

Cyberpunk 2077 in-game text.

Examples of the three different written texts available within the game.

Example 1: Messages

The text message-style communications you receive throughout the course play. They are used in a variety of ways, from providing colour to the worldbuilding to setting up new side missions.

| Communicator | Context | Message |
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| Muamar 'El Capitán' Reyes | The player reached the required street cred rank and Reyes contacts them to offer a vehicle he has for sale. | Making a name for yourself, choom. Need a set of wheels that lets people know you've arrived. Got a Quadra 66 for sale...full custom job. An engine that purrs and a paint job to die for. One not so careful owner. A solo merc that pissed off the wrong people. His loss, your gain. Cars in preem shape, even if he isn't. Swing by anytime. |
| Megabuilding H10 Administrator | This message is triggered after the player experiences a random event. The player comes out of their apartment in the H10 Megabuilding and sees the NCPD have cordoned off an apartment in the main atrium with a "condemned" sign. | This is a polite reminder that the possession of bird species within Night City is a direct violation of the Avian Extermination Act of 2063. Owning any animal under this classification is a criminal offence and will void your tenancy agreement within Megabuilding H10, resulting in immediate termination. Please take proportionate action where appropriate. We wish you a pleasant day. |
| Dylan Santiago | Once the player has completed all of the gigs for Padre, he receives a message from a potential client who wants a job done on the quiet. | Yo, V. Heard you're the type of person who gets things done. That's the word on the street. Got something needs doing. Need to check if you're for real. Pinging you my deets. Drop by soon. |
| Sebastian "Padre" Ibarra | You receive a message from Padre containing information about a "Gig" (side mission) he'd like your assistance with. | Gig Type: Gun for Hire Objective: Neutralise Mateo Cortez Location: Vista Del Rey, Heywood Details: A wayward Heywood son requires your attention, V. I only trust you with something like this. A Valentinos betrayed his brothers for 6th Street eddies. Caused quite a problem for a good number of my clients... |

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| | | <p>Revenge is a cruel companion, but swift judgement is required for our boy, Mateo. He's given 6th Street the means to upset the delicate balance that we maintain.</p> <p>The scales need to be reset. Doom rushes upon him.</p> |
| Sara Whitlock | <p>After saving a crooked corpo agent with ties to Rogue from an Arasaka kill team, the player receives a message from the contact thanking them for their efforts.</p> | <p>Hey, V. Just wanted to say thanks for saving my ass back there. I don't need another close call to get the message. I'm quitting Night City for good tonight. I would say you should do the same, but you'll not listen. Stay safe out. Please.</p> |

Example 2: Articles

Articles within Cyberpunk 2077 are often found in collectible “data shards,” providing worldbuilding and lore expansion material that give context to Night City and its history.

| Title | Text |
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| Article: Carbon Plague Cure | <p>The Night City Journal May 23, 2022</p> <p>Carbon Plague Cure</p> <p>Today, Night City can sleep a little more soundly knowing that the Carbon Plague incident is drawing to a close. The Centre for Disease Control has announced plans to roll out a vaccine for all qualifying residents after a breakthrough in research and testing.</p> <p>Doctor David Chiang has successfully isolated the cause of Carbon Plague sickness, the result of foreign nanites within the body corrupting cells on a molecular level. Following a series of cutting-edge laboratory tests, part funded by corporate contracts, Dr Chiang has uncovered that the nanites can be successfully reprogrammed to render them inert. “The nanites themselves are aggressive, able to manipulate genetic material incredibly quickly. As they feed off of CO2 and heat, the body has proved an effective host for them. By reprogramming their core function, we completely eliminate the detrimental and fatal effects that occur in infected persons.”</p> <p>Speaking after the conference to press and academic peers, Dr Chiang claimed that the new “Nanotechnix” nanite could prove to be the foundation of a whole new form of technological innovation, despite their concerning origin.</p> |

