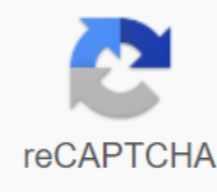




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Cyberpunk 2077 pdf

Role-playing game developed by CD Projekt Red Cyberpunk 2077 Developer(s)CD Projekt Red[a]Publisher(s)CD Projekt Director(s)Adam BadProducerowski(s)Richard Borzymowski[2]Designer(s)Konrad Tomaszkiewicz[3]Michał Dobrowolski[4]Paweł Sasko [5]Artist(s)Paweł Mielniczuk[6]Katarzyna Redesiuk[7]Author(s)Marcin Blacha[8]Jakub Szamalek[9]Stanisław Świącicki[10]Composer(s)Marcin PrzybyłowiczP. T. AdamczykPaul Leonard-MorganEngineREngine 4Platform(s)Microsoft WindowsPlayStation 4PlayStation 5StadiaXbox OneXbox Series X/SRelease10 December 2020Genre(r) Action role-playing game,[11] first-shooter person[12]Mode(s)Single-player, multiplayer Cyberpunk 2077 is an upcoming action role-playing game developed and released by CD Projekt. It is scheduled to be released for Microsoft Windows, PlayStation 4, PlayStation 5, Stadia, Xbox One and Xbox Series X/S on 10 November. Adapted from the Cyberpunk franchise, the story takes place in the dystopian Night City, an open world with six different regions. Players assume the first-person perspective of a customizable mercenary known as V, who can acquire skills in hacking and machines, an arsenal of varied weapons, and opportunities for melee combat. Cyberpunk 2077 is being developed using REDengine 4 by a team of about 500, exceeding the number who worked on the studio's previous game, The Witcher 3: Wild Hunt (2015). To help with production, CD Projekt launched a new division in Wrocław, Poland, and collaborated with Digital Scapes, Nvidia and QLOC. Cyberpunk creator Mike Pondsmith was a consultant, and actor Keanu Reeves has a starring role. The soundtrack features music by Marcin Przybyłowicz and several licensed artists. Customizations include a cartoon, card game, and an anime. Gameplay Pre-release gameplay screenshot Cyberpunk 2077 is played from a first-person perspective as V,[13] a mercenary whose voice,[14] face, hairstyles, body type and modifications, background and clothing can be customized. State categories-Body, Intelligence, Reflexes, Technical, and Cool-are influenced by character classes, as players assume, as are NetRunner (hacking), Techie (machines), and Solo (combat). The perk branches of melee, knives, handguns, shotguns, rifles, sniper rifles, hacking, two-handed combat, murder, cold blood, engineering and athletics. V must consult a ripperdoc to upgrade and purchase cyberware implants; black markets offer military-grade capabilities. [13] [15] [16] [17] [18] [19] The rarity of a given equipment is displayed using a coloured level system. [20] V can take cover, aim, run, jump, double jump, and slide. [21] [22] Melee attacks can be handled with melee weapons. [16] [23] There are three types of varied weapons, all of which can be customized and modified - Power (standard), Tech (which penetrates walls and enemies) and Smart (with bullets). [24] [25] Varied is equipped for ricochet balls in a target direction and slow them down in dot time. Four types of damage can be inflicted and resisted - Physical, Thermal, EMP, and Chemical. [15] [19] [26] The use of weapons increases the accuracy and reloading speed manifested in figurative animations. [27] Gunsmiths repair and upgrade weapons. [16] The game can be completed without killing anyone.[28] with non-lethal weapons and cyberware options. [5] The open world metropolis of Night City, California consists of six regions-corporate City Center, immigrant-inhabited Watson, luxurious Westbrook, suburban Heywood, gang-infested Pacifica, and industrial Santo Domingo. The surrounding area, Badlands, can also be explored. V navigates these locations on foot and in vehicles that are subject to either a first- or third-person view. In autonomous cars, V can more easily participate in gunplay. [13] [20] [26] [29] [30] [31] [31] Pedestrians are vulnerable to vehicular collisions. [25] Depending on the location, law enforcement authorities may be alerted if V commits a crime. [32] [33] Radio stations are available to listen to. [34] The entire day-night cycle and dynamic weather affect the way non-player characters (NPCs) behave. [24] [35] V owns an apartment and a garage. [16] [36] Night City has non-English speaking characters whose