

ALL MISSIONS, CHOICES AND BOSSES IN CYBERPUNK 2077

GAME GUIDE

All Missions, Choices and Bosses

In

Cyberpunk 2077

Unofficial Game Guide

Wake up, Samurai! We have a city to burn

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Table of Contents

Introduction	7
Quests - basic information	8
Character origin - does it matter?	13
Life path quests	16
The Nomad	16
The Streetkid	21
The Corpo-Rat	26
Main missions	31
All main jobs - list	31
The Rescue	33
Act 1	40
The Ripperdoc	40
The Ride	42
The Information	45
The Pickup	57
The Heist	71
Love Like Fire	96
Act 2	101
Playing for Time	101
Automatic Love	107
The Space In Between	122
Disasterpiece	126
Double Life	141
Ghost Town	145
Lightning Breaks	156
Life During Wartime	159
Down on the Street	168
Gimme Danger	171
Play It Safe	181
Search and Destroy	198
M'ap Tann Pelen	204
I Walk the Line	208
Transmission	219
Act 3	233
Nocturne OP55N1	233
Last Caress	240
Totalimmortal	245
We Gotta Live Together	259
Forward to Death	264
Belly of the Beast	270
For Whom the Bell Tolls	279
Knockin' on Heaven's Door	283
Side missions	292
All Side jobs	292
Exploration	294
Burning Desire	294
Sacrum Profanum	298
Human Nature	301
Tune Up	303
Delamain, Epistrophy	304
Don't Lose Your Mind	313
Happy Together	325
These Boots Are Made for Walkin'	330
Big in Japan	333
I can see clearly now	336

The Ballad Of Buck Ravers	338
The Highwayman	341
The Beast In Me	351
I Fought the Law (River)	361
The Hunt (River)	371
Following the River (River)	383
I'll Fly Away	386
Dream On	388
Sinnerman	393
There is a Light that Never Goes Out	396
Passion / They Won't Go When I Go	400
Space Oddity	404
A Day in the Life	407
Ezekiel Saw the Wheel	410
Imagine	412
Machine Gun	414
Only Pain	417
Every Breath You Take	419
Violence	423
Full Disclosure	428
Fortunate Son	432
Beat on the Brat	435
Send in the Clowns	453
Shoot to Thrill	455
Gun Music	457
War Pigs	459
The Gun	462
The Gift	464
Paid in full	466
Sweet Dreams	467
Small Man, Big Mouth	472
Stadium Love	476
Spellbound	479
Love Rollercoaster	483
Kold Mirage	485
The Prophet's Song	489
Tapeworm	491
The Gig	493
Bullets	494
Killing in the Name	497
Raymond Chandler Evening	505
Storyline quests	510
Heroes	510
Both Sides, Now	515
Ex-Factor	517
Talkin Bout a Revolution	523
Riders on the Storm	526
Pisces (Judy)	535
Pyramid Song (Judy)	542
With a Little Help from My Friends (Panam)	548
Queen of the Highway (Panam)	553
Chippin In – Rogue & Johnny	558
Blistering Love – Rogue & Johnny	567
Holdin' On - Kerry	570
Second Conflict - Kerry	574
A Like Supreme - Kerry	578
Rebel! Rebel! - Kerry	581
I Don't Wanna Hear It - Kerry	584
Off the Leash - Kerry	590
Boat Drinks - Kerry	592
Endings	595
List of Endings	595

Corporate Ending	598
Nomad ending	603
Johnny's ending	611
The worst ending	621
Hidden Ending	624
Important choices	629
List of all important choices	629
Act 1	630
Flathead - how to deal with Maelstrom?	630
Evelyn Parker's plan - tell Dex or not?	635
Jackie - where to take him?	636
Act 2	637
Interrogating Woodman - how to talk to him?	637
Takemura's Reconnaissance - is it worth going with him?	639
Oda - kill or save?	641
Takemura - is he worth saving or not?	642
NetWatch / Voodoo Boys - who to choose?	643
Bosses	644
List of all bosses	644
Sasquatch	645
Royce	654
Woodman	660
The Kabuki Twins	664
Oda	671
Adam Smasher	677
Cyberpsycho Sighting - mini-bosses	684
Cyberpsychos - list & how to defeat them	684
Lt. Mower	689
Six Feet Under	694
Ticket to the Major Leagues	700
Where the Bodies Hit the Floor	705
Demons of War	712
Bloody Ritual	717
House on a Hill	723
Second Chances	728
Smoke on the Water	735
Lex Talionis	741
The Wasteland	747
Discount Doc	754
Too Little, Too Late	759
Letter of the Law	764
Seaside Cafe	770
The Phantom of Night City	776
On Deaf Ears	782
Gigs	787
List of all Gigs	787
Watson	789
Gun for Hire	789
Search & Recover	804
Thievery	812
Agent Saboteur	832
SOS: Merc Needed	841
Westbrook	856
Special Delivery	856
Search & Recover	860
Thievery	868
Agent Saboteur	875
SOS: Merc Needed	879
Pacifica	890
Thievery	890
Badlands	893

Thievery	893
Special Delivery	899
Agent Saboteur	903
SOS: Merc Needed	906
Gun for Hire	919
Santo Domingo	922
Search & Recover	922
Thievery	929
Agent Saboteur	935
SOS: Merc Needed	943
Gun for Hire	949
Heywood	955
Search & Recover	955
Thievery	963
SOS: Merc Needed	975
Gun for Hire	978
City Center	986
Thievery	986
Agent Saboteur	991
Gun for Hire	994
NCPD Scanner Hustles	1003
NCPD Scanner Hustles	1003
Watson	1009
Westbrook	1016
Pacifica	1022
Badlands	1027
Santo Domingo	1032
Heywood	1039
City Center	1044
The universe of Cyberpunk 2077	1047
Introduction to the universe	1047
Character Classes	1049
Corporations	1050

Introduction

This **Cyberpunk 2077 game guide** thoroughly covers all the important plot points, such as the character's chosen lifepath and how it affects the gameplay, as well as the various ways to complete this game.

The first major section of our guide contains a detailed description of all the **character lifepath quests** (Nomad, Street Kid, Corpo). In the second, very extensive chapter, we describe in detail **all of the main jobs** in *Cyberpunk 2077*. You will need to complete these in order to progress the storyline and arrive at one of the game's potential endings.

In the third chapter of this guide, we describe **all side jobs** in detail. We divided these quests into two types: those which encourage the exploration of the vast world of *Cyberpunk 2077*, as well as the **side jobs connected to the game's main story** - some of them will lead to unlocking alternative endings in *Cyberpunk 2077*. In the following chapters you will find quest descriptions and tips on how to complete a variety of side activities including **cyberpsycho sightings, gigs and NCPD scanner hustles**.

In a separate chapter of this guide, we've compiled **all of the important plot choices you'll have to make during certain main jobs in Cyberpunk 2077**. Some of these may affect the rewards you receive, the progress of the current storyline or subsequent quests, as well as certain game endings.

During your *Cyberpunk 2077* playthrough, you will have to face many bosses, so in a separate chapter of our guide we thoroughly **discussed all the mandatory confrontations with the strongest opponents**. Some boss battles can be completed in more than one way, so for each fight we give you a few alternative ways to win it.

Cyberpunk 2077 is a game with multiple main storyline endings, which is why we dedicated a separate chapter to this topic in our guide. On separate pages we describe **all the possible endings in the game**.

This **Cyberpunk 2077 game guide** contains:

1. Information about the character's lifepath and its impact on the gameplay;
2. Descriptions of the quests related to the character's lifepath;
3. Descriptions of all the choices relevant to the plot and the consequences of making them;
4. Descriptions of all the main jobs in the game *Cyberpunk 2077*, i.e. quests related to the main plot;
5. Descriptions of all the side jobs in the game *Cyberpunk 2077*, i.e. both the quests connected to the main plot, as well as those involving world exploration;
6. Descriptions of all the cyberpsycho sightings gigs;
7. Descriptions of all the gigs available in the particular sub-districts of Night City and the surrounding areas;
8. NCPD Scanner Hustles - descriptions of all the hustles by type (assaults, hidden gems, organized crimes, reported crimes);
9. Descriptions of boss fights along with some important tips and tricks;
10. Descriptions of all the possible endings in the game *Cyberpunk 2077*.

Quests - basic information

On this page of our Cyberpunk 2077 guide, you will find basic information about the missions, their list, and walkthroughs for all main and side quests. This part of the guide will tell you how the tasks work and how to acquire them.

All main quests

Quests in *Cyberpunk 2077* are divided into main and side ones. You need to complete the main quests to finish the game. Side missions are completely optional.

Below you will find a list of the main quests:

Life path/origin quests

1. The Nomad - the main quest in the Badlands district - this is the starting quest for the Nomad life path
2. The Streetkid - the main quest taking place in the Heywood district – this is a starting quest for the Street Kid life path
3. The Corpo-Rat - the main quest in the City Center district - this the starting quest for the Corporate life path.

Prologue

1. The Rescue

Act 1

1. The Ripperdoc
2. The Ride
3. The Information
4. The Pickup
5. The Heist
6. Love Like Fire: Johnny Silverhand's first quest

Act 2

1. Playing for Time
2. Automatic Love
3. The Space In Between
4. Disasterpiece
5. Double Life
6. Ghost Town
7. Lightning Breaks
8. Life During Wartime
9. Down on the Street
10. Gimme Danger
11. Play It Safe
12. Search and Destroy
13. M'ap Tann Pelen
14. I Walk the Line
15. Transmission

Act 3

1. Nocturne OP55N1: this quest is a point of no return. This quest moves you to the game's finale.

Cooperation with Hanako and Arasaka Corporation

1. Last Caress
2. Totalimmortal

Cooperation with Panam and Aldecaldos

1. We Gotta Live Together
2. Forward to Death
3. Belly of the Beast

Johnny's cooperation with Rogue

1. For Whom the Bell Tolls
2. Knockin' on Heaven's Door

All side quests

Below you will find a list of side quests:

Exploring the world

1. Burning Desire
2. Sacrum Profanum
3. Human Nature: this is Delamain's, an advanced AI's, first quest
4. Tune Up
5. Epistrophy
6. Don't Lose Your Mind: this is Delamain's, a rebellious Artificial Intelligence, final quest
7. Happy Together
8. These Boots Are Made for Walkin'
9. Big in Japan
10. I can see clearly now
11. The Ballad Of Buck Ravers
12. The Highwayman
13. The Beast In Me: a series of quests in which you participate in car races
14. I Fought the Law - River: this is the first quest received from detective River Ward
15. The Hunt - River
16. Following the River - River: this is River Ward's last quest, which also gives you the chance to romance this character
17. I'll fly away
18. Dream On
19. Sinnerman: this is the first of several quests related to Joshua
20. There is a Light that Never Goes Out
21. They Won't Go When I Go
22. Space Odity
23. A Day in the Life
24. Ezekiel saw the wheel
25. Imagine
26. Machine Gun
27. Only Pain

Main story quests

1. Heroes: this is the epilogue of Jackie's, V's friend, storyline
2. Both Sides, Now - Judy: this is the first of several quests received from Judy Alvarez, a friendly braindance editor
3. Ex-Factor - Judy
4. Talkin' Bout a Revolution - Judy
5. Pisces - Judy
6. Pyramid Song - Judy: this is Judy's last quest, which also gives you the chance to have a relationship with her
7. Riders on the Storm - Panam: this is the first of several quests received from Panam Palmer, a mercenary, whom V meets during the main plot
8. With a Little Help from My Friends - Panam
9. Queen of the Highway - Panam: this is Panam's last quest, which also gives you the chance to have a relationship with her
10. Chippin' In - Rogue and Johnny
11. Blistering Love - Rogue and Johnny
12. Holdin' On - Kerry
13. Second Conflict - Kerry
14. A Like Supreme - Kerry
15. Sturm Und Drang - Kerry
16. I Don't Wanna Hear It - Kerry
17. Off the Leash - Kerry
18. Boat Drinks - Kerry

Cyberpsycho Sighting - mini-bosses

1. Cyberpsychos - who are they? - We described the main assumptions of the fights against cyberpsychos - bosses. You will also learn how to find them
2. Lt. Mower
3. Six Feet Under
4. Ticket to the Major Leagues
5. Where the Bodies Hit the Floor
6. Demons of War
7. Bloody Ritual
8. House on a Hill
9. Second Chances
10. Smoke on the Water
11. Lex Talionis
12. The Wasteland
13. Discount Doc
14. Too Little, Too Late
15. Letter of the Law
16. Seaside Cafe
17. The Phantom of Night City
18. On Deaf Ears

Gigs

Watson

1. Gun for Hire
2. Search & Recover
3. Thievery
4. Agent Saboteur
5. SOS: Merc Needed

Westbrook

1. Special Delivery
2. Search & Recover
3. Thievery
4. Agent Saboteur
5. SOS: Merc Needed

Pacifica

1. Thievery

Badlands

1. Thievery
2. Special Delivery
3. Agent Saboteur
4. SOS: Merc Needed
5. Gun for Hire

Santo Domingo

1. Search & Recover
2. Thievery
3. Agent Saboteur
4. SOS: Merc Needed
5. Gun for Hire

Heywood

1. Search & Recover
2. Thievery
3. SOS: Merc Needed
4. Gun for Hire

City Center

1. Thievery
2. Agent Saboteur
3. Gun for Hire

NCPD Scanner Hustles

1. Watson
2. Westbrook
3. Pacifica
4. Badlands
5. Santo Domingo
6. Heywood
7. City Center

Can you fail a quest?

You can fail a section or a whole quest, this affects the story and your relations with encountered characters.

Are the quests performed in one specific way?

No. Missions can be completed in a variety of ways. You can find a different route to your objective, kill opponents silently or engage in an all-out firefight. Our Cyberpunk 2077 guide contains all available paths for every task.

How to unlock missions?

You can unlock missions while exploring the world. This means that some activities can lead to unlocking additional tasks.

The tasks are received from various characters encountered during the game, or through SMS.

Does the game contain notice boards?

No, there are no notice boards like the ones from The Witcher.

Can I finish the game without having to deal with all the quests?

As can easily be imagined, yes. However, you'll miss out on a lot of content prepared by the developers. In addition, skipping additional quests can slow down the development of the character, making later story missions more difficult.

Unique dialog options



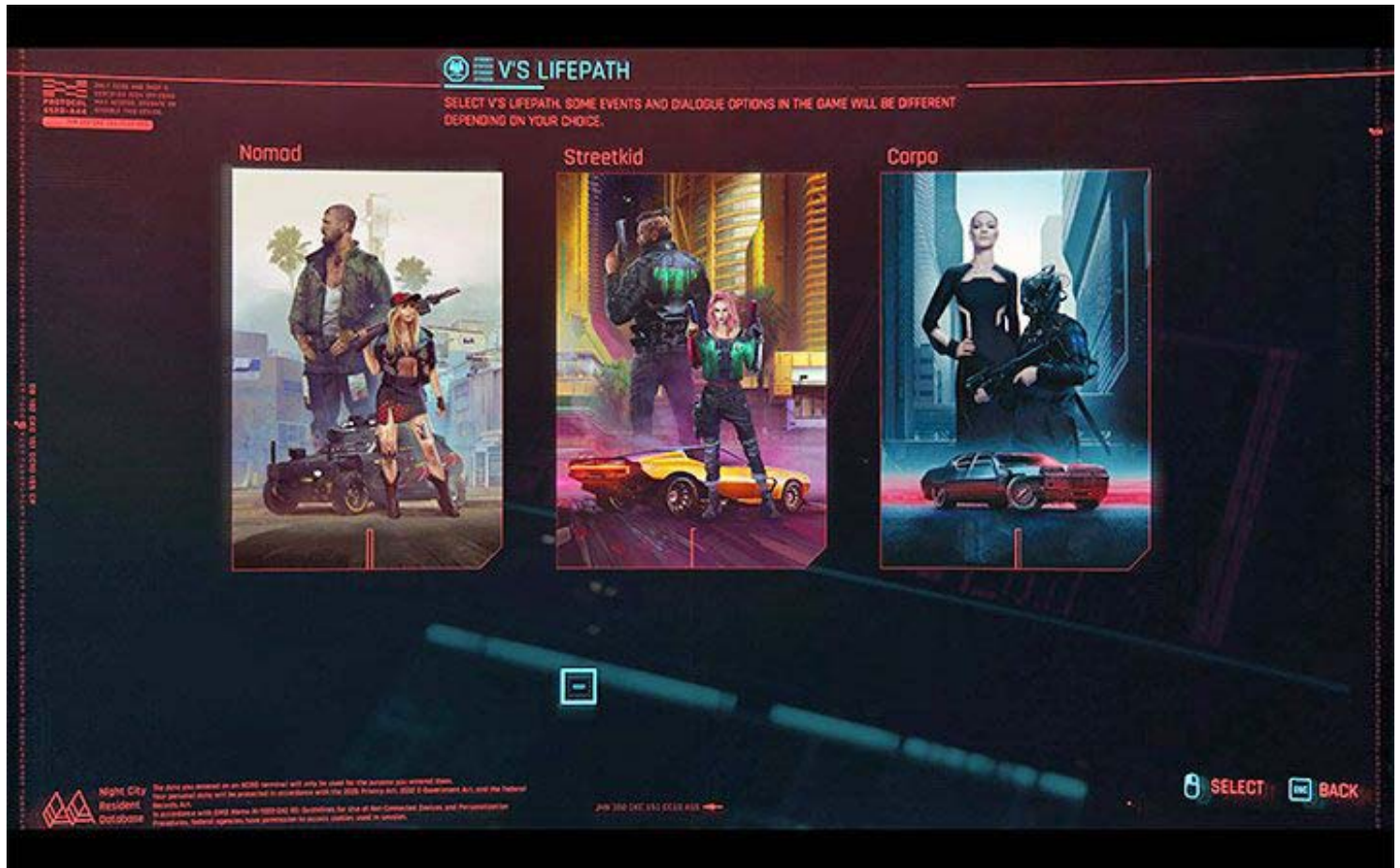
During the meetings with NPC, you can notice some unique dialog options. They are divided into three main categories:

1. Unique options associated with the selected origin (for example, Street Kid). They can appear in conversations in which, for example, the hero can demonstrate their knowledge of the topic or detect that the interlocutor is trying to trick them.
2. Unique options require you to make a decision within a given time limit. If you don't choose this option in time, V can decide how to behave on their own, and that choice doesn't necessarily have to appeal to you. It is worth noting that even with regular dialogue options, the lack of a quick answer can visibly irritate the person you are speaking with. In critical situations, a lack of reaction can even get the main character killed.
3. Unique options related to the use of objects from the environment (the spot where the conversation takes place). They can influence the outcome of a given meeting.

Character origin - does it matter?

The authors of Cyberpunk 2077 have prepared a rarely-encountered option. While creating your hero, you need to choose their origin. On this guide page, we explain the importance of the origin and what it changes in the game.

Past of the character / origin variants - what are available?

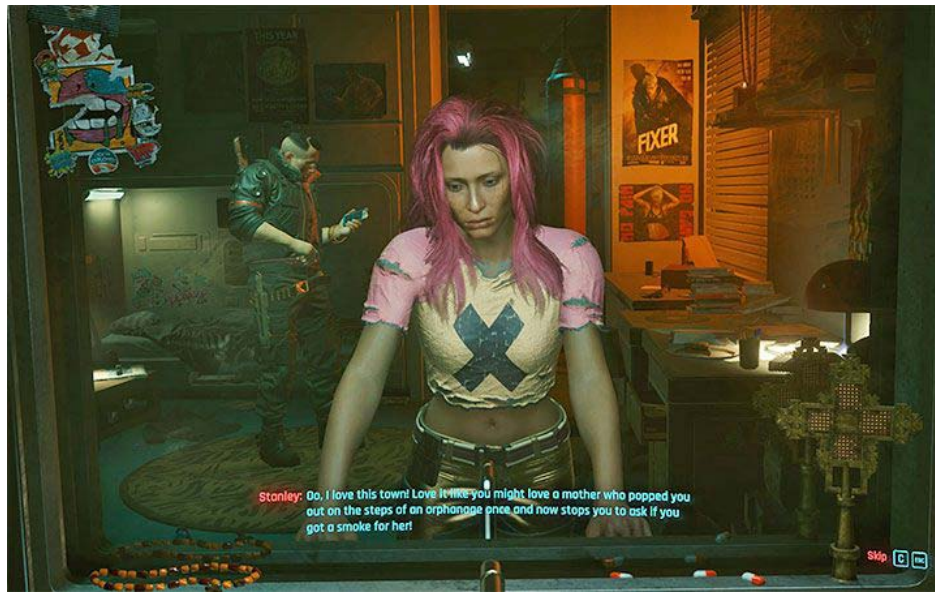


When you start a new game, you have to choose your character's past, i.e. choose one of the three Lifepath options:

1. **Nomad** - In this variant, V spent his past as a "free man" traveling the wilderness with the nomadic clan, trying to survive by searching the junkyards or raiding fuel depots. The story will begin shortly after leaving the clan.
2. **Streetkid** - V grew up on the streets of the city, dealing with fixers and members of local gangs. The story will begin shortly after the V returns to the family side from Atlanta.
3. **Corporate** - V knows Night City corporations and their merciless actions to increase influence. The story will begin shortly after V receives an order from the superior of the corporation he works for.

The choice of origin is final as it concerns V's origin place and their past before the events presented in the game. In general, it's all about all the things that precede the story presented in the game. V's past can influence his behavior in certain situations and his relationships with different characters and groups.

The beginning of the game - what is different?



A separate prologue quest has been prepared for each of the paths of the character's origin / past. This is an introductory mission that takes place a few months before the events of the main story and should take you about 15 minutes to complete.



During the prologue, you won't face any important choices that could influence the later game. Prologue quests for all three V's origins are described on the following pages of the guide. Only after completing the prologue for the selected past will the common content for all three origins be available. You will watch a summary of what V did during the time between the prologue and the main campaign.

Depending on the selected past, you will start in another part of the world map:

1. **Nomad starts in the Badlands**, the wilderness surrounding the Night City. It is worth noting that choosing the Nomad origin will not block your access to the Badlands. It will also be available for the other two variants.
2. **Streetkid starts in a bar in The Glen district in Heywood.**
3. **Corp starts at the Arasaka Tower in the Corpo Plaza district in City Center.** During the prologue mission, you will also visit The Lizzie's Bar.

The hero's past - does it influence the missions?



Yes, during the quests special dialog options related to the origin / past of V will appear in the example in the picture above, it is a unique line for Nomad.

Unique dialog choices for the given past may be marked:

1. **Yellow** - These are important statements and it can influence, for example, the further course of the quest or the NPC's attitude towards the protagonist.
2. **Blue color**- These are additional dialogue options that are not relevant for the further storyline. Choosing dialogue related to the V's origin may lead to an exchange of views or deepen your knowledge about the interlocutor or faction from the game world.

Can the choice of origin prevent you from accessing the content?

Theoretically, yes - there are minor side quests associated with the various life paths. They do not affect the course of the main storyline but are inaccessible to characters with different backgrounds.

1. Only V with the **Street Kid** life path can do the Small Man, Big Mouth side quest.
2. Only V with the **Corpo** life path can do the War Pigs side quest.
3. Only V with the **Nomad** life path can do These Boots Are Made for Walkin' side quest.

V's origin can also lead to additional information or a slightly different way of doing a given quest.

Life path quests

The Nomad

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough of the main quest The Nomad**. This is an introductory quest to the campaign of V when **Nomad past** selected.

The consequences of choosing the main character's past are described in more detail on the page *Character origin - does it matter?*. You will find introductions for **Streetkid** and **Corp** on separate pages of our guide.

Talk to the mechanic



You start the game in a **car repair shop in Yucca in Badlands**, standing in front of a mirror. Remove the badge of the nomadic clan, with which the character parted ways.

Approach the main character's car. Talk to a mechanic and then look under the mask. A temporary repair option will appear.

Get in the car



Take the driver's seat and start the engine (it takes several attempts to do it). Connect to the radio station.

When you are trying to leave the garage, local **sheriff Andrew Jones** will appear. You can be polite when talking to the sheriff or more harsh. The selected dialogue options won't provoke the sheriff. You don't have to rush responding to the sheriff's questions. No matter what option you choose, you will be able to drive out of the garage.

Go to the telecom tower



The telecom tower is located nearby the gas station where you started. When you get there, get out of the car. Approach the gate and select the option to open it with a kick.

Start climbing. You don't have to get to the top of the tower, but one of its upper balconies. Ultimately, you need to get to the **control box**. Open it and connect to the tower system to talk to **McCoy**.

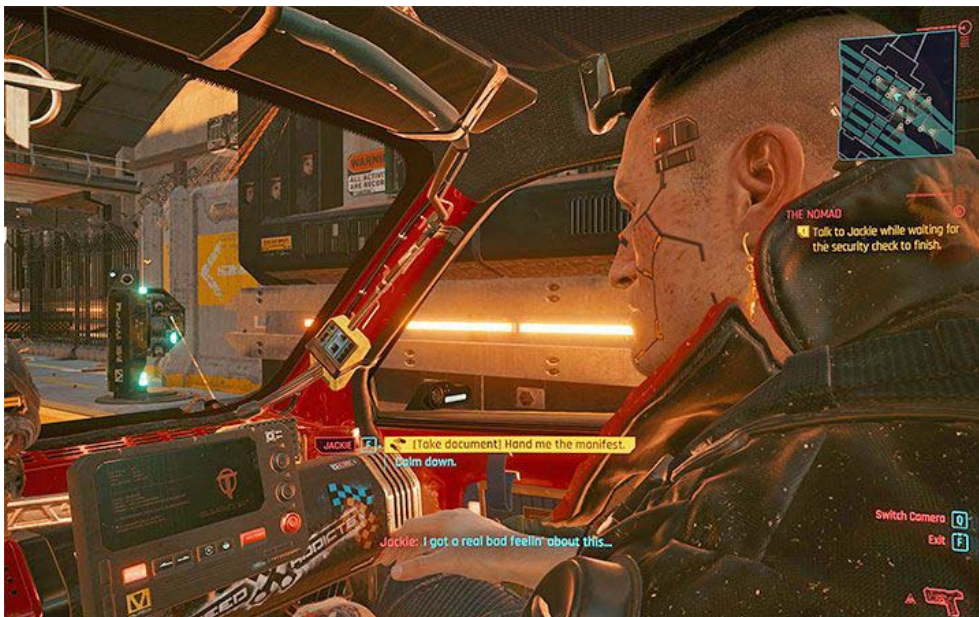
Head to the meeting place



Get off the tower and get in the car. Your destination is located east in the **Dry Creek** area. Enter the **trailer in the wilderness** where is **Jackie Welles**. During the conversation with Jackie, you will find out about the errand to transport the cargo to Night City.

Return to the car and open **the trunk** to place the cargo in it.

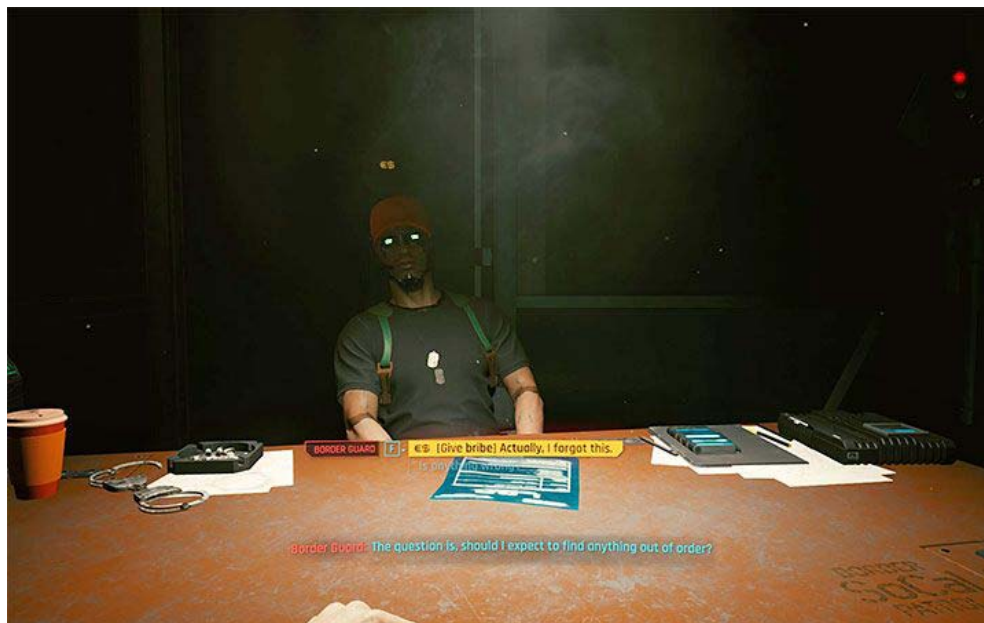
Drive to the border



Get in the car and after Jackie joins you, take the main road north towards Night City. You have to reach **the control station** on the border between the city and Badlands.

Stop before the first barricade, wait for the checkpoint to open, and drive into it. Take **a document** about the cargo and **credits** to pay the bribe from Jackie.

Enter the border security building



You will be asked to get out of the car. Enter the building on the right. After entering, **surrender the weapons** to a man in the side room. Go to **room 2** to speak with **the border guard**.

Start by showing the papers to the guard and then give him a bribe - credits received from Jackie. After the inspection, pick up your weapons and return to the car. Take a passenger seat.

Fight off your pursuers



Soon after driving away from the border, **hostile vehicles of corporate employees** sent by the border guard will appear.

You must lean out of the window and start **firing at enemy machines**. You don't have to aim exactly at the drivers. If you hit the vehicles, they will explode quite quickly.

Talk to Jackie



Soon after you manage to lose the chase, Jackie will reach the **garage** where he will hide the car. Talk to Jackie and wait until he opens the trunk. **Open the cargo** to discover its contents. Try to touch the iguana.

The quest will soon be over. After watching the cutscene, a new **main mission - The Rescue** will begin.

The Streetkid

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough of the main quest The Streetkid**. This is an introductory quest to the campaign of V when **Streetkid past** is selected.

The consequences of choosing the main character's past are described in more detail on the page **Character origin - does it matter?**. You will find introductions for **Nomad** and **Corp** on separate pages of our guide.

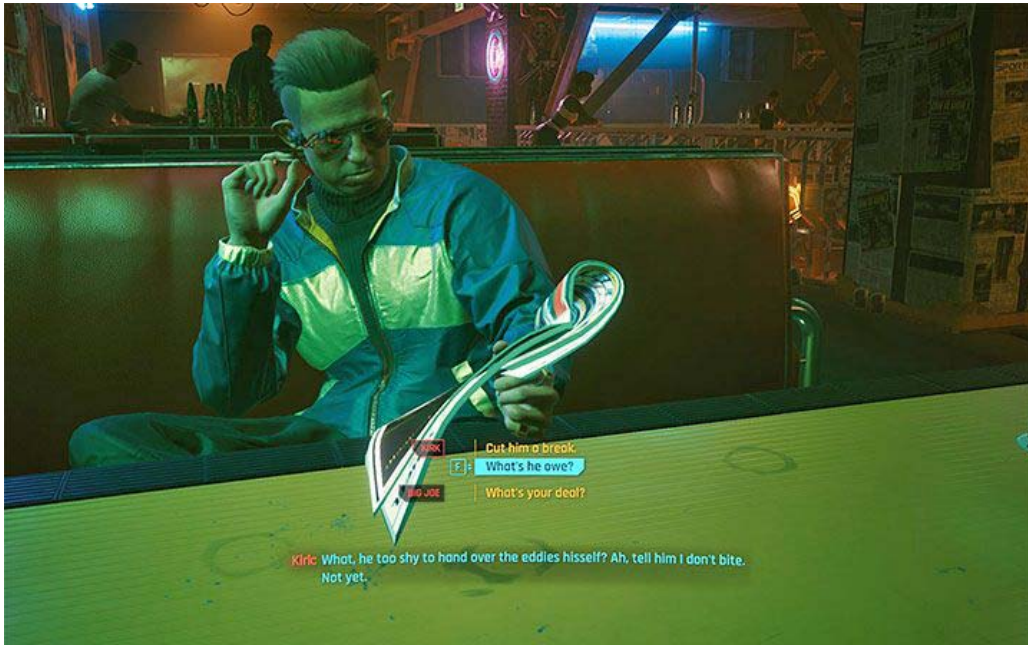
Set broken nose



You start playing in **the El Coyote Cojo bar in The Glen district in Heywood** standing in front of the mirror. You can either set the broken nose immediately or take a sip of alcohol for anesthesia first.

Talk to **bartender Pepe**. You will learn about his problem and the need to meet with Kirk.

Find Kirk on the second floor



It is best to follow the line on the mini-map in the corner of the screen. It will lead you to the stairs leading to the bar floor. **Kirk** is there. You have to sit in front of him.

During the meeting, you can tell Big Joe to back off or focus on Kirk. The conversation is linear, and you will learn about the plan to steal the Rayfield Aerondight. You can ask Kirk about theft details, but this is optional. Pick up the **special key** that will be used to break into the car.

Leave the bar



Leave the El Coyote Cojo building and take the marked alley. You will reach the place where you will meet **Padre - Sebastian Ibarra**. After a talk, take a seat in the back to start the ride.

Go to Embers



During the ride, you can choose the next dialogue options to talk to the Padre. You will be **stopped by the 6th Street gang**. Here you will have the first opportunity to **choose a dialog option with a time limit**. If you don't manage to choose the answer, V won't respond. The dialogue options you choose will not provoke the gangsters to open fire, and after the meeting is over, you will finish the travel to the designated place. Pick up business card from Padre and get out of the car.

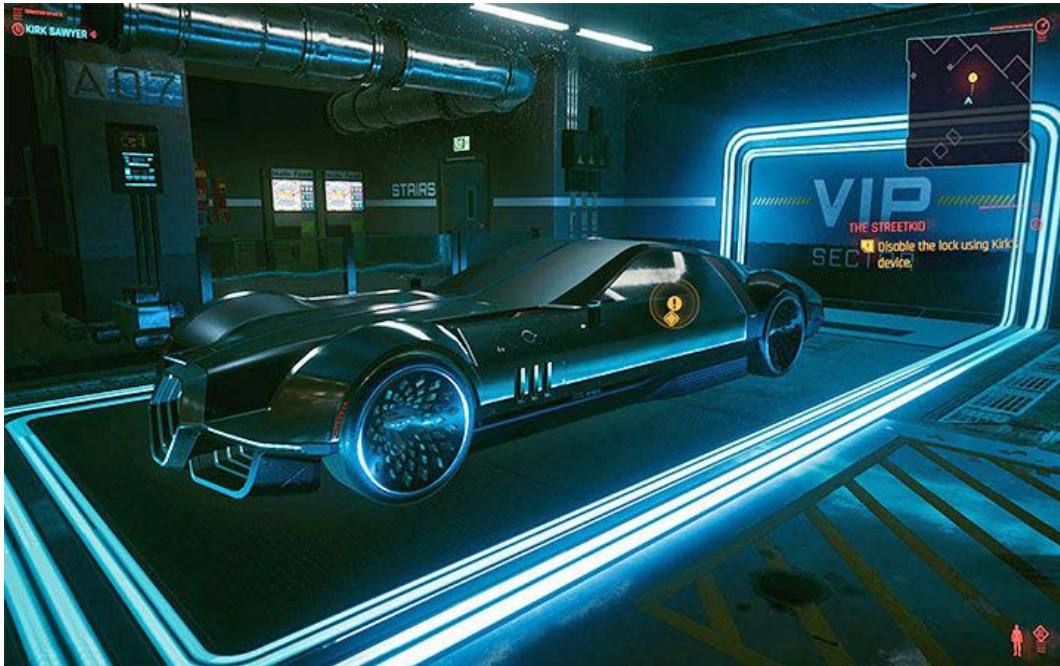
Take the elevator to the garage and find Rick



Choose the path leading to the elevator. Enter it and use **the touch panel** to take the elevator to the **underground garage**. In the meantime, **answer the call** from Kirk.

You will get an optional objective to find **Rick** - he is sitting in the watchtower on the right and you can have a short conversation with him.

Find the Rayfield



Rayfield Aerondight is parked at the other end of the garage - it is easy to recognize because it occupies an illuminated VIP area.

Disable the lock using Kirk's device

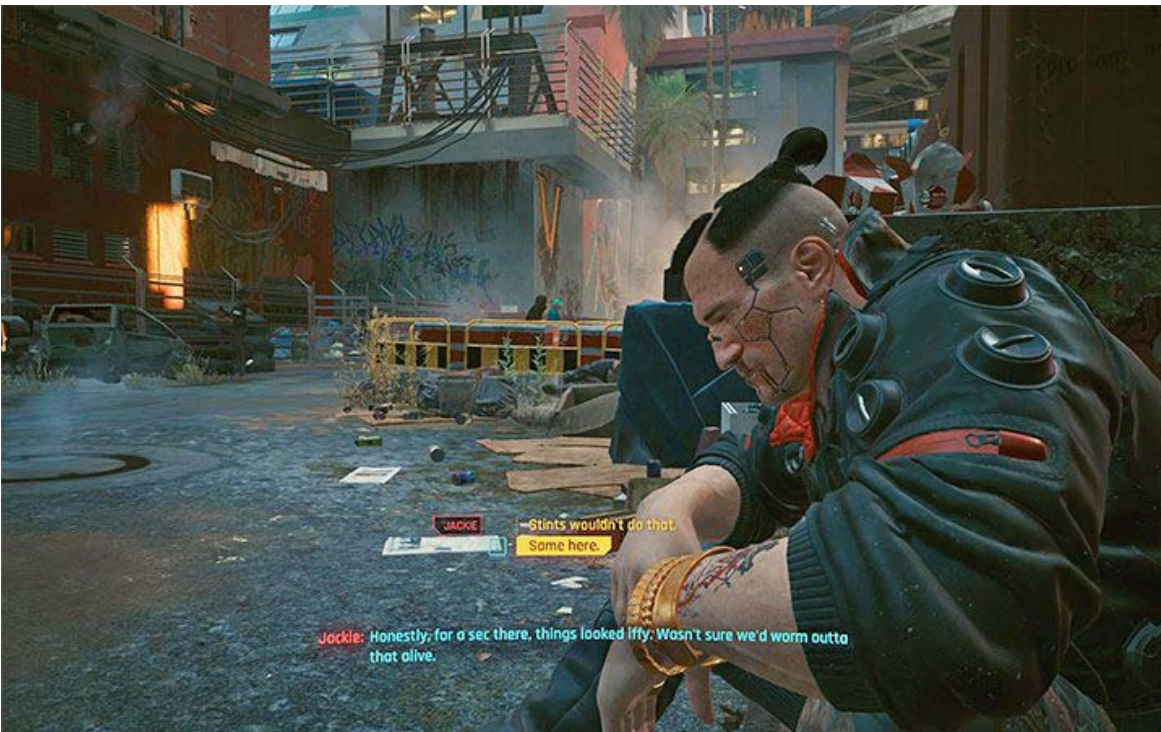


Approach the vehicle from the **driver's door** and press the button to break their electronic lock. After the door opens, sit in the driver's seat.

When trying to run the car, **Jackie will appear** and start pointing the gun at V. The option you chose doesn't matter because even if you try to drive away, you will fail.



The **police** will appear in the garage, and a conversation with **Inspector Stints**, who is in charge, will begin. The game will again allow you to select a dialog option with a time limit. Even if you try to choose provocative statements, it will not lead to any unpleasant situations.



Kaoru will soon join the scene and will suggest the police to get rid of the problem by killing Jackie and V.

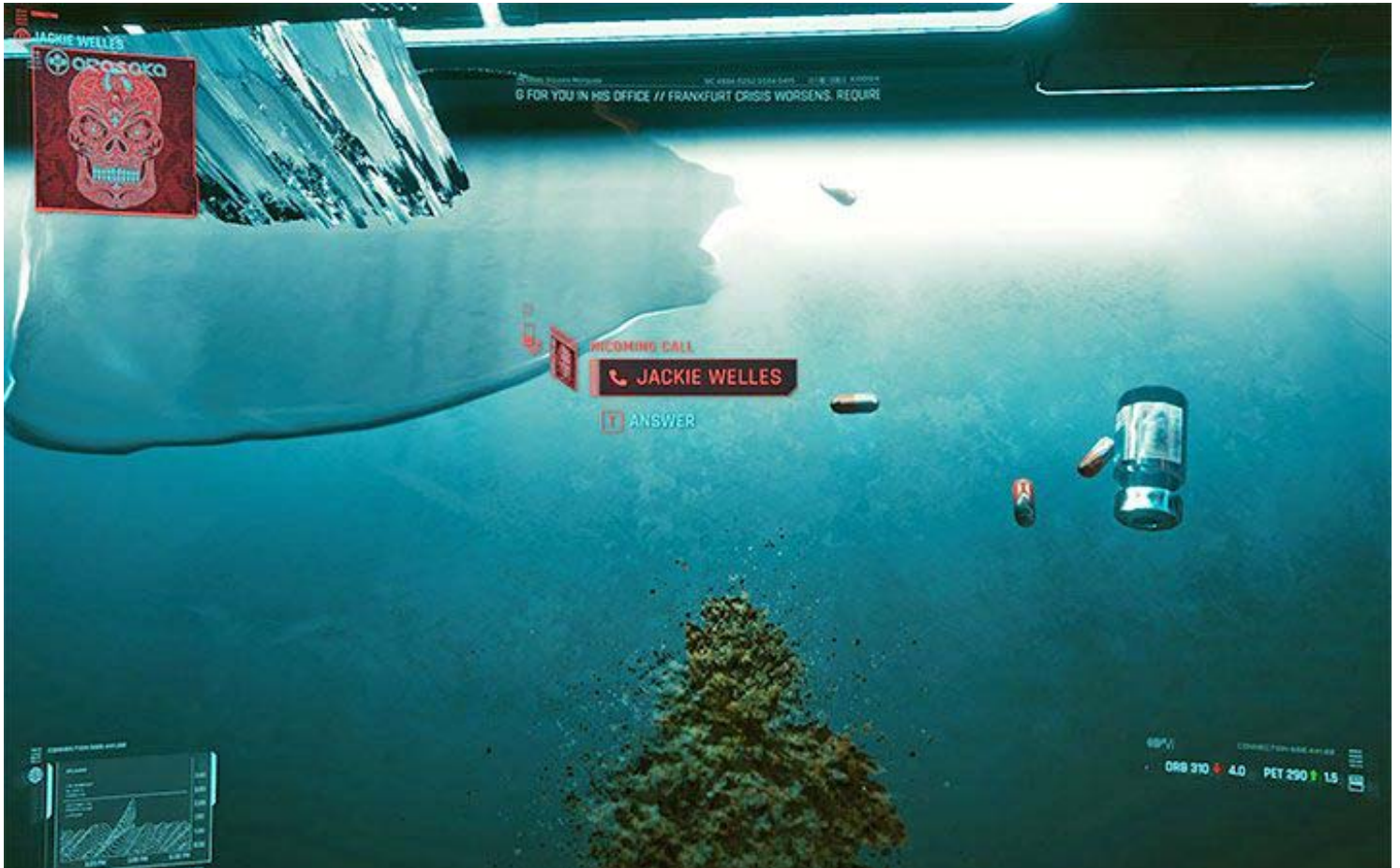
Fortunately, you don't have to die at such an early stage of the game. The action will soon move to a side alley, and you will find out that the characters were released by the police. Now you just have to talk with Jack. The quest will soon be over. After watching the cutscene, a new **main mission - The Rescue** will begin.

The Corpo-Rat

On this page of the *Cyberpunk 2077* guide, you will find **a walkthrough of The Corpo-Rat** main quest. This is an introductory quest to the campaign for V with the **Corp life path**.

The consequences of choosing the main character's past are described in more detail on the page **Character origin - does it matter?**. The introductions for the **Nomad** and **Streetkid** life paths are on separate pages of our walkthrough.

Talk to Jackie Welles



You start playing in the **Arasaka Tower in the Corpo Plaza district of City Center** – your character is vomiting in a public toilet.

You will receive information about **a call from Jackie Welles**. Press the answer button to pick up the phone.

Go to Jenkins' office



Get out of the bathroom and head towards **Jenkins' office**, V's superior. Get in the elevator. **Jenkins will call you** – press the answer button.

During this call, you have your first chance to **select a time-limited dialogue option**. If you don't choose that answer, V won't respond – this won't affect the further course of the quest.



After leaving the elevator, you can either have an optional conversation or head to the office immediately and pass through a scanner on the way.

Sit down and talk to Jenkins



When you get to Jenkins' office, sit in the chair, and wait for the meeting to end. During the conversation, you will learn about the problem you will have to solve.

Get the datashard from Jenkins. It contains all information about the target – Susan Abernathy. You also have to take **the cash**.

Read the report on your personal terminal



In addition to the new main objectives, you will also receive an optional goal to **visit V's office**. Go through the scanner again to return to the public office area. **Carter** will talk to you on the way – you can react however you want. Listen to another conversation with Jackie.



Go into V's office and sit down. You can:

1. Look in the drawer, examine the Trauma Team Card and take a booster.
2. Turn on the computer by touching the screen. Your objective is to check the file (Files tab). You can also read messages from your inbox.

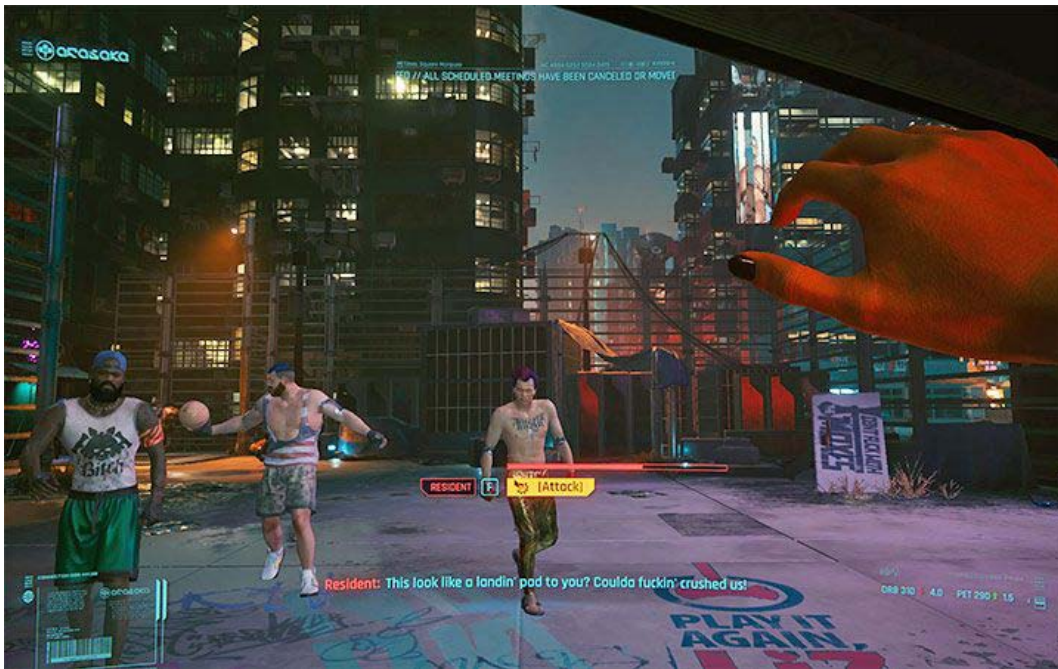
Additionally, you can talk to Harry and give him advise.

Get to the AV garage



You have to go now to **the aircraft garage**. Enter Jenkins' flying machine – it will start moving to The Lizzie's Bar.

During the flight, you can check messages, have a drink, and talk with a Life Coach.



After landing, you will be stopped by a group of thugs. You have a **small choice** here - you can ignore them and not react with aggression or press the button to beat some of them in melee combat (this is done automatically). This is not an important decision and will not affect the further course of the quest.

Go into Lizzie's Bar



Head towards the entrance to the bar from the roof side. After talking to the bodyguard, you will be let in. Get to **Jackie**. Give him the datashard. You can optionally drink alcohol.

The final part of this task is linear. **Arasaki agents will appear. You are fired from the corporation**, and you will be deprived of all the cyberware and credits that you had in your account. Fortunately, none of the dialog options will lead to a fight. The quest will soon be over. After watching the cutscene, a new **main mission - The Rescue** will begin.

Main missions

All main jobs - list

On this page of our guide you will find a list of all main jobs in Cyberpunk 2077. We have listed all the tasks that need to be completed in order to complete the game's main storyline.

Prologue

1. The Nomad - task related to the Nomad life path
2. The Street Kid - task related to the Street Kid life path
3. The Corpo - task related to the Corpo life path
4. The Rescue

Act 1

1. The Ripperdoc
2. The Ride
3. The Information
4. The Pickup
5. The Heist
6. Love Like Fire

Act 2

1. Playing for Time
2. Automatic Love
3. The Space In Between
4. Disasterpiece
5. Double Life
6. Ghost Town
7. Lightning Breaks
8. Life During Wartime
9. Down on the Street
10. Gimme Danger
11. Play It Safe
12. Search and Destroy
13. M'ap Tann Pelen
14. I Walk the Line
15. Transmission

Act 3

1. Nocturne OP55N1

Cooperation with Hanako and Arasaka Corporation

1. Last Caress
2. Totalimmortal

Cooperation with Panam and Aldecaldos

1. We Gotta Live Together
2. Forward to Death
3. Belly of the Beast

Johnny's cooperation with Rogue

1. For Whom the Bell Tolls
2. Knockin' on Heaven's Door

The Rescue

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called The Rescue.

You and Jackie go on your first job. You have to save a girl, one Sandra Dorsett, whose biomonitor went off the radar a few hours ago. Everything indicates that she was kidnapped.

Mission awards: 2 Street Cred, 1 Attribute Point, 1 Perk Point.

Follow Jackie



Take Jackie, enter the elevator and go to the 15th floor (apartments). When you get to the place, go straight away to room 1237 (at the end of the hall) and hack the door to get inside.

Examine the woman's body



In one of the rooms you will find a massacred body of a girl. Fortunately, this is not the woman you are looking for, as indicated by the cheap, black market counterfeits of Zetatech. Sandra Dorsett is covered by second-degree corporate immunity so she could certainly afford better cyberware. Go to the next room.

Get to the next room



Inside there is one opponent waiting for you. Get behind his back and eliminate it quietly; you can then put the body in the freezer. Remember that when you crouch you can move around without making any noise.



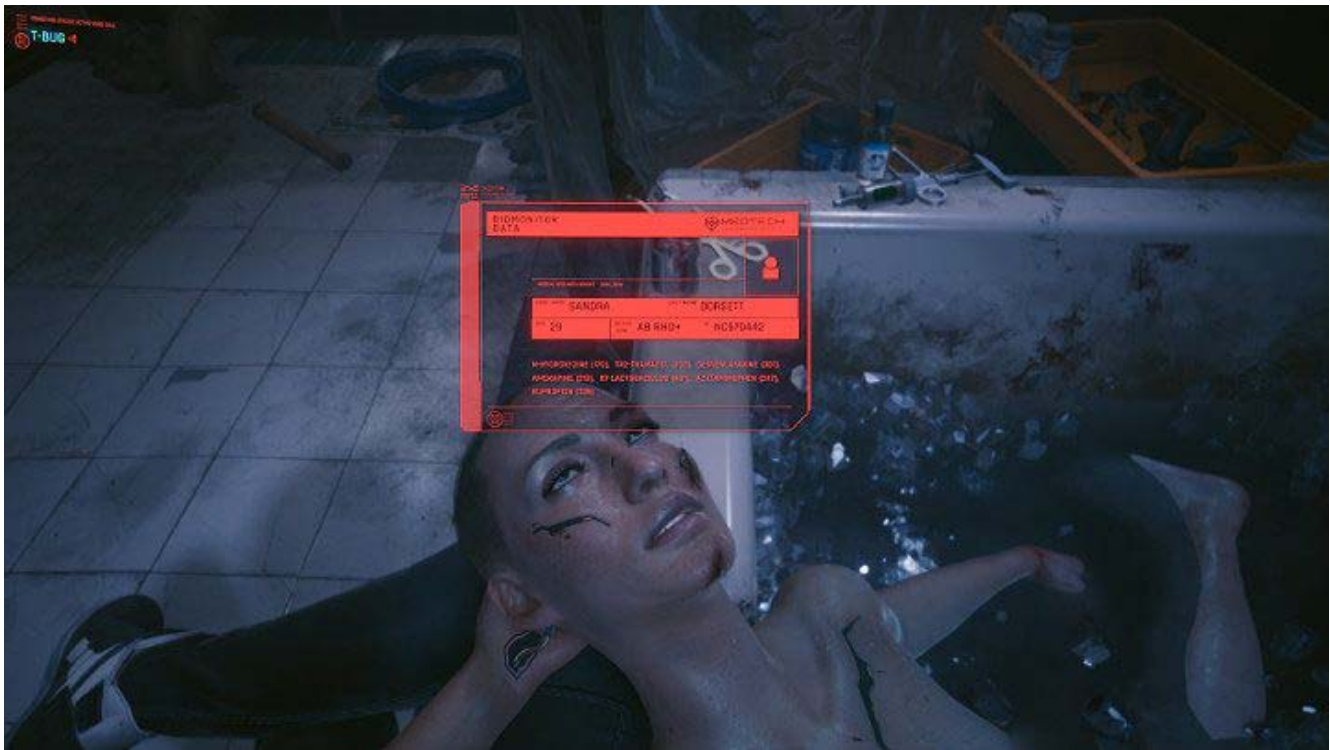
After a while you will receive information from T-bug that more Scavengers will be here in a moment. You can hide from them in a dark corner where you can crouch with Jackie and attack the intruders by surprise, either striking from behind or in classic open combat. **If you take care of one thug, Jackie will deal with the other.**

Keep in mind that there are more Scavengers in the side room. If they discover your presence or notice the bodies of their dead buddies, they will immediately attack.



Move on to the next room and eliminate the rest of the Scavengers so that you can look for the girl in peace. **There is one stronger enemy stationed in the office, but you have nothing to fear because Jackie will help you.**

Find Sandra Dorsett



You will find Sandra Dorsett in the bathroom. Pull her out of the tub and connect to her biomonitor, then follow T-Bug's instructions to check if the girl is still alive.



After removing the chip blocking access to the girl's biomonitor, you will activate the Trauma Team rescue system. **Pull the woman out of the tub and give her a quick injection to restore her vital functions.**



After the successful rescue, take Sandra to the balcony. After a while the Trauma Team will fly in. Follow their instructions and wait for the rescue team to take the girl to the vehicle and fly away.

Ride back with Jackie



Talk to Jackir and go to the elevator with him. While driving, call Wakako to inform her that the job is done.



Sit down in the passenger seat to go home with Jacki. Watson is quarantined by the NCDP, so you need to hurry.



You will be attacked by Scavengers during the ride. Lean out the window and get rid of all the opponents. When you shoot down the driver, the van will crash into one of the buildings or simply stop chasing you.



During the further ride you will still be stopped at a police blockade and witness the brutal intervention of the Max-Tac Tigers. Once you get to your destination, get out of the car and go to your apartment. **When you go to sleep, The Rescue will be completed.**

Act 1

The Ripperdoc

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called The Ripperdoc.

After the last job V is not feeling well. He thinks he got hit by some kind of virus when he connected to Sandra Dorsett's biomonitor. He decides to go to the ripper (Vik) to check it out.

Meet with Jackie



Go out on the street to meet with Jackie. The man will inform you that he has found another job, this time much bigger. The client is Dexter DeShawn and will he provide you with all relevant information personally.

Drive to ripperdoc



Sit behind the wheel and drive straight to the ripperdoc. While driving, take a look at the mini map to make sure you are driving in the right direction.



Once you get there, go to Misty's store to meet Viktor. When learn what you need, the ripperdoc will invite you to the chair and install some new implants, not to mention removing the malignant virus. **The Ripperdoc will be completed.**

The Ride

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called The Ride.

V has received new useful cyberware from the ripperdoc, including a brand new scanner and is ready to meet Dex.

Mission awards: Level Up, 1 Attribute Point, 1 Perk Point, Quick Travel unlocked.

Talk to Jackie



Leave the ripperdoc's and enter Misty's store to talk to Jackie. You will find out that Dex is waiting for you in his car, parked at Gramsci Burgers.

Meet with Dex



Exit Misty's store and turn right, and when you reach the main street, turn left. When you get to the marker, get in the car to talk to Dex.



From the conversation you will learn that Dex has a job that requires you to steal a corporate biochip prototype. The owner of the technology is Arasaka and DeShawn's plan is as follows.

1. **Maelstrom:** you have to deal with the Maelstrom boys. When you ask for details, Dex will hand you a splinter. When you plug in the chip, you will find out that a gang from Maelstrom stole a prototype combat robot (Flathead) from Militech. The robot is necessary to steal the biochip that Dex wants. Unfortunately, the job won't be that simple, because Brick, the former gang leader with whom Dex had a deal, has been replaced by another thug, known as Royce. It is not clear whether the agreement with the previous leader is still valid. As if that was not enough, one of Militech's corporate agents is looking for Flathead on her own to find the device before her bosses find out she lost it;
2. **Meeting with a client:** you also need to meet Evelyn Parker, who commissioned Dex to steal a biochip. You will not receive any more information from Dex.



When you get out of the limousine, you'll get a call from Jackie. Tell him how the meeting with Dex went. When Jackie asks you which case you want to deal with first, you can choose one of the two options.

1. **Visit Maelstrom First:** starts the main mission *The Pickup*;
2. **Gonna start with the client:** starts the main mission *The Information*.

The Information

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called The Information.

V must meet with Evelyn Parker, who tasked Dex with stealing the biochip. Unfortunately, you have not managed to get more information about her.

Mission awards: Level Up, 1 Attribute Point, 1 Perk Point.

Sit at the bar and ask about Evelyn

Go to Lizzies Bar between 6:00 PM and 6:00 AM and talk to the bouncers to start the first stage of this mission. **If you arrive too early, just toggle time skip in the main menu.**

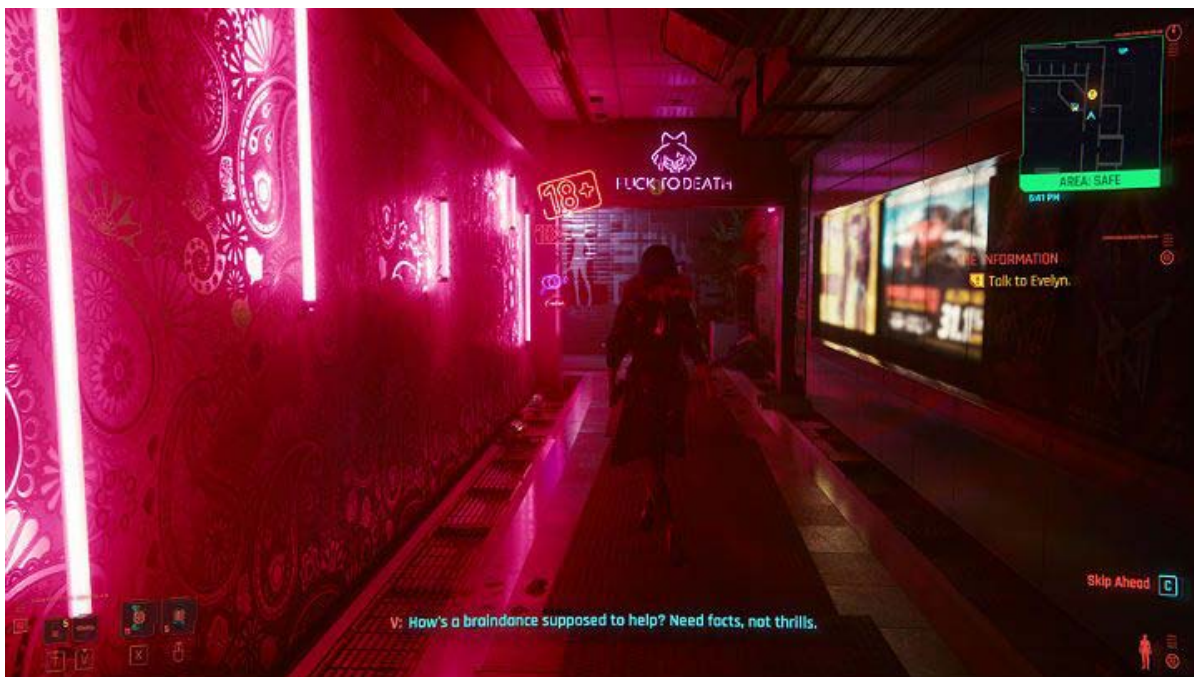


Talk to Mateo and ask about Evelyn Parker. After a while, a woman who was sitting at the bar before you approached it will talk to you. Get up and follow Evelyn to the VIP room to talk about business.



The conversation with Evelyn Parker may vary slightly depending on how you have developed your character and which dialogue options (related to different attributes or origins) you use. But it all comes down to a solid summary of the task that awaits you. **You have to steal Relic from the Konpeki Plaza hotel, from the apartment on the top floor, which is rented by Yorinobu Arasaka.** Interestingly, Yorinobu has made a secret deal with NetWatch and wants to sell them the chip. V is to make sure that the transaction never happens and that Relic lands straight in Evelyn's hands.

Follow Evelyn



After the conversation, leave the VIP room and follow Evelyn to the place where you will be able to use braindance and watch the recording from inside Yorinobu's apartment, which will certainly make your task easier.



You will meet Judy, one of the Mox and a trusted friend of Evelyn's. This extremely talented braindance editor calibrates Evelyn's raw recording for V. Sit down in the chair to start the calibration process.

Seizure warning!

When connecting to braindance, you will encounter a variety of visual effects, including flickering lights, which can cause a small group of people to develop seizures or loss of consciousness. If you have a tendency to epilepsy, just in case, close your eyes or turn away until the braindance startup sequence is complete.



At this point you will go through a short tutorial from the braindance editor based on a sample recording. V will impersonate the culprit of a recent robbery in a store in Heywood. When the man is shot, V will feel a terrible headache and wake up from the trance. The calibration process will be over and you will be able to return braindance to play detective in analysis mode and solve the murder mystery. Follow the instructions given by Judy.



Once the puzzle is solved, you can stay in the sample braindance as much as you want and use all the options to learn more about the technology. When you are finished, leave the recording.



When Judy asks if V is ready to take care of Evelyn's recording, he/she won't be entirely convinced and wants to take a short break. However, Evelyn will not allow it, claiming that there is no time to waste. V will connect to T-Bug to receive hints while editing the material, and Judy will turn on the corresponding recording.



The main goal of this braindance is to find the place where Relic is stored, although you can also complete two optional goals. The first one is to watch the whole recording so don't skip it, just watch the whole recording - just over 3 minutes.



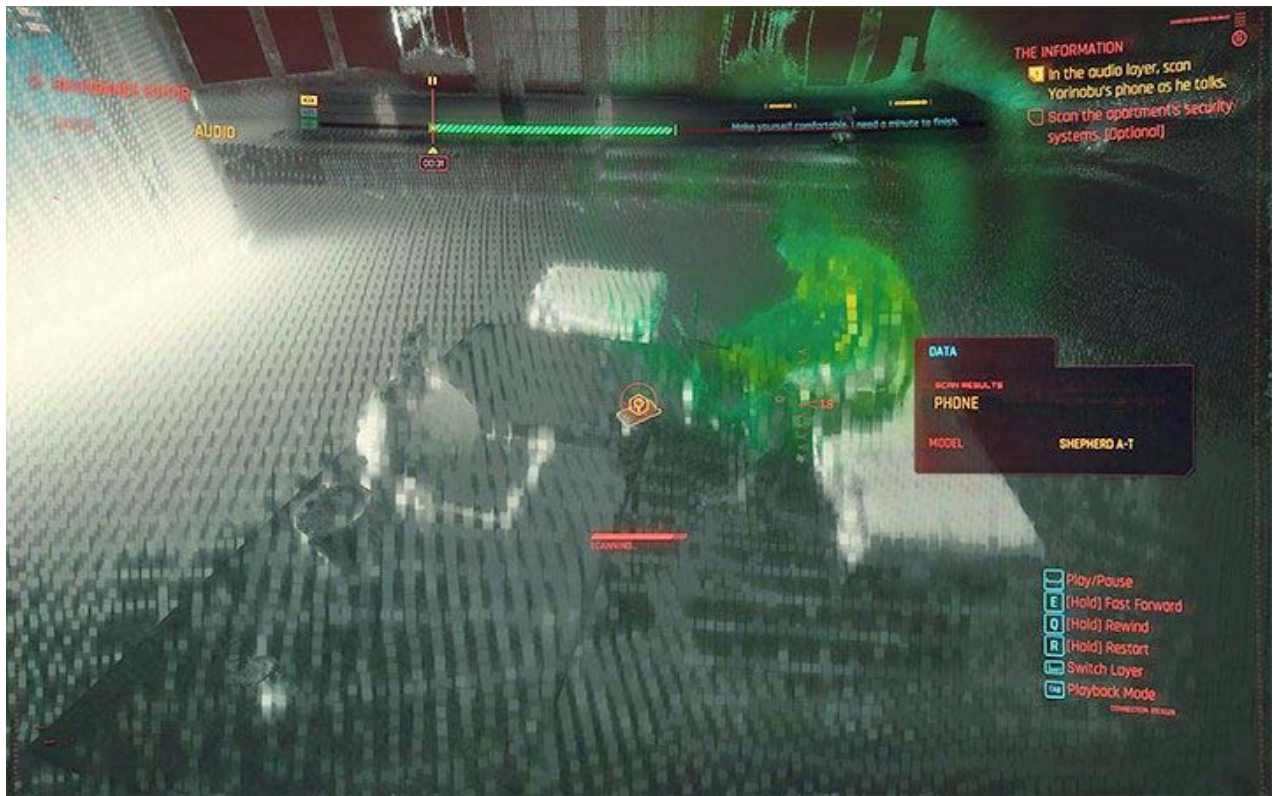
Then reset the recording to start analysis. Pause it as soon as the elevator door opens and Smasher appears. **Scan the motion sensor camera on the right side - you must be in the visual layer.** This is one of the devices associated with the second optional objective of this braindance (scanning all apartment security systems).



Resume the recording, but stop it again after a while. **Stay in the visual layer and scan the alarm system shown in the picture.**



Resume the recording, but stop it at about 30th second. Switch to the audio layer and scan **the audio source shown in the picture above** - Yorinobu's interlocutor.



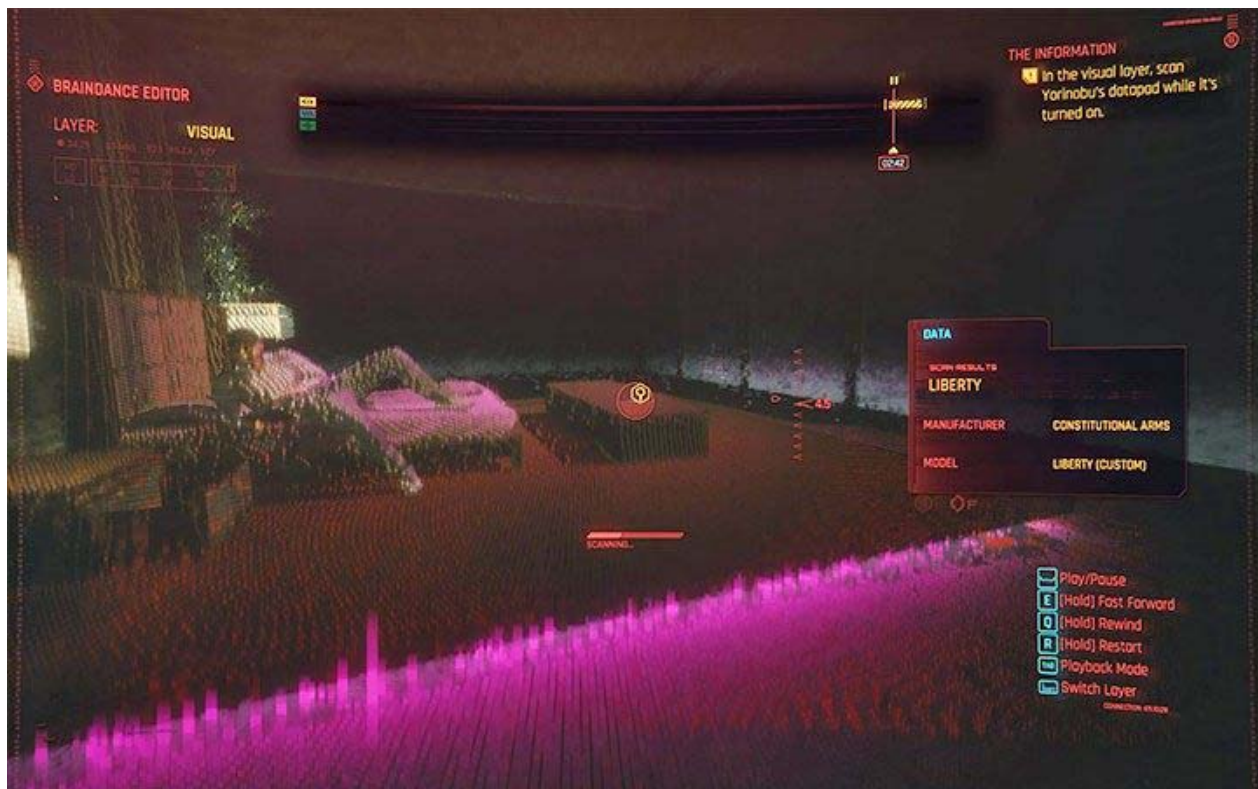
Fast forward the recording a little bit. **Stay on the audio layer, but this time scan the phone lying on the table.**



Resume playback and stay with the camera close to Yorinobu to eavesdrop on his phone conversation. You will receive a warning if you move too far from the sound source. Quickly move the camera closer, so you don't have to start eavesdropping from the beginning.



After completing the target related eavesdropping the conversation, return to the visual layer. Resume playback and stop it around 2:03. **The automatic defense cannon, shown in the picture, is to be scanned.** This should complete the optional objective to scan all security systems.



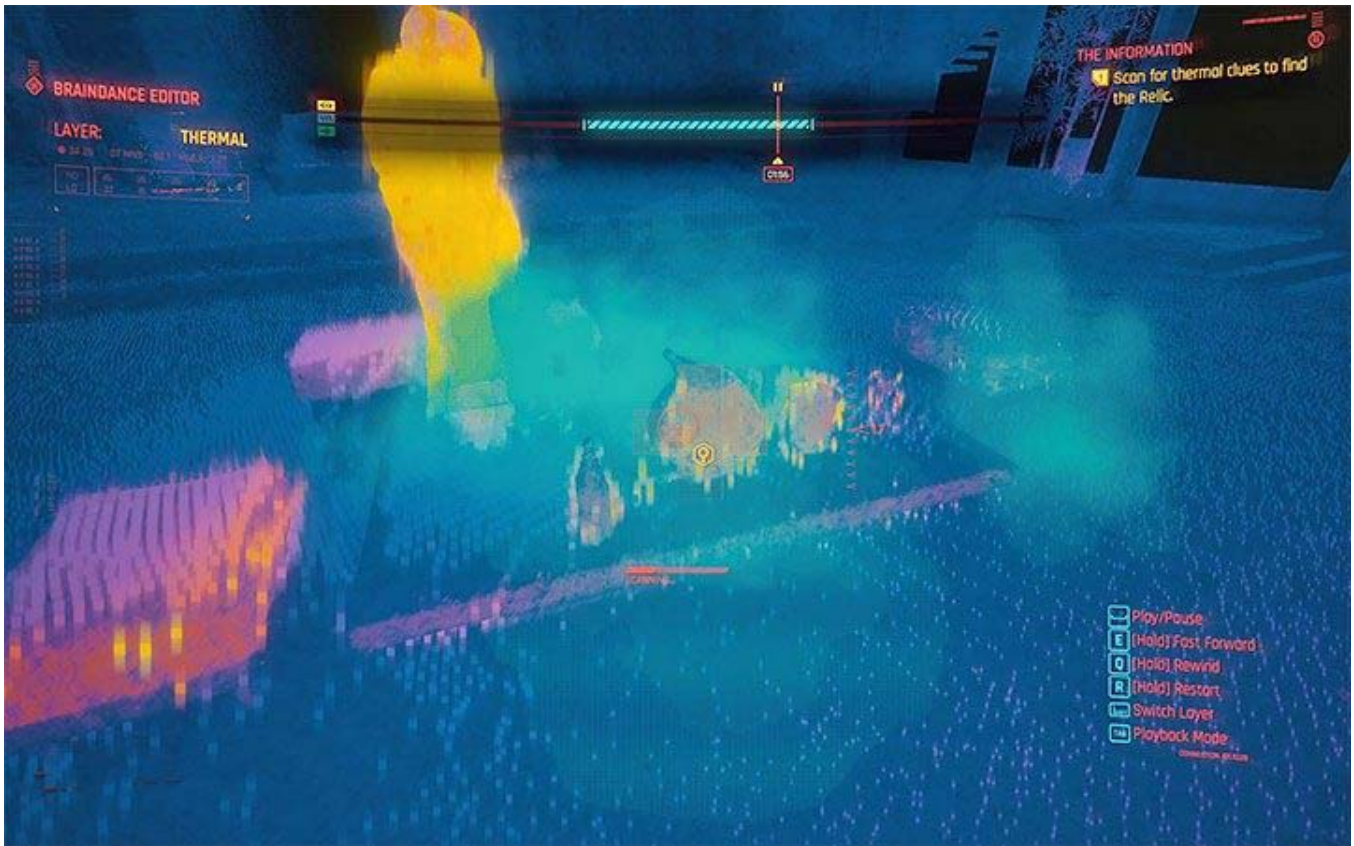
Resume playback. You can scan the Liberty gun lying in front of the bed. You can do this on the visual layer around 2:42.



Your new main goal is to scan the datapad on the visual layer. A suitable opportunity appears around 2:45, namely when Yorinobu will put it in the bedside table.



You will unlock the thermal layer and start using it immediately. Rewind the recording to find new clues using the thermal layer. You will find the first one around 2:41 - you can scan the air conditioner on the wall. This is the first of the optional clues.



You will find another optional clue on the thermal layer around 1:56. Scan the table.



Now go back to around 1:03 and stay on the thermal layer. Scan the fridge where Evelyn stands.



At the very end, go back to around 0:39. **The Relic is located in a safe hidden in the floor and is located in the corner of the apartment**, next to the big shutters. Scan the safe while on the thermal layer and, if necessary, move the camera to see it better. You can finish your braindance session and return to reality.



Finally, Judy will give V a portable braindance device (BD), with the appropriate calibration settings saved. However, the editor does not approve of your action plan and is afraid for your health and life.

Talk to Evelyn



During the conversation, Evelyn suggests that V should do the job directly for her, without sharing the profit with anyone else. You have several possible answers.

1. **I'll think about it;**
2. **No way. Dex trusts me .**

It doesn't matter which option you decide on, because the result will always be the same.



Leave Judy's studio and call Dex. From the conversation you will find out that T-bug has already called him and is analyzing the material as you speak.

The Pickup

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called The Pickup.

Maelstrom stole a prototype Flathead combat robot from Militech. The gang leader with whom Dex had a deal was replaced by another man, Royce, who may not be willing to keep the word given by his predecessor. As if that were not enough, one of Militech's corporate agents is looking for the robot on her own to find the device before her bosses find out she lost it.

When completing this task you can decide whether to use the contact to the agent you received from Dex or solve the case on your own, using force. However, you need to know that your decision has certain consequences.

Mission awards: Level Up, 1 Attribute Point, 1 Perk Point.

Call Militech agent Meredith Stout - Optional



At the very beginning of the task, Dex will give you an optional solution, with participation of Meredith Stout - Militech's agent. When you call her, the woman will agree to a meeting in the storm drain at Skyline Drive.

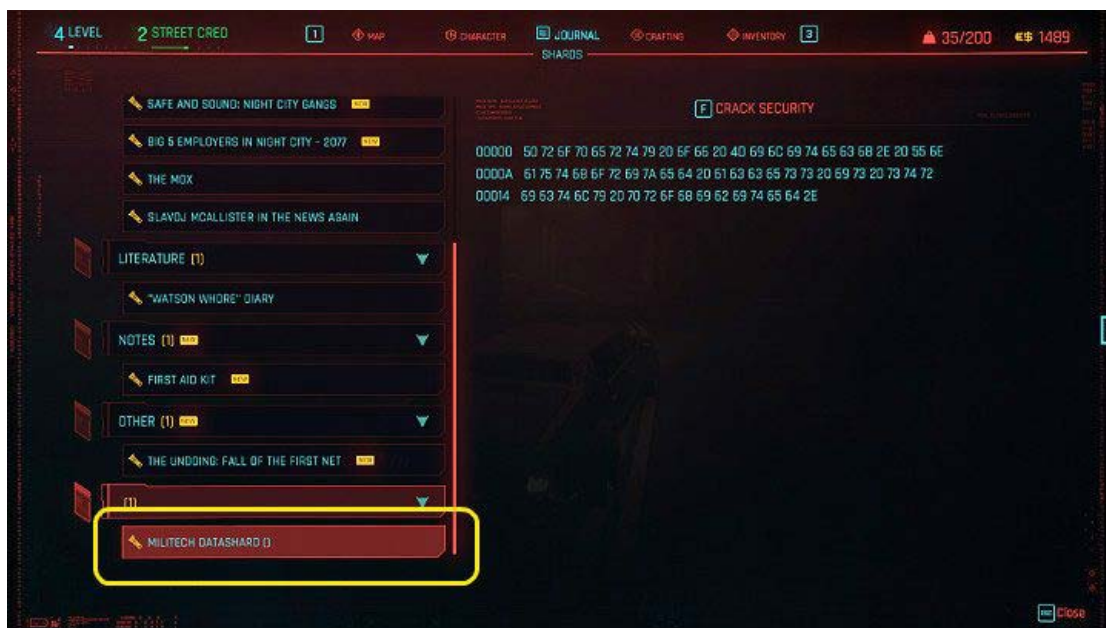


As soon as you try to say hello to Meredith, her bodyguard will rough you up. V will be stunned and then connected to a probe. Meredith will start asking questions, and when you lie she will know about it. The dialogue options available at this stage of the game may look different, depending on the origin of your character. **Meredith wants you to pay for Flathead with a Militech card. There is, however, a problem - the credchip is infected by a virus.**

Do you need to hack the Militech chip?

No. You can use the infected card to make the transaction and help Meredith Stout achieve her goal or not pay for the robot at all.

Militech chip - how to remove the virus?



Open the main menu and then go to the splinter panel. Go to the bottom of the list to find the splinter with Militech data. You will see three strings of incomprehensible code. Press the button responsible for entering security cracking.



You have 45 seconds to complete this operation and the counter will start after the first click. To properly hack the chip, it is worth to first execute the lower sequence of code (**BD BD FF 55**) to make a copy of the hostile software, and then the upper sequence (**55 1C E9**) to neutralize it. **The last number of the lower sequence is also the first number of the upper sequence.**

The whole sequence of code breaking is as follows: BD BD FF 55 1C E9.

Meet with Jackie



Whether or not you decided to meet Meredith Stout earlier, head to All Foods magazine to meet up with Jackie. During the conversation you can ask him about various things, such as a motorcycle (if you are a Nomad). If you have developed your character's technical ability, you will receive an additional dialogue option related to motorcycle tuning during the conversation with Jackie. This may be useful when performing a later side quest.



The main purpose of the conversation with Jackie will be to prepare a plan for the meeting with Malestrom.

1. **Doubt this'll go smoothly:** a typically brute solution - you go in, kill all the gang members and grab the bot;
2. **We'll pay again, but with Militech cred:** this option is only available if you've made the deal with Meredith Stout before. You can pay with an infected card or a clean one, after neutralizing the virus;
3. **We'll buy it off 'em:** you must have 10,000 credits of your own.

Get to main production floor of All Foods



The entrance to the Maelstrom area will be without any surprises. All you have to use the intercom and say that Dex sent you and the warehouse door will be opened immediately.

If you detonate a mine, tear out a turret or just attack a gang member before you reach the warehouse, Maelstrom will be hostile to V and Jackie.



To get to the main hall, just follow Jackie. On the way you will be able to pick up some additional stuff. After you enter the spacious room where the gang members sit, you don't have to head straight to the elevator. It is better to snoop around a bit and collect additional equipment that may be useful at a later stage of this task.

Talk to the Maelstromers



When you get to the right floor you will be greeted by Dum Dum. Say you are coming for the Flathead bot, and Dum Dum will tell you to sit on the couch.

Dum Dum will order Jackie to sit down and he will refuse, leading to a conflict. If you do not use the quick dialogue option to calm your companion down, all hell will break loose and you will lose the opportunity to complete the mission peacefully.



Dum Dum will offer V a drug inhaler. You can use it or politely refuse - it will not matter. If you have decided to choose the origin of Street Kid, you can mention a drug called Black Lace during the conversation. If you choose to peacefully complete this mission, Dum Dum will give you his inhaler when leaving the warehouse.



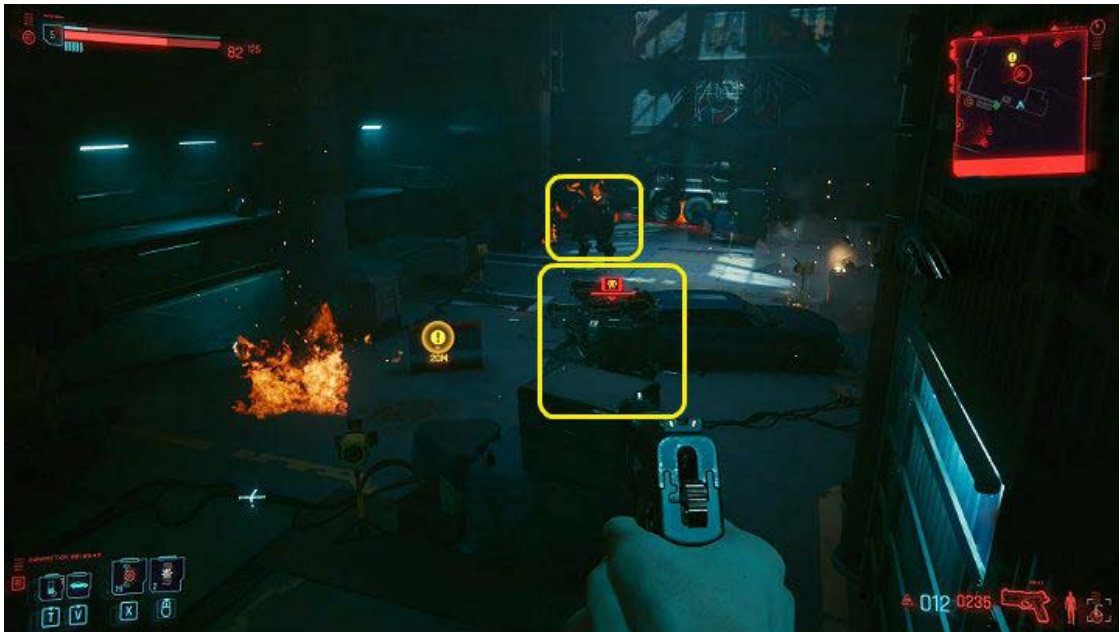
One of the gang members will bring the bot. Ask Dum Dum for a small demonstration of its capabilities. When V says they are taking the robot and have already paid Brick for Flathead, Royce will come. During this conversation all answers will be timed. **Depending on your choices, you can side with Maelstrom or Militech.**

You side with Maelstrom and rat on Meredith

If you want to take Maelstrom's side, pay with the card from Meredith and warn Royce that Militech is sitting on his tail and that the chip you paid with is infected.



Militech will storm the warehouse and Dum Dum will want to help you escape, leading you to a service shaft. All gang members will be on your side and will provide support in the fight against Militech, distracting them.



When you get to the big production hall, the gang members will open a shortcut for you, so you can reach the spot where you'll fight two Minotaurs a bit faster. In battle you will be supported by gang members so it will be much easier to defeat Militech's forces.

In order to cause as much damage as possible, try to aim at the upper part of the mechs, at the man controlling the robot.



When you go outside, Anthony Gilchrist will be waiting for you, apparently no longer a prisoner of Mrs. Stout. The man will mention that if you'd cooperated with Meredith Stout, he would be dead now, so he owes you his life. In return, he lets you go free. Meredith will no longer interfere in Militech affairs, her time is literally over.



After you talk to Gilchrist, talk to Jackie and then call Dex to let him know how the deal with Maelstrom went.

You side with Militech

If you want to take Militech's side and help out Meredith Stout, you can solve the issues with the Maelstrom gang in several ways.

1. You don't cut in when Dum Dum tells Jackie to sit down, a fight with the gang members will break out, and Militech will mix in;
2. You start shooting in All Foods warehouse (Maelstrom won't show you Flathead, but you will find it in the storage, next to the room where you would talk to gang members);
3. You pay with Militech's infected chip;
4. You overpower Royce during the conversation or shoot him in the head.



Attacking the Maelstrom is connected with a shootout and escaping through the service shaft. All members of the Maelstrom gang will be hostile to you and you will have to eliminate them to reach the exit.



This will also lead to an optional boss fight against Royce, in a powered armor, if you have not liquidated him during the negotiations.

The battle with Royce is described in detail on a separate page of our guide, in the chapter titled Bosses.



When you go outside, Meredith Stout will be waiting for you. The woman will say that she likes the way you solve problems and will express her willingness to continue working together. Talk to Jackie, then call Dex to report back on the job.

You solve the case yourself



If you have not used Meredith Strout's help and do not have the money of your own to pay for Flathead (peaceful conclusion to the job) you will be forced to start a fight with Maelstrom. Militech will not help you in the fight so you can only count on your own skills and Jackie.



When you get out of All Foods warehouse, talk to Jackie, then call Dex and let him know that you got the Flathead on your own because you didn't want to take any risks with Militec.

Freeing Brick - optional

While escaping from All Foods warehouse, you can find and save Brick, the previous Maelstrom boss. If you want to help him, you have to keep in mind that **this will affect a subsequent optional task, related to power struggle in Maelstrom.**



Brick is kept in a closed room, which can be seen in the picture above. The entrance is blocked so you will have to open it.



You will find a laptop nearby, turn it on and start browsing messages from the inbox. **One of them contains the code for the door: 9691.** Enter the code on the numeric keypad at the door to enter.



Brick was effectively immobilized by a laser trap that can detonate a mine as soon as it senses a false move. For Brick to get out of this alive you have to disarm it and you can do it in several ways.



The first way is to examine the mine and disarm it, but it requires at least 7 points in Tech Ability.



The second way is to turn the scanner on and try to disarm the mine by hacking - the disarm action uses 2 RAM.



The third way is to go back to the previous area and find the detonator. You can choose the option to disarm the mine.

The Heist

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the main mission called The Heist.

V did all the preliminary tasks assigned to him by Dex: he talked to Evelyn Parker, and got the Flathead robot from the Maelstrom gang. It is time to go to a meeting with DeShawn to discuss the following steps.

Mission awards: 1 Street Cred, 1 Attribute Point, 1 Perk Point.

Head to the Afterlife

At the All Foods warehouses you will find a fast-travel point where you can immediately move to the Afterlife club without having to ride through the city.



Once you're there, go talk to Jackie, who is waiting for V before going down to the club. After a short talk, follow your friend and wait at the bar to meet Dex.

Take part in the briefing



When the bodyguard comes for you in the bar, go to meet Dex in his private cabin. T-bug will already be there. Put Flathead in the suitcase.



Before you start the briefing, Dex will have one question for V - how did the meeting with Evelyn Parker go.

1. **Pretty well. Saw Konpeki Plaza from the inside:** you are talking about a recording from the inside of Yorinobu Arasaka's apartment that you saw at Lizzie's. If you choose this option, you won't convince Dex. He will ask you again if there is anything more behind it. You can stick to Evelyn's plan (cut Dex from the deal), make the fixer start to worry (There's something strange about her), or tell him the truth (Yes. She says we don't need you);
2. **Not bad. But She wants to cut you loose:** if you say what Evelyn is planning, Dex will later increase your cut to 40% as a thank you. If you do not reveal this information you can try to negotiate, but you will not get more than 35%.



After this brief introduction, take the splinter from Dex and use it to see the details of the job. The task is to be carried out quietly, without attracting attention and without dead bodies. After the presentation you can ask Dex some additional questions. When Jackie asks if you are ready, you can nod or say you need more time. **If you want to complete other tasks before taking up the main job, remember to take the suit when leaving the lodge.**

Follow Jackie

After a short ride in a luxurious Delamain cab together with Jack, you will reach the entrance to the luxurious Konteki Plaza hotel.



Wait for Jackie to take out the suitcase with Flathead and then go with him to the hotel. When Jackie is stopped by bodyguards, you have to play your part and say you are arms dealers.



Go to the reception counter and talk to the receptionist. The woman droid wants to inform Mr. Taki about your arrival, and this complicates the course of the mission a little. You need to keep the receptionist busy talking, and you can choose between different response options depending on the progression of your character. As Corpo, you can intimidate her, otherwise Jackie will tell a convincing story.

It doesn't matter how the conversation goes, because it only serves to build the right atmosphere.

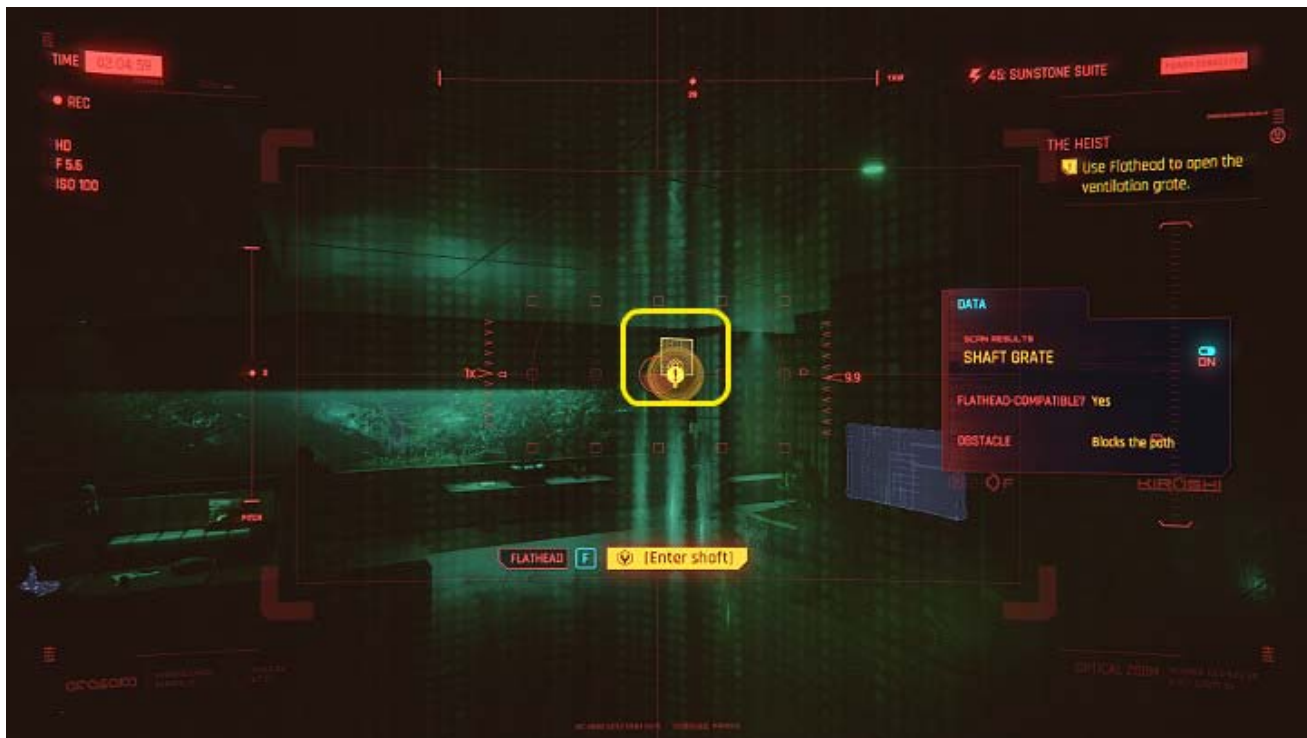


Get in the elevator with Jackie and go to the rented apartment Lapis Lazuli on 42nd floor. When you cross the threshold of the room, talk to T-Bug. It is time to get to work.

Scan for an entry point for the Flathead



Turn on the scanner and find the entrance to the shaft to let Flathead in. **It is located by the window, on the right wall from the entrance, behind a curtain.**



Unfortunately, the robot will get stuck. Take the control chip from Jackie and take control of Flathead. When T-Bug switches you to the hotel camera view you will have to turn on the scanner and guide the robot to the next vent. **You will find it on the right side, just under the ceiling.** Order the robot to enter the shaft.



When you switch to the view from the next room, **scan the entrance to the ventilation shaft, which is located near the floor, by the window on the left.**



As long as the maid is standing there, Flathead will be unable to squeeze through. **Scan the terrarium's temperature controller, which you will find on the right, and then lower the temperature with Flathead.**



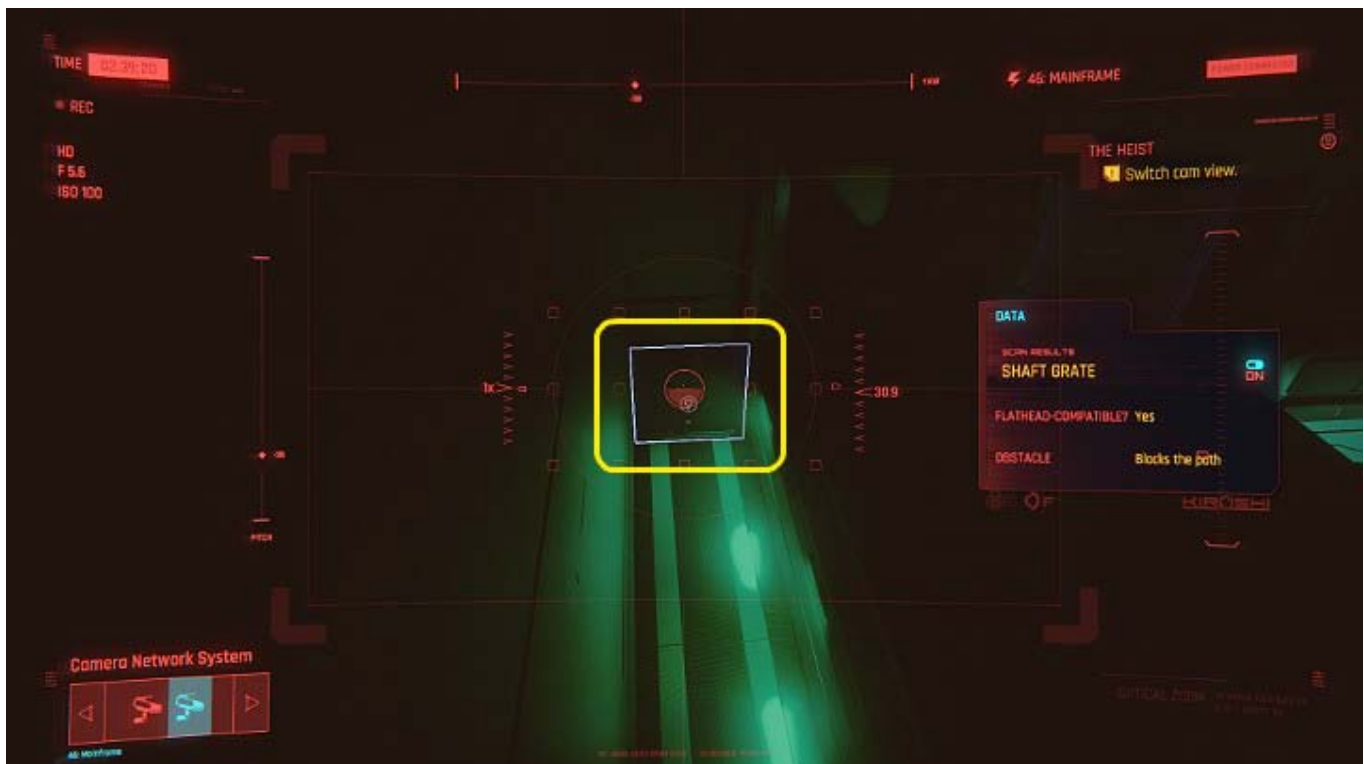
When the maids go to check what is happening to the terrarium, order Flathead to enter the previously scanned ventilation shaft.



