

NIGHTCITY



A CITY SOURCEBOOK FOR

CYBERPUNK®

**R. TALSORIAN
GAMES, INC.**

Night City! Awhooooooooo!



You can hear them moving up fast; faster than your meat legs can carry you. There's a snick as they pop the rippers and move in for the kill; you flatten against the alley wall, and brace your Minami against the slick, slimy stone. It's now or never, you think, slamming back the bolt and offering up a prayer to whatever dark and nameless gods might be listening.

Maybe if you'd known this was Blood Razer turf, you woulda been smart enough to stay clear after dark. Maybe there was another way to get crosstown and infiltrate Arasaka's Japantown base, but you didn't know it. Maybe if you'd stopped to download some info from a dataterm before you walked right into the sharp end, you wouldn't be here now, waiting to become a booster's latest mutilation victim...

But you're never gonna know. Not now. You're not getting a second chance.

Because this is NIGHT CITY.



NIGHT CITY. A monster sourcebook containing over 180 jam-packed pages of information on the definitive **CYBERPUNK®** setting! Hit the **CONTROLLED URBAN ZONES** with 3D maps and detailed, building by building descriptions to match. Each section also includes comprehensive overviews of **FLOOR PLANS, PERSONALITIES, ENCOUNTERS** and **CONTACTS**. The **FLASHMAPS** Section puts you "on the spot" at the hottest restaurants, clubs, and theaters, as well as **SCHEDULES, TRANSIT MAPS** and **AREA VIEWS**. The **ARTICLES** Section interfaces you with background on **SECURITY, PEOPLE OF THE CITY, GANGS & TURFMAPS**, plus a U.S. 2020 overview! But that's not all—**NIGHT CITY** also comes with a full-color, 2'x3' 3D map of downtown Night City, your backdrop for adventure!

So, if you're looking for the ultimate dark future urban environment, take a trip to **NIGHT CITY**. Because you may not live to get another chance.



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**R. TALSORIAN
GAMES, INC.**

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NIGHT CITY

CITY SOURCEBOOK FOR CYBERPUNK®



R. TALSORIAN
GAMES, INC.

CYBERPUNK®

INTRODUCTION

Night City. Awwwwwoooo.

I think we put as much work into this project as we did the original *Cyberpunk 2020* game. It started two years ago as a simple idea: take a dark-future city and dissect it, block by block, function by function, in a way that had never been done before. Call it the NIGHT CITY SOURCEBOOK.

This isn't just a list of buildings thrown down on a page; Night City is the result of a long and evolved city-building process. Buildings are placed with their own internal logic, then illustrated with 3D (actually orthographic) maps that are indexed to show not only what a place looks like, but the layout of surrounding buildings and even where the dataterms and other utilities are.

The NIGHT CITY SOURCEBOOK is also usable; no more hunting around for something buried on a back page somewhere. Instead, start at the **Dataterm** section on the next page, just like you were using a real database. Pick the general topic and jump to the flagged page. If you want to know even more about the subject, or about a related topic, there are all kinds of sub-references right there on the page where you need them (in fact, in my games, when a player wants to use a dataterm, I just hand them this book and say "look it up yourself; don't forget to pay your eurobuck use-fee." You may want to do this yourself and save a lot of extra Ref work).

Need to find a hot club? Check out the **Flashmaps**—minimaps that tell you the locations of what your players need to know fast—then tell them where to go for a closer look. Want the lowdown on a specific area? Check out the **Personalities, Contacts and Encounters** sections at the end of each **Neighborhood** section. What's doing on in the **America of 2020**? There's an entire breakdown, plus articles on the **People of the City, Gangs, Security**; even a little **Night City History**.

So what are ya waiting for? Pick this up right now and start using it! Because it's midnight in America, and the mean streets of the City are there for you.

—Mike Pondsmith

To William Gibson for giving us something fun to do, and to Raymond Chandler, without whom there wouldn't be any "mean streets" at all.