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| | <p>The Carbon Plague, which has claimed the lives of over 8000 Night City residents to date, is suspected to have originated from a crashed Biotechnica aerodyne on the outskirts of the city. Although the investigation is still ongoing, and a representative was not available for comment at the time of writing, this breakthrough will be welcome news to many.</p> |
| <p>Article: Red Rising</p> | <p>Flyer – August 30th, 2023</p> <p>Red Rising</p> <p>The corporate district is in ash and ruin. Sky is tainted red. Night City bleeds.</p> <p>From this wound, we begin to unshackle ourselves from the corporate engine.</p> <p>But the propaganda machine is already churning. A desperate need to hide the truth of this glorious offensive.</p> <p>We mustn't allow them to find their footing. Take up arms before they recover.</p> <p>The balance of power is shifting.</p> <p>The Time of the Red is upon us.</p> <p>Will you answer its call?</p> |
| <p>Article: The Nomadic Disease</p> | <p>When did it become acceptable to flaunt the rules of society? When did it become the norm to live beyond the law? Our beloved city, the city of dreams, is flanked by tribesfolk who pillage, scheme, rape, and kill indiscriminately. A barely coherent civilisation of vagabonds and thieves who ceaselessly fight among themselves and maliciously prey on those who just want to make an honest living.</p> <p>Record numbers of our young and impressionable left the safe embrace of Night City in 2076 to join their ranks. Many more consider life beyond our borders worth pursuing. To them, I say that I have seen the horrors of the Badlands first hand. It is a parched and acrid place. Nothing grows in the dead soil there. Food is scarce, safety scarcer still. Life expectancy is less than half of that of Night City residents, and is there any wonder?</p> <p>Sister lies with brother. Man eats man. Survival of the most deplorable reigns supreme. If you see signs that your children, relatives, friends, or colleagues have become infected with nomadic aspirations, please know you are now alone.</p> <p>The Night City Neighbourhood Alliance is just a holo away.</p> |
| <p>Article: Avian Extermination Act is Passed</p> | <p>The Night City Journal May 5, 2063</p> |

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| | <p>Avian Extermination Act is Passed</p> <p>Yesterday evening, in a historic vote by the Night City Council, the Avian Extermination Act was successfully passed and brought into law. After the Bird Flu outbreaks of 2051 and 2059, and the Great Bird Flu outbreak of 2061, the act is intended to prevent further incidents with the deadly zoonotic diseases that have become a frequent concern of Night City residents over the last two decades.</p> <p>Coming into effect on May 7th, the City Council will begin extermination of all avian species within an 18 mile radius of the city limits through a newly founded task force, deployed by specialists at Militech.</p> <p>Citizens are asked to report any and all sightings of avian species after May 20th via the AEA Hotline. Avian species in private ownership will become a criminal offence at midnight on the 7th, and residents are encouraged to take matters into their own hands, where that is possible.</p> |
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Example 3: Archived Conversations

Archived conversations are snippets of conversation, often collected via the “data shards” found on bodies, giving narrative context to the life and demise of NPCs.

| Title | Context | Text |
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| Duke and Handler | The player comes across an Arasaka 4x4 in the middle of the Badlands desert with a dead corpo agent in the driver's seat and a dead Maelstrom gang member in the passenger seat. The shard can be taken from the corpo's inventory. The trunk of the vehicle can be opened to find the body of a dead netrunner. Their body can be looted for an epic tier cyberdeck implant. | <p>Duke: It's in the trunk.</p> <p>Duke: Time to square up.</p> <p>The Handler: You've created quite a problem for us.</p> <p>Duke: There's no us, suit.</p> <p>Duke: A job done is a job done.</p> <p>The Handler: We have quite different views of the word "done."</p> <p>Duke: Just show me the eddies and I can bounce.</p> <p>Duke: Know you don't wanna be seen with some chrome crook.</p> <p>The Handler: Outstanding. You really don't understand the real ramifications of your actions.</p> |