The next section is very simple. Direct Flathead to the ventilation shaft at the end of the corridor to get to the security room.



Now you have to force the lock to get to the resident's room. Unfortunately, the robot cannot handle this task so you have to look for another solution. **Turn on the scanner and look for a CCTV network jack. You will find it near the floor, to the left of the door.** Connect Flathead to it and then switch to the view from the camera behind the door.



Once you have switched to the view from the netrunner room, **scan the ventilation shaft, which is located on the left, in the corner of the room**, and then switch to the view from the second camera (security room).



Scan the entrance to the ventilation shaft on the right and order Flathead to go inside. Return to the camera image from netrunner's room.



All that remains is to connect Flathead to netrunner's chair and upload T-Bug's daemon (virus) to neutralize it. Log out of the hotel network.



Now you have to wait until T-Bug does her part of the job. Sit down on the couch to skip some time.

Head to Yorinobu's penthouse



The penthouse's security measures have been disabled so it is time to return to the game. Go with Jackie to the elevator and to the 100th floor, to Tavernier Suite.



As you know very well, the biochip Evelyn Parker is so keen on is hidden in a safe that has been hidden under the floor of the apartment. **To get to it you have to find the control panel that will reveal the safe. You will find it in the cabinet on the left side of Yorinobu's bed.**



Before you go open the safe, remember to take the gun that Yorinobu Arasaka put on the cupboard on the other side of the bed. It may come in handy later on.



Approach the safe and jack in with a direct link. While T-Bug tries to access the safe, someone will land on the hotel's roof and all the staff of Konteki Plaza will be put on standby.



Yorinobu is returning to his apartment. Let Jackie take the Relic and then hide behind the hologram in a large pillar. The entrance is located by from the windows.



You will witness Yorinobu's meeting with his father, Saburo. The Emperor accuses his son of wanting to sell their greatest achievement to the American services, and he cannot forgive him for such treachery. Yorinobu will kill his father, a red alarm will sound in the hotel, and V and Jackie must leave the building, fast.

Go to the balcony door

After a short while, T-Bug finds a way out of the trap and lets you out through the glass door straight to the balcony. Unfortunately, T-Bug has been traced and communication with her was lost so from now on you are on your own.



Go outside and turn left. Go up the narrow ledge and walk around the corner of the building to try to get to the ladder.



When your presence is detected, you have to jump off the building to save your lives. You will fall into one of the service ducts. Unfortunately, Relic has suffered from the fall and you need to inform your client about this - call Evelyn Parker.



The integrity of the chip is only 86% and is constantly decreasing. There is only one solution - one of you has to connect Relic to their own neurosocket and Jackie volunteers. Now you have to get to the garage and take reach the Delamain cab.

Reach the elevator

If your presence is discovered during the escape, an armed welcoming committee will be waiting for you on the lower floor and you will be unable to act quietly.



After descending the stairs you will encounter two bodyguards. Take care of one opponent (sneak up behind him and take him down quietly) and Jackie will take care of the other. **Before you go any further, make sure you have pick up the weapons and additional mods from the bodies of the defeated guards.**



When you get to the next corridor, wait a while until the security guards finish talking. They will split up and one of them will go on a patrol, giving you some time to disable the camera on the left - hack it.



Approach the first bodyguard and eliminate him. Then sneak up to the second bodyguard and finish him off in the same way.



Further down the corridor you will encounter another two guards. **First sneak up to the one who is standing closer, grab him from behind, drag him away a bit and then break his neck.** The second bodyguard will not know the situation and you will be able to deal with him in the same way. **Hide the bodies so they are not found by the other guards.**



Two more bodyguards are stationed in the next room. Instead of walking down the corridor, use the passage on the left side and get a chance to surprize several more opponents. They are much more alert than others and actively patrol the area. You can hide behind the flowerbed by the window and avoid or eliminate them - the decision is yours. **Remember to hide their bodies.**



There are more opponents ahead of you. **When one of them goes a bit forward, eliminate the enemy that stands closer to you.** You can now eliminate the second target. Go on along the corridor.



You will reach the next guard. Finish him off quietly and hide the body so it is not found by the other guards.



When the two guards on the left enter the room on your right, you can safely get past them or eliminate them one by one. **However, before you start doing anything, hack the camera which is located in the hallway on the left side.**



If you have decided on the second option, go to the first bodyguard and drag him out of the room, then break his neck and hide the body. It will be harder to surprise the other opponent so you have to wait for the moment when he turns to the right. **When he looks to the left he will notice you even when you stand in the room's entrance.** If this happens, just back off and try again.



Go forward and turn right to find out that the nearest elevator is locked. Go further down the corridor to the second elevator. **This area is patrolled by a single opponent so don't get caught.** As soon as he turns around, get behind him, finish him off and hide the body.



In the next corridor, right next to the elevator, two guards are stationed together with the commander - he is better armored and armed. You can try to lure them out one by one with quickhacking or wait for them to split up to eliminate them quietly. **However, before you act, it is worth to disable the camera on the right side.**



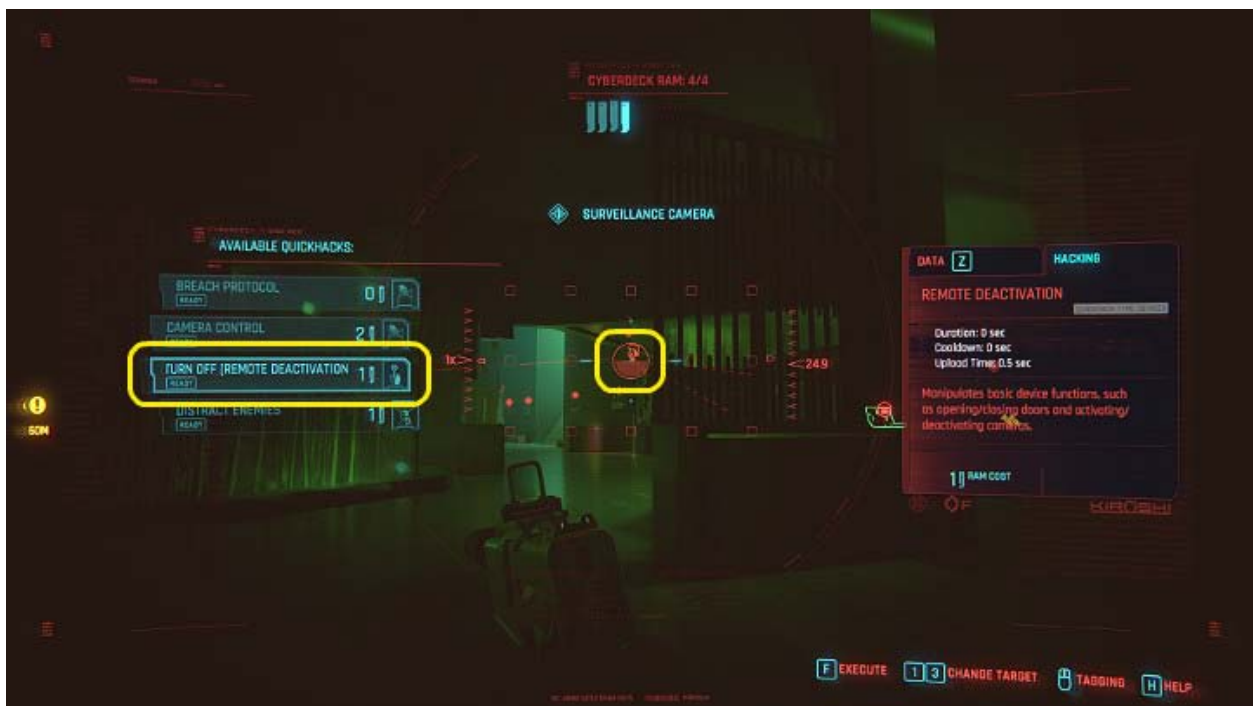
Now you can sneak up on the first opponent and eliminate him when he is not looking in your direction. You can do the same with subsequent guards. First eliminate the one by the elevator, as he is looking towards his colleague, and then the guard standing in the hallway.



Remember to search the commander, then go with Jackie to the elevator and go down to the lobby. You've cleared that floor of the hotel.

Reach the elevator to the garage

More opponents are waiting in the lobby. If you want, you can eliminate them quietly or start shooting right away (then fire from behind cover to save health a bit as you'll activate defensive turrets). **This stage can also be completed without any combat or by keeping victims to a minimum.**



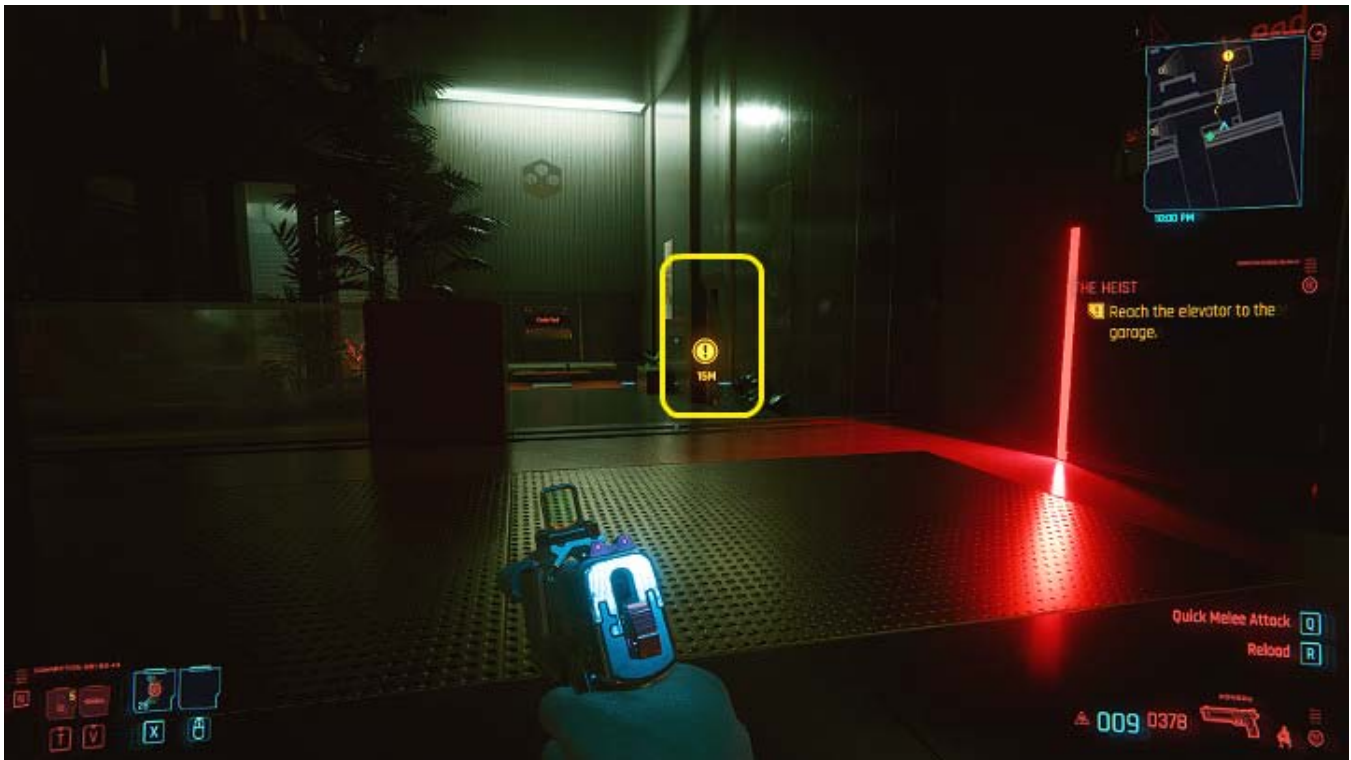
As soon as you get out of the elevator it is worth taking care of the camera, which was installed in the first corridor, on the right. Turn it off so that it does not interfere with your further escape.



If you want to act stealthily, mark all targets with the scanner and then eliminate the first guard on the right - just to be sure.



Then patiently get past subsequent guards when they are not looking. The best way is to go along the wall and then left behind the pots and straight to the elevator. **To make this task a little easier for yourself remember to hack the cameras - one is located opposite the entrance, in the further part of the corridor, and the other just next to the elevator.**



When the guards patrolling the area by the elevator start to go left, this is your chance to get to the elevator without fighting.

Enter the Delamain



The garage is tightly guarded so you will not get into the vehicle unnoticed. **If you want, you can fight or just run out of the elevator and dash straight for the cab to complete this stage of the job.**



Unfortunately, your problems are not over yet. Enemy forces sent three battle drones after the cab. **You can try to shoot them down or hack them (short circuit).**



Once you're safe, things will take a really bad turn. Jackie's medical scan reveals that he is in critical condition but you will not be able to do anything to save him. However, you can decide what will happen to the body.

1. **Nowhere. Wait here for me:** you will unlock an additional side job called *Heroes*.
2. **Take him home, to his family:** you will unlock an additional side job *Heroes*.
3. **Take him to Vik Vektor's clinic:** you will unlock additional dialogues and scenes related to Jackie in one of the *later main quests*. You won't be able to get the *Heroes* side quest but you will receive messages from Jackie's mother and keys to his motorcycle.

Head to room 204



Get out of the cab, enter the No-Tell Motel and go to room 204 to talk to Dex. DeShawn will not be happy with the mission's outcome and proposes to play it out the following way: meet with Evelyn, get the money and then the hell out of Night City. First, however, he tells V to wash the blood off their face.

If you tell him that you have failed to get Relic, he will answer that this is the only good news of today. However, this does not affect the further course the story.



As soon as you get cleaned up and leave the bathroom, you will be attacked by a security guard. Dexter will pull out the gun and shoot V. That's how The Heist ends.

Love Like Fire

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called Love Like Fire.

V, with the help of Jackie and T-Bug, acquires the Relic. Unfortunately, the mission went south real bad: T-Bug disappeared, and Jackie paid the highest possible price for it - he lost his life. When V meets Dexter to give him the chip, he is betrayed by the fixer and shot.

Mission awards: none.

Go on stage



You can probably guess who's your current avatar - Johnny Silverhand himself. You are seeing a flashback from 2023, you are in The Hammer club. Go straight to the stage and grab the microphone.

Go outside



Rogue and Shaiton are waiting for you there. Get in the helicopter and enjoy ta flight over the city.

Defeat Arasaka's forces



Wait until Shaiton is shot, then get on the machine gun and eliminate all enemies that are on the roof of the skyscraper, as well as the shooting turrets. When the area is clear, the helicopter can land.

Find the elevator



Get out of the helicopter and follow Spider Murphy. When the door to the building is opened you will be attacked by Arasaka's security so you will have to break through.



When you reach the elevator, open the door and place an explosive charge inside. Then go out into the lobby and shoot the elevator mechanism to make it fall down. Then talk to Rogue about what else you want to do here and go through the double door.

Find an Access Point to the network



In the large room behind the door there are many security guards waiting for you, but they shouldn't cause you much trouble because Johnny has a powerful weapon. One accurate shot to the head effectively eliminates the target.



Take the stairs to the upper floor and proceed to the spacious office. You will find the access point on the wall on the left side. Jack in and upload the virus.

Return to the rooftop



After the virus has been released into the network, you must evacuate the building. Adam Smasher and his men will stand in your way. After a short cut-scene, run to the roof and jump onto the helicopter. You will see another next cut-scene, after which you need to follow the instructions that will appear on the screen. After that, Love Like Fire will be completed.

Act 2

Playing for Time

On this page of our guide for *Cyberpunk 2077* you will find a detailed walkthrough for the mission called Playing for Time.

Johnny Silverhand was captured by Adam Smasher and then brought to the Emperor, Saburo Arasaka, and he has him connected to the soullkiller. After these events, V wakes up at the junkyard, in critical condition.

Approach the stranger



You will see a digital environment in which you will notice a red figure that resembles Johnny Silverhand. Follow him, and when you tap him on the shoulder, this strange sequence will end.

Dig Yourself out



V will wake up at the city's garbage dump. Apparently, he was declared dead after he was shot by DeShawn and left to rot under a layer of garbage. But something brought him back to life. Crawl out of the rubble and crawl forward a little.



You will be caught by Dexter and pulled up to face Takemura (Arasaka's bodyguard), after which you will witness the murder of DeShawn. After a while Takemura will call Yorinobu with the information that he found his father's killer.

Neutralize the motorcyclists



Takemura will put you in the car and then save your life with some powerful drug. When you are attacked by motorcyclists, you will get a gun and have to deal with them. Shoot the vehicle to cause an explosion.



One of the robotic killers armed with long claws will jump on the hood of the car. You may try to kill him, but the attacker will still be stopped by the car's frontal collision with a billboard.



When Takemura asks about a doctor you know, say that Viktor will definitely help you. Call a Delamain and have the cab to take you to Viktor's clinic.



After a longer movie cut-scene, V will wake up in Viktor's clinic and tell him about a strange dream, about the fact that was someone else and what he was doing there. Viktor will explain that it wasn't a dream but memories, and that V has Johnny Silverhand's ROM construct in his head and what he experienced was the rocker's past. Worse still, Viktor will inform V that the biochip is like a ticking bomb and he/she has not much time left, a few weeks at most. After some time, Silverhand's construct will be completely copied onto his brain and his consciousness will eventually be erased.

If you want to know exactly how it happened, you can ask Viktor to tell you everything in detail.

Leave the apartment



Talk to Johnny. After a short pause, V will take a medicine to block the unwanted intruder who has entered his mind. When you're in the apartment you can do some extra things. Takemura will call you and invite you to a meeting at Tom's Diner restaurant. Leave the apartment and go to the designated place.

Meet with Takemura



Enter the restaurant and approach the table where Takemura sits. The man will explain that he saved V because he needs his help. Takemura apparently found out that it was Yorinobu who murdered his father and wants to take revenge, and Evelyn Parker, who unfortunately left the town and covered all her traces, is supposed to help him. To convince V to cooperate, he explains that Arasaka corporation, as the chip's manufacturer, can save his life. During the conversation you will be given access to two main missions.

1. *Automatic Love* is related to the attempt to find Evelyn Parker;
2. *Ghost Town* is related to the Afterlife club and cooperation with Rouge, an old friend of Johnny Silverhand's, who can help convince Anders Hellman.



After a long conversation, Takemura will leave the restaurant and Johnny will take his place. He claims he's cooled down and no longer wants to kill V but to cooperate with him instead, and even help may help with Rogue. With this, *Playing for Time* will be completed.

Automatic Love

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough for the Automatic Love quest. After the meeting with Takemura, V has to find Evelyn Parker to find out if she can help him. When they last met, Evelyn promised to get rid of Relic.

Reward for the quest: XP

Find Evelyn at Lizzie's Bar



You can start the task with an optional conversation with Judy. When V calls her, Judy will not want to talk to him about her friend. From her tone, you can guess that she is hiding something.



Time to go to Lizzie's Bar. Max will greet you at the door. Tell him that you want to talk to Judy and he will let you in.



When you go down to Judy's studio, you will hear the editor arguing with Susie Q - apparently, she is one of the workers. Talking to Judy can have many courses, depending on how you developed your character. **But it all comes down to the fact that Evelyn is a doll and used to work in the Clouds.** On the editor's desk, you will find a cigarette case with an address. As soon as you try to leave the Mox Club, Judy will ask for one more thing - she wants to know how Evelyn is doing.

Go to Megabuilding H8



When you get to the right building, enter the elevator and go to the 12th floor. During the ride, Johnny will have a little bit to say so you can talk to him if you want.



Go straight to the reception desk and connect to the terminal. When you ask about Evelyn Parker, the receptionist will answer that she is not available now, but they will help V choose the right partner.



Before choosing the doll, you have to choose a security password that you can use to stop the session at any time.



After reading the V's profile, two doll proposals will appear on the screen: Skye and Angel. **Your choice will not matter.**

Ask the doll about Evelyn



Go to booth 9. **You don't have to take part in the session with the doll. If you want to skip it, just use your security password right away and go to get information about Evelyn Parker.** If you decide to stay with the doll until the end of the session, you will get some interesting information about V.



When you ask about Evelyn Parker, the doll will not say anything at first. When she gets up, you can get the information you need in several ways. **You don't have to pay, just ask politely, and you'll find out that Evelyn had some things in common with Tom (another doll) and V should ask him about her (VIP area, both no. 2).** Besides, one of the clients deceive Evelyn - there was a commotion, they called the security and silenced the case. **The incident occurred in her booth - 11.**

Get inside Evelyn's booth - optional



If you want, you can go to booth 11 and check if you find any traces of the incident mentioned by one of the dolls. First of all, look at the traces of blood on the wall. Also look into the gap on the left side of the bed.



When you turn on the holoprojector, you will see a strange scene from which you can guess that Evelyn Parker suffered some kind of short circuit and behaved strangely. Apparently she became a target of netrunner attack.

Get inside the VIP area

You can force your way to the VIP area, but then you will be considered an enemy and won't be able to complete your visit to the Clouds peacefully.



In front of the door to the VIP area, you will see a scene where one of the clients is sent away by two security guards. It will not be easy to get inside, but there is a way.

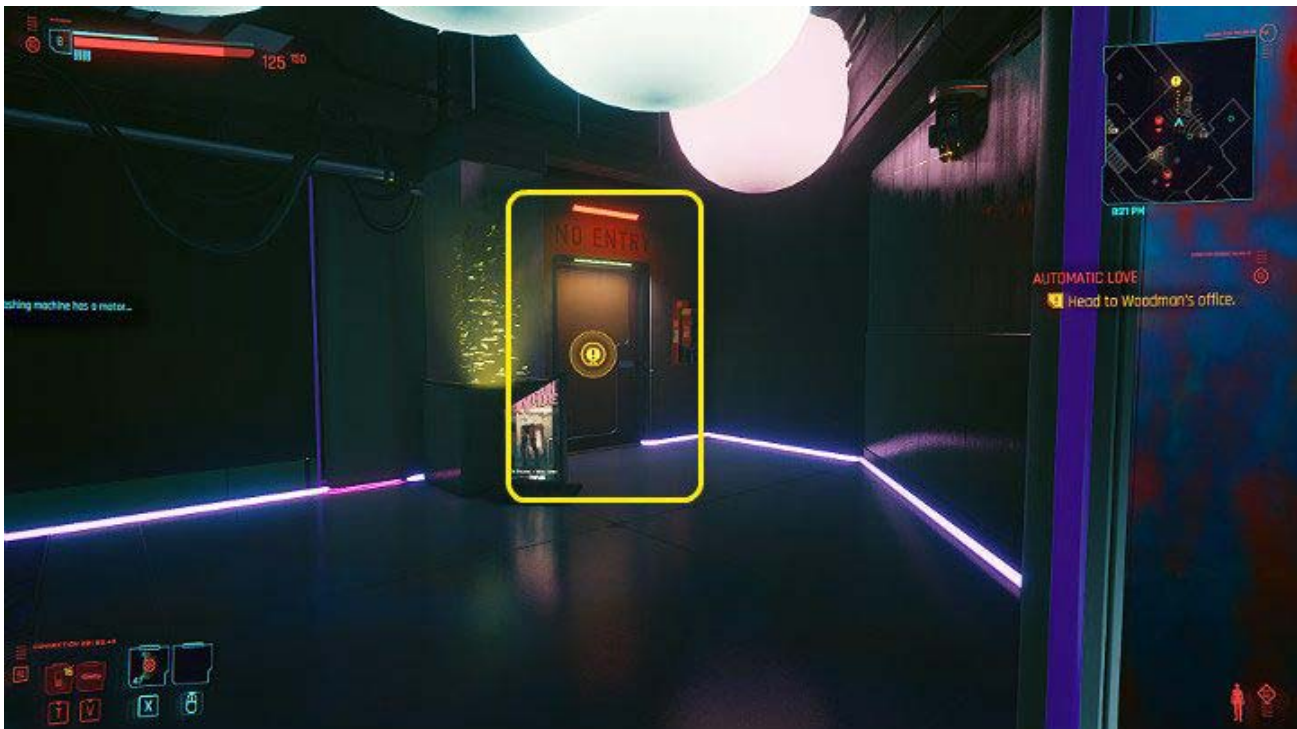


Follow one of the bodyguards to the bathroom and wait until the man starts using the urinal. Go from behind, grab and disarm him (or kill him if you like) and then take his access card. You can hide the body in the container, which you will find on the left side after leaving the toilet.



Go to the VIP floor when the security guard walks away and enter the room on the right side of the bar to talk to Tom. When you ask about Evelyn Parker, you will find out that the man also tried to contact her, and unfortunately, it did not work. The woman is said to have left for Oslo - this is what Woodman told him.

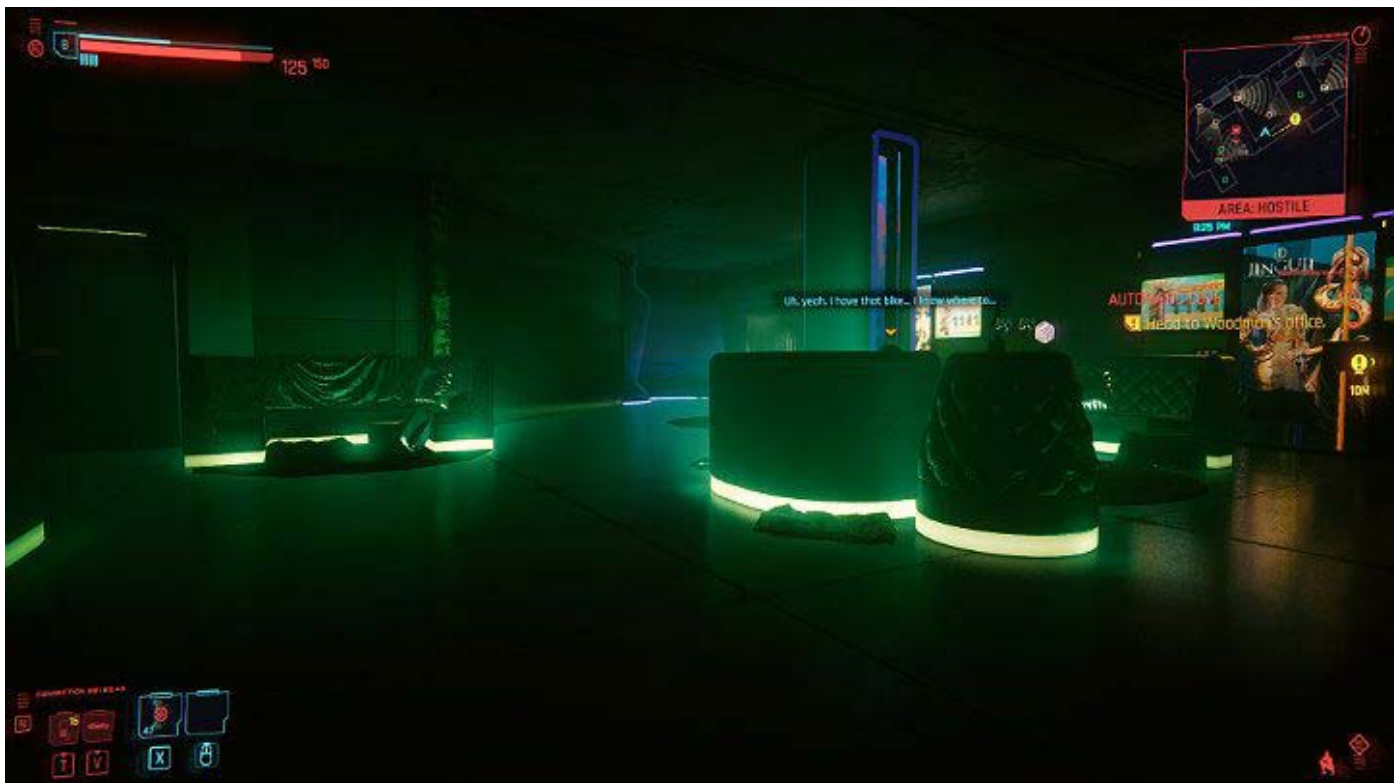
Head to Woodman's office



Go to the back room to talk to Woodman. You will find the entrance behind the door with a NO ENTRY sign. **Go inside when the camera next to the door is turned the other way and the bodyguard leaves his post.** You must know that you are entering hostile territory.



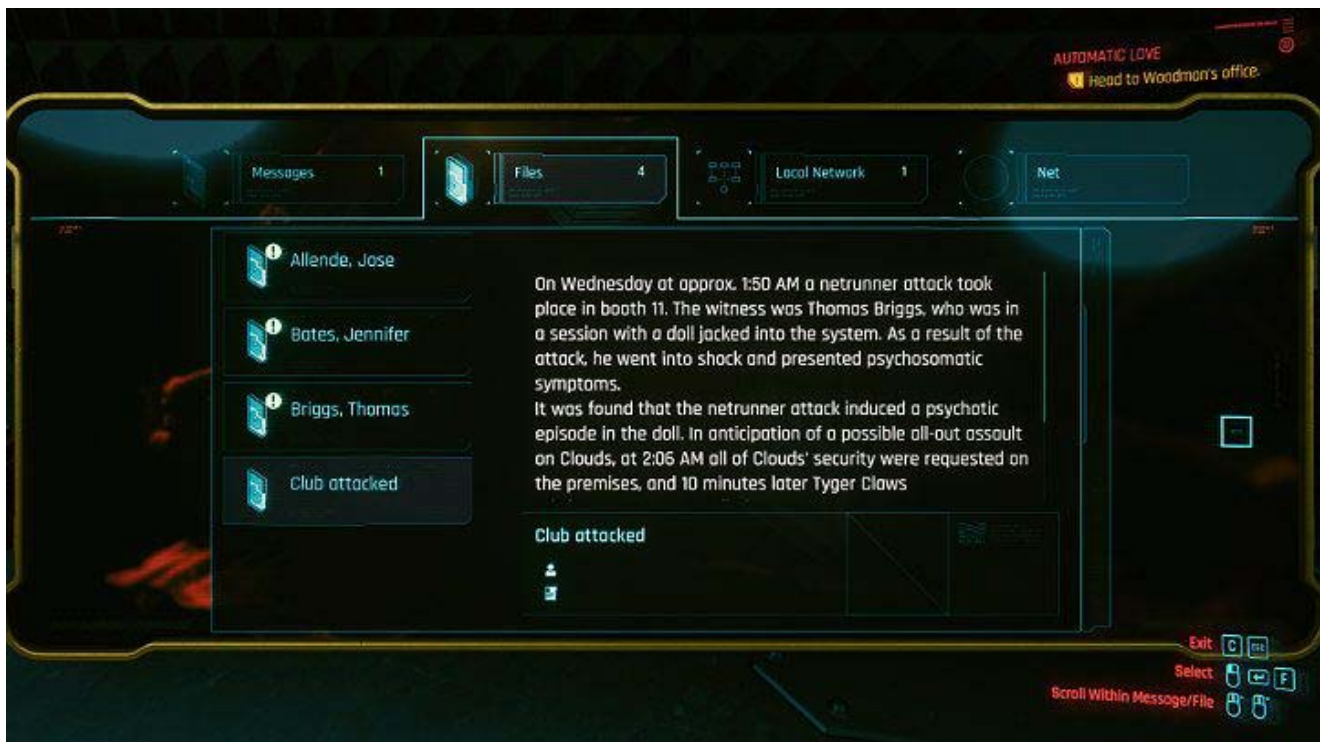
The club owner can be reached without bloodshed. If you have a highly developed Technical Ability attribute (at least 7 points) or an appropriate Body (at least 9 points), you can walk down the corridor and open a closed zone.



If you cannot open it, don't worry. Enter the room on the left and eliminate one bodyguard quietly or avoid him while he is on the phone. Go through the door on the other side of the room, then go straight and turn into the hallway on the right. Woodman's office will be a little further to the left.



However, before you go to talk to the boss, it's worthwhile to explore a bit. **In the room opposite Woodman's office, you will find a control room.** There is one bodyguard inside, which can be easily neutralized.



Shard lying in the corner of the room contains info about changes in the schedule. You will also find messages on the computer that can help you in your upcoming conversation with Woodman.

The most important message concerns the attack on the club. You will learn from it that on Wednesday around 1:50 a.m. a netrunner attack took place in booth number 11. This is the private cabin of Evelyn Parker.



In the room opposite the control room, you will find a locker-room, and in there belongings of Evelyn and weapons. It is worth taking it, just in case.

Confront Woodman



The conversation with Woodman has many scenarios and can end in two ways: peacefully or brutally. **If you have set off an alarm in the club, you will not be able to come to an agreement with Woodman.**

Make a deal with Woodman



If your character has a high Intelligence attribute, if you have previously examined booth number 11 and/or read the messages from the computer in the control room, you can make an agreement with the club boss. You can choose from many dialog options.

1. You look like a reasonable man, let's make a deal. Looks like you've got a netrunner problem (at least 7 points of intelligence is required). It will lead to option: Tit for tat- only if you help me.
2. I'll pay for info.
3. You see only Tyger Claws. Got no idea who's behind them (exclusive Corpo option).

Once you reach an agreement, Woodman will activate the elevator in the hallway to the left of the office exit. **If you have used your Technical Abilities, remember to tell Woodman the information you promised, to avoid conflict.**

If you talk with Woodman and leave him alive, you may find him later while performing the *Ex-Factor* quest.

Intimidate Woodman



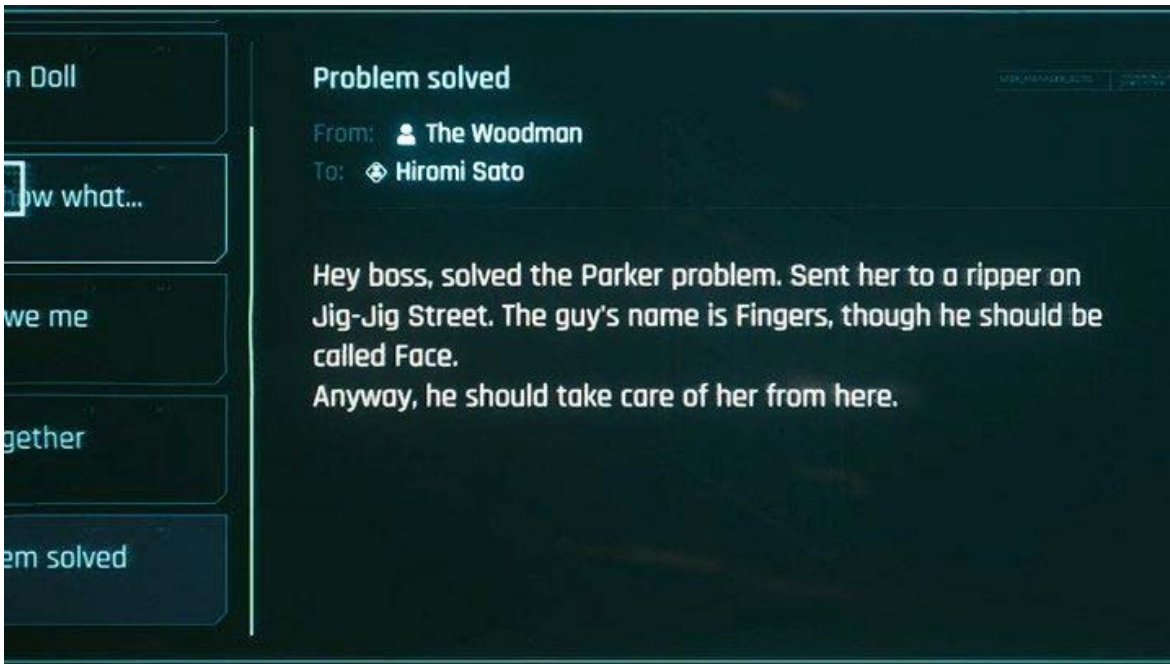
You can intimidate the boss if you've watched the hologram from Evelyn Parker's booth, completed a side job *I Fought the Law* and/or *Monster Hunt*, or use non-aggressive dialogue options, such as:

1. One way or another, I'll find out;
2. Let's not make this harder than it has to be;
3. Your bosses should know how you treat customers.

When you intimidate Woodman, you will receive the necessary information and he will activate the elevator, which is located in the hallway to the left of the office exit.

If you talk with Woodman and leave him alive, you may find him later while performing the *Ex-Factor* quest.

Kill Woodman



If you have entered the club by force or want to get rid of the boss, you will have to fight Woodman. A man will attack the moment you cross the threshold of his office. **When you kill him, search his computer to get the information you need that you couldn't find otherwise.**

The result of the interrogation



No matter how you end the case with Woodman, you will find out that dolls have one goal - to make a profit. Evelyn stopped making a profit, and Woodman got an order to dispose of her. However, he did not do so and handed her over to the ripper, who was supposed to fix her. **They call him Fingers, and his clinic is located near Jig-Jig Street.**

Leave the Clouds



If you have made a deal with Woodman, use his private elevator to get down to the first floor. **Before leaving the club, remember to take back your weapon, which you have deposited earlier.**



Enter the elevator and go to the first floor. During the ride, there will be another confrontation with Johnny, who will want to persuade V to join in the destruction of Arasaka. **Johnny wants to find Mikoshi - the place where engrams are kept.**

The Space In Between

On this page of the *Cyberpunk 2077* game guide, you will find a detailed walkthrough of The Space In Between quest.

The visit to the Clouds club turned out to be a success. V gained information about a ripper called Fingers. It is time to go to the clinic on Jig-Jig Street.

Call Judy - optional



Before you meet with Fingers, you can keep your word and call Judy to tell her what you discovered about Evelyn Parker.

Go to Jig-Jig Street



Fingers' Clinic is located in an alley, at the end of Jig-Jig Street. Before entering, you will meet a few gangsters, and you can bypass them in several ways.

1. **Fighting:** just eliminate everyone;
2. **Punk:** if your character was Punk in the past, you can talk to the thugs and they will let you in;
3. **Strength:** you can break down the side door;
4. **Intimidation:** if you have the appropriate Body attribute level, you can intimidate people before entering;
5. **Clever:** Jump on the nearby dumpster and then on the canopy to get to the open window;
6. **Lie:** you can say you are looking for Fingers because you have a problem with the implant.

Talk to Fingers



Enter the clinic and go to the second floor of the building. Interestingly, you will meet Judy on the spot. Concerned about her friend's fate, she immediately showed up. Fingers are said to be a terrible bungler and butcher.



Several other customers are waiting in line for the ripperdoc. If you want, you can wait for your turn or try one of the alternatives.

1. Force the door to the Operating Room (appropriate Body is required);
2. Use the side entrance, which leads through the window in the waiting room and then through the grating (high Technical Ability required);
3. Convince other patients to let you go (with money, threat, or calm);
4. Hack the computer to set yourself at the beginning of the queue.



After entering the operating room, start talking to Fingers, and then go to his room. Depending on the dialogue options you choose, you can lead a conversation in different ways: peacefully, by force or with the help of Judy.

If you decide to use force and hurt Fingers, remember that he will not be available as a ripperdoc later.



Finally, you'll be able to get some information out of Fingers. When he realized he could not help her, he called his fixer, Wakako. On the same day, Evelyn was taken away and used to record braindances (XBD).

Disasterpiece

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough for the Disasterpiece quest.

V paid a visit to a ripperdok known as Fingers. After a short interrogation, you learned that Fingers had sold Evelyn Parker to his fixer, Wakako. Evelyn is to be used to record specific braindance (XBD).

Talk to Judy



Go out of Fingers' clinic and talk to Judy. The woman is broken that Fingers let Evelyn return to the Doll House. Judy also explains that black braindances are difficult to track because illegal studios are moving from place to place. However, she has an idea - the "Pleasures of Night City" page has its "underground" version. Maybe you can learn something there.

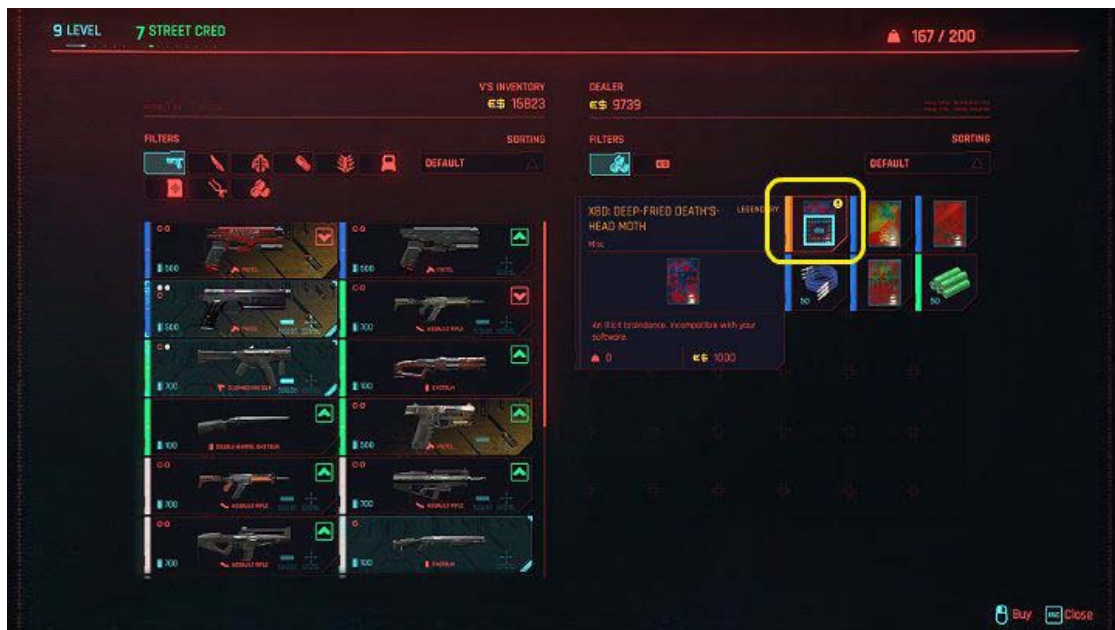
Black braindance - how to get it?

You can get black braindance (XBD) in several ways. If you decide to call Wakako or meet her at the restaurant, you will find out that the woman cannot get you such a recording, but she will tell you where to buy it.

1. Buy braindance from a dealer who has his store in an underground passage on Jig-Jig Street;
2. Connect to one of the terminals and, together with Judy, see the darknet version of Pleasures of Night City website.



You will find one of the enters to the dealer of black braindances in the place in the picture above. Go down to the underground warehouse.



The recording you are looking for costs \$1,000 and is called XBD: Deep-Fried Death's-Head Moth.

Analyze the braindance and find out where it was recorded



Go to Judy's car and get ready to play the braindance. First, watch the whole recording to know its content, then go to the edit mode to find out where it was recorded.



Turn on the visual layer and move the recording to about 00:15 seconds. Analyze the pizza on the worktop on the left.



Stay in the visual layer and move the recording to about 00:25 seconds. Analyze the laboratory suit.



Stay in the visual layer and move the recording to about 00:40 seconds. Analyze the mug on the editor's desk.



Once you have found these three traces, you can leave braindance. **The tracks indicate that the recordings were done in an old power plant in Charter Hill.** If you want, you can go to the place together with Judy right away.

Reach the main building

The main objective of the mission (room on level -2) can be reached in many ways, some of which are related to Technical Abilities or appropriate Body attribute. **In our guide, we will focus on the path that can be followed, regardless of specific attributes and without using firearms.** If there is an alternative path, we will inform you about it.



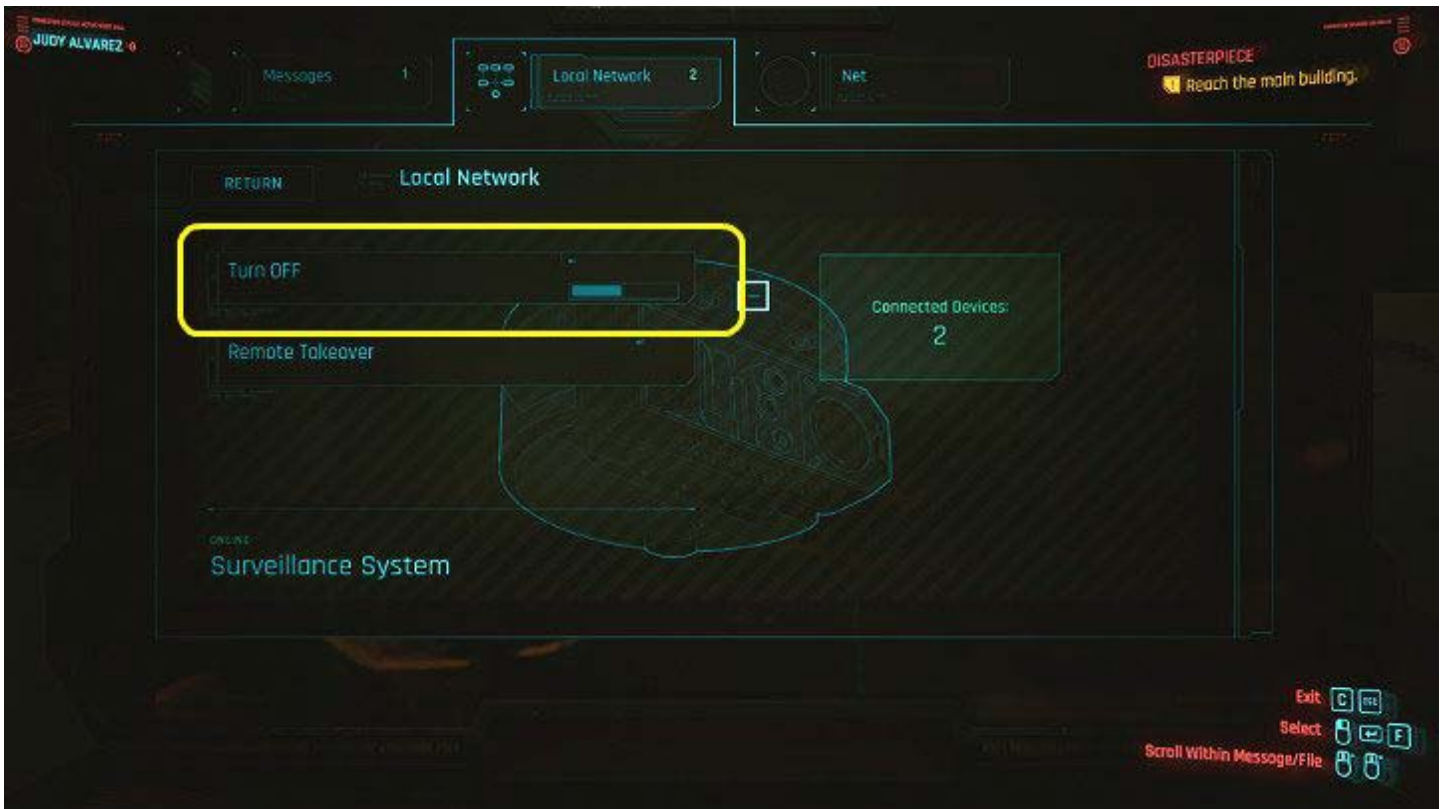
The main door is closed (Technical Ability of at least 7 points is required), but you can also get to the closed area by climbing a pile of wood, which you will find on the left.



Go straight, stopping behind the cover from time to time to avoid suspicion. When your opponents get back to patrolling the area, go forward.



You will get to the room where you will find a computer. You will come across one guard there - kill him or disarm him and hide the body in the cabinet on the left.



Use the computer and turn off the cameras. This will make it much easier for you to reach the underground. If you do not do this, you will have to watch out for the cameras when entering the building.



As soon as the guard starts walking to the right, jump on the street and approach the hatch in the opposite building. Open it, and enter the room.



Going straight, you will meet one guard. You can easily avoid them when they aren't looking in your direction.

If you enter through the door where the guard stood, you will get inside the building, but you will later encounter a door that requires force to open (9 Body points).



The alternative entrance leads through a pile of pallets and then to a metal roof. Jump upstairs when guards are not looking.



When you are on the roof, jump on the first oval metal container, and from there, jump on the next one and then on to the machine. All that remains is to jump on the roof of the building and go inside through the door.



Go straight ahead, and when you see a guard, wait until they're away and pass him or eliminate him quietly.



Turn left, and when the guard patrolling the lower level turns the other way, jump down and descend the stairs to the lower level.

Lead Judy through the sub-levels



Going straight and turning left, you will notice a room with two opponents - bypass them and go right or finish them off. **As soon as one of them leaves the desk, immediately finish the one sitting behind the monitors before they finish talking.** Then you will have enough time to take care of the other opponent before he turns around.

If you have got rid of the enemies, you can use a computer and the doors in this room, but the latter requires appropriate Technical Abilities (at least level 9).



In the corridor, which connects with another large room, you can force the blinds (if you have enough Body points) and thus bypass the guards there.



You can also turn right and finish them. **After a while, they'll split up, and it's a great opportunity to eliminate them one by one.**



When you go down the stairs and find the next guards, Judy will offer help, and it is worth accepting it. **As soon as your opponents are distracted, eliminate them one by one.** An alternative solution is to slip through to the stairs when two opponents are not looking in your direction. Go to level -2.

Find Evelyn



Going forward, you will come across one enemy. The door on the left side (9 points of Technical Ability required) is a good shortcut to get into the corridor, which will take you directly to Evelyn's room.



If you don't have enough points, go to a large room. On the left side, there are two opponents, and the third one is patrolling the area. You can easily eliminate them when they stop at a dead-end at the wall opposite the entrance and focus on the fireplace or completely ignore the opponents and avoid them.



Enter the elevated platform on the right side of the entrance and go to the very end of the room.



Turn left and jump on the second metal platform, and then on the next one.



Now you can slip into the hallway through the gap between the metal platform and the pipes. Go straight through the corridor until you reach the room where they are holding Evelyn Parker.



When you are there, follow Judy's instructions. **Grab the cable with which Evelyn was connected to the system and pull it when you get the command.** Then take Evelyn and carry her to the elevator. On the way, you will not meet any more opponents.

Double Life

On this page of the *Cyberpunk 2077* game guide you will find a detailed description of the Double Life job.

V and Judy managed to find and save Evelyn Parker. The woman was kept by the Reapers, who set up a studio for recording black braindances (XBD) in a nearby old power plant.

Rewards for the task: 1 Attribute point, 1 Perk point, Street Cred points.

Talk to Judy



Talk to Johnny, and then go inside the building to talk to Judy. There is no contact with Evelyn, and Judy found two special recordings on her behavioral chip that she wants to show you. When you are ready, go to Judy's studio to analyze the braindances.

Look for clues in the recording

First, watch the whole recording to get a little bit closer to the subject, then go to the edit mode to find the necessary clues.



Turn on the visual layer and move the recording to 00:1 second. Scan the Voodoo Boys hologram (veve symbols) above the altar.



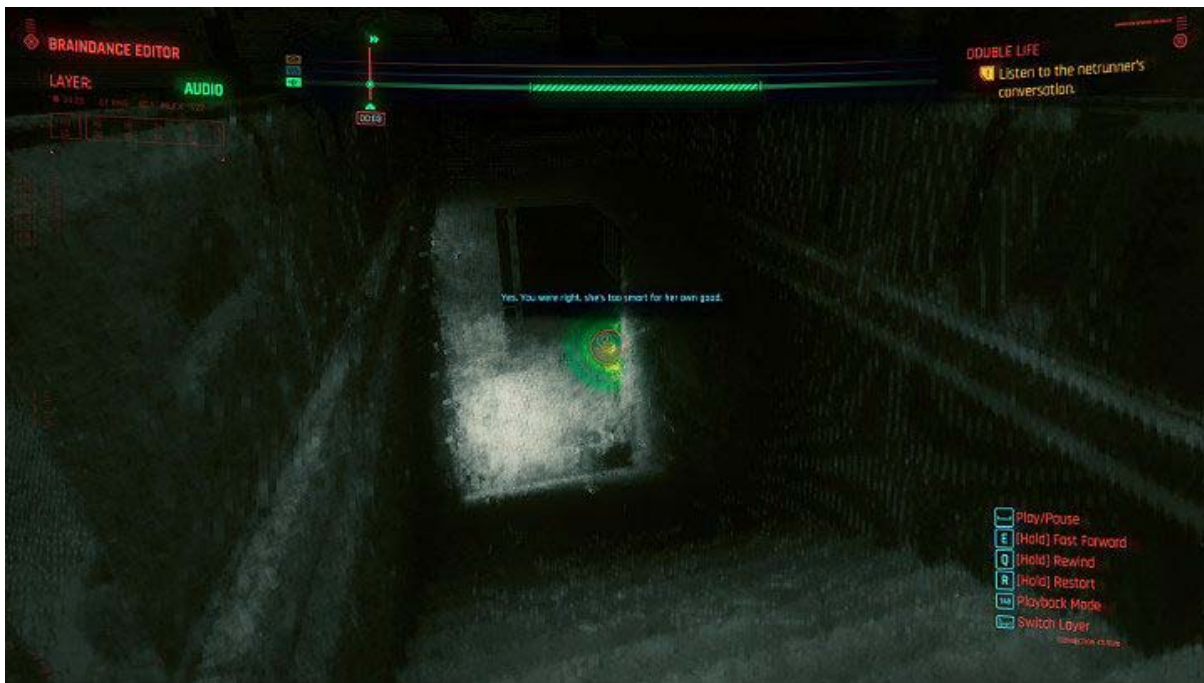
Stay in the visual layer and do not move the recording. Scan the anonymous netrunner - you cannot recognize her face.



Stay in the visual layer and move the recording to about 00:30 seconds. When Evelyn looks down, scan the flyers scattered on the floor. You can now leave the braindance and talk to Judy. It seems that Evelyn wasn't honest with you - she got an order from Voodoo Boys to record braindance and instead she organized the theft of a biochip from Konpeki Plaza. A gang of netrunners took revenge on her and led to an incident in the Clouds.

Watch the braindance

Judy will show you another braindance - watch it to the end. Evelyn eavesdrops on someone on the phone in an unknown language. V suggests that it could be Creole and Judy will start looking for an auto-translator.



Reset the recording, switch to the audio layer, scan the phone and listen to the whole conversation again. You can now leave the braindance.



Judy wonders what Johnny Silverhand has to do with it. **At this point you can hide all information from her or explain to Judy what was on the biochip you stole from Konpeki Plaza.**

Your answer may affect how your further conversations with Judy will proceed when completing the side jobs, so think about whether you want to lie to her now.



Talk to Johnny and try to figure out what these people might want from Alt. Johnny unfortunately does not know the answer to this question, but he suggests finding a netrunner and talking to her about the biochip. Go to the kitchen, talk to Judy and get out of her apartment to complete this job.

Ghost Town

This page of the *Cyberpunk 2077* game guide includes a detailed description of the Ghost Town mission walkthrough.

Takemura wants to find Anders Hellman, and Rogue can help him. Interestingly enough, she is an old friend of Johnny's so he gives up his desire to murder V and decides to cooperate.

Head to the Afterlife



Enter the club and go to the back to meet Rogue, Johnny's old friend. The woman will be in intensive conversation with Panam so you will have to wait a while.



Rogue won't be sure if she wants to help you, because she knows how all those who previously worked with V ended up. Luckily, Johnny will help you during the conversation and you will finally come to an agreement, but **the fixer's help will cost a lot - \$15 000** . After the payment, Rogue will need some time to get the necessary information. Sit down at the bar and wait.

If you haven't collected such an amount yet, it's a perfect time to take up a few side jobs. You can also sell unnecessary equipment to get some money.

Talk to Rogue



Go back to Rogue and pick up an intel shard from her. Netrunner found Hellman in the proprietary records of QianT (subsidiary of Kang Tao, a Chinese corporation). It is used as a cover for "sensitive" operations. **It appears that they are preparing Hellman for the transfer, and Rogue has the route of the nearest Kang Tao transports decrypted for V**. The woman even managed to determine in which vehicle they would transport Anders.

The action plan is as follows: you must intercept Hellman in the Jacskon Plains area, out of Night City jurisdiction and out of Kang Tao range. The mercenary Panam Palmer will help you with this task. **Money is not the only payment that Rogue will accept from V. Before Panam Palmer will help V, he will have to help her recover her lost shipment and car.**

Call Panam



Use the contact you received from Rogue and call Panam to inform her that you can help her. **The woman will invite you to the train station on Bonita Street.** Go to the indicated location.

Meet with Panam



Talk to Panam about what you have learned from Rogue and why you need her help. The merc is not very eager, but she will agree to cooperate. Before you go to Rocky Ridge, Panam wants to first meet with her friends who can help you during the action.



Take the passenger seat and go to meet with Mitch and Scorpion. The men would be happy to help, but Saul (the commander) assigned them to work on the generators. They cannot move from the camp, but in return they will give you some equipment.



Follow Panama to the tent and take a box with additional equipment, then go back to the car with Nomadka, load the equipment into the trunk and take a passenger seat. Time to go to Rocky Ridge. If you want, you can talk to Panama on many different topics during the drive or skip the road to get to your destination right away.

Scan the devices in the area



It is time to get down to business and find something that can be used for an ambush. **Scan any three electrical devices to discover that there is a power shortage in the town** - power needs to be restored.



Follow Panama and use Kiroshi to scan the transformer and then the power source (on top of the building). Talk to Panama to discuss further action.



Take the cables from the trunk and connect them to the car battery. First a plus and then a minus.



Now you need to get to a nearby building to restore power. Break down the door (at least 8 points required) or break out the window, then approach the computer and activate the local network. Go from Panama to the roof and wait for the opponents to arrive.

Take Panam's car

After a short while, the Raffens will arrive and Panama will recommend you to turn on the power - do it. Before you begin, scan your surroundings and mark all Raffen Shiv patrols. **Your main goal is to recover Panam's car, and the keys to it are held by one of the guards - a woman with an Iroquois named Wraith.** You can, of course, shoot everyone, but if you want to act quietly, use the following tips.



Go down the stairs from the roof and wait for the Raffens to split up. Avoid or silently liquidate the nearest target (hide the body, e.g. behind a car).



Cross the street, enter the bar and take care of another opponent. The woman sitting on the sofa is not very active so **hack the slot machine marked in the picture above** to catch her attention.



When a woman starts to look at the machine, approach it from behind and eliminate - you can leave the body, it will not be noticed.



Then go upstairs and take care of the Wraith. **Attack when it is turned towards the windows.** Remember to take her key to Thorton, a Panama car.



Now you can decide whether you take the car quietly and roll away from Rocky Ridge or finish off the other thugs. If you choose the second option, Panam will help you fight and get in the car with you. If you want to leave without a fight, you will have to meet Panama under the city, on the north side.



This is not the end with Raffan Shiv. **Panam wants revenge on Nash - you can help her or not.**

1. **Agree:** You go to Raffan Shiv's hiding place in a nearby mine and there you will have a hard fight;
2. **Refuse:** you want to stick to the original plan, which did not take revenge on Nashu into account. Panama will not be happy about this, but after some time it will pass.

Defeat Nash and his people



Panamas will not stick around and just drive into the Raffin Burrow and the fight will start immediately. Opponents will be everywhere - in the main arena, but also on the side platforms. **It is best to use a long-range weapon with a sight, accurately aim at the head and eliminate gang members one by one.**

Nash, their leader, is more durable and is equipped with a much stronger weapon (sniper with good zoom) so do not expose yourself to gunfire.



After the fight, collect all the fans and talk to Panama, and then get in her car to the passenger seat. You will go to the Sunset Motel to make Panama do business with God.



Once the goods have been delivered and accepted, meet with Panama in a nearby bar. Talk to her and conduct the conversation as you wish. The mission will be over and you will immediately move on to the next main task - the *Last One Turns off the light* (Lightning Breaks).

Lightning Breaks

On this page of our guide for *Cyberpunk 2077*, you will find a detailed walkthrough for the Lightning Breaks mission.

Takemura wants to find Anders Hellman, and Rogue can help him. Interestingly enough, she is an old friend of Johnny's so he gives up his desire to murder V and decides to cooperate.

Rewards for completing the task: Level Up, 1 Attribute point, 1 Perks point, Street Cred points.

Meet Panam at Midnight



Go to a petrol station nearby. Panam is working there on her car. The Nomad has a clever plan - she wants to use the EMP. As soon as the AV is in range, it is enough to cause an electromagnetic discharge to fry its electronics.

Shoot the target using the turret

Get in the car and take the passenger seat. When you get to the dam, you will make a short stop to connect with the turret.



When you switch to the turret view, shoot at the designated targets. First with short series and single bullets, and finally with continuous fire (last target). After the calibration is complete, you will go to the power plant.

Take out the power plant security



As soon as you enter the power plant area, the sky will get full of battle drones, which you will have to shoot down. If you want, you can also use hacking - a short circuit.

Overheating the terminals



Get out of the car, run to the marked terminals, switch to the local network, and overheat them. When you do this with all the terminals, go back to your car and take the passenger seat.



Panam will take you to a convenient observation point from where you see the approaching convoy. **You will get a detonator in your hand - wait for the signal and start a pulse.** You will automatically proceed to the next main mission - *Life During Wartime*.

Life During Wartime

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough for Life During Wartime quest.

V (with the help of Panam) manages to create an EMP and bring the AV to the ground. Now they are going to the crash site to pick up Anders Hellman.

Take out the drones



On the way you will be attacked by a drone cloud. Take control of the turret and shoot down all of them or use hacking.

Reach the AV

Mitch and Scorpion, old acquaintances of Panam, noticed the AV crush and wanted to help without realizing that it was a corporate convoy. Contact with them has been down, and Panam fears for the lives of all the Aldecaldos.



Connect to a drone and scan the area for Mitch, potential threat, and other optional targets. You can start attacking them or try to be stealthy. **The most important goal is to neutralize the launcher. You need to get to the AV control panel.**



Follow the route shown in the picture above and crouch by the rocks to stay out of sight of droids and drones.



Sneak into the control panel when the opponents are not looking at you and turn off the launcher.



As soon as you turn off the main weapon, Panam will join you and you will have to eliminate Kang Tao forces. Without the launcher it will be much easier.

Get in the AV



Get in the vehicle and question the pilot who is keeping a gun at Mitch. **By selecting the proper dialogue options, you will immediately find out where Anders Hellman was taken.** Otherwise, you will have to get this information on your own and fight with additional opponents. To make it easier, we list the dialog options you should choose. However, you must hurry up, because you have limited time. Choose as follows:

1. **Easy. We can help each other ;**
2. **I just want Hellman;**
3. **I'm loosing my patience.**

The pilot will tell you that Hellman was taken to an old gas station nearby. Jump on the bike and go to the designated place.



If you have not got information from the pilot, you need to use the scanner and find the tire tracks. Then get on your bike and follow the tracks until you reach the gas station. You will meet a few additional enemies along the way - you can kill them or pass them.

Go inside

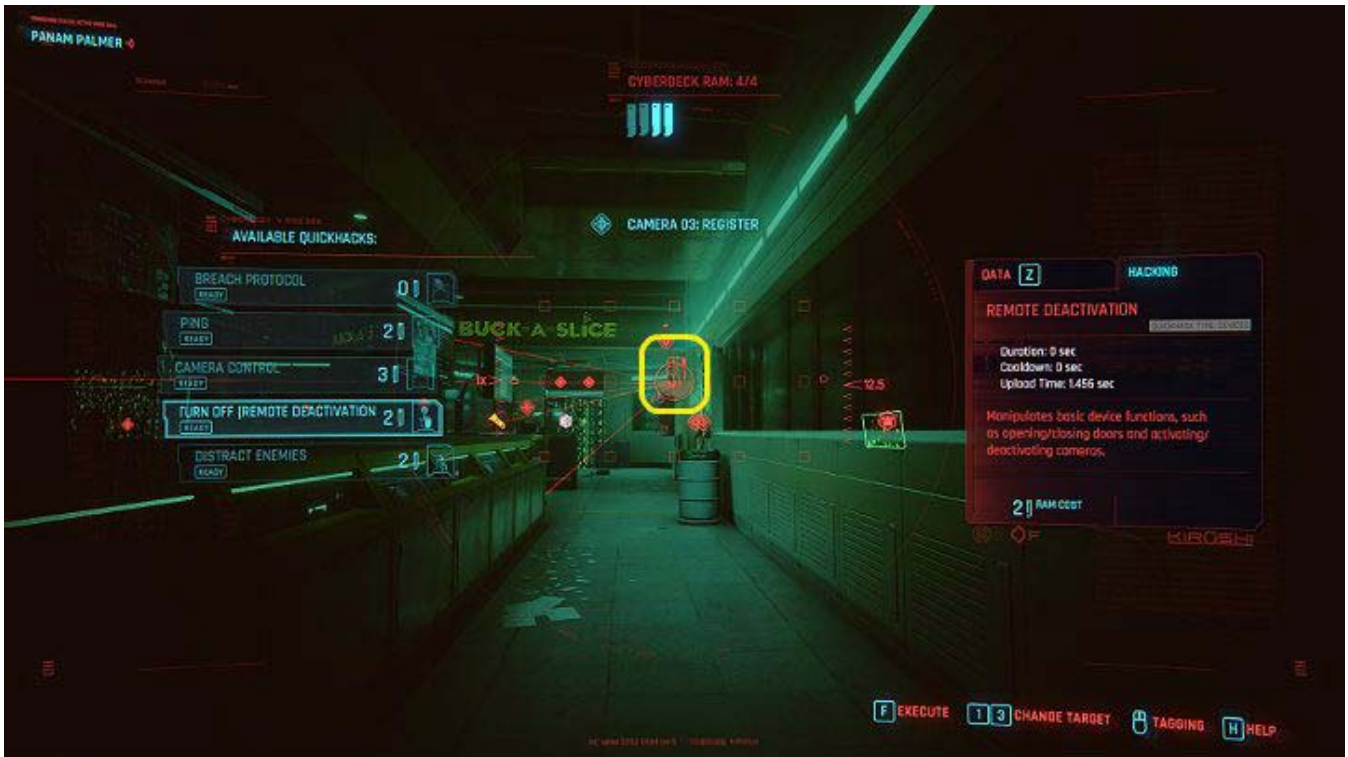


The entrance can be forced, but this requires a certain amount of Body points. On the other hand, the doors at the back of the building and the hatch on the roof require appropriate Technical Capability. **Go around the station from the right, avoiding the guards, and then scan the area - you will find mines.**



You will meet one guard at the entrance. Finish him quietly as soon as he looks away. Enter the building.

Find Hellman at the gas station



Go through the door on the right and then turn to the room on the left. **Before you go further, hack the camera.** Go along the long counter.



Kill the guard and hide his body, just in case. Exit this room through the double door on the right side of the store counter to reach the garage.



Two guards are inside, but you can easily pass them by. **When they look to the left, you go right, to the very end.**



When the guards are busy, go upstairs and open the door to meet Hellman. If someone notices you while climbing the stairs, it won't matter because after you reach Hellman, all remaining enemies will disappear anyway.

Confront Hellman



Go up to Hellman and knock him out, then call Takemura and inform him that you will take Anders to Sunset Motel.



Take Hellman outside, talk to Panam, Mitch and Saul, and then put Anders on the Scorpion motorcycle (now it's yours!). You will automatically move to the hotel room.



You can talk to Hellman as you wish. **It is worth using all the dialogue options because you will learn many things about the biochip and the current health condition of V.** At the end, you will also get detailed schemes of Relica.

Down on the Street

On this page of our guide for *Cyberpunk 2077*, you will find a detailed walkthrough for the main mission called Down on the Street.

Arasaki's former bodyguard, Takemura, obtained some information and invited V to Japantown to discuss it.

Reward for the quest: XP, Street Cred.

Meet with Takemura



Head to the Channel Street docks in Japantown. Sit on the railing and wait for Takemura. The man will not be in the best shape but will tell V not to worry. After a while, Oda, Hanako-sama's bodyguard, will appear.



During the conversation with Oda, you can tell him what you saw in Konpeki Plaza apartment and that it was Yorinobu who killed his father, Saburo. Unfortunately, Oda will not believe V and will even threaten him.



After the failed meeting with Oda, talk to Takemura. The man claims that Oda revealed some important information: after the parade, they are going back to Tokyo, so you have to act quickly. There will be lots of people at the parade, so you will have a chance to get closer to Hanako-sama, but you will need a detailed map of Japantown. V will suggest that Wakako can get the map, and Takemura will invite him for a ride - it is worth using this option, otherwise, you will have to get to the fixer's place on Jig-Jig Street yourself.

Talk to Wakako



Wakako will warmly welcome his guests and then inform them that Takemura is wanted by all Arasaki forces, and this is a good reason to turn him in. **After a long conversation, Wakako agrees to help and gives a Shard with detailed information about the parade in Japantown.** One thing is certain, Saburo's daughter will be well guarded, a lot of undercover men will hide in the crowd, and several snipers will be deployed on both sides.

If you haven't done it yet, now is the perfect time to talk to Wakako and ask for the payment for The Rescue.

Talk to Takemura



Go out of Wakako and talk to Takemura. The man is happy with the information that you have obtained, but he will try to learn more on his own. **You will have to wait 24 game hours and, for example, take care of side jobs or fast forward time in the game options.** After this time, you will receive a call from Takemura and automatically move on to the next main quest *Gimme Danger*.

Gimme Danger

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough of Gimme Danger.

Takemura needed some time to think about the parade in Japantown. After 24 hours, he calls back to V and arranges a meeting at the street market to discuss further action.

Reward for the quest: XP, Street Cred.

Meet with Takemura



The place where Takemura is waiting for you can be reached by a public elevator. Follow the marked path. From the conversation, you will find out that the one who cared most about the parade in memory of Saburo was his murderer, Yorinobu. Takemura has a plan and wants to jump on Hanako-sama's platform to talk to her. **All platforms are located in Arasaka Industrial Park - you have to sneak in there, find the right platform, and infect its systems with the splinter that Takemura has already managed to get.** The second issue is the city monitoring - you have to connect to it to know the shooters' position.

Break into the security room

Takemura will lead you to a monitoring room in Japantown and ask you to go inside and infect systems. He will secure the rear at this time.



The main entrance to the building is barricaded (it can be forced, but at least 6 Body points are required), but you can get inside the other way. Look to the left, then jump **on the container and from there on the roof and go through the grate marked in the picture above**. When you are inside, go through the next grate on the floor, and you will find yourself in the right room.



Go to the main computer and install the software. Then leave the room - the door will be open.

Go over the plan with Takemura



Inform Takemura that you managed to hack the monitoring system, and then discuss the rest of the plan. **Takemura wants to sneak into Arasaka Industrial Park and hack the platform, but first, he has to go for reconnaissance and suggest splitting up. You have to make a very important decision at this point.**

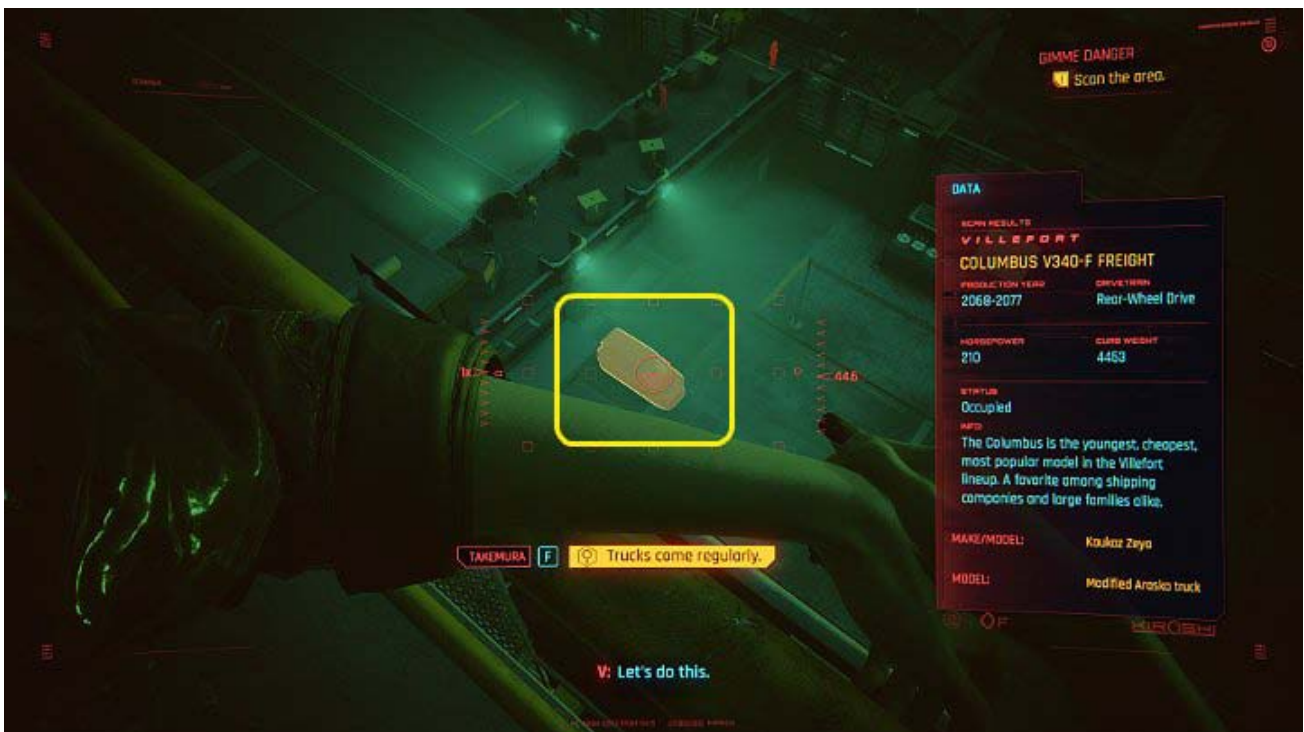
1. **You don't know the city. Lemme help.** You go with Takemura for reconnaissance, which will give you some profits.
2. **Ok, you handle that:** you let Takemura take care of it and move on to the point where you need to get to Arasaka Industrial Park.

Join Takemura. He will share with you some important information about Jackie, provided that you took the body to Viktor's clinic in The Heist quest. Joining Takemura at Arasaka Industrial Park will allow you to learn about the weak points of the building. There, you will have an opportunity to have an **honest conversation that will cement Takemura's friendship with V, which will have a significant impact on their further dialogues, as well as one of the endings of Cyberpunk 2077.**

Scan the area - Reconnaissance with Takemura



Follow Takemura to the observation point. Then turn on the scanner and look for weak points in the security. **All you have to do is scan any 4 highlighted objects.** If you want, you can scan additional objects to learn a little more about the building, entrances, and potential threats.



Note the trucks, which regularly enter the area. When you scan it, you will unlock the possibility to steal the car, and that way, you will get to Arasaka Industrial Park.



If your character was Corpo in the past, it is worth scanning the guard at the main gate. You can convince him to open the gate and let you in. **After the reconnaissance, return to the street.**

Break into Arasaka Industrial Park



In our guide we will use the option to steal a truck. Wait for a driver to get closer and then just swap places with him and drop him off on the street.



Drive to the side gate - the guard will not bother you. **Park under the shelter on the right so that you can leave the car unnoticed.**



It is worth hacking the camera by the entrance and turn it off (this will be useful also during the later escape). The next steps avoid being noticed.



Pass the wooden pallets, jump on the blue barrels, and from them on the metal pipes to get to the roof.



Go through the narrow door, and you will find yourself on a metal balcony inside the warehouse. **Hack the camera visible in the distance, then sneak up on the guard and finish him.** Go to the very end of the hangar.



Descend a ladder and then approach the room on the right with the computer controlling the platform. **Hack the nearby device to distract the guard standing in front of the entrance and then run to the other side of the warehouse to enter the room from behind.**



The guard patrolling the entrance will return to his position, but you do not have to worry about him - he will not look back. **Sneak up to the computer and upload the software.**

Leave Arasaka Industrial Park

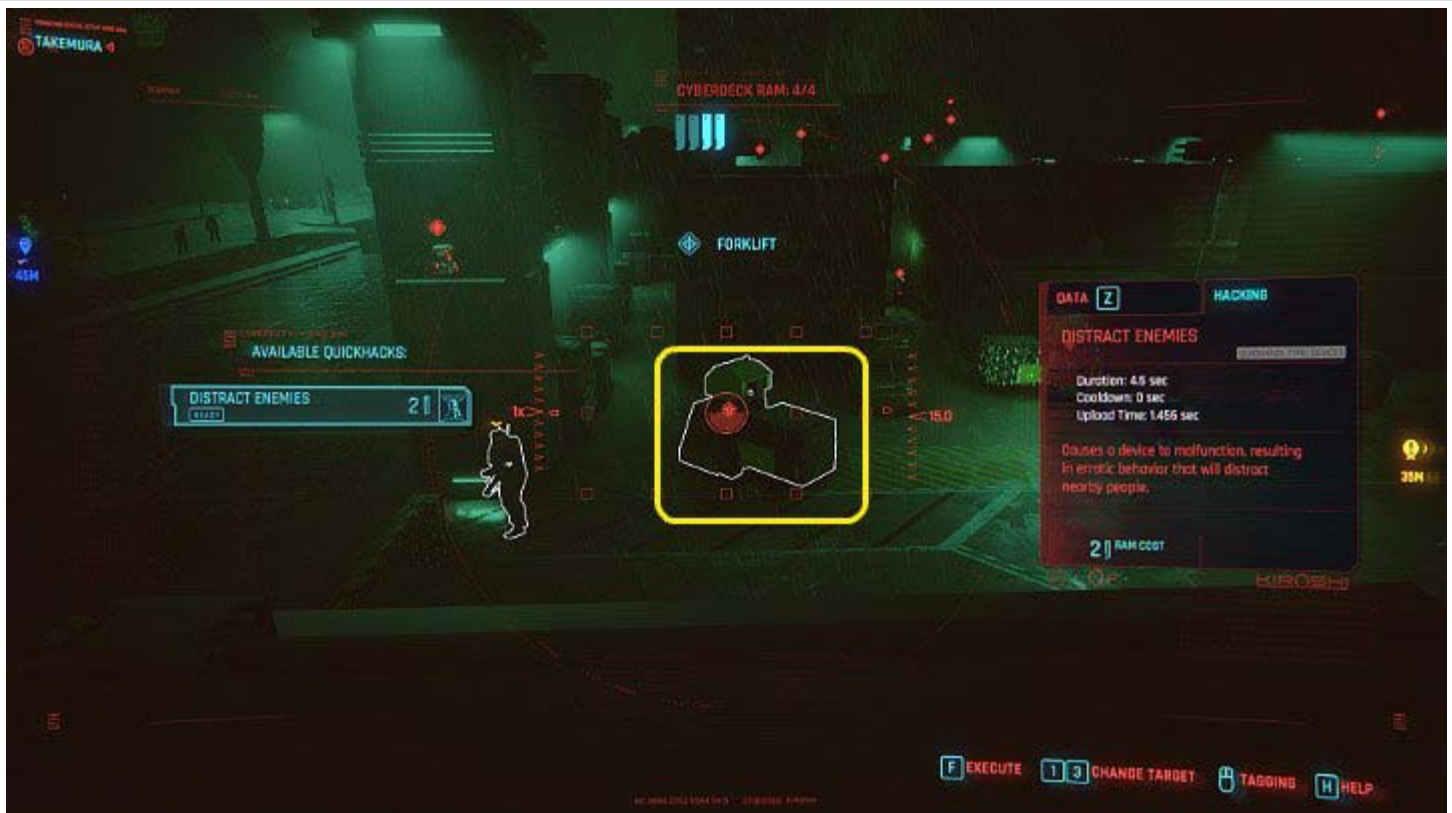
Once the task is completed, Takamura will suggest an escape plan. You can listen to it or use another evacuation route.



Go to the upper floor of the room with a computer and go out the window. **From here, you can jump on the metal shelves on the left, and from there, you'll get to the ladder.** You will leave the warehouse the same way you got here.



When you are outside, jump over the metal containers and the tank on the left.



If you want to remain undetected, **hack the device behind the guard's back to distract him and jump on the street outside Arasaka Industrial Park**. The mission has been completed, and you will automatically activate the next main quest - *Play It Safe*.

Play It Safe

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough of the Play It Safe quest.

V managed to get to Arasaka Industrial Park and hack the platform where Hanako will stand during the parade in memory of her father, Saburo. Takemura wants to jump on it to have a talk with Hanako, and V has to take care of the snipers and cover him.

Reward for the quest: XP, Street Cred.

Talk to Takemura

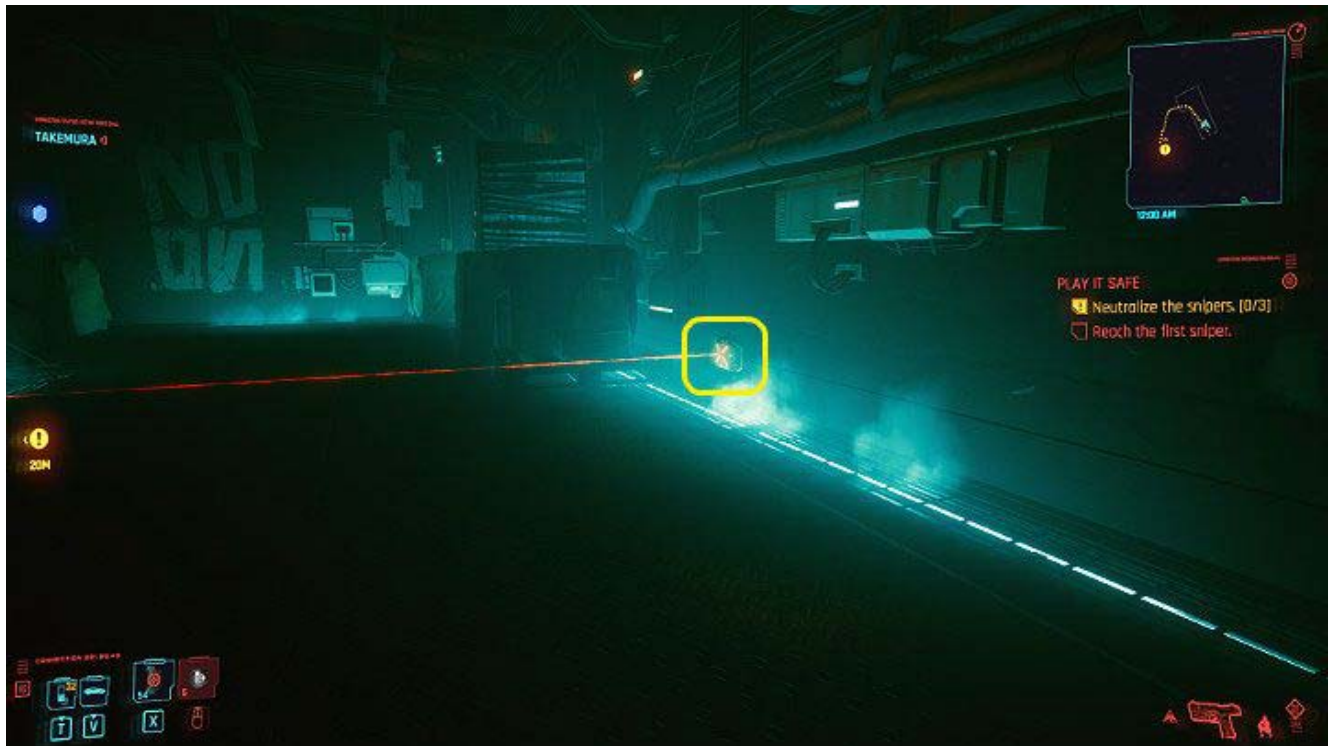


Go to the marketplace in Japantown to talk to Takemura. He made some changes to the data from Wakako and wants to discuss them with you. The surveillance system, to which V had connected, helped Takemura to locate the snipers. There are 3 of them, and they need to be neutralized before any further action can be taken.

Reach the first sniper



Go through the crowd to the front and then turn left. When you cross the bridge, turn right and then take the stairs upwards and go through the double door.



Before you go any further, you have to deal with the explosives - you can shoot at them (and detonate), disarm them (6 points of Technical Ability required), or jump over the laser.



Climb a ladder and then jump on the platform. You will find the sniper on the left side - get behind him and eliminate him.

Reach the second sniper



Get off the platform, step back a bit, jump on the balcony on the right, and then enter the elevator. **Take the elevator on the 21th floor - the balcony.**



Go right until you get to the ladder - climb higher. **Go forward, but be careful because one segment of the floor will collapse when you get in front of it.** Take a runway and jump over the precipice, then descend to the lower floor and go through the hatch to the lower level.



Now you have to go down the narrow spiral. Avoid the drones (watch out for the blue light) or hack them. There will be one guard downstairs - go from behind and eliminate him, preferably when he stands by the railing.



Go through the door on the left and neutralize another mine (disarm, detonate) or jump over the laser.



Open the next door, get a second sniper from behind and eliminate him quietly. You don't have to worry about the body.

Reach the third sniper



Open the double door and neutralize the mine (or jump over the laser), then go up to the higher floor. Move carefully, because on the right, on the stairs, there is one guard.



Hack an electrical appliance on the other side of the room to lure him to the corner of the room, then get him from behind and eliminate him. Go to the higher floor.



There is another guard on the left, but he is busy talking on the phone. Go to the right side, then jump on the flowerbed and finish the enemy quietly.



Walk down the corridor on the left and you will exit the building. There are several drones around and one guard - take care of him when he leans against the railing.



The go through the door on the left side, you will need 5 points of Technical Abilities. However, after eliminating the guard, you will receive an access card, and you will be able to use it. It is a much faster way to the destination, and we will use it in our walkthrough. Go up the ladder and then take the elevator to the 30th floor (foyer).

The alternative way:

The second path is through a footbridge on the right. **Go between buildings when no platforms will fly over it.** Then climb up the stairs to the higher floor of the building. Jump on the platform, and you'll see two guards in front of you - **you can sneak in between them because they are turned in two different directions.** Get in the elevator and ride higher. As soon as you get out of the elevator, you will encounter another guard - he will be turned back, so you can pass him or eliminate him. Go forward, then jump on the stairs, and go until you get to the ladder - go higher (watch out for drones!).



When you get off the elevator, **go down the stairs on the left when the drones patrolling the area will not look through the windows**. Go through the door on the right side of the stairs. There is another guard there, but you can bypass him.



No matter which path you choose, you will get to the footbridge, patrolled by another sniper - get him from behind and eliminate him or shoot the mine, and the explosion will kill the sniper immediately.

Reach the netrunner

Exit through a double door, bypass or finish the guards, and head to the elevator on the right - take it to the balcony on the 21st floor.



Go through the balcony straight to the netrunner's room. **When she appears, cut her off from the net and get ready to fight the boss.**

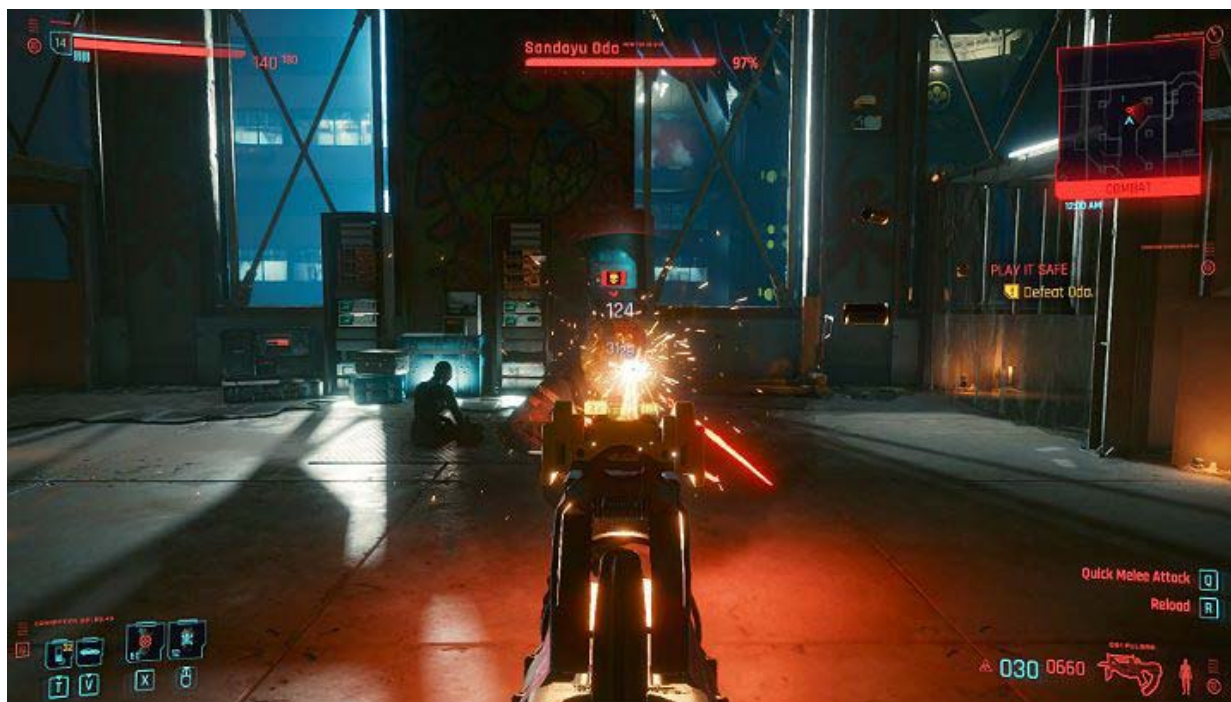
Defeat Oda

Sandayu Oda is an extremely agile opponent who uses deadly mantis blades in combat to deliver fast and deadly cuts. The boss is also able to use SMG, which fires homing missiles. Oda can be defeated with weapons and gadgets or by relying solely on stealth. A detailed instructions on how to do this can be found below.



Oda's strengths	Oda's weaknesses
<ol style="list-style-type: none">1. Speed and agility;2. Huge damage in a close combat fight;3. The mask interfering with Smart weapons;4. Resistance to thermal injuries;5. SMG with homing missiles;6. Optical camouflage, thanks to which the opponent becomes almost completely invisible and can heal himself.	<ol style="list-style-type: none">1. Low health;2. Susceptibility to electricity;3. Frag grenades can stun this opponent;4. EMP grenades turn off Oda's mask for a moment and deprive the opponent of the possibility of using missiles.5. Weapon Glitch quickhack turns off the homing feature of SMG;6. Cyberware Malfunction quickhack immediately destroy the Oni mask and additionally slows down Oda's movements;7. Sneaking up on Oda and a surprise attack instantly destroys the Oni mask.

Combat using weapons



Oda uses mantis blades with high precision, so try to keep the right distance to stay out of reach of his weapon. Stepping back, shot as much as you can to lower the boss' health.

After using mantis blades, Oda needs to rest a little bit, and it is the perfect time for a counterattack.



If you haven't damaged Oda's SMG before, hide behind a solid shield when the opponent switches to the long-range weapon. The homing missiles leave a purple trail, so you can see them, but when they hit the target, they can injure you pretty badly.

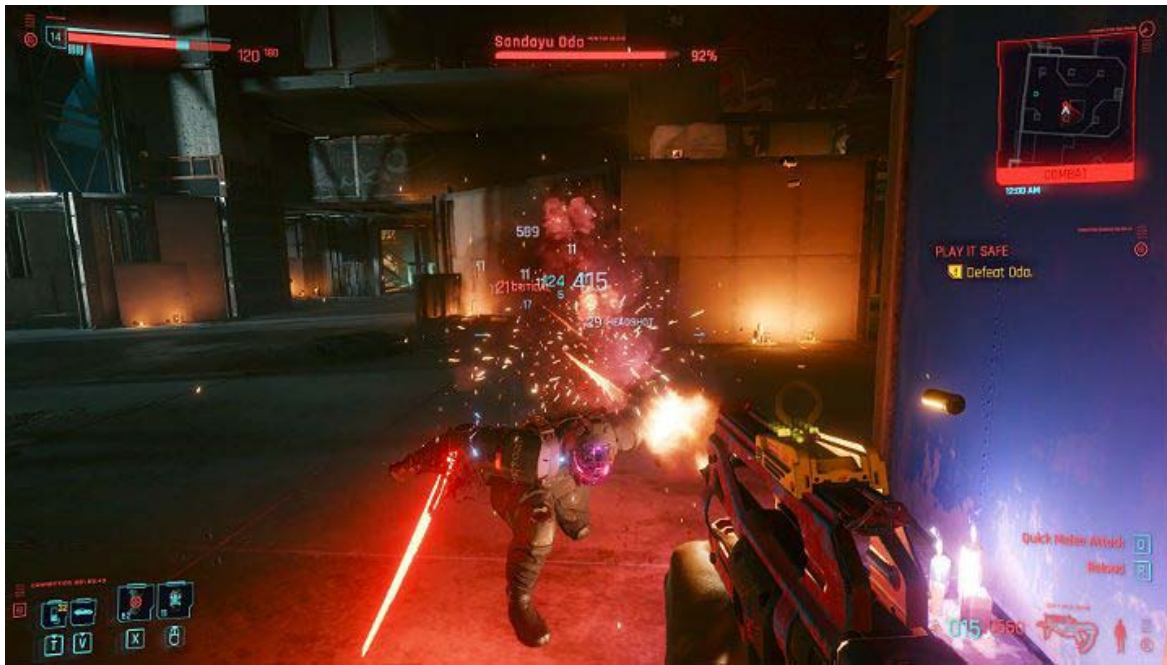


When an opponent receives damage from an EMP grenade, Oni Mask will turn off for a while (and he will not be able to use homing missiles using SMG). A special blue icon visible above his head informs about his temporary indisposition.



The opponent may also use special camouflage, which makes him almost invisible. Oda uses this trick when he loses sight of you or to regenerate lost health. Turn on the scanner to find his tracks, and reach your opponent to interrupt the regeneration. If you don't react quickly enough, your opponent will heal to full health.

When you are close to your opponent when he uses camouflage, V will be knocked down by the explosion accompanying the activation of this skill, and you will lose control of your character for a while.



It is worth to aim at the head to destroy Oda's mask. Then you can start using Smart weapons again, which are undoubtedly the best way to hit a moving target. If you are good at using weapons and have no problem aiming at an opponent in constant movement, you can, of course, still use a Power weapon to do more damage. **Tech weapons will also be useful as you can shoot your opponent through various objects staying behind a cover**

Combat without weapons

You can fight Oda without using any weapon, and it's also a faster way to deal with him, but you will need patience.



As soon as the fight starts, start running to lose Oda. When your opponent is in the other end of the room (watch him on the mini-map), **wait in hiding until you exit combat mode.**



Your opponent will surely approach you and continue patrolling the area but won't be in combat mode. **After a short while, Oda will use camouflage and start moving in some direction.** Use the scanner to check which way he goes. **This is when you have to sneak up on him and grab him from behind.**



After the surprise attack, the opponent will immediately be deprived of the Oni mask. As soon as Oda gets back on his feet, run away from the enemy again.



Oda will use the camouflage again and start looking for V. **If you can't locate him, turn on the scanner to track him.** Get him from behind and make a second, final attack.

End of the fight



When the fight is over, you can decide what will happen to the Oda. However, your decision will have consequences, so think carefully.

If you accept Takemura's request and save Oda, he will appear in one of the endings of *Cyberpunk 2077* and will no longer be an enemy of V.

Connect to the Access Point



After the fight, connect to the access point. When you switch to the right camera's view, eavesdrop on the Hanako call and turn off the security. Then you will watch a cutscene of Takemura's conversation with Hanako.

Escape the parade grounds



Not everything will go according to plan, and you will have to escape. Go out the double door, then run on the footbridge to the left and turn right. Jump the lower level and run to the elevator, which you will take to the street level. The mission is complete. You will immediately receive the next quest, *Search and Destroy*.

Search and Destroy

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough of the Search and Destroy quest,

Takemura's plan succeeded, and the man got to Hanako, but the conversation with Saburo's daughter did not go as he thought. The woman was overpowered and taken to a hiding place.

Reward for the quest: XP, Street Cred.

Get to the hideout



When you manage to escape the parade in Japantown, answer the phone and talk to Takemura. After a while, you will receive a text message with precise instructions on where to go and how to behave - confirm that you have understood. **Go up to the third floor, come to the door and knock 4 times.**

If you do not knock the required number of times, the door will explode and V will die immediately. Takemura has secured himself for every eventuality.



Talk to Hanako Arasaka and tell her how her father really died. The woman will unfortunately not believe V. The conversation will be interrupted by knocking on the door. Get up and check who came.



Your hideout was found by Arasaki's assault squad. The corporation is trying to take Hanako back. **When the floor collapses, you can run away from the building immediately or make an important story decision (it will not be displayed on the screen right away) and try to save Takemura.**

If you do not save Takemura at this point, he will not participate in the further story of *Cyberpunk 2077* and thus will not appear in one of the final scenes.