languages can be translated with special implants. [37] Brainsdance is a device that enables V to review the experiences of others. [38] [39] Branching dialogues enable interaction with NPCs and mission actions. [40] Experience points are drawn from the main quests and fuel statistics, while side quests yield street cred, unlocking skills, vendors, locations and additional quests. [20] [24] [25] [41] Quests are acquired from characters known as Fixers. [25] Throughout the game, V is helped by various comrades. [16] Consumables, such as soft drinks, are used for healing, and items can be inspected in V's inventory. [22] Mini-games include hacking, boxing, auto racing,[42] martial arts, and shooting ranges. [43] Game over messages appear only at the scene of death; if a quest has failed, the game moves on all the same. [44] Player selection leads to different endings. [39] Setting Night City is an American megatown in the free state of Northern California, controlled by corporations and unassailable by the laws of both country and state. It sees conflict from rampant gang wars and its ruling entities fighting for dominance. The city relies on robotics for everyday aspects such as waste collection, maintenance and public transport. [45] [46] Its visual identity is derived from the four eras it underwent – harsh entropy, colorful kitsch, impressive neo-militarism and sumptuous neo-kitsch. [47] The Internet is run by corporations and the army. [5] Homelessness abounds, but does not exclude cybernetic modification for the poor, which cause of cosmetic dependence and violence. These threats are handled by the armed forces known as the Psycho Squad. [48] [49] The Trauma Team can be hired for prompt medical assistance. [50] Due to the constant threat of physical harm, all citizens are allowed to openly carry firearms in public. [51] Development Cyberpunk 2077 entered pre-production when developer CD Projekt Red finished The Witcher 3: Wild Hunt – Blood and Wine (2016).[52] with about fifty employees involved. [53] They later devoted a team bigger than The Witcher 3: Wild Hunt (2015).[54]b] and after it was released, they began upgrading their REDengine 3 in addition to Cyberpunk 2077. [58] CD Projekt Red was awarded grants of US\$7 million by the Polish government, whose funding application confirmed that they used REDengine 4. [59] In June 2017, preliminary designs were stolen and threatened to be released to the public , but the developer refused to comply. [60] [61] Developments reportedly reached a milestone at the end of 2017.[62] and in March 2018 a new studio opened in Wrocław to support production. [63] In October, CD Projekt Red established a partnership with canadian studio Digital Scapes to develop additional tools for Cyberpunk 2077. [64] The developer partnered with Nvidia in June 2019 to achieve real-time ray tracing.[65] and QLOC in January 2020 for quality assurance. [66] Artists produced hundreds of concept illustrations in preproduction and determined that the style should be divided into four kinds of aesthetics. Most vehicles were based on Marcello Gandini's design from the 80s and 90s. [6] Stream processing and global lighting were made to work without overpowering the central processor unit. [67] Ray tracking improved the graphics of global lighting, reflections, ambient occlusion, and shadows.[68] Originally to launch with multiplayer[69] this was first assigned to research and development.[70] and later declared as a post-release feature. [71] The first-person perspective was chosen to immerse players more than what third-person would allow. [24] Interludes and gameplay were both made in first-person to seamlessly blend together. [72] [73] Cyberpunk 2077 contains full nudity, which game director Adam Badowski said encapsulates the theme of transhumanism – the body is no longer sacrum [sacred]; it's profanum [profane]. [74] The manuscript was written in Polish and then a separate team translated the dialogue into English. [75] Quest designers, who oversaw making their own ideas, enabled players to decide in what order quests are made. [76] Side quests were often made of unused parts of the main story. [77] CD Projekt Red invented a technology based on neural analysis from neural networks that produces real-time mouth synchronisation for all localizations. [78] Animation systems were to better generate muscle movements, exercise capture was improved, and and was created from prefabricated designs. [79] Recycled models had their colours and details changed. [80] Some things were procedurally generated. [57] Feedback from E3 2018 influenced developers to allow a non-lethal playthrough and prohibit the male-female option in characterisation and instead base it on voice and body type. [81] [82] The Night City was designed with the help of urban planners.