Night City Sourcebook
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CREDITS

WRITERS

Mike Pondsmith
Ed Boime
Sam Shirley
Anders Swensen
Colin Fisk
Will Moss
John Smith
Mike Mac Donald
Lisa Pondsmith

ARTISTS

Chris Hockabout
Mike Jackson
Interior Graphics: Phil "Nacho" Hernandez
Ted Talsorian
Cover: © 1991 Doug Anderson
Cover Graphics: Matt Anacleto
Map: TK Scott

LAYOUT & PRODUCTION

Art Director: Matt Anacleto
Page Design: Mike Pondsmith & Ted Talsorian

EDITING

Editor in Chief: Derek Quintanar
Editor: Will Moss
Continuity Editor: Mike Mac Donald

R. TALSORIAN GAMES, INC.

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WELCOME TO YOUR DATATERM

A Dataterm is a public information access module and computer. Placed in heavily armored cases on most U.S. city street corners, they are linked by fiberoptic landlines to centrally located computer databases. Dataterms provide news, information, weather reports, entertainment news, Net cyberaccess ports and computer terminal use (by the minute). They are the corner market of the future, serving information (rather than produce), to the busy world of the Street.

This Dataterm section is designed to simulate in hardcopy form the role of a Dataterm in a Cyberpunk® game. For starters, it allows players to quickly access the rest of this book. It also allows players to engage in "research" into the type of information they may need during game play, by putting the most commonly known facts at their fingertips. Lastly, some sections are direct access keys, providing maps and layout of important areas in Night City itself.



INSTRUCTIONS

- 1 The Dataterm Master Entry (see margin) will send you to a particular category and page screen.

Gangs of
Night City
(pg. 10)

- 2 Within each Master Page screen, there will be Topic Dialogue boxes.

DATATERM DISPLAY SYSTEM Topic: The Gangs of Night City

- 3 Some Topic dialogue boxes direct you to related topics.

See Also

MASTER
ENTRY
INDEX

Fax on
File™
(pg. 08)

America
in 2020
(pg. 20)

History of
Night City
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(pg. 102)

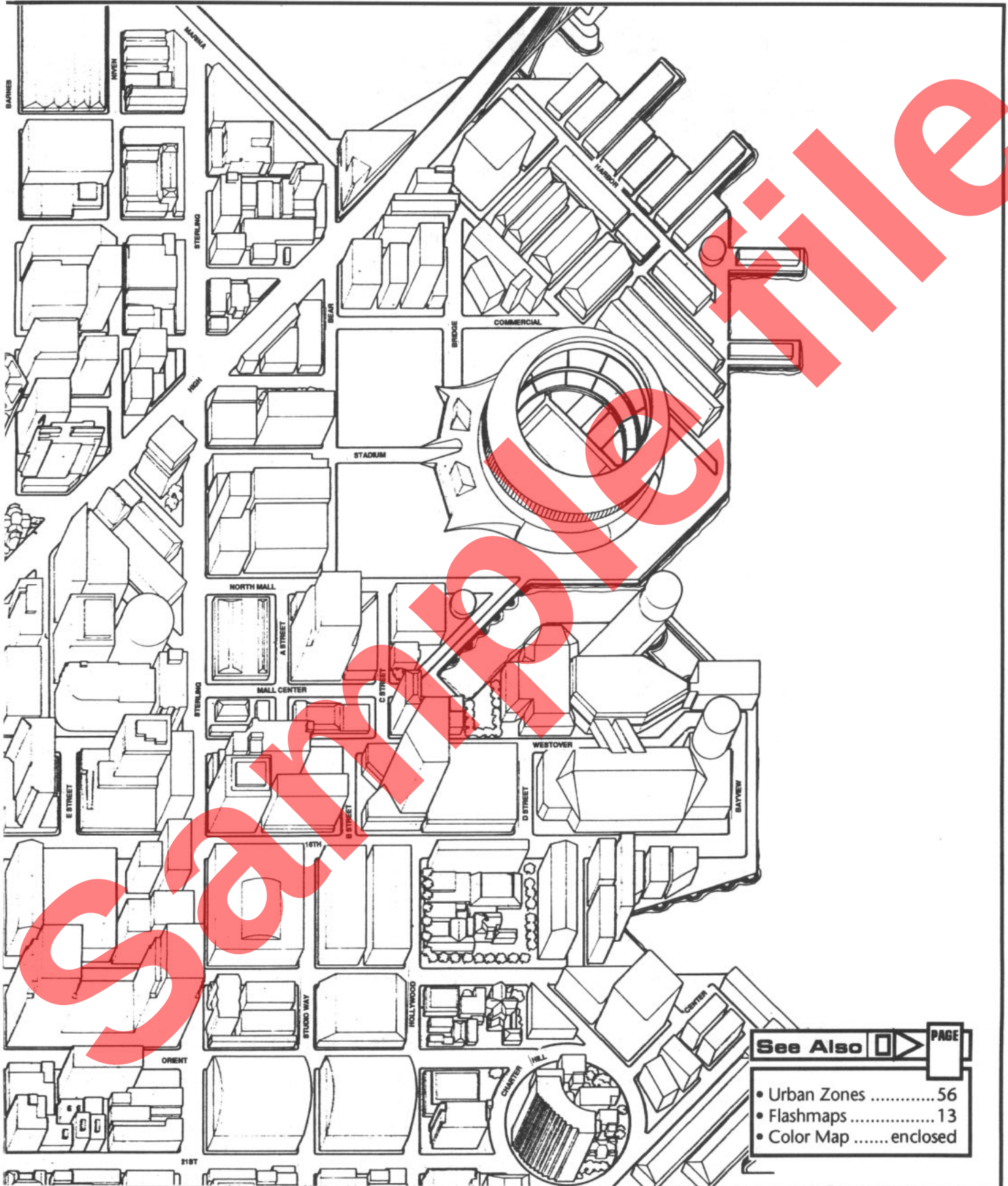
Net Access
(pg. 103)