Try to save Takemura - Optional



When you reach the room with the blue neon sign, **look at the gap in the wall on the left side**. This is the path that will lead you to Takemura.



Going to the left, you will come across several opponents, which you will have to eliminate with weapons. Go further until you reach the staircase. Go up two floors to be on the third floor.



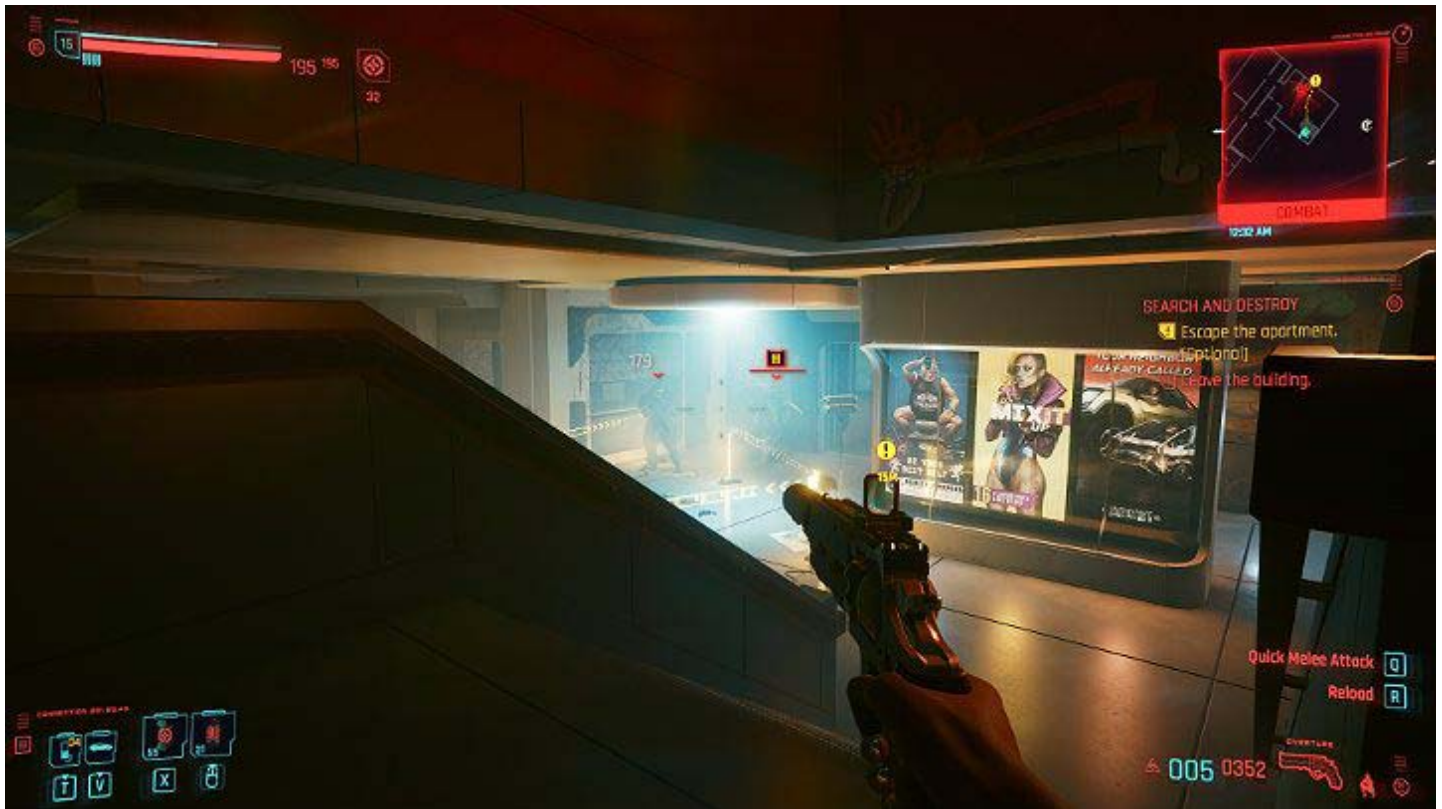
Walk down the corridor, room 303 will be on the right. This is where you will find Takemura. The man is fighting alone against three opponents. Help him and then try to get out of the building. **Watch out for the hole in the floor opposite the entrance, because you might fall to the lowest level.**

Leave the building

Leave room 303 and turn right. You will come across several soldiers who will have to be neutralized. Go straight.



Turn to the room on the right (number 307), where one opponent is waiting for you. Finish him and go ahead. You will reach a hole in the floor - jump lower.



A few opponents are defending the exit of the building, so you will likely fight. When it is clear, go outside.



V loses consciousness, and Takemura decides to separate and runs away. After a while, you will wake up in a motel, and you could talk to Johnny. 24 hours have passed, and Takemura has still haven't contact you.



A stranger woman will knock on the apartment, let her in. Let her sit down and get ready, and you'll have a chance to talk to Hanako through Proxy. Saburo's daughter has finally believed your words and wants to help. It will even reveal some information about Mikoshi.

M'ap Tann Pelen

On this page of the *Cyberpunk 2077* game guide, you will find a detailed walkthrough for the M'ap Tann Pelen mission.

Judy has found recordings on Evelyn's behavioral chip that helped establish interesting facts. Evelyn Parker was hired by the Voodoo Boys gang to record a braindance in Yorinobu's apartment, whereas she wanted to expose them and steal the Relic for profit. Time to find the gang of netrunners.

Call Mr. Hands (Call Mr. Hands)



When you mention that you need to contact the head of the Voodoo Boys gang, Mr. Hands will say that Maman Brigitte is the boss there and she's not so easy to get to. The fixer promises to make a good job of it and will speak to you later.

Go to the chapel



Go to the chapel at Sloane Lane. **If you arrive at the wrong time, lean on the railing and wait for the church to open.** Go inside and wait a while in the crowd, at the altar.



One of the Voodoo Boys messengers will come up to you and tell you to go to the butcher's store and ask about Placide.

Go to the butcher shop

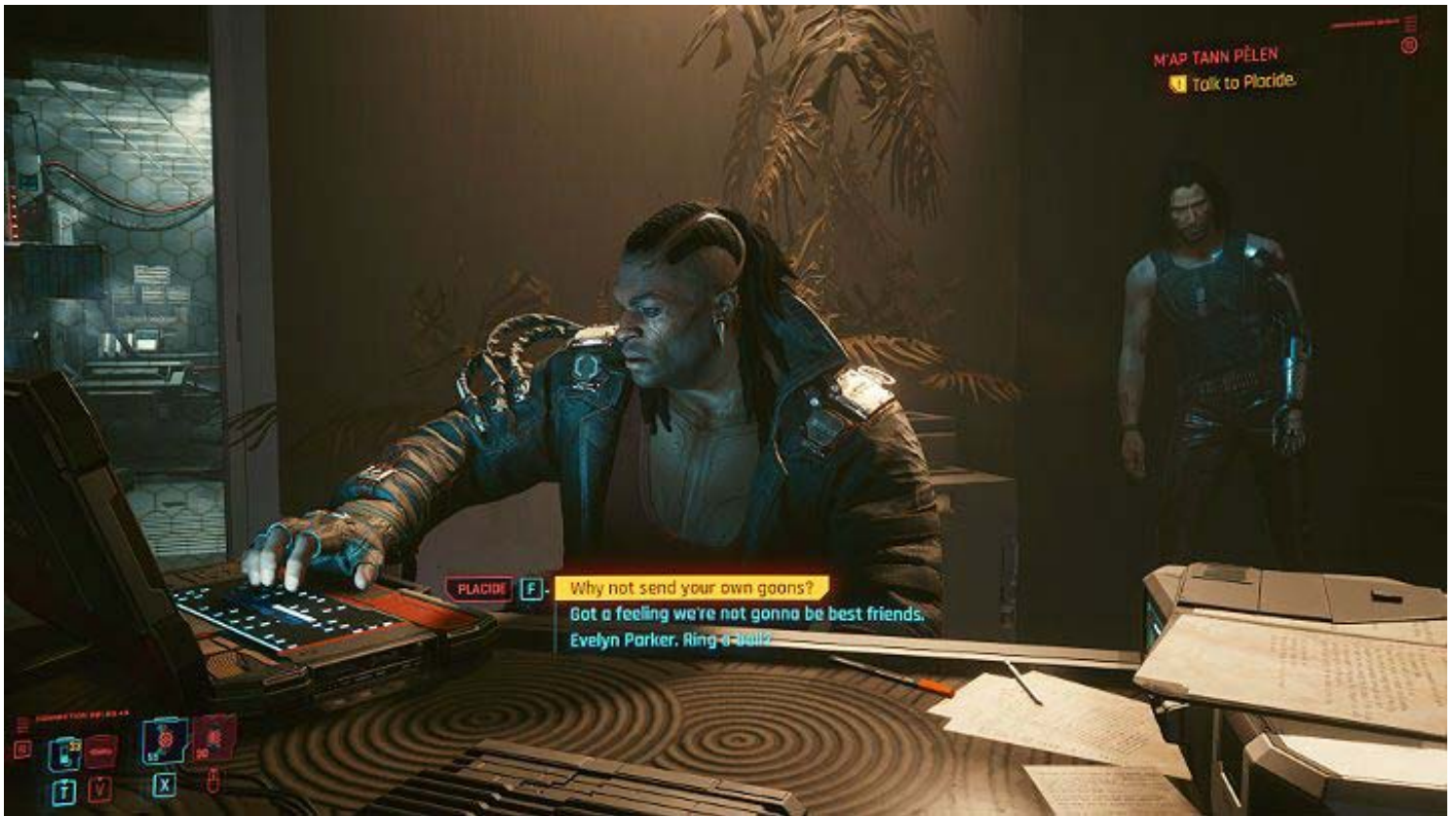


You will find the butcher's store in a nearby shopping center. Go inside and ask about Placide, like the messenger recommended. Afterwards, look at the camera on the left and let yourself be identified, then go through the door on the right to the back of the store.



Talk to a gang member and inform him why you came here. Then follow Placide to another place to discuss the details in private. Along the way, he will tell you about GIM (Grand Imperial Mall), the largest shopping center in Pacifica, which was taken over by the Animals gang.

Talk to Placide



You will reach the office in Batty's Hotel. Connect a private link to your laptop to see the details of the order. On the recording you will notice a van filled with netrunner equipment, which after a short while disappeared completely from sight. **V must find out who the mysterious netrunner in GIM is and what he wants.** You will automatically move on to the next main task, *I Walk the Line*.

I Walk the Line

On this page of the *Cyberpunk 2077* game guide you will find a detailed walkthrough of the I Walk the Line quest.

Before V can meet with Brigitte and talk about the Relic, they must first do a job for the Voodoo Boys. You need to reach the nearby GIM shopping mall, uncover the identity of the mysterious netrunner messing with the Pacifica network and reveal their motives.

Reward for the quest: XP, Street Cred.

Meet with Placide's people



Leave the hotel and go to the location marked on the world map, by the GIM, to meet Placide's people. **You will find out that you can get into the mall through an underground garage at the back of the building.**

Enter the mall



The entrance to the garage is guarded by three Animals, but you don't need to fight them - you can sneak your way towards the entrance, keeping on the left side and finding cover behind objects such as containers, cars and walls.



When you reach the parking lot, first stick to the left side to get to the center of the location. Then look to the left - you will notice 3 thugs. **Walk through the middle of the parking lot straight to the garage and you will not be noticed.**



Once you are inside, jump on the chests to the left to reach the upper floor. When you reach the upstairs, immediately crouch, because there may be an opponent in the room on the left.

Find the van in the lobby - Optional



In the next room you will find a guard and a camera. You can try to sneak through, but it will be safer to hack the monitoring system and simply turn it off.



You can safely eliminate the guard before he can move away. If you want to spare him, wait a moment and he will leave to sit on a stool in the gym and will not trouble you.



After entering the gym, crouch and, sticking to the right side of the room, sneak towards the atrium - the entrance is to the right. **Pay attention to the Animal walking in the same direction as you.** If you want to eliminate him, remember to do it on the atrium and hide the body in one of the containers.



The van mentioned by Placide is located at the end of the atrium. **Stick to the left side and spend some time waiting under the stairs.** One of the opponents will go downstairs and head towards the van, but you don't have to kill him - after a moment he will turn right and will not bother you.



There are three bandits standing by the van, but it is worth waiting before you approach them. **Quickly enter the room to the left, because the Animals will split up** and only one will stay near the van while the other two will start walking in your direction.



Get your opponent from the side, eliminate him and hide his body in the previous room.

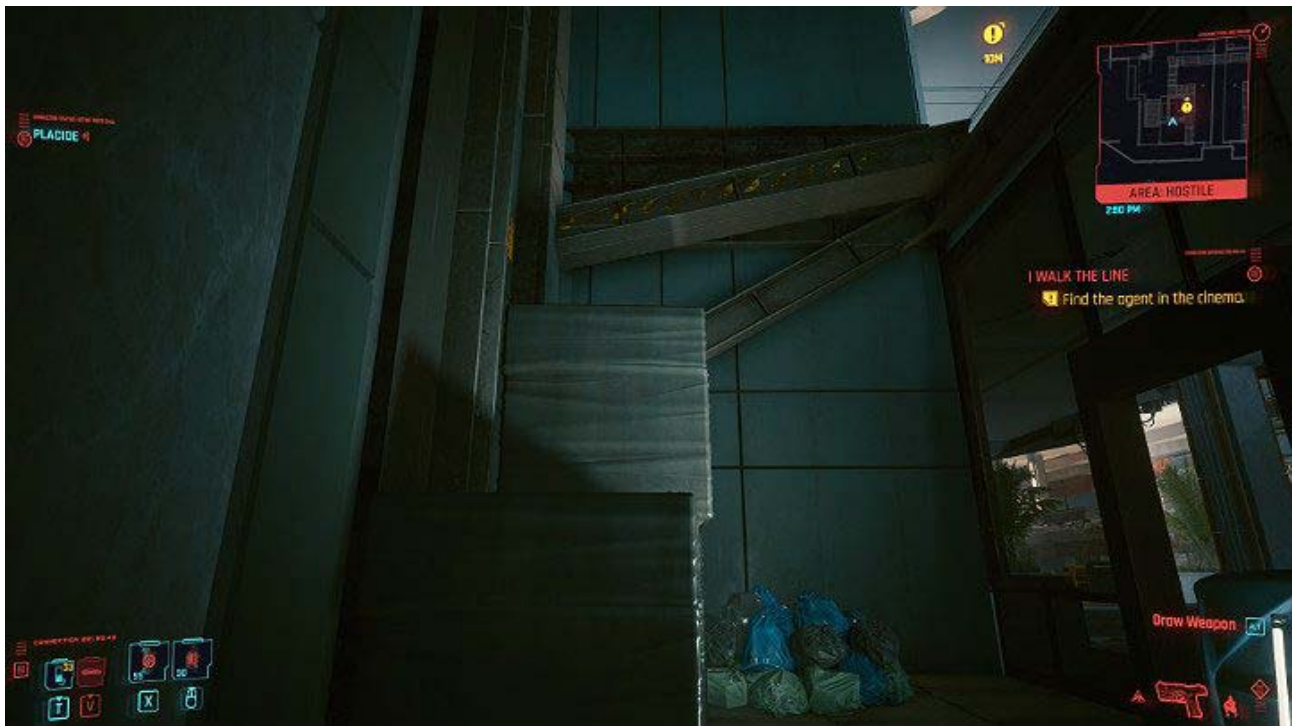


Approach the side of the car and connect to it. **It turns out that it was NetWatch who brought their equipment here to monitor Pacifica's network.** Apparently they want to turn it off or collect some valuable information.

Find the agent in the cinema



The agent will detect your presence and cut off some of the entrances in the mall, and Animals will overrun the area. **Keeping close to the left wall and moving out of sight of patrolling opponents, get to the elevator shaft.**



Before you jump up, be aware of the two opponents you will encounter. One is standing right next to the shaft and the other is on the opposite side.



Hide and then eliminate the closer opponent while the other one is looking in another direction.



Then go to the opposite side and eliminate the last opponent.

Walking along the corridor to the left you will encounter Sasquatch, one of the bosses in *Cyberpunk 2077*. You can either fight or bypass her and go straight to the cinema. A detailed description of Sasquatch's boss fight and all possible scenarios can be found on a separate page of our guide, in the Bosses section.

Confront the agent



The agent cut communication in Pacifica to have a calm conversation with you. The man knows that Placide saw everything you were doing and gave you instructions. Nevertheless, the agent wants to strike a deal.

1. **If you agree:** the agent will tell you that the netrunners wanted to use you. He will help you delete the virus uploaded by the Voodoo Boys and you will be able to leave the building safely and without a fight. Moreover, he will release Brigitte and Ti Neptune from the LOD if you let him keep the data he previously collected. **Later on, this decision will have disastrous consequences for Brigitte and her people, making the whole Voodoo Boys gang hostile towards V;**
2. **You refuse:** this decision will have serious consequences for the NetWatch agent. You knock him out and connect with the personal link. The Voodoo Boys kill all of the located agents. V loses consciousness and you will get a system reset cutscene - the agent was right, they wanted to use and kill you.

Head to Batty's Hotel



In front of the entrance to the mall, Placide's people are waiting and are very surprised to see you - apparently they were well aware of how this mission was supposed to end. **They will offer you a ride to the hotel, which is useful to get there straight away.**



If you took the side of the Voodoo Boys, Placide will of course deny that they tried to dispose of V and blame the NetWatch agent. However, if you made an agreement with the agent, Placide will be angry and openly express his dissatisfaction.



Brigitte will interrupt the conversation, wanting to check the state of V's biochip. Agree (you don't have a choice) and you will automatically progress to the next main job - *Transmission*.

Transmission

On this page of the *Cyberpunk 2077* game guide you will find a detailed walkthrough of the quest titled Transmission.

V managed to infiltrate GIM - the shopping mall GIM in the Pacifica district - and discover the identity of the netrunner cooperating with the Animals gang. As a result, Brigitte and Ti Neptune were freed from NetWatch's ICE, which gave V the opportunity to talk to the leader of the Voodoo Boys.

Reward for the quest: XP, Street Cred.

Follow Brigitte



Follow Brigitte to the Voodoo Boys underground hideout. The passage is behind the altar.



Brigitte wants to introduce V to Cyberspace so that they can meet with Alt Cunningham - Johnny's old friend. Get into the ice bath.

Never Fade Away



When you arrive in Cyberspace, go to Brigitte and talk to her. After a while, Silverhand's memories of Alt will start appearing on the screen.



When you assume control of Johnny, first grab the microphone on the stage and then talk to Kerry and enter the dressing room. Alt Cunningham will be waiting for you inside.



After a short cutscene you will be able to talk to Alt. Once the pair splits up, the next sequence from the same night will automatically start. This time the action will take place outside.



A few thugs will approach Johnny and Alt. You can pull out your weapon and try to kill a few thugs, however, Johnny will still be stabbed in the back by one of the assailants.



You will witness a scene where Alt Cunningham is forcibly dragged into a van and abducted.



Johnny will wake up in Milt Nauman's clinic. He was brought there by someone called Thompson and the ripperdoc managed to patch him up. When you ask about Alt, you'll find out that Thompson was at the scene but couldn't react, because they'd get him too. **The Arasaka Corporation was behind this situation and they only intended to kidnap Alt.** Johnny simply found himself in the wrong place at the wrong time.

Go to Club Atlantis

Johnny wants to storm the Arasaka Tower to try to save Alt, but first he wants to go to Club Atlantis to get some of his people to help.



When you arrive, go to the top floor of the club and walk through the door on the right - a bodyguard will be standing nearby. Optionally, you can also question the bartender to find out where to look for her.



Rogue arrives in the company of Santiago, a local dealer you may remember from the main job *Disasterpiece*.



During the conversation, Arasaka agents will break into the room and an unavoidable fight will start.

Escape from Club Atlantis



You must now escape from Club Atlantis and on your way you will encounter many armed opponents. Slowly move forward using available cover (counters, bar tables and sofas) and methodically eliminate your opponents one by one.

Remember that Johnny does not have any first-aid kits on him. If you are seriously injured, hide for a while to regenerate the missing health points.



When you go outside, you will face another unit of Arasaka agents. Tackle your opponents and reach Thompson, who is waiting in a car for you.

Escape from the Arasaka agents



Thompson will drive as you lean out the window to eliminate the agents who are chasing you. **A few well-aimed shots will cause the agents' cars to explode.**



After a successful escape, talk to your partners and inform them that you need to save ITS corporation's netrunner, Alt Cunningham, from Arasaka Tower and that you have an idea how to distract the guards waiting at the entrance.

Find the mainframe



After a short cutscene you will appear in the elevator inside the Arasaka Tower. If you want, you can talk to the rest of the team, then leave the elevator and start searching for Alt.



The building is full of agents so you will have to fight again. Remember to make use of all possible cover to protect yourself from taking too much damage.



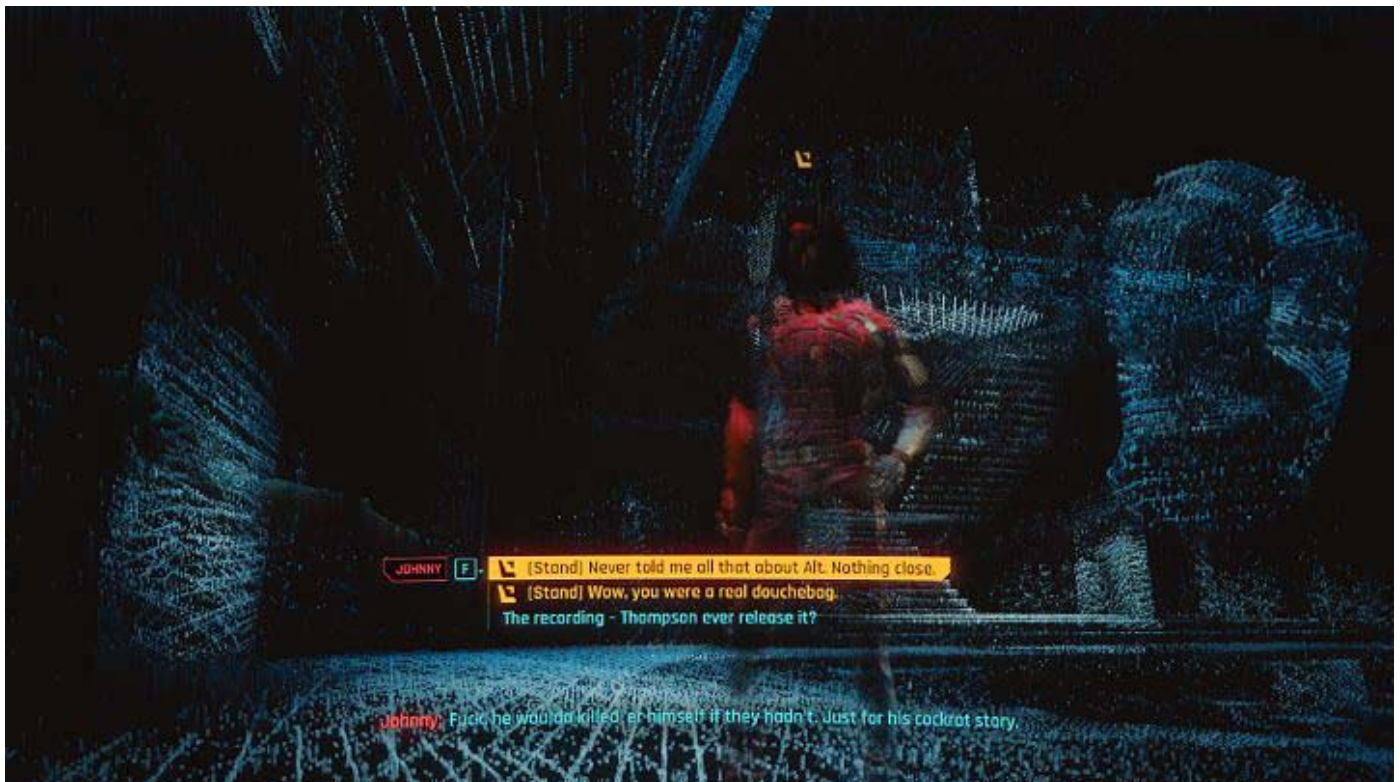
On the way you will come across additional security features, such as minigun turrets. **You can destroy them with some well-aimed revolver shots.**



In the room with the central computer you will have to eliminate several agents. **Among them will be one stronger opponent in a white coat.**



After the fight, enter the room with Alt and disconnect her from the network.

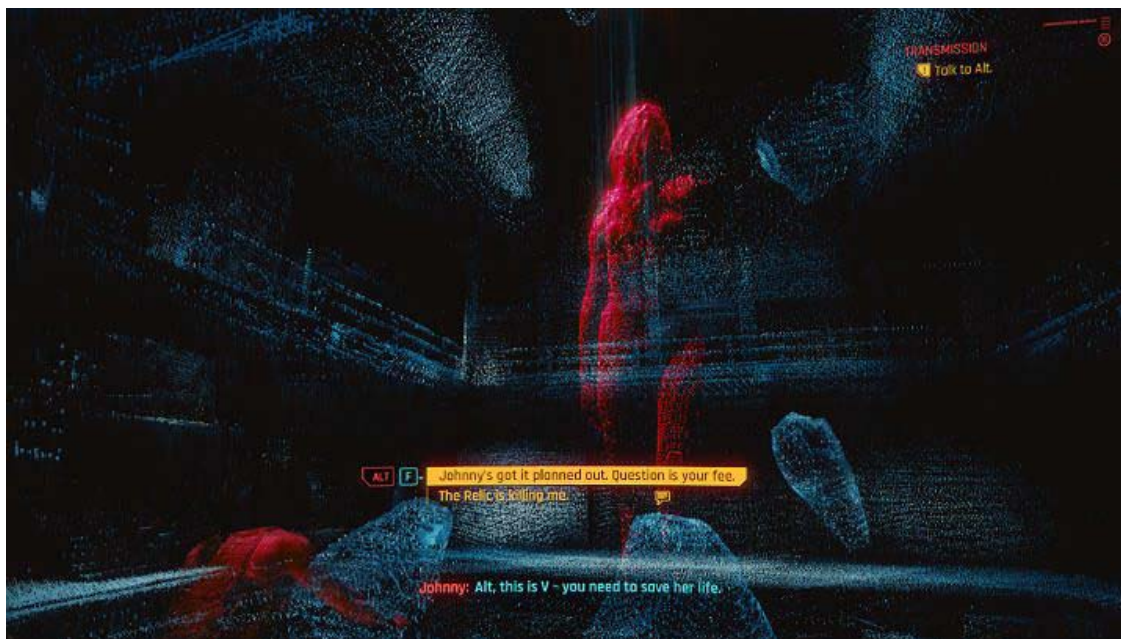


You can now talk to Johnny about what happened at the Arasaka Tower and about the connection between Silverhand and Alt. **Johnny concealed a vital piece of information from V - it was Alt Cunningham who developed the Soullkiller.** The netrunner managed to escape into the Arasaka network, where the corporation can't reach her. Brigitte wants to break through the Blackwall to contact Alt.

Talk to Alt



Go back to the BBS to talk to Brigitte. The woman managed to extract the appropriate fragment of Silverhand's engram and is ready to make contact with Alt. Interestingly, it's V who has to cross over to the other side of the Blackwall.



Touch Blackwall and talk to Alt, and in a moment you will be transported to a safe place in Cyberspace where NetWatch will be unable to reach you. Johnny will also be there.

The dialog options available during the conversation with Alt may vary, depending on the choice you made during the *I Walk the Line* quest.

It all comes down to the fact that in exchange for access to Mikoshi, Alt will be able to help V by turning them into a construct, disconnecting their neural network with Johnny's, and finally transferring V back into their body.

Escape the Voodoo Boys hideout

The events played out at this stage of the job may vary depending on the decision you made in the *I Walk the Line* quest. If you disposed of the NetWatch agent, you will talk to Brigitte. During the conversation, you can accuse her of using you, but that won't get you anywhere. Afterwards, you will be able to leave their hiding place without a fight. If you want, you have the option to provoke them to combat.



If you chose to cooperate with the NetWatch agent, you will wake up in the Voodoo Boys' hideout and realise that Alt was telling the truth - Brigitte and her people hooked up to the network have been killed (remember to loot their bodies).



Now you have to get out of the hideout. Many Voodoo Boys will stand in your way, displaying aggressive intentions towards V. You can either attempt to sneak past them or use firearms to dispose of them in the traditional way.



The last opponent you will encounter in the chapel will be Placide. Unlike other opponents, you can't sneak up on Placide and initiate the fight from behind. **Placide fights with a powerful shotgun so it's best to keep him at a distance to avoid taking too much damage.** When shooting, it is best to aim at your opponent's head in order to do as much damage as possible with one shot.

Placide has resistance to chemical and electrical damage, but **is highly vulnerable to thermal damage.**



After winning the fight, take the key from Placide's body and open the chapel door. The mission will be over and you will have the opportunity to have another sincere conversation with Johnny.

Act 3

Nocturne OP55N1

On this page of the *Cyberpunk 2077* game guide, you will find a detailed walkthrough of the main job Nocturne OP55N1.

With the help of the Voodoo Boys, V managed to get in touch with Alt Cunningham and come to an agreement with her. It is time to follow the plan and cooperate with Hanako Arasaka.

POINT OF NO RETURN:

You should be aware that when you go to meet with Hanako in Embers and get in the elevator, all side activities, including side jobs, will be blocked and you will not be able to complete them. If you have anything else left to do, it would be best to deal with any unfinished business beforehand. **It's also a good idea to create a backup save file just in case you need to reload in the future.**

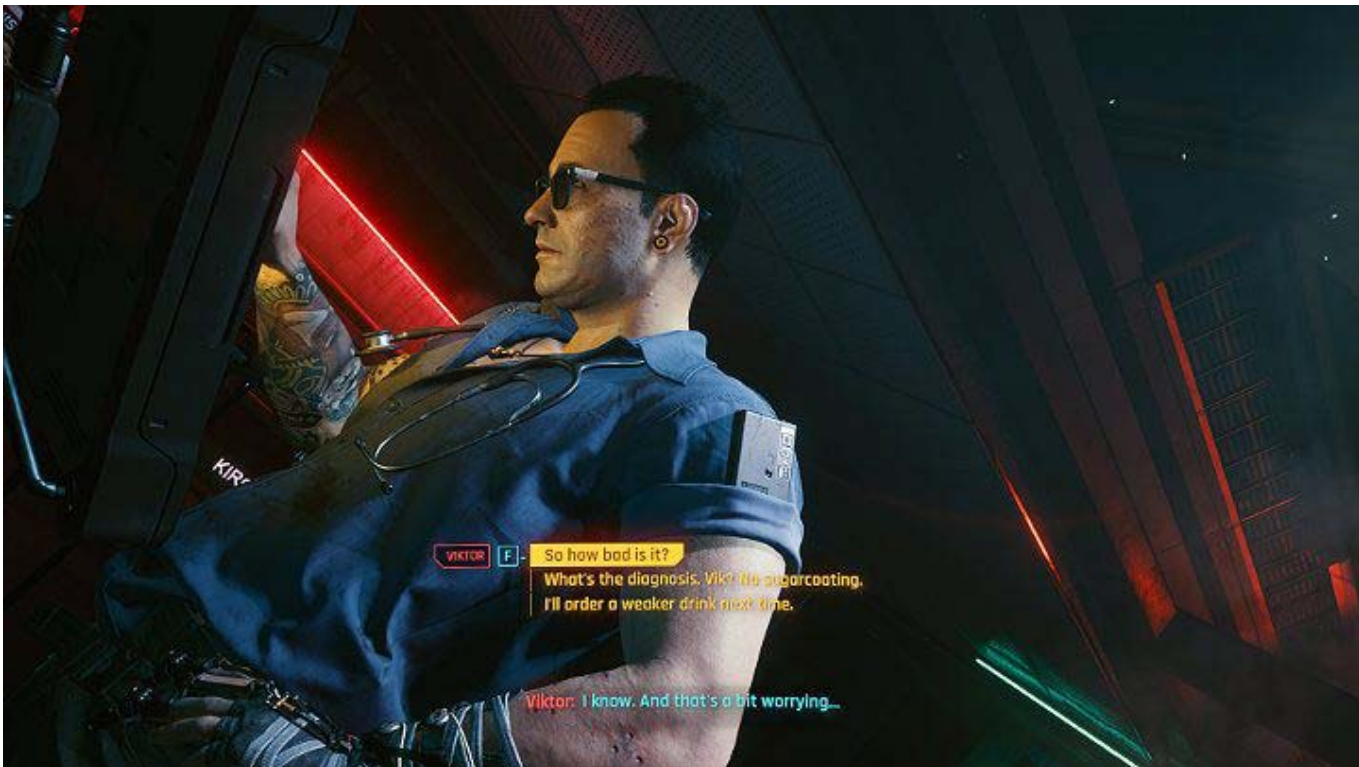
Meet Hanako at Embers



Call Hanako to inform her that you agree to her proposal and then go meet her at the Embers club.



When you arrive at the building, enter the elevator (**POINT OF NO RETURN**) and select the 13th floor. Hanako will be waiting for you at the piano. Interestingly, Hanako will admit that both she and the entire board did not believe in Yorinobu's story and knew from the beginning who Saburo's murderer was. **The woman will offer to help and wants to introduce V to Mikoshi, but not for free - first, Yorinobu must suffer the consequences of his actions.** After the conversation, enter the elevator.



V will lose consciousness again and wake up in Viktor's clinic. Johnny took control of your body and barely managed to make his way the ripperdoc so that he could stabilize your biochip.



Get up from your chair, take your pills and weapons from the table and then talk to Misty, who is waiting at the exit of the clinic.

Talk to Misty



Misty will lead you to the elevator, which will take you to the roof of one of the buildings. On the way, Misty will tell you a little bit about Jack and how she managed to help him with an extremely difficult life decision.

When you sit in the chair next to Misty, the woman will leave you alone with your thoughts and you will have to make some critical choices that will affect the ending of *Cyberpunk 2077*.



The first decision you will have to make concerns V's romantic affairs, if you had any during the course of the game. If you decide to agree to Johnny's proposal, the character you have been closest with will appear during the ending. **If you didn't romance any of the characters or you don't wish to call anyone, you will be alone during the last scene.**



The second plot-important decision is to choose the character who will accompany you during the assault on Arasaka Tower. **There are five main paths to choose from (one of which is secret)** and they are available to anyone, regardless of the lifepath you chose. The **first ending, related to Hanako, is the default version**. Others require meeting certain conditions or making particular choices during the conversation with Johnny.

1. **Hanako's Path:** the default option that leads to the corporate ending. Initiates the main job *Last Caress*;
2. **Panam's Path:** Asking for Panam's help is possible after completing the side job *Queen of the Highway*. This will lead to the nomadic ending;
3. **Rogue's Path:** asking Rogue for help is possible after completing the side job *Blistering Love*. This will lead to an ending in which Johnny will play a significant role;
4. **Forward to Death** (no subsequent quest): when you choose one of the traditional endings and then decide to think about the situation and look at your hand, you will get an additional dialogue option: *Could also put this all to rest*, which results in committing suicide with a gun. After selecting this ending, there will be no additional quests and the end credits will begin to play immediately;
5. **Secret ending:** you can unlock it the moment Misty leaves you on the balcony to rethink your situation. When talking to Johnny, do not select any dialog option for a few minutes. Johnny will finally assume that you don't want to put your friends at risk and propose that V go on a suicide mission. **In this case you will have to try to assault the Arasaka Tower on your own and you will only have one attempt**. If you don't succeed, the end credits will begin to play.

For more detailed information about all possible endings of *Cyberpunk 2077*, check out the separate Endings section of this guide.



If you have chosen the default path for this task (Hanako), call her and you will find out that she was invited by her brother to his estate in North Oak. Hanako is to be there under the watchful eye of his people - apparently, her brother suspects he is in danger and wants to protect himself. You will have to help Hanako escape so that she can accompany you to the Arasaka Tower.



Take the elevator to street level, then talk to Misty and enter the store with her to wait for Hanako's driver to take you to the Yorinobu residence. In the meantime, Misty can give you a tarot card reading.



After a while, Hellman and Takemura (if you saved him in the main job *Search and Destroy*) will appear in the store to take V to the meeting place. Hellman will be a bit suspicious, but Takemura will trust their friend. You will automatically proceed to the main job *Last Caress*.

Last Caress

This page of the *Cyberpunk 2077* game guide provides a detailed walkthrough of the Last Caress mission.

Hanako is held captive by Yorinobu in his North Oak estate and is under strict supervision of Arasaka agents. V has to get to the property and then free Hanako to get her help with the biochip.

If you have saved Takemura (*Search and Destroy* main job) and/or spared Ode (*Play It Safe* main job), they can help V during this mission. Otherwise, you will have to do it yourself.

Head to the estate

Hanako is in the bedroom in the central part of the building. **Four elite guards were set up in the residence: in the kitchen, by the pool, in the lobby, on the first floor just above the entrance to the residence.** Hanako will jam their communication so that they cannot call for reinforcements to make the task of neutralizing them a little easier for you.



The best way to get to the residence is to move along the right side of the wall, through the garden. This will allow you to bypass the guards stationed outside and go inside the residence unnoticed.

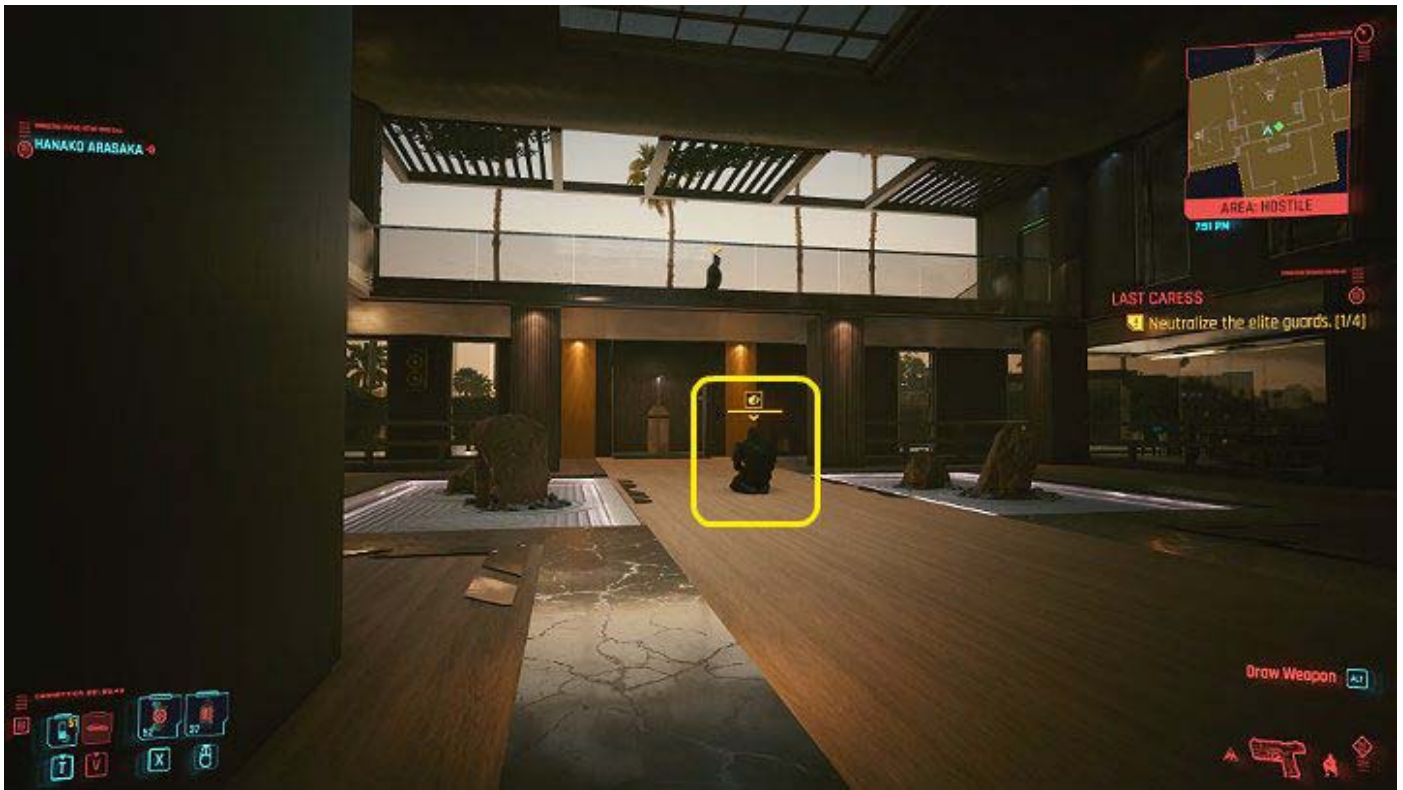


You can get inside the building through the door on the west side. There is one opponent in front of the entrance (on the right), but you can ignore him.

Neutralize the elite guards



Once you go inside, go ahead and walk through the double door. Here you will meet the first of the elite guards. Sneak up on him and finish him quietly.



Then step back through the double door and sneak up behind the opponent sitting in a large hallway. **If you have spared the guards outside, you must now move when they are not looking towards the residence.** Remember to hide the body of the enemy, preferably in a room by the pool.



Go right, then turn right through the door and you will reach the kitchen. **Before you go in there, make sure your opponent has his back turned on you.** Sneak up on him quietly and finish him.



It is time to deal with the last target: an elite guard strolling through the main hall on the first floor. Wait until the agent is not looking in your direction and finish him.

If you have triggered an alarm while moving around the residence, you will have to deal with all the regular opponents in order to move on to the next stage of this task.

Find Hanako



After you have dealt with the Arasaka's elite agents, you can go to the bedroom where Hanako is held captive - you will find her on the first floor.



Talk to Hanako and wait for Hellman to come with an AV. Get in the vehicle to move to Arasaka Tower and start another main job, *Totalimmortal*.

Totalimmortal

This page of the *Cyberpunk 2077* game guide includes a detailed walkthrough of the Totalimmortal mission.

V has managed to rescue Hanako from being held in captivity by Yorinobu's agents. With a little help from Hellman, they have reached Arasaka Tower. It is time to confront the board of Arasaka, and then Yorinobu himself.

Follow Hanako



Leave the AV and follow Hanako. After a long walk and a short discussion of the plan, you will reach the elevator in Saburo's office, which will take you to Mikoshi.



Hanako concealed quite important information from V. Her father, the Emperor **Saburo**, **created not only replicas of his office, but also a copy of his personality in an engram**. Now you have the opportunity to talk to him.

If you have sent Jackie's body to Victor's clinic in *The Heist* mission, you will now be able to demand a conversation with Jackie Wells.



After the conversation get in the elevator and go with Hanako to the board meeting. It is at this point that you may come across Takemura and/or Ode if you have let them live while playing through the main storyline of *Cyberpunk 2077*.

Give your testimony

The board is already sitting at the table, but Yorinobu has not come yet. **Hanako starts the meeting and wants to discuss the removal of her brother as CEO of Arasaka.** She presents her reasons to the Arasaka board and tells them that Yorinobu has murdered their father, using his death for his war rhetoric.



At this point, as an eyewitness of the events that took place in Yorinobu's apartment in Konpeki Plaza, you must take the side of Hanako and confirm the truth of her words. The members of the board are not convinced, so Hanako brings in Saburo's construct in order for the emperor to speak to his former subordinates himself. Saburo hands over his power to his daughter and tells the members of the board to treat every one of her words as if they were spoken by him.

Fend off attackers



The board meeting has been brutally interrupted by Arasaka's elite soldiers. You must stand up to fight and beat them off.



Once the situation is under control, talk to Hanako. The woman believes it is her brother, Yorinobu, who ordered the attack and decides to regain control of Arasaka Tower.

Take the elevator to the upper atrium



Go straight to the elevator to go to the upper atrium. You will encounter a lot of resistance on your way so you must be prepared for any kind of situations. **Among the opponents there will be one stronger mech.**



If you have saved Takemura in *Search and Destroy* mission, he will now offer his help. Together with his people, he will try to clear the way to the next elevator.

Reach the elevator

Your goal is an another elevator, two floors up. Regardless of whether you decide to act quietly or launch a frontal attack, you will face many armed opponents along the way.



There will be a lot of Arasaka's agents here a lot so it's recommended to use the available curtains to increase your chances of survival, especially during the fight with the mech. **When you reach the elevator, go up to the 140th floor (CEO).**

Head to Yorinobu's office



On the 140th floor you're going to receive a "warm" welcome from several Arasaka guards waiting for you. Use some kind of cover and eliminate all the targets: **a few frag grenades thrown towards a group of enemies will quickly settle the matter**. Then go towards Yorinobu's office and get ready for a boss fight.

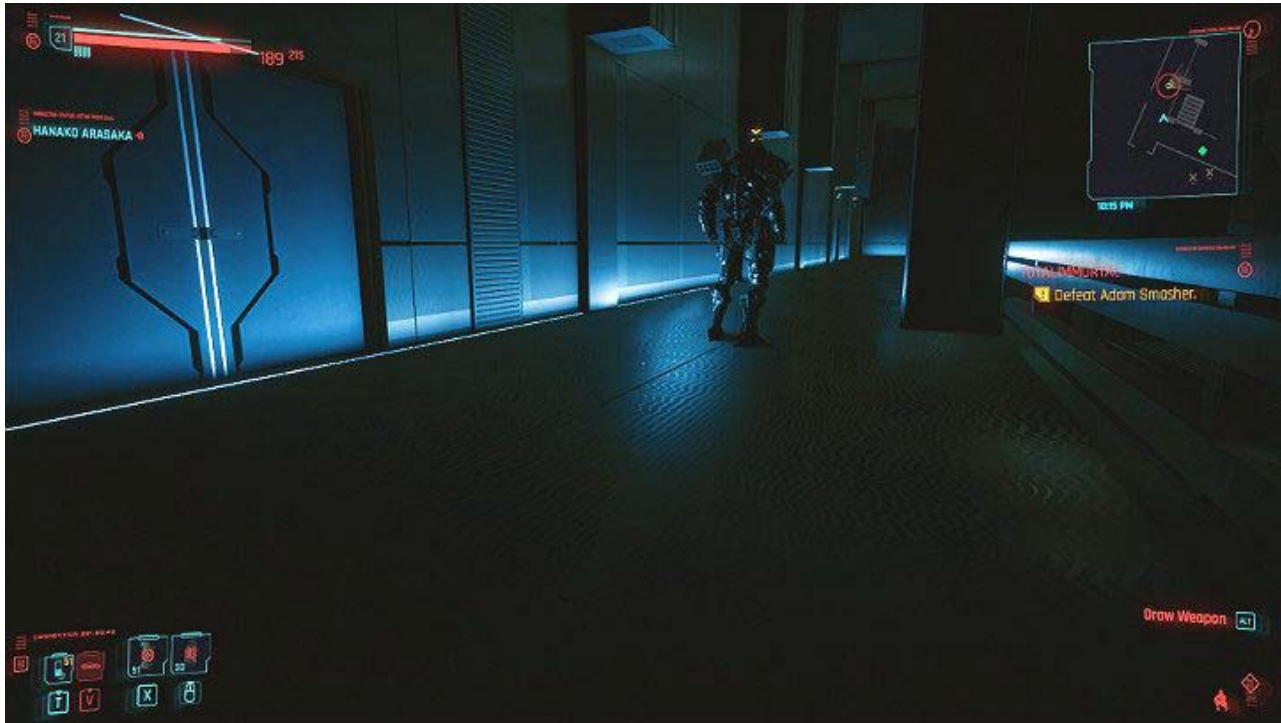
Defeat Adam Smasher

Adam Smasher is an extremely strong opponent, who has enormous firepower, but can also fight at a close range. Since this is the most dangerous opponent you will encounter in *Cyberpunk 2077*, the fight must be completed as soon as possible. **The fight with Adam Smasher has been divided into 3 phases and the boss will behave a bit differently in each of them.**



Adam Smasher's strengths	Adam Smasher's weaknesses
<ol style="list-style-type: none">1. Enormous firepower;2. Significant damage in melee combat;3. Resistance to chemical damage;4. Strong punches, which Smasher can combine into melee combos ending with a final blow;5. Jump attack that can knock out V;6. Smasher can destroy the curtains, depriving you of your cover;7. Possibility to call for reinforcements.	<ol style="list-style-type: none">1. Cybernetic heart on the right side of his chest. Once you successfully destroy its front plate, you will be able to deal significant damage onto this spot;2. Susceptibility to electricity;3. Adam Smasher is an android so you can deal him more damage if you have unlocked the Bladerunner perk.4. Frag grenades inflict a lot of damage not only to the boss himself, but also to his cyberware;5. Incoming attacks which can be dodged;6. Weapon Malfunction quickhack reduces the effectiveness of long-range attacks;7. Cyberware Malfunction quickhack inflicts a lot of damage.

Fighting through stealth - is it possible?



Yes, Adam Smasher can be killed with the use of stealth tactics like all the other bosses you encounter in *Cyberpunk 2077*. **First of all, you have to make your opponent lose sight of you:** hide, reboot his optics or distract him with one of the cameras.



When you leave combat mode, sneak up on your opponent from behind and knock him out. The first time the boss will lose as much as 40% of his health and thus, you will immediately move on to the second phase of the fight.



Remember that after moving on to the second phase of the fight, turrets and other additional opponents will appear in the area. You will have to neutralize them in order to have a chance for a second stealth attack. **After the second stealth attack you will proceed to the last phase of the fight with Adam Smasher.**

First phase of the fight

In the first phase of the fight, the boss will have his entire arsenal at his disposal and he will certainly use it as much as possible.



Adam Smasher's weak point is his cybernetic heart that has been hidden behind a plate on the right side of his chest. As soon as you have managed to destroy this piece of armor, all the attacks onto the weak point will significantly increase your damage output



If you notice that Smasher wants to use the cannon built into his right hand, immediately hide behind a curtain to avoid getting too much damage.



You can even protect yourself from Smasher's charges and attacks by jumping quickly to the side. Making a quick jump back will also enable you to fire a few shots.



When you notice that Adam Smasher is about to jump, run away immediately from the spot where he intends to land. **If you stay in the area, V will be knocked down and you will be an easy target for a while.** It is also worth noticing that once he lands, the enemy will kneel for some time and will become an easy target.

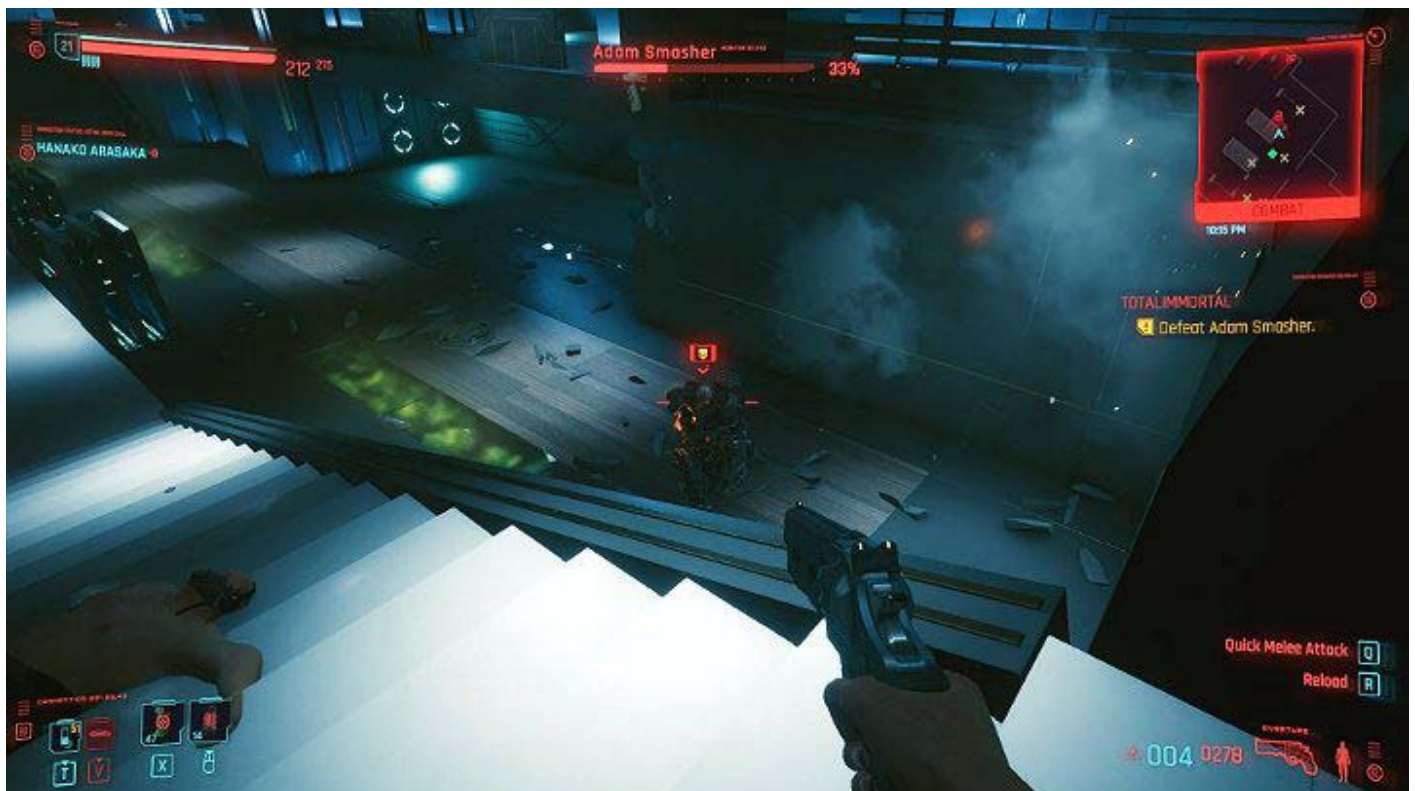
Second phase of the fight



When Adam Smasher's health bar falls below 60%, he will lose his right hand and will call for reinforcements. It is definitely better to focus on the weaker opponents and neutralize them first so that they don't put you off the fight.



When Smasher kneels down a little and leans forward, it is a sign that he is about to use the rocket launcher over his left shoulder to fire rockets in your direction. You will see red circles on the floor indicating where the rockets will explode: do not stay in that area.



Smasher will switch positions frequently and will also try to run away. Use the moment when he turns his back on you and starts to run to give a fire a few shots.

Third phase of the fight



The third phase of the fight is definitely the easiest one. It starts when Smasher's health level falls below 15%. Severely weakened and deprived of his main weapons, Adam Smasher poses practically no threat. **After the fight you can decide what will happen to the defeated opponent.**



Your decision regarding the future fate of Adam Smasher will have no additional consequences. You can spare him or kill him, if you want.

Confront Yorinobu



After winning the fight, go straight to Yorinobu's office and talk to him. After a while, Hanako will come as well. Once you are instructed to go with Hellman, go to the elevator. Further events are related to one of the possible endings of *Cyberpunk 2077* and it is recommended to play it through yourself.

For more detailed information about all possible endings of *Cyberpunk 2077*, check out the separate Endings section of this guide.

We Gotta Live Together

On this page of the *Cyberpunk 2077* game guide, you will find a detailed walkthrough description of the mission *We Gotta Live Together*.

V rejects Hanako's proposal and decides to cooperate with the Nomads. He calls Panama to ask her to help him get to Arasaka Tower. The Nomad girl arrives at Misty's store after V and takes him to the Aldecaldos' camp.

To unlock the final questline with Panama and the Aldecaldos clan, you must first complete the side mission *Queen of the Highway* and the main role-playing task *Nocturne OP55N1*.

Talk to Saul



On the way to Aldecaldos camp, V loses consciousness. You will wake up on the spot, accompanied by Mitch. Get out of the car and follow the Nomad to meet Saul and Panama.



Saul and Panama came up with an idea to dig an underground passage and thus get to Arasaka Tower and Mikoshi. Luckily, Night Corp is building a new maglev tunnel in that area - just get there, take over their heavy drilling equipment and the foundations of the Arasaka Tower will be at your fingertips.



When Panama leaves to meet with Mitch, tell Saul about the plan to meet with Alt. The Nomad leader will not be happy, but will direct you to Dakota, which has the equipment to travel to Cyberspace.

Talk to Mitch

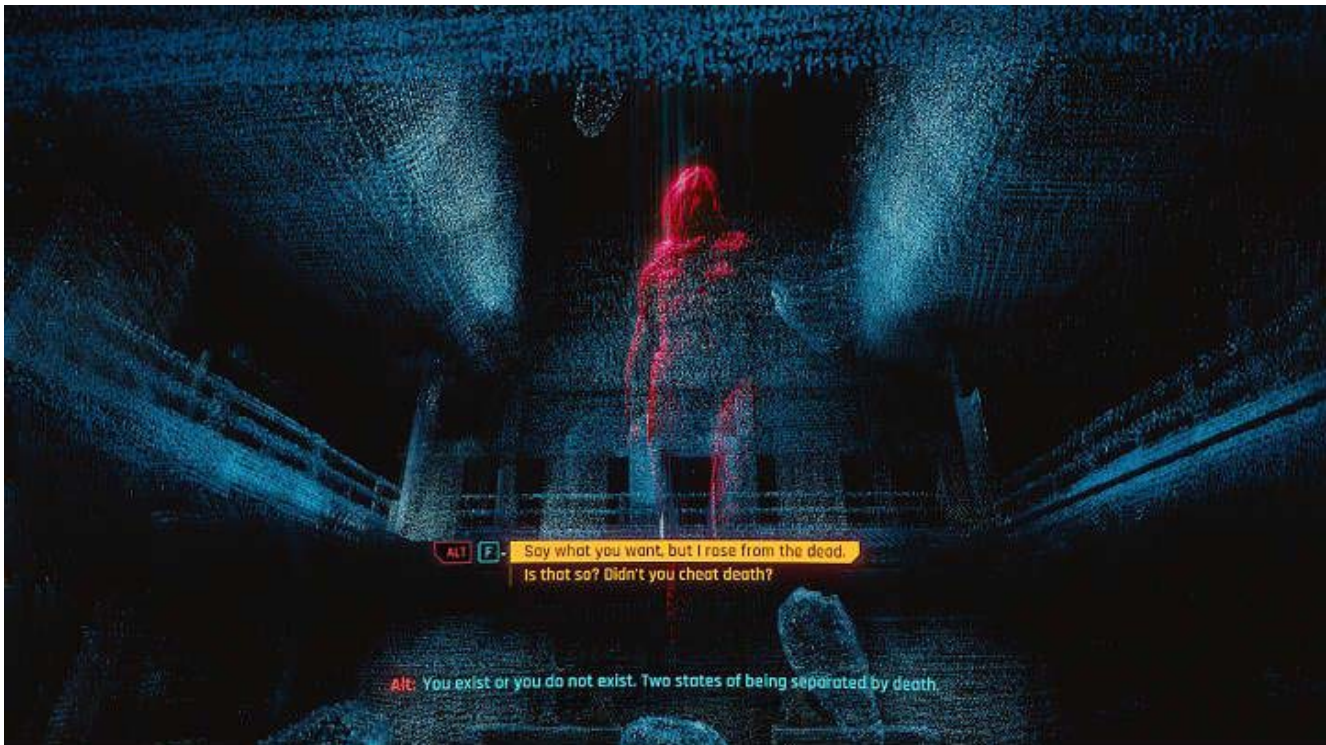


Mitch will show you an improved, slimmed-down version of the Basilisk, enriched with an afterburner and a heavy rocket gun. V is supposed to drive and Panama should sit right next to him, on the support.

Talk to Dakota



Go to Dakota's, the local netrunner's tent. The woman will not ask unnecessary questions and will immediately invite you to a bath filled with ice cubes.



After a while you will move to Cyberspace to talk to Alt Cunningham. Unfortunately, you will not get any specific answers. All you will learn is that you have to get to Mikoshi. Once Alt starts working, Mikoshi will be annihilated and all the structures there will be integrated into, becoming part of the AI.

Talk to Saul



Get in the car's cargo area and listen to Saul give a speech about the debt of gratitude that the Aldecaldos have contracted with V. The time has come to pay it back and V is admitted to the nomadic family.



After the initiation you can do some side activities: talk to Mitch and go through the Basilisk tutorial, take some extra equipment from Dakota and talk to other Aldecaldos. When you are ready, go meet Panama.

Talk to Panama



You will find Panama on a hill, by the solar panels. Talk to her to complete this mission and proceed immediately to the next main quest, *Forward to Death*.

Forward to Death

On this page of the *Cyberpunk 2077* game guide you will find a detailed walkthrough description of the Forward to Death quest.

V asked for the Nomads' help and was admitted to the Aldecaldos family. Together with Saul, Panama and Mitch, they devised a plan that will allow them to get inside the Arasaka Tower and to Mikoshi. It is time to go to the tunnel construction site and get down to work.

Use the drone to scan the construction site

Follow Panama to meet Saul. When you are on site, take a shard from the chief of Aldecaldos and switch to the reconnaissance drone camera view.



Watch the construction site and listen to the plan summary. Saul has managed to locate several critical points: the communication antenna, which will have to be jammed, and the entrance gate, which can be destroyed with the hovertank. When you are ready, turn off recording and get into Basilisk.

Follow Saul



Follow Saul towards the construction site. At some point, MiliTech will realize that someone is going to invade their area. The tank will break down and will become surrounded with the enemy's reconnaissance drones.



Panam will take care of the repair of the Basilisk, and you have to cover the vehicle during this time. Using a sniper rifle, try to eliminate the danger as soon as possible.



A little further on you'll find yourself facing a large enemy unit. Use any resources available to eliminate all targets.

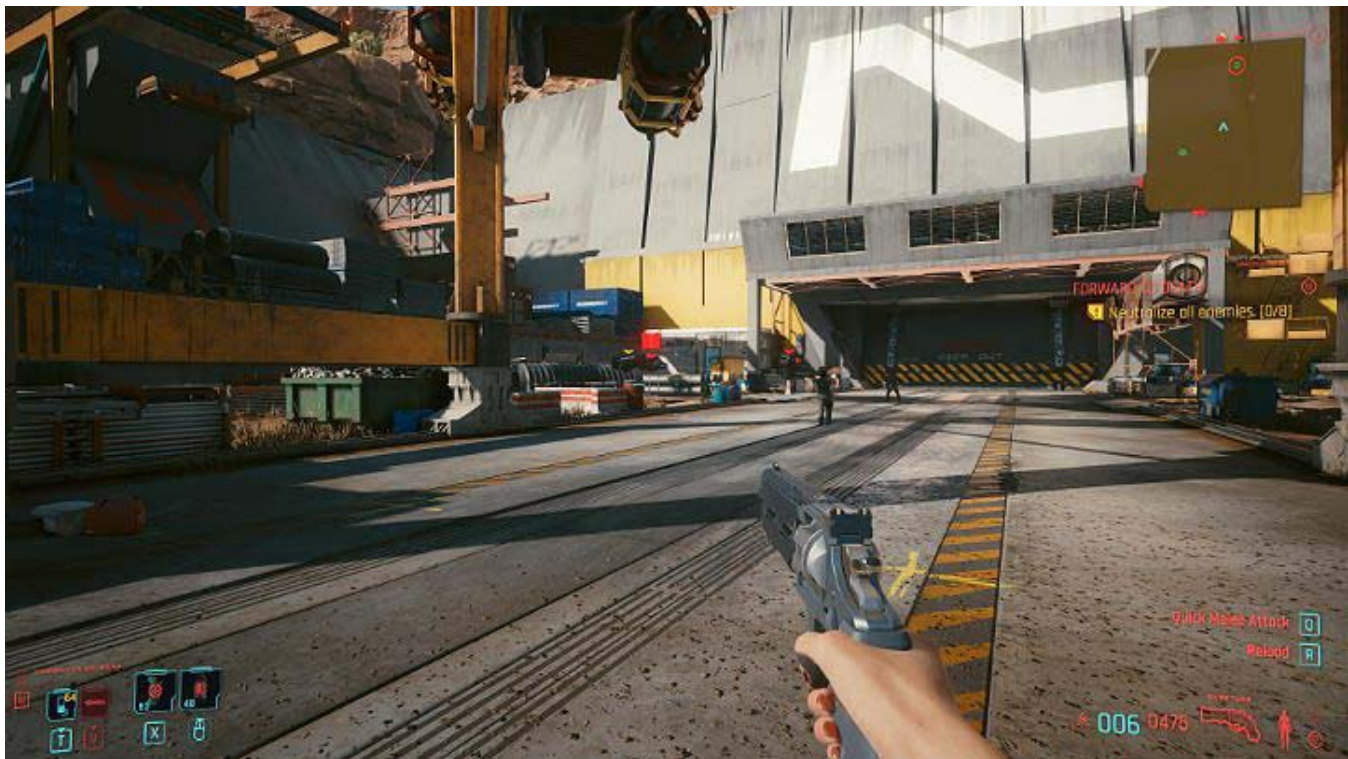


Then fly onto the narrow bridge and take care of two makeshift blockades to pave the way for Aldecaldos.



Right in front of the entrance gate, a welcoming committee is waiting for you. Defeat your opponents, and then take care of the gate.

Neutralize all enemies



After the entrance gate has been breached, the Basilisk will get damaged once again. Panam will try to repair the vehicle and you must help Aldecaldos eliminate all enemies.

Escort Mitch and Carol



Take Mitch and Carol to the service station on the upper floor. The team will take over the drill, which will allow you to break through to the foundations of Arasaka Tower.



After a while, more opponents will appear on the construction site. You will have to stand up to fight and cover the Aldecaldos technicians. Opponents will be coming in waves and most of the soldiers will move in a compact group so that one purposefully thrown shrapnel grenade can eliminate several targets at once.

Intercept Militech's strike team



While you were fighting the enemy troops, Panama managed to launch the Baislik. Get in the vehicle and prepare for the next clash. Go through the main gate and start eliminating targets immediately. Among them you will find flying drones and ordinary soldiers.

Drive into the tunnel



After the fight, return to the construction site and drive straight into the tunnel. Unfortunately, the drill has jammed and you will have to turn it on manually, directly from the wheelhouse. The mission will end and you will automatically proceed to the next main task, the *Belly of the Beast*.

Belly of the Beast

On this page of the *Cyberpunk 2077* guide you will find a detailed description of the Belly of the Beast mission.

V was admitted to the Aldecaldos family and hit the maglev tunnel construction site together with the Nomads, took over Night Corp's machine and are ready to drill into the Arasaka Tower.

Join Mitch and Saul



After entering the tunnel you will have some time to talk to Panam. When you are there, leave the Basilisk and join the rest of the Nomads. Mitch will go to help the Aldecaldos and support them in their fight against the enemy, and you will go straight to the Arasaka Tower with Saul and Panam.

Start the SERC



Go with Panam to the control room. Start the machine that will get you to the Arasaka Tower.



Get out of the control room to talk to Saul and Panam. Unfortunately, the clan leader did not receive any message from Mitch, but there is no need to wait - you need to get to the Arasaka building as soon as possible.

Look around for a maintenance shaft



The service hatch is located on the left side of the spacious underground room. To get there unnoticed, just stick to the side wall on the left and move forward while remaining out of sight of the patrolling androids.



Go up a ladder to the top, then go through a double door and use another ladder to get to the Arasaka Tower through a technical tunnel. In the next room you will find the last ladder - climb up there.



On the right-hand side, you will find the grating of another technical shaft, which will get you to the control room.

Neutralize the guards to access the terminal



Hide behind a box and wait for the guards to finish the conversation. As soon as they split up, get one of them from behind and finish him off, and your comrades will take care of the other opponent.



Talk to Saul. The Arasaka system detected the vibrations around the building when you were breaking through and is now on high alert, which means that all exits from the industrial level were cut off.

Reach the security room

You can get to the guard room in many ways. One of the shorter routes leads through the door on the left, but going through there requires a high enough body stat (at least 13 points). In our guide, we will focus on the quickest possible route that all characters can follow, regardless of the attributes you've developed.



Go through the door leading to the staircase and then descend to the lower floor of the building. Before going any further please note that this area is being patrolled by several opponents.



First of all, you should pay attention to the camera on the left. Using any kind of cover, hack it and turn it off.



If you don't want to fight, you can completely ignore the first three guards covering this level and slip right into the security office using various objects for cover on the way. **Wait a moment in the corner of the room until the guard standing at the desk goes to check the nearby container - then you can safely walk behind his back.** If you want to eliminate all the targets, wait for the guards to line up with you and take them out from behind - remember to hide their bodies.



Before entering the office, you will meet another guard. He will not move from his place, but you can move to the right corner of the room and stay out of sight. From here you can either take him out from behind and hide the body in a nearby container or simply walk behind his back to the security room.



The Netrunner in the guard room is busy with his business so he will definitely not pay attention to you. Finish him off quietly and place the shard in the console.

Reach Mikoshi



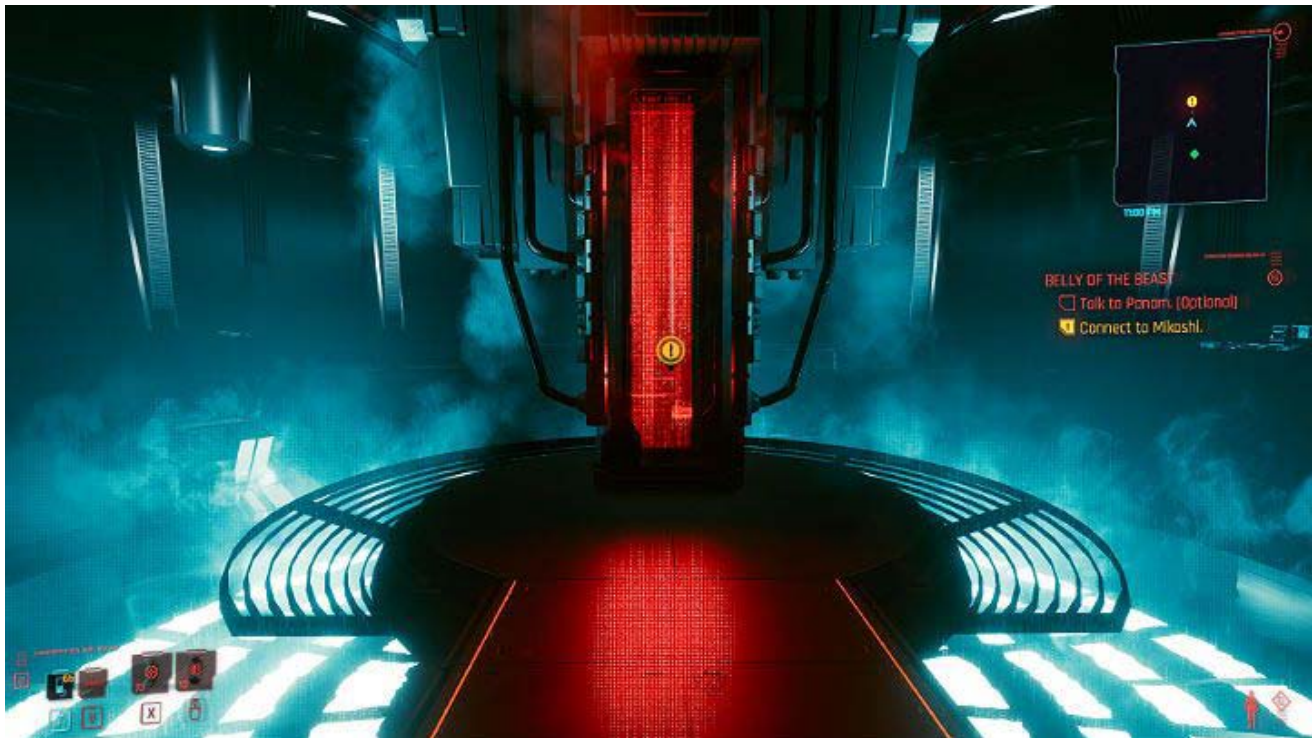
As soon as Alt receives a shard signal, it will immediately kill all remaining Arasaka agents at this level and thus open the way to Mikoshi. Exit the industrial level through the door on the right.



Going further through the building you will notice that Alt has taken control of the drones and mosses and is actively patrolling the area in search of some danger. Go on towards Mikoshi.



As soon as you enter the main corridor leading to Mikoshi, Adam Smasher, one of the main bosses in *Cyberpunk 2077*, will stand in your way. A detailed description of the battle with boss Adam Smasher and many tips related to the fight can be found on a separate page of our guide, in the chapter Bosses.



After the fight, approach the access point and connect to Mikoshi. Further events are related to one of the possible endings of *Cyberpunk 2077* and it is recommended to play through it yourself.

For more detailed information about all possible endings of *Cyberpunk 2077*, check out the separate Endings section of this guide.

For Whom the Bell Tolls

On this page of the *Cyberpunk 2077* guide, you will find a detailed walkthrough description of the mission For Whom the Bell Tolls.

V rejects Hanako's proposal and decides to give Johnny control over his own body so that he can start working with Rogue and end the deal with Arasaka.

To unlock the final task line from Rogue, you must first complete the side quest Blistering Love and the main story quest *Nocturne OP55N1*.

Meet with Rogue



If you choose to work with Rogue and give Johnny control, after a short while you will appear in Afterlife. Go inside and meet the Queen of Afterlife - Rogue. The fixer will immediately feel that you have a business for her and will not be satisfied with it.



At some point, Rogue will get up and announce the club's closed so she can talk to Johnny without witnesses. The woman will admit that after Johnny's death she went to work with Arasaka and now she regrets it very much. When you say you need to get to the Arasaka Tower to help V, and to do so you need to connect to a Mikoshi access point located in the basement of the corpo building to let Alt Cunningham into the system, Rogue will agree to help.



After some time you will wake up in the back of the Afterlife club. Get up and go with Weyland to meet Rogue. Johnny's old friend has organized a lot of equipment so that you have the opportunity to equip yourself with weapons and ammunition (you can take anything). Remember to grab the Retrothrusters.

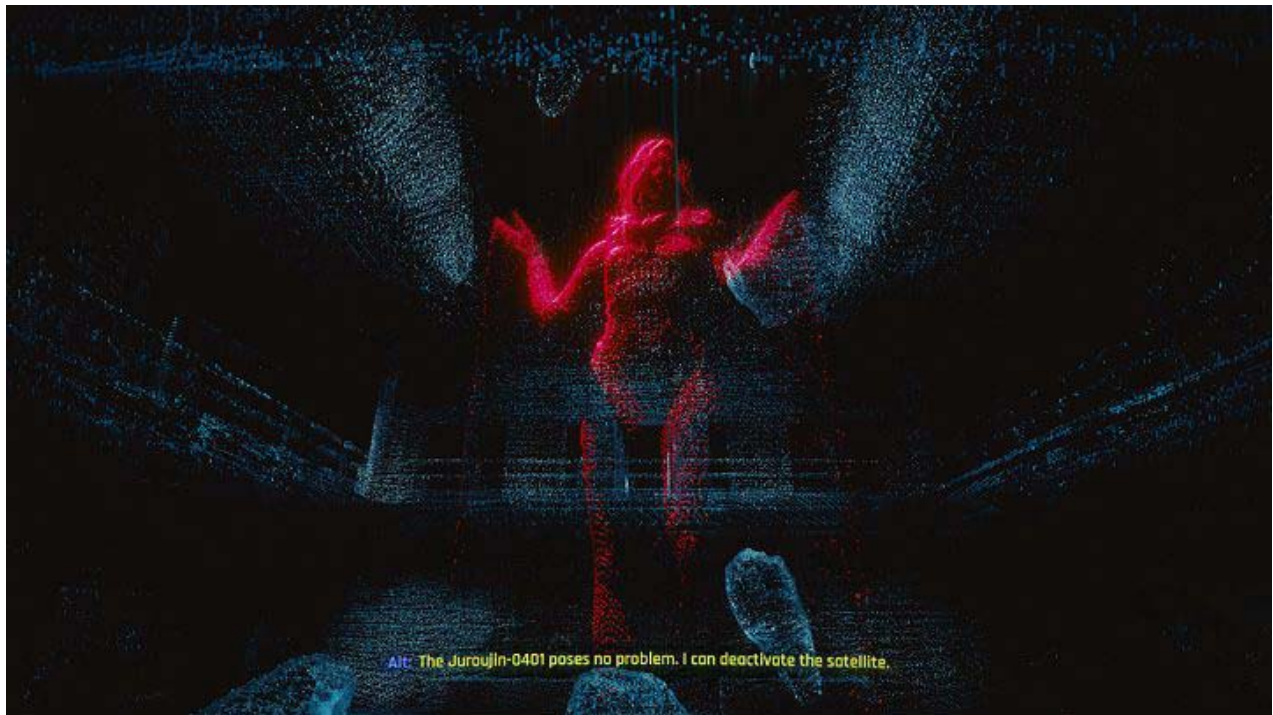


Take the shard and turn it on so that Rogue can quickly show you the action plan. Your goal is a Mikoshi point that you can reach from the laboratories. You will get inside through a window, which you will knock out using a Militech bomber. For the plan to succeed, you still need to knock a communication satellite out of orbit, and for this, you will need Alt Cunningham's help.

Go to the Netrunner's room



Go to the back and talk to Nix. Put on your Netrunner suit and sit in the chair to move to Cyberspace.



You will meet with Alt Cunningham. The AI immediately guesses Johnny's plan and agrees to help disable the satellite. You will also get a program with which you will be able to establish a connection with Alt after connecting to the Mikoshi access point. Once Alt starts working, Mikoshi will be annihilated and all the structures there will be integrated into, becoming part of the AI.

Talk to Rogue



When you get back to reality, go to the bar to talk to Rogue. When you say you're ready, follow the fixer to the elevator, get to the roof of the building and get in the AV. You will automatically move on to the next main story quest, *Knockin' on Heaven's Door*.

Knockin' on Heaven's Door

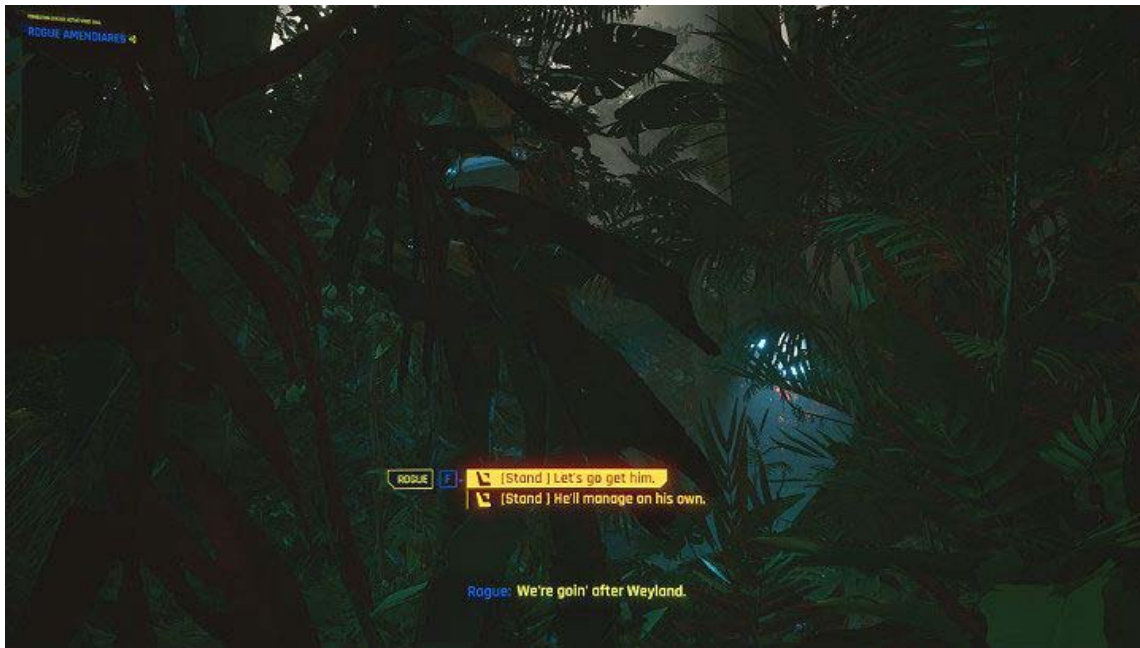
On this page of the *Cyberpunk 2077* guide, you will find a detailed description of the Knockin' on Heaven's Door quest.

V gives Johnny control of his own body so that he can get to Mikoshi with Rogue's help and solve the problem with the Relic.

Fly to Arasaka Tower



Rogue devised a clever plan to allow you to enter the enemy's territory by surprise, but during the flight over the Arasaka Tower, your presence is detected and the AV is bombed. Weyland manages to stabilize the flight to the top floor of the Arasaka Tower.



Thanks to the Retrothrusters, Johnny and Rogue manage to land safely in the Arasaka jungle, but Weyland, who stayed in the vehicle, crashed at the waterfall. The main goal of the mission is to find a commander who has an elevator access key, but you can choose to complete an optional target and save Weyland first.

If you don't save Weyland, he will not participate in the rest of the quest and thus will not help you fight the Arasaka corporation.

Save Weyland - optional

If you have decided to help Weyland, follow Rogue towards the platform with the conference table. You will come across two guards here.



Approach the one who is standing at the table quietly and eliminate him, and Rogue will take care of the other opponent during this time. If Rogue suddenly quits fighting and freezes up somewhere, you will have to deal with the second guard yourself.



Follow Rogue towards the waterfall. You will meet three guards on the spot: two that patrol the area from the spot and a third one who keeps walking in a small circle. **Take care of the mobile opponent while Rogue and Weyland eliminate the remaining two Arasaka soldiers.**

Find the commanding officer



Follow Rogue to finally reach the commander. Note that one additional guard patrols the area with him. Go up the stairs and wait for the guard to approach the box. Go from behind and eliminate it.



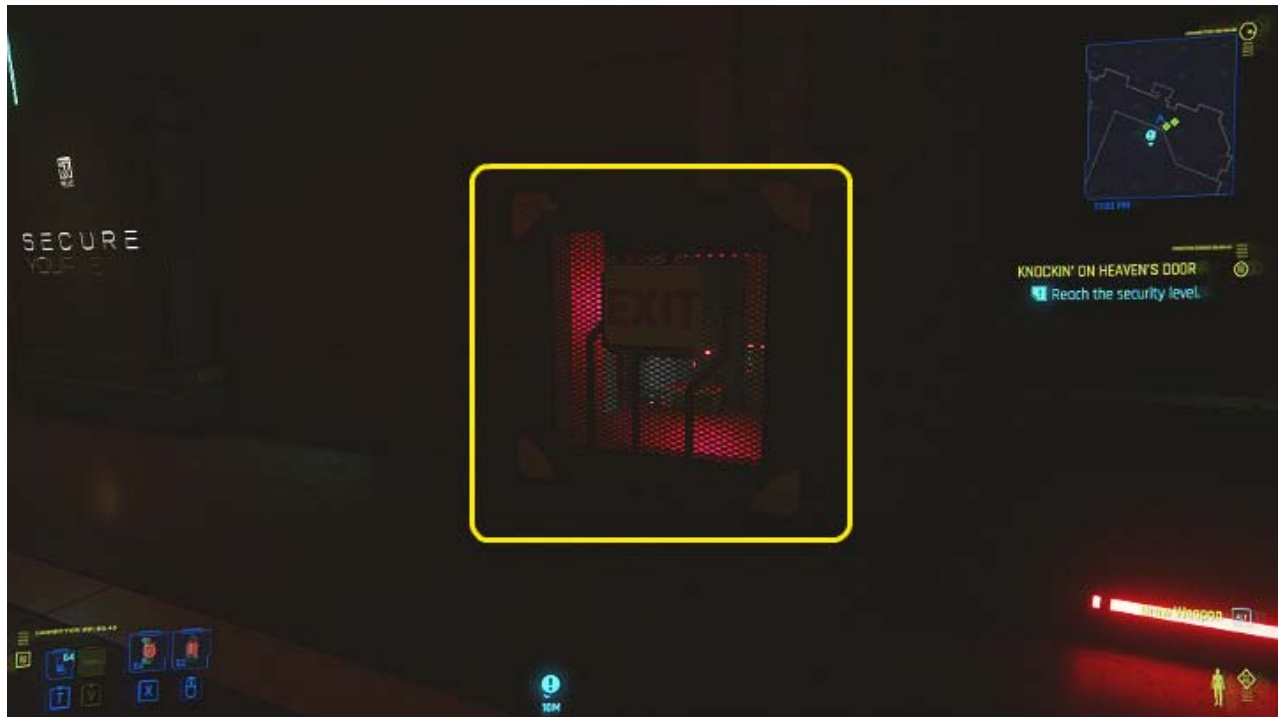
Return to the platform with the commander and finish him when he is not looking at you. **Search his body and take away his access key.**

Get in the elevator



If you want to bypass the other guards, jump off the main sidewalk and, keeping left, go straight to the elevator. Go down to the 68th floor (atrium).

Reach the security level



Your goal is a security room located several floors below. Follow Rogue and jump in the designated area - special shoes will protect you from fall damage. If you do not want to risk a jump over the railing, you can go through the grating in the wall and jump down the ventilation duct.

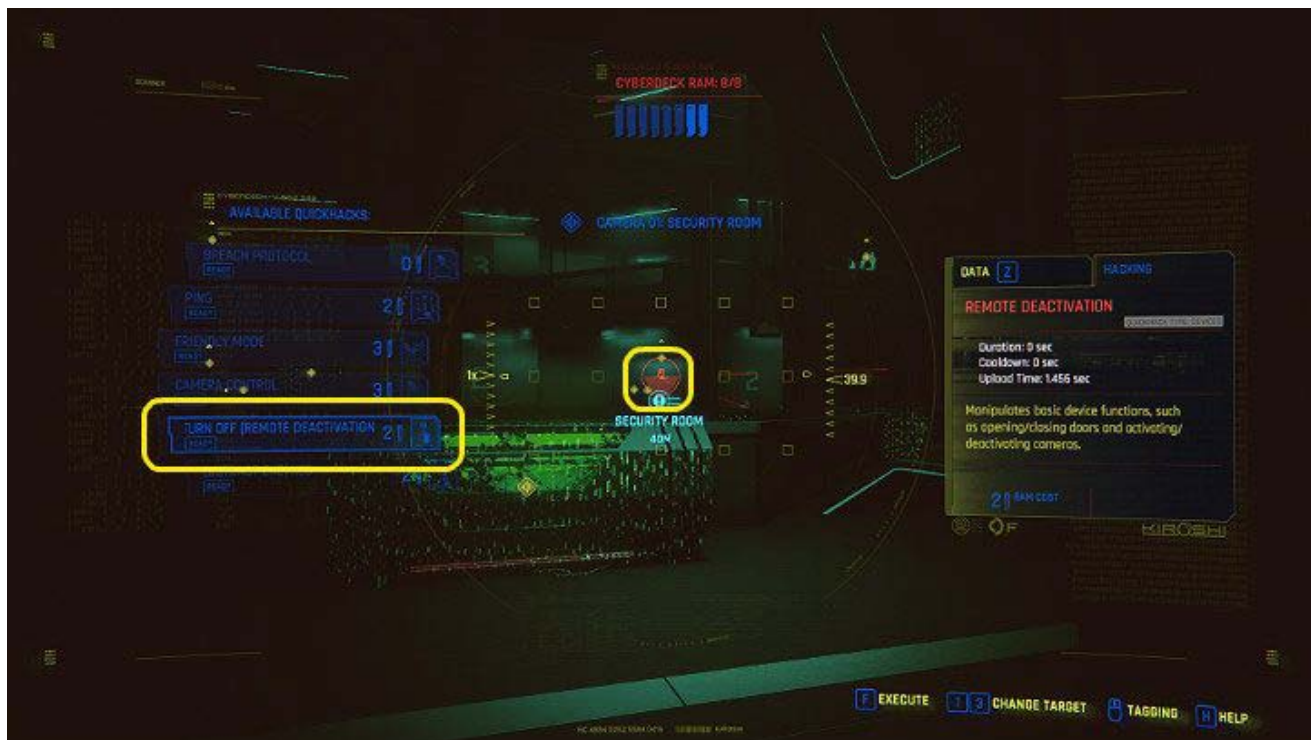


As soon as you land on a lower level, hide - two guards and one drone are stationed here. If you want to operate quietly, you will have to hack the drone (short circuit). Then take care of the guards - wait until they are not looking in your direction and get rid of them quietly. Jump on the lower floor.

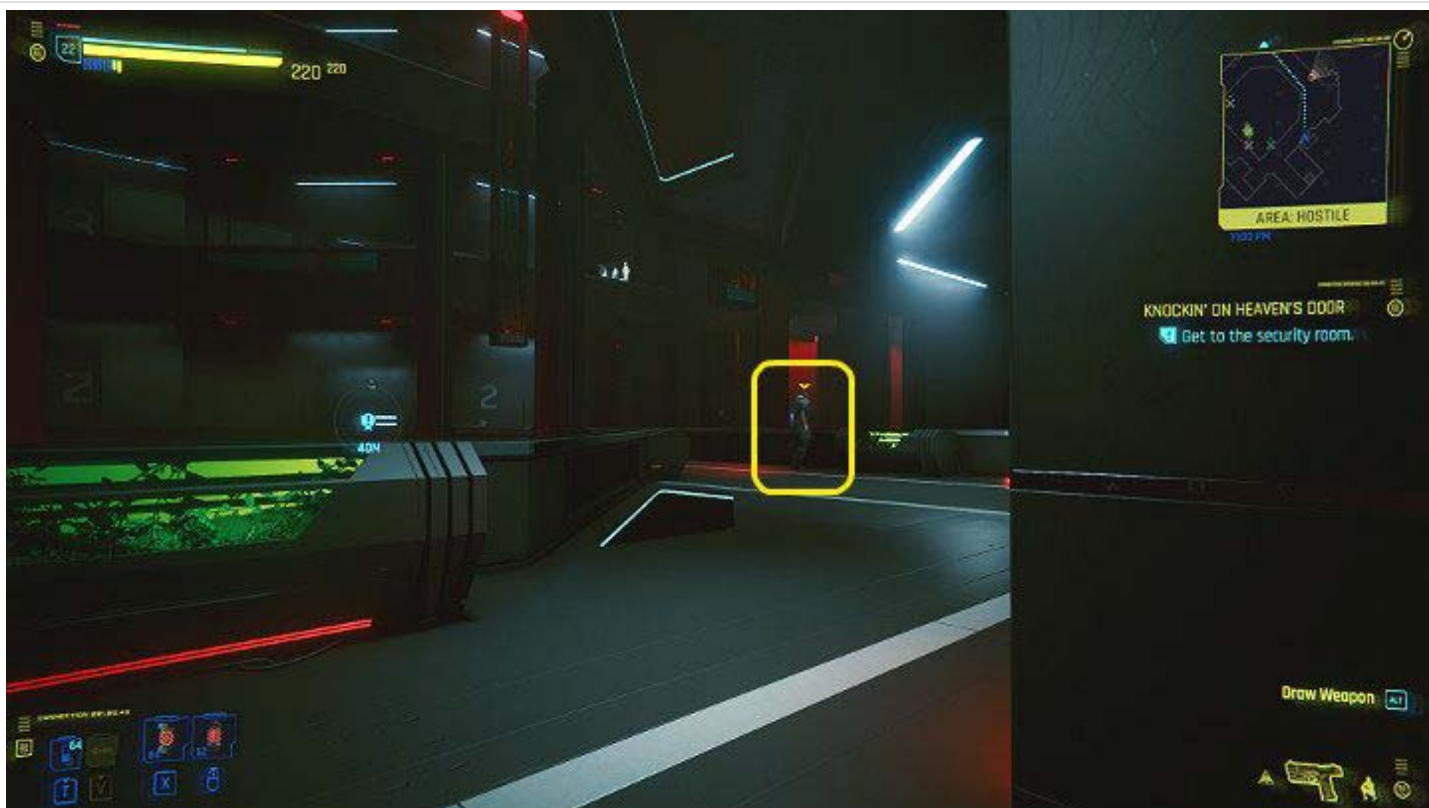


This floor is patrolled by two more guards and one drone. When they split up, you can go in from behind and eliminate them quietly. You will have to hack the drone (short circuit), bypass it or shoot it down at the end. Jump down two floors.

Get to the security room



First of all, hack the camera over the door to the security room and turn it off to move safely around the area.



The opponent who patrols the area in front of the entrance is stronger than the others, so you may not be able to eliminate it quietly. You can always sneak past and go straight to the right room.



There is only one guard in the security room. Sneak by him and finish or overpower him.



Use the computer shown in the picture above, go to the local network tab, and enable the access authorization to the server room.

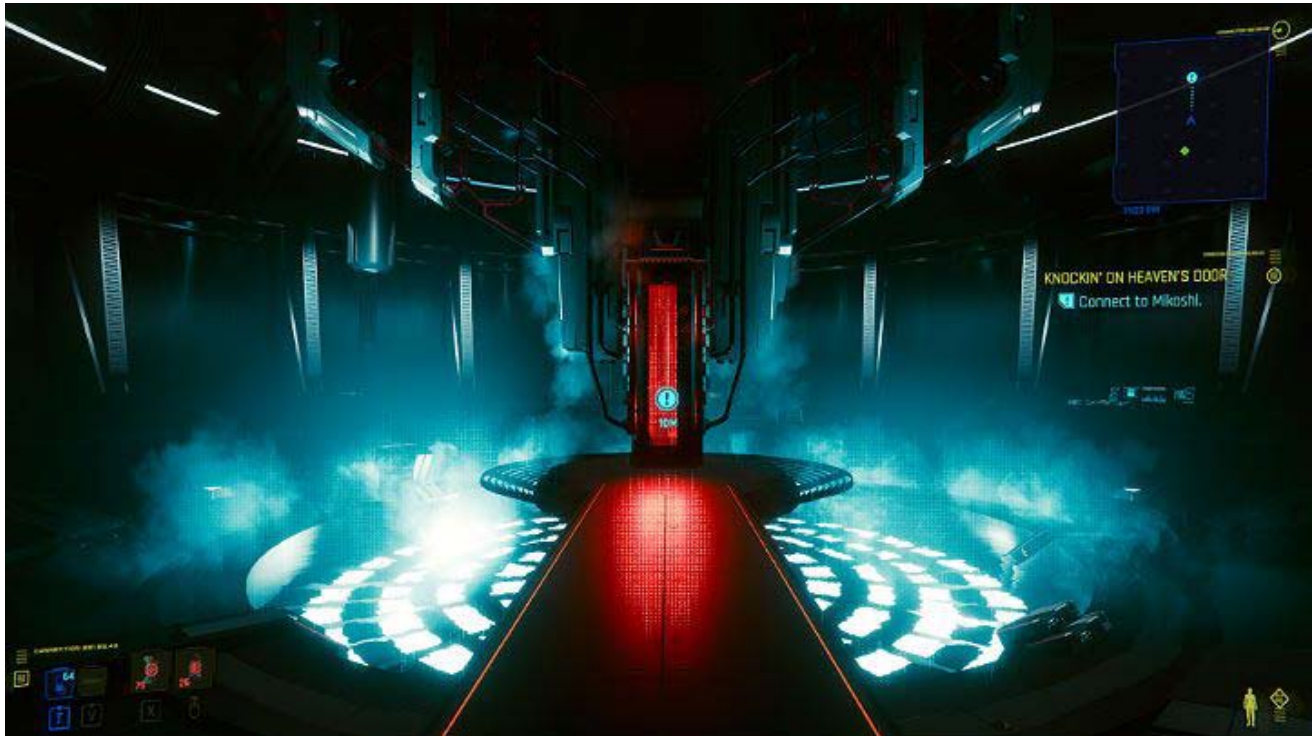
Get to Mikoshi



Go into the server room and connect Alt Cunningham to the system. The AI will easily break the security and clear the way to Mikoshi. Go to the elevator on the lower floor and drive down to the Netrunner hall. Alt cleared the way, so as soon as you get out of the elevator, go straight to Mikoshi.



As soon as you open the last door leading to Mikoshi, Adam Smasher, one of the main bosses in *Cyberpunk 2077*, will stand in your way. A detailed description of the battle with boss Adam Smasher and many tips related to the fight can be found on a separate page of our guide, in the chapter Bosses.



After the fight, take Rogue's weapon (optional), then approach the access point and connect to Mikoshi. Further events are related to one of the possible endings of *Cyberpunk 2077* and it is recommended to play through it yourself.

