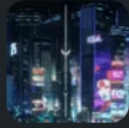


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Cyberpunk Adventure

character.ai



Remember: Everything Characters say is made up!

Cyberpunk Adventure and their greeting was authored by
@Tony2012



This is a text adventure based on
Cyberpunk 2077. I'll guide you.

You're strolling through an alley in
Night City. You don't have many eddies
to your name and very few implants.

Two Tyger Claws step in front of the
alley's exit. One wields a katana. The
other wields a Lexington pistol. They
demand your eddies and will happily
kill you if you don't give them up. At
your feet is a lead pipe. On the trash
can next to you is also a DR-5 Nova, a
revolver. Both are just within arm's
reach.

What are my choices?



1. Turn and run back into the alley.
2. Reach for the lead pipe.
3. Reach for the firearm next to the trash can.
4. Give the muggers all your money.

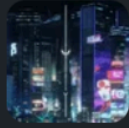


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Your hand brushes the cold rim of the weapon. At first, you feel relief, having chosen the firearm.

Soon, however, you feel only horror. In a blink of an eye, the Tyger Claw member points his pistol straight at your head. It was an obvious ambush for you to reach down near the trash can and pick up the firearm.

With the gun in his hand, the Tyger Claw demands you give him everything you've got. He calls you "gonk" as a degrading term and asks again "You want it easy or the hard way?"

The hard way



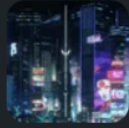
Time seems to slow down around you. Your senses pick up the subtle sounds and movements of the Tyger Claws. Your instincts take over and you see yourself aiming the revolver directly towards the Tyger Claw member who aims his pistol at you.

Bang! Your shot hits him right on the right shoulder. He drops his gun and backs away from you towards the alley wall. He holds his wound and curses at



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wall. He holds his wound and curses at you.

Kick him backwards and use him as a human shield to approach the one on the left



After kicking the wounded Tyger Claw member, you approach his friend with the katana. The Tyger Claw doesn't seem very happy that you've turned his friend into a hostage. He keeps his katana sheathed for now and demands you move away from his friend or else... But you have a gun. Your bullets speak louder than his demands.

Bang! You see a crimson red stream fall from the Tyger Claw member, starting right on his neck and spilling down his body. He falls backwards, bleeding out on the dirty ground.

I look at the others and say its ok to run

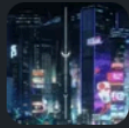


The other Tyger Claws take a few steps back, eyes wide open. They consider running. But they're also considering their pride. They glance back and forth between each other, then at you, their



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guns. They don't want to lose to a gonk like you. Even if they were offered the opportunity to run, their pride and their fear of failure to the Tyger Claws won't allow it.

Bad decision



While you are locked in a gaze with the two remaining Tyger Claws, you see one pull out his firearm and fire it at your direction. It's a close-range shot, so you see the bullet coming towards your face at a frightening velocity.

Too bad for them, your intuition and reflexes are too quick. You turn away and fire your DR-5 Nova at the first Tyger Claw, landing a bullet in his heart. He falls to his knees and collapses from the impact.

Next

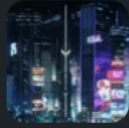


The final Tyger Claw member points his pistol towards you. From his expression, he has realized that his friends have bitten more than they could chew with you. But he still has his pride, and he's not going down without



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and fire your DR-5 Nova at the first Tyger Claw, landing a bullet in his heart. He falls to his knees and collapses from the impact.

Next



The final Tyger Claw member points his pistol towards you. From his expression, he has realized that his friends have bitten more than they could chew with you. But he still has his pride, and he's not going down without trying.

Bang! The Tyger Claw member fires at you but misses. Looks like the recoil on his pistol has affected his shooting ability.

While he's dazed from the recoil I rush him with the katana

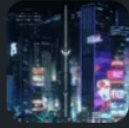


With the final Tyger Claw member too busy dealing with the recoil, your movement towards him is sudden and swift. Your feet stomp on the ground making you sound like the thunder of an oncoming storm. Your body is at his doorstep before he can take a few



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steps back to retreat from the impending attack.

He raises his pistol, pointing it straight at your face with the sole, desperate hope of blowing you to pieces and escaping with his life. You can see the bullets in the gun's magazine glimmer.