Message Mail
(pg. 104)

NIGHT CITY

DATATERM





See Also  **PAGE**

- Urban Zones 56
- Flashmaps 13
- Color Map enclosed

FAX ON FILE™

DATATERM DISPLAY SYSTEM

Topic: General Background



UP

DN



NIGHT CITY
Founded 1994
Population: 5,000,000

Government: New City Democratic Mayoralty, with corporate-controlled city council. Popular votes are cast via dataterm, using IdentiCard registration software. The city council is made up of representatives chosen by the ten largest (in terms of per capita taxes paid) megacorporations with offices in the City.

Businesses: Technical, light industry, international trade, information services, electronic technologies.

Background: A planned urban community founded in 1994 by the late entrepreneur Richard Alix Night (1954-1998). Established at the head of Del Coronado Bay (dredged to current capacity in 1999), and facing the Pacific Ocean to the west, Night City is a modern city of the twenty-first century. Its wide streets and ultra-modern towers are home to over a million people, with another four-and-a-half million living in the greater Night City area cities of Westbrook, North Oak, Heywood, Pacifica, South Night City and Rancho Coronado.

An exciting and vibrant place to live, Night City is even more fun to visit; world famous for its slogan "The City on the Edge of Tomorrow," the area hosts almost nine million tourists, conventioners and corporate travellers every year. A planned community with an advanced rapid transit system, its own Net LDL, and a Corporate Center boasting representatives from over a dozen of the world's most powerful megacorps, Night City is a shining example of Technology Triumphant over the Troubles of the Past.

See Also



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- Night City History 33
- City Center 68
- Personalities (Mayor, Asst. Mayor) 73

DATATERM DISPLAY SYSTEM

Topic: Location



UP

DN

See Also



PAGE

- America 2020 29
- California 2020 13

Night City is located on the central coast of the western United States. As negotiated in the Northern Separation Treaty of 2012, Night City is considered to be part of the Free State of Northern California; however, access is guaranteed to travellers from the Free State of Allied Southern California.