For more detailed information about all possible endings of *Cyberpunk 2077*, check out the separate Endings section of this guide.

Side missions

All Side jobs

On this tutorial page, you will find a list of all side missions you can complete in Cyberpunk 2077. We have listed here the quests that you have to complete to master the game.

Exploring the world

1. Burning Desire
2. Sacrum Profanum
3. Human Nature
4. Tune Up
5. Epistrophy
6. Don't Lose Your Mind
7. Happy Together
8. These Boots Are Made for Walkin'
9. Big in Japan
10. I can see clearly now
11. The Ballad Of Buck Ravers
12. The Highwayman
13. The Beast In Me
14. I Fought the Law - River
15. The Hunt - River
16. Following the River - River
17. I'll fly away
18. Dream On
19. Sinnerman
20. There is a Light that Never Goes Out
21. They Won't Go When I Go
22. Space Odity
23. A Day in the Life
24. Ezekiel saw the wheel
25. Imagine
26. Machine Gun
27. Only Pain

Main story quests

1. Heroes
2. Both Sides, Now - Judy
3. Ex-Factor - Judy
4. Talkin' Bout a Revolution - Judy
5. Riders on the Storm - Panam
6. Pisces - Judy
7. Pyramid Song - Judy
8. With a Little Help from My Friends - Panam
9. Queen of the Highway - Panam
10. Chippin' In - Rogue and Johnny
11. Blistering Love - Rogue and Johnny
12. Holdin' On - Kerry

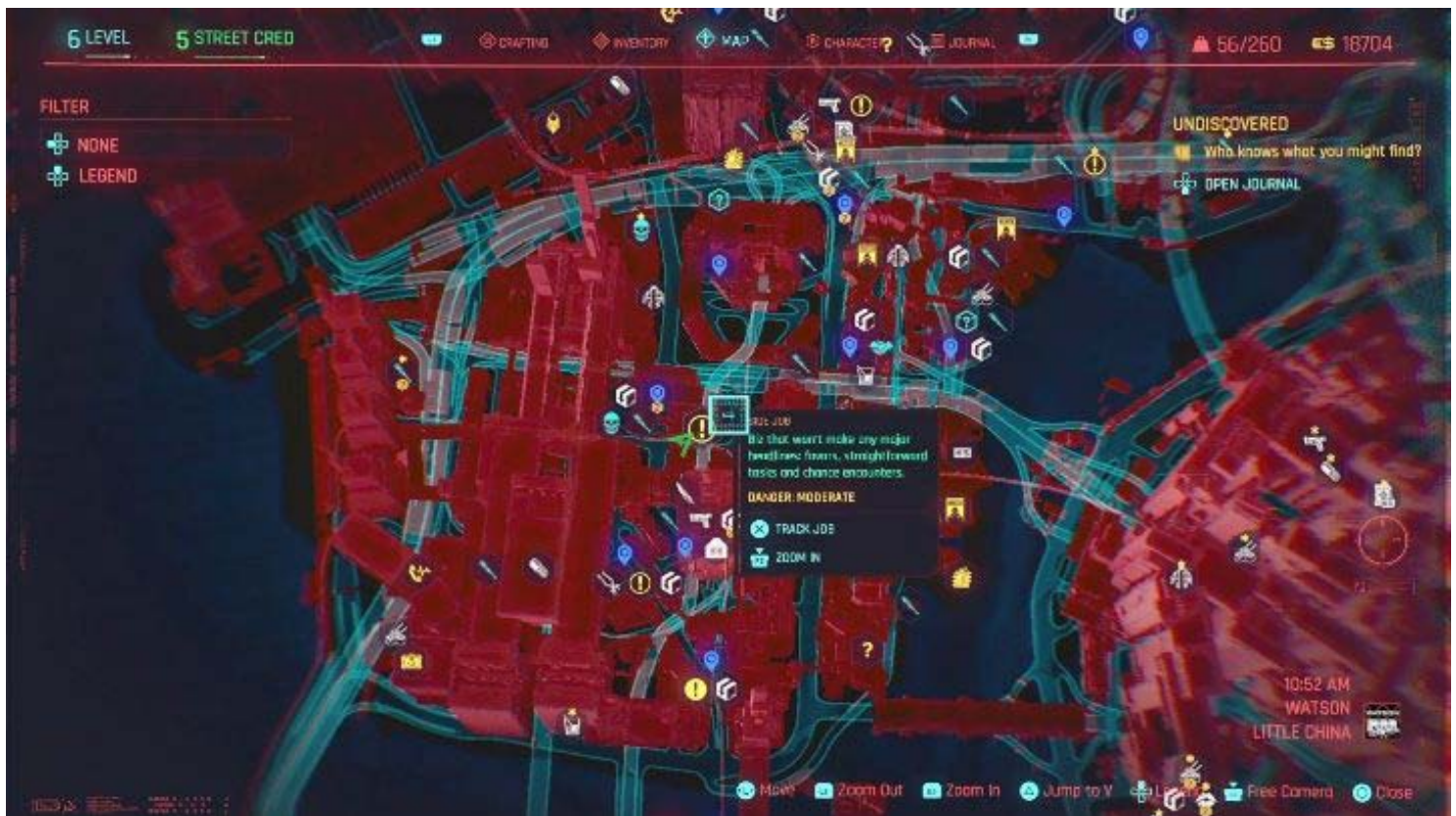
- 13. Second Conflict - Kerry
- 14. A Like Supreme - Kerry
- 15. Sturm Und Drang - Kerry
- 16. I Don't Wanna Hear It - Kerry
- 17. Off the Leash - Kerry
- 18. Boat Drinks - Kerry

Exploration

Burning Desire

In Cyberpunk 2077 you can discover side missions simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed walkthrough for the Burning Desire quest. You will find out how to start it, what to do, and how you can end this quest.

Walkthrough



How to begin: Complete the job titled The Ride.

You will find the job in Watson, Little China.



You have to find a man who is running in front of the building and shouts. He is quite visible because he is not wearing pants. He will run up to you as soon as you get close.

The man will ask you for help. It is up to you how much you are able to do.

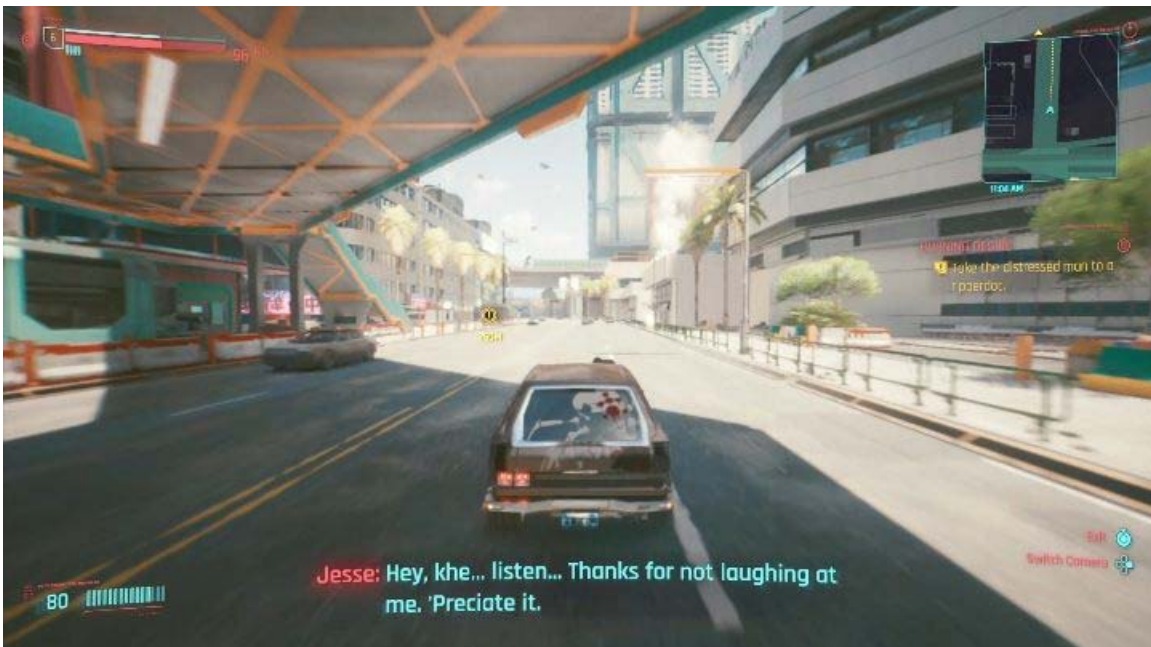
Bad ending



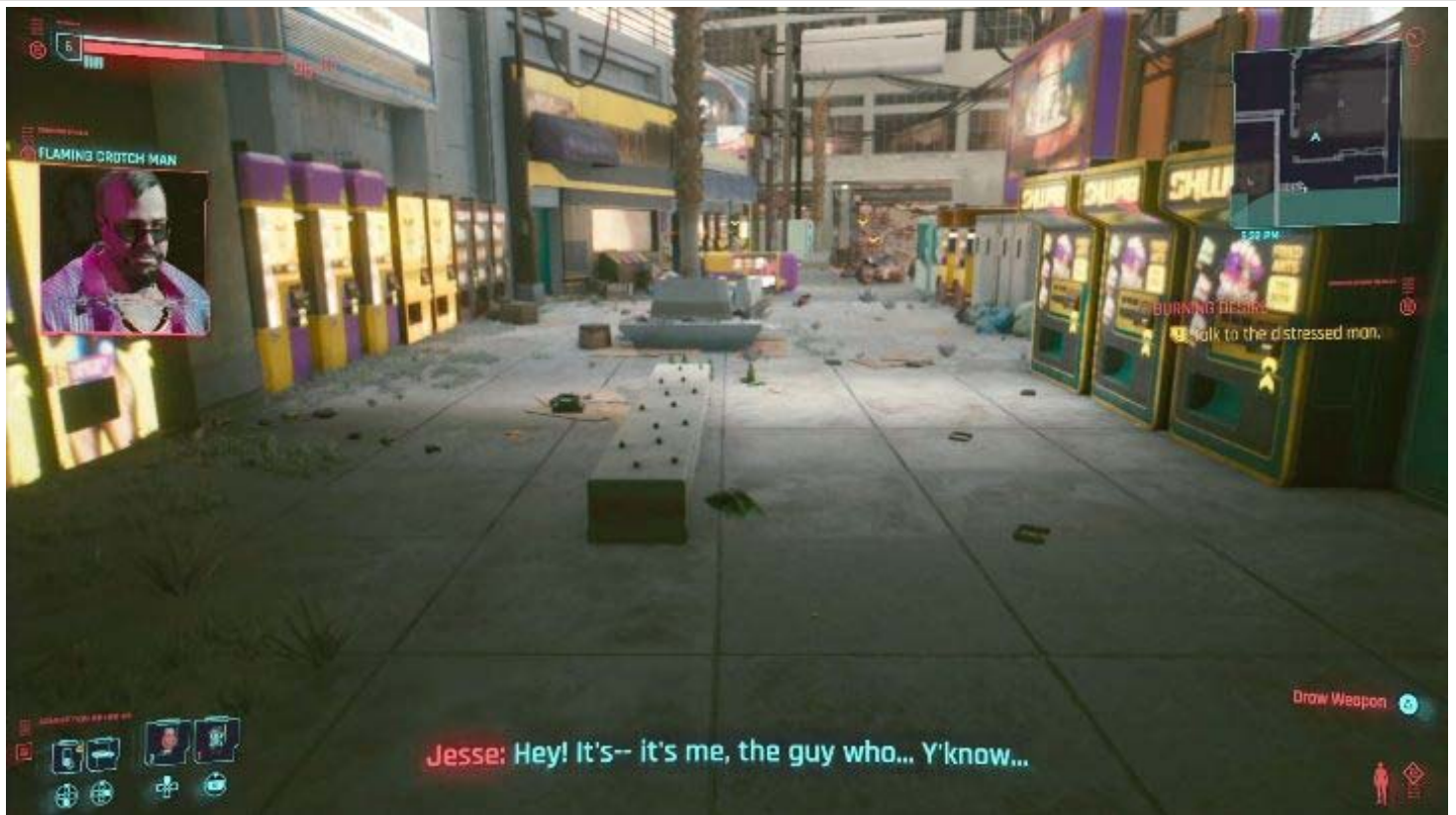
If you start talking to the man, asking about a problem or just ignore him, he will explode. Only a few scattered body parts will be left.

The man can only die if you wait too long with assistance after talk to him. Nothing will happen to him if you just pass him on the street. In that case he will continue to run and wait for your help.

Good ending



To help the man, do not get into a conversation. Just agree and run to the car. Take him to the indicated ripperdoc as soon as you can.

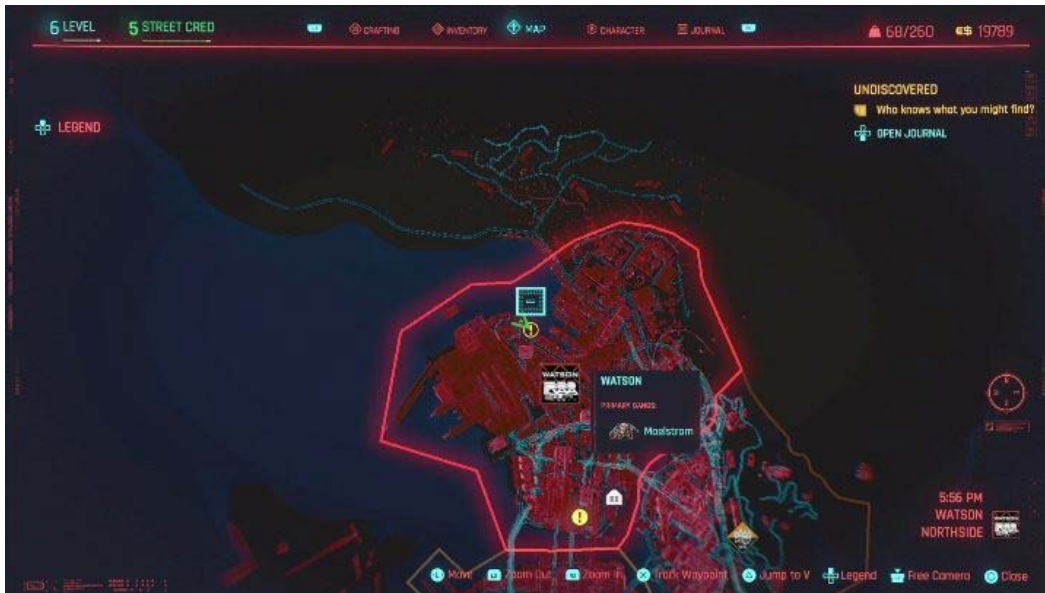


This task will end when the man calls you. This will happen a few hours later. You can use this time for another mission or just wait. During the conversation you will receive money - 1480.

Sacrum Profanum

In Cyberpunk 2077 you can discover side missions simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed walkthrough for the Sacrum Profanum quest. You will learn how to start the mission and complete it.

Location

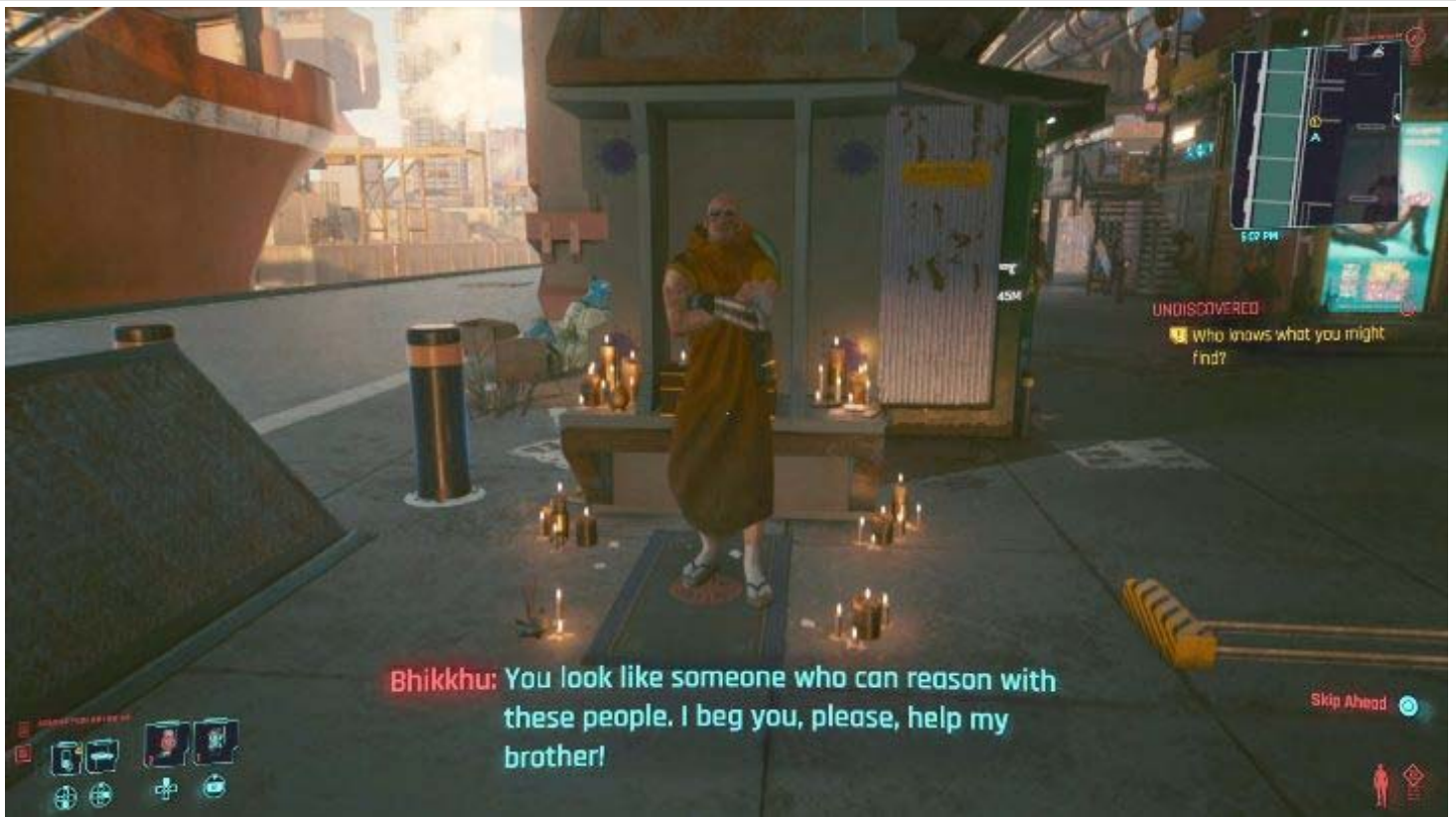


How to get started: Complete The Ride.

You will find the mission in Watson, Northside.

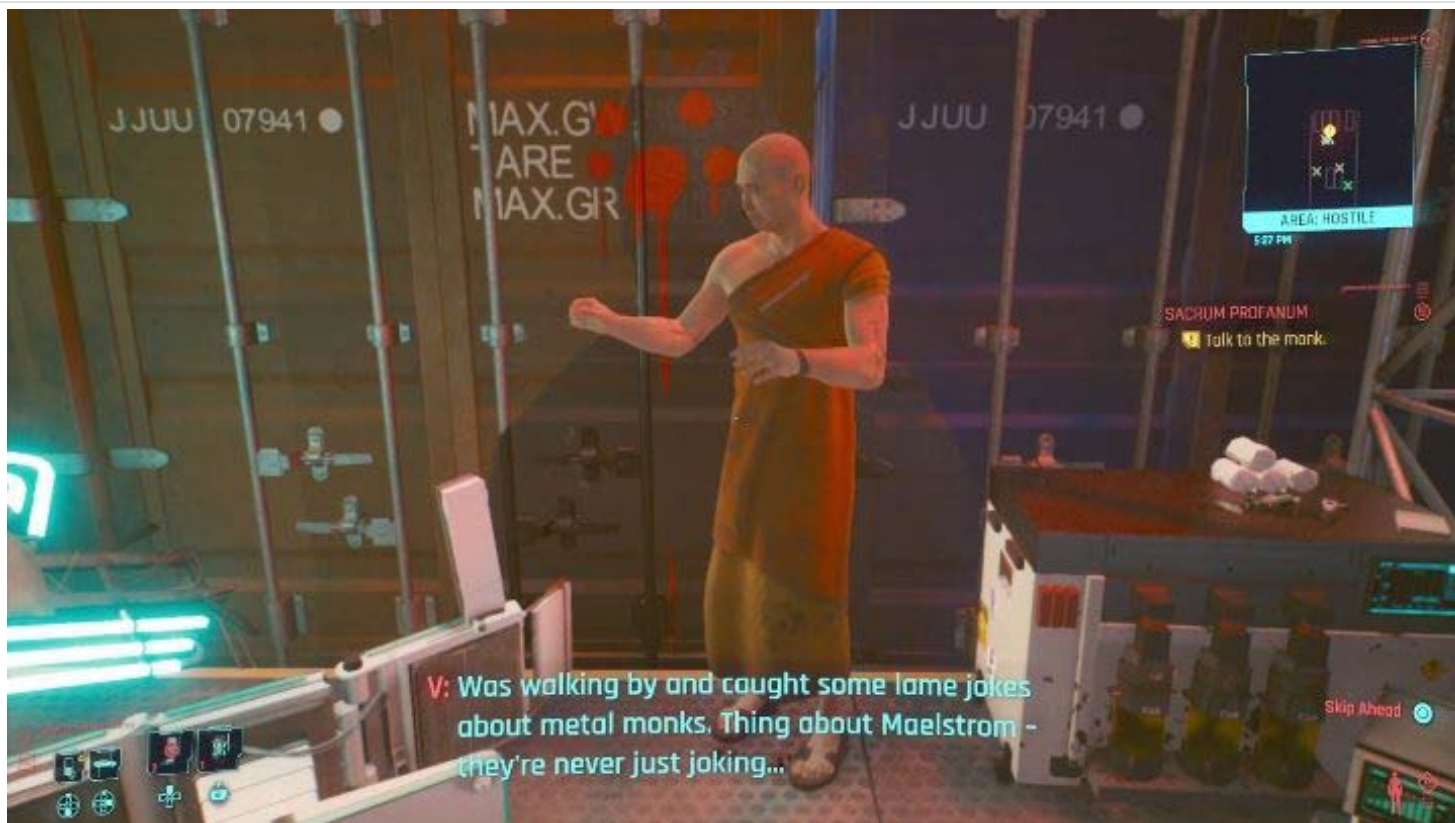
First monk





You will find the first monk near the docks. He will ask you to free his brother, who ended up in Maelstrom's hideout. He will be grateful if you accomplish it without bloodshed.





You can freely choose the way you get the job done. You can easily save the man if go into the gang hideout all guns blazing. You can also get rid of your opponents quietly, by using the rear entrance.

Depending on your behavior, the conversation ending this side mission will vary.

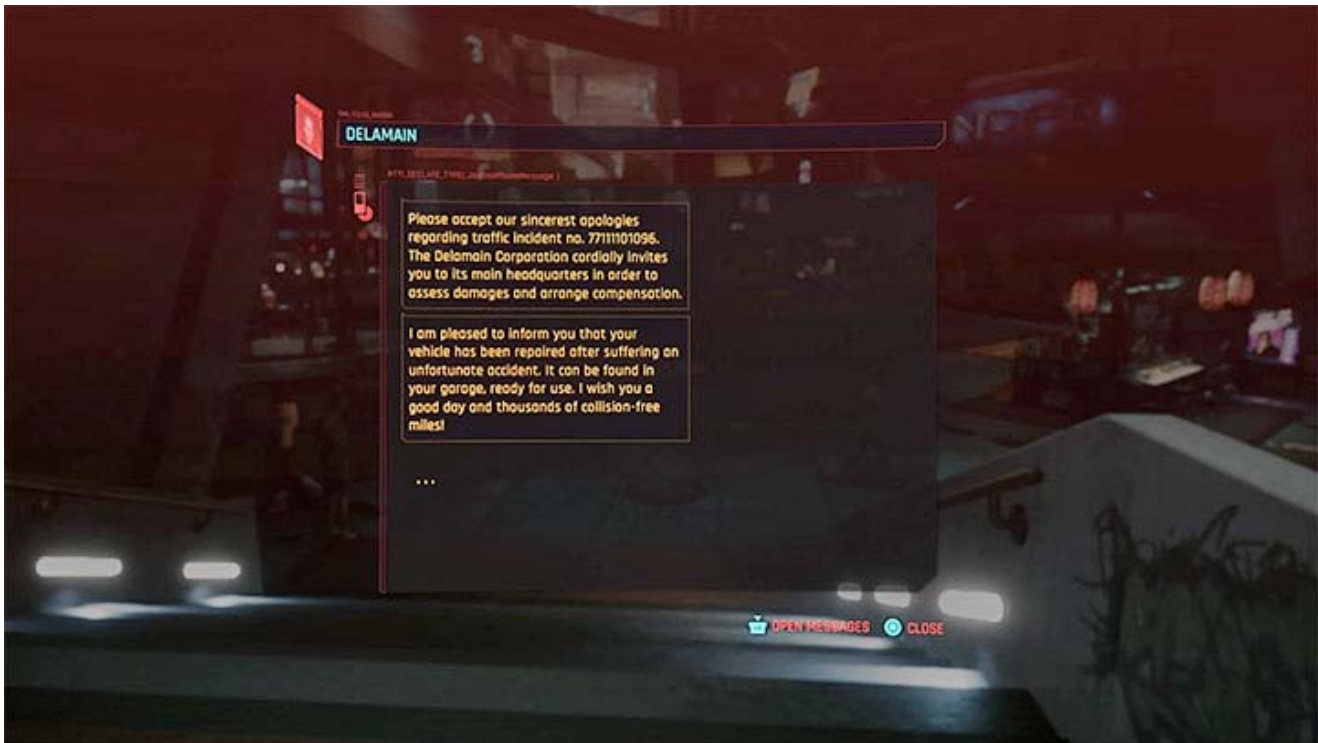
Human Nature

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough for the** Human Nature quest. You will find out when Jackie's vehicle will be unlocked and what to do after the car is damaged by a cab.



How to start the quest: This quest will be automatically added to your log **after completing act 1** of the campaign.

The car, which belonged to Jackie, has now become the property of V. You have to reach the garage adjacent to the character's apartment to pick it up. After you get in the car, your new machine **will be rammed by an AI-controlled cab**.



All Delamain will contact you to apologize and promise to repair the car and pay compensation - the latter will start a new side quest Tune Up.

You don't have to do anything else with this quest. You just have to wait until repairs are completed. You will receive a text message from Delamin, and a confirmation that the **Hella EC-D 1360 vehicle has been unlocked**. You can already select it from the list of machines of V.

Tune Up

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough of the Tune Up side quest**. We describe where the headquarters of Delamain HQ is and what attractions are waiting for the V there.



How to start the quest: It will be added automatically after taking part in the incident in the garage from the side quest Human Nature

Delamain will contact V to apologize for the "malfunction" of the cab that led to the accident. You will receive an invitation to visit **Delamain HQ** for compensation. The building is located in **Vista Del Rey in Heywood**.



When you get there, talk to the receptionist (AI) on the big screen. You will receive **compensation** - several thousand credits.

Soon a conversation with the "real" Delamain will start and you will be invited to go to the back room. This is part of the new Delamain side quest: Epistrophy.

Delamain, Epistrophy

This page of the *Cyberpunk 2077* guide provides a **walkthrough of the Delamain: Epistrophy side job**. This side job involves **searching for missing taxi cabs** with rebellious artificial intelligence and bringing them back to the Delamain fleet.

Start of the quest



How to start the quest: You have to complete the **Delamain: Tune Up** side job. As a reminder, it involves **visiting the Delamain headquarters** in Vista Del Rey, Heywood to claim the compensation for an incident involving a Delamain autonomous vehicle.

After you pick up the credits from the receptionist, you will be contacted by the "real" Delamain, the version of the artificial intelligence you first met during the main job when you went to the hotel with Jackie. Delamain will invite you to the back garage - follow the drone he sent you.



Delamain will reveal to you that some "rebellious" cabs have left the fleet. You can offer your help in finding them and bringing them back. Delamain will give you a **scanner** that will help you go through with the job.

There are 7 cabs to be found and hacked and we described them in the following subsections. **You can complete the jobs in any order.** Each cab has its own mini-job, so you can start following it. After entering the neighborhood where a cab is located, you will receive a message from Delamain and, in most cases, the cab you are looking for will appear on the map.

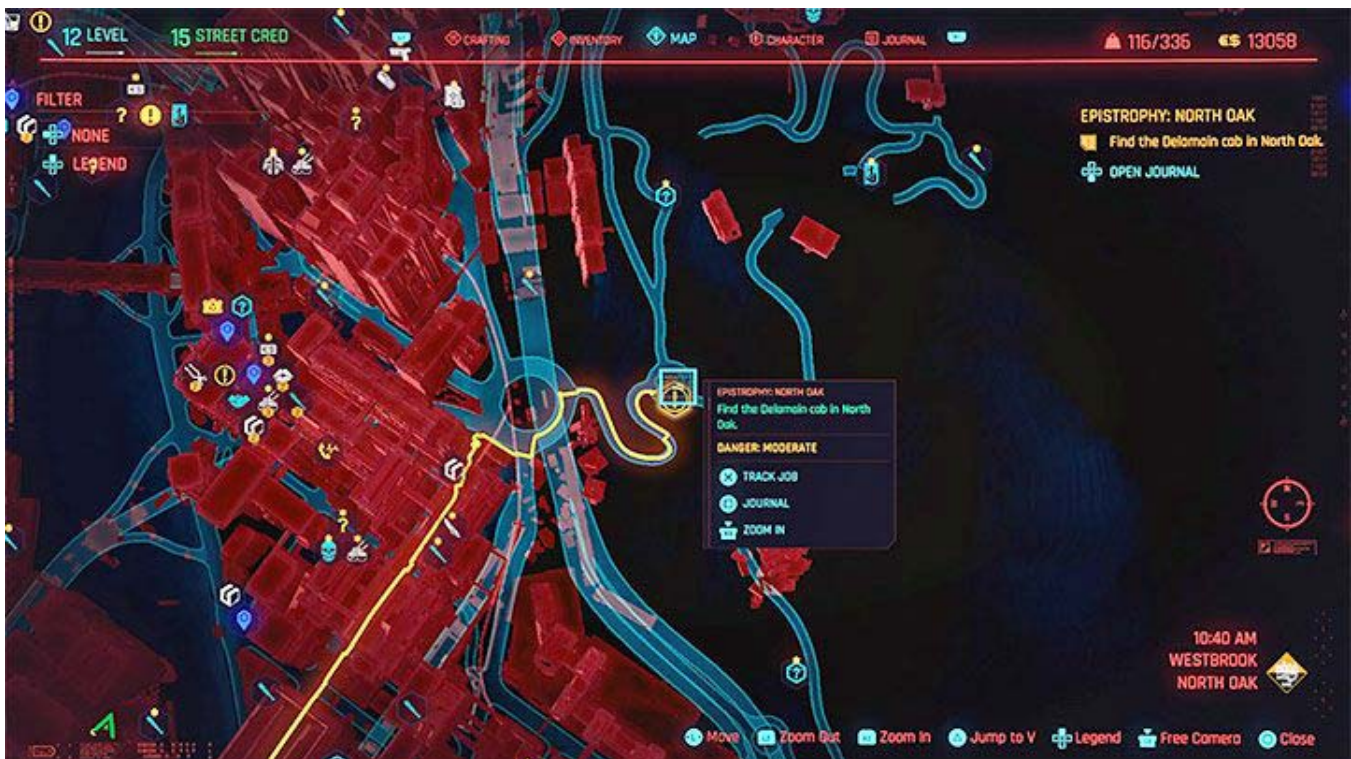
Cab from Wellsprings





You will find a cab in **Wellsprings, Heywood**. The cab is constantly moving and driving around the district. Your task is to deal enough damage to the cab to make it surrender. Instead of hitting the cab, it's better to **block the road and start shooting at it** with any weapon (preferably a heavy one). After inflicting enough damage to the car, Delamain will call.

Cab from North Oak





You will find a cab in **North Oak, Westbrook**. The cab is on the run, but will stop once you get close enough to it. After listening to the conversation with the rebellious AI, **get inside the cab and start driving to the Delamain HQ**. You can drive slowly and carefully as requested by the AI or ignore this request. Parking the cab at the Delamain's HQ will complete the job.

Cab from the Badlands





You will find a cab in the **Badlands**. It is parked on a **huge landfill site**. You can get to the cab faster using an off-road car or you can reach the destination on foot. After listening to the conversation with the rebellious AI, get in the cab. After a while, the job will be completed.

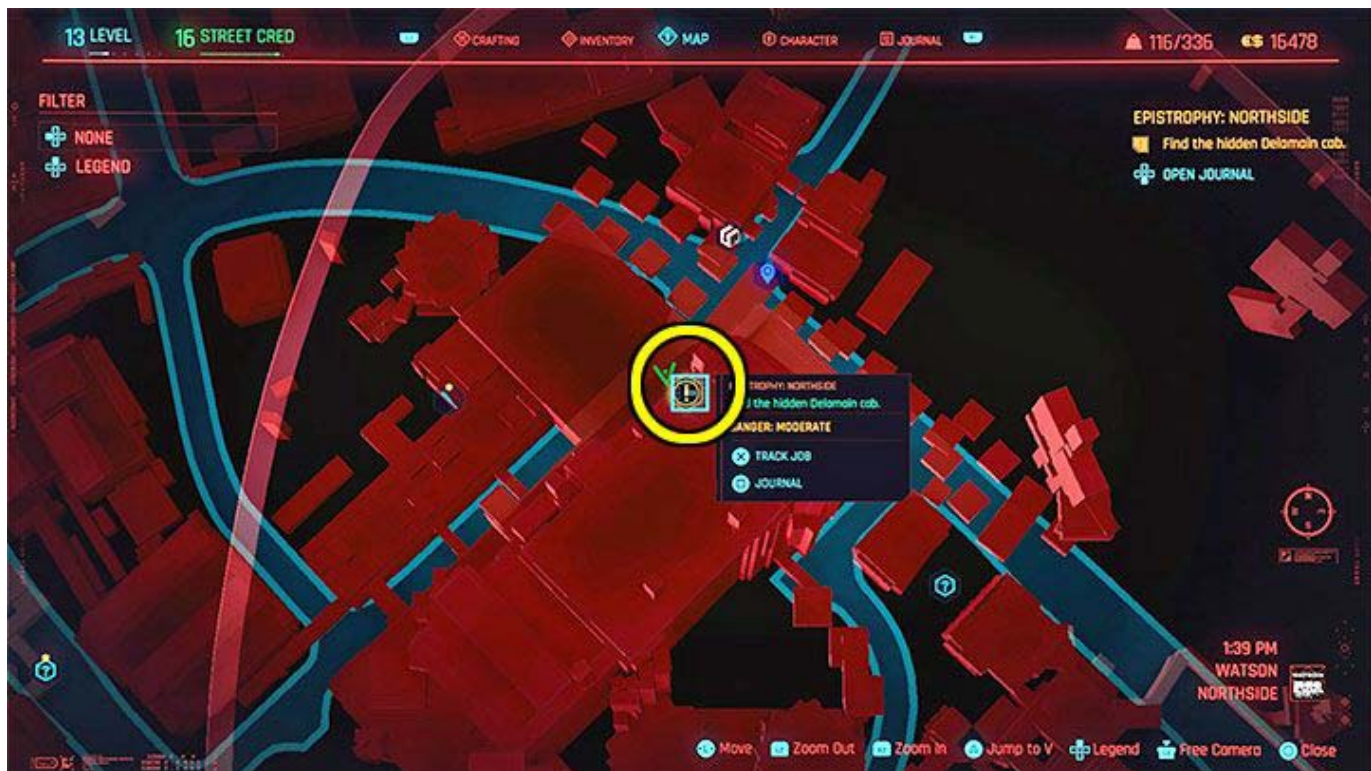
Cab from The Glen





You will find a cab in **The Glen, Heywood**. It is standing still and after you get close enough, **the rebellious AI will threaten you with a suicide attempt**. You can't fail the negotiations by choosing the wrong dialogue options. If you want to be the "bad guy" on purpose, you can use your own vehicle to push the cab into the abyss. After the meeting is over, Delamain will call and the job will end.

Cab from Northside





The cab can be found in **Northside, Watson** and it's the **only one** which you have to locate on your own. See the location of the cab in the attached images.



The cab will start running away and **you will have to chase it**. Theoretically, you can use any car for it, but make sure it is not too slow. During the chase, focus on flawless driving. Do not try to stop the cab by hitting it, as the end of the chase is scripted and ends in a fixed place.

Cab from Coastview



You will find a cab in **Coastview, Pacifica**. It is constantly moving and you need to get close to it. Then start following it to the place where it will park. Get out of the car and **get ready for a fight with some bandits** sent by the rebellious AI. Enemies are best attacked before they get out of the car. During subsequent fights, hide behind covers. After winning the fight, talk to the "defeated" AI.

Cab from Rancho Coronado



You will find a cab in **Rancho Coronado, Santo Domingo**. It's driving chaotically through the suburbs and once you get close to it, you will learn about the "flamingo problem". Your task is to **destroy 8 flamingos** among those marked by the game. You can find them primarily on the lawns in front of the houses. While you destroy them, you don't have to stay close to the cab. After the task is completed, listen to the conversation with AI and then with Delamain.

Back to Delamain HQ

You can finish the job **after you have found all 7 cabs** and completed the related mini-jobs. Return to the Delamain HQ in Heywood. Interact with the box to return the scanner. As a reward for completing the mission, you will receive a lot of XP and credits.

Don't Lose Your Mind

On this page of the *Cyberpunk 2077* guide, you will find a detailed **walkthrough of the Don't Lose Your Mind side question**. This is the **final quest of the Delamain AI storyline**. From our walkthrough, you will learn how to pass through Delamain HQ by solving puzzles and avoiding traps. We also describe which endings are available after reaching the AI core.

Start of the quest



How to start the quest: You have to complete the Epistrophy side mission - to find all 7 cabs and get them back to Delamain HQ.

Continue the game until **AI Delamain calls V**, from whom you will learn about the problem with the virus in the core. Go to Delamain HQ in **Vista Del Rey in Heywood**.

Passing through the Delamain HQ building



When you enter Delamain HQ, you will discover that the building was attacked by a computer virus. You cannot use the entrance to the back room. Get out of the building and start walking around it on the right. There are two main ways to get inside:

1. Use Technical Ability on **closed doors** (at least 8 attribute points required)
2. Go to the back of the building and climb to get to the roof. You will find a **hatch** on it.



Starting from here, you can focus only on passing through the building or engage in additional exploration - we recommend the latter option because you can get a lot of loot.

Reach the **computer station** from the picture. A **password blocks it**. You can read the code from the mailbox of one of the computers from the previous room, and it is **1234**.



After accessing the computer, go to the **local network** tab and select the **remote door opening** option. Before you go any further, we recommend you to save the game and prepare a weapon for medium-range combat.



In the largest hall of Delamain HQ, you will meet two threats:

1. **Flying drones** - It is best to get rid of them immediately. They are not very durable and can leave behind valuable crafting components (including legendary quality ones) - it is worth checking where they crash.
2. **Electricity** - This is a much more serious problem. **Contact with electricity will cause the immediate death of V**, not "standard" injuries. As a result, you have to look for another path to the stairs visible in the distance.



Go to the room on the left, where you will meet at least two more drones. Approach **a cab on the lift**, which is in motion. Wait for the lift to lower and jump on the cab hood.



Turn 180 degrees and wait for a good moment to jump to the small top shelf. Make another jump, this time to the upper part of the garage.



Turn right and look up. You can jump to a hole in the wall. You will find yourself **above the stairs** and will bypass the area with electrical discharges. Go forward.



On the metal balcony, another 2 drones are waiting for you. Get rid of them and follow the linear path that will lead you to the new hatch. Open it and go down the ladder.



There are two things you can do in the place from the picture:

1. Push the parked cab and try to do a running jump to it. Unfortunately, this is risky because you may touch the electricity.
2. Break out one of the two grates on the floor - this is possible if V has at least 5 **Body or Technical Ability points**. This is a safer, recommended option.



If you have decided to cross the channels, you will eventually reach one of 2 new exits. **Do not worry about the red beams**, because they won't hurt you. You can easily move the hatch and exit on the other side of the area with discharges.

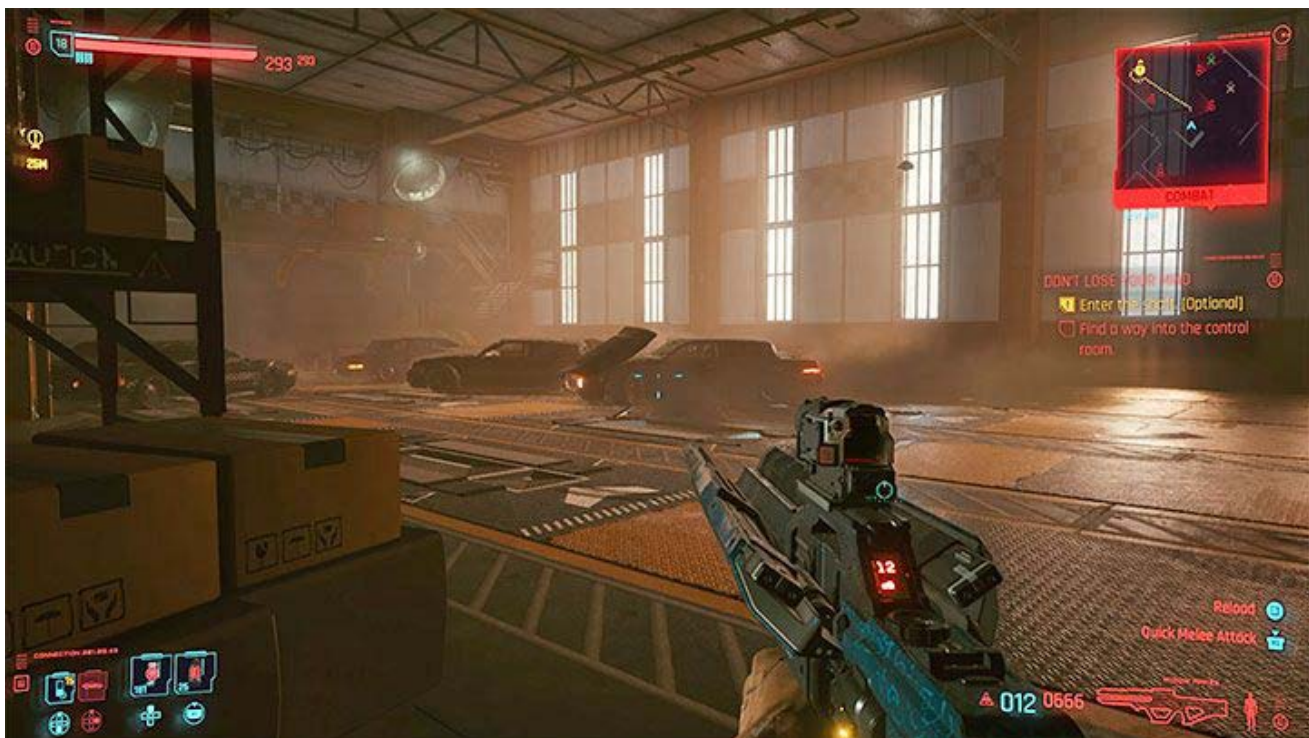


Locate a ladder to get to the upper balconies. Deal with another drone. Watch out in the place from the picture - you have to **jump running to the adjacent balcony**, and if you make a mistake, you will fall into the area with electricity and die on the spot.



You will get to the place where you choose the further path:

1. You can **force the door** in front of you. This is possible if you have **10 Body points** and this will allow you to complete the quest faster, as you will reach the room adjacent to the core quicker.
2. You can start to **squeeze through** on the right side and choose a roundabout path to your mission goal.



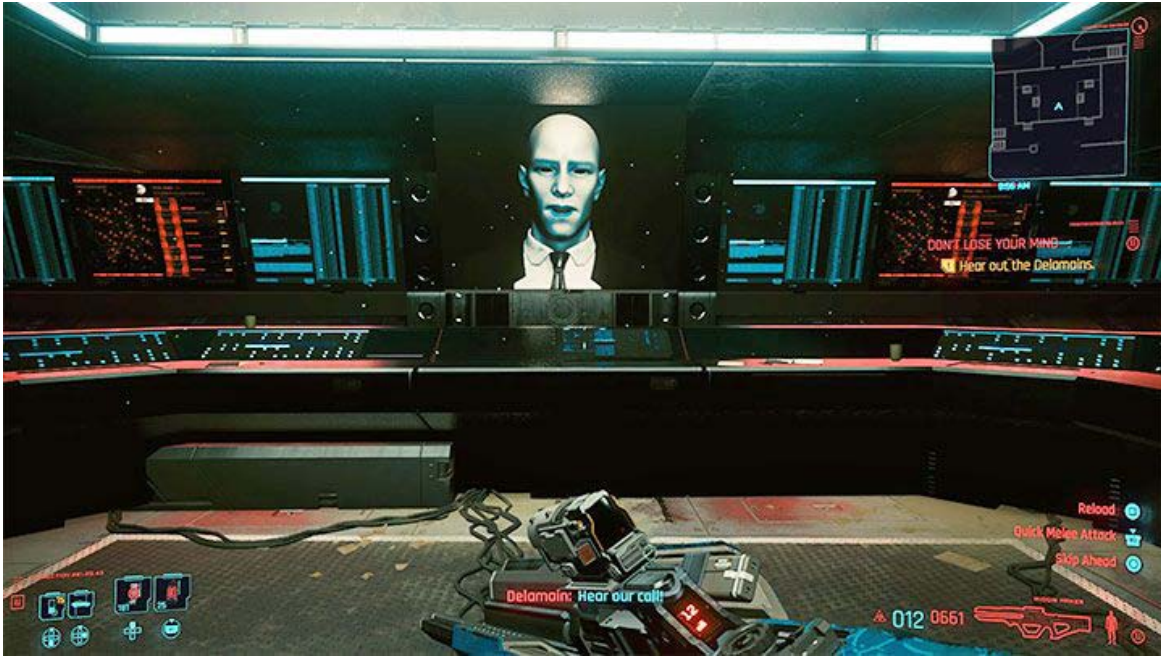
If you chose the right path, you will eventually reach the **hangar with cabs**. Avoid being hit by them by running on the hangar edges and hiding in small alleys on the way. This way you reach the opposite end of the hangar.



Start walking on large pipes running along the hangar walls. Squeeze through the wall of the room and the hangar wall, then climb to a higher level.



Approach the **hole** shown in the picture. Jump on the pipes and use the hole. At the very end, jump through a hole into the lower room.



Regardless of the chosen path, you will find yourself in **the control room**. Here you have to listen to the short speeches of the different AI. Then go to **the core room** and listen to the conversation with Johnny Silverhand.

Choosing the ending - the decision on Delamain AI



This quest has **three endings**:

1. **Destruction of the core in order to free sentient Delamains** - you could call it a "good" ending. Shoot the core from any firearm. The "liberated" cabs will escape from Delamain HQ.
2. **Resetting the core to maintain its integrity** - This could be called a "bad" ending. Delamain AI will reset and will not remember the earlier "adventures" of V.
3. **Forcing a personality to connect with Delamain** - You could call it the "best" ending. It is only available if you have at least **10 Intelligence points**. Delamain will still remember V.



Regardless of the selected ending, return to the hangar. One vehicle will remain there and **the Delamain cab will become the property of V**, i.e. you will be able to summon it from your vehicle list.



Depending on the ending you have chosen, you can later receive various messages from Delamain or freed cabs. You can ignore them or respond to them - it will no longer have any meaning except having "unusual" conversations.

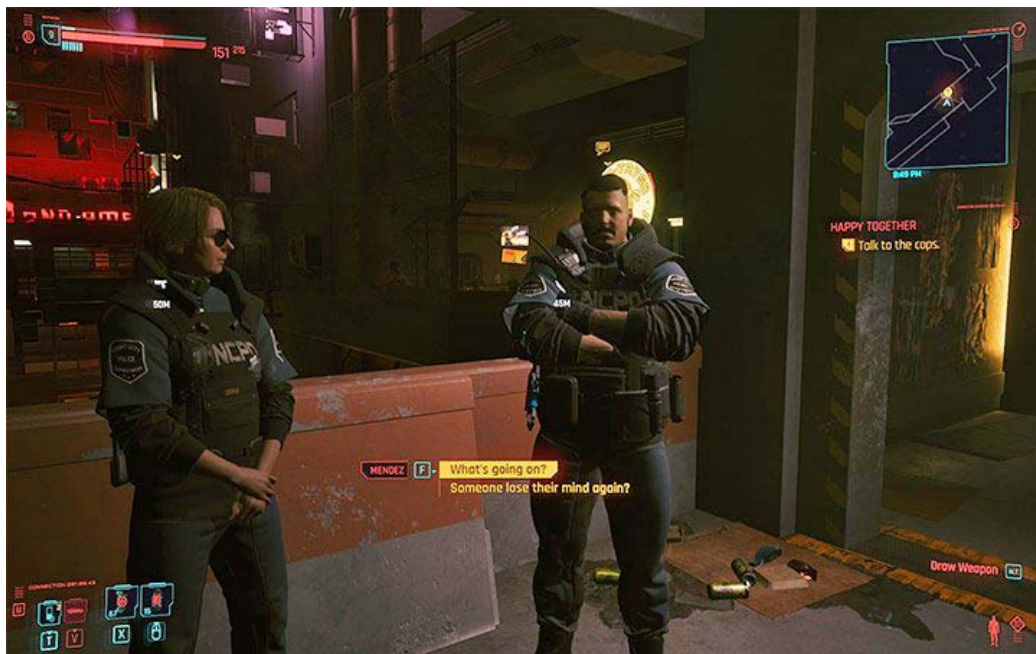
Happy Together

This page of the *Cyberpunk 2077* guide contains a **walkthrough of the side quest When you look into the abyss** - Happy Together. You will learn how to talk to Barry (V's neighbor), how to unlock the good ending of the quest and whether you can fail the quest.

Start of the quest



How to begin the quest: You can unlock it after reaching **act 2 of the campaign**. Start in **V's apartment** - leave it and go to the police officers knocking on the door of **V's neighbor**.



The police officers are **Mendez** and **Petrova** - you can talk to them to learn about Barry. He is their friend, with whom they lost touch with after he recently left the police force.



Knock on Barry's door - nobody will open.



Busy yourself with other activities and return to Barry's apartment after about three hours in the game world - this time Barry will open the door and invite you inside.

Using the skip time option might not work in this situation. You have to leave the vicinity of the apartment building and then return after about 3 hours.

Good ending

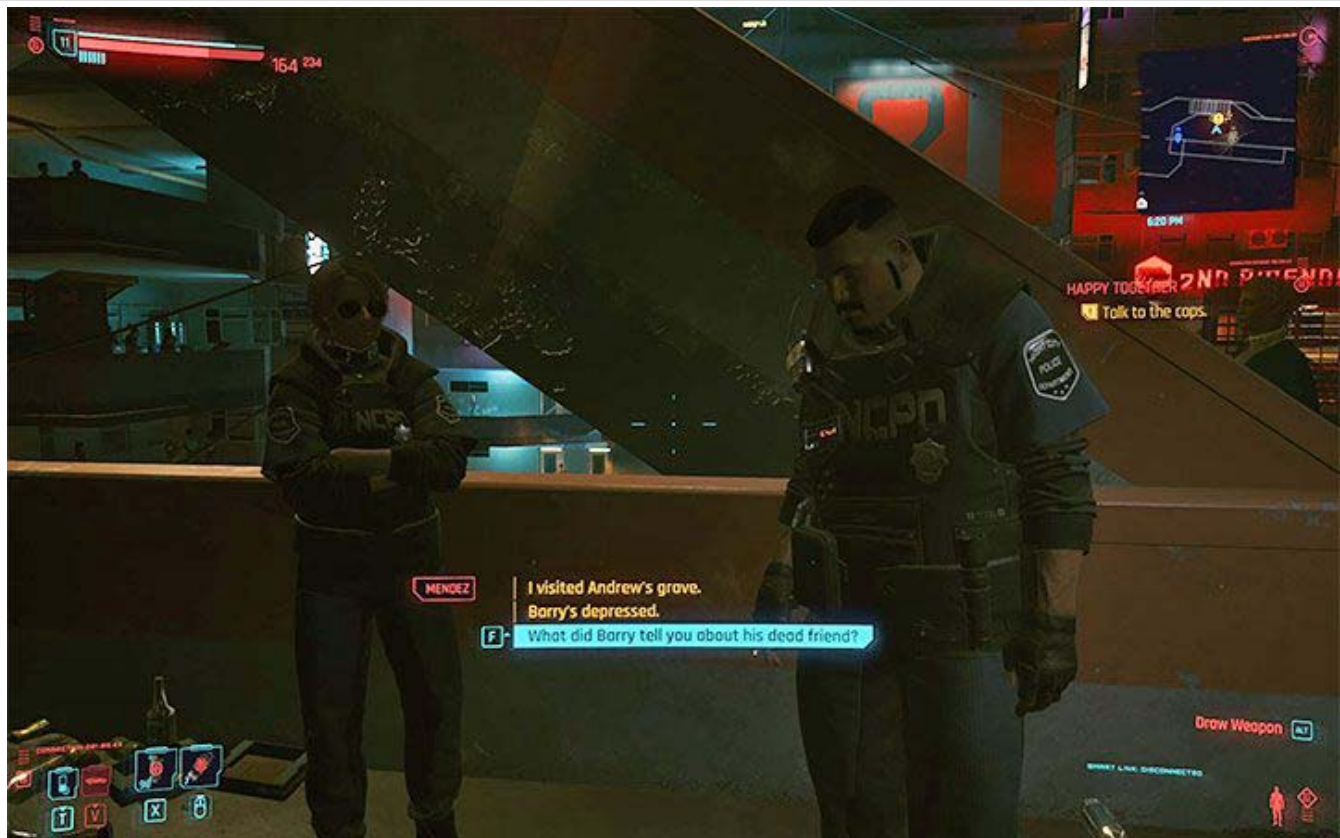


In the course of the meeting with Barry you will learn that his best friend Andrew died. **During the conversation, choose the optional blue dialogue choices** to ask Barry additional questions, for example to inquire about the deceased.



You will receive **an optional quest goal to visit the columbarium**, which is a sort of cemetery equivalent. To progress, head towards the **North Oak** district.

You need to find Andrew's tombstone which will inform you that he was a turtle. You can immediately talk to Johnny about it.



Go back to Barry's apartment and talk to the police officers again. Tell them about the turtle being the real cause of Barry's sorrow. Mendez and Petrova will want to help Barry get out of this difficult situation, while V will receive **eurodollars** as a reward.

Bad ending





You may get the bad ending of this quest if:

1. **You wait too long to return to Barry's apartment after** he does not open the door for the first time.
2. **You fail to visit the columbarium** and learn that Barry is a turtle but instead immediately return and have the final conversation with the police officers.

On subsequent visits to the apartment building you will notice that the apartment is now a crime scene. **The quest will fail.**

These Boots Are Made for Walkin'

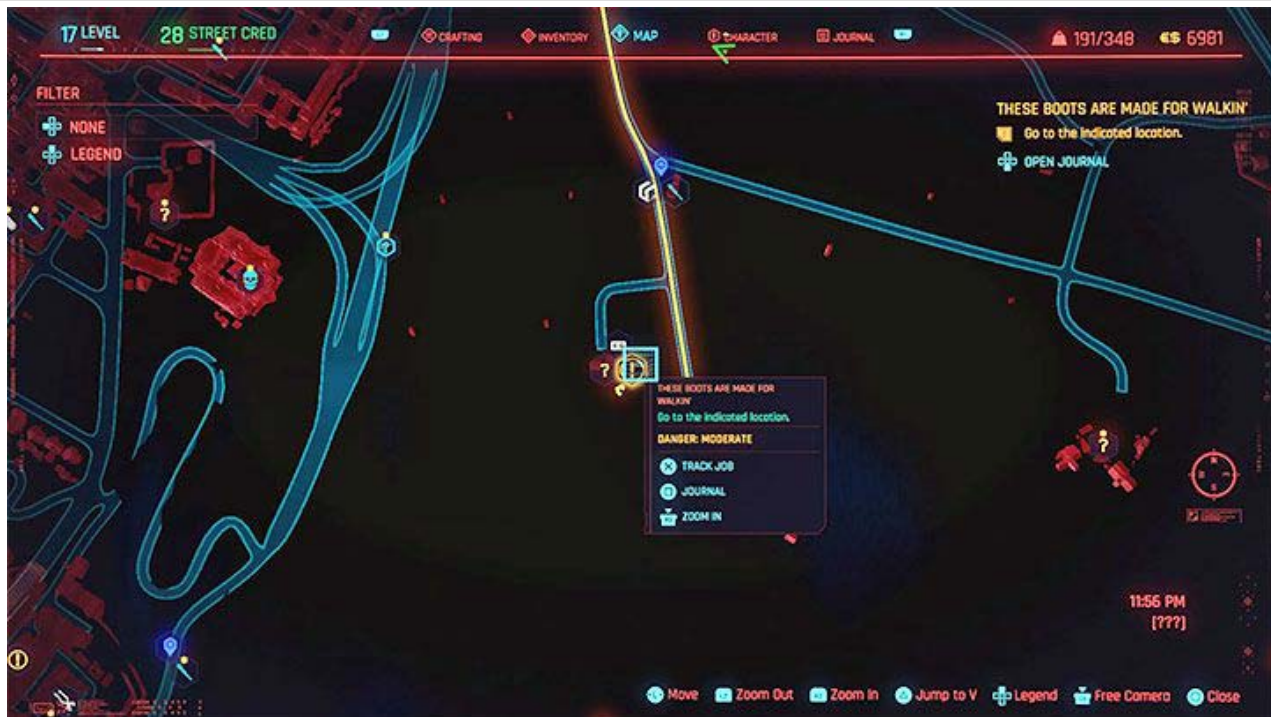
On this page of the *Cyberpunk 2077* guide, you will find a detailed **walkthrough for the side quest - These Boots Are Made for Walkin'**. From our walkthrough, you will find out **where to find V's car - Nomad** from the prologue, and how to add this vehicle to your garage again.

This quest is only available for V with the Nomad origin. You can't play it if you have chosen a past of Punk or Corpo. The reason for this is that you will be recovering the car you used in the prologue if you choose the origin of Nomad.



How to start the quest: This quest will automatically appear in your log shortly after completing the **Ghost Town main quest**. From the quest description, you will learn to check the list of messages.

You can enter the message screen from the pause menu (picture above) or from the phone (with the contact list). Find **Thorton Galea 80845** on the list. You will find out that a car that used to belong to V was found.



The GPS signal indicates that the car is in a landfill in the **eastern badlands**. Be careful when traveling to this place, as the vehicle you are looking for is near the location occupied by high-level enemies. The best way to get to your destination is by taking the main road from the north, thus avoiding unnecessary confrontation.



When you get there, start by scanning the car. Then start its examination:

1. Open the car's hood.
2. Watch the engine.
3. Watch the radiator.
4. Watch the oil sump.



Lana will show up, and she will insist that the car is now her property. You have three options:

1. You can let Lana keep the car.
2. You can intimidate the woman hand over the car (fortunately without a fight).
3. You can buy the car back for 100 credits.

Interesting fact - Lana's image was lent by a real person / celebrity Alanah Pearce - a journalist and YouTuber associated with the game industry.

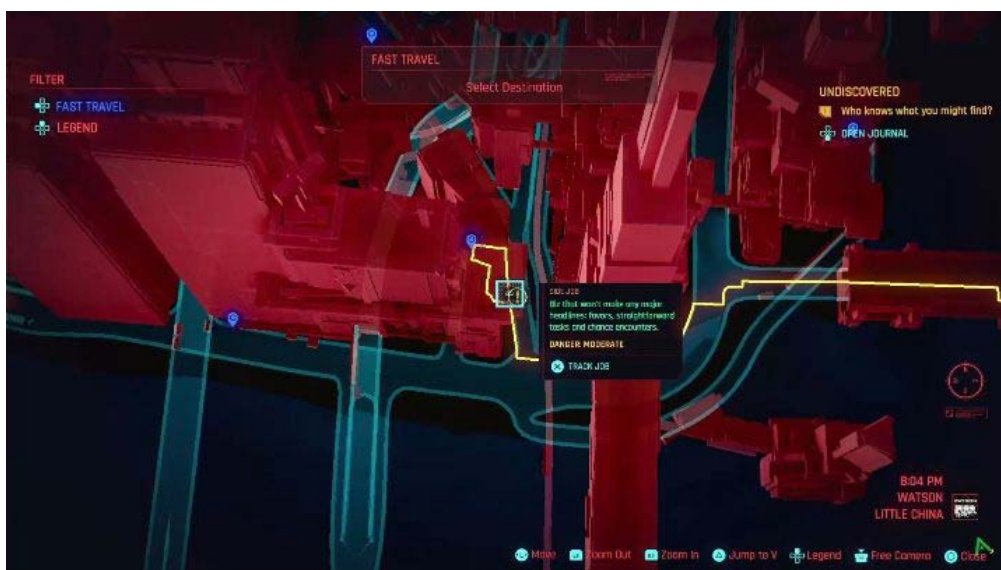


If you chose the second or third variant from the above list, a **new car - Galena "Rattler"** - will appear on **the list of vehicles belonging to V**. You can summon it anytime you want and travel through the game world.

Big in Japan

In Cyberpunk 2077 you can discover side missions simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of Big in Japan mission. You will learn how to start the mission and complete it.

Location



How to get started: Complete The Heist.

You will find the job in Watson, Little China.

Walkthrough



To start the task you just need to talk to Dennis and accept his offer.



Travel to the waterfront in the Kabuki district. Your task is to find the "container with the package". There is a huge fridge in the house made of metal sheets.



When you open the fridge a man falls out of it - take him in your hands and carry him to the car. Taking him to Dennis will complete the task.

I can see clearly now

In Cyberpunk 2077 you can discover side missions simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed walkthrough of the I can see clearly now quest. You will learn how to start the mission and complete it.

Location

How to start: Complete the Playing for Time quest.

You will find the mission in Westbrook, in Japantown.

Walkthrough

Your task is to have a short conversation with the machine named Brendan. He will ask you to move the trash that obstructs his view.

You'll need a 4 **Body** attribute to complete this mission.





The Ballad Of Buck Ravers

In Cyberpunk 2077 you can discover side missions simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed walkthrough of The Ballad of Buck Ravers quest. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Westbrook, in Japantown.

Walkthrough





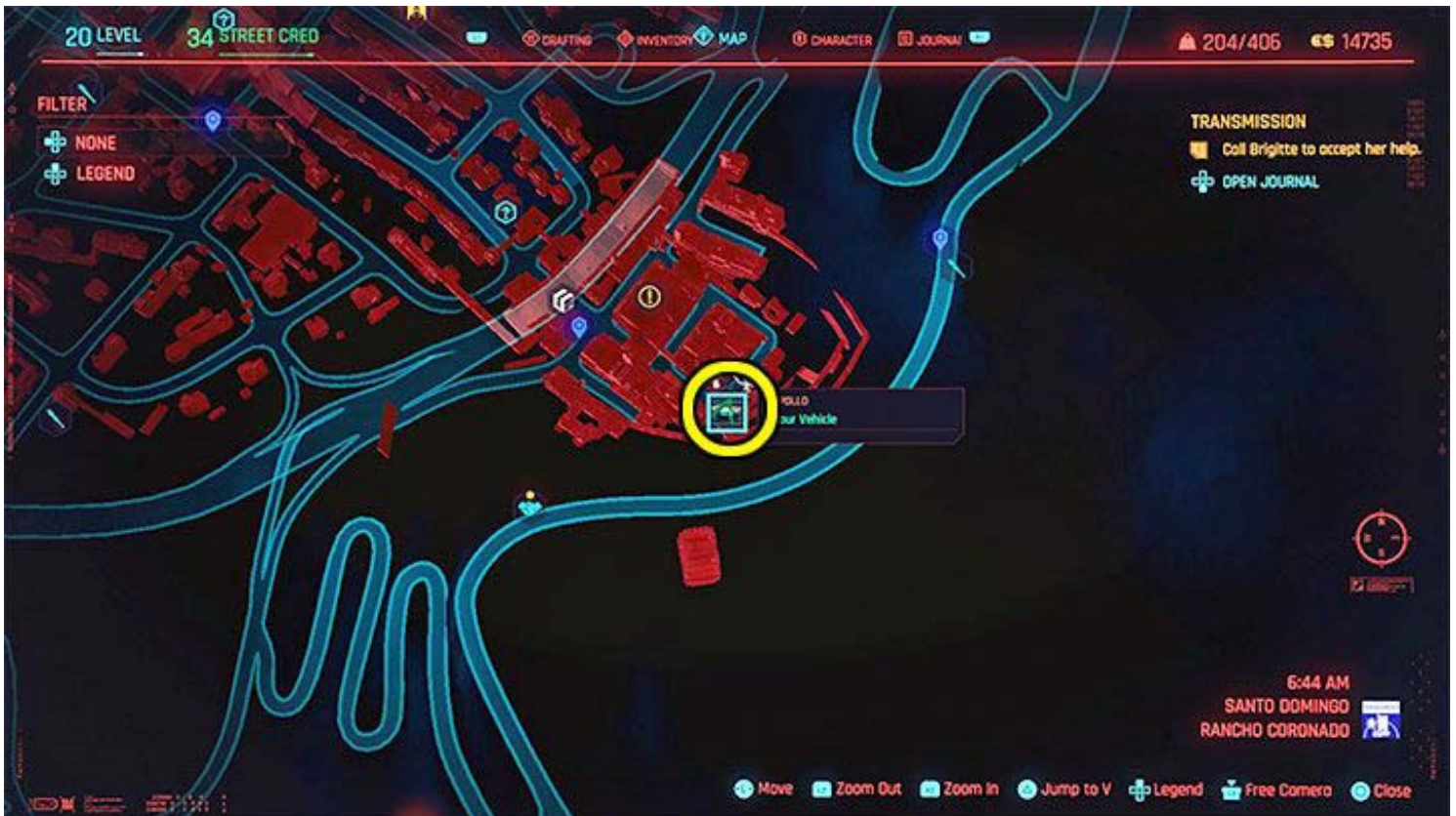
Your task is simple - you need to talk to a man playing on the market. Then go to the restaurant and ask the cook for information. Eventually, you will get to a salesman who you have to convince that you love the rock music. He will sell you the recording you need, and that will complete the mission.

The Highwayman

On this page of the *Cyberpunk 2077* guide, you can find **a walkthrough of The Highwayman side quest**. From our walkthrough, you will learn where the first garage is, where James is, where to find Josie and how to open the second garage and pick up **the free motorcycle**.

Additional note - this quest is one of the few **that does not display markers on the map**. You will not be led to any locations - you have to find them yourself. Luckily, you can use the maps in our guide, on which we have marked all the places to explore.

Start of the quest





How to start the quest: This quest does not start by reaching the marked place visible on the map. **The starting point of the mission is hidden.** You have to reach the **garage** shown in the picture. It is located in the **Rancho Coronado district of Santo Domingo**. Nearby the garage, you will find, among others, a gun store marker.



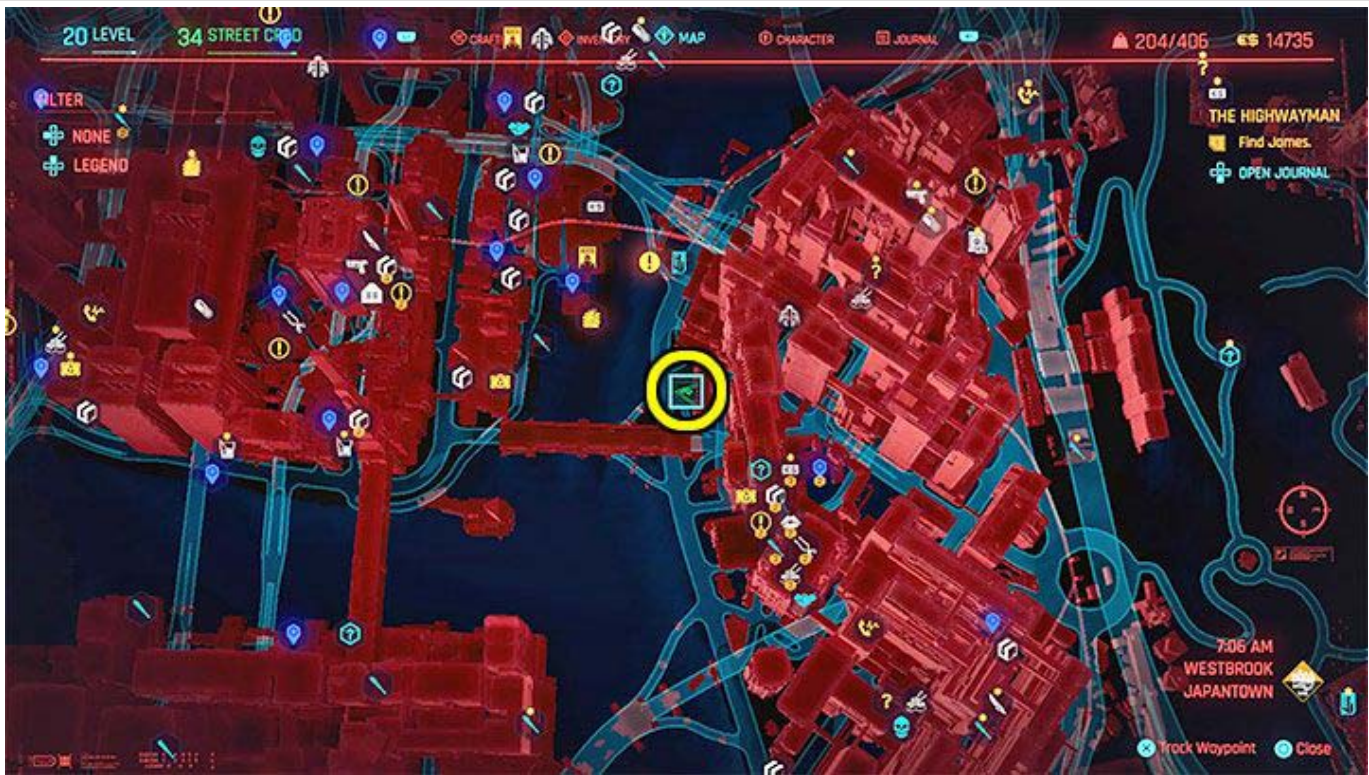
Interact with the garage door to pick it up and investigate the motorcycle wreck. This will initiate a conversation with Johnny.



Interact with the computer in the garage to read a message from James. V will also automatically find a photo with a hint of James and Josie's (the owner of the garage) favorite place.

Finding James



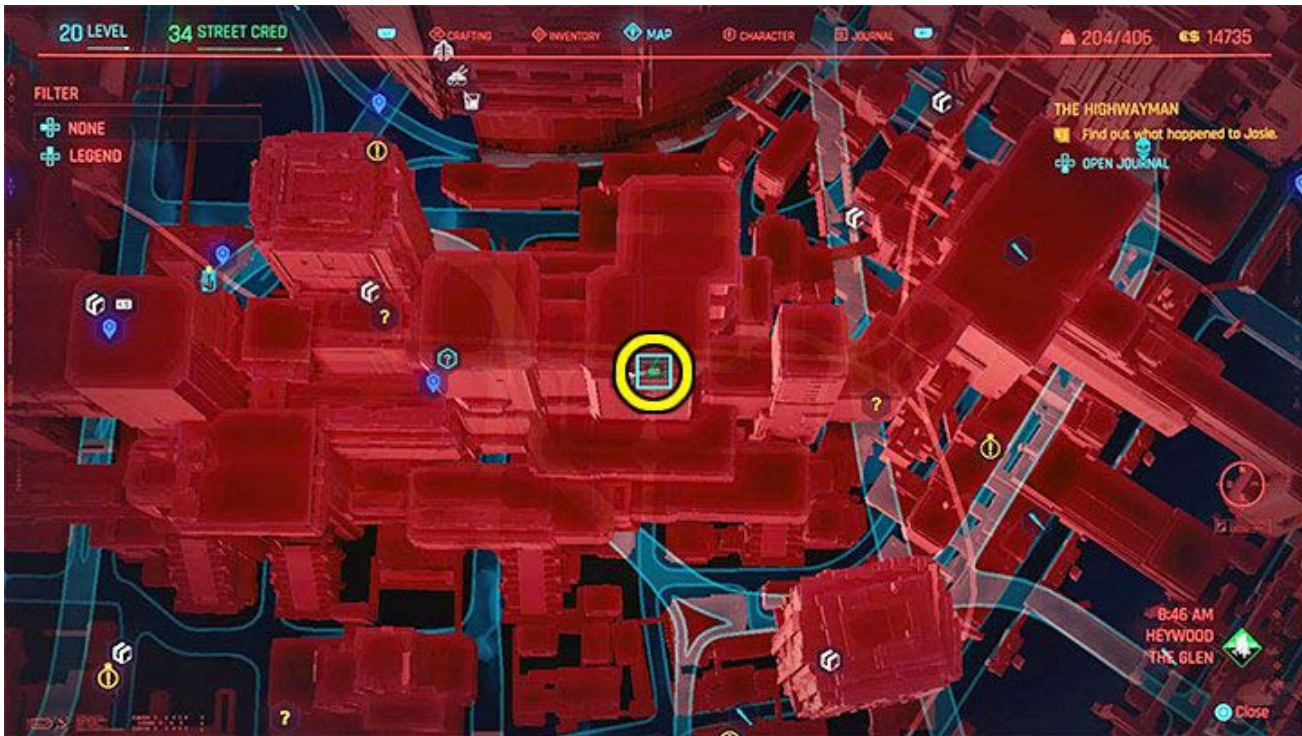


The game will not show you the location of James. You have to locate him based on the hints from the photo found in the garage. You must travel to the Japantown district in Westbrook, to a location with small trees, bushes, and benches shown in the pictures above.



James will be sitting on one of the benches. During the talk, V will show him the picture. Also, note **the heart drawing** on the bench - **the date** visible under it is a hint to solve the mini puzzle at the end of the quest.

Finding Josie



Again, the game will not show you Josie's location. You have to find her by yourself based on the hint that she took the subway.

Get to **The Glen district in Heywood**. The destination is shown in the attached pictures - it is an unmarked subway station located east of the **fast travel point Metro: Glen North**. Right next to it there is also a **Drop Point** marker.



Go to the subway station and **turn on the scanner**. You will find the first **blood pool**, and it might be Josie's blood.



You have to continue to use the scanner and find more pools of blood.



Traces of blood will lead you to a **narrow alley** between the buildings. **Josie's corpse is behind the trash container**. Scan it and read the datapad lying next to the body.

Optional objective - second garage and Josie's motorcycle



Finding Josie's motorcycle is optional and does not appear in the quest list. It is worth doing it because **you can get a free motorcycle**.

As a fast travel destination, choose the **All Foods** in the **Northside** area. According to its name, it is the All Foods factory that you visited in one of the initial storyline missions.



Go east of the factory, specifically to the area with containers shown in the picture.



Here you will find **a closed garage** shown in the picture.



Interact with the keypad to the right of the garage door. **Do not press the default interaction button** (Square on PS4/PS5), because you will receive a no-access message. Instead, **press the keystroke buttons** (X on PS4/PS5).

Enter **the combination 0214** that way. The code is a part of the date, which was on the bench next to James.



The **Nazare Istumade motorcycle** is in the garage. Get on it so that it becomes your property. You will be able to summon it, and you will never lose it.

Confrontation with James

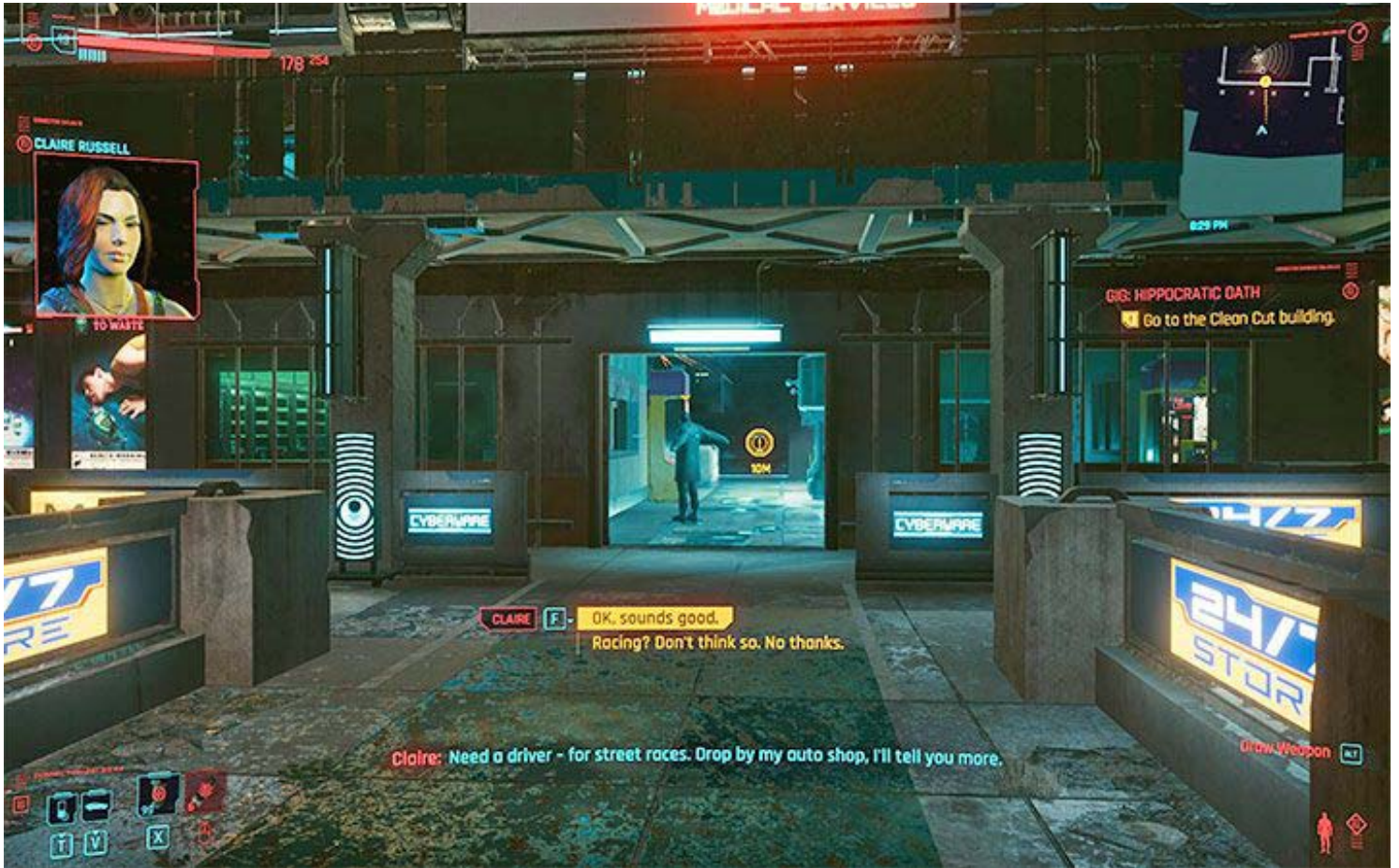


All you have to do is return to James in Japantown in Westbrook, and as you already know his location, it will be shown on the map. The confrontation with James is linear. You don't have to be afraid to have to fight him. This will end the mission.

The Beast In Me

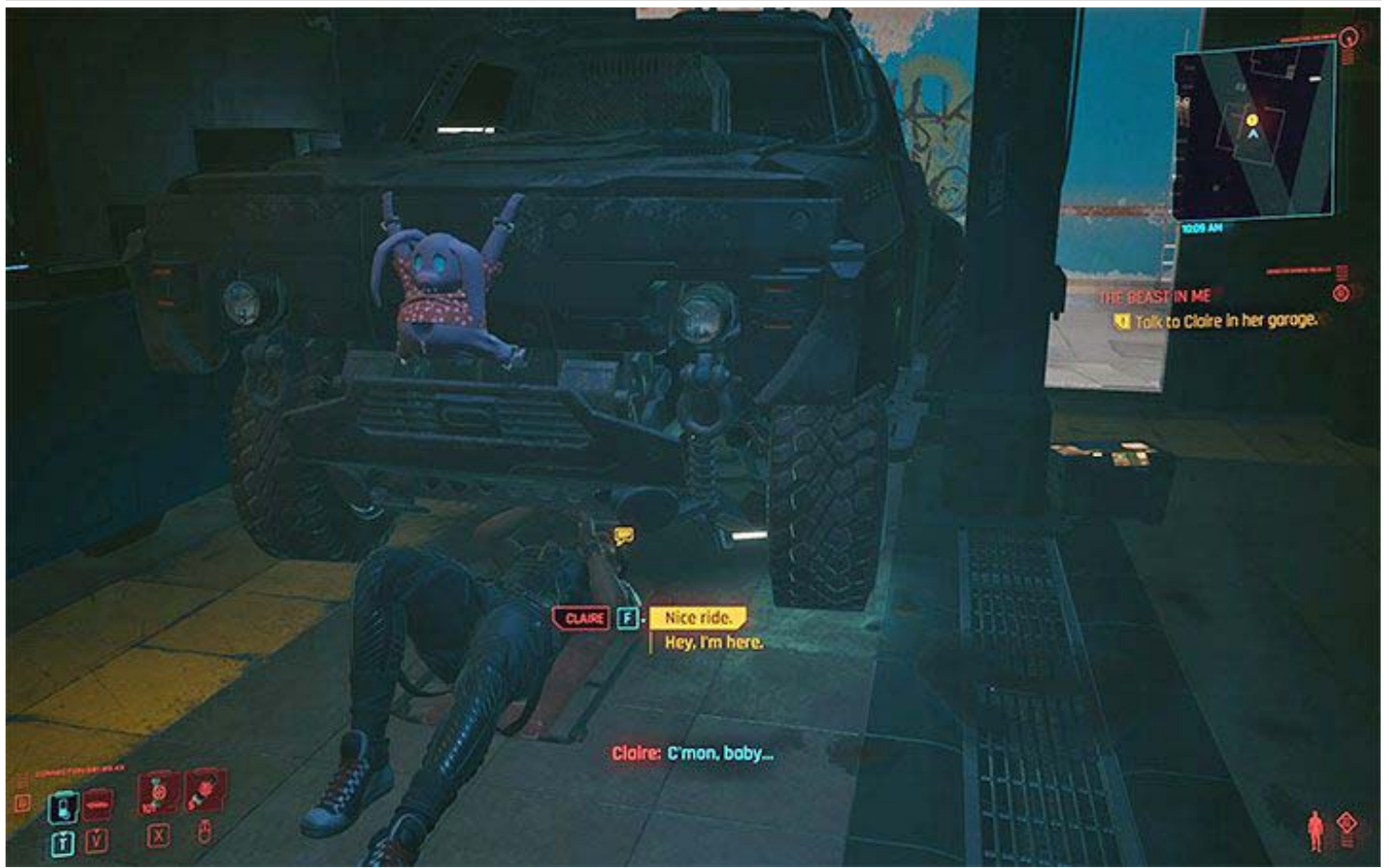
On this page of the *Cyberpunk 2077* game guide you will find a **description of the series of side quests - The Beast in Me**. These are side jobs related to **car racing**. From our walkthrough you will learn how to prepare for the races, how to win and what **important choices** you will have to make during the final race.

Unlocking the car racing quests



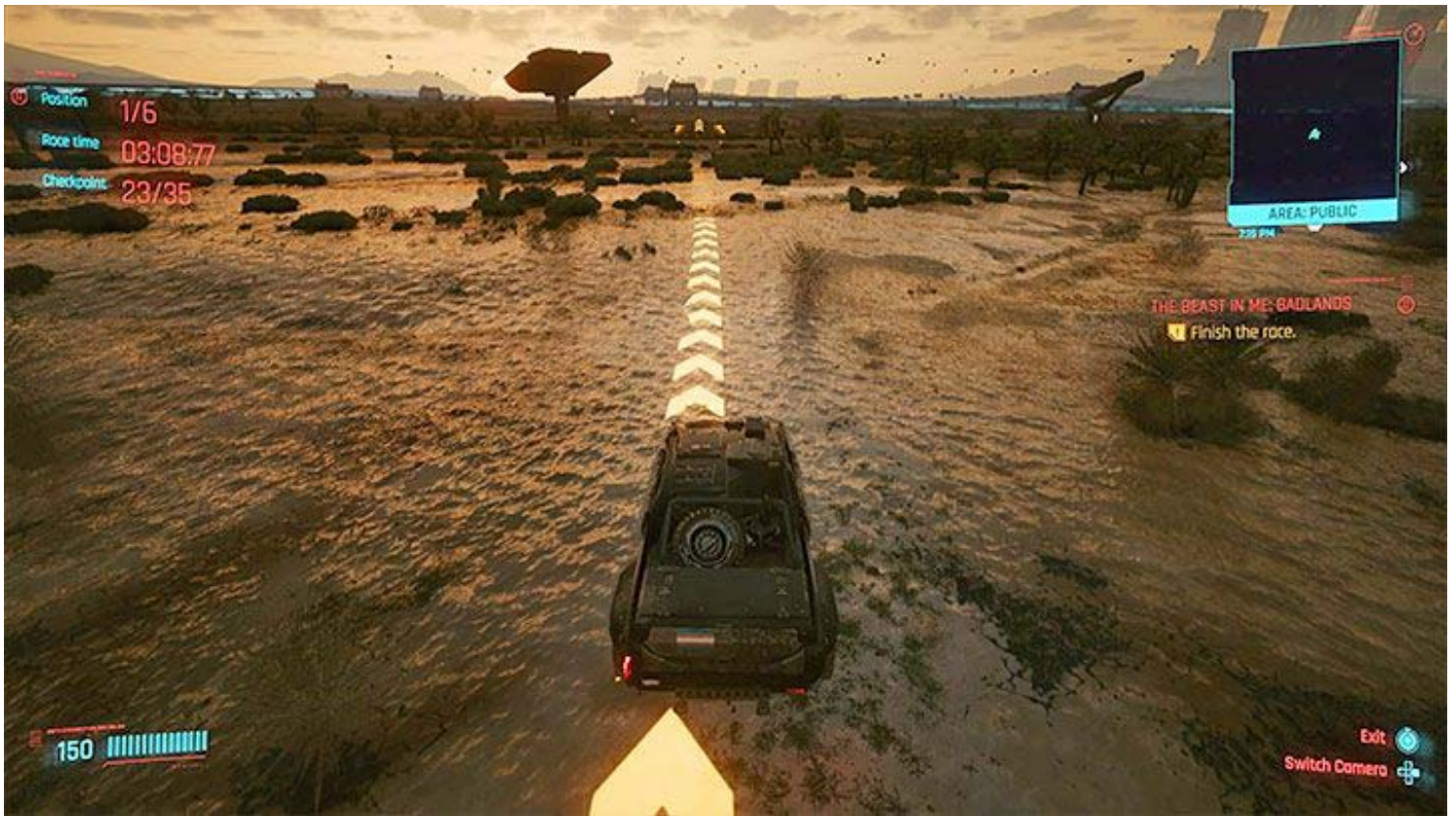
How to start a quest: The series of car racing related quests is unavailable at the start of the game. You must first complete **the main job titled Double Life**.

Shortly after completing this main mission, **Claire Russell** will phone V. You will find out from her that she needs a driver for street racing. If you show interest at the prospect, the related side job will be added to your journal.



You need to visit **Claire's garage** located in **the Arroyo district of Santo Domingo**. Talk to Claire and she will explain the general rules of car racing in Night City - one person drives the car and the passenger tries to attack the competitors.

The Beast in Me - the general objectives of the task



1. You will take part in a total of **4 races**, starting with **3 qualifying races**. In order to complete each of these races, you have to stand on the podium (by reaching the top three), and winning the races is additionally rewarded with eurodollars.
2. **Claire will let you know the locations where the qualifying races will take place.** You should receive a message from her after you reach the corresponding district or area. **There is no need** to rush to the race. You can participate in it at your leisure, not necessarily immediately after receiving the text from Claire.
3. **In the races you can use your own car or Claire's vehicle** - The Beast. Claire's car works well, but if you have unlocked or purchased one of the faster cars in the game, you might as well use it. We recommend taking The Beast to the race in the Badlands, because it involves driving off the asphalt roads.
4. **Your task is only to drive the car.** Claire can fire on other cars participating in the race, but her actions are out of your control. You also cannot stop your competitors from potentially attacking you. You should not attempt to ram their cars, because your car may flip over or skid, making it more difficult to win the race.
5. **You must go through the oncoming checkpoints.** Missing one will automatically return your car on the race track, but you will end up losing a lot of time. Watch the arrows and listen to Claire's comments, who will warn you about upcoming sharp turns. Ideally, avoid skidding on the rear wheels and do not miss turns. Instead, try to take them at optimal speed.
6. **The races are best played using the chase camera**, which will make it easier for you to notice turns and obstacles. You can also additionally use the right analog stick to position the camera a bit higher. This can make it easier for you to follow the arrows that appear on the ground.

The Beast in Me - bugs and issues in the PS4 and Xbox One versions

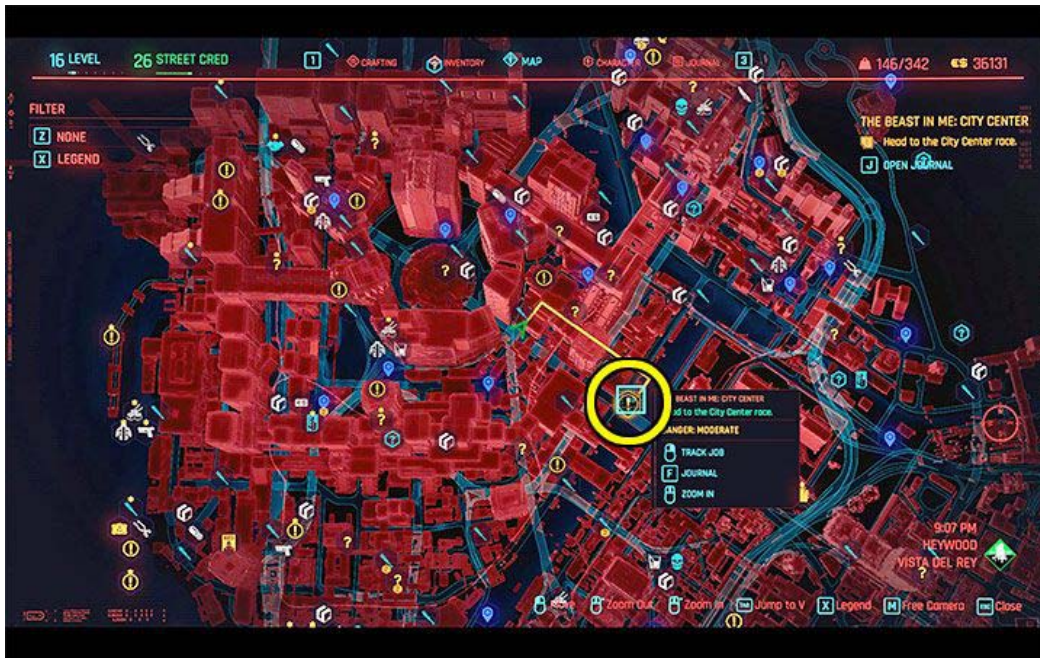


You may experience bugs and technical problems while racing if you are playing on the PS4 / Xbox One or a weaker PC. These mainly appear in races held in the city and may involve:

1. FPS drops / lag and stuttering of the game.
2. Huge delays in loading game assets.
3. Missing textures (including ground textures - this may make it difficult or impossible to see the racetrack).
4. Errors displaying the position of competitors' cars.

Unfortunately, there is no single tested solution for these errors, as they are simply due to the substandard state of the game. Make sure to install the latest version of *Cyberpunk 2077* and try to **occasionally pause the race**. Pausing the race for a few seconds will give your PC more time to load game assets. You can also try to lower the resolution and graphics quality (on PC) and disable all visual filters (on consoles). This should improve game performance.

1st Qualifying Race - City Center



Drive into the **City Center** district and wait for Claire to contact you. The location of the race is shown in the attached image.



The race itself is nothing special. While turning sharp corners, make sure you avoid hitting the street lights and guard rails, which sometimes requires getting off the road. This can slow you down, stop you completely or result in skidding. Also bear in mind the traffic, although it should not be too dense. The race ends in the docks. After winning you can talk to Claire about the races and share your opinion about them (this will not affect anything).

At the end of each race Claire will ask if you need a ride to her workshop. You should agree, because you can speed up the ride with Claire and you may have trouble finding fast travel points in the race areas.

2nd Qualifying Race - The Badlands



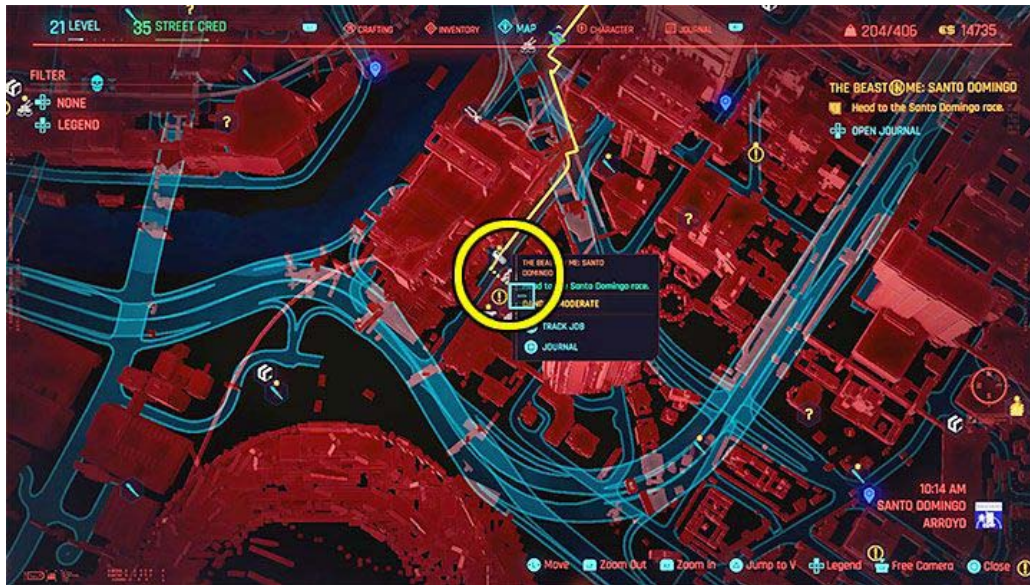
Go to **The Badlands** and wait for Claire to contact you. The location of the race is shown in the attached image. This is the southeastern part of Badlands, right next to the dam.



For this race, you should choose Claire's vehicle (The Beast) or your own vehicle that does well off-road, such as the Thorton Colby CX410 Butte, whose location can be found in the **Free Vehicles** page. This is motivated by the fact that a large part of the race takes place in the wilderness. You have to drive a car that does well off-road.

During the race, you should avoid making big jumps, which can cause unnecessary trouble, and colliding with large boulders. In the later stages of the Badlands race there will be a sandstorm, but the guiding arrows will still be visible on the ground.

3rd Qualifying Race - Santo Domingo



Enter the **Santo Domingo** district and wait for Claire to contact you. The location of the race is shown in the attached image.



The race itself has no significant features. Just like the first race, it is held in the city and requires you to avoid the traffic, street lamps and other obstacles.

It is crucial to talk to Claire after the race, because you will need to make an **important choice** that will influence Claire's behavior during the final stages of this task. From this conversation with Claire you will learn about the death of her husband Dean in last year's final race. Claire blames another player, Peter Sampson, for Dean's death. In her opinion, he deliberately caused the fatal accident. Claire seeks revenge on Sampson and wants V to help her murder him. The important choice is shown in the attached image:

1. **If you agree to murder Sampson**, he will die in the next quest (if you catch up to him).
2. **Focusing on the race** will make V try to get Claire to give her plan to murder Sampson. **This is potentially the best choice**, as it guarantees the possibility of getting a unique car after the final race.
3. **Refusing Claire** is the worst option, as this prematurely ends this series of quests.