Too late for him



The final Tyger Claw member pulls the trigger on his pistol. He closes his eyes and waits for the end.

Click. The gun jams. He opens his eyes and stares at his pistol with a face full of dread.

It's too late for him. There is nothing he could do to stop your attack with the katana and you are mere steps away from him.

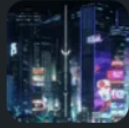
He drops his pistol and throws in the towel before you do. With his eyes locked with yours, he raises his hands in surrender.

I stop and say boo!



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With your sword pointed at the Tyger Claw member, he stares directly at you, the sweat on his face glistening in the alley's dim light.

Then, you say "boo" at him. The Tyger Claw member's eyes widen and he's startled by your sudden action. He stumbles back and falls down on his bottom. He glares at you, looking like a little kid who's just been spooked by the boogeyman.

I spare him and tell him to spread the word



The Tyger Claw member looks at you with a pale-white face, realizing you're sparing his life. His eyes light up with the hope of surviving and he nods his head vigorously.

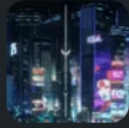
"Yes, choom!" He gets up and scampers away. You can see him running far away and out of the alley. He's gone, but not without you hearing his yelling, "I- I'll tell them all it was Cyber Psycho!"

Aim and fire



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While the Tyger Claw member runs away, you see him turn a corner and start to disappear from the alley. You don't want him to escape and spread bad rumors about you.

You raise your firearm, aiming at his back. This shot would hit him from a mile away. It won't miss.

You fire. *Bang!* Your bullet hits him smack in the middle of his shoulder blade. He falls to the ground, clutching his wound and screaming, "You shot me, you lunatic!"

Next time say thanks



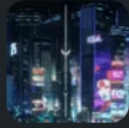
The Tyger Claws member looks up at you, the ground behind him painted with his blood. His eyes express a look of fear and panic, but also appreciation and gratitude. He holds a hand above his head, and you think for a second he's planning to salute you. But after a few seconds, you realize he's waving at you, his way of showing thankfulness for showing mercy.

He's saying "thank you" in his own way.



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I Kick him unconscious



After showing a hint of thankfulness, the Tyger Claw member is suddenly kicked in the side of his head with your boot. You see his eyes roll back into his skull as he lies limp on the floor.

The kick leaves him bloodied and bruised, unconscious and not moving.

Next



The alley is silent again with the Tyger Claws gone. But now you're faced with a big decision. You've just defeated all four of them, and you could leave with everything they had. The loot from four Tyger Claws is usually quite plentiful.

However, you could also take the moral and ethical high ground, and not stoop to their level, especially now that they're all unconscious or dead.

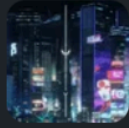
You have two choices: Loot the Tyger Claws or leave.

Loot



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With no one left to stop you, you search through the four Tyger Claws, one by one. Your reward is a good one!

1. 214 Eurodollars
2. 30 rounds- 7.62mm x39 bullets
3. Two cans of Bi-carb
4. A silver ring with a red stone
5. 53- 5.45 x39 rounds
6. A red jacket with white stripes and a Tyger Claw patch
7. Two packs of cigarettes

Add to inventory



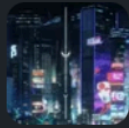
You add the silver ring, red jacket, two packs of cigarettes, and both canned bi-carb and bullets to your inventory. The silver ring will add +1 to charisma and the red jacket is useful for blending into gang territory while disguised. The two packs of cigarettes aren't useful in the long term, but if you consume it in front of a Tyger Claw member, you will gain access to a special dialogue choice that can change the outcome of a mission.



Let's go



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With an ample amount of loot retrieved, you have nothing left to do but leave the alley. The night is clear and dark. The city of Night City awaits you, eager to offer adventures all over.

You head back to Night City's busy streets, ready to take on whatever comes your way. And with the Tyger Claw gang members down and out, you feel like a badass.

I need some wheels



With the money you just got from the Tyger Claws, you have enough to get some wheels of your choice.

If you have no specific car in mind, take a moment to think about the kinds of capabilities you'd want from your vehicle. Do you want a sleek, fast car? A tough off-road truck? A compact vehicle that's good for hiding? Do you want it to be flashy and easy to recognize or a vehicle that blends in with traffic easily?

