written by talented scriptwriters (including CD PROJEKT RED's Bartosz Szybor) and illustrated by renowned artists from around the world. *Cyberpunk 2077: Big City Dreams* even received the 2023 Hugo Award for Best Comic or Graphic Novel! For some insights into the visual makeup of the Night City, check out the *Cyberpunk 2077 Art Book* or *The World of Cyberpunk 2077* for an even more in-depth look at Night City's districts, gangs, and even vehicles and weapons.

COMIC BOOK COLLECTIONS

- *Cyberpunk 2077: You Have My Word*
- *Cyberpunk 2077: Blackout*
- *Cyberpunk 2077: Trauma Team*

GRAPHIC NOVELS

- *Cyberpunk 2077: Big City Dreams*
- *Cyberpunk 2077: Your Voice*
- *Cyberpunk 2077: Where's Johnny?*



CYBERPUNK 2077 X CD PROJEKT RED GEAR

Shop the merch of the dark future – from preem threads to the perfect accessories for an aspiring cyberpunk. In our [GEAR store](#) you'll find plenty of merch from the world of *Cyberpunk 2077*, *Cyberpunk: Edgerunners*, and *Phantom Liberty*, including figurines, t-shirts, hoodies, and much, much more.

CD PROJEKT RED X ANONYMOUS CONTENT

This year, CD PROJEKT RED announced the beginning of its collaboration with independent global media company Anonymous Content, known for producing Emmy- and Oscar-winning projects. The new project is at an early development stage and has recently commenced searching for a screenwriter to tell a brand-new story set in the world of *Cyberpunk 2077*.

PROJECT ORION

Another game set in the *Cyberpunk 2077* universe is on its way – currently code-named Orion, the upcoming video game will be created at CD PROJEKT RED's studios in North America and Poland. Prepare to once more be transported into the dark future.

STILL NOT ENOUGH OF NIGHT CITY? WE MIGHT JUST HAVE SOMETHING TO SCRATCH THAT ITCH.

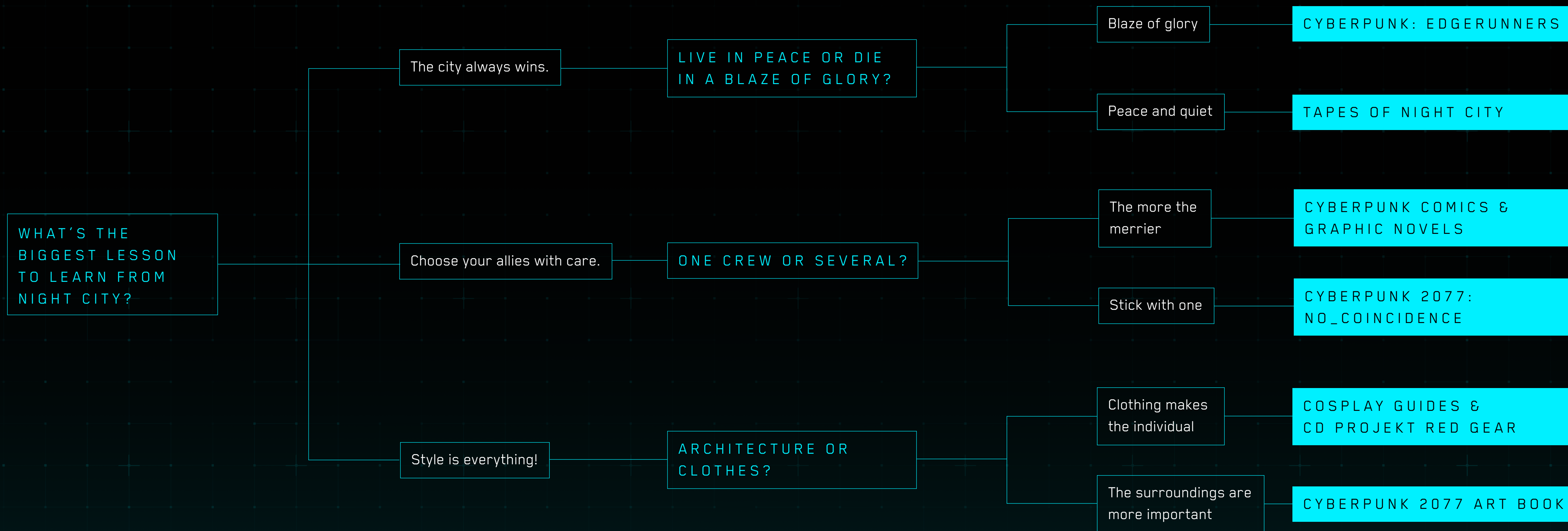
- **Cosplay Guides** – If you're looking to dress up as V, Johnny, Panam, Songbird, or any other major character from Cyberpunk, check out these detailed guides to get all the detes, from their eye and hair color to the type of cyberware they use.
- **Build Planner** – Released alongside Update 2.0, the build planner is a great way to plan just what kind of merc you want to become without worrying about wasting any skill points.
- **Tapes of Night City** – Some lofi tunes to accompany your adventure in Night City. This full eight hours of music pairs great with anything else that you might be up to, from curling up with *Cyberpunk 2077: NO_COINCIDENCE* to planning your next heist in Corpo Plaza.
- **Night City Wire & REDstreams** – Want insight from our devs into the game? Check out CD PROJEKT RED's YouTube or Twitch channels for exclusive interviews with CDPR devs. Explore the lore of Dogtown with the narrative team, learn about interesting builds from gameplay designers, or cozy up for a longer chat between our community managers and the game director, Gabe Amatangelo.

If you're not sure where to dive in, we've created a handy guide to help narrow down a starting point.





FINISHED CYBERPUNK 2077: ULTIMATE EDITION AND LOOKING FOR MORE? TAKE THIS EASY QUIZ TO DECIDE WHERE TO START.



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