[83] and its architecture drew on brutalism. [84] The world is loaded using vertical streaming to reproduce only the assets that appear on the screen. [85] In August 2018, the story was fully realized and could facilitate a complete play-through. [2] The content was almost finished by mid-2019 and the rest of the development focused heavily on polishing. [56] Staff began working from home in March 2020 due to the COVID-19 pandemic.[86] which led to a halt to localisation. [87] Despite the study's previous rejection of compulsory overtime, this was nevertheless carried out in recent weeks. [88] Cyberpunk 2077 is based on Mike Pondsmith's Cyberpunk franchise. Pondsmith began hearing about the project in 2012. [79] [89] He also appears in it as a character. [90] His follow-up to Cyberpunk 2020, Cyberpunk Red, made a difference to lore. [91] Cyberpunk 2077 was influenced by the 1982 film Blade Runner, the manga and anime series Ghost in the Shell and the video game System Shock (1994) and Deus Ex (2000). [92] It features a motorcycle from Akira manga and anime movies and a car inspired by Mad Max: Fury Road (2015). [93] [94] The Witcher 3: Wild Hunt composer Marcin Przybyłowicz wrote the score.[95] with P. T. Adamczyk and Paul Leonard-Morgan. [96] Songs for in-game radio stations were specially made; [34] Refused created music for the group Samurai and Grimes voices frontwoman for Lizzy Wizzy and Metadwarves. [97] [98] Run the Jewels, ASAP Rocky, Gazelle Twin, Ilan Rubin, Richard Devine, Nina Kraviz, Deadly Hunta, Rat Boy and Tina Guo also contributed. [99] In July 2018, actor Keanu Reeves was approached for the role of Johnny Silverhand,[100] codenamed Mr Fusion to preserve secrecy. [101] He would lend his resemblance to, voice, and make motion capture for character. [102] [103] Reeves's dialogue amount is only in line with V.[104] After only spending fifteen days recording his lines,[105] Reeves later received his Silverhand's screen presence be doubled. [106] Masane Tsukayama portrays Arasaka Corporation leader Saburo Arasaka. [107] Sebastian Stepien served as lead author and creative director before joining Blizzard Entertainment in early 2019. [108] [109] In October 2020, Cyberpunk 2077 was released for production. [110] Release and marketing Cyberpunk 2077 was announced in May 2012. [53] In January 2013, a teaser trailer [111] The game was confirmed for Microsoft Windows that same year.[112] and PlayStation 4 and Xbox One on E3 2018.[113] 2018.[113] they unveiled another trailer and a media-exclusive, pre-alpha gameplay demonstration.[114][115][116] will appear to the public in August, following its appearance on Gamescom. [117] On E3 2019, a third trailer set it up for a release on April 16, 2019. [119] then on 19 September [121] Another gameplay demo was shown to E3 and Gamescom participants in 2019.[122][123] fifteen minutes that appeared online at the end of August.[124] after it was proclaimed for Stadia. [125] In February 2020, Nvidia stated that it would also be on GeForce Now. [126] A full-scale motorcycle replica was on display at the Tokyo Game Show. [127] When E3 2020 was canceled due to the COVID-19 pandemic, CD Projekt's online event Night City Wire showed additional trailers, more gameplay[128][129][130] and recordings. [131] Owners of the Xbox One and PlayStation 4 versions are free to download the game on Xbox Series X/S and PlayStation 5 upon release. [132] [133] Next generation ports will be available in 2021. [134] The multiplayer launches later than 2021. [135] The collector's edition consists of a custom box, steel book, figure depicting a male V, hardcover artbook, metal pin set and keychain, a Visitor's Guide to Night City, embroidered patches, world compendium, Night