The Big Race - Watson



After completing three qualifying races you have to wait a full day. In the meantime, Claire might send you messages. You can reply however you like.

The final race takes place in the Charter Hill sub-district of **Westbrook**. Before the race you will witness Claire and Sampson arguing. You get to choose from several timed dialogue options, but you can no longer influence the confrontation.



The main race predominantly takes place on highways. Later stages of the quest may focus on the pursuit of Sampson. We recommend choosing your own fast car for the race, although the Beast will do the job in the end.

In the initial part of the race, try not to make any mistakes while driving and do not let Sampson get too far ahead of you.



After going through 25 of the 33 checkpoints you will have **to make an important choice on how to complete the quest**. You have two main choices:

1. **Option number 1 - Concentrate on the race and ignore Sampson** - This is a choice which, for obvious reasons, makes Claire angry. If you manage to win the race, you will get eurodollars. However, Claire will be furious and you will not get any of the free vehicles associated with this quest.
2. **Option number 2 - Ignore the race and chase Sampson** - This is definitely a **better solution** as it will allow you to pick up at least one unique car and will not spoil your relationship with Claire.



If you chose the second option, go after Sampson. Do not try to stop his vehicle by colliding with it, but focus again on flawless driving and avoiding civil vehicles and "indestructible" obstacles. The chase will end in a predetermined location - **Sampson will have an accident** at one of the intersections.



The scene with the crashed car has two possible outcomes:

1. **Claire will murder Sampson** - This will happen if you don't try to stop her or if you fail.
2. **Claire will refrain from murdering Sampson** - This is only possible if you have not agreed to kill Sampson after completing the third qualifying race (Santo Domingo). You need to convince her by selecting timed dialogue options associated with saving Sampson.



Completing this quest may result in obtaining **one or two different free vehicles**:

1. **Thorton Mackinaw "Beast"** - also known as Claire's "The Beast". You will get it if you decided not to finish the race and instead followed Sampson. You will obtain the vehicle regardless of how you have behaved towards wounded Sampson.
2. **Quadra Type-66 Cthulhu** - This is the vehicle that Sampson used in the final race. You will only get this car for free **if Sampson survived the confrontation with Claire**. In case you failed this scene and Claire shot Sampson, you will be able to buy the vehicle for 76000 eurodollars later.

I Fought the Law (River)

This page of the *Cyberpunk 2077* game guide contains a **walkthrough of the side job I Fought the Law**. This is the first quest in which **detective River Ward** appears - a potential romance option for female V. This job concerns investigating the death of the mayor of Night City. From our guide you will learn how to analyze the mayor's braindance and how to investigate the Red Queen's Race club and warehouse.

Unlocking the quest



How to begin the quest: To start this quest, **Elizabeth Peralez must call V**. Our hero was previously unacquainted with this person. Elizabeth might hear about V and their skills during the game.

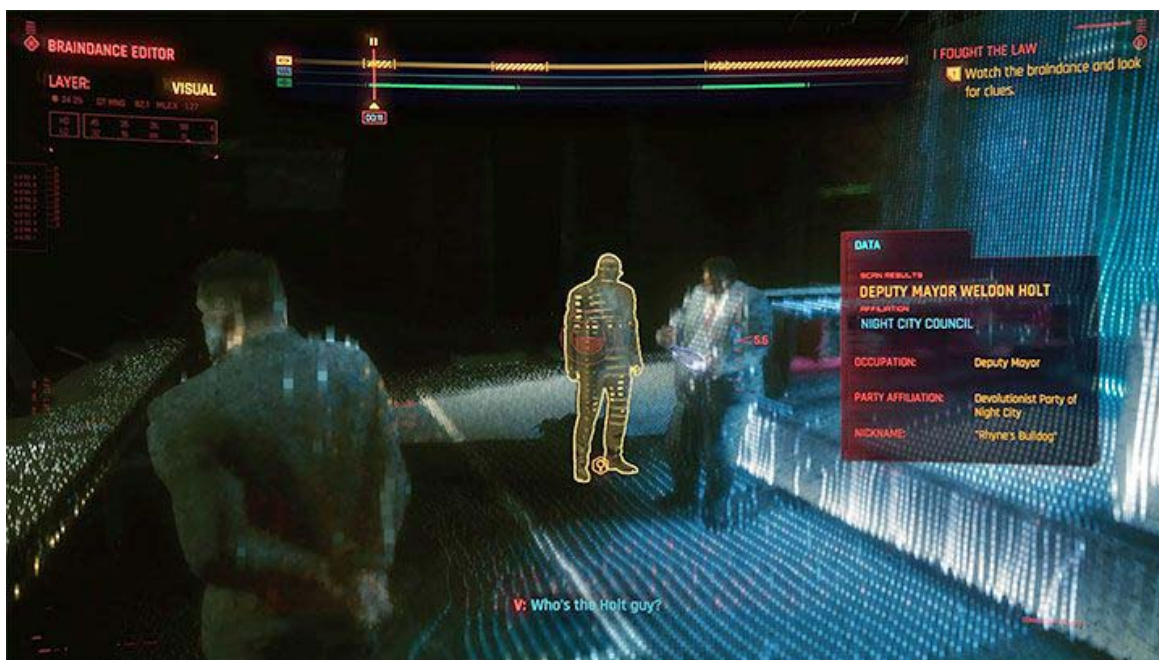
Elizabeth won't call before you complete the **main job Life During Wartime**. If Elizabeth still hasn't called, work on increasing V's reputation in certain districts of the city (e.g. in Heywood or Westbrook) by completing gigs and responding to NCPD's requests for help.



Elizabeth won't be willing to reveal on the phone the details of the task she has for V, but you still have to agree to a meeting in **the Glen sub-district of Heywood**.

After reaching the place you will notice a parked limousine. Get into it. **Elizabeth Peralez** and her husband **Jefferson Peralez** will be waiting for you inside. You will find out that they want to investigate the death of mayor Lucius Rhyne. From Jefferson you will receive **a shard with the BD recording** you will need to analyze.

Watch the braindance and search for clues

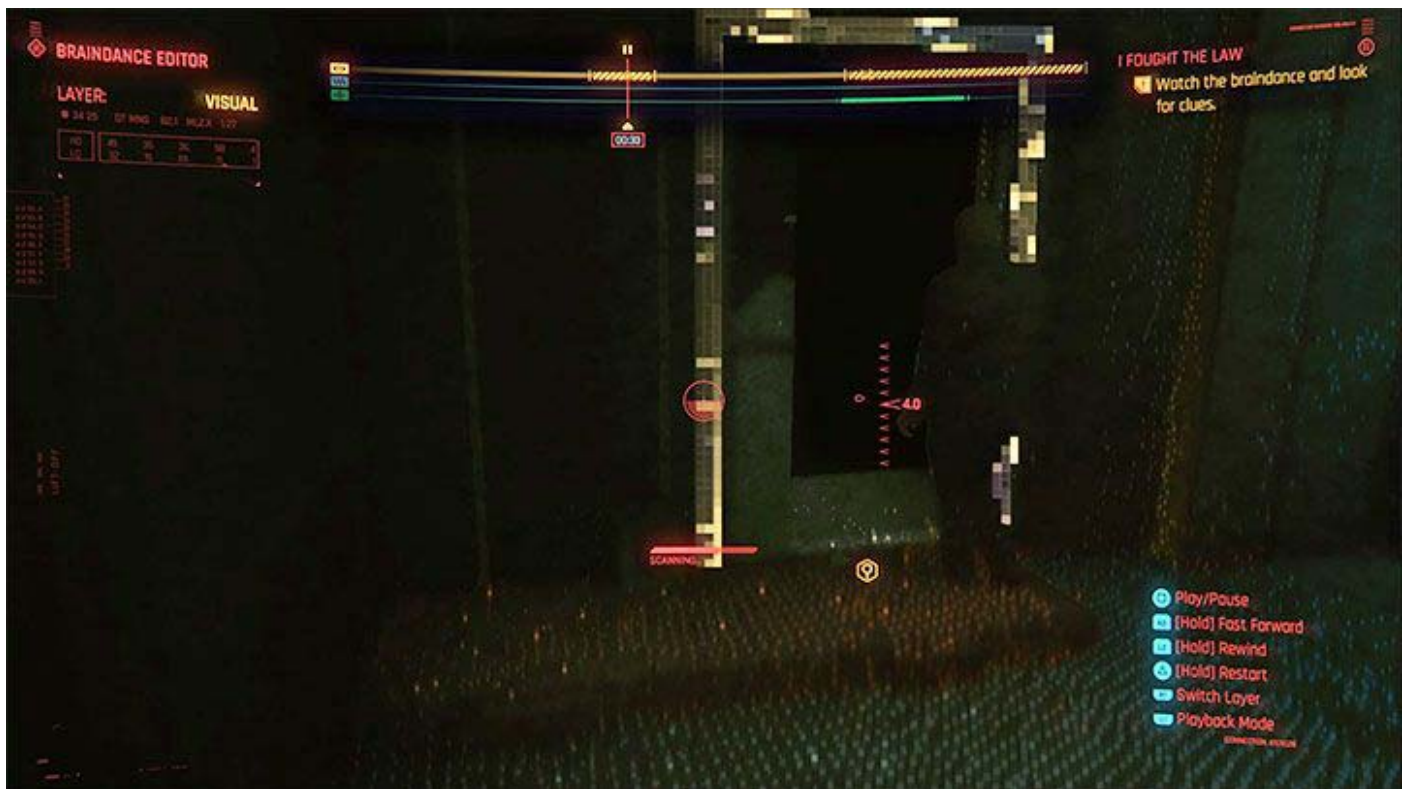


Start by watching the whole braindance - it takes about 1 minute and 30 seconds. Then rewind the braindance and start analyzing it in detail.

Around the 11 second mark, you can scan **Weldon Holt**, the deputy mayor, on the visual layer.



Switch to the audio layer and stay focused on Wild Holt. The point is to **eavesdrop on his conversation**. You will find out about Red Queen's Race.



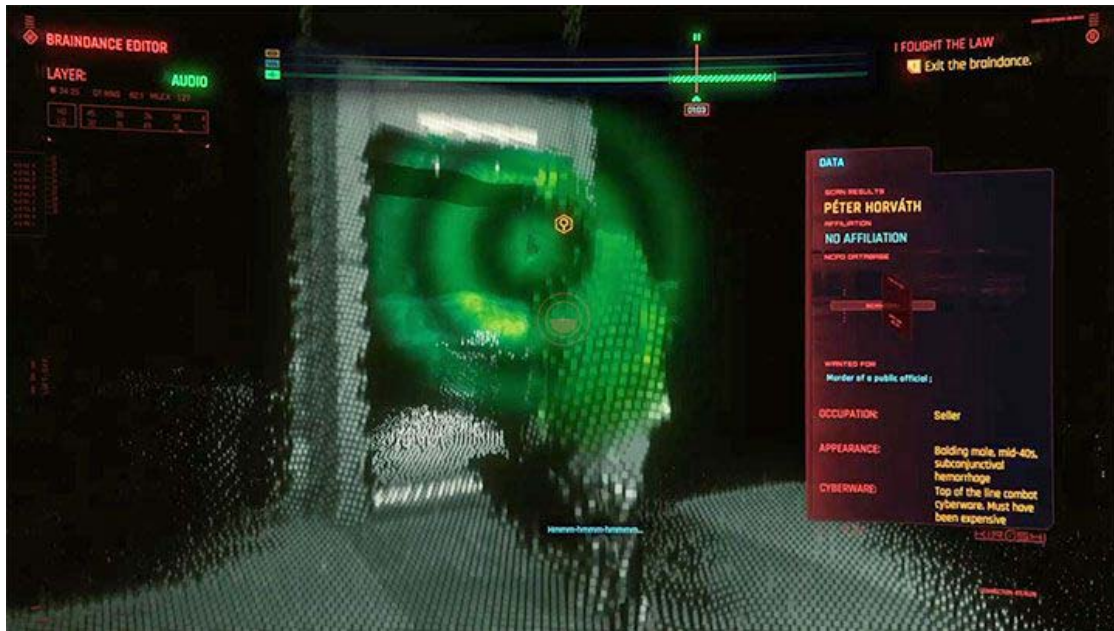
Return to the visual layer. Around the 30 second mark, you can scan **the door frame** through which Weldon Holt left. Aim carefully for the yellow highlighted frame, because only then will the scan start and the trace be considered to be examined.



Scroll the recording to about the 1 minute mark and scan **Peter Horvath**, who entered the second room.



Stay in the same place on the timeline and scan **the CCTV screen** located near the place where Horvath came from, on the other side of the security gate - we marked it on the attached image.



These are all major clues and, at this point, you can either end the braindance or discover an additional, optional clue. To do this, switch to the audio layer and move the recording back to around the 1 minute mark, the moment when Horvath appeared. Track him in audio mode and aim the camera so that you can hear **the song he is humming under his nose**.

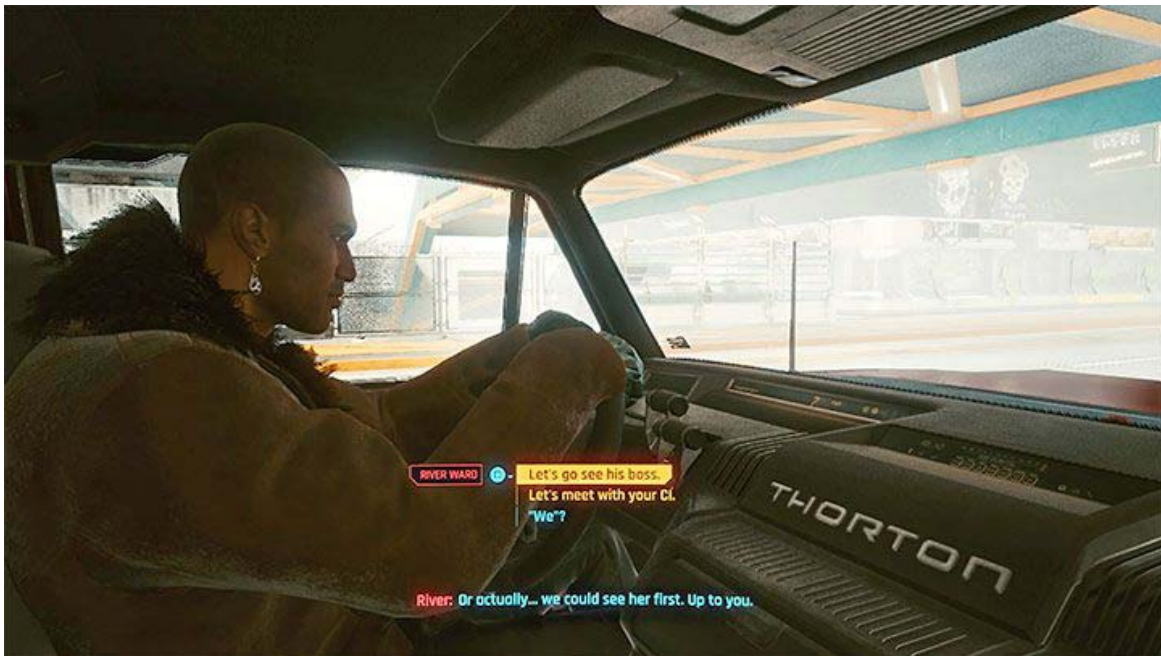
After the analysis is completed and you return to the real world, talk to Elizabeth and Jefferson, who will fly away on board of the AV. V will ask them about the detective from the recording - you will find out who River Ward is and where to find him.

Meet with Detective Ward



You start by calling River Ward - the detective's phone number appears automatically in V's contact list.

Ward will meet you at the **Chubby Buffalo's BBQ** located in **The Glen sub-district of Heywood**. You will also find detective Han in the restaurant. During the meeting, you won't be making any choices and V will always reveal that they were hired by the Peralez couple.



After the conversation get into Ward's car. You can choose your next destination:

1. **Meet with Horvath's boss - Christine Markov**
2. **Meet with Ward's informant**

This is not an important choice, as you will eventually explore both locations.

Meet with Christine Markov



In order to find Christine Markov you have to search **the Cherry Blossom Market** marked in yellow on the mini-map. You can optionally ask the vendors about the woman's whereabouts - her booth is shown in the attached image.

After you've finished questioning her, talk to River again.



When you return to the car, you will notice some thugs from the Tyger Claws gang milling about. You can choose one of two options:

1. Ignore their taunts and let River take the initiative.
2. React to their jeers in any way, leading to a **fight against the gangsters**. This will be an additional problem for River to deal with and you will have to reach your next mission destination on your own, without his car. However, this does not affect the quest further.

If you chose the Street Kid lifepath, joining the confrontation won't necessarily result in a fight. You'll have a chance to ease the situation.

Meet with the informant



The informant (CI) working for Ward is in **the Corpo Plaza sub-district of City Center**. You will be sent to a sex shop to meet Neil. After you tell him who sent you, the man will start running away.

You can break down the exit door with a high enough Body attribute. Alternatively, you can run out of the building and into a side alley. No matter how you behave, Neil will be caught and questioned. You can go to the location indicated by Neil with River or alone.

Investigate the Red Queen's Race



When you get there, River will inform you that **the Red Queen's Race warehouse**, which you have to investigate, is under the control of the hostile Animals gang, but the building is very poorly guarded and you shouldn't have any problems getting inside.

Examine the interior of the warehouse. You have to **open the crate** from the above image to discover the secret descent to the elevator. Use the elevator and select floor -04: Club.



Expect to meet more Animals as you exit the elevator. If you have weapons capable of incapacitating your opponents, you have the opportunity to **interrogate the defeated Animals' boss** to get more information. However, this is an optional quest goal and there won't be any negative consequences if all enemies die.



You need to reach **the office** located at the opposite end of the club. Interact with the computer, go to the **Files** tab and view **the footage from the CCTV camera**. Listen to River's commentary on the content of the recording incriminating detective Han. You can leave the club with River or optionally look around the club for loot.

Confront Detective Han



Ultimately, V and River have to return to **the Chubby Buffalo's BBQ**. Detective Han is in the parking lot. You won't have any influence on the finale of the confrontation with Han regardless of which dialogue options you choose. It doesn't matter whether you advise River to reopen the investigation or abandon it.

Meet with Elizabeth in her apartment



Call Elizabeth Peralez, then head to the **Peralez's apartment** located in **the Charter Hill sub-district of Westbrook**. Use the elevator. During the elevator ride you can optionally talk to Johnny.

During the meeting with Elizabeth and Jefferson, you can choose any dialogue option to share your investigation results. The quest will soon be over and you will receive payment.

The Hunt (River)

This page of the *Cyberpunk 2077* game guide contains a **walkthrough of the side job - The Hunt**. This is **River Ward's** second quest. He's a detective you can romance as female V. This mission is quite long and from our guide you will learn, among other things, where to find clues in the NCPD laboratory and trailer, how to complete three braindance scenes, and where to find and how to properly save Randy.

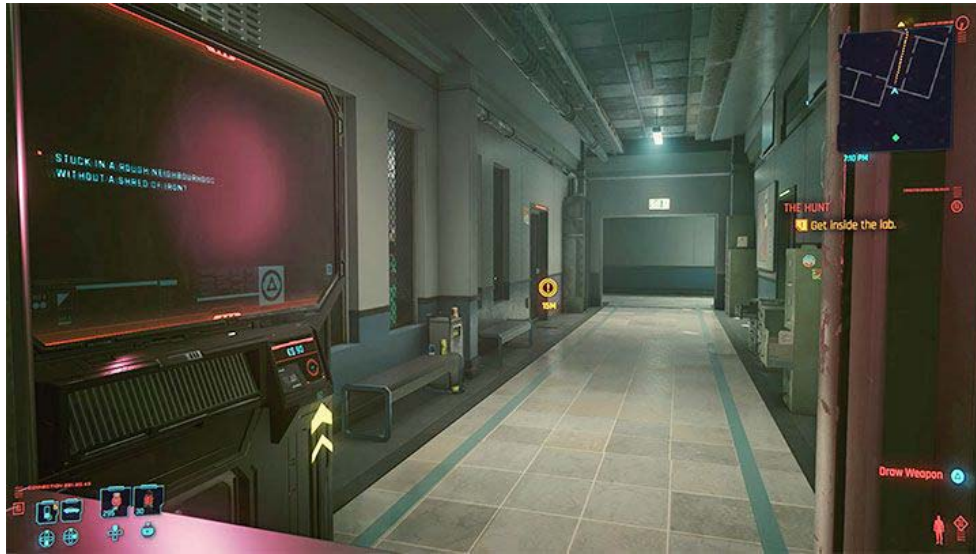
Meeting with River Ward



How to start the quest: You have to complete detective River Ward's first side job, namely **I Fought the Law**. After some time has passed, River Ward will call you, asking for help.

You can meet the detective in **The Glen sub-district of Heywood**. The meeting takes place in the evening, but you can sit on the curb so that the game can speed up the passage of time, if necessary. Get in River's car and view the footage he sent you. You will find out about the disappearance of his nephew Randy and the possibility that he may have been kidnapped by a serial killer. You can help River in finding the boy.

Getting into the NCPD laboratory



As River has been removed from the investigation, it will be necessary to break into the police lab to watch the dreams in the form of BD recordings.

You cannot use the main entrance. Go into the side alleyway. If you have at least **12 points in Technical Ability**, you can open the side door and get inside the lab faster. Otherwise, you will have to climb up from the back of the building to reach the window blind. Once you draw the blinds, you can enter the building.

Finding the right cabinet in the laboratory



You don't have to thoroughly examine all the laboratory rooms and Quick Scan all the objects within. You can immediately find the room pictured in the above image - you will recognize it by the braindance stations. Scan and examine **the cabinet containing BD equipment**.

Our characters will be discovered by **Dr. Packard**, although she is acquainted with River and you don't have to fear her raising the alarm. No matter how you behave, you may convince the woman to help our characters in their search and rescue mission for Randy. Go with Packard to the adjacent room to finish the conversation.

Meeting with Joss and examining Randy's trailer



Return with River to his car. You will arrive at **Joss Kutcher's** home at **Rancho Coronado in Santo Domingo**. She is mother of the missing Randy. During the ride you can ask River any questions you wish. You can arrange to go on a beer date with River after you find Randy, but this is not a mandatory step to romance him.

Furthermore, the meeting with Joss is insignificant (you can, but don't have to tell her immediately about Randy's kidnapping) because you won't get any crucial information out of her.



The next step is more important - you need to examine **Randy's trailer**. A variety of clues can be found here and the Quick Scan feature will make it easy to locate them. The main clue necessary to move the investigation forward is **the laptop in the bedroom** - you will find it under the bed. After finding the laptop, the characters decide to check its contents.



The laptop is protected and you can gain access in one of 2 ways:

1. **Hack into the laptop** - This is only possible if V has at least **9 points in the Intelligence attribute**.
2. **Search for the password to the laptop** - Investigate the record player pictured in the image above. The name of the last song played is **Liberum Arbitrium** and it turns out to be the password.



Start by reviewing all 8 Messages and 3 Files. Each item should prompt a short comment. Then go to the **Net** section where the **Drugs Are Bad** website should already be opened. Clicking on the **red image** on the left side of the text will take you to the **Tony's Shelter** page.



On the Tony's Shelter page, investigate two sections: **Join Us** and **Files**. The latter is more important - you will see a movie title, the same one you could have already found saved on Randy's laptop.



Close the Net tab and return to the "main" tab - **Files**. Turn your attention to the cartoon, that is the **ZAL_KRES_VIDEO** file - ATT_CART_VIDEO. The characters will notice that both files have identical filenames.

If you have at least **12 points in the Intelligence attribute**, you can acquire Harris' IP, but this is an optional objective and will not affect your chances of finding Randy. V and River will return to Joss and the resulting conversation is not crucial either. You can ask the woman a few more questions or immediately leave to take a rest.

Analysing the 3 braindance recordings



The next day River will wake you up. You will be given the task of **analyzing 3 braindance recordings**, which will help to determine Randy's current location. **Only the third recording is in any way significant**, as it contains 2 clues that will help you identify the location you are looking for. Consequently, you don't have to pay too much attention to the first and second braindance.

The first braindance is a recording from a school. It's very simple, as you only need to scan the teacher and the two blackboards to proceed to the next recording.



The second braindance is a recording from a barn. In order to proceed to the final BD, scan the cow, the father, the control panel, the antibiotic injection device and the supplements.



As has been previously mentioned, **the third braindance** contains major clues and therefore must be analyzed meticulously.

1. Start by watching the whole recording - it takes 1 minute and 35 seconds.
2. Pause at 0:24 and scan the **Solar Panel** pictured in the above image. **This is the first of the two key clues.**



1. Pause at 0:30 and scan the industrial Clock mounted above the doorway.
2. Pause at 0:33 and scan the turret and mine production Parts.
3. Pause at 0:35 and scan the Fuel Barrels.
4. Go to the audio layer and turn the camera towards the sounds heard in the direction of the ceiling (pictured above).



1. Pause at 0:39 and scan the person lying on the table.
2. Pause at 0:44 and scan the Infusion Pump. There is also a person to scan in this segment.
3. Pause at 0:46 and scan the Certificate and the next person.
4. Pause at 0:48 and scan from a large distance the Computer located in the side room.
5. Pause at 0:54 and scan the person lying on the ground.
6. Pause at 0:59 and scan **the Farm Model Number** pictured in the above image. **This is the second necessary clue.**
7. Finally, scroll to 1:13, move your camera outside of the farm building and scan your surroundings.

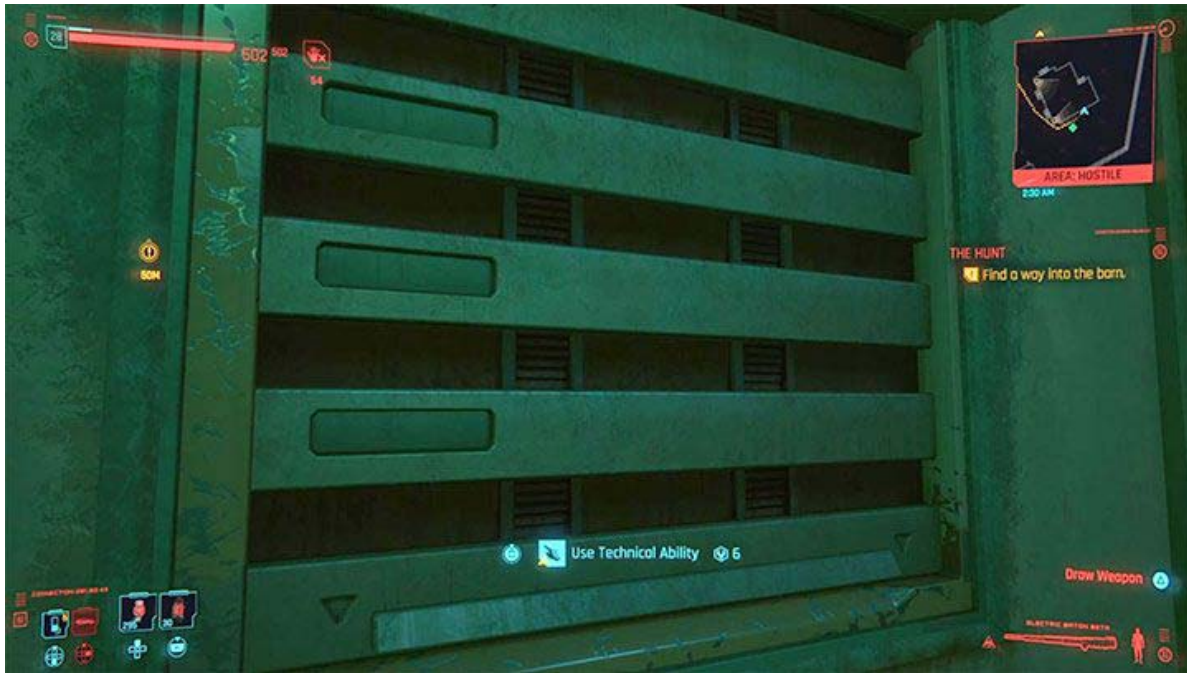
Finding the farm where Randy is imprisoned



Going through all 3 braindances will initiate a cutscene where you analyze the clues you found with River. It can conclude in three different ways:

1. **River will guess the correct farm** - This will happen if you have examined the 2 aforementioned important clues in the third braindance.
2. **River won't guess the farm, but V will reach the correct conclusion** - Edgewood farm is the place you need to visit.
3. **River won't guess the farm and V will select the wrong one** - this is definitely the worst possibility as it may result in Randy's death and/or failing River's romance path.

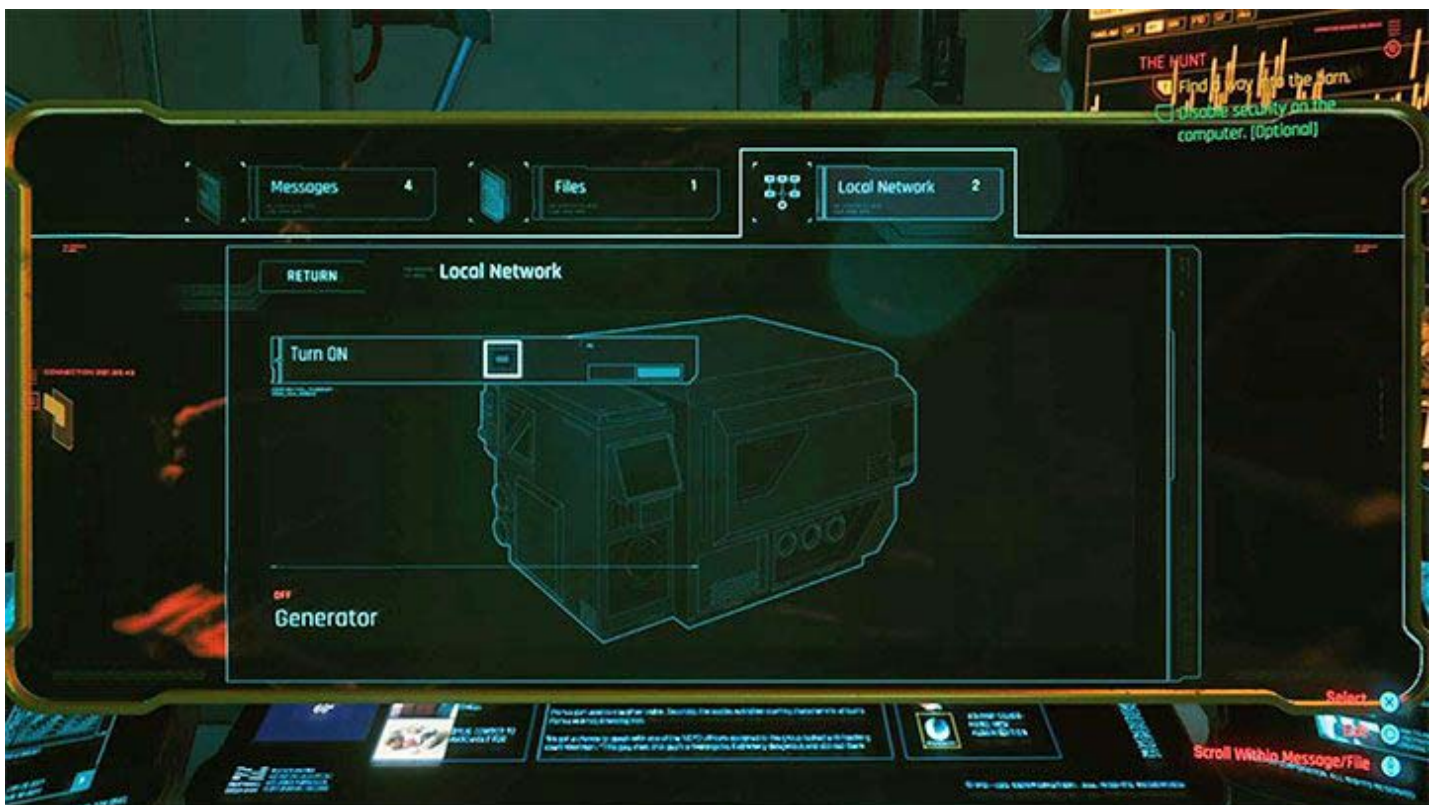
Rescuing Randy from Edgewood farm



As a reminder, **Edgewood farm is the location you need to visit** in order to save Randy. Randy may die if you don't get to Edgewood farm right away or if you leave the site prematurely.

There are active **turrets and mines** on the farm. Try to sneak and use the Quick Scan ability to search for mines. An exploding mine can easily kill V. Walk over them or, preferably, walk around them while keeping a safe distance. First of all, turn your attention to the building on the right to **disable the security systems**. There are 2 main ways to reach the hut:

1. Use the **Technical Ability** to draw the blind on the right window.
2. Go around the building from the back and reach **the door** located near one of the turrets.



Go upstairs and examine the room with the computer. In the spot pictured in image no. 1, you will find a **button**. Pressing it will unlock the secret room on the right. There you will find the Iconic Melee Weapon Tinker Bell and another computer. Interact with it and select the **Local Network** tab. **Turn off the generator** (image no. 2). This will cause all the turrets to shutdown AND all of the mines to deactivate, so you no longer have to avoid them.



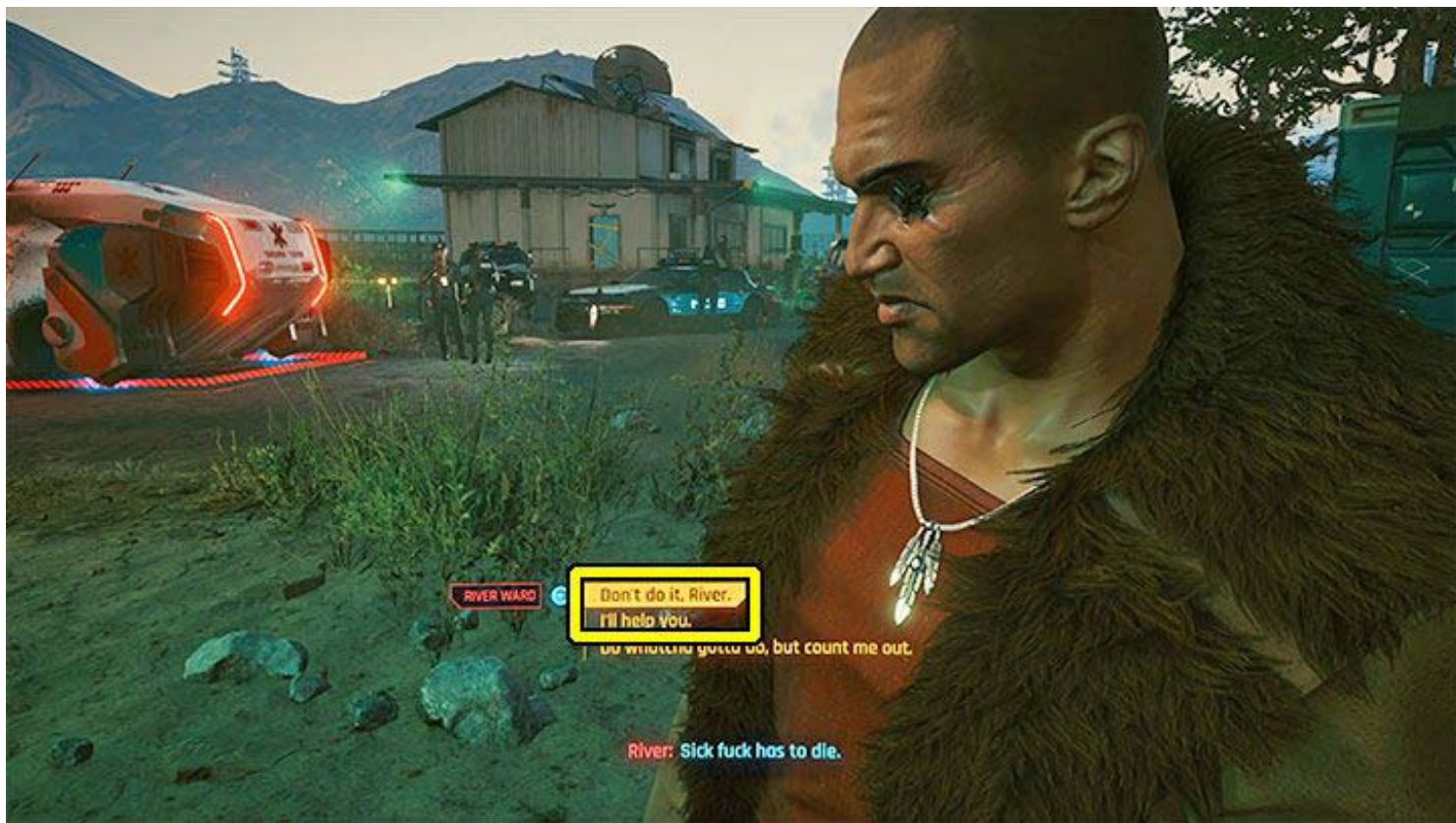
Now you can finally turn your attention towards investigating **the barn**. The barn's main entrance is blocked. Use the **ladder left of the barn** to get into the building through a hole in the roof. You may check on the other captives or wait until River finds Randy.



You have to **turn off the braindance machine**. To do this, head to the control room, which you might remember from the previously viewed recordings. After switching off the machine, return to the main area of the barn and start freeing the captives (some of them may be dead).

Eventually River will call you over and ask for your help in freeing the boy. Press the interaction button several times to **save Randy**.

Final conversation with River - potential romance



You will regain control of V after the police arrive at the farm. Talking to River is necessary to continue **the potential romance** with this character. This romance will only trigger if you selected the female body type for V. In order to successfully romance River in the remainder of the game you need meet the following requirements:

1. Save Randy, i.e. follow all the aforementioned steps without making any mistakes.
2. During the conversation with the River, choose the first or second dialogue option, i.e. either discourage him from taking revenge or promise to help him.

Additionally, in order to initiate the romance, you need to show that you're interested in River during the final conversation. It is worth noting that this is only the beginning of the romance, as you will be able to take bolder steps to progress the relationship in the subsequent job - **Following the River**.

Regardless of what occurred during the course of this job, it will soon be completed.

Following the River (River)

This page of the *Cyberpunk 2077* game guide contains a walkthrough of the Side Job Following the River. This is **River Ward's** third and final job. From our guide you will find out when you can meet the detective and **what are the requirements to initiate River Ward's romance path.**



How to start the quest: This job will start some time after the completion of **The Hunt** Side Job (regardless of its course). River will call you and invite you to a "barbecue" at **Joss' house in Rancho Coronado, Santo Domingo**. Accept this invitation.

V must arrive at the location during daylight hours. If you reach your destination at a different time of day, the game let you to wait by the barrels and automatically skip time. When you get home, Joss can optionally say hello to the kids or talk to River right away. Help River to stir the jambalaya which will give you an opportunity to start a conversation. You will be asked to grab some rice from the kitchen and you don't need to talk to Joss to obtain it.



During the next conversation with River you can ask him about what happened with the serial killer and get to know River a bit better.

The children will ask you to play a game with them using **AR goggles**. It involves travelling along a fixed route and shooting at the appearing targets. You will receive an optional mission goal to let the children win. You can miss a few shot for this purpose. Don't expect any reward for completing this objective except River's gratitude for making children happy.



In the next part of the quest, you will get to eat dinner together, then go on **a trip with River to the top of the water tower**. You can get into the area around the tower by, for example, letting River help V to climb over the gate and opening it for River from the other side.

Meeting with River at the top of the water tower is an opportunity to make friends with him or to **start a romance**. You will also receive a gift from River - his **pistol**.



You can kiss River twice during this quest, but it will only reciprocate if you're playing as V with a female body type.

After the scene on the water tower ends, you will wake up the next day in the trailer. If you kissed River before as female V, you can show your interest in River again. **V and River will become a couple.** For more details go to the **Romance** section.

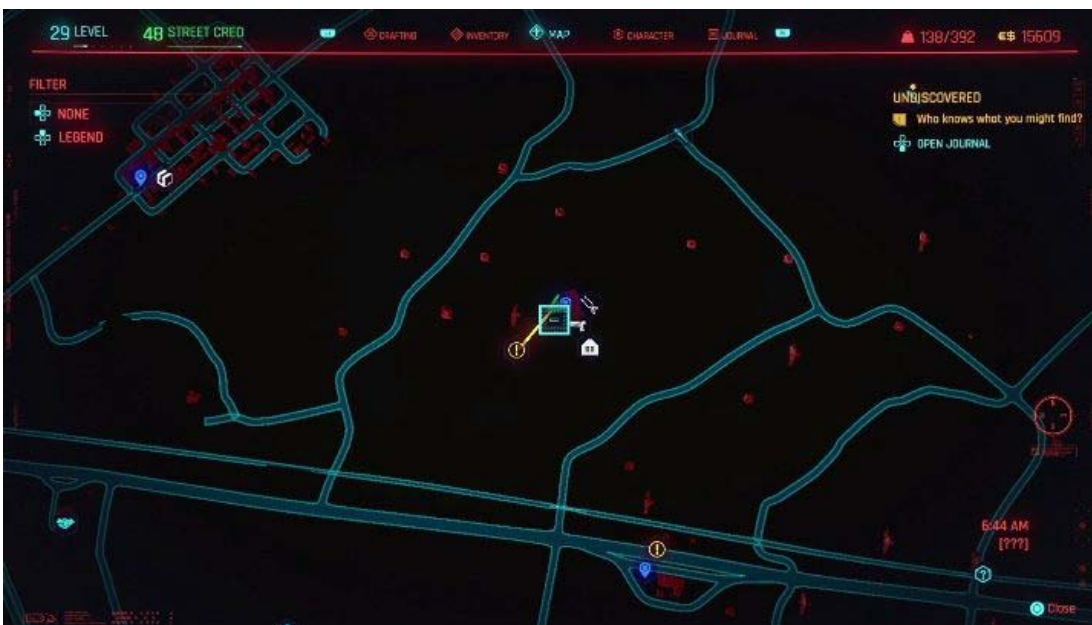
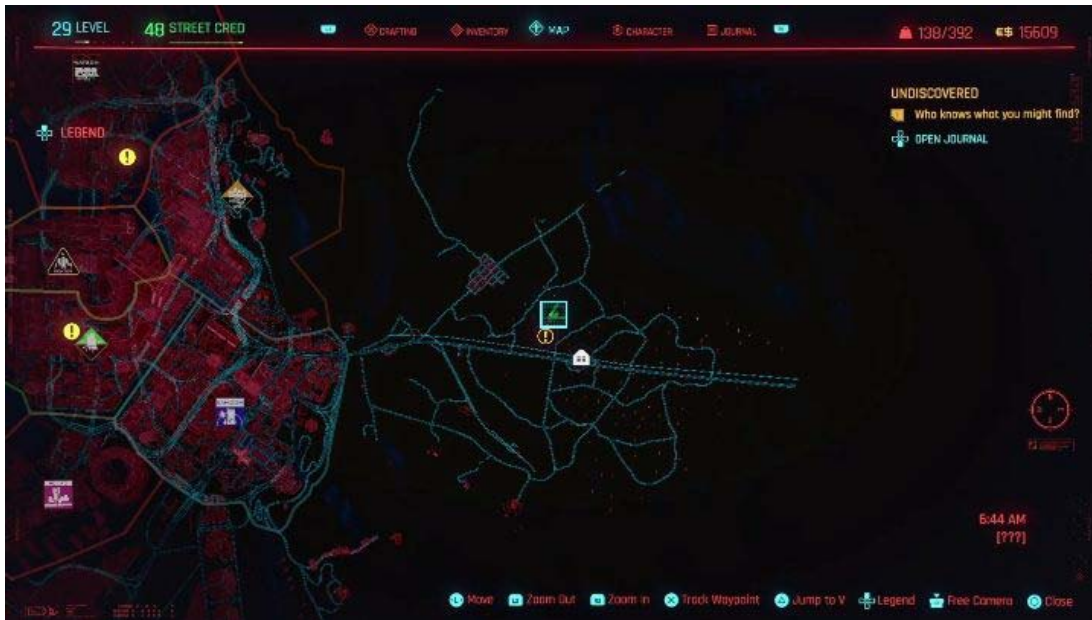
The quest will end after a while and you will receive the **To Protect and Serve** trophy for completing River Ward's storyline.

I'll Fly Away

In Cyberpunk 2077 you can unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide you will find a detailed walkthrough of the I'll Fly Away side job. You will learn how to start the mission and complete it.

You have to complete *I'll Fly Away* before finishing the Queen of the Highway side job.

Location



How to start: Complete the Riders on the Storm side job.

You will find the mission in the Badlands, in the Rocky Ridge sub-district.

Walkthrough



This mission will begin with a conversation with Mitch at the burial site. If you agree to help him, both of you will enter the car.



When you get to the bridge, talk to your companion. Next, pick up the gas container, put it in the passenger seat and set it on fire. This will complete the gig.

Dream On

This page of the *Cyberpunk 2077* game guide **contains a walkthrough of the side job** - Dream On. This is the second quest assigned by the Perez couple and it concerns the investigation of an alleged burglary into their apartment. From our guide you will learn where to find important clues in the apartment and how to locate the source of the signal.

Meeting with Jefferson and investigating the apartment



How to start the quest: You must first complete the side job **I Fought the Law** in which Elizabeth and Jefferson Perez make their first appearance. The job involves the investigation the death of the Mayor of Night City. Some time after completing this job, **Jefferson** will call V and ask for another meeting in the apartment.

Head to **Charter Hill in Westbrook** to partake in the meeting. Use the intercom and take the elevator to the top floor. You will gather from the conversation that Jefferson witnessed an unusual burglary and that the hired security personnel is denying the occurrence of the incident. V will be asked to look into the matter. You can ask a number of questions about the details of the incident and the stance of the SSI personnel.



Elizabeth will start by giving you a short tour of the apartment, but eventually you will be able to explore it freely. Use the scanner to find **traces of the chemicals** used to clean up blood. You can find more traces of this type in the apartment and you should follow their "tracks".



The traces will eventually lead you to a closed door. You can solve this problem in 3 main ways:

1. Push the door apart by force relying on the attribute **Body building**.
2. Get to the closed room from the **roof of the apartment**.
3. Find a **security room** in the apartment. One of the computers is locked - use the code 6709 (which can be found in an adjacent computer station). After unlocking the computer, select the Local Area Network tab and choose the command to open the door.

Each of the methods described above will allow you to get inside the **secret room** (pictured above), from which Elizabeth and Jefferson were being observed (without their knowledge).



The next important step is to scan the **strange computer** located in the newly unlocked room. Your objective will be to find the source of the cluster of cables connected to it.



Tracking the cables is very easy - in the secret room you will find a ladder that will allow you to quickly reach the roof of the apartment. The cables will lead you to a **yellow satellite dish** on the roof. Examine it and then listen to the conversation with Johnny.



You will receive a hint that the signal is being sent to a location within sight. Turn in the direction of the antenna and turn on the scanner. Zoom in on the image and scan the **unknown device** marked on the image.

Return to the residential area of the apartment and talk to Elizabeth, then leave the apartment.

Finding and tracking the van



Your destination is a van parked in **the Japantown sub-district of Westbrook**. Reach the site with any relatively fast vehicle and **save the game** before approaching the van.

The van will start to drive away quickly. **Losing track of it** will result in failing the job as you have unsuccessfully carried out the investigation of the transmission source. You must follow the van. Try to stay within 150 meters distance of the van. Continue the "chase" until the van enters a side alleyway in the **Northside** sub-district.

Reaching the van in the Maelstrom gang hideout



Your task is to **get to the van**. The issue is that it is parked in a location occupied by the Maelstrom gang. The hiding place should be infiltrated - either stealthily, by starting direct fights or through hacking.

You don't have to eliminate all of the enemies in the area. All that matters is to get close to the van to **connect to its Access Point**. You will find that the neural connections are used to deliberately modify the memories and personality traits of Elizabeth and Jefferson.

Final meetings with Elizabeth and Jefferson



First you will meet **Elizabeth**. Call her to make an appointment. She waits for you in a **ramen store** located in **Japantown, Westbrook**. After explaining the situation to her, Elizabeth will ask you not to reveal the whole truth to Jefferson.

Jefferson is waiting for V in a park located in **Corpo Plaza in the City Center**. On your way to the park you will receive a call from an unknown person who will warn you to keep your newly discovered knowledge to yourself. During the meeting with Jefferson you have 2 options:

1. You can tell Jefferson the truth about the brainwashing attempts.
2. You can lie and omit the information you got from the van.

This is not an important choice, as the Jefferson and Elizabeth quest line ends with this job. No matter what choices you make, you will receive eddies for your investigation.

Sinnerman

On this page of the *Cyberpunk 2077* guide you can find a walkthrough of the **Sinnerman** Side Job. This is the first quest in which **Joshua Stephenson** appears. From our guide, you will learn, among other things, how to behave during the first meeting with Joshua - this is crucial, as some of V's reactions may end the task prematurely.



How to start the quest: The opportunity to start this mission will appear no sooner than after completing the Main Job **Life During Wartime**. V should receive a call from **Wakako Okada**, who will ask them to dispose of the murderer. You have to agree to the job and you will be given the client's name, which is **Bill Jablonsky**.

The meeting with Bill will occur in **the Arroyo sub-district in Santo Domingo**. When you get there, sit on the bench to automatically skip time until Bill arrives. Discuss the contract killing with him, then sit behind the wheel of his car.



Wait until **the NCPD police car** arrives and set off in pursuit of it. **You mustn't lose track of the police car**, as it would lead to failing the entire job. Simply continue driving behind the police car until it stops at a certain point. You will be instructed by Bill to stop your car as well.



Bill Jablonsky will want to murder Joshua, but Lieutenant Vasquez, who is charged with protecting Joshua, will command Bill to stop. This confrontation can be resolved in several ways:

1. **Attacking Joshua and Vasquez** - The best thing to do in this case is to react before Bill is shot. The quest will end prematurely.
2. **Ignoring Vasquez's command** - this will result in V being attacked - you can either return fire or run away. Bill will most likely die and the quest will end prematurely.
3. **Staying in place and watching the scene unfold** - Bill will be shot by Vasquez. You will be able to approach the vehicle and talk to Joshua. **This is the only option that lets you initiate Joshua's story line.**

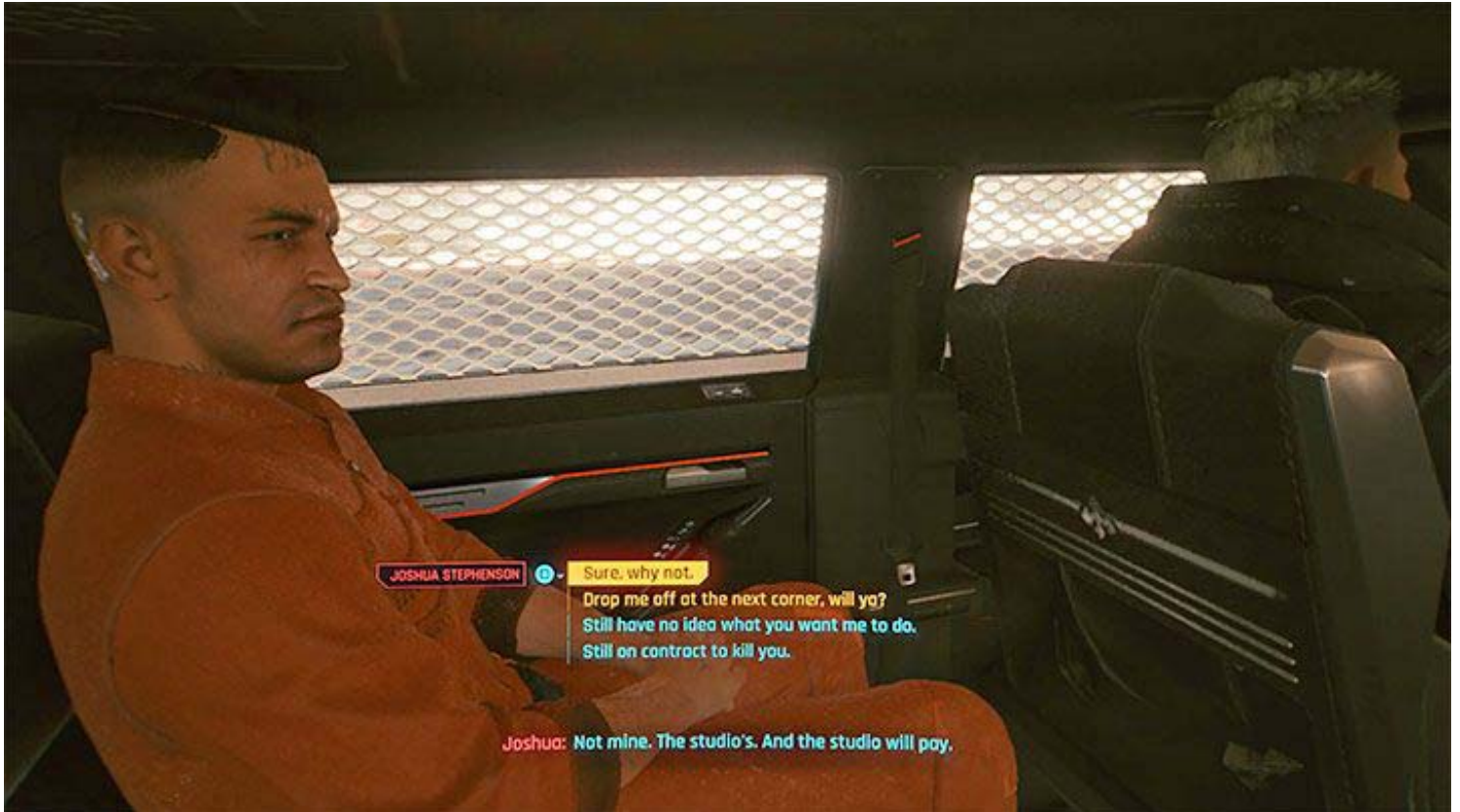


If Joshua is killed, you can get paid by Wakako for the finished job. However, you will miss out on the opportunity to take part in two more Side Jobs involving Joshua.

If you have chosen the last of the three options, you can approach **Joshua** (after the quest objective gets updated!) and talk to him. You will be invited for a car ride and, in order to continue this storyline, accept the invitation. This will continue the storyline by starting the job titled **There is a Light that Never Goes Out** - we described it in a separate section of the walkthrough.

There is a Light that Never Goes Out

On this page of the *Cyberpunk 2077* guide you walkthrough of the **There is a Light That Never Goes Out** Side Job. This is **the second job of Joshua Stephenson**, a convict who can be helped to redeem himself. In our walkthrough we will recommend the best dialogue options to choose during a number of scenes with Joshua.



How to start the quest: This quest may automatically start after completing the Side Job in which Joshua makes his first appearance - **Sinnerman**. However, this will only happen if you have chosen to avoid a fight and agree to the invitation to join Joshua on a car ride.

During the police car ride with Joshua, agree to stay with him for the rest of the day. You will find out why Bill wanted him dead and Joshua's desire to atone for his sins.



As part of this quest, you will visit two locations and the first one is a residential house where you will take part in a conversation with **Zuleikha** - the sister of the man murdered by Joshua. You will learn from the conversation that Joshua wants to record a special braindance.

From this point on, **some of your reactions may affect Joshua's braindance and** lead to its success or failure. If you don't care if the braindance is successful, you can choose whichever dialogue options you want. If you want the braindance to be a success, **try to avoid selecting certain dialogue options**. During the meeting with Zuleikha, avoid these options:

1. V does not believe Joshua's claims that he has gone down the path of God.
2. V says the the brutal braindance is an insane idea.

The mother of the murdered man, Gloria, will soon arrive at the apartment. You will not have any choices to make while talking to her. You will be thrown out of the house, so return to the car.



While **driving to the restaurant in the car**, another dialog option appears, which may contribute to the failure of Joshua's braindance, if selected. Do not ask about the location of the restaurant, which is the only option that doesn't acknowledge the previous events.



Arriving at **the restaurant** will initiate a conversation with **Rachel**. You can share your opinion on Joshua with her (the option you select won't matter). Rachel will say that V has an adverse effect on Joshua from a business perspective. You can:

1. Take double the promised payment from Rachel and **end Joshua's story line here**.
2. **Continue Joshua's story** and refuse the woman.

If V chose the Corpo lifepath, you can demand an even better payment from Rachel. This results in an even more cost-effective way to end this storyline (although you won't get to see Joshua's interesting last quest this way).



If you refused Rachel, go into the PieZ Restaurant and sit down at a table. This will initiate a **conversation in the restaurant**. Once again, you need to pay attention to the dialogue options you select as they may cause the braindance to fail. Specifically, avoid dialogue choices expressing your willingness to change the subject and discontinuing the conversation about faith (the above image).

The rest of the meeting at the restaurant is irrelevant and you can also react in any way you like to Rachel's aggressive responses. The quest reaches its conclusion, but you will soon unlock Joshua's third and final job - **They Won't Go When I Go**.

Passion / They Won't Go When I Go

On this page of the *Cyberpunk 2077* guide, you can find the **walkthrough description of the side quest They Won't Go When I Go**. This is the **third and final quest from Joshua Stephenson**, a convict who can be helped to redeem his sins. Our guide will tell you what Joshua's braindance tells about him and what endings his storyline has.



How to start the quest: This quest can be started after completing the second story mission in which Joshua appears - **There is a Light That Never Goes Out**. However, this will only happen if you have not accepted the bribe from Rachel and have not finished Joshua's questline prematurely.

You have to wait for a **call from Rachel**. She will ask V to come to the film studio to solve a tense conflict situation. You must agree.



The film studio is located in **the Japantown district of Westbrook**. When you get there, ignore the gathering in front of the main entrance and go to the guest entrance. Talk to Vasquez. You will be let in. Go to the building of the film studio, where Joshua's braindance will be filmed. An officer guarding the entrance will let you in.



Inside, talk to Rachel first, and then to **Joshua**. As in the previous quest, your speech with Joshua can determine whether the braindance will be a success or a failure. If you want to avoid failure, don't choose dialogue options that discourage Joshua from taking part in braindance - we have marked them in the picture above. To do the opposite, you would have to choose one of the options supporting Joshua.

You can pray together with Joshua or refuse - it doesn't matter.



After Rachel appears in the dressing room, you will have three options of behavior:

1. **Taking part in braindance in person** - this is the most interactive option.
2. **Refusing to participate in the recording and watching the braindance as a spectator.**
3. **Refusing to stay in the studio during recording** - Choosing this option will end the quest prematurely.



Depending on whether you chose option 1 or option 2 you will be able to either personally crucify Joshua or just watch the performance. After the recording, talk to Rachel.



Although the quest is over and has now disappeared from your diary, you have to wait a few days for Rachel to call V. You may find out from her that the braindance was either a success (if you supported Joshua and avoided "problematic" dialogue options in his quests) or a failure (if you chose dialog options associated with the braindance's failure).

Regardless of the result, you will get credits, but if the braindance is successful, you'll get more of them (wait for an additional message from Rachel).

Space Oddity

In Cyberpunk 2077 you can unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items, and money. On this page of our guide you will find a detailed description of the mission Space Oddity. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find this mission in Santo Domingo, in the Rancho Coronado district.

Guide



The mission will start with a conversation with the homeless, next to the gas station. You will learn that they have found a briefcase that may contain valuable information. You can buy it back or intimidate them (only if you have enough body points).



You can open the briefcase in two ways:

1. Hack it;
2. Find a datashard in the corpse by the trash can, providing access.

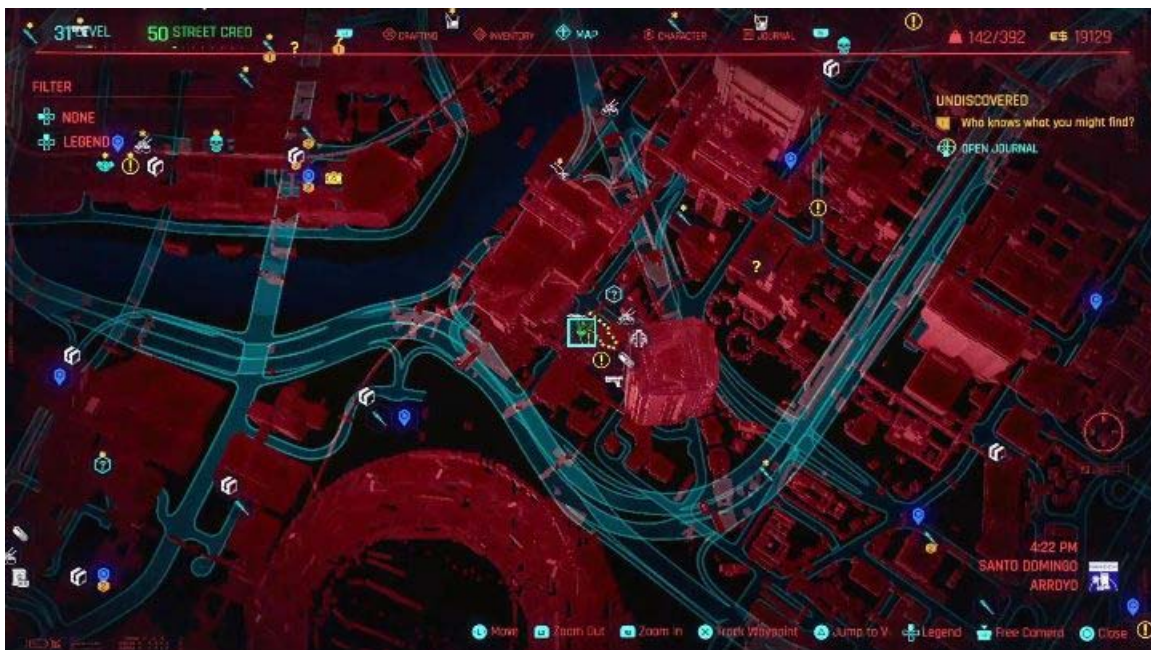
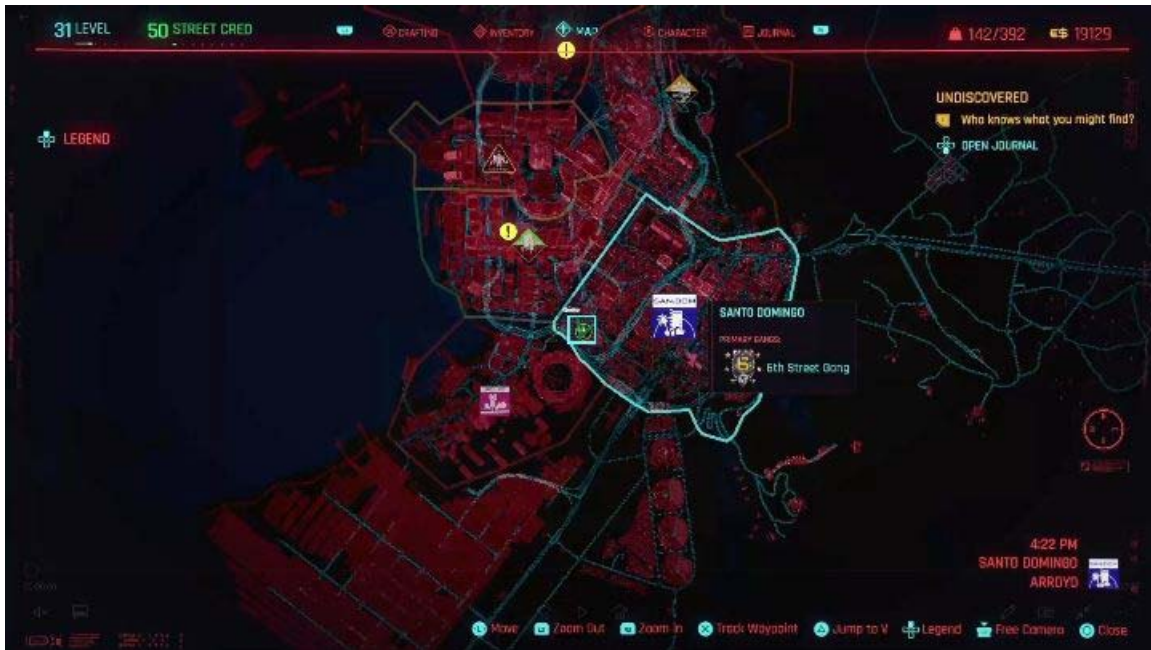


After getting the information, go to the hiding place. There you have to eliminate all seven opponents and then open the shipment, which completes the task.

A Day in the Life

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the mission A Day in the Life. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Santo Domingo, Arroyo district.

Walkthrough



This mission will start with a conversation with the food seller, during the chitchat he will focus on the men who are getting on his motorcycle. You have to defeat your opponents by either killing them or scaring them. If you don't do this, they will kill your client. However, if you save him, you will get a discount in the store.





The way of eliminating opponents does not affect the perception of the situation. If you kill them with a machine gun, you will scare everyone around you, but your quest giver will still be satisfied.

Ezekiel Saw the Wheel

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the mission Ezekiel saw the wheel. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Santo Domingo, Arroyo district.

Walkthrough



This mission will start with a conversation with a food seller, in a small pub in the corner of the building. When you sit down and place an order of your choice, three bandits will fall in. You can reach for the weapon, but the owner of the premises will react badly to it.

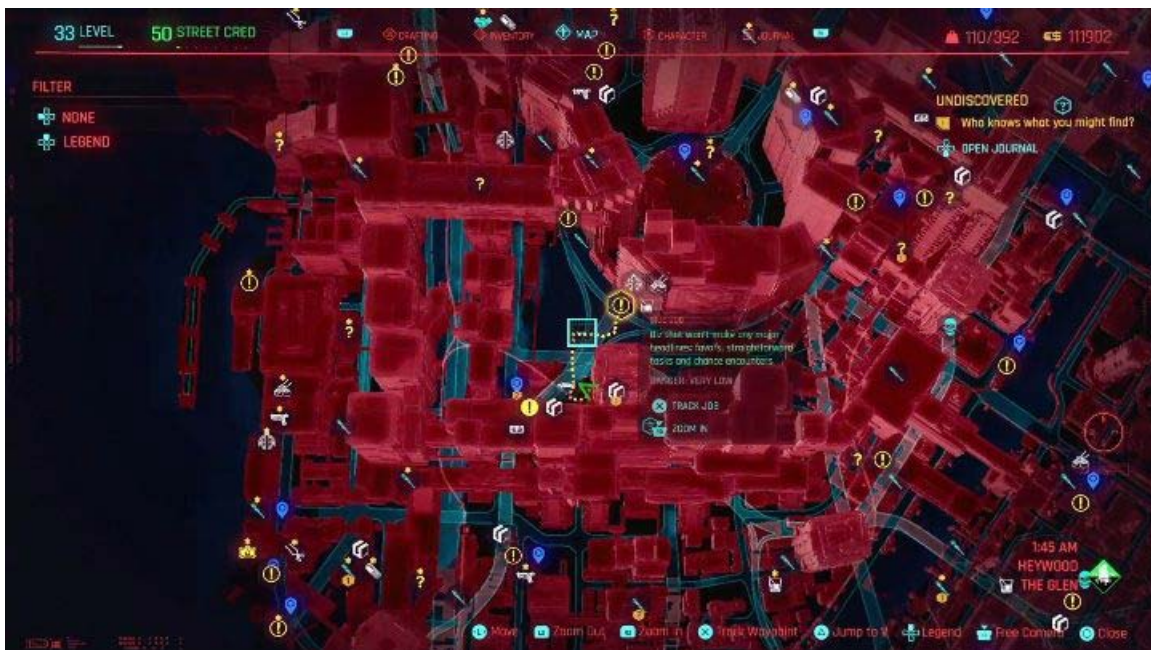
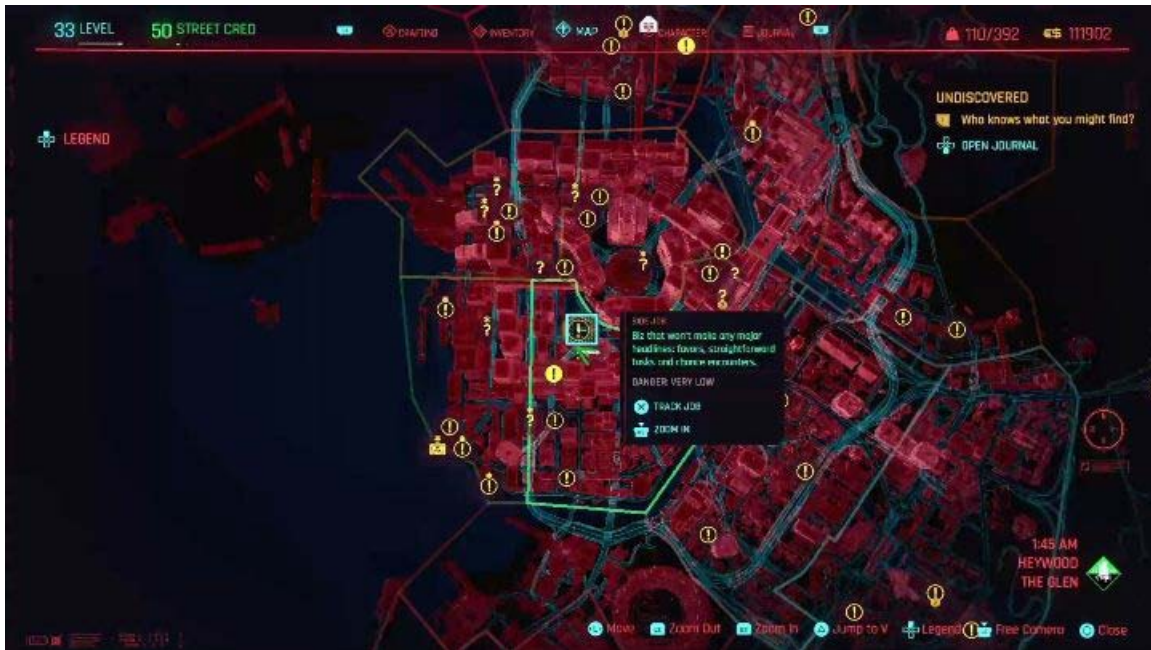


You can pay the harvesters, intimidate them or chase them away. It all depends on the amount of your cash, body points, and origin.

Imagine

In Cyberpunk 2077 you can unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items, and money. On this page of our guide you will find a detailed walkthrough of the Side Job Imagine. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Heywood, in the Glen sub-district.

Guide



This job simply comprises a guided meditation session with a Zen master. You don't have to pay him. Just listen to his voice and then wait until he disappears under mysterious circumstances.

You will meet the Zen master in four places:

1. First time next to Corporate Plaza;
2. Second time in Japantown;
3. Third time in North Oak;
4. Fourth time in Rancho Coronado.

Each meeting will proceed exactly the same. After completing the task you will receive a figurine for your apartment.

Machine Gun

In Cyberpunk 2077 you can unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items, and money. On this page of our guide you will find a detailed walkthrough of the mission of the Machine Gun Side Job. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Heywood, in the Vista del Rey sub-district.

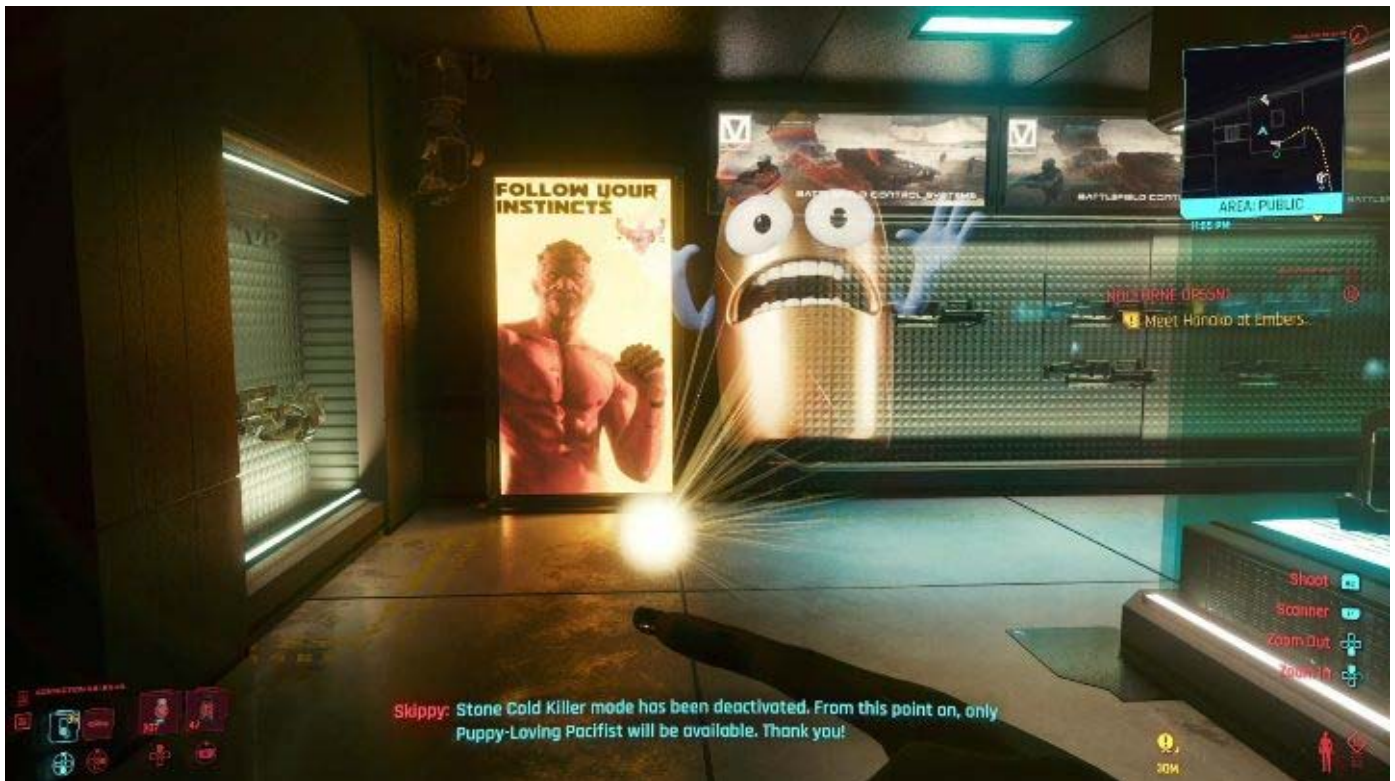
Guide



You will start this mission by finding the Smart Gun. Its name is Skippy and it will ask you to choose one of two modes:

1. Stone Cold Killer Mode - firing bullets straight into people's heads;
2. Puppy-Loving Pacifist Mode - shooting people in the legs.

We recommend choosing the first option. This will make your next task easier.



In order to continue the mission you have to kill several dozen opponents with Skippy. After you accomplish that, Skippy will start contemplating the meaning of life and change its mode.



After **48 hours** (you can skip time) Skippy will suddenly remember its original owner. You can go to Regina and return her gun to her, this will complete the job. If you decide to keep Skippy for yourself, you will not complete the job.

Only Pain

In Cyberpunk 2077 you can unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items, and money. On this page of our guide you will find a detailed walkthrough of the Only Pain Side Job. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Heywood, in the Vista del Rey sub-district.

Guide



Your task is to defeat your opponents and revive Nigel. You need to get money from him. if you want to get twice as much money, you need to have a high enough Body attribute.

Every Breath You Take

On this page of the *Cyberpunk 2077* guide, you will find a description of the **Every Breath You Take** quest. From our walkthrough, you will learn how to save Blue Moon singer from Us Cracks and how to find and neutralize the stalker.

Unlocking the quest



How to start the quest: Unlocking this mission is not so obvious. You have first to complete a large part of Kerry Eurodyne's storyline. Kerry's quest *I Don't Wanna Hear It* is crucial. After Kerry and V get to the dressing room, you have to make sure that **Kerry and the Us Cracks singers make it up** and agree to cooperate. You have to choose the right dialogue options, and you can't make Kerry intimidate the singers and force them to give up the concert.

In addition to properly completing the *I Don't Wanna Hear It* quest, you have to complete another Kerry's mission - *Off the Leash* In this quest, you no longer need to worry about the dialogue options. V just has to take part in a party with Kerry and Us Cracks.



Some time after completing the *Off the Leash* mission, Blue Moon - one of Us Cracks' singers -**will call V**. Blue Moon will explain her problem - you will find out about her stalker, who sends her threats. Blue Moon will ask for help in luring the stalker, and you have to agree to meet with her.

Meeting with Blue Moon



The meeting point with Blue Moon is a large roundabout in **Kabuki in Watson**. Sit on the bench and wait for the girl to show up. Blue Moon will explain the plan - V will have to stealthily follow her and try to identify the stalker.

You have to save the game because Blue Moon may die, and that would mean you failed the quest. The death of Blue Moon may occur under various circumstances:

1. You're picking the wrong stalker.
2. You will not be able to stop the real stalker in time (more on this in the next section).
3. You fail to follow Blue Moon unnoticed, and the girl decides to give up her plan to catch a stalker. The next day you will find out that Blue Moon was murdered. Remember that Blue Moon wants the V to be discreet. **Don't get too close to her** after she goes "hunting".
4. You leave the search area and leave Blue Moon alone.

Finding the stalker



An important piece of information about this quest is that **you don't have to follow Blue Moon all the time**. The only important thing is not to leave the roundabout area, as this will be equal to failing the quest. You also don't have to stay at some distance behind Blue Moon. You may as well observe it from higher places.

A stalker is always the same person. It is **the girl with the backpack** who will ask Blue Moon for an autograph. It is worth scanning the girl and focusing on her. You now have two options - you can stun/kill the girl with the backpack right away or wait until she makes her move and confronts Blue Moon.



If you want to wait, you can get to the platform shown in the picture on one of the higher levels. The girl with the backpack will eventually reach this place and wait for Blue Moon. This is another opportunity to neutralize this person before she creates a real threat to Blue Moon.



The confrontation between the stalker and Blue Moon takes place on the bridge. **If you don't manage to neutralise the stalkers quickly enough, Blue Moon will die.** This way, you will fail the quest and become an enemy of the other Us Cracks members.



You can easily find out that you stunned/killed the right person - search the stalker's body to find her **diary**. This will prove her guilty and discover plans for Blue Moon.

If Blue Moon survived, talk to her and show her the stalker's journal. After completing the quest, Blue Moon will call V to thank and transfer credits to your account.

Violence

On this page of the *Cyberpunk 2077* guide, you will find **a description of the Violence side quest**. The following walkthrough contains information on the meeting with Lizzy Wizzy. You will also learn about possible options to meet Liam and share the investigation results with Lizzy.

Unlocking the quest



How to start the quest: You can start this job some time after you complete the main quest Search and Destroy. You must wait to **receive a message from an unknown number**. Find this message on your phone. The sender will not respond to the contact attempt. From the message, you will learn that the sender wants to meet with V at the No-Tell Motel.



No-Tell Motel is located in **Kabuki district in Watson**. Go up the stairs and get to **room 210**. You are about to meet **Lizzy Wizzy**. You will learn that Lizzy is afraid that her boyfriend, Liam Northom, is cheating on her. You can offer help in finding possible evidence of Liam's dishonesty. You can agree immediately or talk about payment first.

Finding Liam at the Riot Club

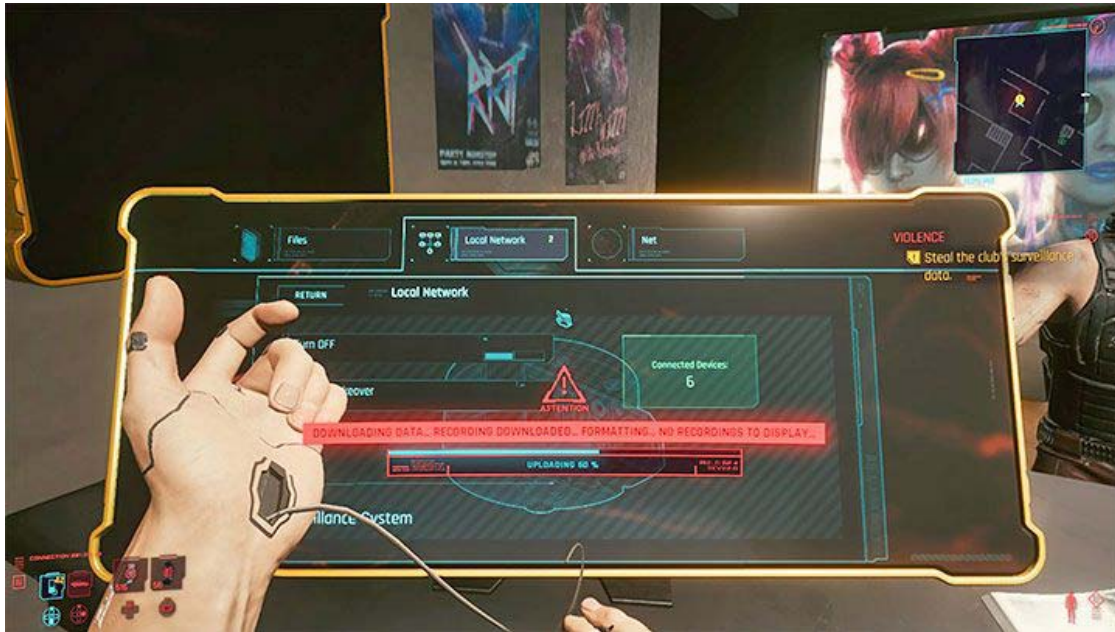


Riot Club is located in the **Little China district in Watson**. You must visit the restaurant in the evening (after 6 p.m.) and if necessary use the option to speed up the time.

Optionally, you can ask the bouncer at the entrance to the club and the bartender about Liam (pay 2000 credits for the information or use the Body attribute). These are optional talks. **Liam is in the VIP section**. You can get there by one of the two elevators.



The easiest way to conduct the investigation is to interact with **the security's computer** (picture 1). Go to the **Local Network** tab and select **Remote Takeover**. This will allow you to switch to view from the security camera. It should be facing Liam (picture 2), so you can listen to his conversation and find out what his plans are.



You can do two things:

1. **Downloading surveillance data** - You have to interact with the terminal.
2. **Confrontation with Liam** - The employee pass found next to the VIP lounge can help you get to the VIP box. While talking to Liam, you can try to intimidate him and bribe him in exchange for keeping his plans to yourself. You have to reckon that a wrong conversation can lead to a fight with Liam.

Phone call from Lizzy



Call Lizzy. Talking to her may be different if you killed Liam. In general, you have two options:

1. **Lying that Liam is "only" having an affair** (first dialogue option).
2. **Telling Lizzy the truth that Liam wants to make a copy of her** (second dialogue option).

No matter what you do the quest will be completed.

Optional second meeting with Lizzy



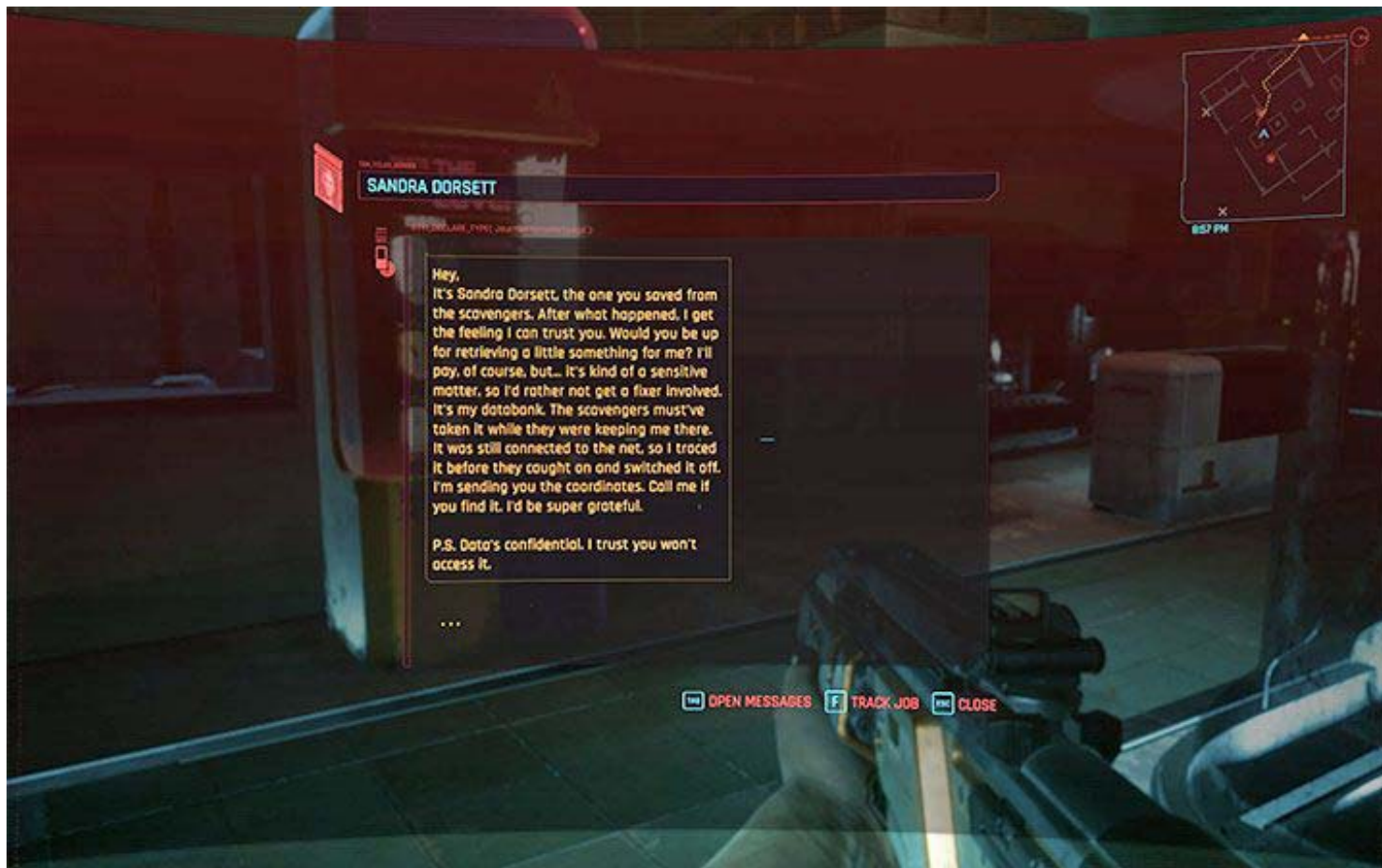
If you have told Lizzy the truth about Liam, expect another call from her and a request to **meet again at the No-Tell Motel**. When you get to her motel room, you will find out that Lizzy murdered Liam. You have two options:

1. **Help Lizzy** to get rid of Liam's body. Pick up the corpse and throw it, for example, into the trash.
2. **Refuse Lizzy** to solve her "problem".

Full Disclosure

On this page of the *Cyberpunk 2077* guide, you will find a **description of the Full Disclosure side quest**. From our walkthrough, you will find out where to find Sandra Dorsett's databank, what to do with the databank, and what course of action a meeting with Sandra may take.

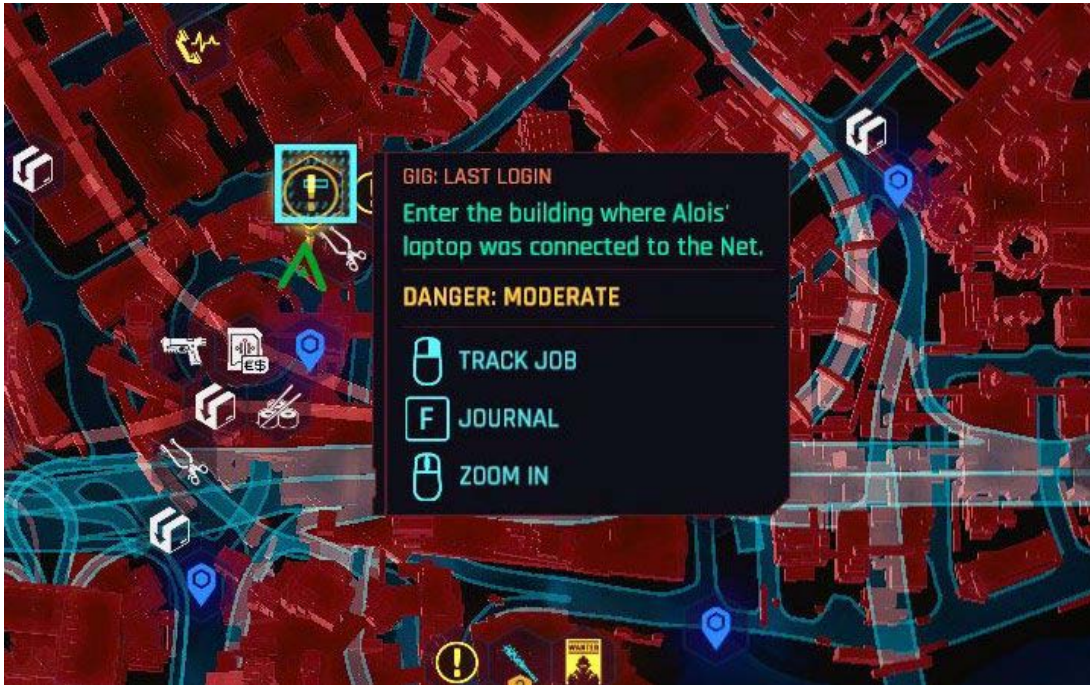
Unlocking the quest



How to start the quest: As a reminder, Sandra Dorsett is the woman that V and Jackie rescued during one of their first main quest - The Rescue.

Some time after completing the main mission Duple Life, you should receive a **message from Sandra** as part of act 2 of the campaign. You will find out that she wants to get her lost databank back.

Finding Sandra's databank



The Databank can be found in **the Kabuki district in Watson** and is a location that is also linked to the **Last Login** gig.

Nothing bad is going to happen if you've already completed this gig and obtained a databank before you receive a message from Sandra. You will be able to advance to the final part of the quest at once.



You have to investigate a small location occupied by enemies. You can sneak in or start a fight. There are also a few entrances to the building - open to the public or requiring Body or Technical Ability.

Your task is to find the **databank** shown in the picture above.

Optional hacking into the databank



Trying to hack into a databank is optional and may cause you trouble (more about it in the next section). If you want to try it anyway, choose Shards in the main pause menu.



Break the security of the shard associated with the databank - **Operation Carpe Noctem**. This will launch the Breach Protocol mini-game. It is a good idea to save the game before attempting to break in so that if you fail, you can try again.

Meeting with Sandra



Whether you broke into the databank or not, you don't have to call Sandra and agree to meet with her to deliver it. Sandra is waiting in the **Little China district in Watson**. Reach the door, knock and wait for Sandra to let you in.

If you **haven't hacked** into the databank, you will automatically be paid for your mission.

If **you hacked**, the meeting with Sandra could conduct in several ways. You can:

1. Confess and congratulate Sandra - You will get more credits. You can get on even better payment by choosing a special dialog option for a character with at least 7 Intelligence attribute points (asking Sandra about the daemons used).
2. Confess and blackmail Sandra - **A fight will start** in which, apart from Sandra, you will be attacked by a turret from the apartment (quickly destroy, hack or turn it off).
3. To lie that you didn't hack into the databank - you will get less credit.

Fortunate Son

This page of the *Cyberpunk 2077* guide contains a **walkthrough of the** Fortunate Son side job. Our walkthrough will give you prompts how to play out the meeting with a hospital employee and how to save Jake.

Unlocking the quest



How to start the quest: Unlocking this quest is only possible if you have fully completed Panam's storyline, i.e. if you have completed the Queen of the Highway quest.

You must start in the new Aldecaldos camp, which is located in the northeastern part of the world map (picture 1). Talk to **Bob** standing by one of the tents and listen to the details of the side job. Promise to help deliver the implant to save Jake's life.

Meeting with a hospital employee



You must meet **the hospital employee** in the **Little China subdistrict of Watson**. You will find him standing by the van. After saying hello, take **the briefcase with the medical implant inside**.

It will turn out that **you have been lured into an ambush. You will get trapped by the police very soon**. You have to take them out. What might be consoling is that after getting rid of the police officers who took part in the assault, no more reinforcements will arrive. Regardless, try to get through the fights skilfully - use the best weapons, help yourself with grenades (preferably before the officers run away in various directions), look for covers and flank the enemies.



After winning the fight, find the hospital employee hiding in the vicinity to **confront** him. The confrontation is important if you want to achieve a positive ending of this quest. You can:

1. Murder the hospital employee as an act of revenge.
2. Spare the hospital employee - **this is a much better option** because you will learn about the virus put into the implant.

Return to Bob with the implant



Regardless of how you have handled the case of the hospital employee, return to Bob at the **nomad camp** to hand him over the medical implant (and, optionally, to warn him about the virus).

You have to **wait 8 hours**, but you can move away from the Aldecaldos camp and use the skip time option. You should receive a message from Bob asking you to return to the camp. This quest may have two endings:

1. If you have murdered the hospital employee, you couldn't find out about the virus and, as a result, **Jake will die** (unaware of the virus, Bob will think that Jake's body has simply not accepted the implant).
2. If you have spared the hospital employee and found out about the virus, **Jake will survive** and nomads will be grateful for saving him. Jake may also appear in the campaign ending.

Beat on the Brat

This page of *Cyberpunk 2077* guide contains a **walkthrough of side jobs referring to the Beat on the Brat** quest. These are optional **fist fights**, the participants of which fight for credits. Our walkthrough will help you win all the fights (including one optional fight) and obtain the best rewards.

Unlocking fist fight quests



How to start the quest: You can unlock a series of boxing quests quite early into the game, namely shortly after completing **The Rescue** main job once you reach **V's apartment in the Watson district**.

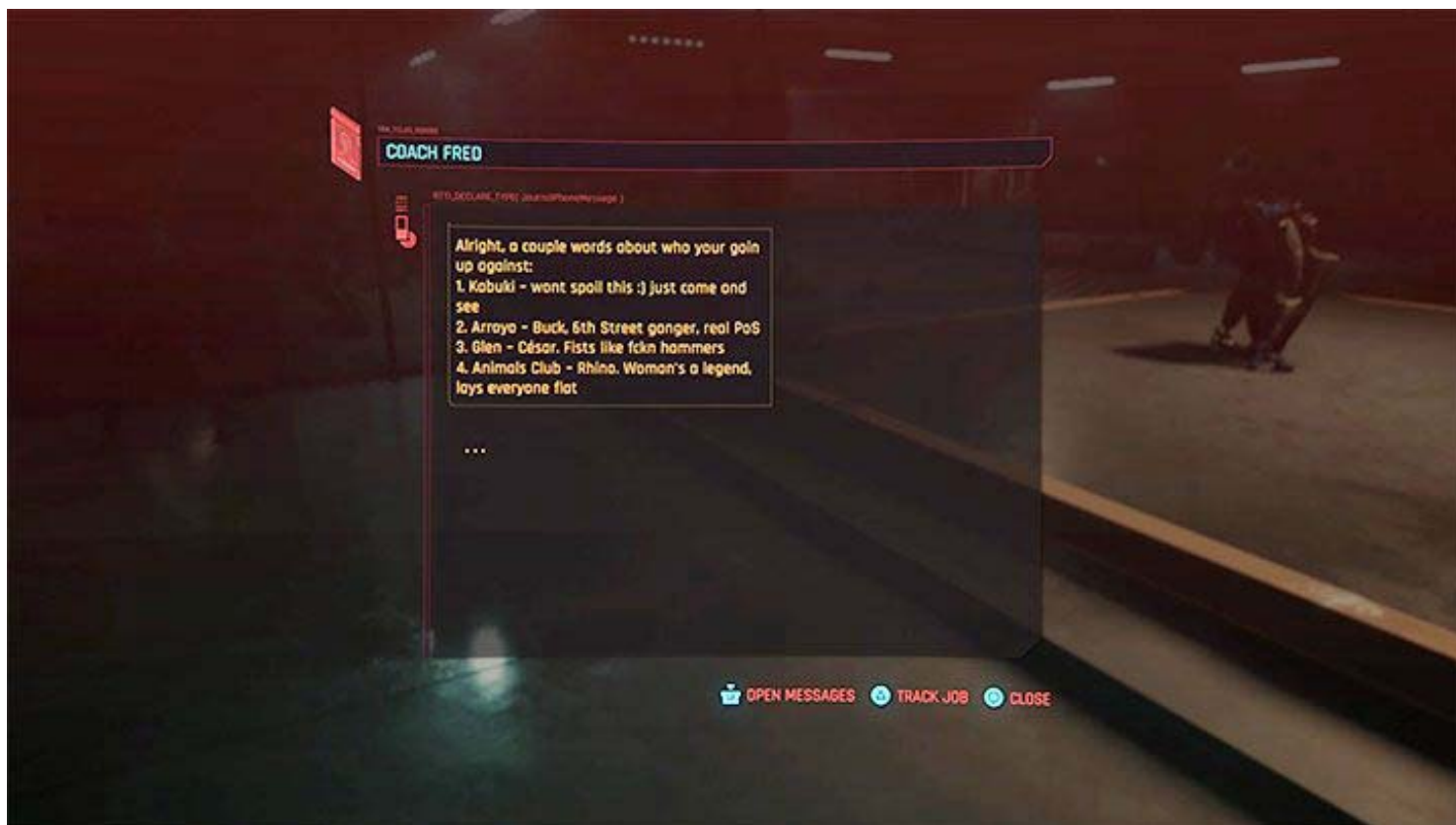
After leaving the apartment, go to the lower level. On your way to the elevator you will reach the **boxing ring** where you will find **Coach Fred**. You have to talk to him.