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| | | <p>The Handler: The job was simple. Grab the netrunner. Leave no witnesses.</p> <p>Duke: Every choom in that place is zeroed.</p> <p>Duke: Put bullets in them myself.</p> <p>The Handler: Yet you forgot the security feeds.</p> <p>The Handler: Militech are already mobilising.</p> <p>Duke: Sounds like a you problem.</p> <p>Duke: Wanted the runner's mod. Now you got it. Pay up.</p> <p>The Handler: Do you know how tiresome loose ends are to tie up?</p> <p>Duke: Not playing now. Transfer the cred.</p> <p>Duke: Do it now or I paint the inside of your fancy car with you brains.</p> <p>The Handler: Do you think you're quick enough?</p> |
| <p>Detective Braxton</p> | <p>The player responds to a NCPD scanner incident to find a group of Tyger Claws who have killed an NCPD officer in a local diner. When the fight is over, a shard can be obtained from the gang leader's corpse.</p> | <p>Braxton: Make sure it's done someplace public.</p> <p>Braxton: We're sending a clear message.</p> <p>Braxton: Take a bribe or be scraped off the pavement come sun up.</p> <p>Braxton: I'll even double your usual fee if it makes the morning headlines.</p> <p>Braxton: The NCPD can be a useful tool if we're all pulling in the same direction.</p> <p>Braxton: Too many do-gooders in the ranks upset that balance.</p> <p>Braxton: It's just not good business.</p> <p>Braxton: Keep it clean.</p> <p>Braxton: I want my name nowhere near this.</p> |

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| <p>Jax and Hanzo</p> | <p>The player finds two dead NC gang members at a convenience stand. The stand owner is an old man, who says something like "What can I get you? Please excuse the mess." The shard can be found on one of the two corpses.</p> | <p>Jax: Really think this'll make a dent?</p> <p>Hanzo: Don't trust me?</p> <p>Jax: Proolly don't want a brother to answer that...</p> <p>Hanzo: Quick eddies. No risk.</p> <p>Jax: Old man'll be packing.</p> <p>Hanzo: ...and won't know how to use it.</p> <p>Jax: Making a lot of assumptions, choom.</p> <p>Hanzo: Got a better idea?</p> <p>Hanzo: 6th Street want their creds yesterday.</p> |
| <p>Seb Macpherson</p> | <p>The player comes across a body in an alleyway in a less than ideal part of Night City. It's around the corner from a burnt out car. A shard can be collected from their body.</p> | <p>Seb: YOU RIPPED ME OFF!</p> <p>Seb: Cheap. Ready to collect. Immediate sale preferred.</p> <p>Seb: Now I know why.</p> <p>Seb: IF I EVER SEE YOU AGAIN!!!</p> <p>Seb: I'm stuck in a bad part of town.</p> <p>Seb: What am I supposed to do?</p> <p>Seb: You need to pick me up.</p> <p>Seb: Answer me.</p> <p>Seb: Now.</p> <p>Seb: Please.</p> <p>Seb: I'm not joking.</p> <p>Seb: I need help.</p> |
| <p>Sarah Fry and Max Miller</p> | <p>Triggers organically during gameplay if the player deviates from Meredith Stout's plan during "The Pickup" mission at the start of the game. The player comes across a Militech roadblock on</p> | <p>Sarah: You really are playing with fire.</p> <p>Max: You've always been too cautious.</p> <p>Sarah: Stout got her wings clipped. You're making the same mistake.</p> <p>Max: I see an opportunity, I take it.</p> |

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| | <p>the outskirts of Night City. As soon as they try to get close, they immediately become hostile to the player's presence. After a shootout, a shard can be found on a male Militech agent wearing a suit. The rest of the unit are wearing combat armour.</p> | <p>Sarah: Is it worth it though?</p> <p>Sarah: She was a piece of work.</p> <p>Max: We can't let street trash walk all over us, can we?</p> <p>Sarah: We both know that's not the reason you're doing this.</p> <p>Max: My reasons are my reasons.</p> <p>Sarah: Gilchrist said to leave it alone.</p> <p>Max: Course he did. Got a nice promotion off the back of it.</p> <p>Sarah: He'll come down hard on an unsanctioned op. You know he will.</p> <p>Max: Thank you for your concern.</p> <p>Sarah: I can't get mixed up in this.</p> <p>Max: Then leave me to it.</p> |
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