City postcards and cards, and stickers. The standard edition also includes compendium, postcards, cards and stickers. [136] Digital objects that come with each copy are the soundtrack, art booklet, Cyberpunk 2020 source book, wallpapers and Cyberpunk 2077: Your Voice cartoon. [137] Purchase through CD Projekt's subsidiary GOG.com the digital cartoon Big City Dreams. [138] Warner Bros. Interactive Entertainment will distribute the game in North America. [139] Bilkom publishes it in Turkey. [140] Bandai Namco Entertainment will serve as publisher for 24 European countries and distributor for Australia and New Zealand. [141] [142] Spike Chunsoft will release the physical PlayStation 4 copies in Japan. [143] Funko Pops was available from 16 April 2020. [144] The World of Cyberpunk 2077, a 192-page art book [145] was published by Dark Horse Books on September 29. Dark Horse brought out the first issue in a comic book called Cyberpunk 2077: Trauma Team with author Cullen Bunn and illustrator Val Miguel [147] CD Projekt Red held a cosplay competition from June 2019 to October 2020. [148] [149] A card game created with publisher CMON Limited, Cyberpunk 2077 – Afterlife: The Card Game, is slated for 2020. [150] McFarlane Toys signed a three-year agreement to produce action figures. [151] The Cyberpunk 2077-themed Xbox One X, which includes a digital copy and downloadable content,[152] became the final limited edition of this console. [153] Designed with the same aesthetic was video gaming chairs,[155] energy drinks,[156] sneakers,[157] smartphones exclusively for China,[158] and peripherals. [159] [160] As of May, the advertising company Agora filed with newspapers, online services and radio channels running campaigns in Poland. Their affiliates performed advertising outdoors and in cinemas, using established brands to disseminate information about the game. [161] Cyberpunk: Edgerunners, an anime spin-off produced by Studio Trigger, is scheduled to premiere on Netflix in 2022. [162] Reception Cyberpunk 2077 won over a hundred awards at E3 2018.[65] including Best Games, Best Xbox One Games, Best PC Games,[163] Best RPG,[164] and People's Choice on IGN,[165] Best Role Play and Game of the Show at Game Informer,[166] Best of E3 at PC Gamer, [167] and Game of the Show at GamesRadar+. [168] The second trailer was considered one of the best at the expo.[169][170][171][172] although author William Gibson, credited for pioneering the cyberpunk subgenre, described it as GTA shinning with a generic 80s retro future. [173] Gibson later expressed an affinity against the first gameplay demo. [174] The first-person perspective, unlike The Witcher 3: Wild Hunt's Third Person, was criticized. [175] [176] Cyberpunk 2077 was the most discounted game of 2019.[177] where it was presented awards for Best of E3 at GamesRadar+, PC Gamer, Rock, Paper, Shotgun and Ars Technica.[178][179] [180][181] and Best Game, People's Choice, Best PS4 Game, Best Xbox One Game, Best PC Game and Best RPG at IGN. [182] The third trailer was praised with an emphasis on Reeves' unweiling. [183] [184] Sales Cyberpunk 2077 received more pre-orders than The Witcher 3: Wild Hunt; [104] One third of PC sales were made through GOG.com. [185] It was a bestseller on Steam in China. [186] Awards Year Award Category Result Ref. 2018 Game Critics Awards Special Commendation for Graphics Won [187] Special Commendation for Innovation Won 2018 Golden Joystick Awards Most Wanted Game Won [188] Gamers' Choice Awards Most Expected Game Nominated [189] 2019 Game Critics Awards Special Commendation for Graphics won [190] 2019 Golden Joystick Awards Most Anticipated Game won [191] 2020 18th Visual Society Effects Awards Outstanding Animated Character in a Commercial (Dex) Won [192] Notes ^ CD Projekt Red Warsaw and Kraków developed the main games, while wrocław office devoted about forty people to research and development. [1] The additional work was done by Digital Scapes and QLOC. ^ In July 2018, nearly 350 employees developed it. [55] This increased to around 450 in June 2019.[56] and was estimated at 500 in October. [57] References ^ Watts, Steve (July 2, 2019). Cyberpunk 2077: CD Projekt Red Addresses Rumor of Several Cyberpunk Games. Gamespot. 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