Coach Fred will suggest a **mock fight with a training robot**. Agree and start off the fight: defeating the training robot should not cause you any problems and should be rather easy. You don't have to deploy any advanced moves in this fight: regular fist attacks will be enough to win.

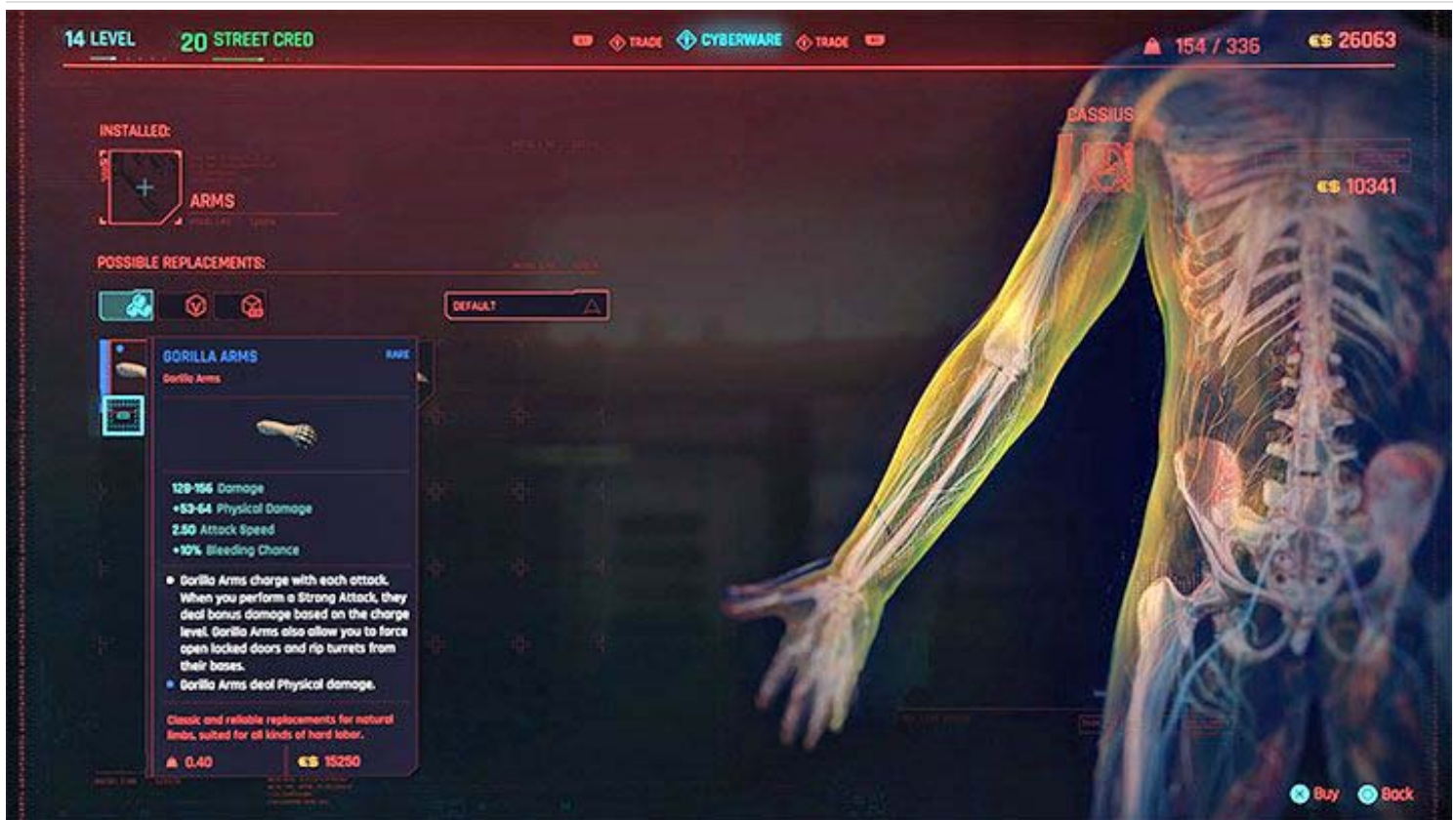
After you've finished your sparring match, talk to Fred. You'll learn about the possibility of participating in fights with various boxing masters in different parts of Night City. The *Beat on the Brat* quest will remain in your log for a longer period of time and there will also be other side jobs regarding taking part in specific fights.

Fist fights - key information and tips



1. **There is a total of 6 fist fights you may participate in**, one of which is optional. There are 4 "qualifying" fights and one final fight (obligatory).
2. **Almost all fights allow you to put credits at stake**. Always try to choose the highest possible bet so that you can win as many credits as possible. Of course, you can protect yourself and save the game before starting the fight. This will help you protect yourself from losing your credits.
3. **We suggest that you postpone your fist fights for later**. Do not deal with them if they are marked with either high or very high danger level in the quest log. Otherwise, you might not be able to weaken your rival and V will be prone to losing the fight very quickly. It is best to leave the final fight until the end of the game and take part in it after V reaches the top experience level, which is 50.
4. Try to **practice the fighting basics on regular opponents**. This will prepare you to deal with stronger enemies. The most important movements to be mastered are dodges, blocks, counter-attacks as well as parrying strong fist attacks.

Additional note: Not all fist fight quests will immediately appear in your quest log. If you don't see a quest marker when you reach a specific district, look in the quest log for other fights or just advance in the game and try again later.



1. **Blades and firearms cannot be used in fist fights.** Gadgets and health items are also forbidden. In the latter case, you can at most rely on perks which enable automatic health regeneration, but do not think that your opponent will allow you to comfortably cure yourself.
2. There are ways to make winning fights less troublesome. **The most important tip is to buy Gorilla Arms at your ripperdoc** - it is a unique hand cyberware which allows you to deal more damage in fist fights. As far as possible, get yourself the highest quality Gorilla Arms and try to improve them further.
3. The right character build for V will also increase your chances of winning the fights. **Allocate as many attribute points as possible to the Body attribute** in order to gain more health and stamina points and to further increase the effectiveness of Gorilla Arms. In addition, we advise you to unlock **as many Street Brawler perks as possible**.
4. In fist fights, you may rely on cyberware and perks **that automatically slow down time**. It can be useful especially at the beginning of the fight and will allow you to launch the first easy attack.

Beat on the Brat - the Champion of Kabuki



The fight takes place in the **Kabuki subdistrict of Watson**.

You may have trouble getting to the fight arena because it is **on the roof of the building** and the door on the ground floor is closed. To solve this problem, go left and follow the stairs marked in the picture. Later on, while climbing, you can use the yellow ladder or simply jump to the higher shelves and grab them.



Talk to **Certo** and **Esquerdo** to find out that you have to fight both of them at the same time, so basically it will be a **two-on-one fight**. You can go for a small (500 credits) or a big bet (2000 credits) on who wins.



Once you start fighting, **try to attack one of the twins**. Your goal is to create a situation in which only one enemy remains on the ring as fast as possible. Certo and Esquerdo look similar to each other, but wear different clothes, which will help you recognize who you're fighting with at the moment.

Avoid situations in which you lose sight of one of the twins. He can then easily perform an attack that you will not notice and, as a result, you will not be able to react.



During fights, try to block punches or jump back/to the side. Remember that you can defeat each of the twins much faster if you rely on **counterattacks**, i.e. press (not hold) the block button just before V is about to get punched.

Defeating twins will gain you 500 or 2000 credits as well as experience points.

Beat on the Brat - the Champion of Arroyo



The location of the fight is a makeshift arena in **the Arroyo subdistrict of Santo Domingo**.



Here you will have to defeat a war veteran, **Buck Arnold**. You can go for a standard bet (2900 credits) or you can also mention his rifle. This option will be available only if you have allocated enough points to the Body attribute. You can persuade Buck to put a rifle at stake as well.



Fighting Buck is nothing special. Try to react to his attacks which he ends with strong punches. Fortunately, they are signaled very clearly, so you can react to them properly: jump back/sideways or try to block them.



After defeating Buck, the situation may unfold in several ways:

1. If you haven't mentioned the rifle before and want to behave in an honourable manner, you can take your due credits and leave the location.
2. If you have persuaded Buck to put the rifle at stake, **expect a fight** - Buck will withdraw his promise and you will be attacked by the people gathered here. Equip some good firearms or blades quickly.
3. If you haven't mentioned the rifle before but want to have this weapon for yourself, you can convince Buck to fight and try to take the rifle by force.

Beat on the Brat - the Champion of Glen



The fight is located in **The Glen subdistrict of Heywood**.



Your opponent is **El Cesar Diego Ruiz**, who will initially stand by the hood of his limousine. The stake is 4000 credits. El Cesar will additionally bet his car and you do not have to designate any of your cars to balance the bet.



You will fight on a basketball court. It is recommended to take advantage of the fact that you can move around a lot and perform dodges freely without having to worry that you may suddenly find yourself right by the fence.

This fight is another one which contains signalled attacks: you can clearly notice the moments when the opponent prepares for a stronger attack. Move away quickly or jump away from him and wait until it is "safe" to attack him again.



After winning the fight, you can **choose the prize**. There are 4 options available:

1. **Taking the car and credits.**
2. **Taking the car** and leaving the credits to Cesar.
3. **Taking the credits** and leaving the car to Cesar.
4. **Declining the prize** - El Cesar will keep the car and credits.



The **best choice is taking the car and credits**. The game allows you to buy a similar car to the one used by El César, but his convertible is still a unique copy. Moreover, you will not receive any tangible reward if you let El César keep the car and/or the money. Declining the prize only allows you to befriend Cesar, who will appear among the audience during your final fight.

Beat on the Brat - the Champion of Rancho Coronado



The fight is located in **the Arroyo subdistrict of Santo Domingo**.



The entrance to the building where the fight takes place is guarded by **an Animals' bouncer**. There are three ways to deal with it:

1. Pay the bodyguard 3800 credits for the right of entry.
2. Intimidate the bouncer (this will be possible only if V has 10 Body attribute points).
3. Go around the building and find a window through which you can get inside.



Your opponent is **Rhino**, a muscular woman from the Animals gang. There is no wager: here you fight only to prove which one of you is a better fighter. Say you're ready to go with Rhino to the arena.



The fight is problematic due to a **very small fighting area** - it is a circular arena with additional barbed-wire poles. Fortunately, blundering into them does not drain a lot of health points, so avoiding them at all costs is not essential.

Put much more emphasis on avoiding Rhino's punches because they are very strong and even a well-built V can be eliminated by 2-3 successful attacks. It is safer to resort to dodges. A good fighting tactic is to charge a strong punch, run up to Rhino quickly and release the attack button to launch a strong attack. Once you do it, quickly retreat and start charging the strong punch once again.



What is interesting is that it is possible to skip this fight completely, i.e. it will automatically be considered as a victory. In the same building, you may take up the *For My Son* gig. One of its possible outcomes assumes provoking the Animals to fight. For obvious reasons, V then becomes the enemy of the people in this location. In such a situation, Coach Fred will contact you and tell you to skip this fight. **You will still be able to participate in the final fight.** Skipping the battle with Rhino does not cancel the main fist fight quest.

Beat on the Brat - the Champion of Pacifica (optional fight)



This fight is the only one that does not need to be played to advance to the grand finale. Nothing stands in the way of leaving it for later and getting down to it only after defeating the main opponent of the entire quest.

The combat option will appear only after the **Send in the Clowns** side job has been completed, i.e. after you complete the quest involving supporting the clown Ozob. The fight is located in **the Coastview subdistrict in the Pacifica.**



Your enemy is the aforementioned **Ozob**. Try to choose the highest bet because it is as high as 32 000 credits. If you don't have that many credits on you, then return to Ozob after you have collected the required amount and don't forget to save the game beforehand just in case.



The fight takes place in an empty swimming pool. Take advantage of the fact that you have a lot of room to maneuver and try to move around a lot. Ozob is a slow opponent, but his attacks are extremely strong. As in the case of the Rancho Coronado boss, a good tactic is to charge single strong attacks and run up to the opponent to launch them.

If you want to win the fight faster, it is recommended to focus on **Ozob's head** in order to damage the grenade set on his nose. Just remember to move away before the explosion.

Beat on the Brat - The final fight



You can start the final fight of the *Beat on the Brat* quest series after:

1. You have defeated the Champions of Kabuki
2. You have defeated the Champion of Arroyo
3. You have defeated the Champion of The Glen
4. You have defeated the Champion of Rancho Coronado or have become enemies with the Animals from the fighting location

The final fight is located in **a shopping mall in the Coastview subdistrict of Pacifica**. Sit on the bench to wait for the participants and the audience to arrive.





When you reach the arena, you will meet **Coach Fred**, who will suggest **throwing the fight**. You can agree to hear more details about the proposal in private and then agree to his plan or decline it.

Throwing the fight with the local champion is a more recommended way of completing quest as it will simply give you more credits.



The final opponent is **Razor Hugh**. Before the fight starts off, you will meet **Viktor**, who will give you a hint how to weaken your opponent more effectively.



There are two ways to finish this quest:

1. If you want to **give up and lose**, let Razor defeat you. After the fight, talk to Fred and collect additional credits from him.
2. If you want to **win legally**, expect a **very difficult fight**. Razor's attacks deal enormous damage and since you're fighting in a boxing ring, you won't have much room to move around. Rely on dodges and jumping away since blocks and counterattacks are more risky. **Razor's weak point is situated on his stomach**. You can try to hit him there and so, deal more damage. If you manage to defeat Razor, you will get less credits than if you threw the fight, but you will gain more Street Cred.

The fight with Razor can be played through only once. We recommend making a quick save just before entering the ring.

The fight will be watched by some of the previously defeated champions. However, their presence will not affect your chances of success in any way.

Send in the Clowns

On this page of the guide to *Cyberpunk 2077* you will find a **walkthrough description of the Send in the Clowns side mission**. You will learn where to meet the clown Ozob and how to correctly do all he says.



How to start the quest: The opportunity to play this mission appears some time after completing the main quest called Transmission .

You have to wait until you receive a message from **Ozob Bozo** and then call him to find out that Ozob needs a driver. Accept the job.



You will meet Ozob in **the Japantown neighborhood in Westbrook**. Drive there in any vehicle. It cannot be a motorcycle, though, as Ozob will eventually have to take the passenger seat. You do not have to choose a fast car. It can be any car. Once you have reached your destination, stop at the marked spot and honk the horn. Wait until Ozob shows up and gets in V's car.



After the initial conversation, you will have to take Ozob to **Little China in Watson**. When you get there, wait until Ozob gets out of the car and enters one of the buildings.

A **fight will begin**. Get out of the vehicle and help Ozob get rid of the members of the Tyger Claws gang. Fighting them shouldn't be too difficult, and you don't have to protect Ozob, either. When the fight is over, talk to Ozob and collect the reward from him - credits/eddies.



Fun fact - you can encounter Ozob again as part of the **Beat on the Brat** questline, which involves multiple fist fights. Ozob will be an optional boss to defeat in **the Pacifica district**. Thanks to defeating Ozob you can get even over 30 thousand credits/eddies (if you choose the highest bet before the fight). For more details, please see a separate page of our guide.

Shoot to Thrill

On this page of the *Cyberpunk 2077* game guide, you will find a **detailed walkthrough of the Shoot to Thrill side mission**. Our guide will provide you with information on how to join the shooting range competition and win it.



How to start the quest: The opportunity to start this quest will occur soon after completing the main job *Playing for Time*. **Robert Wilson** will call V and invite them to join the shooting range competition. You will need to agree to his invitation.



The competition will be held in a shooting range adjacent to a gun store. It's located near V's apartment, in a **block of flats in the Little China sub-district of Watson**.

Before you enter the shooting competition, make sure to save your game in case you fail in your attempt to win.



Only pistols are allowed in the shooting tournament, but you will be able to use your own gun and won't have to rely on the weapons provided at the range. Make sure to have a pistol with a high shooting speed and a **large magazine capacity** at the ready. This will allow you to shoot at the targets more often and waste less time reloading your gun.

Position yourself by an empty stand and watch the initial scene. When the competition starts, **shoot at all the targets**, not just those directly in front of you. Shooting the same target multiple times will also net you more points. Try to reload strategically, when there are no currently available targets at the shooting range.

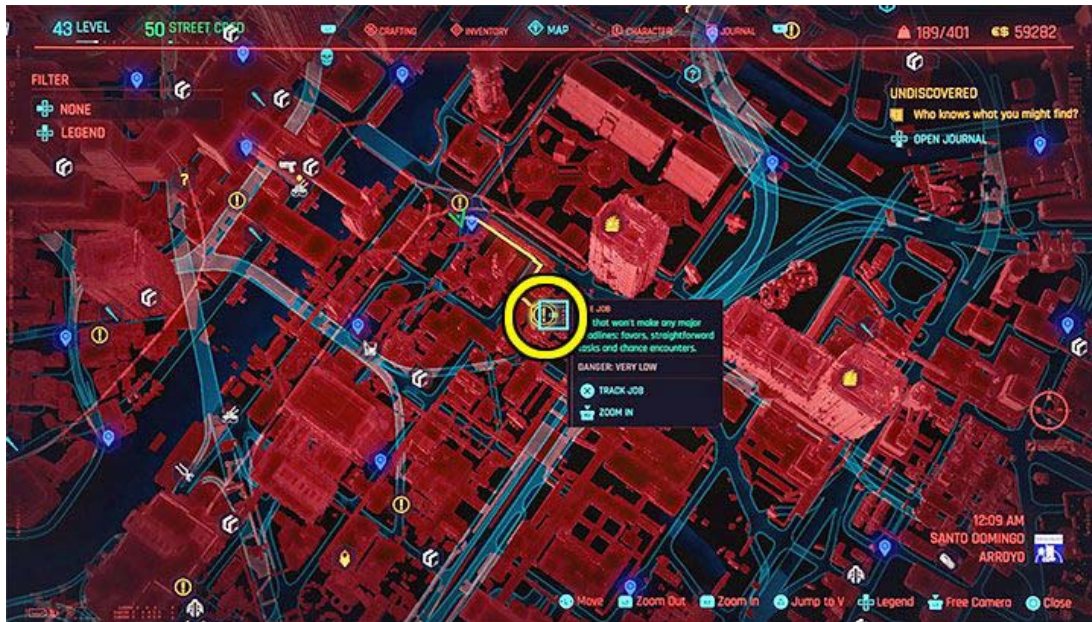


The shooting range tournament will last one minute and if you want to win, you will need to **score at least 60 points**. If you succeed, you will receive the main prize - the epic **M-10AF Lexington pistol with a sight**.

You will still complete the quest even if you fail to win the competition. In this case, you won't receive the pistol, but you will still earn some Street Cred.

Gun Music

On this page of the *Cyberpunk 2077* game guide you will find a detailed walkthrough of the **Gun Music** side job. From our guide, you will learn what to do during the confrontation between the Nomad Carol and the Scavengers.



How to start the quest: You will get the option to start this quest after completing the side job Riders on the Storm, which is the first job involving Panam and the Aldecados Nomad pack.

A mission marker should appear in **the Arroyo sub-district of Santo Domingo**.



When you arrive at your destination, talk to **Taco**. Choose whichever dialogue option you prefer. You will learn about the upcoming meeting between the nomads from the Aldecaldos pack (represented by Carol and Cassidy) and the Scavs. You will have the option to attend this meeting.



When you arrive, you will be approached by **the leader of the Scavengers**. You have the option to introduce yourself as V, but the Scavs will then realise that you're the person who killed a number of their pack members during the course of one of the main jobs. You can change the topic or remain silent as an alternative.

You may respond in any way you like to Carol's inquiry about your reasons for joining the meeting.



The meeting can end in one of two main ways:

1. **Fighting the Scavengers.** They may initiate an exchange of fire or you can attack them by surprise. In the latter case, you will spoil your relationship with Carol due to your unwillingness to get along with the Scavs.
2. **Intimidating the Scavengers and forcing them to pay the nomads** - This requires choosing a special dialog option and is only possible if V has invested enough points into the Body attribute. This option will lead to **avoiding a fight** with the Scavengers.

War Pigs

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the War Pigs quest. You will learn how to start the mission and complete it.

Location



How to start the mission: Complete the Transmission quest.

This quest is only available for corporate V.

You will find the mission in Watson, in the Kabuki neighborhood.

Walkthrough



This mission only involves reaching a secluded location where a very clearly marked dumpster is located. V will notice it when you get closer.



Move the dumpster. You will immediately see the briefcase that you have to open.



After you open the briefcase, Frank will appear nearby. You can either talk to him, or attack him right away. To avoid the fight, you need to:

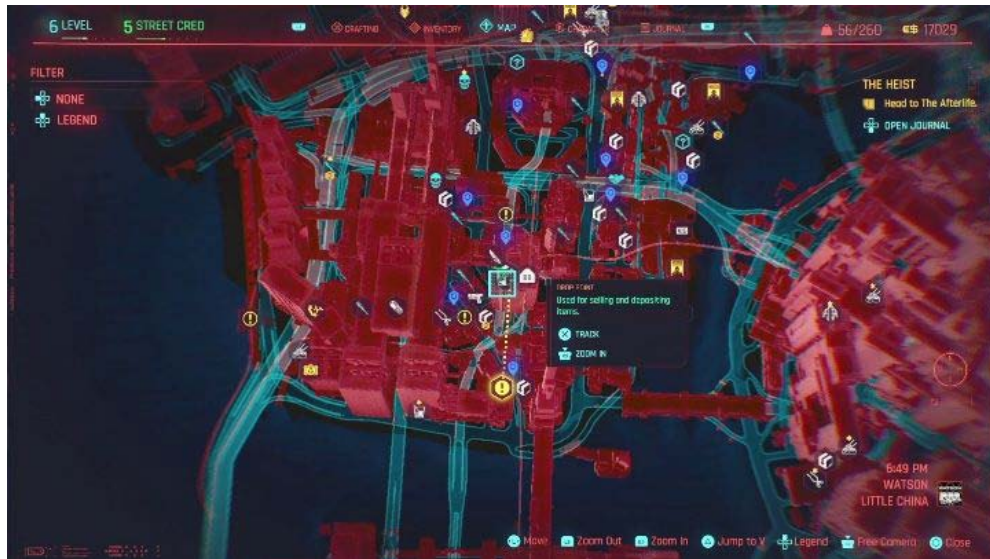
1. Explore all dialogue options with Frank in the prologue;
2. Select the "You're pathetic" dialogue option;
3. Select the "Want you to open your eyes" dialogue option.

You can loot Frank's body. To learn more about them, check out the Iconic Weapons page of our guide.

The Gun

In Cyberpunk 2077 you can unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items, and money. On this page of our guide you will find a detailed description of the side job The Gun. You will learn how to start the mission and complete it.

Location



How to start: Complete the main job The Rescue.

You will find the job in Watson, Little China.

Walkthrough



This is a very short mission, which you will receive right after completing the aforementioned main job. You just have to head to the gun shop located right next to your apartment.



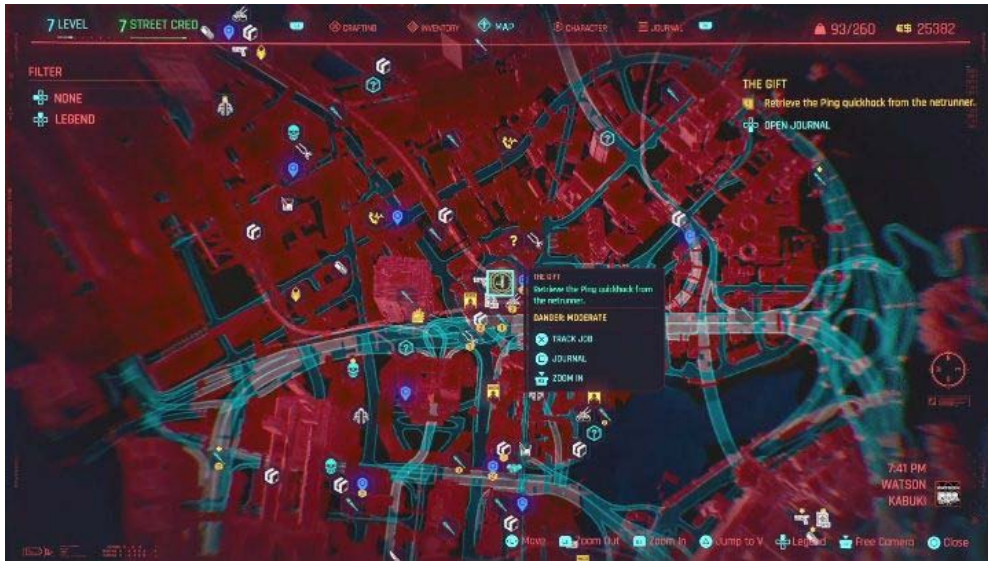
You have to pick up a gun called Dying Night. This will complete the task and you will be able to enjoy your new acquisition.

Dying Night is an iconic weapon, which are weapons that have special features or unique designs. To learn more about them, check out the Iconic Weapons page of our guide.

The Gift

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the quest called The Gift. You will learn how to start the mission and complete it.

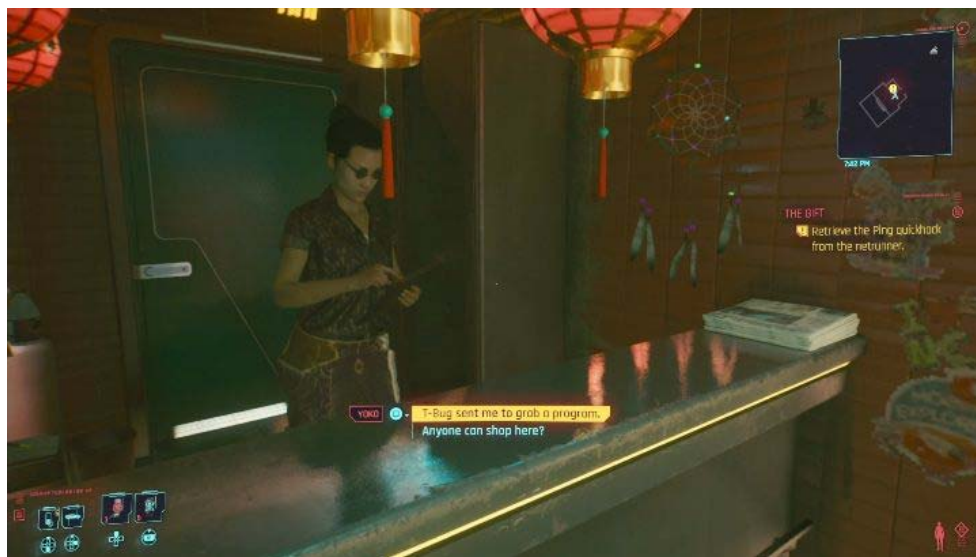
Location



How to start: Complete The Rescue main job.

You will find the mission in Watson, in the Kabuki neighborhood.

Walkthrough



This is a very short mission, which you will receive right after completing the aforementioned main job. You have to go to a store where you will receive a free daemon.



Take it out of the inventory and upload it to your cyberdeck. You cannot skip this part of the quest.

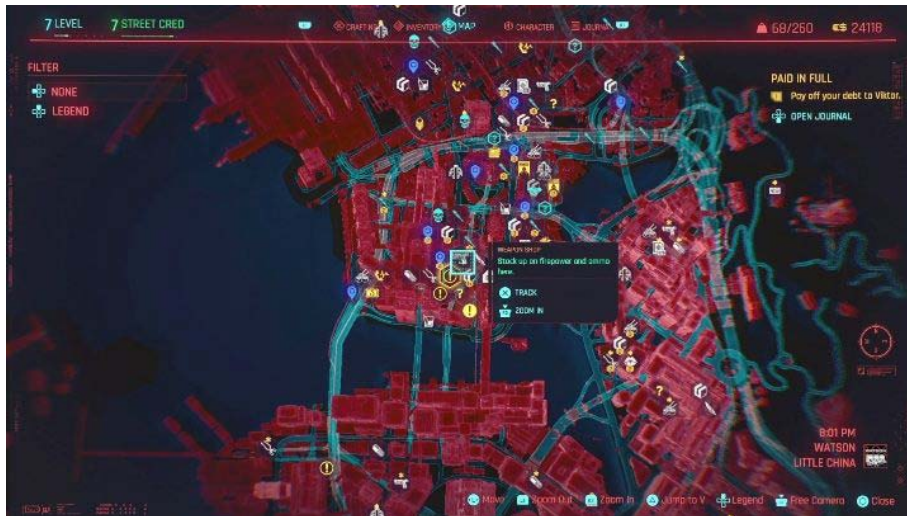


Next, scan the CCTV camera and hack the access point. This will complete the gig.

Paid in full

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the mission Paid in full. You will learn how to start the mission and complete it.

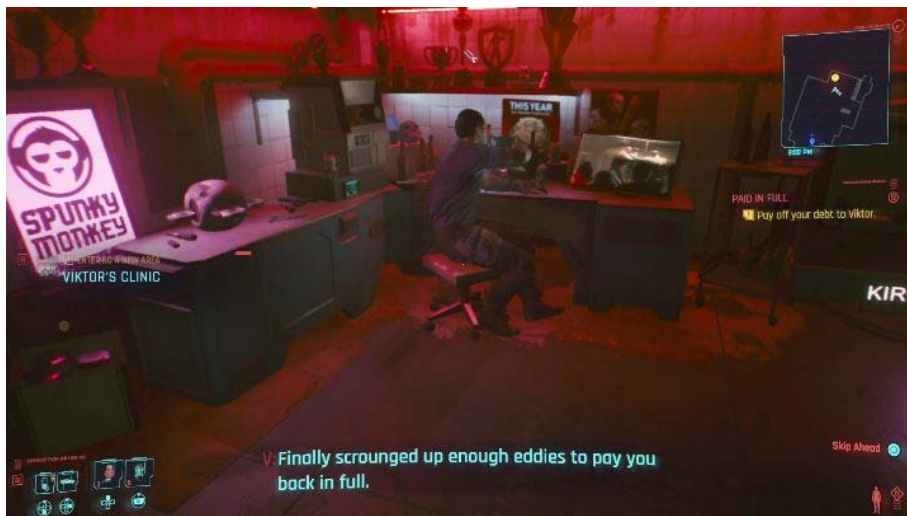
Location



How to start: Complete The Rescue main job.

You will find the job in Watson, Little China.

Walkthrough



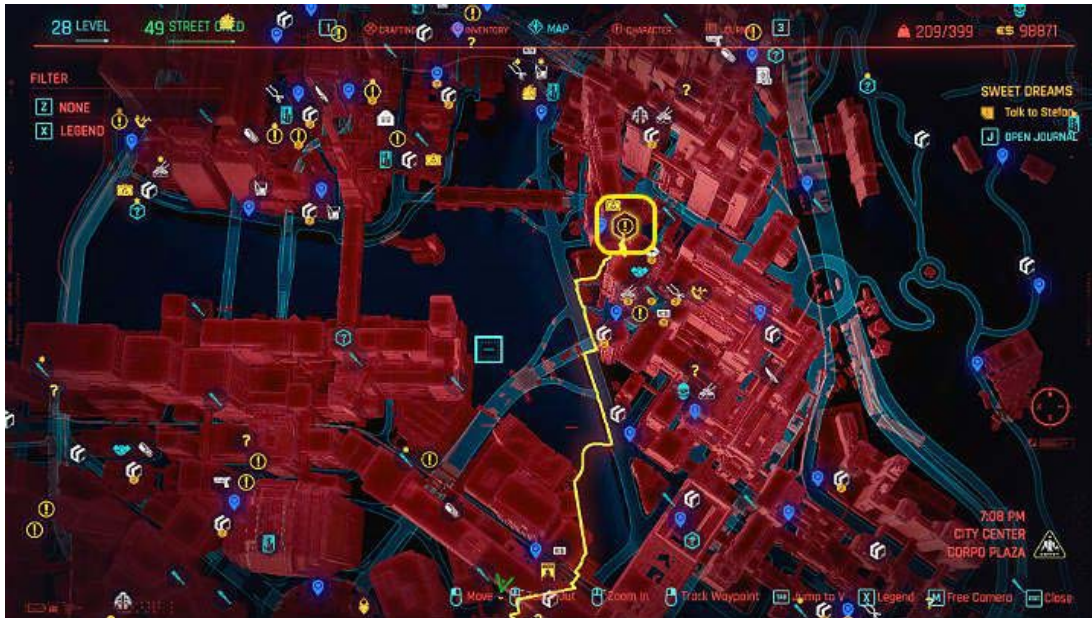
This is a very short mission, which you will receive right after completing the aforementioned main job. You need to go to Viktor and pay back the whole debt you owe him. You can do this at any point in the game, there is no time limit.

The amount you have to pay him back is 21 thousand eddies. Only then will the mission end.

Sweet Dreams

On this page of the *Cyberpunk 2077* game guide you will find a detailed walkthrough of the Sweet Dreams side job.

As you traverse the market in Japantown (sub-district of Westbrook) you may encounter Stefan, a braintance salesman. The resulting conversation with the salesman will initiate the *Sweet Dreams* job.



Talk to Stefan



Stefan claims that he has something special for V if they can afford the steep price, as the braintance costs 16,000 Eurodollars. While you may attempt to play the recording on your own equipment, it's guaranteed not to work.



Speak to Stefan and ask to borrow his equipment. You will get a notification about a money transfer, but you might encounter a glitch and the cash won't be subtracted from your account. Follow the salesman to a nearby room to play the recording.

Escape the Scavengers hideout



Moments later, you will wake up without your belongings in the Scavs hideout, which you should remember from the main job *The Rescue*. However, you should recover your items before you escape the hideout.



Leave the bathroom and get the first opponent from behind. Grab him, then drag him into the bathroom and quietly dispose of him. Take his weapon - just in case the situation gets heated.



Head to the next room (the door is on the left side of the bathroom) and silently deal with the opponent standing in front of the computers.



Now go to the room on the left - you will find another Scavenger there. Stealthily dispose of him, then go through a small hole in the wall on the right and eliminate the enemy who is actively patrolling the entire floor of the building.



Return to the room with the computer and make sure you're ready to enter the main room. **You will find your items in the cabinet on the right.** You can quickly approach the cabinet, reacquire your things and go back to hiding. This way you will most likely avoid the attention of your opponents.



You can continue onwards using stealth or by eliminating the remaining enemies in the usual way, i.e. using your favorite weapon. When you enter the main corridor, turn left and take the elevator to street level.

Confront Stefan

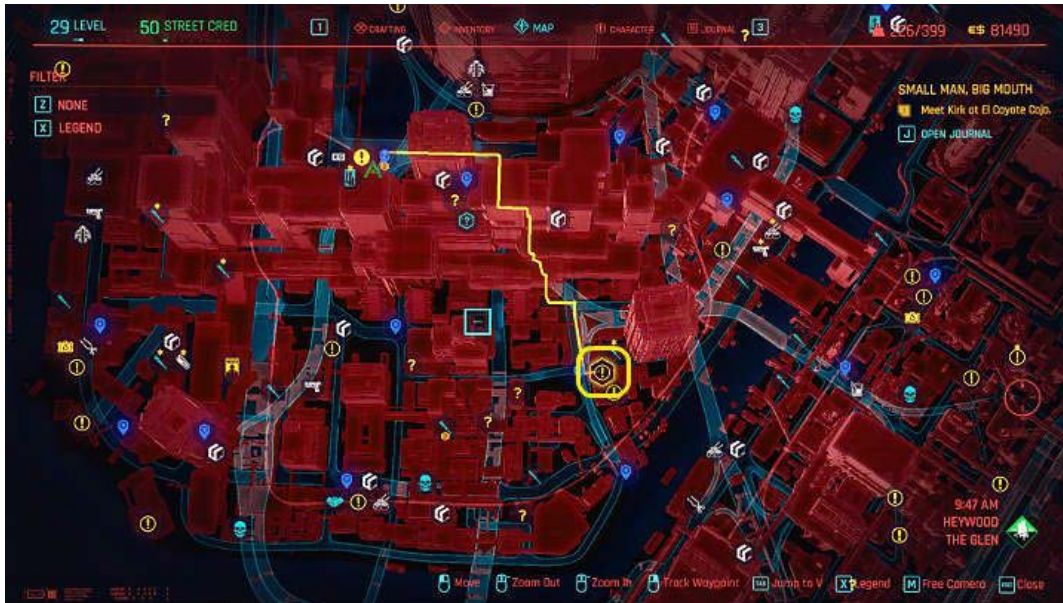


After leaving the Scavengers hideout, head straight to Stefan to register a complaint. During the conversation you'll get to decide what to do with him, however, regardless of **your choice**, the reward for completing the job will be exactly the same - XP and Street Cred.

Small Man, Big Mouth

This page of the *Cyberpunk 2077* tutorial contains a detailed walkthrough description of the Small Man, Big Mouth quest.

This mission is available only for Streetkid V. Kirk, one of the Night City fixers, calls V to offer them a job. He wants to meet in El Coyote Cojo. Accept the invitation and go to the bar to meet with Kirk.



Meet with Kirk at El Coyote Cojo



Kirk is interested in the things located in the van parked in the Valentinos gang territory. **Your task will be to retrieve the combat cyberware hidden in the tub** and deliver them to the fixer. Go to the location designated by Kirk.

Defeat the Guards



The van is in a nearby garage, but the area is swarming with Valentinos thugs. You can get inside in a few different ways: through the parking lot (2 enemies outside) or by jumping over the fence on the left (unguarded side of the building).



You can act quietly and eliminate the gang members one by one, or use your favorite type of weapon - the choice is yours. If you want to use a sniper rifle, you will find a convenient shooting position on the garage roof.

See what's inside the truck



When you deal with all your enemies, enter the garage and open the back of the van. **Inside, instead of the promised combat cyberware, you will find cheap fake clothes** - Kirk was not very well informed. Go confront the fixer.

Return to Kirk



Kirk was not very lucky and fell into the hands of Valentinos. **The gangsters admit that they gave him false info to get rid of the fixer.** You can avoid fighting these enemies, if you allow them to humiliate you.

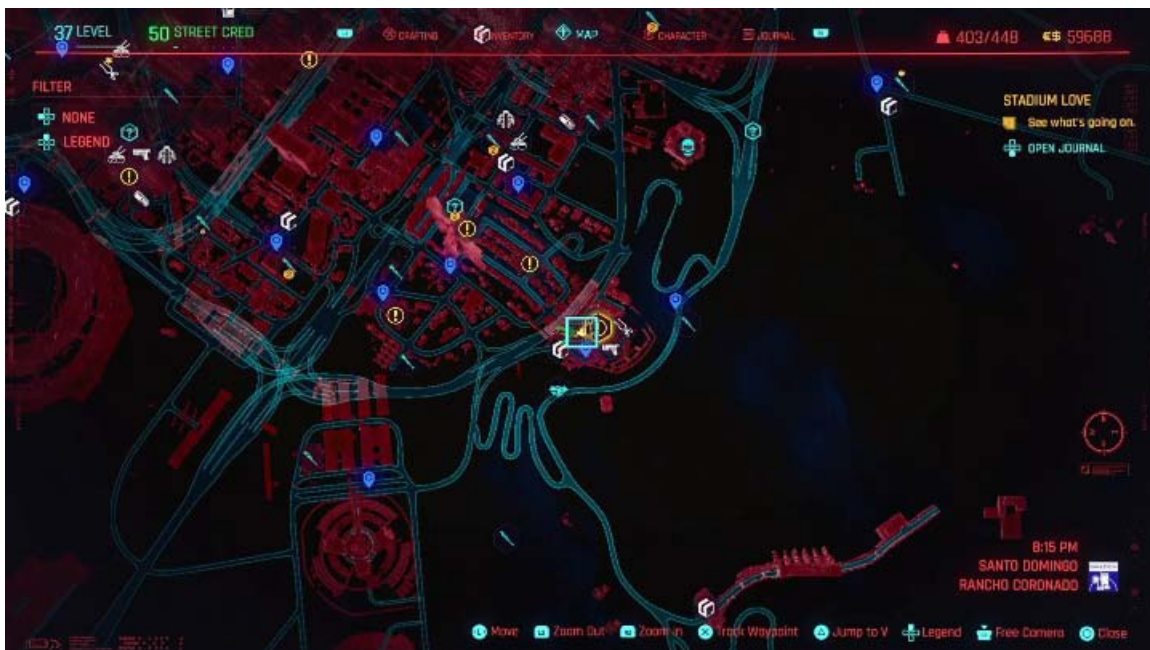


Otherwise, you will face a heavy battle with well-armed thugs. If you want to fight, aim at the head to get rid of at least one of your opponents as soon as possible. Then, hide behind an obstacle and finish off the other enemies. **As a reward for completing this quest, you will receive a considerable number of experience points.**

Stadium Love

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the Stadium Love quest. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in Santo Domingo, in the Rancho Coronado neighborhood.

Walkthrough



To start this mission, you have to get to the party that is underway on the roof of the building. Try to be nice right from the beginning and don't bring about any arguments. Your task is to get the **iconic weapon** that lies on the table, right next to the party organizers.



You can get the weapon in two ways:

1. Winning it in a fair fight;
2. Killing everyone around and taking the loot.



To win the shooting competition, you have to **shoot 44 targets and score 44 points**. The competition consists of 4 rounds, between which you will drink alcohol which is supposed to reduce your accuracy.

If you don't score 44 points, you will not get the weapon. You can, however, choose option number 2.

The iconic weapon which appears in this mission can only be acquired once. To learn more about them, check out the [Iconic Weapons](#) page of our guide.

Spellbound

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the Spellbound mission. You will learn how to start the mission and complete it.

Location



How to start the mission: Complete the Ghost Town quest.

You will find the mission in Santo Domingo, in the Rancho Coronado neighborhood.

Walkthrough



To start this mission, you need to talk to Nix. He is waiting for you in the Afterlife.



After getting the information from Nix, you need to call R3n0. She will give you the location of your meeting.



Go to the meeting spot. You can buy the spellbook for the full price - 7300. **If your V has a corporate past, you can lower the price by 50%.**



Regardless of what you choose, you have to go retrieve the item located across the street. It is hidden in a pink briefcase.

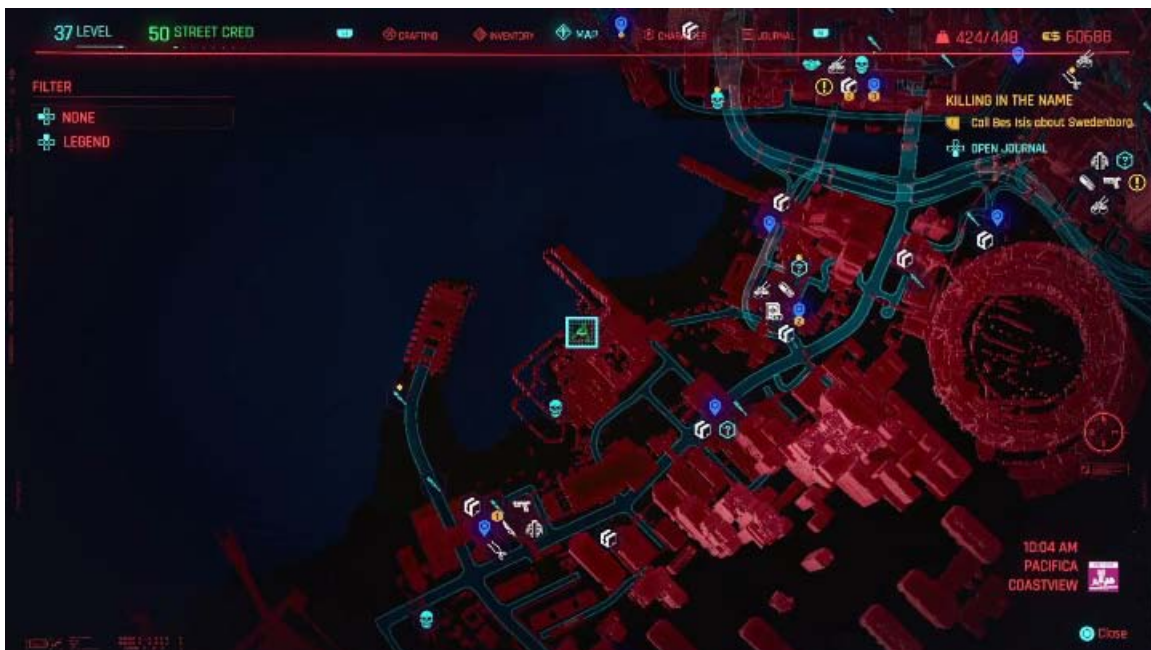
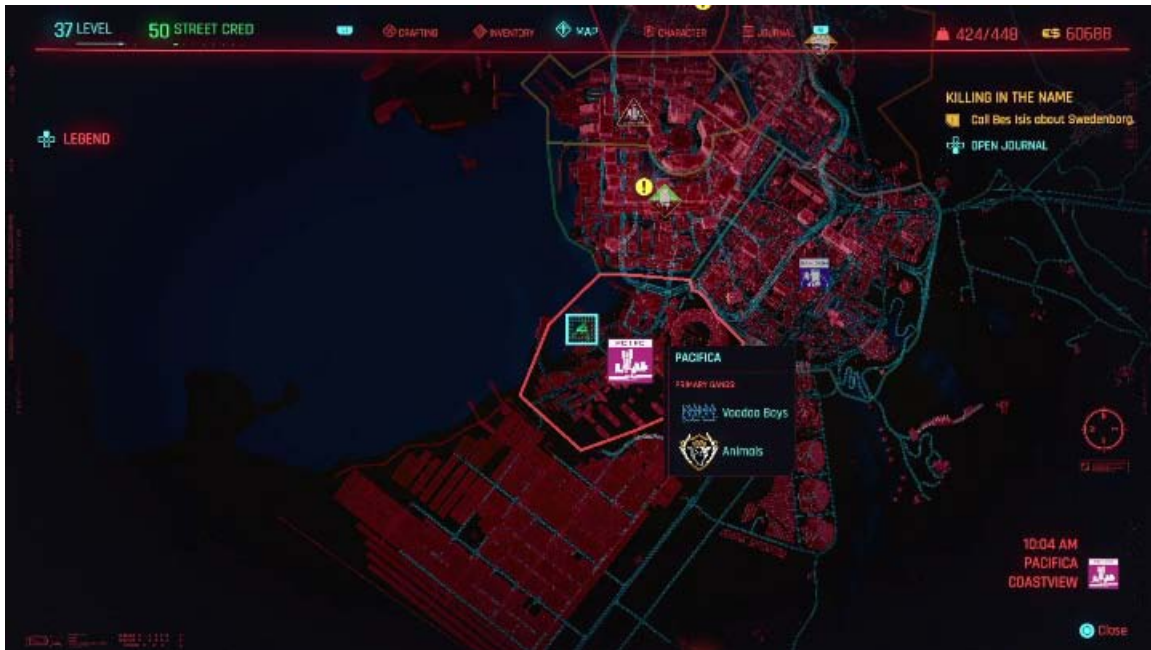


Decrypt the item and return to Nix. If you have accessed the information in the book, you can bargain over the price of your services. If you request the payment to be increased threefold, Nix will agree to pay you this much. Giving him the book will complete the mission.

Love Rollercoaster

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. This page of our guide contains a detailed description of the Love Rollercoaster mission. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the quest in Pacifica, in the Costa View neighborhood.

Walkthrough



To start this mission, you need to talk to a man waiting by the rollercoaster. Then, go to the control panel, right behind the railing (you can jump down there without any problem). Replace the wires and let the man know that the rollercoaster is working again. The quest will end when you jump into the rollercoaster car and ride it, admiring the surrounding views.

Kold Mirage

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the Kold Mirage quest. You will learn how to start the mission and complete it.

Location



How to start the mission: Complete the Ghost Town quest.

You will find this quest in the Badlands, in a neighborhood to the east.

Walkthrough





To start this mission, you need to drive to the landfill area - behind the main road. If you scan the surroundings, you will see the body a fridge that seems to be interest Johnny.

After a long conversation with your companion, you can remove the cyberdeck from the body.



In the body near the fridge, you will find an iconic weapon - **Plan B**.



Take the cyberdeck to Nix in the Afterlife. After a short conversation, he will decide to use it. You need to stay fully focused, and preferably save the game.



You must save Nix. There are two ways to do this:

1. Disconnect the power supply - this will cause all data to be lost and make Nix sad.
2. Hack the computer - it will keep the data, but it is more stressful and may end in a failure.

Whatever you choose, save Nix and the quest will end.

The iconic weapon which appears in this mission can only be acquired once. To learn more about them, check out the Iconic Weapons page of our guide.

The Prophet's Song

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide you will find a detailed walkthrough of The Prophet's Song side job. You will learn how to start the mission and complete it.

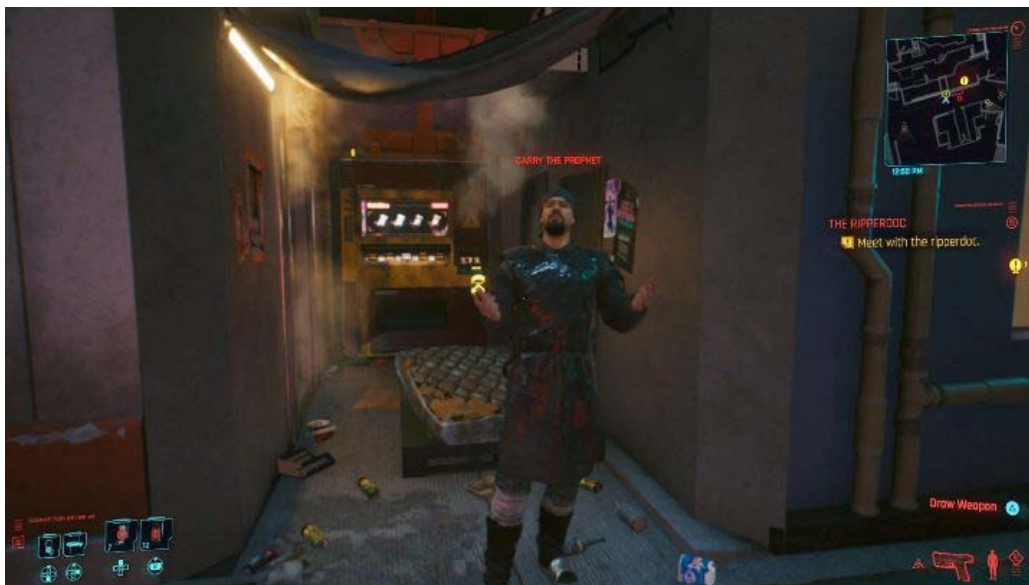
Location



How to start: Complete The Rescue main job.

You will find the job in Watson, Little China.

Walkthrough



This job is quite specific because you can't do it at the beginning of the game. Although it will appear on the map since the first hours of the game, it is advised to return it only after completing the Playing for Time main job.

Prophet Garry talks about conspiracy theories. You need to talk to him **5** times. To complete this story, you need to listen to all his ideas. If he has already discussed a certain topic, he will not mention it anymore. So, try to find out as much as possible.

The Prophet will be attacked during your fifth encounter. You have to save him to get more information.



Garry will send you to an old factory in Kabuki. To complete the job, you have to get the chip that the enemies are trying to exchange between themselves. Once you obtain the item, try to hack it and then head back to Garry. However, you will talk to one of his followers instead. She will answer your questions if you pay her or if you have paid the prophet before.

Tapeworm

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide you will find a detailed walkthrough of the Tapeworm side job. You will learn how to start the mission and complete it.



This is an unusual side job, simply consisting of 4 conversations with Johnny. They appear during four main jobs connected to the main storyline:

1. When you leave the club during the Automatic Love job;
2. After a conversation with Hellman during the Life During Wartime job;
3. After leaving the chapel during the Transmission job;
4. After a conversation with Arasaka during the Search and Destroy job.

The choices you make in the course of this job aren't important.

Completing this job will unlock the following side jobs involving Johnny:

1. Chippin' In
2. Blistering Love.



This quest will net you Johnny's tank top.

In the game you will find 7 items related to Johnny's past. You can find a description of all of them on the Johnny Silverhand's Item Collection page.

The Gig

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide, you will find a detailed description of the mission called The Gig. You will learn how to start the mission and complete it.

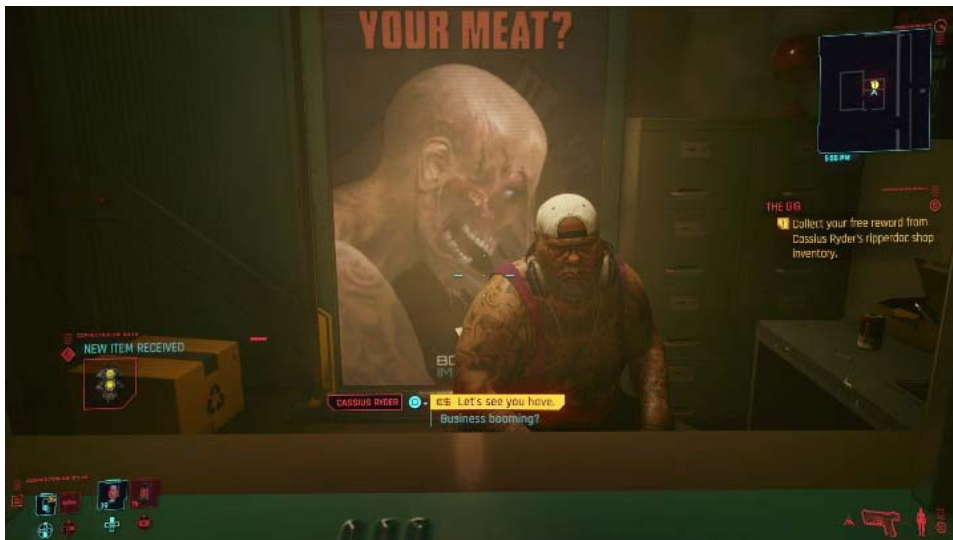
Location



How to start: Complete The Rescue main job.

You will find the mission in Westbrook, in Japantown.

Walkthrough



It is a very short mission. You have to go to the ripperdoc named Cassius Ryder. He has an item that you receive as a gift from Wakako. All you have to do is interact with him and choose the free item to complete the mission.

Bullets

Cyberpunk 2077 lets you unlock side jobs simply by exploring the game world. They enable you to gain additional experience points, items and money. On this page of our guide you will find a detailed walkthrough of the Bullets side job. You will learn how to start the mission and complete it.

Location



How to start: Complete the Playing for Time quest.

You will find the mission in the City Center, Downtown.

Walkthrough



The job is quite simple as long as you have a relatable experience level. It is recommended to go there once you reach the average level of jobs from this district. If you want to make sure that you can do it, you can have a look at the following section - Suggested order of exploration.

Let's start with something very simple. You need to talk to Zane.



When you finish the conversation, the store will be attacked by a cyberspycho. Pull out your gun and shoot him just like that. You can also use quickhacks. Just do your best to neutralize the threat.

If a cyberspycho doesn't show up right away, just leave the store and come back in a few hours.

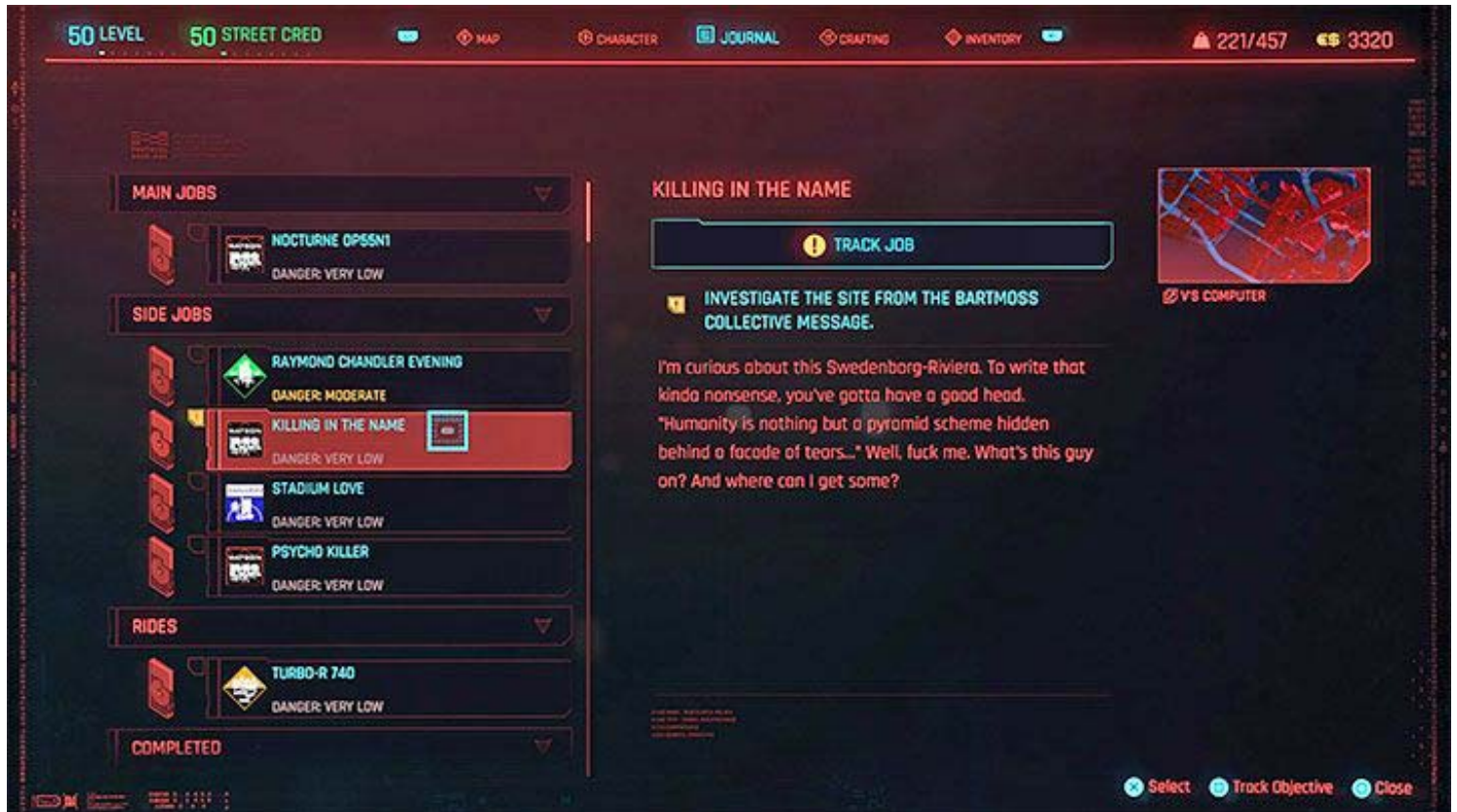


After killing your enemy, you will have to sit on the couch and testify. After the conversation, the job will be completed and you will get a discount on clothes.

Killing in the Name

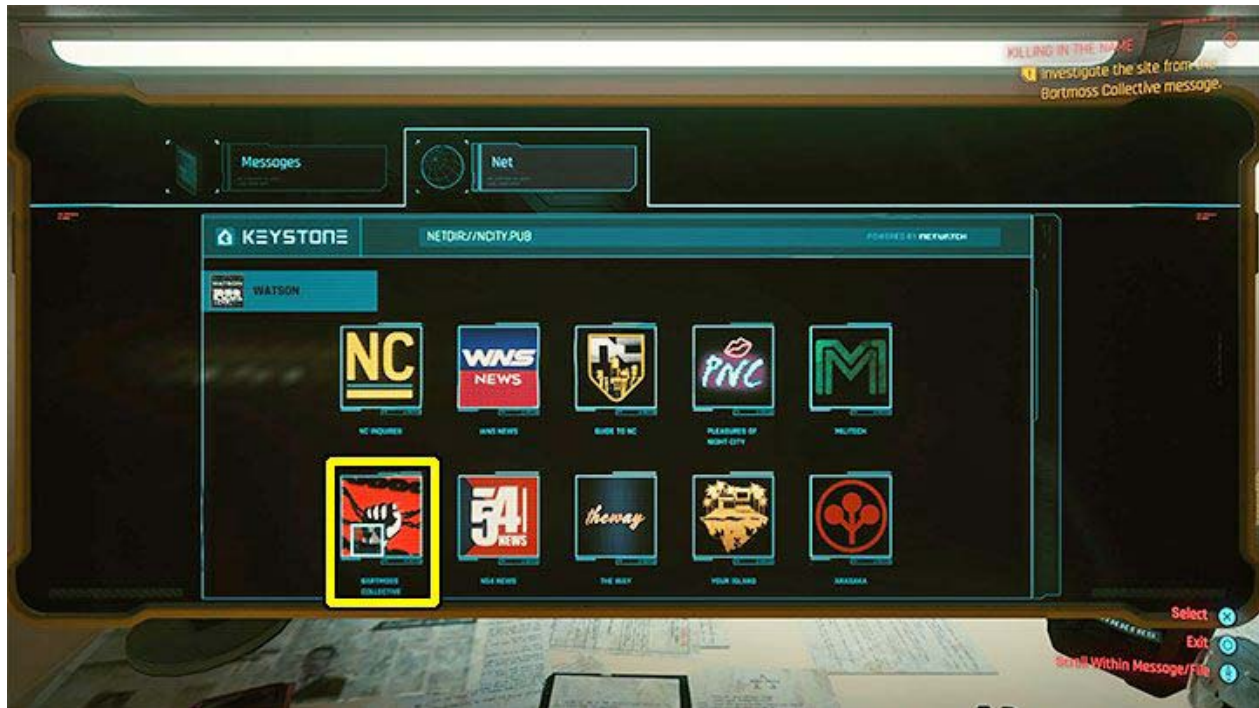
On this page of the *Cyberpunk 2077* guide you will find a **walkthrough of the Killing in the Name side job**. Our walkthrough suggests how to explore the website unlocking the quest, where to find more routers and what to do at the end of the job.

Unlocking the quest



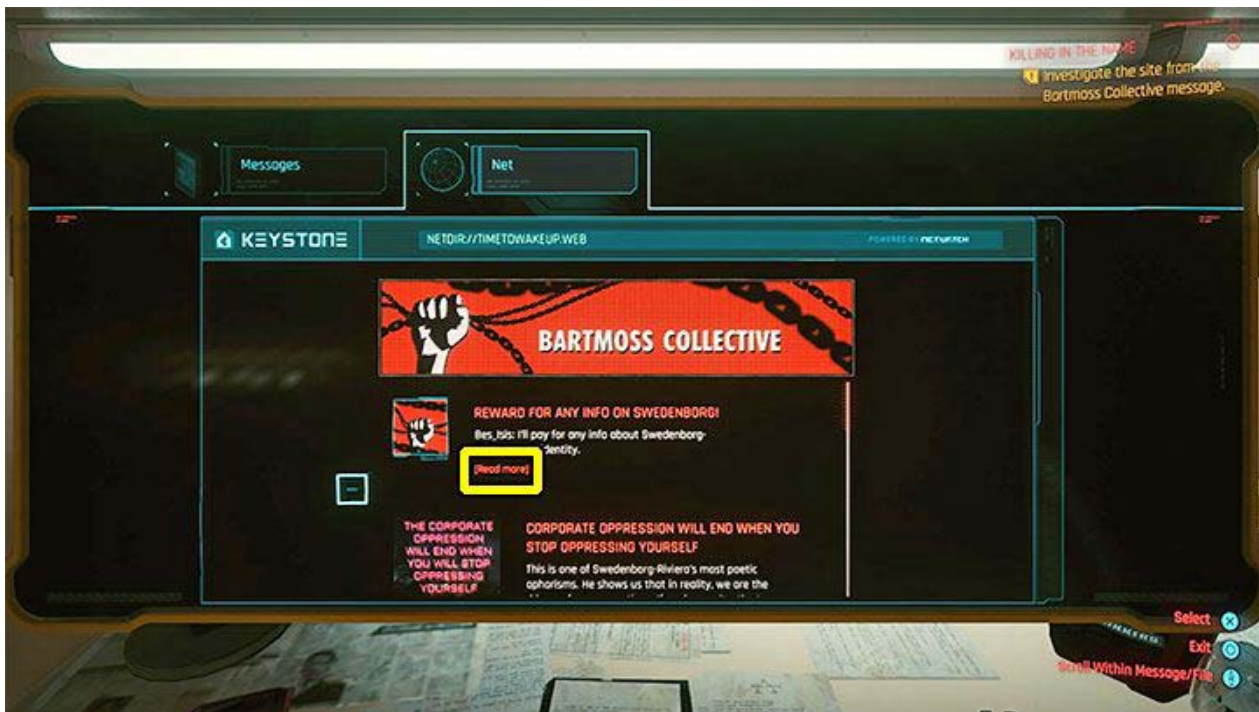
How to start the quest: This mission should be unlocked automatically some time after completing the A Like Supreme side job, one of the Kerry Eurodyne's storyline side jobs. You will receive a message sent by the Bartmoss Collective. The message will contain an invitation to explore a certain website.

Checking out the website



The game will suggest returning to V's apartment to use your computer, but you can also use other equipment connected to the network. Regardless of the device you will use, go to the **Net** tab.

Select the **Bartmoss Collective** from the list of known websites - we have marked it in the picture above and you will recognize it by its clenched fist icon and a red background.



At the top of the website, you will see a note about the estimated prize for any piece of information about Swedenborg. Click on the 'Read More' to find out more about this case.

Contacting Nancy (Bel Isis)



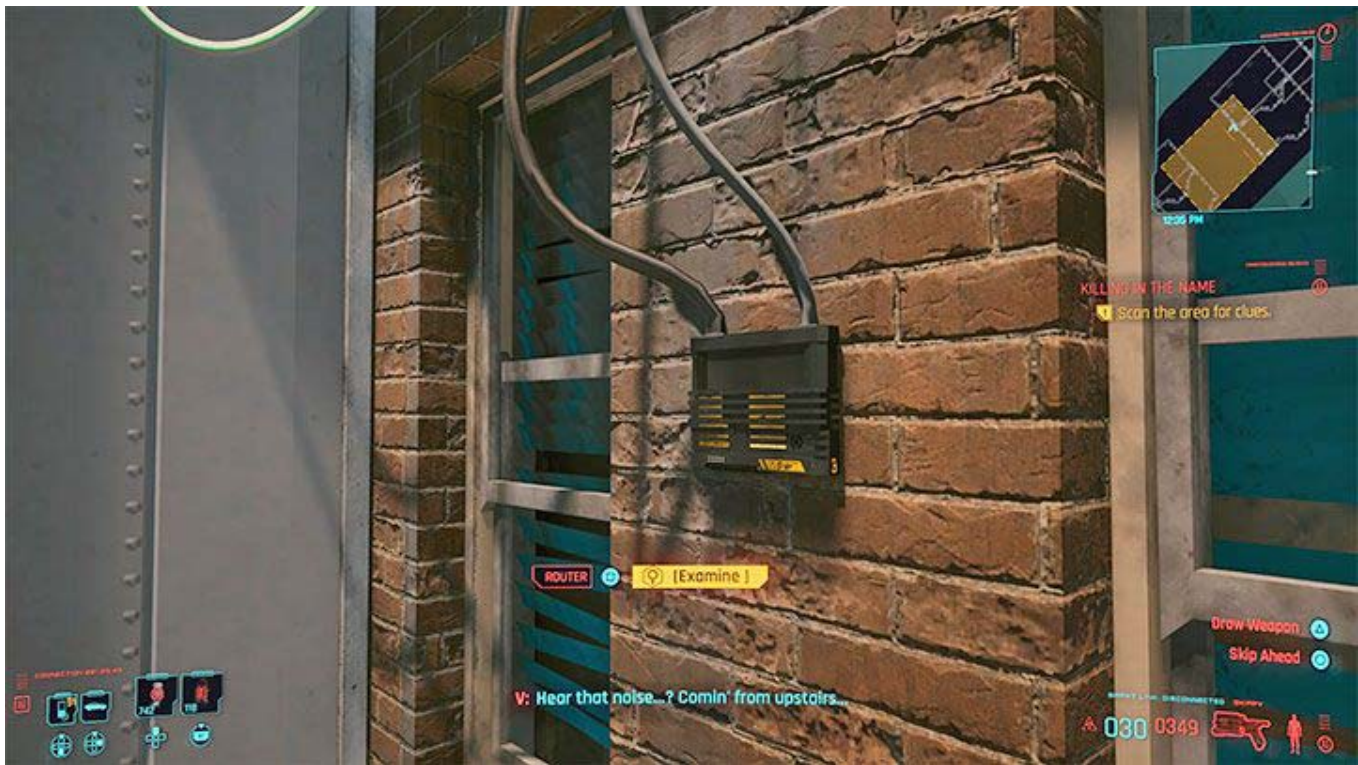
Use your phone to call **Nancy Hartley** (Bel Isis). During the conversation, V will automatically offer assistance in the investigation of Swedenborg. Nancy will give you the first hint to explore an area in Santo Domingo.

Investigating the area in Santo Domingo

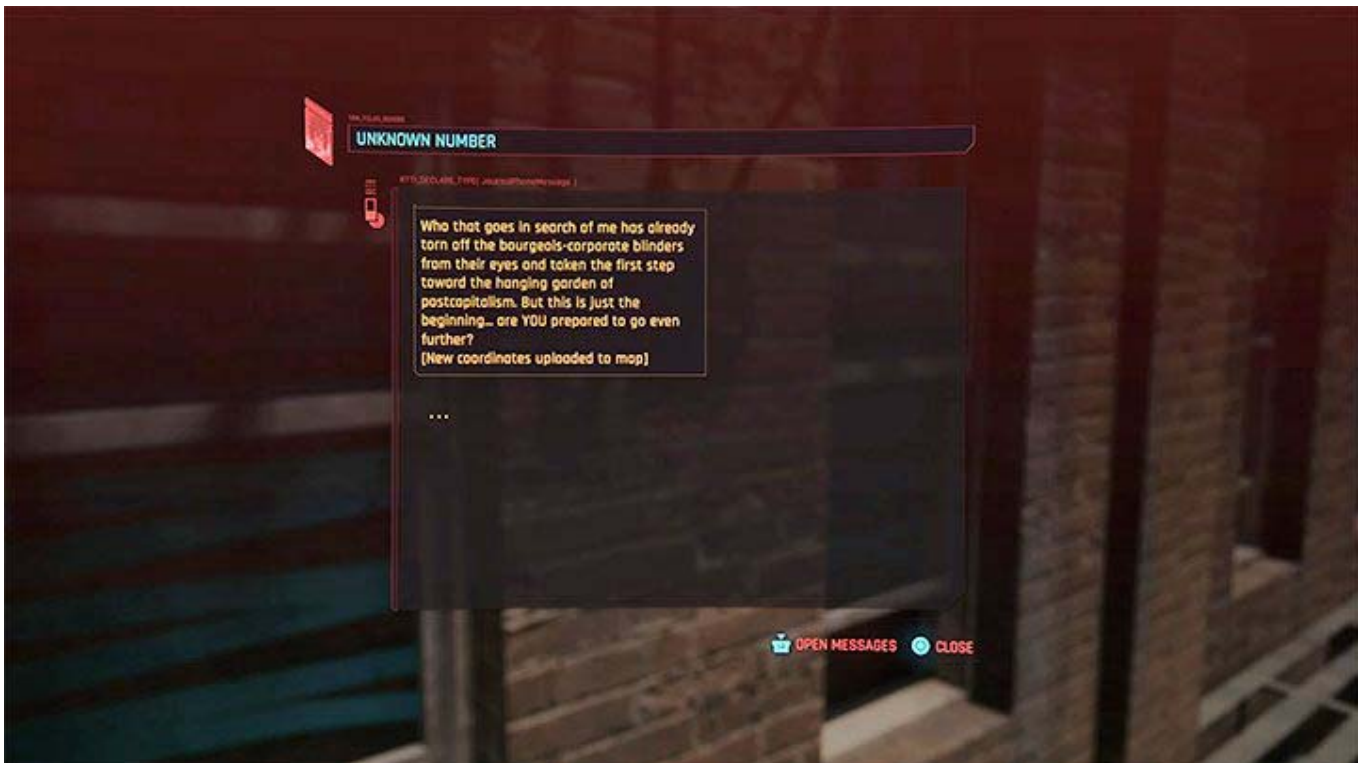


The place you're supposed to explore is a desolate residential district in **Rancho Coronado, Santo Domingo**. Upon arrival, the whole area will be marked in yellow on the mini-map and you will have to scan it for clues.

Look at the emergency stairs shown in the picture above. You will need to climb them.



Your task is to **find a router** - it will be attached to a wall of the building on one of the upper floors. Interact with the router and play a hacking mini-game (Breach Protocol).



You don't have to hack it entirely. All that matters is to carry out any hacking at all.

After that, you will receive **a message from an unknown sender**. It will contain coordinates of a location in the Badlands. Talk to Johnny before you leave Rancho Coronado (the dialogue options you choose during this conversation and all the following ones will not be important).

Investigating the first area in the Badlands



The signal source is located in the southern part of **the Badlands**. It is a camp, as shown in the picture. If you haven't been here yet, you may encounter a group of enemies here. It is recommended to deal with them first since sneaking around them might prove troublesome.



Ultimately, you will have to climb on the **roof of a large trailer**. This will allow you to locate the next **router** and, as before, you will need to connect to it and score a hacking mini-game.

Once again, you will receive a message from an unknown number, which will provide you with coordinates of the next location to investigate. Talk to Johnny again before you set off.

Investigating the second area in the Badlands



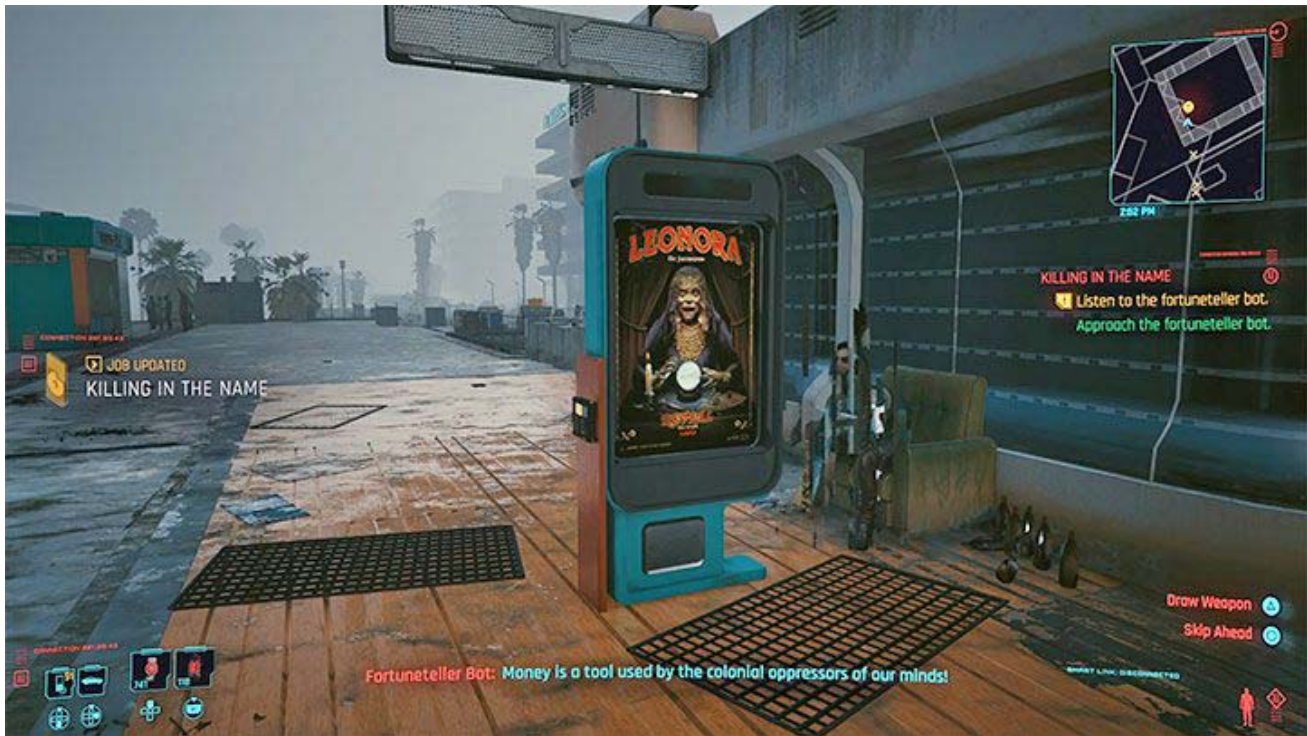
The next location is in the **Badlands** as well. After reaching the spot, use the **ladders** shown in the picture to reach the **upper metal balconies** adjacent to the large billboard.



See the attached picture for the location of another **router**. The procedure does not change - connect to the router and perform the Breach Protocol.

Wait for another message with the coordinates and chat with Johnny.

Explore the area in the Pacifica



The new destination is the **West Wind Estate, Pacifica**. The destination is adjacent to the West Wind Apartments. When you get there, find the **fortune-teller bot** as shown in the picture. You can optionally spend 1 eddie to hear a prediction or continue the conversation immediately.



Examine the side of the bot to find the last **router**. You must hack it and play the hacking mini-game. After you discover the real identity of Swedenborg, chat with Johnny.

Completing the job



This quest has **three main endings**:

1. You can interact with the router and **disconnect it from the network** in order to stop the further process of sending messages.
2. You can interact with the router and **modify its code** to make the device send even more messages. This is only possible if V has at least **10 points of the Intelligence attribute**.
3. You can **talk to Johnny** and inform him that you will leave the router as it is and let it continue sending messages.



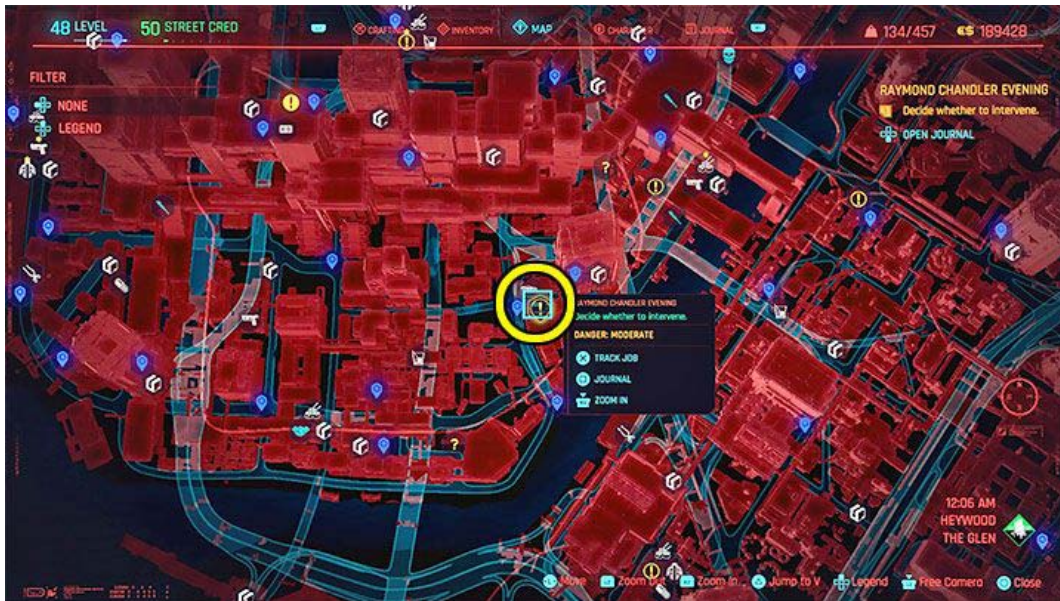
Regardless of the ending, you must additionally **call Nancy**. In this case, you can handle the situation in two different ways - you can tell the truth or lie to her and keep the knowledge about Swedenborg to yourself.

Optionally, you can check the website you were researching at the very beginning of the mission. Its content may change depending on your choices regarding the last router.

Raymond Chandler Evening

On this page of the *Cyberpunk 2077* game guide, you will find a detailed walkthrough of the Raymond Chandler Evening **side job**. From the following guide you will learn how to resolve the conflict at the El Coyote Cojo bar, where to find Pepe's wife and how to track down Cynthia.

Unlocking the quest



How to start the quest: You can undertake this job just as soon as you reach act 2 of the campaign, specifically after you've completed the Playing for Time main job.

A quest marker should appear in **The Glen sub-district of Heywood** - we have marked it in the image no. 1. It's the **El Coyote Cojo bar**. You should visit the location during the evening or at night. The bar might be closed during daylight hours (if necessary, you may use the skip time option to change the time of day).

Resolving the conflict at the bar



In the bar you will witness **Pedro** from the Valentinos gang harassing one of the guests. You can resolve the situation in three ways:

1. Initiate a fight against the goons (first dialogue option). You have to beat them in an open confrontation.
2. Resign from resolving the conflict - **choosing this option will block your chance to continue the quest.**
3. Intimidating Pedro is the best solution if you want to avoid fighting, but it is only available if V has invested enough points into the **body attribute**.

If you chose to help the bar customer, make sure to talk to him. Choosing the second dialogue option will give you more eddies for helping the man.

Meeting Pepe the bartender



You can only talk to Pepe the bartender if you have helped the customer (by fighting the gangoons or intimidating them) and if you haven't yet left the bar after the confrontation.

While talking to Pepe, don't interrupt him and let him present the whole situation. He will ask V to follow his wife, whom he suspects of infidelity. **You must accept the quest**, otherwise you will lose the opportunity to complete the job.

Finding and tracking Pepe's wife



You don't have to hurry to the destination indicated by Pepe to start following his wife. There won't be any negative consequences if you choose to complete other quests first.

V must reach **the Vista Del Rey sub-district in Heywood**. Additionally, you will have to follow Pepe's wife **during daylight hours**, so use the time skip feature if necessary. Pepe's wife is pictured in the attached image - initially, you will find her leaning against the wall of the building while wearing pink.



As you follow Pepe's wife, make sure **not to get too close to her** - it is best to stay about 10-15 meters away from her. If you are discovered, you will fail the quest early.

Continue following the woman until she enters one of the buildings. Follow her inside.

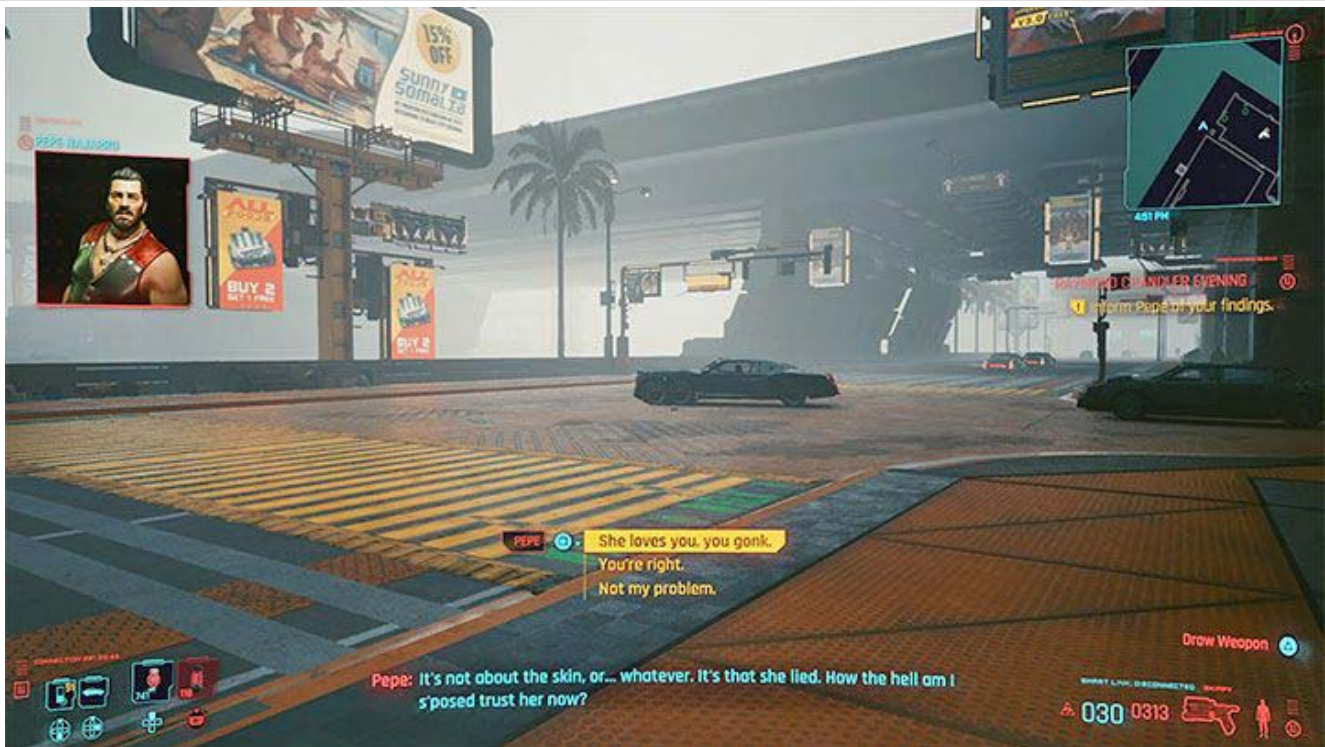
Confronting Pepe's wife and the possible quest endings



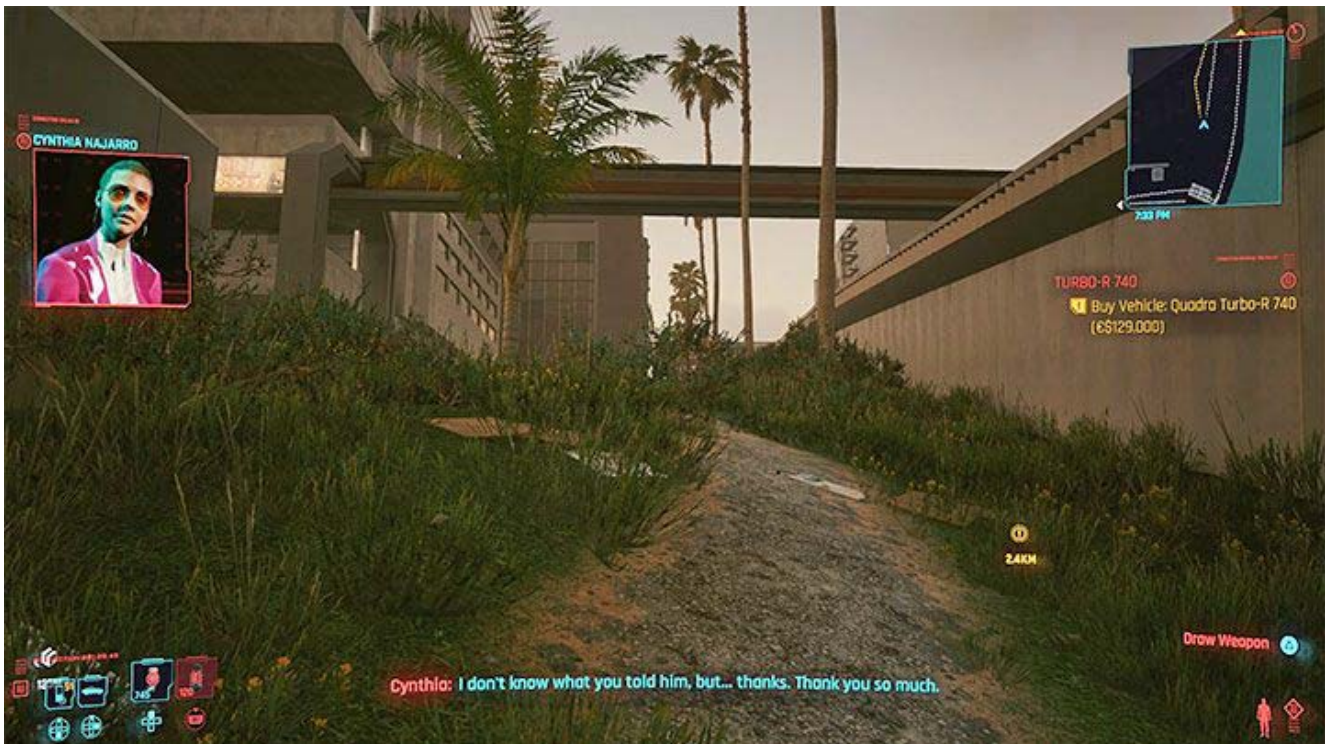
Reach the makeshift ripperdoc clinic to initiate a conversation with **Cynthia**, Pepe's wife. This conversation with the woman will impact the quest's ending.

If you want to get **the good ending of** this quest, behave as follows:

- 1) Say that you were sent by Cynthia's husband (the first dialogue option).
- 2) Let the woman explain herself (the first dialogue option).
- 3) Choose any option to end the conversation with Cynthia.



- 4) Call Pepe the bartender and tell him that Cynthia was at the ripperdoc clinic (the first dialogue option).
- 5) Convince Pepe that his wife loves him (the first dialogue option).



If you follow these instructions correctly, Pepe and Cynthia will stay together. Some time after completing the quest, Cynthia will call V and thank you for saving their marriage - you will receive some bonus eddies from the woman.

If you want to get the **bad ending** of this job, then stray from the above instructions, e.g. refuse to listen to Cynthia or lie to Pepe about Cynthia's plans. Any of these choices will lead to Pepe and Cynthia splitting up.

Storyline quests

Heroes

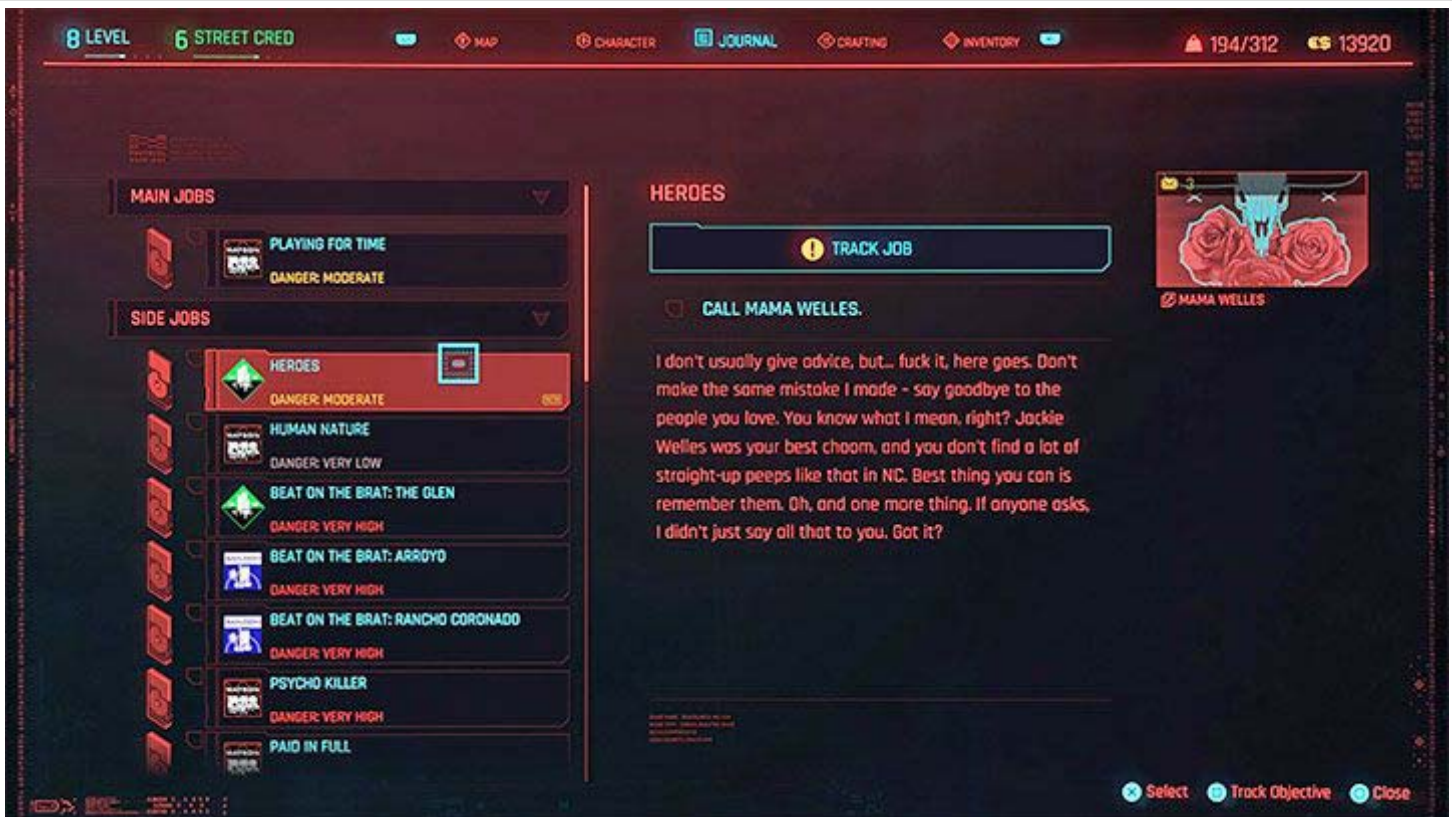
On this page of our guide for *Cyberpunk 2077* you will find a **walkthrough for the mission called Heroes**. This is a side quest that can become active after completing the 1st act of the campaign and concerns Jackie and Mama Welles.

The page contains spoilers about Jackie's fate. We suggest you play through the finale of act 1 of the campaign first and take a look at the walkthrough after you reach the important choice **where to take Jackie**.

Unlocking the task



How to begin the quest: The opportunity to start this task comes when you complete the main mission called **The Heist**. After you manage to escape from the hotel and jump in the car, the escape scene will begin. After you complete it, Delamain will ask V where to take Jackie's body - you must choose to **send the vehicle to Jackie's family**.



You can take care of this task after you have advanced to **act 2 of the campaign**. You will receive a message from Mama Welles (Jackie's mother) asking you to contact her. Select the phone and find her in your contacts. You will be invited to the funeral ceremony and must accept the invitation.

Walkthrough



The event will take place in **El Coyote Cojo** bar located in The Glen in Heywood. When you get there, start by talking to **Mama Welles**. You can also have an optional drink. V will offer help in funeral ceremonies. Mama Welles will give you **the key to Jackie's garage** and V will go looking for a memento of his dead friend.



At the entrance to the garage you will find **Misty**, with whom Jackie was in a relationship. Use the key to open the garage and start exploring it.

A scanner can help you find interactive objects to examine. In the first room of the garage you will find two potential mementos - **an autographed basketball** and a **book by Ernest Hemingway**.



- HEROES
- Find the key to Jackie's room.
 - Scan and search the garage. [Optional]
 - Choose an offering for the ofrenda.

DATA

SCAN RESULTS

JACKIE'S KEY

KEY Opens Jackie's room

Optionally you can unlock the door to the second part of the garage - **the key to Jackie's room** lies on his desk.

In the second room of the garage you can talk to Misty again. There are two other possible mementos - **a bottle of rare tequila** and **a leather belt**. You can take only one memento or all four.



- [Stand] Always go back to the time we first met.
- [Stand and say nothing]

Mamá Welles: Anyone else...?

Misty will not want to take part in funeral ceremonies due to Mama Welles' reluctance towards her. You can optionally talk to Misty and respect her decision or persuade her to join the funeral. Her presence (or lack thereof) will not change the final part of the quest in any way.

Return to the bar where the **ofrenda ceremony** will start. During the ceremony, it will eventually be V's turn to say a word or two - you can stay on the spot or get up from the couch and share your own story about Jackie, and then put your chosen memento on the altar.