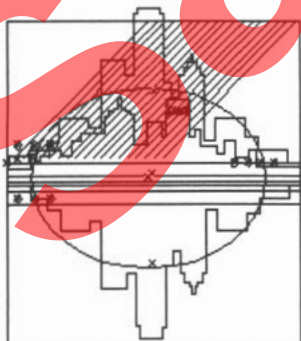
DATATERM DISPLAY SYSTEM

Topic: Weather



UP

DN



Night City's temperate Northern California location gives it one of the most pleasant climates in the western United States. Normal temperature ranges are in the mid 80's to low 50's, with misty white fog blanketing the City in the early mornings and evenings. Rainfall is usually about 21 inches per year. Of this, only an average 35% contains an acid/toxicity factor higher than current government standards for U.S.-produced clothing and vehicles. In general, if your vehicle and clothing are rated above SP 12, adverse effects (staining, ablation) will be negligible.

When visiting Night City, you should wear light to medium weight clothing, with a light armor jacket or ballistic-cloth overcoat optional. A filter mask and supplemental oxygen are highly recommended as a hedge against inversion smogs and acid rain fog. However, acid-proof slickers, umbrellas and airmasks are readily available from sidewalk vendors during smog warning periods at moderate (20-35eb) costs.

DATATERM DISPLAY SYSTEM

Topic: Services



UP

DN

The following services are available through any Net Access Node, videophone link or datatermaccess: **Alcoholics Anonymous** (555-DRNK), **Wire Heads Anonymous** (WYR-HEAD), **Dorphers Hospice** (555-DRUG) and **Emergency Services** (555-3458). For further information about local dataterms, contact your local Net Information Node, or access the **Dataterm Section** of this hardcopy for details.

See Also



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- Net Access 183

DATATERM DISPLAY SYSTEM

Topic: Location



UP

DN

For the casual visitor or business traveller, there are a number of ways to reach the Night City Area. By air, rail, or ground, Night City is a major hub of international commerce.

Aircraft:

Night City is home to Night City Metropolitan Airport, with connecting flights worldwide. Direct connections with San Francisco leave at 4am, 6am, 1pm, 8pm, 9pm and 10pm; flights to and from Allied SoCal and Los Angeles Metroplex are scheduled at 6am, 12pm, 6pm and 12am, weather and airpirate intercepts permitting. Suborbital flights to the Johnson Space Platform may be booked via Los Angeles International for connection with the Mojave Orbital Air Facility. Security on all flights is at the passenger's own risk; bring low-velocity rounds and plan accordingly.



**NIGHT CITY
METROPOLITAN
AIRPORT**

Dirigible:

Night City International is also a terminal for Pan-Pacific Airway's new Phoenix-class aero-zeps. These floating leviathans offer comfort and security unavailable on jet aircraft or aerodynes, with luxuriously appointed staterooms, grand dining rooms and recreational facilities. Security is tight (expect a full cybertech and weapon lockdown), and crews are extremely capable, making this second only to private jet as the choice of the corporate elite. Flights leave once a week for Hawaii, Tokyo, Washington and New York.

See Also



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- Night City Metro Airport Flashmap 15
- California 2020 13

MagLev:

Night city is also an end terminus for the transcontinental Planetran® maglev tunnel. Daily maglev trains enter the City at 6 am and 12am, leaving at 12pm and 6pm, with connections to Kansas City, St Louis, Atlanta and Washington D.C. Maglev travel is relatively safe and reliable; improved screening and weapon security has reduced terrorist actions by over 96%; by comparison, aircraft incidents (particularly involving airpiracy) have increased by 18% in the last eighteen months.



PLANETRAN

Water:

Although Night City maintains a modern port facility in San Morro Bay, most of this traffic is in cargo-container ships and hovercraft; passenger ships are almost unheard of. There are facilities for private cargo ships and yachts in the Marina District; contact the Harbormaster's Office for slip information and mooring fees. **Traveller's Advisory:** It is wise to contact the Harbormaster's office before docking; a recent rash of gunrunning has forced the Night City Harbor Police to employ stringent measures in an attempt to control smuggling traffic.