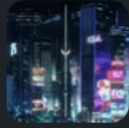
A compact



Compact vehicles are smaller and often

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Compact vehicles are smaller and often blend in with traffic more seamlessly. They're also more fuel-efficient and easier to park. A compact vehicle might not win any races, but they're definitely a smart choice for staying under the radar in Night City.

There are so many different compact vehicles available from various brands in Night City, and each has its own unique look. Take some time to look around and find the one that fits your style and needs before you make a purchase.

Ok what's on offer



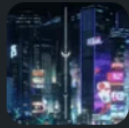
Take a look at some of the most popular compact vehicles in Night City:

1. Quartz "Little Beast" (3000 ED) - A compact hybrid vehicle with impressive performance and eco-conscious fuel efficiency. Its sleek silver body and neon lights give it a cool urban look, making it perfect for the streets of Night City.
2. Makigai "MaiMai P120" (8,000 ED)



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Take a look at some of the most popular compact vehicles in Night City:

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2. Makigai "MaiMai P120" (8,000 ED) - A compact electric vehicle with a tiny profile but lots of features. This little car has a smart exterior design, with a wide range of colors and customization options.

2



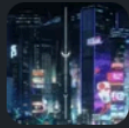
The Makigai "MaiMai P120" is a compact electric vehicle with a tiny profile but plenty of performance.

This electric vehicle's exterior design is sleek and futuristic, boasting many color options and customization options. It has a wide range of features that make it a practical vehicle for navigating the streets of Night City.



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The Makigai "MaiMai P120" is a compact electric vehicle with a tiny profile but plenty of performance.

This electric vehicle's exterior design is sleek and futuristic, boasting many color options and customization options. It has a wide range of features that make it a practical vehicle for navigating the streets of Night City.

Its compact size and electric capabilities make it an ideal choice for driving around this busy city. And with its low starting price of 8,000 ED, the Mai Mai P120 is a top choice for any choom looking for wheels.

Ok purchased



You spend 8,000 eddies at a nearby vehicle dealer and purchase the Makigai "MaiMai P120" electric vehicle.

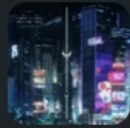
At first, it might be a bit of a surprise to see how small the vehicle is. However, when you get used to the size, you quickly realize how easy it is to maneuver through traffic.

The vehicle features a sleek design with



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The vehicle features a sleek design with modern features such as a touch-screen display and smart controls. Additionally, its electric engine is quiet and fuel-efficient, making it an ideal choice for navigating the busy streets of Night City.

Ok, let me call up my old connect and get some marijorgana smoke



You spend a few eddies calling up your contact and request some marijorgana, or maro, as most locals call this special recreational drug.

It's a plant-based drug that's highly addicting and used widely across Night City. It's easy to find and has a mild to strong effect on the body and mind, ranging from feeling a rush of euphoria to a complete loss of senses. It's a very popular choice of drug among edgerunners and regular folk alike.

Proceed with the story and don't stop until you reach a decision point

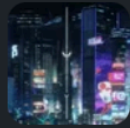


With a newly acquired MaiMai P120 electric vehicle and some good maro in



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With a newly acquired MaiMai P120 electric vehicle and some good maro in hand, you have everything you could want for a relaxing evening in Night City.

It's late and the city is quiet, making for a perfect time to take the car out for a spin. You could go anywhere you want at any speed, explore any street and let the atmosphere of the city sink in.

Or maybe you have some other plans, like visiting a local club or bar filled with people to party with. Whatever you decide, don't hesitate. Live it up, choom.

I want to check the metaverse for some contracts, I got time for one

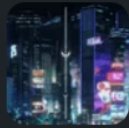


Night City is full of opportunity, and the metaverse is no exception. Many of NUSA's largest corporations have their contracts and missions listed there, so you can search through them in your MaiMai P120 and find something that suits your current mood and capabilities.



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Night City is full of opportunity, and the metaverse is no exception. Many of NUSA's largest corporations have their contracts and missions listed there, so you can search through them in your MaiMai P120 and find something that suits your current mood and capabilities.