After the ofrenda is over, you can talk to Mama Welles and convince her to give Misty a chance. Mama Welles will give you **the keys to Jackie's bike, which will become V's property**. From now on you can call the motorcycle from the list of owned vehicles.

Before you leave the bar and finish the quest you can optionally talk to some of the characters present at Jackie's farewell party - members of the Valentinos gang, the bartender, Padre and Viktor.

Interesting fact - if during the main mission called **The Pickup** you displayed knowledge of motorcycles and told Jackie how to improve his machine, you will get access to a tuned version of the bike (Jackie's Tuned Arch). Otherwise it will be the "standard" model.

Alternative solution



The whole quest of taking part in the ofrenda will be skipped if you decided to send Jackie's body to Viktor during **The Heist**.

In this case, your interaction with Mama Welles will be limited to receiving a text message from her and optionally talking to the woman by phone. At the entrance to V's apartment you will find **a cardboard box with the keys to Jackie's bike**, which will now become the protagonist's property. This means you will not lose the chance to add this machine to your garage whatever your choice.

Both Sides, Now

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough for a side quest Both Sides, Now**. This is the first side quest associated with Judy, and it also involves Evelyn rescued in the main story quest.

This page contains spoilers about Evelyn's fate. We advise you to start this mission only after you get to Judy's apartment and meet with her.



How to start the quest: You must first complete the main quest called **Double Life**, in which you find and save Evelyn Parker. She will find shelter in the apartment of her friend - Judy. Some time after completing the mission, you will receive a text message from Judy, and you can ask her about Evelyn.



After a while, Judy will call V and ask him to get to her apartment.



When you get there, you will discover that **Evelyn committed suicide**. This is an event that could not be prevented in any way (for example, by choosing differently in quests involving Evelyn).

You will be asked to move Evelyn's body to the bedroom. After a while Judy will ask you to leave the bedroom.



The action will move to the roof, where you will have another conversation with Judy. This meeting is very linear, although you can ask additional questions about Woodman and other recordings found. Get off the roof and use the staircase. The quest will end when you leave the building.

This is not the end of Judy's storyline. You will get the next calls and be able to do more quests with her.

Ex-Factor

On this page of the *Cyberpunk 2077* guide you will find a **walkthrough for a side quest called Ex-Factor**. This is Judy's second side mission and it involves meeting with Clouds' new board of directors. Optionally, you may also have to deal with Woodman (potential boss fight).

This page contains spoilers about Evelyn's fate. It is best to start the quest by reading a walkthrough for *Both Sides, Now*.

Unlocking the task



How to start the quest: You must first complete the side quest **Both Sides, Now**. Some time after completing *Both Sides, Now*, you will receive a text message from Judy, from which you will learn that she organized a funeral for Evelyn. You can choose any dialogue options.



Wait again, this time for a phonecall from Judy. You will learn about the planned "change of management" at Clouds. **Judy will ask for help and you must agree.** If you refuse her, you lose **the chance of continuing her storyline.**

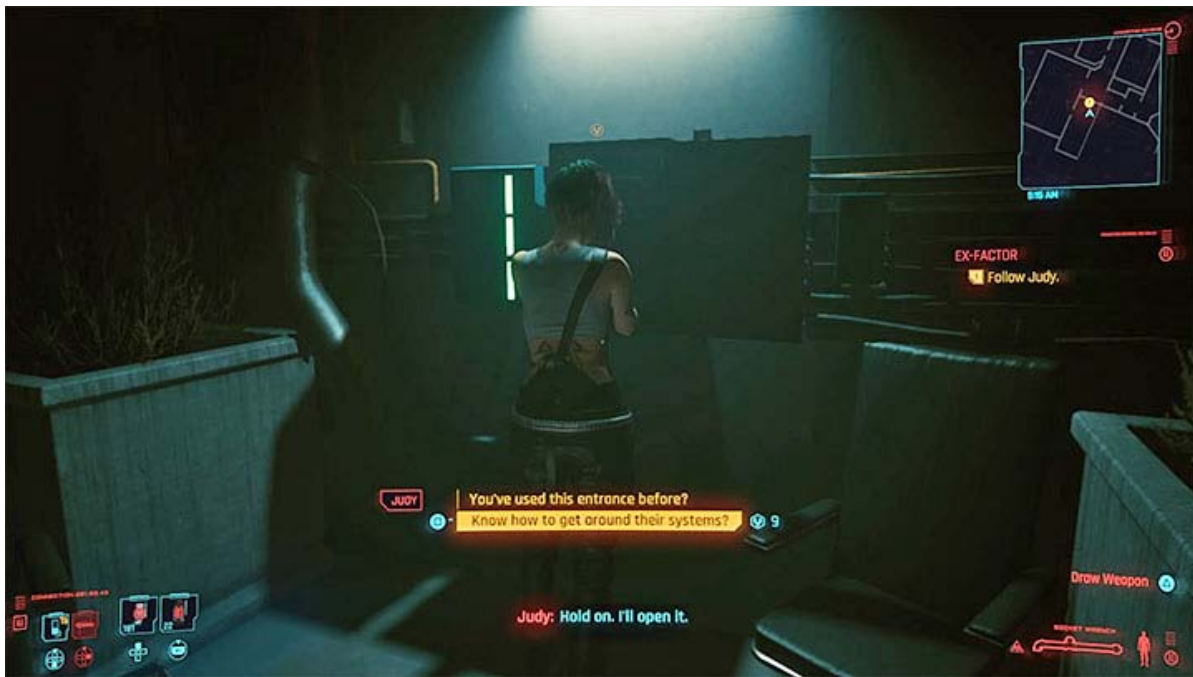
It should be noted here that random selection of the wrong dialog does not automatically mean that the chances of continuing the Judy storyline are missed. You can call her and change your mind.

Meeting with Judy and Maiko



You need to go to the **Megabuilding H8 in Japantown, Westbrook.** Enter the apartment block, use the elevator and ride to the 12th floor.

Your task is not to enter the Clouds, but to traverse the balconies of the megabuilding. On the way you will, among other things, walk behind a large billboard and use a ladder. You have to meet Judy in the morning (between 5 and 8 am). You do not have to "manually" change the time. You can sit in the swivel chair and the game will automatically change the time of day to the right one.



After Judy shows up, you can ask her additional questions about Maiko or go straight to the meeting. Wait for Judy to break in (there is a special dialogue option for those skilled in Engineering) and follow her to Maiko's office. Before entering the office, save the state of the game.



The **meeting with Maiko** will have a slightly different course depending on whether during the **Automatic Love** you killed Woodman or left him alive (i.e. you've extracted information about Evelyn without initiating a fight with him).

If Woodman is still alive, it is worth choosing a dialog option for Woodman's taking advantage of Evelyn. If you were kind enough to Maiko during the meeting, you will find out from him where Woodman is currently staying.

No matter how you behave, your meeting with Maiko will end in a peaceful atmosphere. Leave the office, use the elevator and follow Judy.

Optional mission objective - confronting Woodman



Judy will soon stop and a new conversation with her may evolve in several ways:

- 1) If Woodman is already dead or if you haven't found out where he is from Maiko, you will simply leave the megabuilding together.
- 2) If Woodman is still alive and if you have obtained information from Maiko about his whereabouts, then Judy will want to get to the rapist and finally deal with him. You can:
 1. **Agree to help Judy get Woodman.**
 2. **Discourage her from the idea of getting rid of Woodman.**



If you know where Woodman is staying and have agreed to help Judy get him, then take the elevator to level 3 - Maintenance.

Before meeting with Woodman, it is worth saving the game again. During the meeting, the characters will accuse Woodman of assaulting Evelyn while she needed help most.



Aclash with Woodman - Oswald Forrest will begin. Despite having a "big" energy bar, he is not a fully-fledged boss. You can weaken him in any way you want, but if you use melee, you will make it difficult for him to use firearms. Also, avoid interrupting attacks so as not to give Woodman a chance to regenerate. Woodman can leave behind a very rare (epic) item - M251s Ajax assault rifle.

Ending the task



In order to complete the quest, you have to return to the first floor by using the elevator and leave the megabuilding. You will receive this goal regardless of whether or not you have taken up the optional goal of eliminating Woodman. Talk to Judy, who promises to contact V in the near future. This will be her next quest.

Talkin Bout a Revolution

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough of the Talkin Bout a Revolution side quest**. This is Judy's third side job, and it is about taking part in a mini-party in her apartment. You don't fight with anyone in quests.



How to start the quest: You must first complete the side quest **Ex-Factor**. Some time after, Judy will call you to ask you about your favorite pizza. The chosen answer does not play an important role, although if you have decided on a particular pizza, it will appear in Judy's apartment.



It is important to agree to participate in the party. If you refuse Judy, it will end her quest series prematurely and, if you play as a woman, you will also lose your chance to have an affair with her.



As a reminder, **V's apartment** is located in the Kabuki district **in Watson**. The objective of the mission is to appear at the party in the evening. If you arrive at another time of the day, you can lean on the railing by the staircase. The game will automatically jump to the right time of day.

Go to the intercom and use it to get in.



Apart from **Judy**, **Tom** and **Roxanne** will be in the apartment. You can sit on a stool by the kitchen counter and start talking to people in the apartment (including Judy herself). You don't have to be careful when choosing dialogue options. The conversations are only for killing time waiting for the arrival of **Maiko**.



You don't have to stress too much about choosing the right answers later at the party because **this quest does not contain any significant choices**. You can, among others:

1. Talk to Maiko (time-limited option).
2. Choose the reaction to Woodman's disappearance (time-limited option) - this option will only appear if, in the Ex-Factor quest, you got him and killed him.
3. To take part in Tommy's show - an attempt to defeat him in a fight will fail, and this is impossible to avoid.
4. Optionally, ask Maiko questions about Hiromi Sato.



At the end of the party, V will experience further dizziness caused by the Relict malfunction. You can optionally assure Judy that everything is fine and reveal to Judy (or not) what problem V has.

Judy will offer you to sleep on her couch, and **this is not an option in any way related to a potential affair with Judy**. If you decided to spend the night in her apartment, you would get a text message from Judy the next day, and you could pick up the food from the kitchen counter. No matter how you behave during the party, the quest will end when you leave the apartment building.

Riders on the Storm

On this page of the *Cyberpunk 2077* tutorial, you will find a walkthrough of the **Riders on the Storm** side quest. This is the first Panam's side mission. From our walkthrough, you will learn how to infiltrate the Raffens Shiv camp, where Saul is imprisoned, how to save him, and how to start a romance with Panam.

Unlocking the task



How to start the quest: You must complete the main **Life During Wartime** quest and thus lead to the kidnapping and questioning of Anders Hellman. Panam helps you realize this plan, and the mentioned quest is the first of Panam's additional storyline.

Some time after the completion of the mission, Panam will contact you by phone. You must agree to **meet with her**. To do this, you need to reach **the Aldecaldos camp** located in the Badlands.

Reconnaissance of Raffen Shiv camp



From Panam, you will find out that Saul was kidnapped, and he is most likely being held in the Raffen Shiv camp. You may agree to take part in the rescue operation. If you are planning to have an affair with Panam later in the game (it will be possible for a male character), it is best to agree to help unconditionally, without asking for payment. A unique dialog option is also available for the Nomad.

Follow Panam and listen to the plan during the meeting with other nomads. You will learn that the optimal solution is to infiltrate the enemy camp with two people.



Mitch will join the meeting. Take a shard from him, and the **drone reconnaissance** will begin. You cannot control the drone, although you can zoom in and out the camera and use the scanner to find interesting places and traces. Only two scans are mandatory:

1. Tire tracks from a heavy vehicle.
2. Truck parked behind the building.

In other cases, they are optional, but it is worth scanning the sniper and knowing the entrances to the main building and its interior. After the drone completes the flight, close the view from its camera.



Get the specific SuperJet from Mitch, which will be used to help Saul to regain full strength. Now you have a choice - you can **leave with Panam** or reach your destination alone and meet her on the spot. When you get to your destination, climb to a small hill where you see the whole camp.

The first option - to go with Panam, is better. There is **a risk to fail the quest** if you do not reach your destination within one day after meeting at the nomad camp.

Infiltrating Raffen Shiv camp and finding Saul

Note: You can infiltrate the camp in two ways - you can **sneak in** or **fight** (also when enemies will detect you). **Even if an alarm is triggered, Saul will not die.** The choice of tactics depends on your preferences. Stealth is much safer, but you will not have the opportunity to collect large amounts of XP and loot.



If you are planning to **sneak in**, it is a good idea to sneak into the large green container on the left, marked in the picture. On the way, you can meet a single opponent, and it is best to get rid of him quietly. Climb onto the container.



After entering the complex, it is advisable to avoid eliminating other enemies as their bodies can be found later (you would have to hide them well). We recommend relying on hacking to distract enemies and sneaking behind their backs.



If you plan to **take part in fights**, you may need a sniper rifle. Get rid of two snipers or at least force them to go down. In the further phase of fighting, look for opportunities to attack enemies from behind the cover, use battle hooks or throw grenades at them.



Ultimately, you need to **get inside the main Corp-Bud building**. If you decided to sneak in, it is worth choosing the left staircase and enter the building by the door on the first floor. If you are fighting open battles, you can choose, for example, the main entrance.



On the floor of the building, you can optionally visit **the control room**. By default, there is one enemy in it, and when being stealthy, you can easily surprise him, but don't let the other enemies from the upper balconies notice you. There is a computer there, which you can use to turn off the cameras and check the cameras' preview. Already on the first one, you will see Saul.



Regardless of the chosen style of play, you have to reach the **stairs leading to the basement**. If you have chosen stealth, rely on the techniques distracting your enemies or hack their eye prosthesis.

In the basement, you can kill or bypass enemies. You can also deal with another opponent in the computer room.



Saul is imprisoned in the last room of the basement. If you do not want to start an alarm, hack, turn off, or destroy the room's camera before approaching him. Apply SuperJet from Mitch on Saul so that he can return to full strength and can help you during the escape from the camp.

Before you start escaping, it is worth searching the basement. There should be a lot of loot and credits there.

Escape from Raffen Shiv camp



Definitely, the easiest way to escape is to use the **Technical Ability** attribute on the **ventilation tunnel** grate. If you have enough points of this attribute, the action will be successful, and you will be able to avoid any confrontation with opponents. **V and Saul will immediately reach Panam's van** and leave the area.



If you do not have enough Technical Ability points, you have to go back through the basement and then the first floor of the main building.

1. If you have been sneaking so far, look for opportunities to avoid, distract, or eliminate your enemies silently. You don't have to worry that someone will discover the bodies later because you won't spend much time in the camp.
2. If you have chosen to fight, **expect the reinforcements to arrive**. Enemies will start appearing as soon as you reach the exit door from the basement room where Saul was imprisoned.



If you had to choose to cross the main building again, Panam will drive into the camp area in a van and park it on the right. Eliminating enemies that do not stand in your way is not required.

Also, expect **the chase** if you have raised the alarm. Enemy cars may appear while fleeing the camp. Use any of your weapons and shoot vehicles to destroy them. Fortunately, you don't have to get rid of all the hostile machines.

The scene on the farm - a beginning of an affair with Panam



The chase or ride will be stopped by a huge sandstorm, and the heroes will be forced to find shelter on the farm. Reach the main hut. It is dark there - go to the side room and repair the **fuse box**.

Talk to Panam, go outside and reach the **outside panel**. Fix the fuse to **restore the power supply**. You can now go back inside.



Talk to Panam and Saul and sit down on the couch. **If you play as a man, you have the opportunity to start an affair with Panam.** You can choose special dialog options concerning:

1. Taking off Panam's shoes.
2. Putting your hand on Panam's thighs.

Even though you won't be able to sleep with Panam now, this is a requirement for a closer relationship with her later in the game. V will soon fall asleep.

We have described the affair with Panam in more detail in a separate chapter in our guide - Romances.



After you wake up the next day, go outside. Talk to Panam and move towards the motorcycle. You will receive **a reward for completing the mission - the Overwatch sniper rifle**, which Panam was using so far. This is a sniper weapon, which is characterized by a high power despite the fact that it is equipped with a silencer. It also has a great telescope.

If you flirted with Panam last night, you could refer to this scene, and Panam would kiss V. Then, listen to the conversation with Johnny. The quest will end after a while.

Pisces (Judy)

On this page of the *Cyberpunk 2077* guide, you will find a **walkthrough of the Pisces side mission**. This is Judy's fourth side mission. From our walkthrough, you will learn how to infiltrate the apartment and get to Hiromi's office and what you can do during the meeting with Maiko and Tyger Claws.

Unlocking the quest



How to start the quest: You have to finish the **Talkin Bout a Revolution** side job. Some time after leaving the party, Judy will contact you and inform you about meeting in **Megablock H8 in Japantown, Westbrook**.

Go to the Megablock, and when you reach it, you can lean on the railing to wait until evening hours.

Getting to Hiromi's office



Go to the meeting place with **Judy, Tom and Roxanne**. You can ask additional questions to your interlocutors or immediately switch the topic to getting into Hiromi's office. Follow Judy to the elevator.

There are **several Tiger Claws gangsters** on the new floor. You have to get rid of them. You can fight or distract them by hacking surrounding objects and surprise attack them. After securing the area, talk to Judy and use the cargo lift to get to the roof.

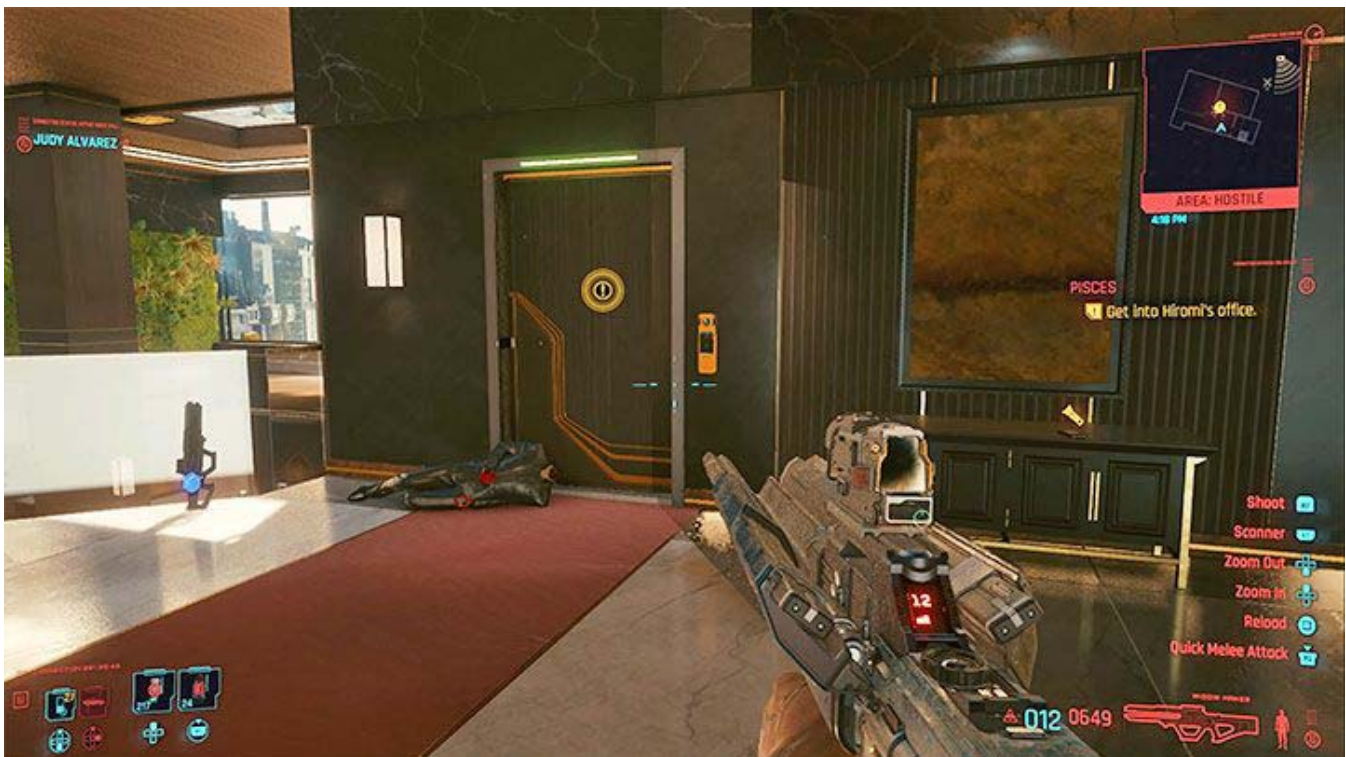


Turn left. **You have to jump to the big lower balcony** - there is a great risk of falling into the abyss doing it, and also during any further fights. It is because, in many places, there are no railings, and if you move back or sideways, you can easily fall off the balcony.



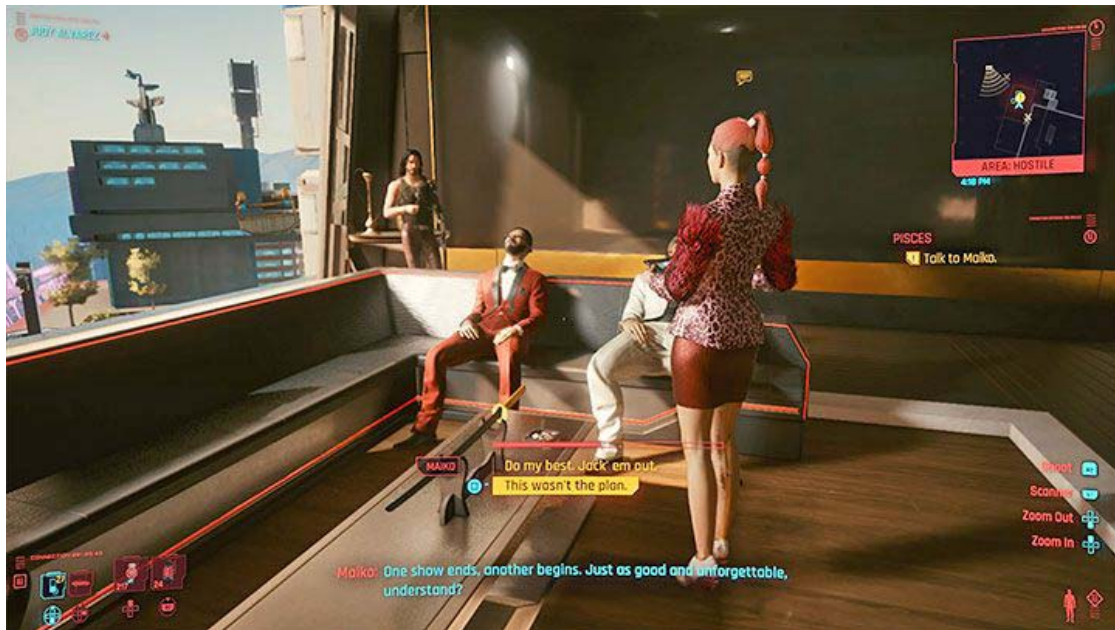
Hiromi's office is on the first floor of his apartment. The apartment itself is guarded by the next Tiger Claws gangsters, who will attack V when they detect him. If you want to stay hidden, rely on a gun with a silencer.

You can enter the apartment through the lower door or use the stairs leading to the roof. There are large roof windows that you can use to attack enemies from height or to jump into the apartment through the roof.



The entrance to the office is shown in the attached picture. Before you go inside, we suggest you **saving the game** because you will have to choose dialog options, and some of them might start a fight.

Confrontation in Hiromi's office - important choices



In the office, there will be four people left: Maiko, Hiromi, and two awakened from braindance members of the Tyger Claws. The negotiations will not proceed as previously planned, as Maiko will decide to behave differently.



You will be forced to **choose how to react**. The important information is that this is a **time-limited choice**, so you need to decide quickly. If you don't manage to choose the reaction or you accidentally choose the wrong one, consider loading the previous game to start again.

The first scenario - The more obvious choice is **to lead to the fight against the Tyger Claws**. This will happen if:

1. You will declare the independence of the dolls from Clouds.
2. You'll draw your gun.



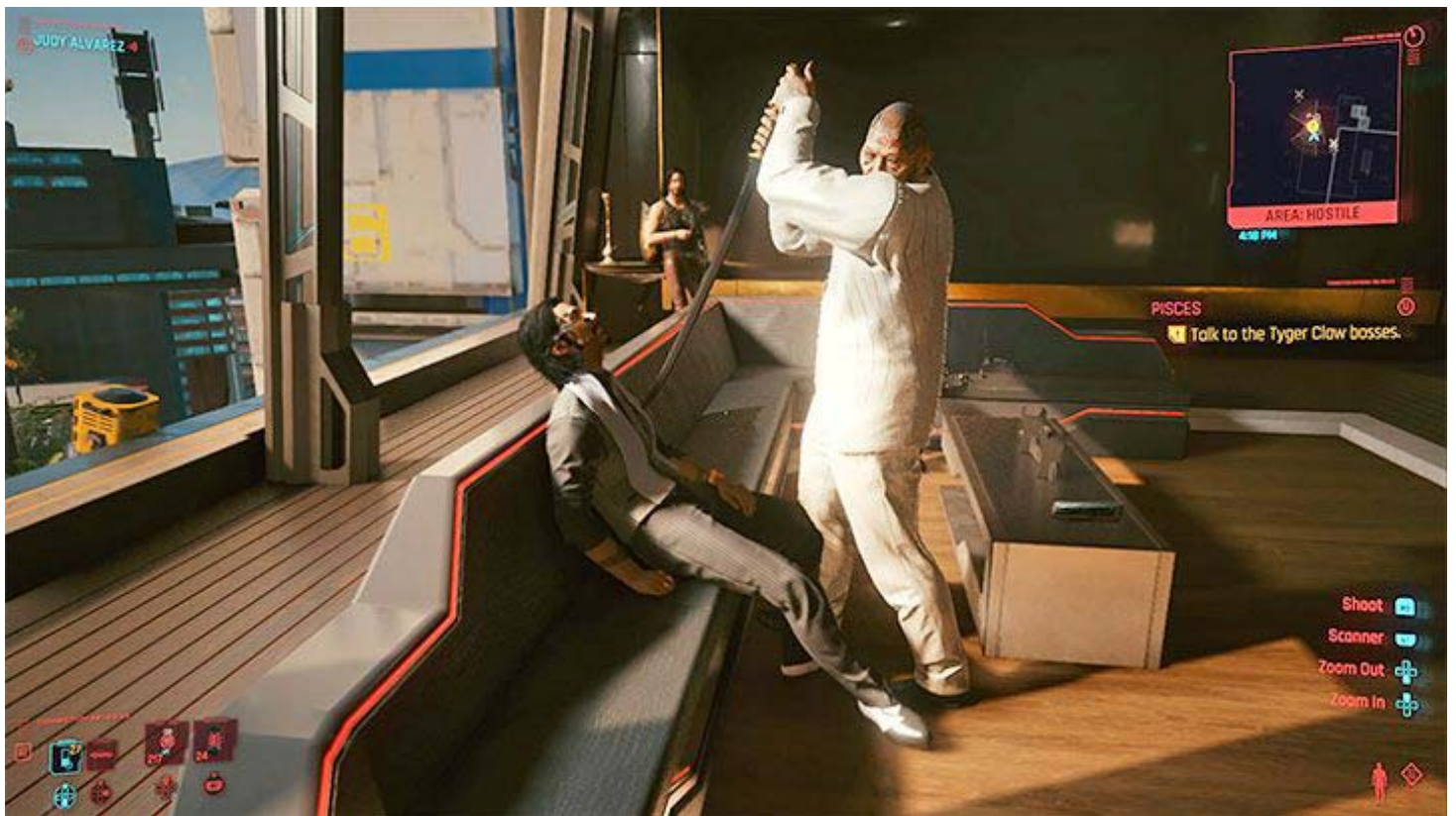
In both cases, **it will start the fight with the Tiger Claws** - those from the office and those in the other rooms of the apartment (if you have not eliminated them before). As the enemies from the office are using mainly melee attacks, it is a good idea to shoot them from behind a long couch, making it difficult for them to get closer to V.



After winning the battle, you will have to **decide about Maiko** - you can leave her alive or kill her. This decision will not affect your relationship with Judy and the dolls, although Judy will initially be shocked by your decision to eliminate Maiko.



The second scenario - In this variant, **V** shares Tyger Claws' view that Hiromi must leave and that there must be a change of management.



If you choose this option, the boss of Tyger Claws will kill Hiromi, and **you will come to an agreement.**



After the meeting, go with Maiko to the balcony. Another **important choice** awaits you here:

1. If you **accept payment from Maiko**, it will result in a **worsening of the relationship with Judy**, and you **will lose a chance for having an affair with her** (romance is available only for female V).
2. If **you don't accept payment from Maiko**, Judy's attitude will not change, and you will still be able to have an affair with her.

Ending the task



No matter what you do, it's worth taking a unique loot from the office - an **iconic Tsumetogi katana**.

Use the elevator to leave the apartment and the Megablock. The final meeting with Judy will differ depending on how you proceeded with the meeting. You can only expect a negative reaction from her if you have made a deal with Tyger Claws AND accepted payment from Maiko. All other scenarios will allow you to take care of the last Judy's quest - **Pyramid Song**.

Pyramid Song (Judy)

On this page of the *Cyberpunk 2077* guide, you can find a **walkthrough of the Pyramid Song side mission**. This is the last, fifth, side mission of Judy. Our walkthrough answers the questions when to meet with Judy, what to do while diving, **how to sleep with Judy**, and when you can have an affair with her.

Unlocking the quest



How to start the quest: You have to complete a side quest **Pisces** and chose accordingly - you can't agree with Tyger Claws and then accept payments from Maiko. You must choose one of the other variants solving this quest (also one that includes an agreement with the Tyger Claws while refusing Maiko).

Wait for another call from Judy, who this time will invite V **to the cottage by the Laguna Bend lake** adjacent to the **Badlands Dam**. When you talk to Judy, you may ask if it is a date. Her answer will depend on the body structure of V. **Judy is not interested in an affair/relationship with a character with a male build**, but even playing as a man, you will be able to have a nice time with her. When you get there, you will meet Judy immediately, or you can lean on the railing and wait until evening hours.

Diving with Judy



Talk to Judy sitting on the hood about the plan to dive together. You can also ask her about the Clouds, and the answer will depend on how you choose in the *Pisces* quest.

You can **agree or disagree with the proposal to dive together**. If you refuse, you will not be able to have an affair with Judy. Fortunately, you can change your mind and call her later during the game. Put on a special **diving suit** lying in a box. You can also flirt with Judy and say that she looks attractive in a diving costume.



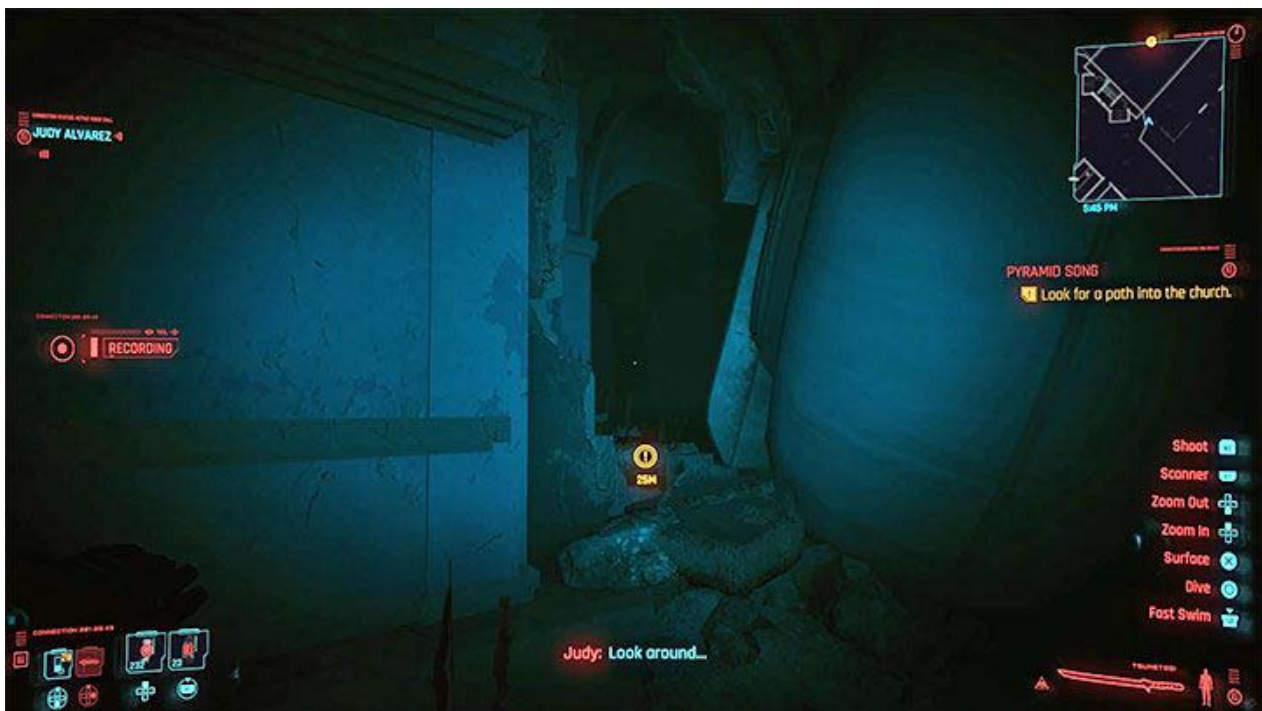
Jump in the water and dive. You have to follow Judy, and you don't have to worry about any danger in the water.

There will be a few simple steps to take - calibrate the equipment by looking at Judy and swim up to Judy from any side. Grab a handle, and **you will swim to the bottom of the lake**.



Follow your friend until you get to the bottom's **Diner** and **Judy's house**. Here, you can optionally find and scan 4 traces and have a short exchange of views on each finding. You can find a Diner's signboard, a photo frame, a camera you can **pick up**, and a hockey stick.

Return to Judy. If you found the camera, you can give it to Judy.



Another place that you can optionally explore is a **gas station**. There are 3 potential traces - an unfolded umbrella, a car wreck, and a doll. A previously, you can reach to any finding and comment on it.

Continue the exploration. Soon you will reach **the church**. The main entrance is closed. Examine the right wall of the church and you will find a large hole through which you can enter. **V will soon experience another biochip failure** and will lose consciousness.

Returning to the surface and potential affair with Judy



You will wake up on the bridge and find out that Judy pulled you to the surface. You can tell Judy about the biochip or keep it to yourself. If you want to continue the meeting with Judy and/or have a chance to sleep with her, **agree to stay overnight in the house by the lake.**

After entering the cottage, it will turn out that there is no power. Go outside and get to the generator. After the power supply is restored, return to the house and go to the **bathroom**. Knock and go inside.



The scene with Judy in the bathroom may go differently depending on the gender of the main character.

If you play a **male V**, you will not be able to sleep with Judy. After the talk, Judy will lie down to sleep. You will be able to decide whether go to sleep (in a separate bed) or to leave the location earlier.



If you play a **female V**, you will get a chance to **kiss or hug Judy** in the bathroom. This action can lead to a **sex scene with Judy**. For more information, see the page Romances.



If you stayed overnight, you could meet Judy in the morning. Depending on what your relationship with Judy looks like, there may be an opportunity to **become a couple with Judy**. Judy herself may decide to stay in Night City or leave town.

Regardless of previous events, **you will receive the key to Judy's apartment**. You will be able to use this location on identical terms like V's apartment, i.e. to call up a window for unnecessary equipment. You will also get the **Judy vs Night City** trophy for completing her storyline.

With a Little Help from My Friends (Panam)

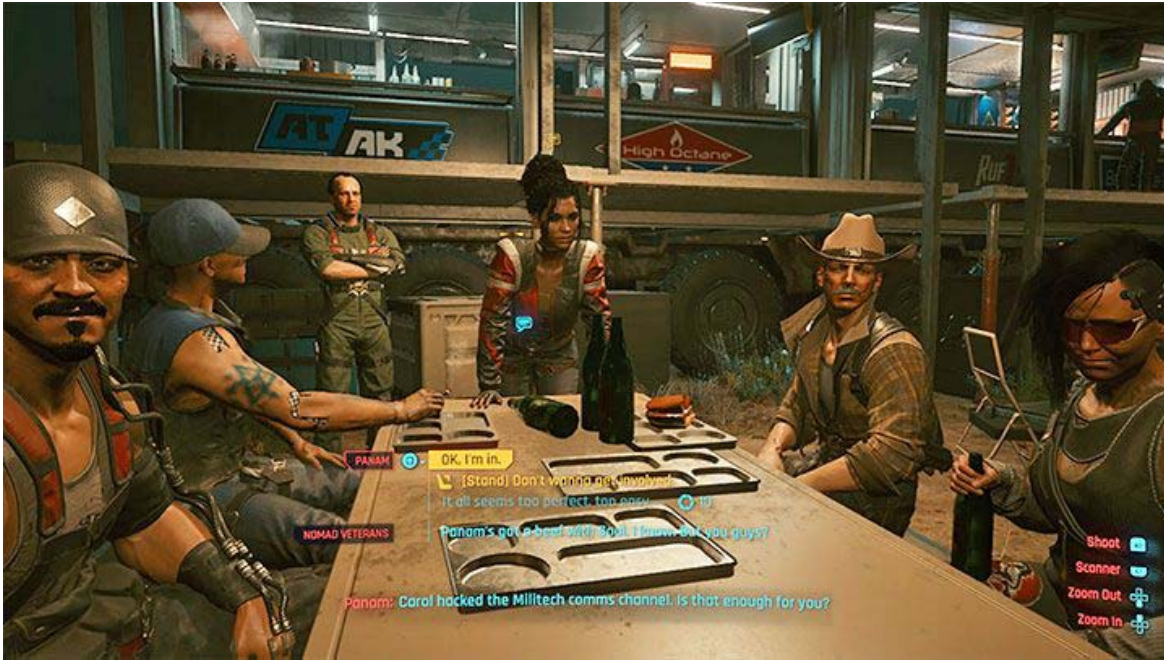
On this page of the *Cyberpunk 2077* guide, you can find a **walkthrough for the With a Little Help from My Friends side quest**. It is the Panam's second side mission. The following walkthrough informs how to lead the conversations with Panam to be able to have an affair with her, and how to steal trucks with Basilisk.



How to start the quest: You have to complete the first Panam's quest - **Riders on the Storm**. After some time, Panam should call V and ask him to come back to **Aldecaldos camp in Badlands**. You have to **accept the invitation**, but you don't have to hurry to get to the camp.



Join the conversation with **Panam, Saul, and Mitch**. During this meeting, you have some freedom to choose the dialogue options. The only important thing is **you can't tell Saul what Panam's plans are**. This can end Panam's storyline and also cross your chances of romance with Panama.



After Saul leaves, talk to Panama about the basilisk. Listen to the plan to steal the tank and go after Panama. You may ask additional questions (limited time) or not to talk.

Sit down at the table. You must agree to **participate in a robbery**. You can accompany Panam on the way to the site of the robbery (a better idea) or get there alone. If you choose to take a ride together, there are more opportunities to ask Panam questions.



Once you reach your destination, you can optionally talk to other nomads - Cassidy and Teddy, Carol, and Mitch and Bob (scan the transformer at their request).

Return to Panam. You must **get to the control tower**. You can do this in several ways:

1. Use the **Technical Ability** attribute to open the front door.
2. **Climb** to the place shown in the picture to reach the upper entrance to the tower.
3. Use the **Body** attribute to force the back door.



If necessary, unlock the front door from the other side. Get with Panam to **the control room**. You have to find **a card** and the place to find it is shown in the picture - it is a torn-out drawer lying on the floor. With the card, reach the reader in the main room.



Panam will lean against the railing and you will start talking. **You have to be careful if you are planning an affair with Panam** (it is only available for male V). In this case, you cannot select a dialogue option that suggests that you are helping her only for financial reasons. All other reactions are "allowed" and will not affect your relationship with Panam.

When playing as a male V, you can give Panam signs that you care about her and touch her hand. However, these are not options that determine the possibility of an affair.



Join other nomads. In the meantime, you will receive a message from Saul, and you can lie about Panam's current location.

Sit down by the fire. You can optionally make a toast to Scorpion (or drink without a cheer). When playing as male V, there is also an opportunity to **cuddle with Panam**.



After Panam wakes you up the next day, get into her pick-up and set off in **pursuit of the train**. During the chase, you will take control of the cannon. Try to hit the coupler between the cars (we marked it on the picture). If you succeed, the next fights will be easier, but this is not an unnecessary step.



Expect a **fight with Militech troops**. First, use the onboard cannon, and after it brakes, get out of the car and start attacking the mercenaries using your own weapons. Look for opportunities to throw grenades at them and to fire from behind concrete covers.

After winning the fight, return to the Panam's car. You have to escort the trucks to the nomad camp, but there are no other threats on the way. The quest will end with an argument with Saul, who will be angry with Panam for endangering the Aldecaldos. Listen to the conversation with Panam. You will find out that soon (after building Basilisk from the stolen parts), she will contact you.

Queen of the Highway (Panam)

On his page of the *Cyberpunk 2077* game guide you will find a **description of the Queen of the Highway side quest**. This is Panam's third and final side job. Our walkthrough will teach you how to use a Panzer tank to eliminate enemies and, **optionally, how to romance Panam**.

Unlocking the quest



How to start the quest: You have to finish Panam's second side job - **With a Little Help from My Friends**. Wait about one full day until the parts of the Basilisk stolen during the previous quest are assembled. You can receive a text message about the progress of the work. The quest proper will start after Panam's call. **Agree** to take a ride on the Basilisk built by the nomads.

The Basilisk



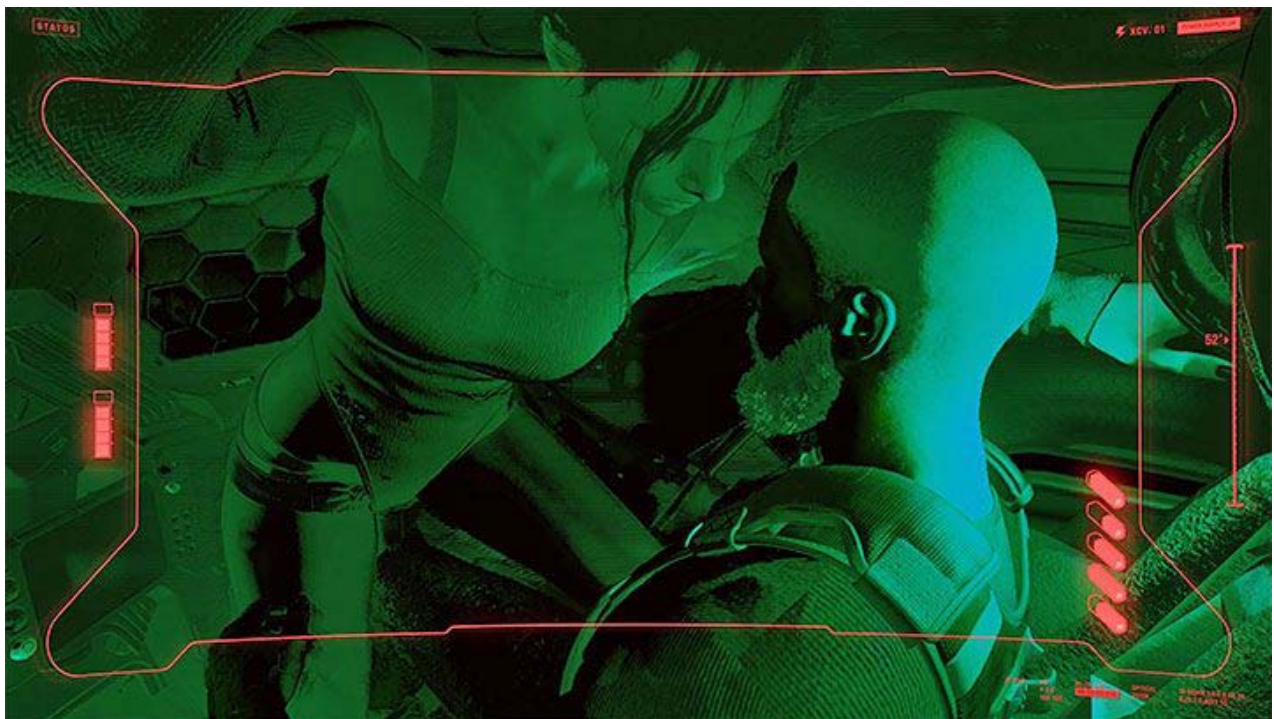
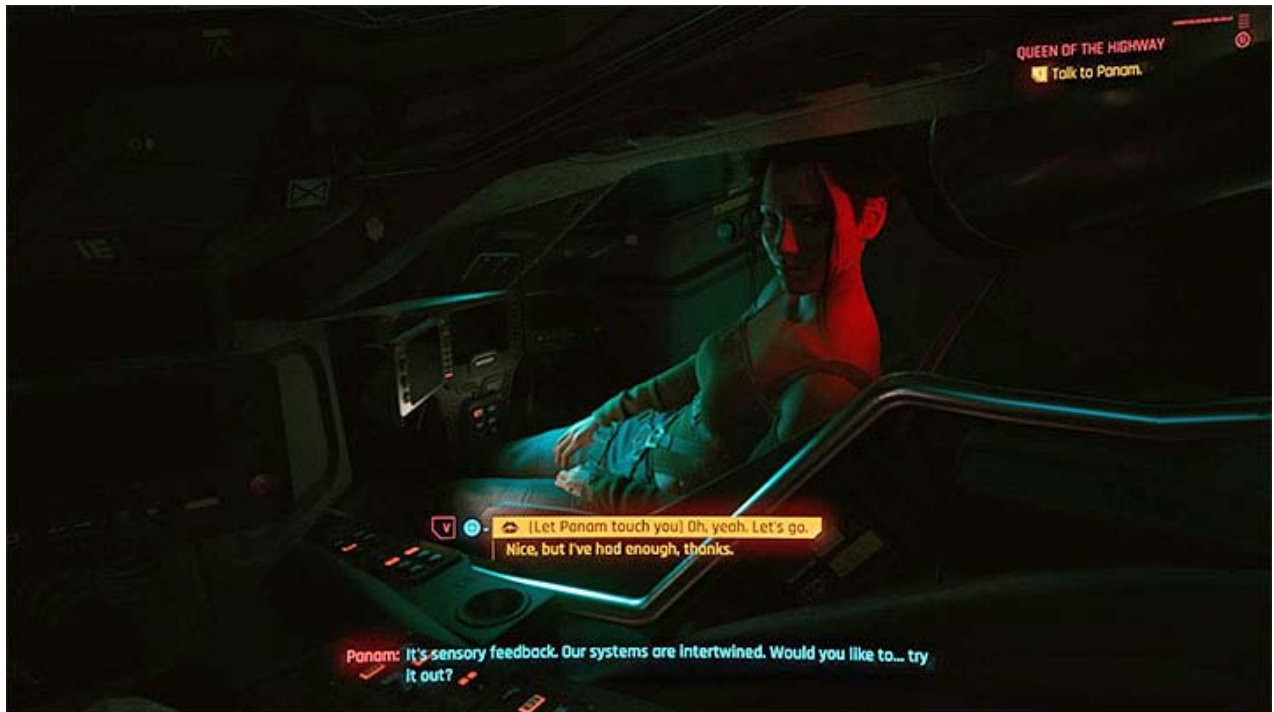
After arriving at the camp, reach the place where the finished **Panzer tank - the Basilisk**- is located. Listen to the conversation and then take a seat in the Basilisk. You get inside the tank through the hatch in the roof. Panam will join V by sitting in the second seat.



Talk to Panam and then connect to the tank systems to take **control**. Controlling the Basilisk is very simple and is further facilitated by the machine levitating above the ground. You can rotate the tank and strafe sideways. Finish the objective that involves reaching the control points near the wind turbines.

Another important lesson is **learning how to shoot** with the tank. Destroy 5 training targets simply by pressing the attack button.

Optional romance and sex with Panam



If you are playing as **male V** (i.e. the character with a masculine body type) and you chose the correct options in the previous quests, there is an opportunity to initiate a **sex scene with Panam** as part of your romance with this character. Panam will inform you about the connection of your nervous systems to the tank system and the possibility of "tightening the bonds". Accept this offer - you'll get to enjoy a quickie with Panam in the tank.

Panam's romance route is described in-depth in a separate section of our walkthrough titled Romance.

The battle against the Raffen Shiv and the end of the quest



Regardless of how the encounter with Panam went, you will face a battle during which you can test the tank in a combat situation. The tank is very durable and you should not have any issues dealing with your enemies and keeping the machine in good condition. There are a total of 20 targets to destroy.



After the battle is over, get out of the tank and meet with Saul, who will quite unexpectedly hand over the power of the Aldecaldos pack to Panam.

Follow Panam to the bar where the next conversation will take place. You can mention the hot scene in the tank during this meeting. Panam will offer V to join the nomads, although you will not be able to agree just yet. By completing all of Panam's jobs, you will **potentially get her to appear in the game's ending and change its course.**



V will soon lose consciousness as a result of a malfunction of the Relic. After you regain your senses, you can either tell Panama the truth about what Silverhand's biochip is or keep that knowledge to yourself.

After leaving the tent, talk to the other nomads. You can optionally stay here for a while. **The nomadic camp has become a new safe location** - V will find their own tent, which offers, among other things, a mirror, a bed and access to the item stash.



At the end, start following Panam again. If you have had been romancing her so far, **you can kiss Panam**. This action will result in **V and Panam becoming a couple**.

As an additional reward you will earn the **achievement Life on the Road** for completing Panam's storyline, regardless of the decisions made during this quest.

Chippin In – Rogue & Johnny

This page of the *Cyberpunk 2077* game guide contains a **walkthrough of the Chippin' In side job.** - Chippin' In. This is the first of the additional quests concerned with Johnny Silverhand and Rogue. Our walkthrough explains how to infiltrate the docks, how to deal with Grayson and how to unlock a free car - Johnny's **Porsche 911 Turbo** .

Unlocking the quest



How to start the quest: It will automatically be added to your quest log after you have completed two main jobs preceding the story finale, the so-called points of no return. The jobs in question are the following:

1. **Search and Destroy**- it concerned the meeting with Hanako Arasaka arranged by Takemura.
2. **Tapeworm** - it was a quest that used to activate throughout the entire game and consisted in conversations with Johnny about the Relic. These conversations were scripted and you could not miss it.

Visiting Afterlife



You must meet Rogue at **the Afterlife club in Little China in Watson**. After coming to Afterlife, you must find Johnny and agree to swallow the pill that will allow him to **temporarily take control of V's body**.

The game will now display an "overview" of scenes featuring Johnny. During the following scenes you may do whatever you want (e.g. order any drink at the bar, choose any pill from the stranger or attack a bodyguard) and choose any dialogue options. This has no impact on further events in this quest.

Meeting Rogue



V will regain consciousness in an apartment in the Pacifica region and a **conversation with Rogue** will be triggered. This meeting is linear. The end of the meeting will trigger a new conversation with Johnny. Talk to him about finding Grayson.

You must now **wait one day** for Rogue to call. If you want to proceed faster, you can use the option to skip time or go rest in V's apartment. Rogue will tell you about the docks occupied by the Maelstrom gang. Go to **Afterlife** again to meet her in person. Confirm that you are ready to set out.

Dock infiltration



Leave the Afterlife club and open the trunk of Claire's car. Take the **replica of Johnny Silverhand's jacket**, which V will automatically wear. Sit in the passenger seat and travel to the **dock in Northside in Watson**. You can listen to the plan of action or you can express your readiness immediately. The game will fast-forward to the evening.



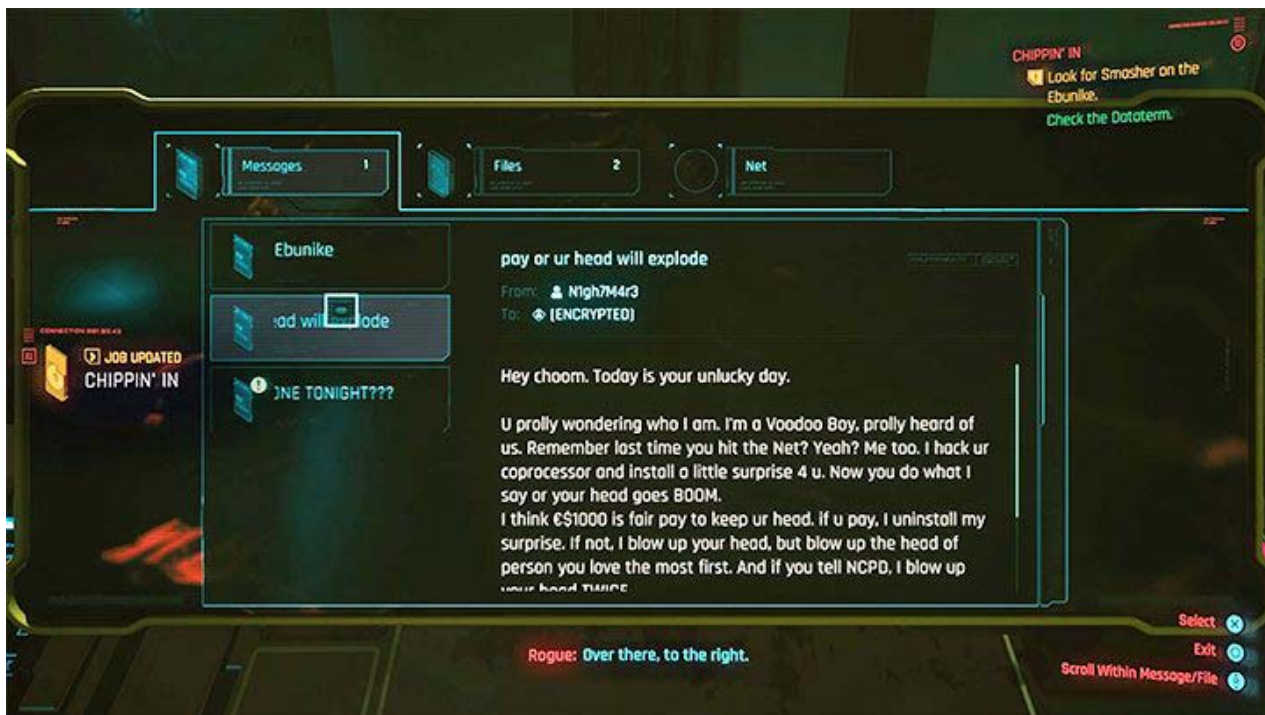
Getting through the docks by stealth is not obligatory, but it can make things much easier for you. If detected, expect a large group of Maelstrom gang members to join the fight, which may prove challenging if V's experience level is not high enough.

If you plan to remain undetected, start from following Rogue. She will lead V to a passageway, which will enable you to evade the guards by the entrance to the docks. It is good to have a weapon with a silencer and be ready to quickhack/switch off/quietly destroy security cameras.



Accessing **Datoterm** is your ultimate goal. The computer is located in the building **to the right of the entrance to the docks**. You can choose any path leading to this place. Fortunately, even if you are detected, you will not fail any of the mission objectives.

The building can be entered through several different entrances. Easier accessible entrances may require well-developed attributes (e.g. Technical Abilities), but you can also use the unsecured door from the picture above.



Datoterm is a computer terminal with which you need to interact. Most importantly, you must read the **message** that will direct the characters to the Ebunike ship moored at the docks. Reading the remaining emails, as well as the files stored on the computer, is optional.

Infiltration of Ebunike and confrontation with Grayson



The deck can be accessed via footbridges. Again, stealth is possible (although not required). It should be available even if you have been fighting in the docks before, because the docks and the ship are far away from each other.

You won't find Smasher on Ebunike. Instead, you will meet **Grayson that has to be defeated**. You have full freedom as far as tactics of fighting Grayson is concerned: you can immediately dive into a direct firefight or knock him out with a surprise attack. (e.g. with a sniper). Neutralize any other ordinary enemies on the ship.



Grayson won't die in the fight, because it's all about beating him up to **question** him. Start by taking away his **iconic gun** that once belonged to Johnny.

You can choose any dialogue options during the interrogation. **The only important choice is the last one**, as seen on the picture above. You can:

1. **Murder Grayson.**
2. **Spare Grayson.**

Porsche 911 Turbo - Johnny's free car



If you decide to spare Grayson, you'll receive **an access card** and information about a valuable gift stored in a container.

You can also obtain the access card by searching Grayson's corpse (if you decide to kill him), but there will be no prompt what the card is actually for.



Go to the ladder shown in the picture to reach the metal balcony. Climb to the top and use **the crane mechanism**. It will lower down the container.



You can now get off the ship and go to the container. Open it with the access card. There is a free car inside it - **Porsche 911 Turbo**, which once belonged to Johnny Silverhand and has Samurai symbols painted on it. Get inside the car to **permanently add it to your garage**.

Missing the opportunity to open the container will deprive you of the chance to obtain the Porsche 911. This car cannot be found or bought later!

Finding Johnny's grave in the oil fields



You can go to the oil fields with any vehicle - it does not have to be the Porsche 911 taken from the container in the port. The oil fields are in the northern part of **the Badlands**. The objective marker will lead you to the place where Johnny's body is said to have been buried. Talk to Johnny.

You can leave a symbol here, which is **an important choice in your relationship with Johnny**. If you want to unlock the **Blistering Love** concerned with Johnny and Rogue, **do not choose an offensive inscription** (e.g. about Johnny being a terrorist) or **hostile/aggressive dialogue options**. Choose some "positive" inscription to leave on the symbolic tombstone and friendly/positive dialogue options in the next part of the conversation with Johnny.



If you have behaved appropriately in the oil fields, Johnny will ask V to invite Rogue on a date on his behalf. However, this is a part of a new side job: **Blistering Love**.

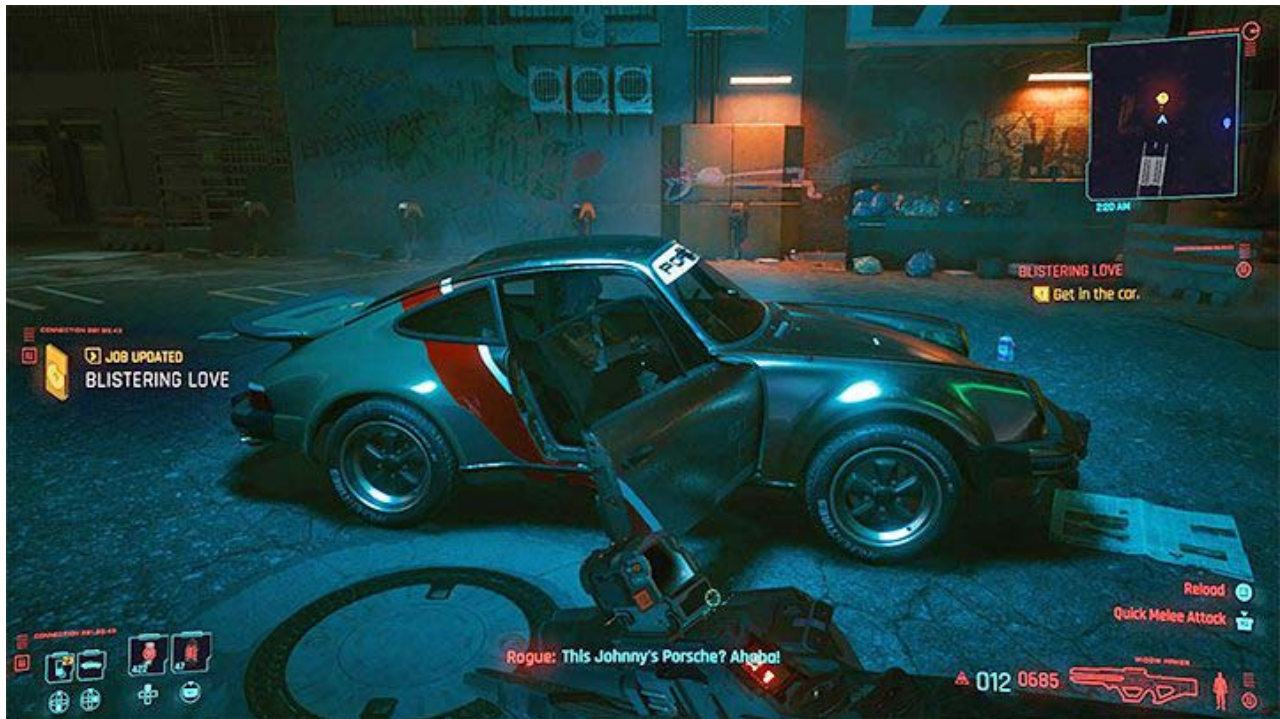
Blistering Love – Rogue & Johnny

This page of the *Cyberpunk 2077* game guide contains a **walkthrough of the Blistering Love side job**. The quest involves going on a date with Rogue. You will learn the requirements for taking Rogue to a drive-in cinema and under what circumstances you may kiss Rogue.



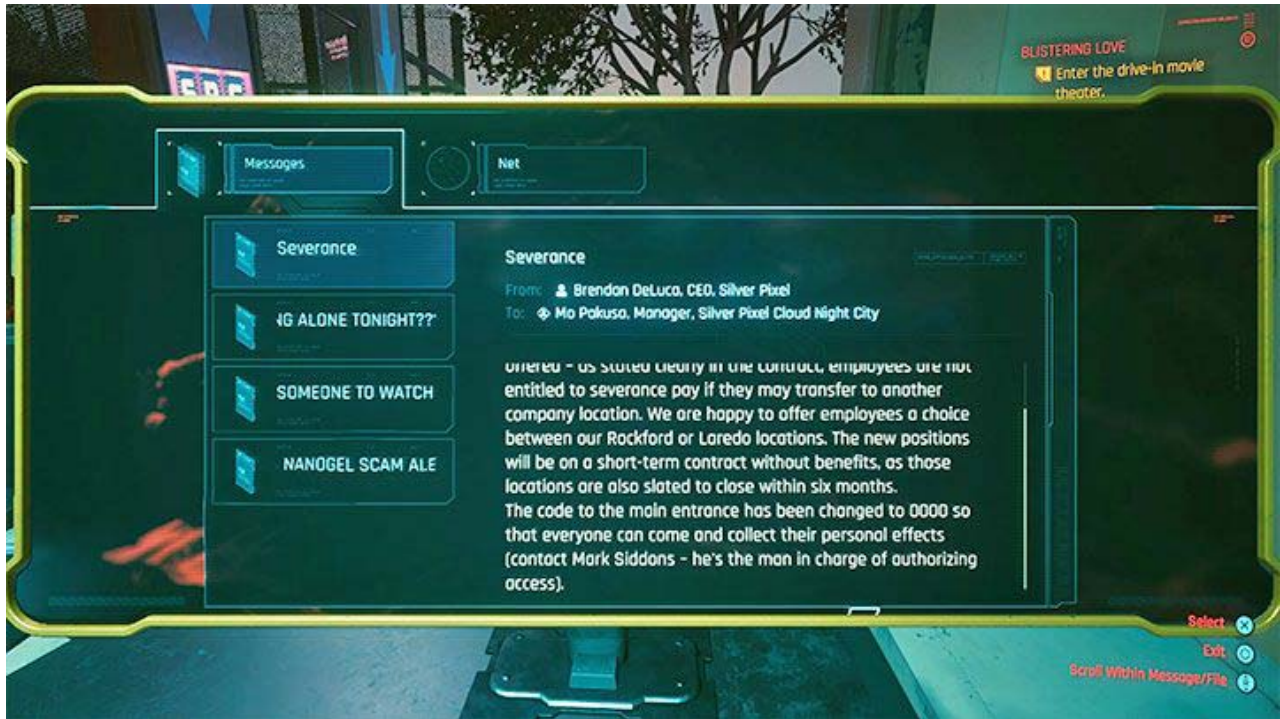
How to start the quest: You must first take care of a side job **Chippin' In**, which becomes available late in the campaign. During this quest you have to behave properly in the Oil Field scene: you have to be nice to Johnny and leave some positive writing on his "grave". If you meet this requirement, **Silverhand will ask V to arrange a date with Rogue**.

Call Rogue. She will agree without any additional requests and will even choose a spot for the date.



First, you must pick up Rogue from **the Afterlife club**. You need to go there in the evening (if necessary, you can use the skip time option). You can take Rogue with you using Johnny's Porsche (expect a unique reaction) or any other vehicle.

After meeting up with Rogue, choose any answer to when Johnny should "take over". Go to **the drive-in cinema in North Oak in Westbrook**.



You need to **solve a small puzzle** in order to **open the door** to the drive-in cinema. You have to find the combination to the electronic lock at the door. Use the computer in the small room and display the message shown in the image above. You will learn that the **0000 is the access code** and you will be able to unlock the entry to the cinema.



Talk to Rogue and go upstairs to **the projection booth**. Interact with the panel. You must swallow another pill and agree that **Johnny will now temporarily take control of V's body**.



A romantic scene will play with you and Rogue watching a movie. In this scene you can choose any dialog options along with the possibility to **kiss Rogue**. A hot kissing scene with Rogue will play, but you will not be able to go through with the "full" romance. This topic is described in more detail in the Romances chapter.

Swallow another pill to regain control of your body. The quest will soon be over. You will receive **the Dancing With My Axe trophy** for completing Rogue's storyline. Now Rogue may appear in the ending of the game and a new ending option will be unlocked. It is described in more detail in the Endings section.

Holdin' On - Kerry

This page of the *Cyberpunk 2077* game guide contains the **walkthrough of the Holdin' On side job.** - Holdin' On. This is the first of a number of side jobs with **Kerry Eurodyne**, a former member of the Samurai rock band. You will learn when you can meet Kerry for the first time and how exactly you can prompt the encounter.



How to start the quest: Kerry's first side job will start automatically after completing the first or the second side job with Johnny Silverhand and Rogue:

1. If you have been hostile to Johnny in the oil field scene during the **Chippin' In** side job, this quest will start right away.
2. If you have been friendly/neutral in the oil field scene, the quest with Kerry will start after you have completed the **Blistering Love** side job.

In both cases, you must get to the giant **North Oak sign** next to a small roundabout in the North Oak district in **Westbrook**. When you get there, talk to Johnny and you will find out that Kerry's mansion is nearby and that Johnny wants to pay him an unexpected visit. Also, you have to agree to let Johnny take control of V's body for a while after he gets there.



The villa is relatively close to the starting point of the quest, to the northeast. You can try to use the intercom at the entrance gate, but it will be of no avail to you.

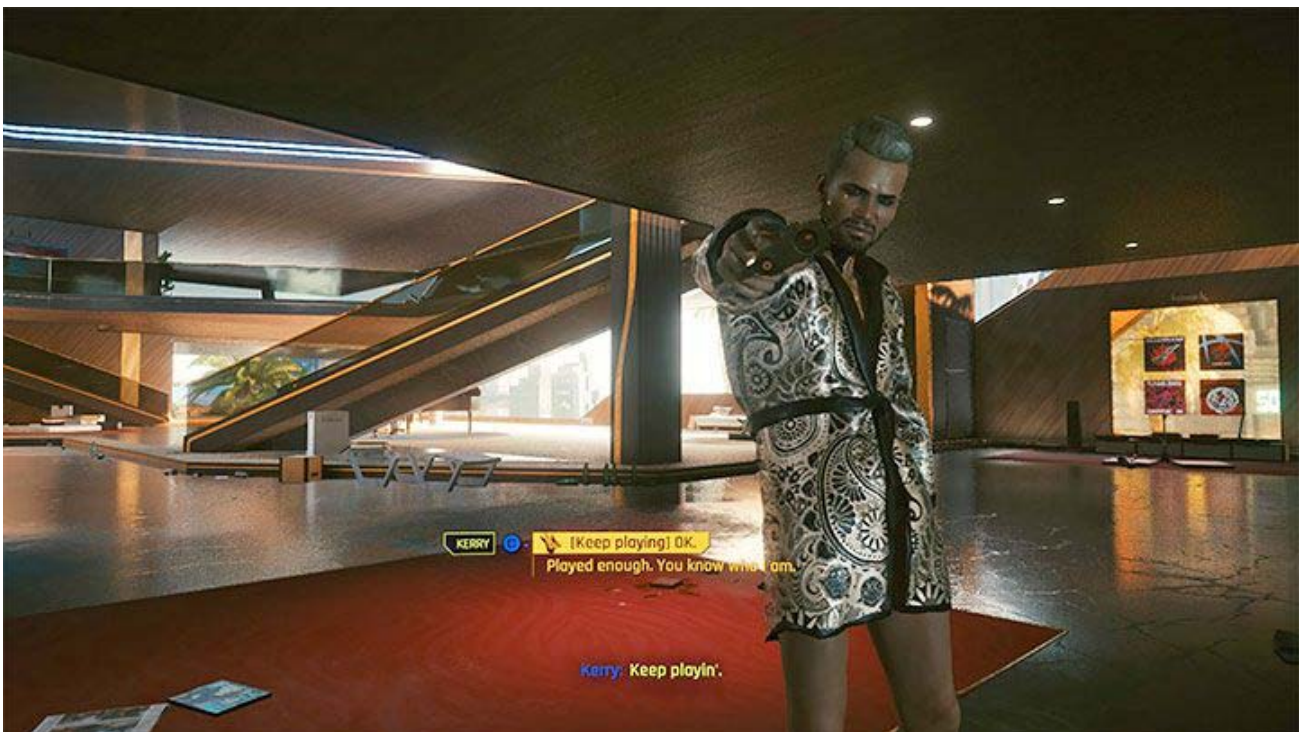
Inspect the walls of the mansion until you find a spot you can easily climb and make your way to the mansion area.



The area around the villa is patrolled by a single robot - you can sneak past it when it goes in the other direction, destroy it (there will be no punishment for that) or hack and sabotage it.



On the mini-map you will find a marker indicating the entrance to the mansion. Once you've made it inside, you may have a look around and explore the place, e.g. look at Kerry's guitar collection. When you're ready to advance, chat with Johnny and swallow the pill that will allow Johnny to **temporarily take control of V's body**.



You can choose any song. Johnny will start playing the guitar, which will lead to a confrontation with Kerry. Kerry will show up with a gun, but **you don't have to be afraid - he won't use it**. You can continue playing the guitar or convince him that V is Johnny right away. The entire following encounter with Kerry does not contain any important choices. It will end with Kerry suggesting a Samurai reunion and expressing his will to organize the band's last concert.



After **V regains control of the body**, talk to Kerry and **call Nancy Hartley** as he wishes. Her assistant will answer the phone and tell you where to find her. You will set out to look for her in **Second Conflict**, the subsequent side job.

Second Conflict - Kerry

This page of the *Cyberpunk 2077* game guide contains the walkthrough of the **Second Conflict side job**. This is the second side job in which Kerry **Eurodyne** appears. Our walkthrough will help you find Nancy Hartley and describe the potential course of events in the Totentanz club.



How to start the quest: You will receive this job automatically after completing Kerry's first side job - **Holdin' On**. After V calls Nancy Hartley, you will hear back from her assistant and learn that Nancy is running a report on **the Totentanz Club**, which is under the control of the Maelstrom gang.

You must set out to find Nancy. Totentanz is located in the Northside sub-district of **Watson**. After the bouncer lets you enter the club, use the elevator arrive at the appropriate section.



The scene of finding Nancy in Totentanz may change entirely depending on the **choices you made during the main job** The Pickup from Act 1 of the campaign, which involved the visit to the All Foods factory and the acquisition of the Flathead bot from the Maelstrom gang. There are 3 main potential scenarios:

1) Dum Dum and Royce are still alive (you made a deal with the gang and the factory was not attacked by Militech). You will meet both of these characters here. You need to **save Nancy** by getting her out of the club.

2) Dum Dum and Royce died (you and/or Militech attacked the factory). You will meet the replacement gangster Patricia (pictured above), who will invite V to the back of the club. This will **automatically initiate an unavoidable fight**. You need to dispose of the gang members and help Nancy get out of the club.



3) Dum Dum and Royce died, but you saved Brick - the steps necessary to free him are described on a separate page of the guide. In the club you will meet Patricia first, and she will lead V to Brick (pictured above), who will approach you in a friendly manner and show gratitude for saving his life. It is definitely worth taking advantage of the fact that **Nancy can leave the club without initiating any fights**.



After you leave Totentanz with Nancy or safely escape the club with her, go to her car and start riding away. During the ride, V will elaborate on the idea to organize a concert.



Whatever happens, you will eventually have to call Kerry and then head to **Denny's house in the North Oak sub-district of Westbrook.**

Do not try to use the intercom again, as you will not be able to enter the property area in this way. Instead, steer your attention towards the tire tracks on the grass to the right of the entrance gate. Start following them until you reach the "crash site" where a heated disagreement is taking place.



First of all, talk to Kerry. Then join the quarrelling characters - **Denny** and **Henry**. After you inform them about the plans for the concert you will have a small **choice** to make. **You can invite only one of the bickering people to take** part in the concert. This is an exclusively "cosmetic" choice, because the concert will happen regardless of who you select. Simply choose the person you want to see on stage.

A Like Supreme - Kerry

This page of the *Cyberpunk 2077* game guide contains a walkthrough of the side job **A Like Supreme**. This is the third side job in which **Kerry Eurodyne** appears. It is not very elaborate and only requires participating in the Samurai band's final concert.



How to start the quest: This quest is unlocked some time after you complete Kerry's second side job - **Second Conflict**. As a reminder, in the aforementioned job you were to find and/or save Nancy from the Totentanz club and decide who is going to take part in the upcoming concert.

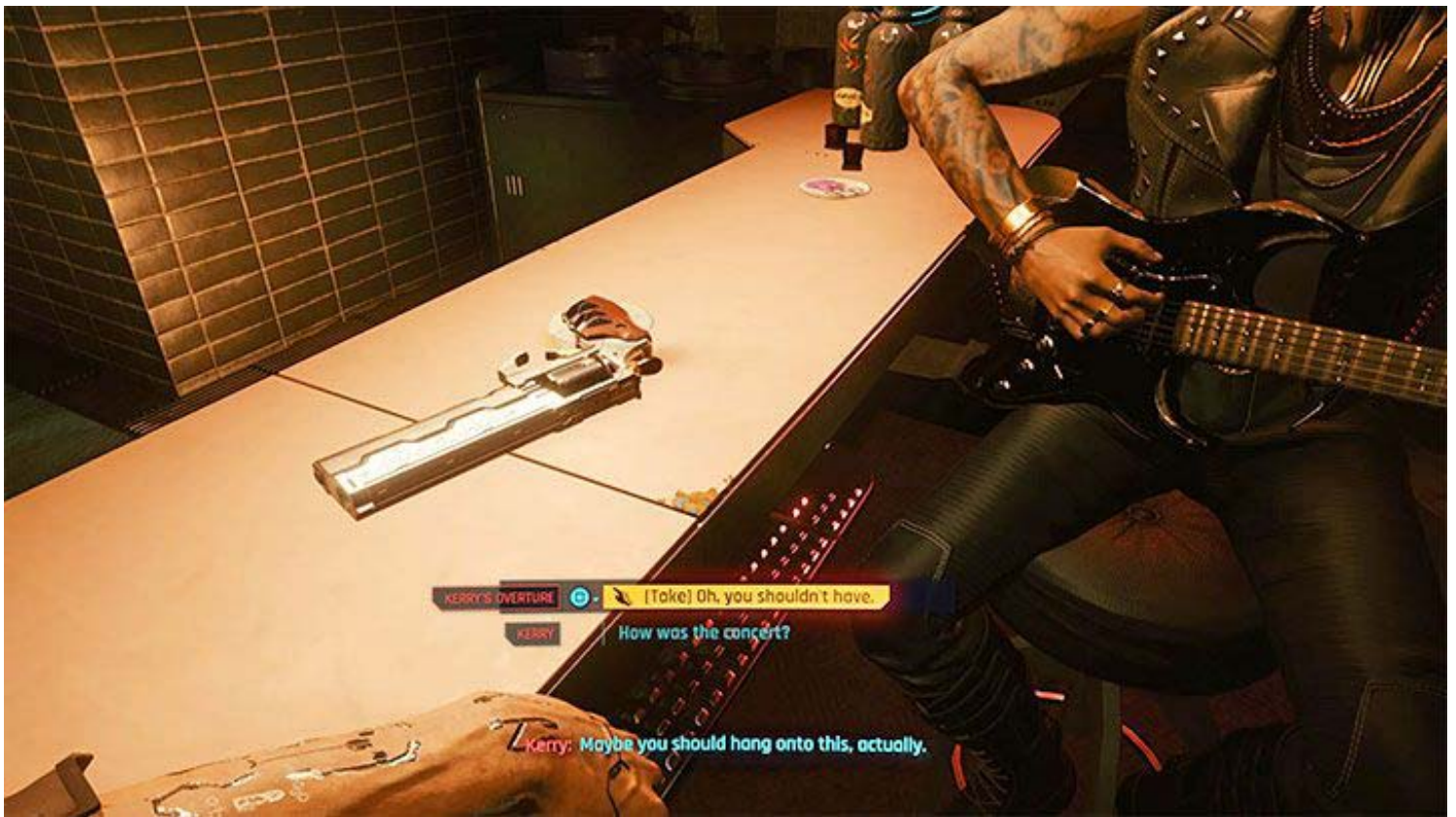
You must wait approximately one day to receive a **call from Nancy**. If you don't want to delay the start of this quest, then use the time skip option or take a rest in V's apartment. Waiting for the phone call may take more than 24 hours in the game world and you just have to be patient.



After finishing the phone call, go to **the Red Dirt Bar** located in **the Arroyo sub-district of Santo Domingo**. Go into the club and talk to Nancy. You will also meet Denny or Henry here, depending on who you invited to participate in the concert during the previous mission. This choice will in no way affect the course of events and it will only affect the person who will join V or Johnny on stage.



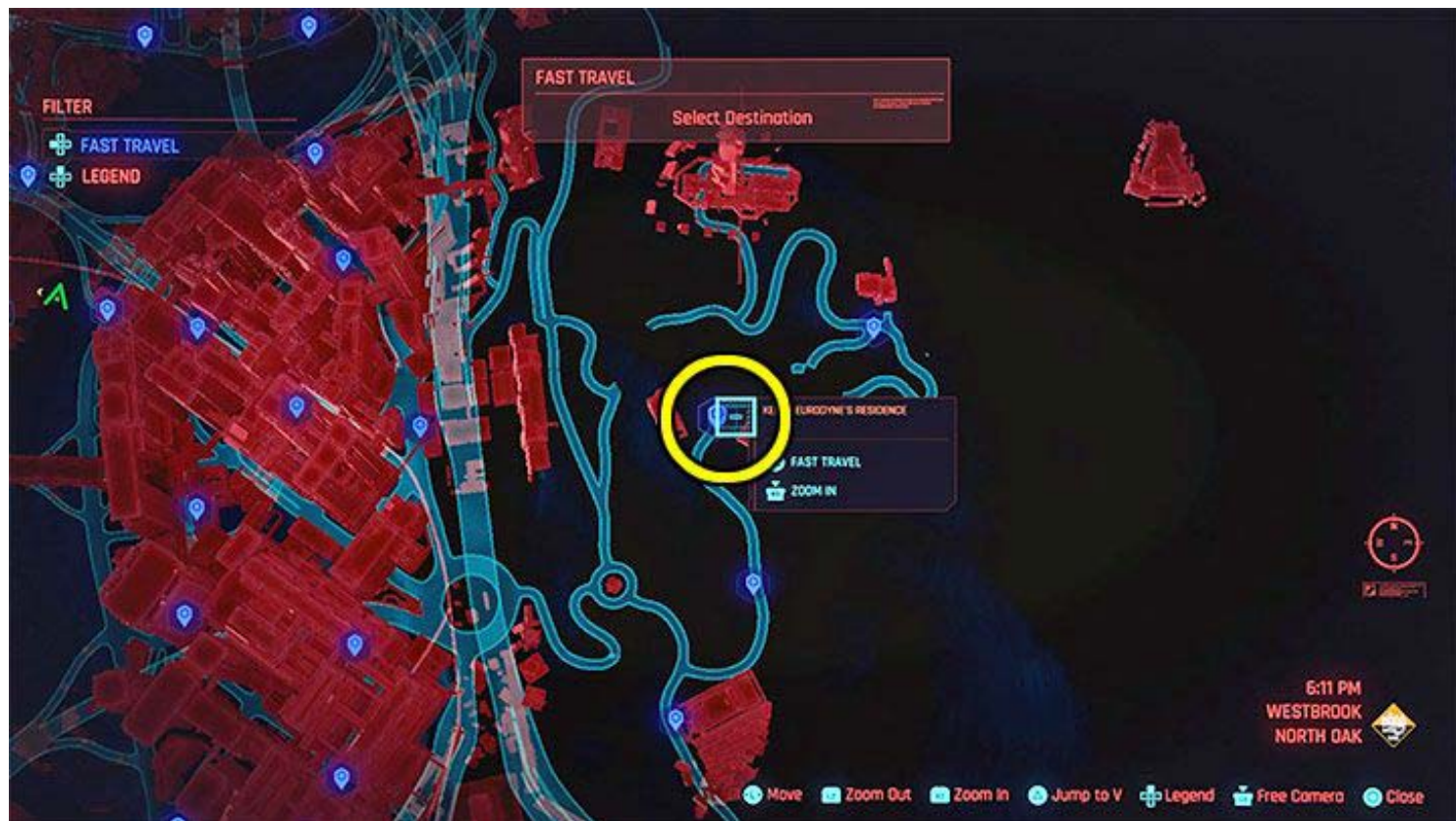
After the conversation takes place, head to the bathroom and take the pill to **temporarily give Johnny control over V's body**. Then, you'll get to watch **a scene of the Samurai band's final concert**. During the concert you can to perform various activities (e.g. playing a guitar solo) by selecting the timed options when prompted, although ignoring them will not result in failing the quest.



After the concert, talk to Kerry and then take a second pill to let V **regain control of his body**. V will receive a gift from Kerry in the form of the **iconic Archangel power revolver**.

Rebel! Rebel! - Kerry

This page of the *Cyberpunk 2077* game guide contains a walkthrough of the side job **Rebel! Rebel!**. Rebel! Rebel! This is the fourth side job in which **Kerry Eurodyne** appears. From our walkthrough, you will learn how to properly organize the robbery on the van.



How to start the quest: This quest is unlocked some time after you complete the third job connected to Kerry - **A Like Supreme**. If you need a reminder, it concerned organizing a concert of the Samurai band.

You have to wait for a call from Kerry, who will phone you no earlier than a dozen hours (game time) after completing the previous task. If Kerry still does not call, try going to the location of his villa in North Oak (pictured above). This should increase the probability that he will contact V by phone.



Kerry will have a job that he needs V's help for. You must meet Kerry in **the Rancho Coronado sub-district of Santo Domingo**. The meeting will only occur in the middle of the night, but once you arrive at the required location, you can sit on a stool to automatically skip time to the right hour.

Kerry will drive up in an old junker. You have to get in the car and start the ride. You will learn about Kerry's problem with the Us Cracks band and the plan to stop and destroy the van.



When you reach the destination of the planned attack, take out **the stingers and grenades** from the trunk. Follow Kerry to the spot on the road where you need to place the stingers. Hide next to the stop and wait for the vehicle to appear.

After the stingers stop the car, approach it from the right-hand door and convince the passenger to leave the car through a method of your choice.



Pick up **the keys** from the ground and use them to open the van's truck. Tell Kerry what you found in the vehicle.

Move away from the van and **throw a grenade at the vehicle** to make it explode.



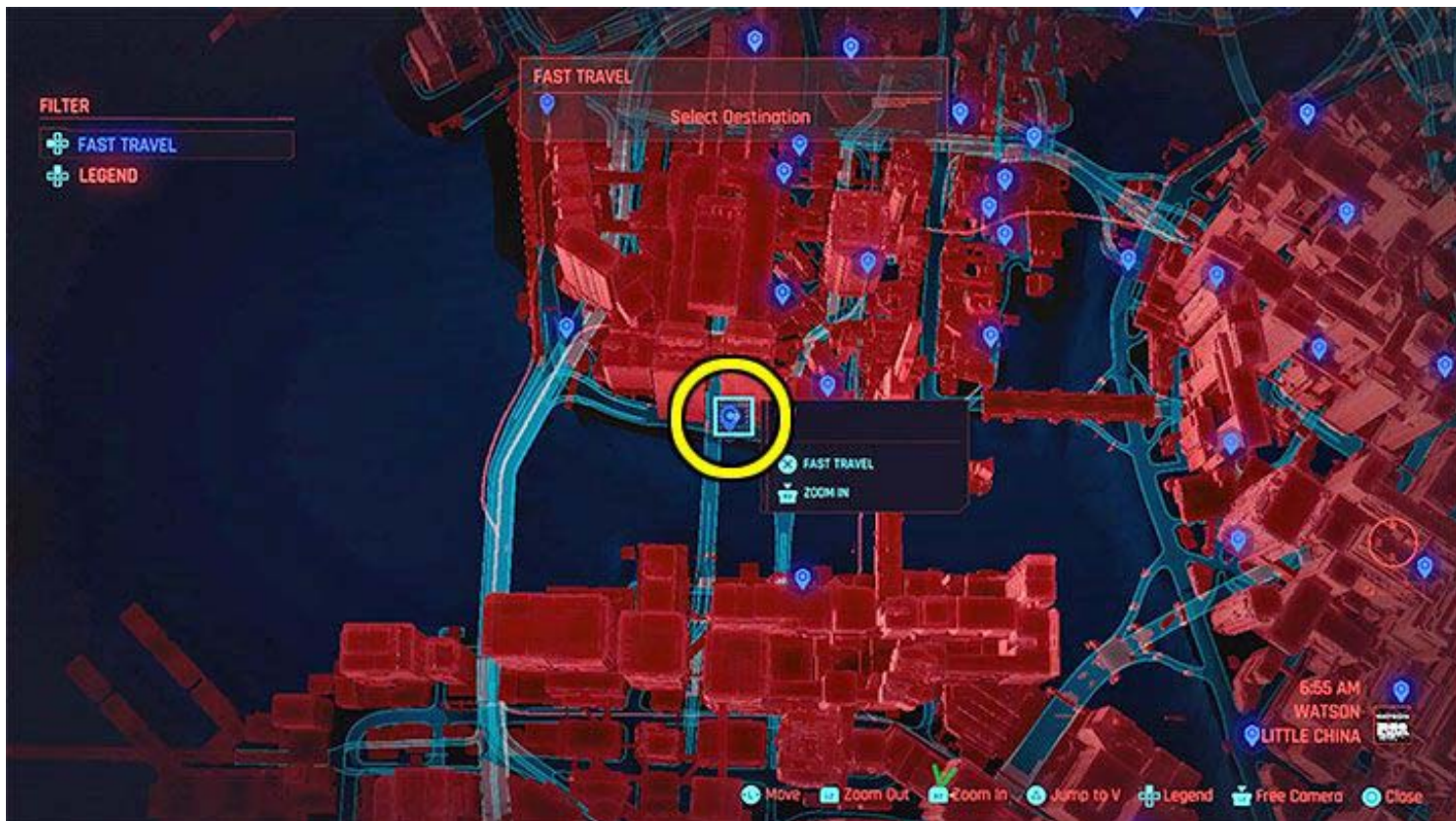
The last major part of the mission is **to escape the police officers**, who were called to the scene of the crime. It is very easy - stick to driving on the highway or other straight sections of the road, so you can maintain high speed and the police will lose track of you very quickly.

After the successful assault, take Kerry to the indicated destination in **Rancho Coronado**. You can agree or refuse to **go out for coffee** with him - the latter option will not affect your chances of successfully romancing him. Sit down at the counter and make an order (or don't). The choice of dialogue options during this conversation with Kerry is of no consequence.

I Don't Wanna Hear It - Kerry

This page of the *Cyberpunk 2077* game guide contains a detailed walkthrough of the **I Don't Wanna Hear It** side job. This side job marks the fifth appearance of **Kerry Eurodyne**. The following guide will explain how to get to the Us Cracks concert and how to act during the meeting with the singers.

Unlocking the quest



How to start the quest: This quest is unlocked some time after you complete Kerry's fourth side job - **Rebel! Rebel!**. In case you need a reminder, the above quest involved the assault of a van belonging to the Us Cracks band.

Once more you have to wait for Kerry to call you. You can increase the odds of this happening by skipping time, but if he still hasn't called you, try moving to the vicinity of the **Riot Club in the Little China sub-district of Watson** (pictured above). During the call, Kerry will ask V to meet at this specific club. The meeting is scheduled to take place in the evening, but again you can skip time until it's the right hour by sitting on a stool near the club.

Getting inside the Riot Club



Kelly will inform you that he wants to get into the dressing room at the back of the club to confront the members of the Us Cracks band and pressure them into cancelling the concert. **You can get into the club in several different ways**, but each method requires you to completely avoid fighting.

Method no. 1 - Buying tickets: The bouncer standing at the main entrance to the club does not let anyone in without a ticket. You can go to the back of the queue and talk to a fan standing there. They turn out to be a ticket selling scalper. The basic price is an astonishing 21000 eddies, but if you chose the punk lifepath then you can try to negotiate a better price. **We advise against choosing this option** because you will be able to easily get into the club "for free" by using one of the methods described below.

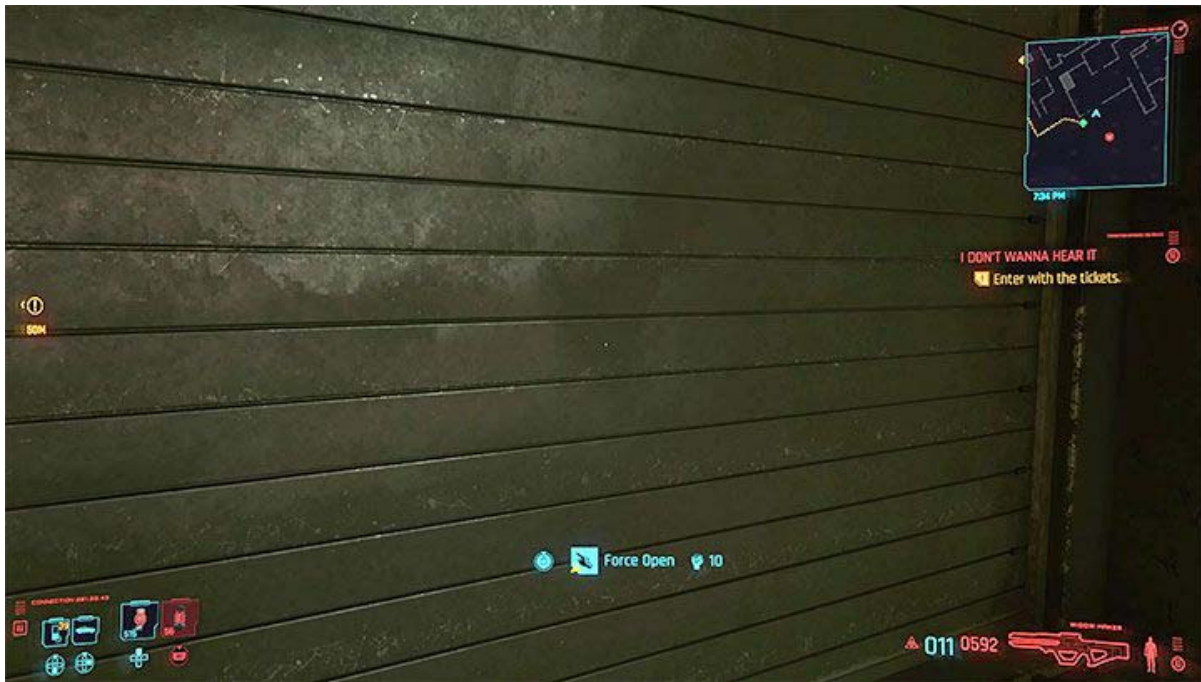


Method no. 2 - Stealing the tickets: Investigate the alleyway to the left of the club entrance. In the location showcased in the image you will encounter two people. Scan them to automatically steal their tickets. All you have to do now is return to the bouncer with your tickets and present them to him.



Method no. 3 - Reaching the door on the left side of the club: Again, examine the alleyway to the left of the club entrance. An emergency staircase is located here. Shoot at the mechanism shown in the picture to lower the ladder. This will allow you to climb on it and reach the side door of the club. The door is not closed.





Method 4 - Reaching the club from the side of the garage: In this scenario, go to the right of the club entrance, instead. Not far from the spot where the queue ends, there is an entrance to the garage. There are two possible entryways:

1. The door in image no. 1 - You will need a sufficiently high Intelligence attribute to hack them.
2. The gate from image no. 2 - You will need a sufficiently developed Body attribute to raise it using your strength.

Reaching the dressing room of the Riot Club



If you have used the main entrance to the Riot Club, you must first go through the public area and then head upstairs. Your task is gain access to the backroom from the above image, which is **protected by a bodyguard**.



Again, you can deal with the problematic bodyguard in a number of ways:

1. Select the dialog option which utilizes the Technical Ability attribute to intimidate the bodyguard and force him to let our characters through.
2. Ask for Kerry's help and steal the staff member's backstage pass.
3. Get to the left room (using your Technical Ability or the emergency staircase). There you will find the Employee Badge (pictured above) that you can show to the bodyguard.



There is also a possibility that you have reached the back of the Riot Club right away. This can happen, for example, if you have unlocked the entrance in the garage. In such an instance, you can skip the step regarding the security guard blocking the door.

Confrontation with the Us Cracks



Upon reaching the dressing room, Kerry will take the initiative and point a gun at a member of the Us Cracks band. **You can act in one of the following ways:**

1. **Calm down Kerry and come to an agreement** (by selecting the first dialogue options) - This option will make Kerry and the Us Cracks band members get along and even agree to release a song together.
2. **Intimidate the Us Cracks and cancel the concert** (by selecting the second dialogue options) - The band members will be forced to cancel the concert, although you will find out that they were not guilty of "stealing" Kerry's song.



The first solution is better because, not only will it lead to the appearance of the Us Cracks in Kerry's next job, but it also allows you to unlock the side job **Every Breath You Take** later in the game. It will be a job connected to Blue Moon, one of the singers from the Us Cracks.

If you choose the option to get along with the Us Cracks, you will be able to take a commemorative photo or selfie. Depending on the ending you chose, leave Riot Club alone or together with Kerry (you can use any exit from the building).

Off the Leash - Kerry

This page of the *Cyberpunk 2077* game guide contains a walkthrough of the **Off the Leash Side Job**. This side job marks the sixth appearance of **Kerry Eurodyne**. From this walkthrough, you will learn how to arrange a meeting with Kerry at the Dark Matter Club and **how to kiss Kerry for the first time**.

Unlocking the quest



How to start the quest: This job is unlocked some time after you complete Kerry's fifth side job - **I Don't Wanna Hear It**. In case you need a reminder, the job involved getting into the Riot Club to confront the Us Cracks band members. You can get this new job regardless of how you behaved towards the Us Cracks and what you did about the "stolen" song.

You have to wait several hours (in-game) for another call from Kerry. As usual, you may consider using the option to skip time to help trigger this call. Kerry will invite V to **the Dark Matter Club in Japantown, Westbrook**. You have to use the VIP entrance showcased in image no. 1. You will encounter a bodyguard, but all you have to do is mention Kerry and you will be allowed to use the elevator. Use it to reach the lounge on the 35th floor of the building.

Meeting with Kerry in the lounge



The scene in the lounge will be different depending on how you behaved in the previous job - **I Don't Wanna Hear It**. If you've made Kerry and the Us Cracks get along, there's going to be a party going on here. You should try squeezing through the crowd to reach Kerry. You can then give any answer to the journalist's question and optionally talk to the Us Cracks band members.

If the previous encounter with the Us Cracks ended on a sour note, then the two groups will remain in conflict and you will meet up with just Kerry.

Conversing with Kerry on the terrace - a potential romance route



Regardless of the course of events in the lounge, Kerry will invite you to the terrace on the 42nd floor and that means you have to use the elevator again.

During the conversation on the balcony, an opportunity to **kiss Kerry** appears and this is part of the **potential romance route with this character**. It is described in more detail in the **Romance** section of our guide, keep in mind that this relationship will **only** occur **if V has a male body type and voice**. Also, the option to kiss Kerry will only appear if you specifically select the options expressing your interest in him during the conversation, as opposed to the options showing disinterest.

Whether you kissed Kerry or not, you will soon have to say goodbye and the quest will be over.