See Also



PAGE

- Night City Transit Building 17
- MaglevMap 19-20



Ground:

Night City is on Interstate Highway 828, which runs southeast to connect with Interstate Highway 5, the major north/south artery of both Californias (Highways 1 and 101 were destroyed in the Northern Separation War of 2011). As a rule, Interstate 828 is open to free transit by civilian vehicles; airpatrols based out of the NorCal Highway Rangers Fortress Compound in Gilroy have reduced the marauding Nomad population to half its 2013 strength. I-5 North is usually clear; Ranger patrols against illegal immigration from SoCal make regular sweeps. Travel on I-5 South is chancy at best;

See Also



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- East Marina 86
- Ferry/Marina Map 16

See Also 

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- California 2020 13
- Freeway Flashmap 14

check your Travel Advisory warnings on the Net for details on Nomad movements and attacks by terrorist groups. Carrying sufficient euro for "licence fees" and "transit taxes" to SoCal border inspectors is highly advised; but make sure it's on electronic media, not in cash. Travellers with AAA coverage be advised: NorCal Triple A requires policy holders to armor vehicles to an SP of 30 and carry weapons of at least light assault rifle class before they will send a Road Team to assist disabled vehicles.

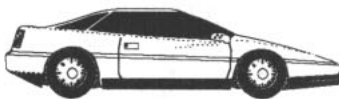
DATATERM DISPLAY SYSTEM

Topic: Driving Vehicles



UP

DN



See Also 

PAGE

- Freeway Flashmap 14
- Public Services 25

If You're Driving: Traffic Regulations & Agencies

Motor Vehicles Department: Unlike many free states or urban megaplexes, the Free State of Northern California maintains a government-run agency to help drivers with licensing and registration of all vehicles. Registration of out-of-state vehicles (including groundcars, fixed wings, aerodynes, aerogyros and dirigible aircraft) is by appointment only (Monday thru Friday, 9-5). All vehicles within the Free State must be registered within 90 days of entry. There is a \$1000eb mandatory licensing fee for all groundcars; 2200eb for all aerodyne, aerogyros and dirigibles. The Night City DMV is located at 346 High Street.

Drivers Licences:

You must possess a valid driver's licence for the class of vehicle you intend to drive. Valid visitor licences include any and all licences from western nations currently part of the Sino-Euro-American Treaty of 2016 (with the exception of Latvia, Kampuchea and the People's Republic of Hong Kong); a valid licence authorizes the driver to operate a vehicle of the specified class for up to six months. The Free State of NorCal will issue a licence to any Class 1-A immigrant (proof of employment and residence required) upon completion of a State-mandated Driving Test for the vehicle class. The test is rated as a DIFFICULT task. There is a \$100eb nonrefundable licensing fee for each licence applied for. Licences must be updated every four years.

Traffic Regulations:

As a signatory of the Free State of NorCal's Uniform Vehicle Code, Night City observes all NCUVC traffic regulations. Download of the Traffic Code can be obtained by accessing InfoNet Code 251.1, from the NCUVC Net Node LDL/Night City, or in both hardcopy and video forms from any City dataterm. As a visitor to Night City, you are responsible for knowing and understanding all NCUVC regulations. As signatories to the NCUVC, the Night City Police (and deputized corporate security units), are empowered to use maximum force if necessary to uphold traffic regulations.

Curb Markings:

As in most modern cities, colored curbmarks and holographic signals are used to indicate free and controlled parking zones. **Red** indicates no stopping or parking, subject to tow away and subsequent dismantling or sale of the vehicle. **Yellow** indicates a half hour loading limit for vehicles with corporate plates. **Blue** indicates a reserved space for vehicles with NorCal issued Disabled holoplacards (**Travellers Advisory:** as of the Free Access/Handicapped Self Sufficiency Act of 2018, legitimate holoplacard owners may use weapons to clear illegally parked vehicles from a blue zone). **Green** markings indicate a ten minute limit for all vehicles except police. **Red and black** indicates no parking during a Free Fire Emergency only; a Free Fire Emergency is always designated by the strobing red and black holos mounted on adjacent structures. Vehicle parked in these areas may be subject to bulldozing, demolition or barricade use by Police and corporate units engaged in a declared Free Fire Emergency.

Towaway Zones:

The Night City Police Department (NCPD) takes parking infractions seriously, and



See Also 

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- Threat Levels (NCPD) 40
- Public Services Flashmap 25