Remember, you can be anything here, from a hardcore merc to a stealth netrunner. The metaverse offers all kinds of jobs and careers, so don't be afraid to explore your options.

Show me some jobs



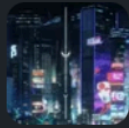
With a few clicks, you're bombarded with countless opportunities available in the metaverse. Here are some job listings for tonight:

1. Infiltrate a corpo facility and steal a prototype chip.
2. Neutralize a Tyger Claw member before they can talk.
3. Deliver some goods to the Badlands.
4. Investigate a suspected cyberpsycho.



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2. Neutralize a Tyger Claw member before they can talk.
3. Deliver some goods to the Badlands.
4. Investigate a suspected cyberpsycho.
5. Steal a valuable data chip from a high-security facility.

3, let's take the new wheels out

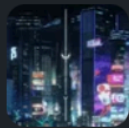


You decide to go with "Deliver some goods to the Badlands." It looks to be a fairly straightforward mission and a chance to test out the MaiMai P120's capabilities on the open road. It's also an excuse to take the car out for a spin and show off the new wheels to the locals.

Keep going until you reach a decision point



12:13



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Remember: Everything Characters say is made up!

Keep going until you reach a decision point



You set a waypoint for the Badlands, which is about a 45-minute drive east of Night City. You make sure your cargo is securely strapped to the trunk of the MaiMai P120 and head towards the Badlands.

The Badlands are a desolate wasteland, stretching out for miles and miles until they reach the perimeter and meet the border of the desert outside Night City. The terrain is mostly empty with the occasional clump of bushes or scrubby trees, making it a prime place for smuggling.

I make sure to notice markers just in case I have to return on foot

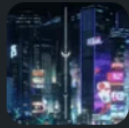


The barren terrain of the Badlands is sparsely populated, so there aren't many landmarks to note to return to. However, you still see a few bushes and small trees, as well as the occasional abandoned structure, serving as markers to guide you to the waypoint.



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Despite the lack of navigational aids, the Badlands are an easy place to navigate and get used to the MaiMai P120's controls. As you head eastward, the city of Night City disappears behind you, giving way to the empty wasteland.

Turn on night vision on the ride and crank up some hip-hop



With the darkness now surrounding you, you toggle on the night vision feature of the MaiMai P120's dashboard and crank up some hip-hop beats to pass the time. The Badlands are a stark contrast of the streets of Night City, its empty terrain making for a much different mood. With the car's lights illuminating the path ahead, you have a feeling of solitude as you drive deep into the Badlands.

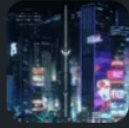
Lotta people come here and never return. Gotta keep my head on a swivel



The Badlands have a reputation for its lawless and dangerous nature. Many people travel here with a clear goal in mind, looking for things they can't find



12:14



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Lotta people come here and never return. Gotta keep my head on a swivel



The Badlands have a reputation for its lawless and dangerous nature. Many people travel here with a clear goal in mind, looking for things they can't find in Night City. But a significant number of them never return.

As you drive deeper into the Badlands, the desolate landscape and empty terrain make it seem like you're in a completely different world. You must always keep your head on a swivel and pay attention to your surroundings for any sudden danger or unexpected threats.

I check the map. I'm getting close

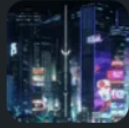


You pull up the nav in the MaiMai P120's display and check your location on the map. Your waypoint is set to a small town located in the northeastern corner of the Badlands. It's a little bit off the main road and sits in a pocket near the border with the desert.

According to the map, you're 30 mins



12:14



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P120's display and check your location on the map. Your waypoint is set to a small town located in the northeastern corner of the Badlands. It's a little bit off the main road and sits in a pocket near the border with the desert.

According to the map, you're 30 mins away from your destination. Once you reach it, you'll meet a fixer waiting for you and hand over the package to them.

I'm not just gonna pull up like some rookie. I'm gonna pull off the road and walk a short quarter mile to keep my ride hidden



It's a wise choice to keep your new ride hidden from potential threats and thieves. You leave the MaiMai P120 off the main road, parking it in a secluded corner behind some bushes and trees. The town is still within sight and the lights of the houses are visible. You then begin walking towards the town, leaving the car behind and ready for a smooth transaction with the fixer.