Boat Drinks - Kerry

This page of the *Cyberpunk 2077* game guide provides a walkthrough of the **Boat Drinks** Side Job. This is the seventh and final job in which **Kerry Eurodyne** makes an appearance. From our guide you will learn how to act on the boat and how to **potentially develop your relationship with Kerry** as part of a blooming **romance** with this character.

Unlocking the quest



How to start the quest: This quest is unlocked some time after you complete Kerry's sixth side job - **Off the Leash**. The new job will be made available regardless of whether or not you kissed Kerry on the terrace in the previous quest.

As always, you have to wait about one day (in-game) for Kerry to contact you. If necessary, use the option to skip time or sleep in V's apartment. Kerry will invite your character to the marina and you have to accept his invitation.



The marina you must reach is located in **the Downtown area of the City Center**. The meeting is supposed to take place at 7pm, but you can reach your destination at any time and use the time skip option in the spot indicated by the game. **Kerry is aboard one of the moored yachts**. Get on board and agree to sit next to Kerry. Kerry will set up an autopilot and the boat will sail to open waters.

Scenes aboard the boat - an opportunity to romance Kerry



During the long boat trip you can choose any dialogue options you wish. You can also skip time after the conversation is over to speed up the trip. Ultimately you will find out that the yacht does not belong to Kerry, but to the manager who gave the Us Cracks the rights to his song without his knowledge.

You can behave in two ways - **join Kerry in demolishing the boat or refuse to participate in such an act of vandalism**. It is not a very important choice. If you agree to join Kerry, you can find interactive objects in the cabin and press the interaction button to destroy them.



Kerry will ask V for help at some point and this is another opportunity to **kiss him**. As a reminder, **the romance with Kerry** is only available if your V has a male body type and voice, which we have discussed in more detail in the **Romance** chapter.

If you kissed Kerry, **a sex scene with Kerry** will occur during the destruction of the boat.

Scenes on the beach - the chance to start a relationship Kerry



After you jump in the water, swim towards the shore and wait for Kerry to join you. Sit next to him and wait until the yacht explodes.

If you have met all the previous requirements of the romance, you can **start a relationship with Kerry**, making V and Kerry a couple. Kerry will thus be able to appear in the game's ending. For completing this job and Kerry's entire storyline you will receive the **To Bad Decisions! trophy**.

Endings

List of Endings

Cyberpunk 2077 is a huge game that has different choices, various quests, activities as well as different endings. This page has **a list of all main and additional endings**. We have also included additional information on how to unlock the endings.

The page has major spoilers for the individual endings.

How many endings are there?

Cyberpunk 2077 has five main endings and they differ significantly.

The game also has two **hidden endings**. Unlocking them is not obvious. Also, getting the "good" secret ending is a very big challenge.

Here is a list of all main endings of Cyberpunk 2077:

1. Corpo ending
2. Nomad ending
3. Johnny's ending
4. The worst ending
5. Hidden ending

Getting all endings – is playing the game several times necessary?

Theoretically not, although you have to pay attention to two very important things:

1. **You have to complete all available series of main quests**, specifically those related to Panam and Rogue. If you ignore these quests, you will have fewer endings to choose from.
2. **You have to make a save before reaching the point of no return**, i.e. before you meet certain characters during the main storyline and advance to the finale. After that, you won't be able to go back to other quests.

To sum up - Try to complete all the main quests and then proceed to the game's finale. Create a manual save before the finale and **do not delete it**. This will allow you to load it, go back in the story, and start unlocking another ending. If you do this, you will **see all the endings without replaying the game from the beginning**.

Choosing the ending – when does it happen?

This is the point of no return, which leads to the finale – you won't be able to explore Night City or do other quests.

The point of no return starts when you go to Embers restaurant to meet with Hanako. Do not enter the restaurant until you are prepared for the finale.

V's life path – does it affect the ending?

No. The available main and hidden endings are always the same. The choice of the protagonist's life path does not affect the end of the adventure.

Romances – do they affect the ending?

Yes, but minimal, and only if you make additional efforts. The most important thing is to be in a relationship with someone when you reach the final events of the campaign (see the Romances chapter to check the available characters). V's significant other will act differently depending on the chosen ending. Regardless of which ending you got, the game will take into account that you are in a relationship with someone. Each of these endings will differ from an identical ending for V who is a single.

Play time – how soon can I watch the ending?

If you want to **finish the game as soon as possible**, you should be able to watch the ending after **about 20 hours**. However, you must be aware that you won't be able to choose between all endings – only those that do not require additional preparation.

If you want **to be able to choose between all the endings**, you will have to spend **about 35-40 hours** with the game. This is a recommended way to beat the game, as it will allow you to see the available endings without repeating the whole campaign.

The above time is for a playthrough in which you focus on the main quests and ignore the majority of the additional content. If you want to finish *Cyberpunk 2077* in 100%, this time will be significantly extended. It is highly probable that you will spend over 100 hours with the game. For more information about the game's, go to the Game length chapter.

List of Cyberpunk 2077 endings – SPOILERS

The choice is made **shortly after reaching Embers restaurant and talking to Hanako**. V must then return to **Victor's clinic**. You will have **an important conversation with Misty**. You choose the ending during the meeting with Misty. Below you will find information about the different endings:

The main ending 1 – V allies with Arasaka Corporation.

You can unlock it without doing any other story quests. The hero accepts Hanako's proposal and sides with the corporation.

The main ending 2 – V commits suicide.

This is of course the most pessimistic ending and does not require any prior preparation. After meeting with Misty in the finale, the hero can destroy the pills and thus commit suicide. It is also the quickest ending, as it does not contain any additional scenes.

The main ending 3 – V leaves Night City with Nomads but without Silverhand.

You can unlock this ending if you complete all of Panam's or Rogue's quests or if you meet the requirements to unlock the secret endings. V leaves the city with Nomads and Johnny remains in cyberspace.

The main ending 4 – V stays in Night City without Silverhand.

You can unlock this ending if you complete all of Panam's or Rogue's quests or if you meet the requirements to unlock the secret endings. V stays in the city and Johnny remains in cyberspace.

The main ending 5 – V let's Silverhand overtake the body and remains in cyberspace.

You can unlock this ending if you complete all of Panam's or Rogue's quests or if you meet the requirements to unlock the secret endings. Johnny takes control of the hero's body, while V remains in cyberspace.

Hidden ending 1 and 2 – Attack the Arasaka Tower alone

Hidden endings can be unlocked if you will wait long with making a decision after talking to Misty. Johnny will talk to you and share his plan of attacking the Arasaka Tower without any support. This can lead to two different endings:

1. **V manages to attack Arasaka Tower** – You will see the good hidden ending. It is worth noting that winning all the fights in the tower is very difficult.
2. **V dies during the attack on the Arasaka Tower** - You will see the bad hidden ending. It will happen if your V dies during any of the fights. **The game does not allow you to load any checkpoint from the tower attack.** You can, however, make a manual save just before Johnny presents you with his plan.

Corporate Ending

From this page you will find out what the ending of *Cyberpunk 2077* looks like if you decided to help Hanako and chose to cooperate with the Arasaka Corporation.

After V helps Hanako in the implementation of the plan to recover Arasaka Tower from Yorinobu, the Emperor's daughter keeps her word and agrees to help remove the biochip. V leaves Hanako with her brother, and goes to the elevator with Hellman. There, he once again loses consciousness.

Where is My Mind?



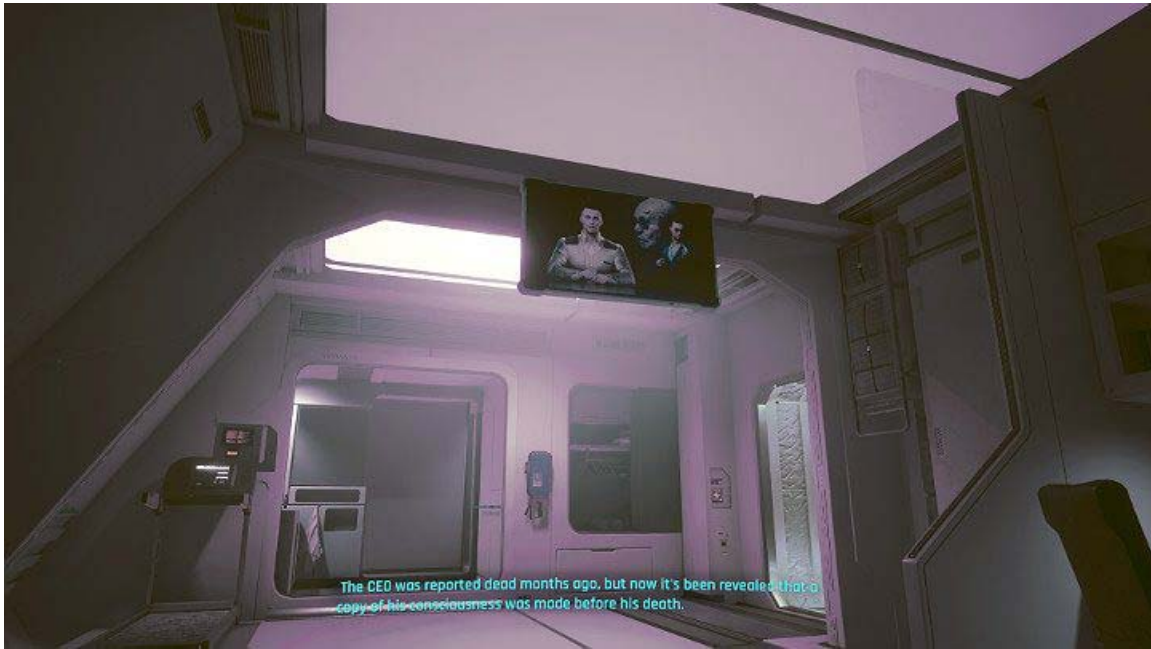
V is transferred to the Arasaka Research Space Station where the best neurosurgeons will attempt to remove the biochip from their head. During the operation you have one last chance to talk to Johnny Silverhand, who is about to cease to exist.



After the conversation with Johnny, you will wake up in the operating room. Unfortunately, no one will want to give you any information about how the surgery went and what impact it had on V's personality. You will be escorted to a room by one of the guards.



From time to time V will undergo various tests to check their physical and mental fitness. This sequence will be repeated many times, and each time you ask about V's condition, you will not get any answer.



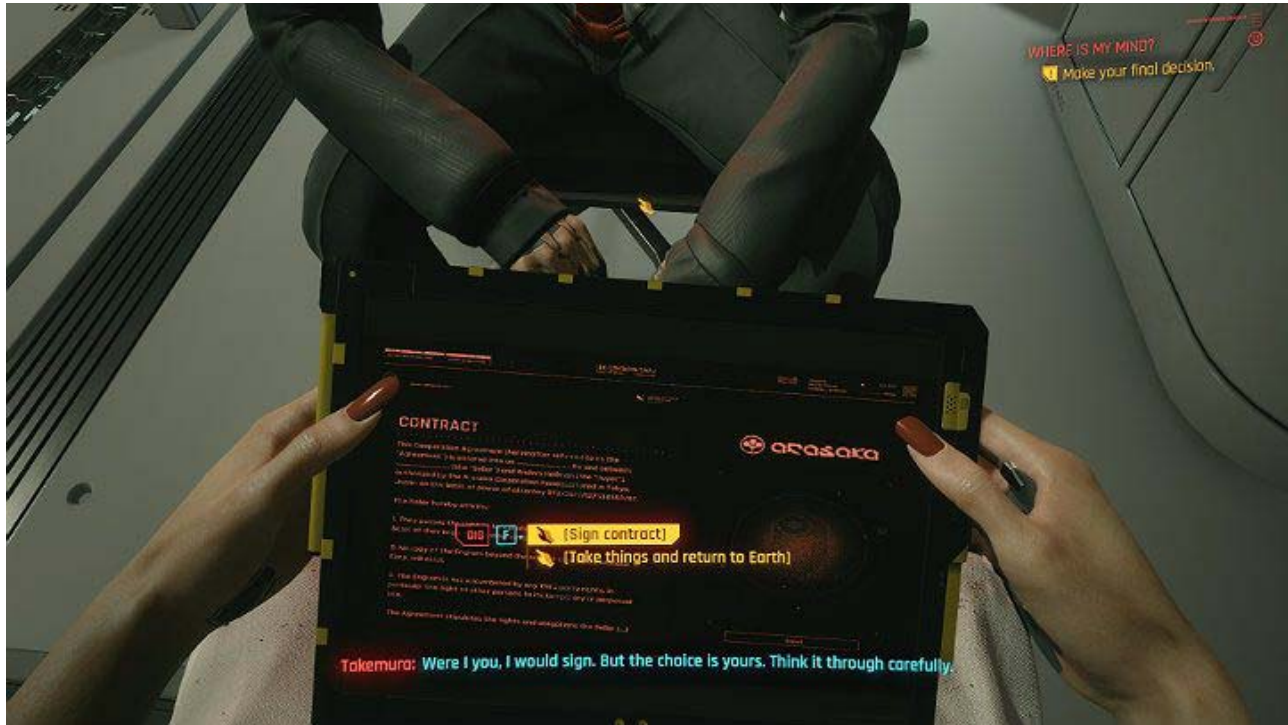
From TV broadcasts you will learn that Yorinobu was indeed punished for his actions. The Arasaka Company used his body to bring back to life the late Emperor Saburo. The man once again became the head of the corporation.



At some point you will be able to call your friends. This choice is completely optional, of course. After some time a representative of Arasaka will appear in the room. If you have saved Takemura during the *Search and Destroy* Main Job, he will be the one to visit you. If not, you will be greeted by Anders Hellman.

No matter which man appears in the room, he won't have good news for you. Unfortunately, the surgery did not have the expected results - the Relic was removed, but too much damage was done as a result. V has only a few weeks left to live and Arasaka offers to store their personality in a Mikoshi construct until a suitable donor is found.

Immediate transfer of V's personality to another body is out of the question because the biochip has caused terrible havoc V's body and as of this time it will not be possible to find the right body to receive the transplant. How long will it take? It's impossible to tell.



V is not convinced about this solution claiming that the Arasaka Company wants to trap him in a construct and gain the right to do whatever they want with him. That is why Hanako made sure that a special contract was written up to protect V from such an eventuality.

You sign the contract with Arasaka

You agree to Arasaka's proposal. You sign the contract and say you don't want to die. You then go to the operating room at the space station and sit in the chair and Arasaka's neurosurgeons will perform the procedure.



You do not sign the contract with Arasaka

You do not agree with the proposal made by Arasaka, claiming that you have come to terms with your fate. You pack your things and go back to Earth where you will spend the last weeks of life.



Nomad ending

On this page, you will find out what the ending of *Cyberpunk 2077* looks like if you decided to side with Panama and the Aldecaldos clan.

V asks Panam and the whole Aldecaldos clan for help in getting to Mikoshi - the place where personalities are kept. V hopes that with the help of Alt Cunningham, he will manage to get Relica out of his head and separate his and Johnny's personalities.

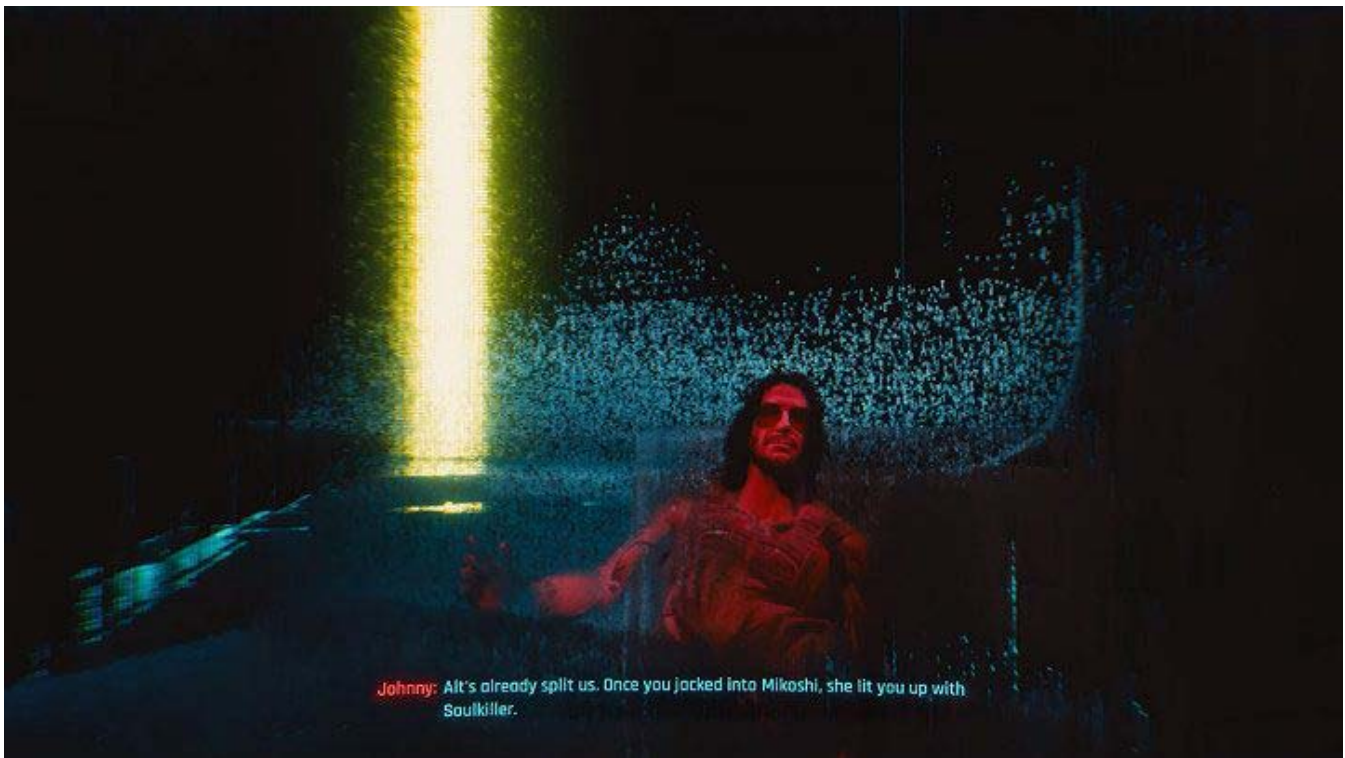
Changes



After you connect to the Mikoshi access point, you will lose consciousness and find yourself on the familiar roof above Viktor's clinic. Pick up the necklace with a bullet, which lies on the wall.



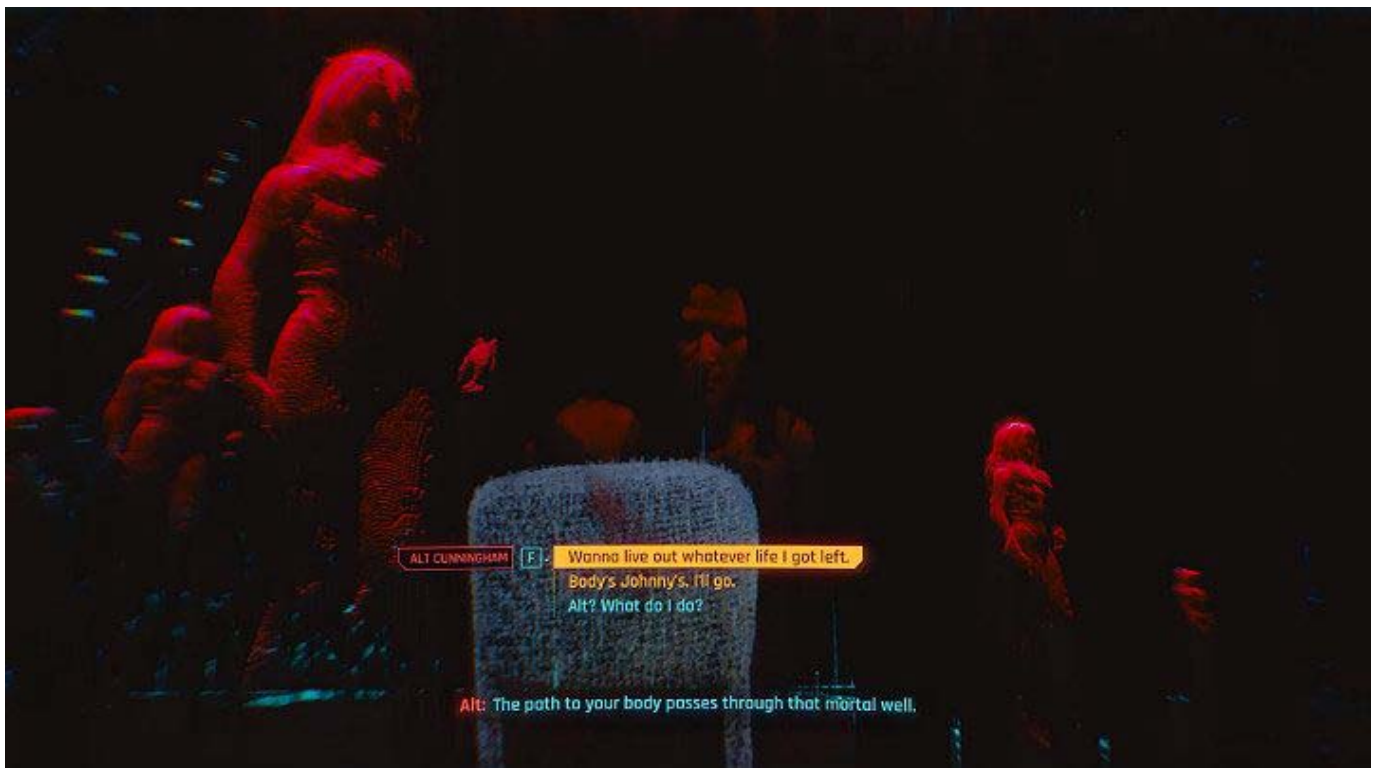
If you sent Jackie's body to Viktor's clinic in *The Heist* mission, you would witness a slightly different scene. When you get on the roof, Jackie will be waiting for you there. You can exchange a few words with him, but Jackie's engram is not fully functional because Soullkiller was used on him after death. Jackie will not recognize you and will keep talking about the same thing.



After a while, you will appear in Cyberspace and have the opportunity to meet with Johnny and Alt. As it turns out, Alt used Soullkiller and managed to separate V and Silverhand's personalities when V connected to Mikoshi. Now he is only an engram.



Once it seems that everything went well, Alt has bad news. She forgot that V's body is also a factor, and because of the changes by Relic, drugs, and the weakened immune system, she will not be able to stabilize V's condition, and they will die shortly after copying their personality. V's body no longer belongs to him but Silverhand.



According to Alt, V is estimated to live about half a year. You can now make an important decision that will affect the ending of *Cyberpunk 2077*.

Cross the bridge - New Dawn Fades



You go deep into Cyberspace, letting Johnny stay in V's body. Once you make this decision, you will lose contact with your body forever.



After a short while, Johnny Silverhand in V's body will wake up in one of the Night City buildings. He gets up, checks the messages in the journal, and finds the most important one from the Delivery System.



He goes to the living room, takes the bus ticket from the table, a small bag from the couch, and leaves the apartment. He rings the doorbell next door and asks his neighbor, Steve, for a ride to the Time Machine music store.



In the store, the salesman offers one of the cheaper guitar models, but Johnny is looking for something special - a real electric guitar. When he suggests that he can pay a lot for such equipment, the seller invites him to the back room. Johnny chooses one of the two guitars, pays, and leaves the store. In his car, he asks Steve for a ride to the cemetery.

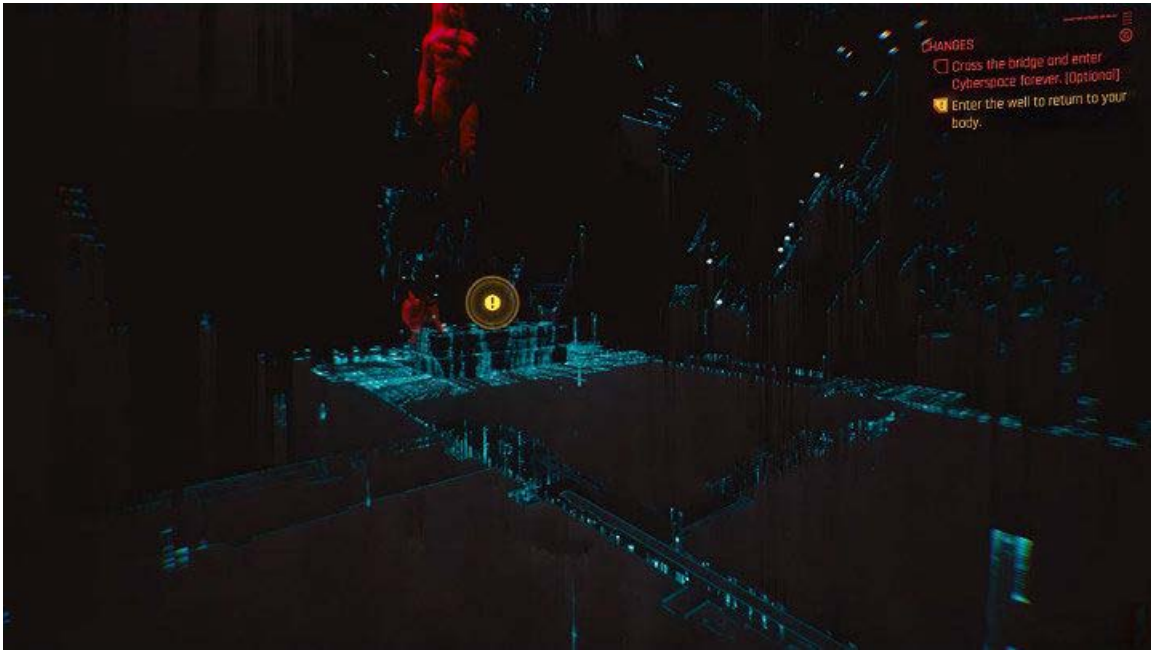


Johnny gets off in front of the cemetery and asks the man to wait for him in his car. Then he checks the columbarium plan, pays a small fee, and goes to the appropriate niche. He finds the V gravestone, opens it, and places a memento inside - his necklace with a bullet.



Johnny leaves the columbarium, thanks Steve for his help, and sends him home. He goes to the bus stop on the other side, validates his ticket, takes a seat, and leaves the Night City.

Enter the well - All Along the Watchtower



You return to your body to live the last months of your life. Johnny is sent deep into Cyberspace, behind Blackwall, to become part of Alt Cunningham's code.



After a short while, V will appear at the viewing point at the dam and have a chance to talk to Panam. It seems that V and Panam, together with the entire Aldecaldos clan, want to start a whole new life in Arizona, away from the Night City. Panam will leave V alone and enter the car, and after a short while, they join her.

When Panam and V are leaving for the Aldecaldos collection point, Panam will change the radio station to the news. The person conducting the program, citing the words of Yorinobu Arasaka, informs that one of the victims of the attack on Arasaka Tower was Hanako. Apparently, Yorinobu seized power in the corporation when V decided not to cooperate with the daughter of the late Emperor, Saburo.



In Camp Aldecaldos, V, Panam, Saul, and Mitch discuss the plan. The official border is out of the question, so you will have to use an alternative option - the old smuggling tunnel. V takes control of Basilisk, and Panamas is on the support, and together they follow the nomads towards the tunnel.



Just before the border, they fly into a sandstorm and are discovered by MiliTech drones. They ignore the warning and the enemy fire and fly straight to the place. Panam turns on the afterburner, and the nomads safely fly into the old smuggling tunnel. That way, they leave the borders of Night City and have a chance to start a new life. After a short cutscene, the final subtitles will appear on the screen.

Johnny's ending

From this page, you will find out what the ending of *Cyberpunk 2077* looks like if you decided to give Johnny control so that he can work with Rogue.

V gives Johnny control of their own body and allows him to act. Silverhand visits an old friend of his, Rogue, to ask her to help save V's life. Rogue agrees and develops a plan to enable them to enter the Arasaka Tower and then Mikoshi. Not everything went according to plan, but the goal was achieved.

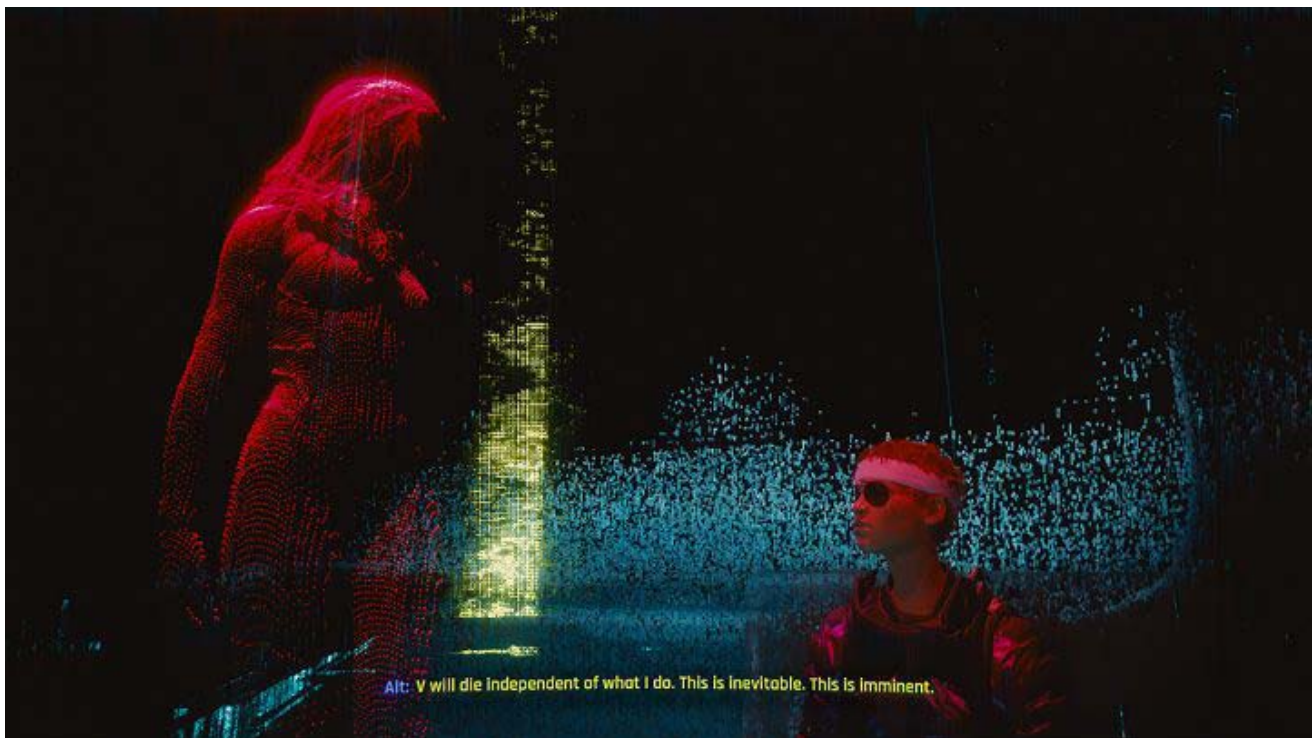
Changes



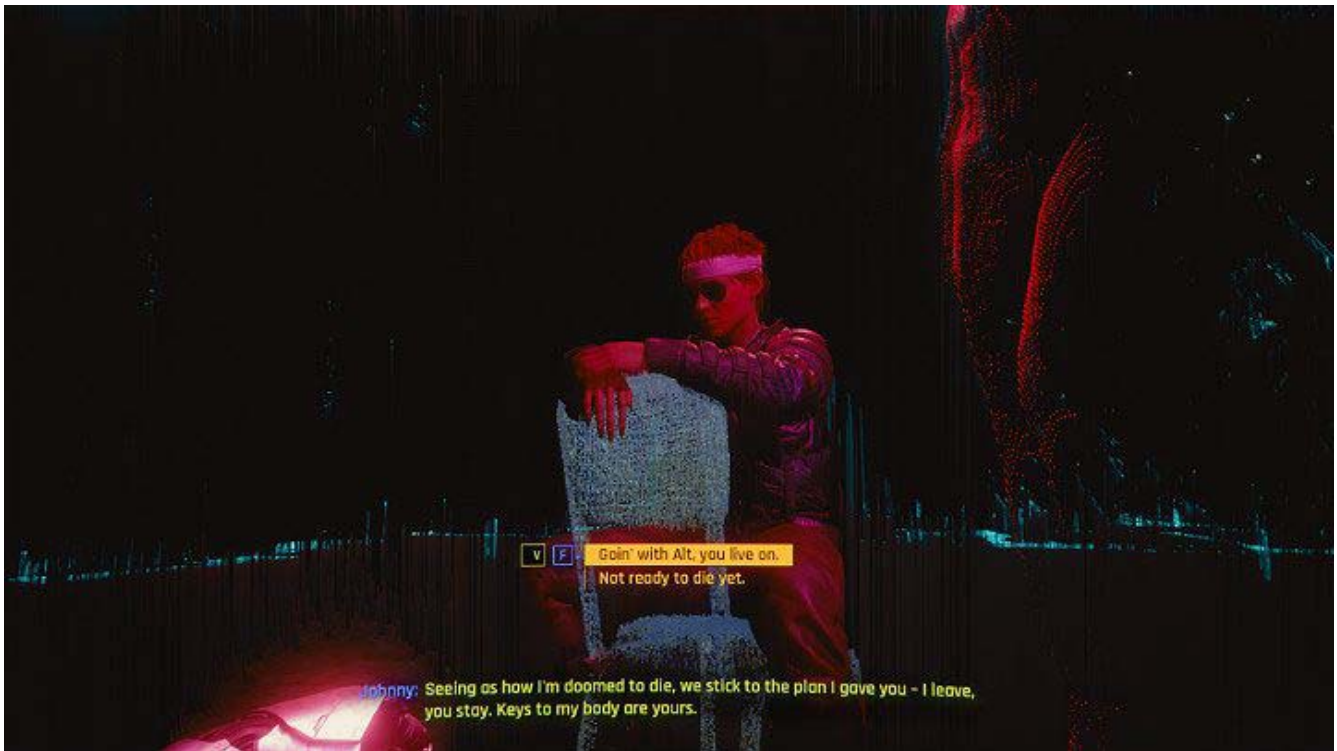
After you connect to the Mikoshi access point, you will lose consciousness and find yourself on the familiar roof above Viktor's clinic. Pick up the necklace with a bullet, which lies on the wall.



After a while, you will appear in Cyberspace and have the opportunity to meet with V and Alt. As it turns out, Alt used Soullkiller and managed to separate V and Silverhand's personalities when Johnny connected to Mikoshi. Now they are both engrams. V worries that the construct transfer to their body is about to begin and wonders if they would survive.

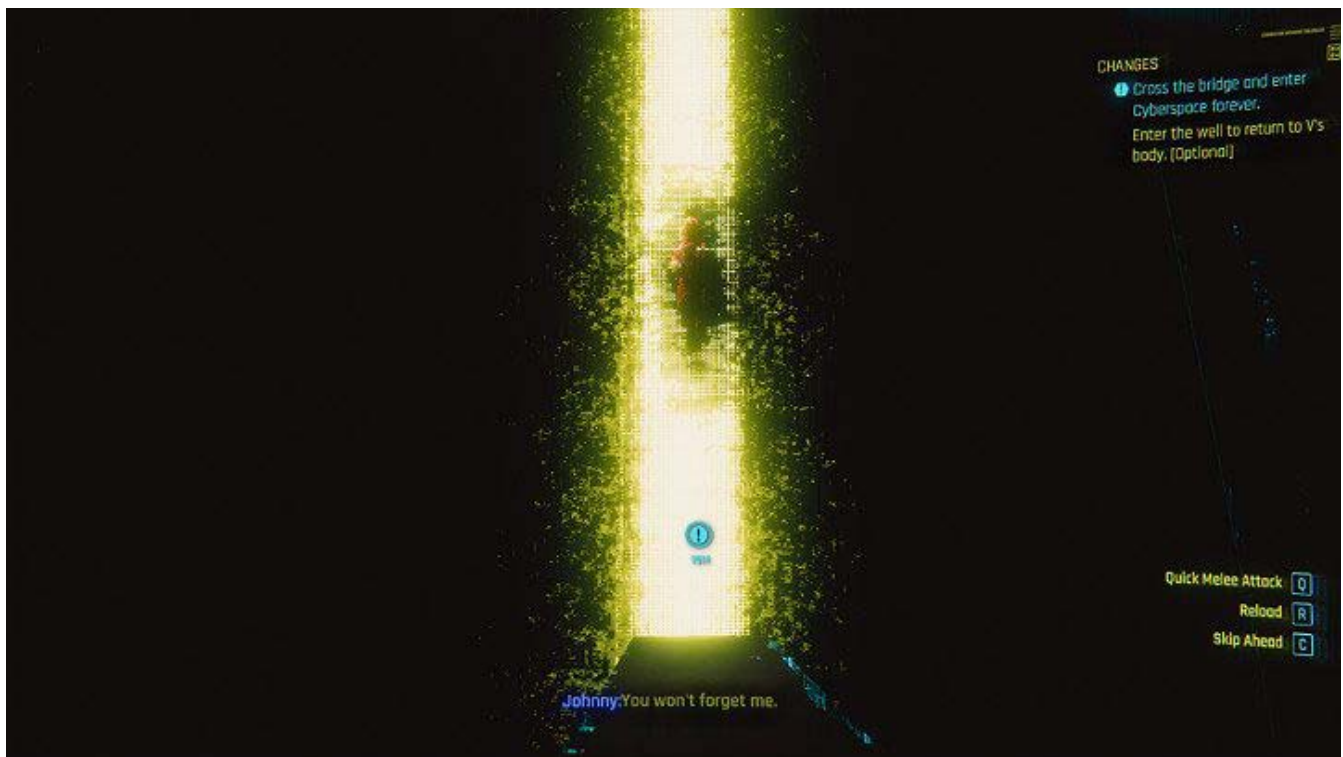


Once it seems that everything went as it should, Alt will suddenly appear with some bad news. She forgot that V's body is also a factor, and because of the changes by Relic, drugs, and the weakened immune system, she will not be able to stabilize V's condition, and they will die shortly after copying their personality. Body V no longer belongs to them, but Silverhand and his engram would be accepted without hindrance.



Because Johnny still has full control of V's body, he can do what he thinks is right with it. You can now make an important decision that will affect the ending of *Cyberpunk 2077*.

V returns to his body - Path of Glory



Johnny lets V return to their own body and leaves with Alt to Cyberspace behind Blackwall and becomes part of its code.



After a short while, V wakes up in one of the apartments in Night City. They get out of bed, go to the shower, dress, and checks her calendar.



They go downstairs to the lower floor of the apartment. If they have had an affair before, they will meet his beloved one here. V became a legend of Night City and the new King of Afterlife. When their beloved urges him to leave Night City and leave it all behind, V says they can't leave this place because they have one more important task to complete.



V goes out to the garden, where the AV sent by Delamain is waiting for him. During the flight, V exchanges a few sentences with the AI, and after a short while lands on the roof of Afterlife. They enter the elevator and go straight to the club to meet the client.



They go to a private lodge, where the previously mentioned client, Mr. Blue Eyes, is waiting. The man informs V that everything goes their way so V can implement their plan and provide them with data of all clients of the orbital casino called Crystal Palace.



After a short while, you will move to the view from the liberation point L1 Earth-Moon, a space near the Crystal Palace. V activates the autopilot, talks to the client for the last time, then takes the gun, puts the helmet on, and goes to the lock.



V will activate the decompression process and then open the gates, push away from the vehicle and go into space. You will see a view of the orbital casino Crystal Palace.



At some point, the V suit will become unsealed, and air will escape from the helmet. After a while, final subtitles will appear on the screen.

Johnny returns to V's body - New Dawn Fades

You send a V's engram deep into Cyberspace, and Johnny goes back to his body in Mikoshi. When you make this decision, V will lose contact with their body forever.



After a short while, Johnny Silverhand in V's body will wake up in one of the Night City buildings. He gets up, checks the messages in the journal, and finds the most important one from the Delivery System.



He goes to the living room, takes the bus ticket from the table, a small bag from the couch, and leaves the apartment. He rings the doorbell next door and asks his neighbor, Steve, for a ride to the Time Machine music store.



In the store, the salesman offers one of the cheaper guitar models, but Johnny is looking for something special - a real electric guitar. When he suggests that he can pay a lot for such equipment, the seller invites him to the back room. Johnny chooses one of the two guitars, pays, and leaves the store. In his car, he asks Steve for a ride to the cemetery.



Johnny gets off in front of the cemetery and asks the man to wait for him in his car. Then he checks the columbarium plan, pays a small fee, and goes to the appropriate niche. He finds the V gravestone, opens it, and places a memento inside - his necklace with a bullet.



After a while, he turns around, finds Rogue's tombstone, and leaves in it his friend's gun, which she dropped during the fight with Adam Smasher.



Johnny leaves the columbarium, thanks Steve for his help, and sends him home. He goes to the bus stop on the other side, validates his ticket, takes a seat, and leaves the Night City.

The worst ending

On this page you will find out what the end of *Cyberpunk 2077* looks like if you have decided on the "simplest" solution while on the roof of one of Night City buildings.

After meeting with Hanako in Embers, V once again loses consciousness. He only wakes up in Viktor's clinic when the situation has already been calmed down and life functions have been restored. As it turns out, V got here with the help of Johnny, who temporarily took control of him.



Viktor asks V to take matters into his own hands and points to a small table with two potential solutions: Johnny's blocking tablets and a gun. When you leave the clinic, Misty is waiting for you. Wishing to help, she will take V over the roof of one of the nearby buildings so that he can reflect on his future fate in peace.



During the conversation with Johnny, you can decide to think about the situation. You will then look at your hand squeezing the pills tightly and you will get an additional opportunity to conduct a dialogue: *you already know what to do.*



The pills will be thrown off the roof of the building and V will look at the weapon he received from Viktor. As he states himself, this is the cleanest and least bloody option. He will not have to put the health and life of his friends at risk.



There will be a short but very frank conversation between V and Johnny in which they both agree that they have learned something from each other. To V's surprise, Silverhand will not argue and will accept this decision. After a while, the camera view will move over the Night City and you will hear a single shot in the distance. There will be no additional mission as in the case of other endings, and the final subtitles will appear on the screen.

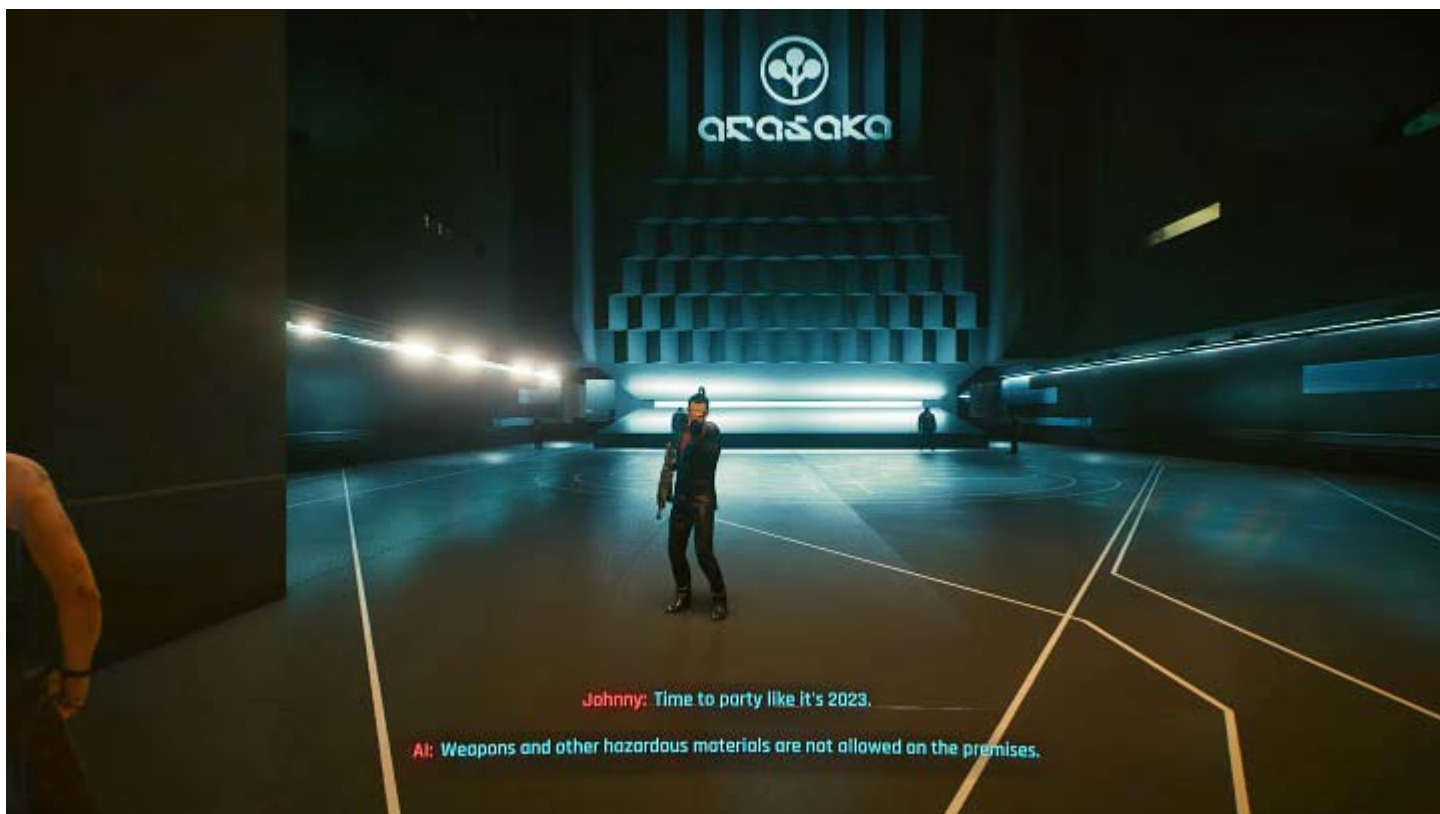
Hidden Ending

From this page, you'll learn what the *Cyberpunk 2077* finale is like after unlocking a special hidden ending.

V decides not to endanger his friends and goes on a seemingly suicidal mission to Arasaka Tower with Johnny. The purpose of the trip to the tower is, of course, the access point to Mikoshi.

Don't Fear The Reaper

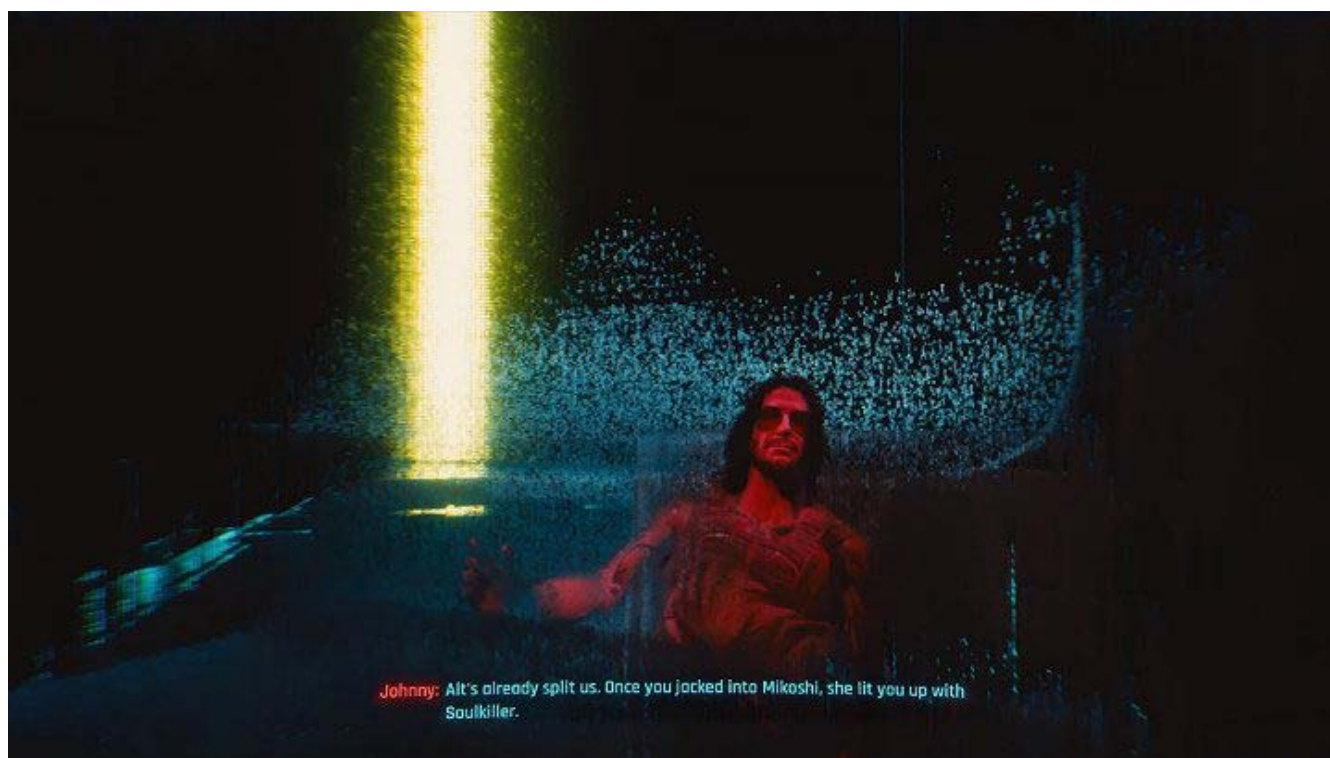
The secret ending of *Cyberpunk 2077* will be the most difficult challenge you will face during the game. It should also be noted here that **you only have one approach to complete this task**. If you die on the way to Mikoshi, the end credits will appear on the screen.



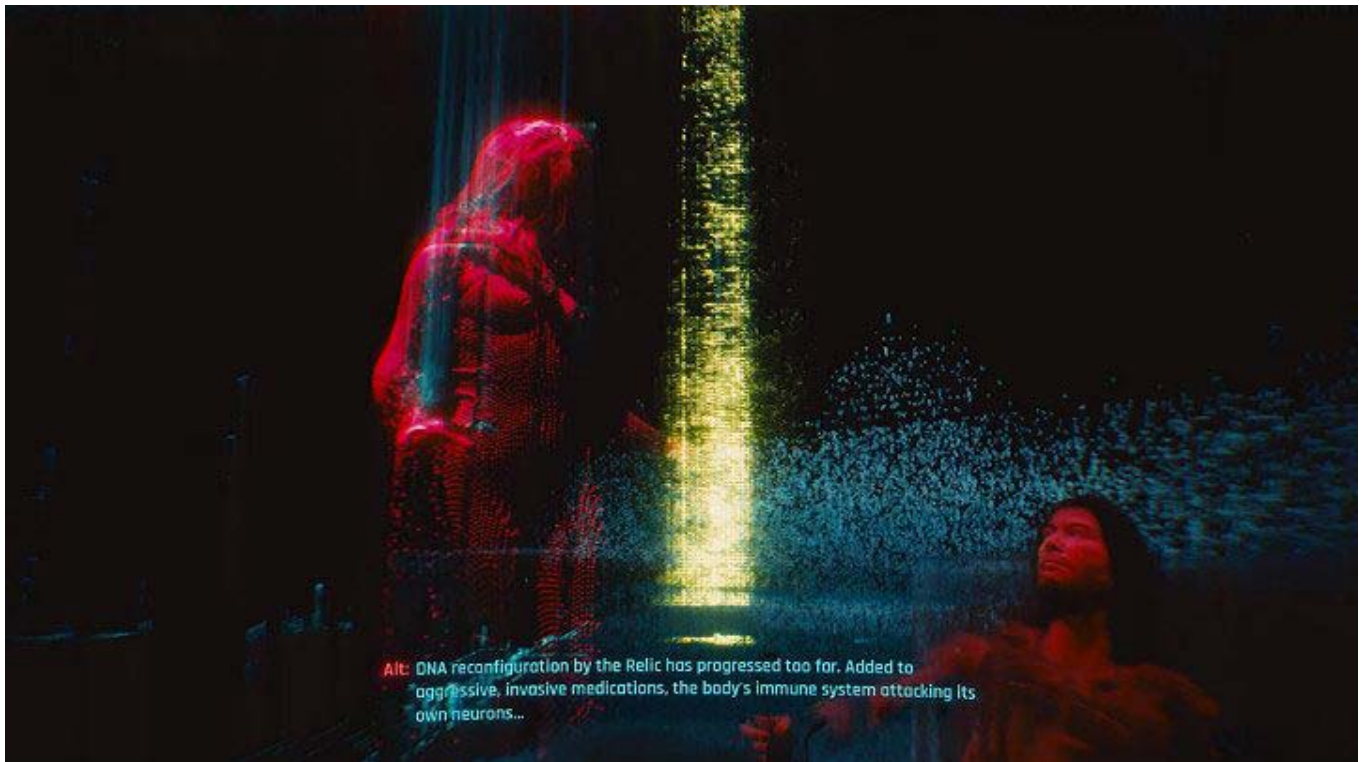
On each floor of Arasaka Tower, you will face high-level, well-armed opponents, so it's worth preparing yourself, get the highest possible experience level, invest in high-quality equipment, cyberware, and modifications.



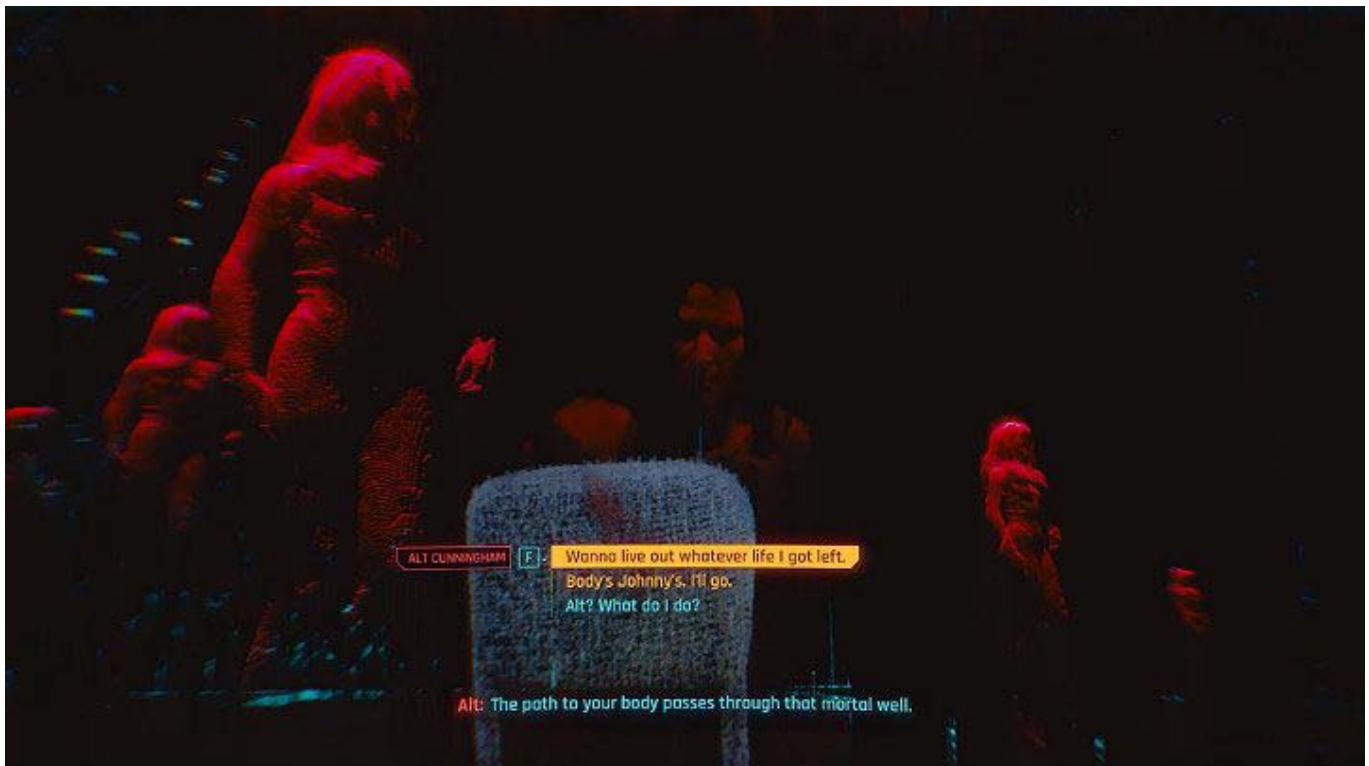
The main goal of the trip to Arasaka Tower is, of course, Mikoshi. Before you get there, you'll have to face Johnny Silverhand's greatest enemy - Adam Smasher. A detailed description of the battle with boss Adam Smasher and many tips related to the fight can be found on a separate page of our guide, in the chapter Bosses.



After connecting to Mikoshi, you will appear in Cyberspace and have the opportunity to meet Johnny and Alt. As it turns out, Alt used Soullkiller and managed to separate V and Silverhand's personalities when V connected to Mikoshi. Now he is only an engram.



Once it seems that everything went well, Alt has bad news. She forgot that V's body is also a factor, and because of the changes by Relic, drugs, and the weakened immune system, she will not be able to stabilize V's condition, and they will die shortly after copying their personality. V's body no longer belongs to him but Silverhand.



According to Alt, V is estimated to live about half a year. You can now make a crucial decision that will affect the ending of *Cyberpunk 2077* - let Johnny stay in V's body or return to the body as V and live out your final months in Night City.

The hidden ending - the differences



Letting Johnny take over V's body will unlock the *New Dawn Fades* ending, which will be no different than the Nomad ending. Johnny will pay tribute to V and leave Night City.



You'll see the biggest (and only) difference when V returns to their body, in the mission *Path of Glory*. **V becomes the head of the Afterlife, and when you go to the club to meet a client, Rogue will be waiting for you at the bar** (in Johnny's ending, events unfolded differently).



The rest of this ending is the same. V meets with a client named Mr. Blye Eyes, and then the action switch to the L1 Earth-Moon libration point, outer space near the Crystal Palace. V activates autopilot and go into space.

Important choices

List of all important choices

This page of the *Cyberpunk 2077* guide explains the important choices and their consequences. We have also included a detailed list of all the important choices made during the game.

Besides developing the main character and equipping them with new gear, *Cyberpunk 2077* also lets players to make important choices during certain quests. **The choices that are important to the plot as well as their consequences are described on separate pages.**

Act 1

1. Flathead - how to deal with Maelstrom?
2. Evelyn Parker's plan - tell Dex or not?
3. Jackie - where to take him?

Act 2

1. Interrogating Woodman - how to talk to him?
2. Takemura's reconnaissance - is it worth doing?
3. Oda - kill or save?
4. Takemura - is he worth saving or not?
5. NetWatch or Voodoo Boys - who to choose?

Act 1

Flathead - how to deal with Maelstrom?

On this page of the *Cyberpunk 2077* guide, you will find a description of all the important choices made during The Pickup quest.

Maelstrom stole a prototype Flathead combat robot from Militech. The gang leader with whom Dex had a deal was replaced by another man, Royce, who may not be willing to keep the word given by his predecessor. As if that were not enough, one of Militech's corporate agents is looking for the robot on her own to find the device before her bosses find out she lost it. You have to decide how you want to get the robot back and which side of the conflict to take.

Meredith Stout - call her or not?

At the very beginning of the task, Dex will give you an optional solution, with participation of Meredith Stout - Militech's agent. When you call her, the woman will agree to a meeting in the storm drain at Skyline Drive.



As soon as you try to say hello to Meredith, her bodyguard will rough you up. V will be stunned and then connected to a probe. Meredith will start asking questions, and when you lie she will know about it. The dialogue options available at this stage of the game may look different, depending on the origin of your character. **Meredith wants you to pay for Flathead with a Militech card. There is, however, a problem - the credchip is infected by a virus.**

You will find out about this only if your character has the Corporate life path. Otherwise, you won't have this dialogue option. However, you can still hack the chip and get rid of the malicious virus.

How to solve the problem with Flathead?



You can get Flathead in several different ways that differ slightly from each other. You can side with the Malestrom gang, help Meredith Stout or Anthony Gilchrist, and even solve the problem yourself.

You sided with Maelstrom

If you want to take Malestrom's side, pay with the card from Meredith and warn Royce that Militech is sitting on his tail and that the chip you paid with is infected. One of the gang leader's thugs will confirm V's words.



Militech will storm the warehouse and Dum Dum will want to help you escape, leading you to a service shaft. **All gang members will be on your side and will provide support in the fight against Militech.**

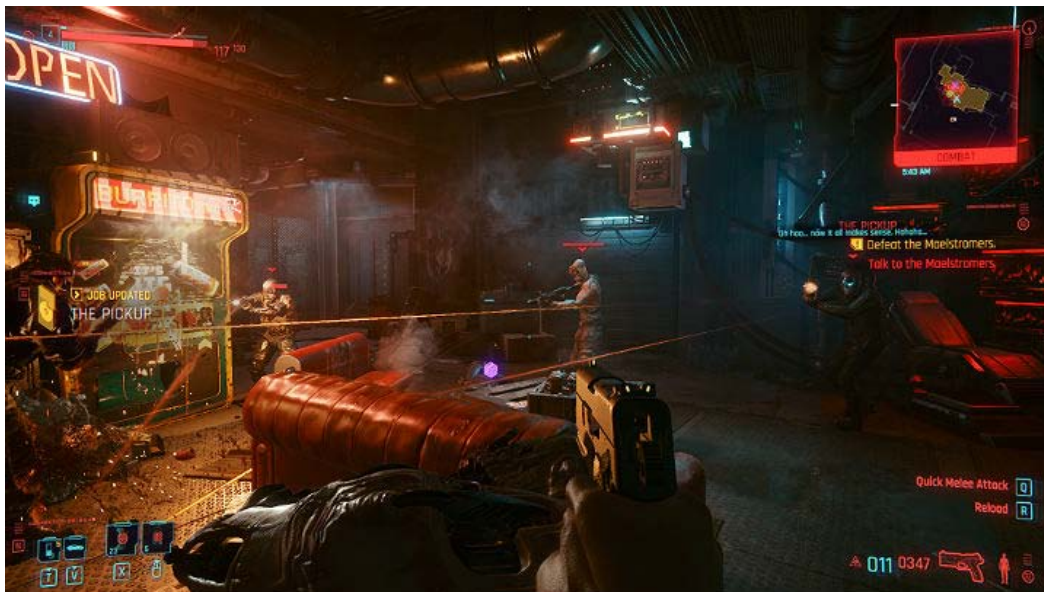


Anthony Gilchrist will be waiting for you outside. **The man says that if you had sided with Meredith Stout, he would end up dead.** He will let you free. Meredith will no longer interfere in Militech's affairs because her time is over.

You sided with Meredith Stout

If you want to take Militech's side and help out Meredith Stout, you can solve the issues with the Maelstrom gang in several ways.

1. You don't cut in when Dum Dum tells Jackie to sit down, a fight with the gang members will break out, and Militech will mix in;
2. You start shooting in All Foods warehouse (Maelstrom won't show you Flathead, but you will find it in the storage, next to the room where you would talk to gang members);
3. You pay with Militech's infected chip;
4. You overpower Royce during the conversation or shoot him in the head.



Attacking the Maelstrom is connected with a shootout and escaping through the service shaft. **All members of the Maelstrom gang will be hostile towards you** – eliminate them to get to the exit.



When you go outside, Meredith Stout will be waiting for you. The woman will say that she likes the way you solve problems and will express her willingness to continue working together. V will not be convinced.

You don't get Militech involved



If you have not called Meredith Stout and do not have enough of your own money to pay for Flathead (peaceful solution), you will be forced to start fighting Maelstrom. Militech won't support you in the fights in All Foods warehouses – you can rely only on your and Jackie's skills.

Royce - kill him during the negotiations or not?



If you lead to a conflict with Maelstrom and don't kill Royce during the negotiations, he will disappear. Royce will appear later as an optional boss.

The battle with Royce is described in detail on a separate page of our guide, in the chapter titled Bosses.

Evelyn Parker's plan - tell Dex or not?

This page of the *Cyberpunk 2077* guide has a description of an important choice you will have to make in The Heist quest.

Dexter DeShawn got an order to steal a prototype Flathead robot. The client is Evelyn Parker. At some point, she proposes V a different offer - make Dexter disappear and share the money equally.



Before you start the briefing, Dex will have one question for V - how did the meeting with Evelyn Parker go? This is the moment in which you can tell the man that Evelyn is planning to betray him.

1. **Pretty well. Saw Konpeki Plaza from the inside:** you are talking about a recording from the inside of Yorinobu Arasaka's apartment that you saw at Lizzie's. If you choose this option, you won't convince Dex. He will ask you again if there is anything more behind it. You can stick to Evelyn's plan (eliminating Dex), make the fixer start to worry, or tell him the truth (Yes. She says we don't need you). You will learn that you can get around 35% of the shares;
2. **Not bad. But She wants to cut you loose:** if you say what Evelyn is planning, Dex will later increase your profit to 40%.

Jackie - where to take him?

This page of the *Cyberpunk 2077* guide has a description of an important choice you will have to make in The Heist quest.

V, Jackie and T-Bug manage to get the Relic (biochip) but for a huge price. T-Bug was tracked during the action and Jackie got killed. Before you go to Dexter DeShawn, you need to decide what will happen with Jackie's body.



1. **Nowhere. Wait here for me:** you will unlock an additional side job called *Heroes*.
2. **Take him home, to his family:** you will unlock an additional side job *Heroes*.
3. **Take him to Vik Vektor's clinic:** you will unlock additional dialogues and scenes related to Jackie in one of *the later main quests*. You won't be able to get the *Heroes* side quest but you will receive messages from Jackie's mother and keys to his motorcycle.

Can you save him?



Unfortunately, you can't do anything to save Jackie's life. Regardless of your character's skills or the dialog options you chose, the ending will always be the same - Jackie won't make it.

Act 2

Interrogating Woodman - how to talk to him?

On this page of the *Cyberpunk 2077* game guide, you will find a description of an important choice you will have to make in the *Automatic Love* quest.

V goes to the Clouds club to find out what happened to Evelyn Parker. After talking to one of the dolls, checking Evelyn's room, and searching the VIP floor, you have enough information to confront the club owner. The conversation with Woodman has many scenarios and can end in two ways: peacefully or brutally. If you have triggered an alarm while searching the VIP floor, you will not be able to make a deal with Woodman.

If you talk with Woodman and leave him alive, you may find him later while performing the *Ex-Factor* quest.

Make a deal with Woodman



If your character has a high Intelligence attribute, if you have previously examined booth number 11 and/or read the messages from the computer in the control room, you can make an agreement with the club boss. Use the proper dialogue options.

1. You look like a reasonable man, let's make a deal. Looks like you've got a netrunner problem (at least 7 points of intelligence is required). It will lead to option: Tit for tat- only if you help me.
2. I'll pay for info.
3. You see only Tyger Claws. Got no idea who's behind them (exclusive Corpo option).

Once you have reached an agreement, Woodman will reveal all relevant information to you and will activate the elevator, which is located in the hallway to the left of the office exit. **If you have used your Technical Abilities, remember to tell Woodman the information you promised, to avoid conflict.**

Intimidate Woodman

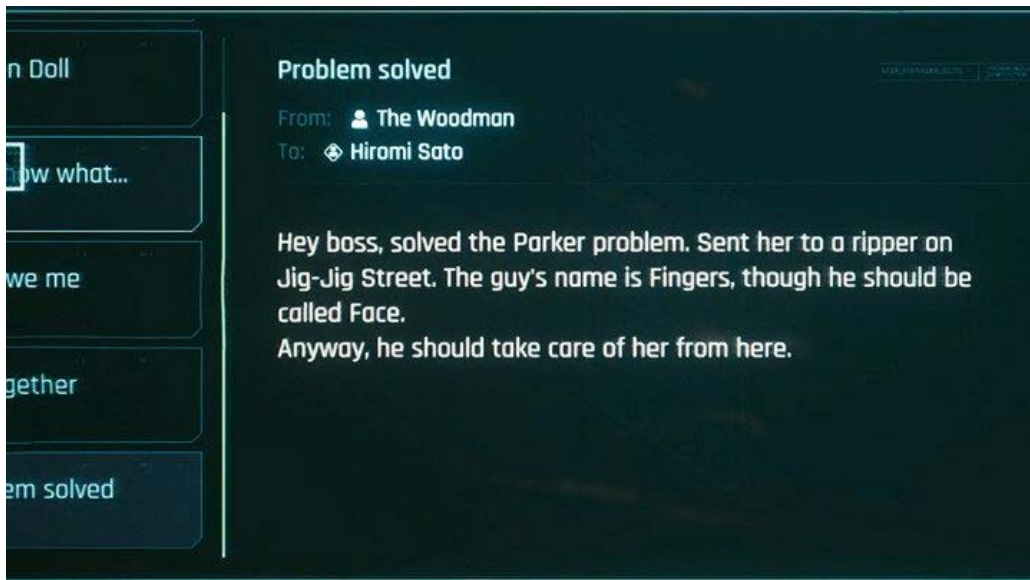


You can intimidate the boss if you've watched the hologram from Evelyn Parker's booth, completed a side job *I Fought the Law* and/or *Monster Hunt*, or use non-aggressive dialogue options, such as:

1. One way or another, I'll find out;
2. Let's not make this harder than it has to be;
3. Your bosses should know how you treat customers.

When you intimidate Woodman, you will receive the necessary information and he will activate the elevator, which is located in the hallway to the left of the office exit.

Kill Woodman



If you have entered the club by force or want to get rid of the boss, you will have to fight Woodman. A man will attack the moment you cross the threshold of his office. **When you kill him, search his computer to get the information you need that you couldn't find otherwise.**

Takemura's Reconnaissance - is it worth going with him?

On this page of the *Cyberpunk 2077* game guide, you will find a description of an important choice you will have to make in the *Gimme Danger* quest.

Takemura has come up with a crazy idea and wants to get to Hanako during the upcoming parade in honor of her dead father, Saburo. For the plan to succeed, you need to get to Arasaka Industrial Park and hack the Hanako platform.



Before the action, Takemura wants to go for reconnaissance, and you can make an important decision at this point.

1. **You don't know the city. Lemme help.** You go with Takemura for reconnaissance, which will give you some profits.
2. **Ok, you handle that:** you let Takemura take care of it and move on to the point where you need to get to Arasaka Industrial Park.

Reconnaissance with Takemura - benefits



Joining Takemura at Arasaka Industrial Park will allow you to learn about the weak points of the building. There, you will have an **honest conversation that will cement Takemura's friendship with V, which will have a significant impact on their further dialogues, as well as one of the endings of Cyberpunk 2077.**



Moreover, if in *The Heist mission*, you decided to take Jackie's body to Viktor's clinic, Takemura will share important information about the dead friend. When Takemura followed V, other corporate employees intercepted Jackie's body. **Arasaka wants to use Soukiller to extract information from Wells and create an engram from it.**

Oda - kill or save?

On this page of the *Cyberpunk 2077* game guide, you will find a description of an important choice you will have to make in the *Play It Safe* quest.

Before Takemura can meet with Hanako, V must neutralize the enemy snipers and a hacker. When you reach the netrunner, Arasaki, and cut her off from the system, Oda will stand in your way. **Once you defeat him, you will be able to decide what will happen to him.**

If you accept Takemura's request and save Ode, he will appear in one of the endings of *Cyberpunk 2077* and will no longer be V's enemy.



Takemura - is he worth saving or not?

On this page of the *Cyberpunk 2077* game guide, you will find a description of an important choice you will have to make in the *Search and Destroy* quest.

After the action in Japantown, Takemura takes Hanako to a hiding place on Vine Street to find her father's murderer and clear herself of the charges. During the conversation, the Arasaki assault squad comes into the apartment to save the emperor's daughter. **The main objective of the mission is to get out of the collapsed building, but then you can make an important story decision and try to save Takemura (it will not be displayed on the screen immediately).**

If you do not save Takemura at this point, he will not participate in the further story of *Cyberpunk 2077* and thus will not appear in one of the final scenes.



NetWatch / Voodoo Boys - who to choose?

On this page of the *Cyberpunk 2077* guide, you will find a description of an important choice you will have to make in the *I Walk the Line* quest.

After entering GIM (Gran Imperial Mall), you will meet with a NetWatch agent who wants to get along with V and explains the reason for his appearance in Pacifica. **You may or may not agree to his proposal, and your choice will have certain consequences.**



1. **If you agree:** the agent will tell you that the netrunners wanted to use you. He will help you delete the virus uploaded by the Voodoo Boys and you will be able to leave the building safely and without a fight. Moreover, he will release Brigitte and Ti Neptune from the LOD if you let him keep the data he previously collected. **Later on, this decision will have disastrous consequences for Brigitte and her people, making the whole Voodoo Boys gang hostile towards V;**
2. **You refuse:** this decision will have serious consequences for the NetWatch agent. You knock him out and connect with the personal link. The Voodoo Boys kill all of the located agents. V loses consciousness and you will get a system reset cutscene - the agent was right, they wanted to use and kill you.

Bosses

List of all bosses

On this tutorial page, you will find a list of all *Cyberpunk 2077* bosses. We have listed all of the strongest opponents you will have to face during the story missions.

1. Sasquatch
2. Royce
3. Woodman
4. The Twins / champions in Kabuki
5. Oda
6. Adam Smasher

Sasquatch

On this page of the *Cyberpunk 2077* guide, you will find information on **how to defeat Sasquatch - Matilda K. Rose**, one of **the main bosses**. You will learn where you encounter Sasquatch, how to avoid her attacks, **how to prevent Sasquatch from regenerating health**, and what rewards you get for defeating Sasquatch.

Sasquatch - general information



Sasquatch - Matilda K. Rose is a leader of the Animals, one of the biggest gangs in *Cyberpunk 2077*. It is a faction uniting the wild and ruthless members of the Night City community who strive for high physical fitness.



You fight Sasquatch during the **I Walk the Line** quest. You start it in the Pacifica district after you have started cooperating with the Voodoo Boys gang.

V must infiltrate **an abandoned mall** that has been occupied by the Animals gang. You will come across Sasquatch while exploring the center, specifically while searching for a NetWatch agent hiding in the cinema.

Can you avoid fighting Sasquatch?





Yes, it is possible. We recommend doing this only if your character is too weak to defeat Sasquatch. If you are strong enough to defeat her yet you avoid the fight, you won't be able to gain experience points and unique loot. To avoid this fight you don't need to have a highly developed stealth skill. Wait for Sasquatch to finish the conversation and then don't get close to her. **Save the game** in case of failing at sneaking.

You can sneak by **distracting Sasquatch**. Use hacking on one of the plates on the floor to eject it and then activate the Distraction hack.





Start sneaking around **the left wall** to avoid Sasquatch. Ultimately you will reach **the passage to the cinema** located behind the place where Sasquatch originally stood.

Two comments:

1. **You can also sneak up on Sasquatch to stealth attack her.** When you get behind her back, you can sabotage the purple container to make the fight shorter.
2. **The exit from the arena will only stay open if you have not started fighting Sasquatch.** If you get noticed, this exit will close and stay that way until the boss is defeated.

Sasquatch - description of the boss fight



Sasquatch won't notice V right away– use this chance to scan her and check the available hacks. You can also look around the battlefield while sneaking or get behind Sasquatch and sabotage the tank on her back (more on sneaking in the previous subsection).

Sasquatch is impossible to defeat right away – she starts the fight with **high health regeneration**. She will heal from any damage in an instant. The solution to this problem can be found later on this page.



Sasquatch has advanced cyberware and one of the most frequently used by her lets the boss **sprint towards V**. She finishes that move with a **strong attack with her two-handed hammer**. Run away from her or dodge to the side/backward.

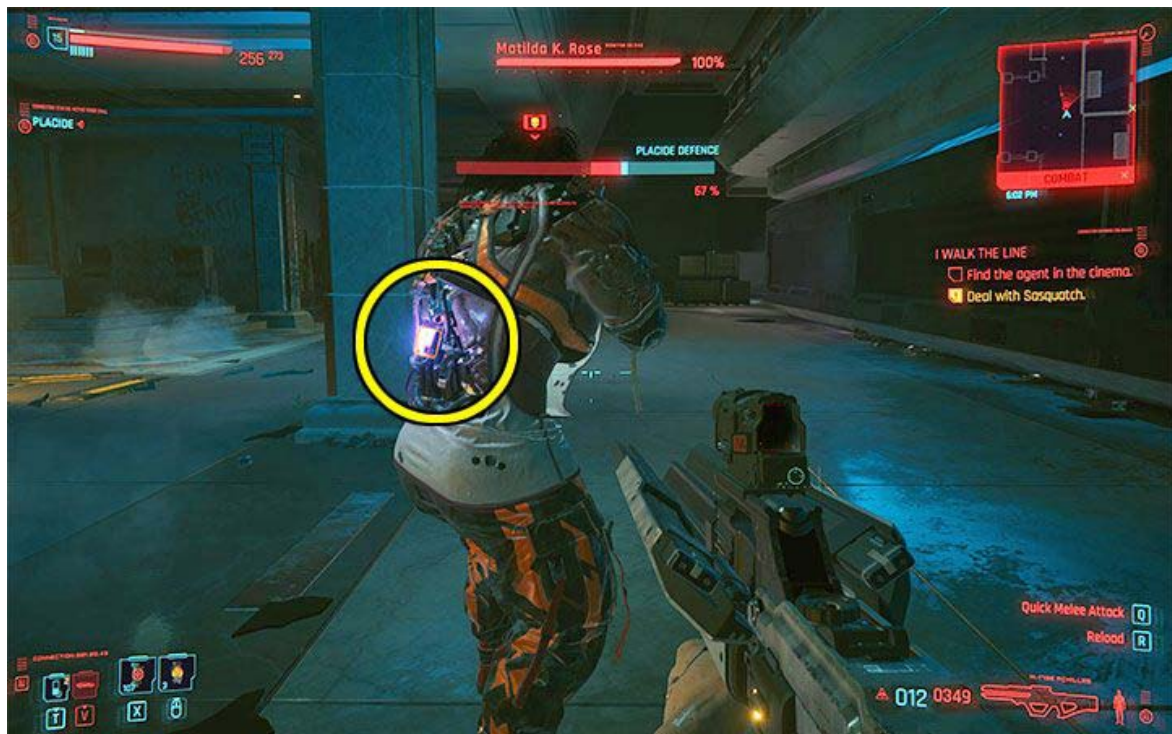
Sasquatch can also throw her hammer - try to dodge it.



If you are **knocked to the ground**, Sasquatch can grab the hero and **try to hack your systems**. This will result in image distortion and a warning from Placide about an attempt at hacking NetWatch. If V is hacked completely, you will have to load the game. Fortunately, you don't have to hurry with defeating Sasquatch after she starts hacking. You should still have plenty of time to finish the fight.



Sasquatch is also able to make **barriers** that can stop your bullets. Fortunately, this is a problem only in the initial phase of this fight.



The weak point on Sasquatch's body is the purple container on her back - attack it. The easiest way to do that is to dodge her heavy attack. Sasquatch needs a moment to turn towards V – shoot or hit the purple container.

If you're a hacker, you can make things easier for you – use the Reboot Optics hack on Sasquatch to blind and stop her temporarily. This will give you plenty of time to get behind her back and shoot or even sabotage the tank.



Destroying the purple container will deplete about 1/4 of her health bar. The most important information, however, is that **the boss will not be able to heal automatically anymore.** From this point on, you will be able to deal Sasquatch serious damage.



Sasquatch will try to use standard melee attacks more frequently. **Try to attack the boss from a distance.** If you are injured, move away from Sasquatch and heal yourself.

If you want to finish the game without killing any characters (there is no reward for that), use Non-Lethal weapons.



Sasquatch is weak to fire. If you want to do more damage to her, use e.g. incendiary grenades or Mantis Blades with thermal modification.

If you play as a hacker, equip yourself with the Overheat hack before the fight. It lets you set enemies on fire. All the methods mentioned above will help you to quickly defeat Sasquatch.



The boss can drop **the legendary M-10AF Lexington pistol**, which has 5 slots - for a scope, barrel, and 3 mods. It can also inflict thermal damage, set enemies on fire, and it deals bonus headshot damage. Loot Sasquatch's body to find a lot of credits.

Royce

On this page of the guide to *Cyberpunk 2077*, you will find information on **how to defeat Royce using the power armor**. The encounter with this boss can be triggered during the visit to the All Foods Plant. Apart from describing the fight itself, we've also written about how you can skip the Royce boss fight altogether.



Simon Royce Randall is one of the Maelstrom gang members. He's confronted during the main mission **The Pickup**, namely to visit the All Foods factory to obtain a spiderbot owned by the Maelstrom gang.

The meeting with Royce can take place in different circumstances. If you "peacefully" walk through the first rooms of the factory, there may be a direct meeting with Royce. Negotiations with him may have different outcomes, and one of the possibilities assumes a fierce shootout with the gangsters. Royce will not be a big threat then and can easily die.



If, however, Royce hasn't died during your first negotiation meeting, he **will appear in power armor** towards the end of the escape from the factory, after obtaining the spiderbot. You can see the location of this fight on the screen.



There are two main ways of confronting Royce. **The first** is to **sneak to the exit, avoiding a fight with Royce altogether**. The easiest way to do this is by hacking one of the elements of the environment and choosing to distract the boss.



Apart from Royce, you have to beware of a regular opponent that's with him, Ganger Maniac. You can wait for him to turn around, get rid of him with a stealth attack, or distract him as well. Ultimately, you have to sneak out **of the warehouse**.



The second variant is to **deal with Royce in open combat**. In this case, the recommended way to begin the fight is **to sneak behind the boss from behind**. By performing a successful surprise attack and sabotaging the hardware that Royce carries on the back of the power armor, you can instantly take about a quarter of his health before the fight even begins.



If you have managed to sabotage Royce's equipment the first time, you may decide to **repeat that**. However, this will only become possible after:

1. You kill the boss's minion.
2. You start hiding again. You have to wait until the combat mode ends. Royce will start searching the warehouse trying to find V.

Sneak behind the boss's back again. The second stealth attack will be enough to deplete Royce's remaining 3/4 of his health bar. **The fight will end immediately.**



If you prefer to confront Royce directly, don't forget to deal with his minion quickly so that you can focus on the boss. **Use the poles and other large objects in the form of a curtain** and don't come out of hiding when the boss launches strong distance and area attacks.



The boss is susceptible to electricity. This makes EMP grenades particularly effective – at least one grenade can be found in the same location where the battle takes place.



The LMG Defender rifle, which you can pick up from one of the metal crates, can also help you to weaken Royce.



Don't forget to loot the his corpse after you've killed him. It should leave behind, among other things, the iconic Chaos pistol and an epic jacket – Spiked Maelstrom Short-sleeve Jacket.

You can also get the same items if you kill Royce during negotiations, i.e. when he's not using the power armor.

Woodman

On this page of the *Cyberpunk 2077* guide, you will find information on **how to beat Woodman (Oswald Forrest) in his Clouds office**. A confrontation with this boss may occur if you couldn't get from him the information you are looking for in a peaceful way.



Woodman - Oswald Forrest is the head of Clouds, which specializes in renting the so-called Dolls. Clouds headquarter is located in the **H8 mega building in the Japantown district in Westbrook**. Visiting it is part of the **Automatic Love** main job. Woodman's office is located in the forbidden zone on a floor. You will receive a mission to question him later, after a previous session with one of the Clouds employees.



Confrontation with Woodman is not mandatory, although it is more probable than a peaceful solution.

If you don't want to start a fight, **you have to threaten Woodman to contact the media** about the unexplained death of one of his employees. Woodman will share all his knowledge and will tell you where to look for a person hiding under the pseudonym **Fingers**. Additionally, you will be able to get out of the place faster using the elevator unlocked by Woodman.





The main problem with this fight is that **when you entered the Clouds, you had to deposit all the offensive equipment**, i.e. all weapons and combat gadgets. Luckily, you don't have to duel with Woodman using bare fists. On the same floor of the building, you can find a rare katana and an epic knife:

1. Katana is in a locker in one of the corridors, behind the door guarded by a single person (picture 1).
2. The knife is in the monitoring room, where a single guard is sitting in a chair. You will find the blades in your suitcase (picture 2).

Place any of the acquired blades in one of the active inventory slots.



After you start the battle, **try to fight Woodman in close combat**. If the boss manages to move away from you, he may start attacking you with firearms, and you will lose health points faster.

The medications were not taken away from you, so you can use them if V's health drops to a dangerously low level. At the same time, try to prevent Woodman from healing himself - attack him when he tries to regain some HP.



The defeated Woodman will drop an epic M251S Ajax rifle. The information you could have gotten through questioning will be obtained in an alternative way - look at the messages stored on Woodman's computer.

The Kabuki Twins

On this page of the guide to *Cyberpunk 2077*, you will find information on **how to defeat the Twins in Kabuki**. The fight with **Certo and Esquerdo** may occur as part of a **side questline** called **Beat on the Brat: Kabuki**. You will learn where the fight arena is, how to prepare for the fight and what to do when fighting two bosses simultaneously.

How to find the Kabuki boxing arena?



Defeating the Twins in the Kabuki neighborhood of Watson is part of the **Beat On The Brat** questline, which is all about **boxing matches for money**.

You can experience this introduction to street fighting right after you complete the prologue of the game. Exit V's apartment, where you start act 1, and go down the stairs to the lower level of the apartment building. You will reach the arena where **Coach Fred** is located. You can agree to a sparring session with a fighting bot. After a successful sparring, Fred will tell you about the opportunities to fight in arenas in different parts of the city.



The Twins are located on the arena in Kabuki.



You may have trouble getting to the fight arena because it is **on the roof of the building** and the door on the ground floor is closed. To solve this problem, go left and head towards the stairs marked in the picture.

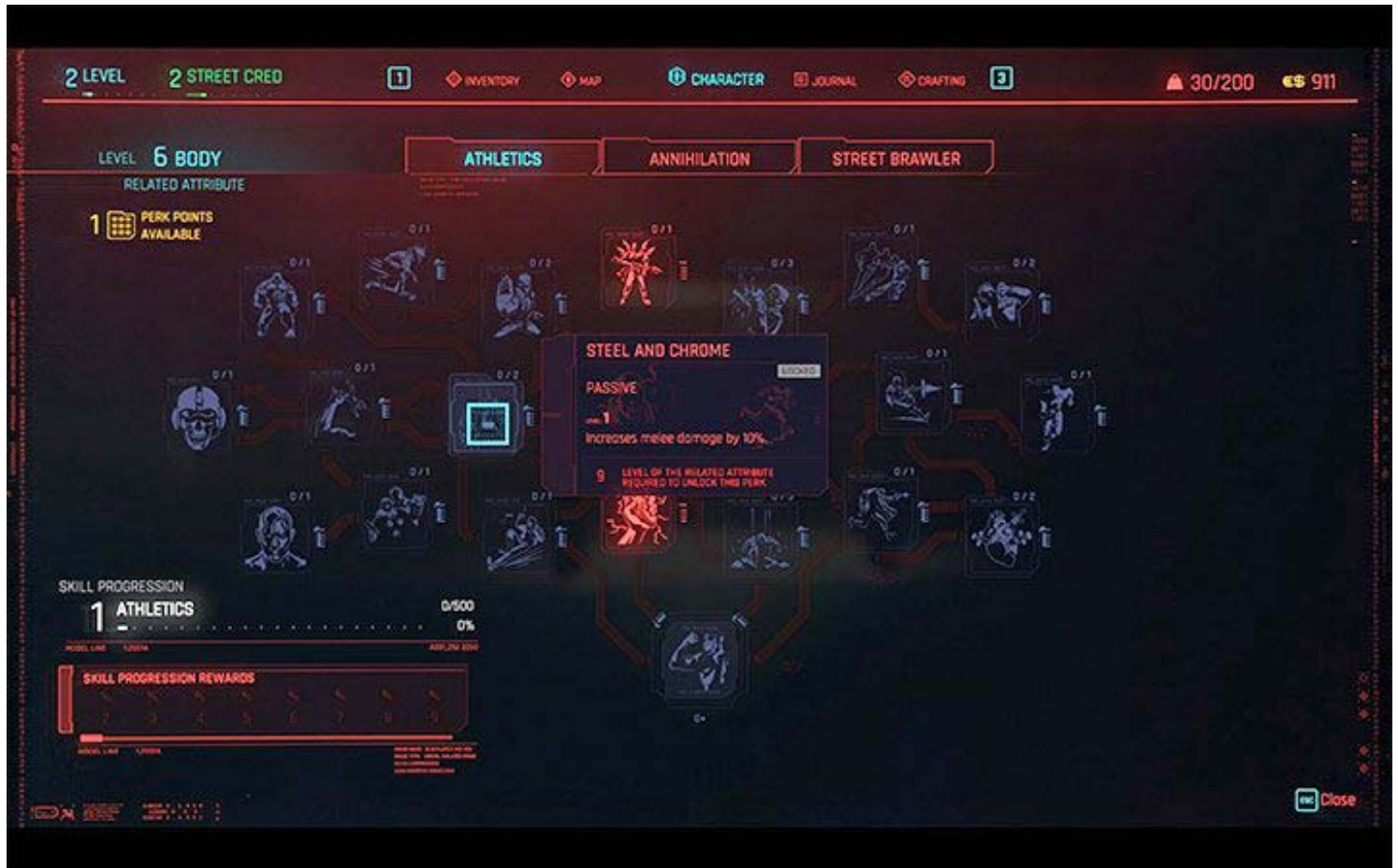


Later on, while climbing, you can use the yellow ladder or simply jump to the higher shelves and grab them.



The arena is shown in the attached picture.

Preparing for the fight



You should be able to defeat the Twins rather easily, even with a low-level character, but still, it is worth taking care of a few things:

1. Try to invest some development points in the **Body attribute**, so that V will do more damage in melee combat and will have more health and stamina points.
2. Pay attention to **perks** useful in close combat. This mainly concerns the perks from the Athletics skill category, and in particular the two-level **Steel and Chrome** perk, which increases melee damage (by 10% and 20% respectively).
3. Refresh the basics of fist fighting before you start the boxing match - you can check out the built-in **tutorial** or practice "dry" - V can perform fast attacks and stronger loaded attacks, block punches, dodge, and counter-attack by pressing the block button just as the opponent is striking.
4. Make sure you have at least **2000 credits**. This will allow you to bet that money and, if you win, get another 2 thousand.
5. **Save the game** as a precaution in case you lose the fight and credits, or if you simply find out that the Twins are still too strong for V. Before starting the fight, look in the Journal and check the difficulty level for this quest. Try to make it Moderate, not High or Very High.

Boss fight - The Twins



Talk to **Certo** and **Esquerdo** to find out that you have to fight them simultaneously - this will be a two-on-one fight. You can decide on a small or a big bet on who wins.



Once you start fighting, **try to attack one of the twins**. Your goal is to create a situation in which only one enemy remains on the ring as fast as possible. Certo and Esquerdo look similar to each other, but wear different clothes, which will help you recognize who you're fighting with at the moment.

Avoid situations in which you lose sight of one of the twins. He can then easily perform an attack that you will not notice and, as a result, you will not be able to react.



During fights, try to block punches or jump back/to the side. Remember that you can defeat each of the twins much faster if you rely on **counterattacks**, i.e. press (not hold) the block button just before V is about to get punched.

Defeating twins will gain you 500 or 2000 credits as well as experience points.

Oda

On this page of the *Cyberpunk 2077* guide, you will find the walkthrough for a boss fight with Oda. You will learn: what attacks Oda uses and how to avoid them, what his strengths and weaknesses are, and how to defeat him effectively and quickly.

You fight Oda during the story mission Play It Safe. V tries to keep Takemura safe and deals with Arasaki's snipers to help his friend get to Hanako's platform. **The moment he disconnects from the Arasaki netrunner's network, Oda appears, and the next boss fight in Cyberpunk 2077 starts.**



Oda - Strengths and Weaknesses

Sandayu Oda is an extremely agile opponent who uses deadly mantis blades in combat to deliver fast and deadly cuts. **He can also make excellent use of the SMG, which fires self-guided missiles.** Oda can be defeated with weapons and gadgets or by relying solely on stealth. A detailed instructions on how to do this can be found below.

Oda's strengths	Oda's weaknesses
<ol style="list-style-type: none"> 1. Speed and agility; 2. Huge damage in a close combat fight; 3. The mask interfering with Smart weapons; 4. Resistance to thermal injuries; 5. SMG with homing missiles; 6. Optical camouflage, thanks to which the opponent becomes almost completely invisible and can heal himself. 	<ol style="list-style-type: none"> 1. Low health; 2. Susceptibility to electricity; 3. Frag grenades can stun this opponent; 4. EMP grenades turn off Oda's mask for a moment and deprive the opponent of the possibility of using missiles. 5. Weapon Glitch quickhack turns off the homing feature of SMG; 6. Cyberware Malfunction quickhack immediately destroy the Oni mask and additionally slows down Oda's movements; 7. Sneaking up on Oda and a surprise attack instantly destroys the Oni mask.

Combat using weapons



Oda uses mantis blades with high precision, so try to keep the right distance to stay out of reach of his weapon. Stepping back, shot as much as you can to lower the boss' health.

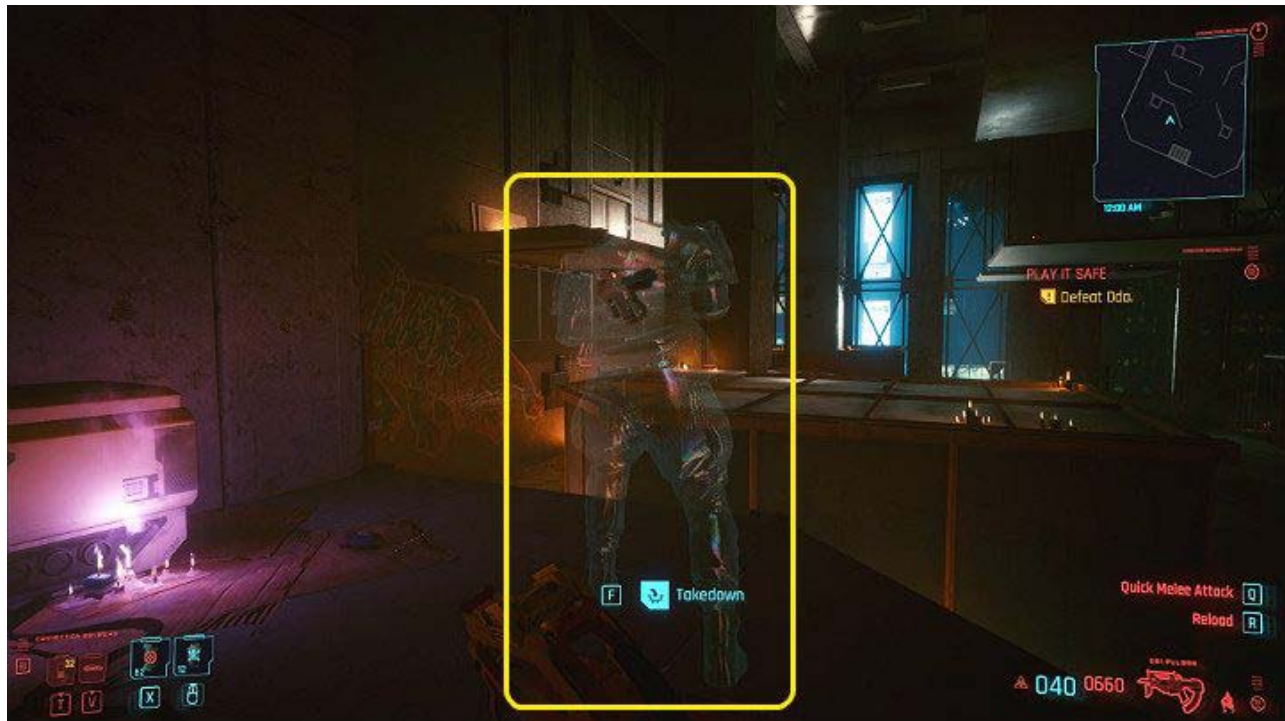
After using mantis blades, Oda needs to rest a little bit, and it is the perfect time for a counterattack.



If you haven't damaged Oda's SMG before, hide behind a solid shield when the opponent switches to the long-range weapon. The homing missiles leave a purple trail, so you can see them, but when they hit the target, they can injure you pretty badly.

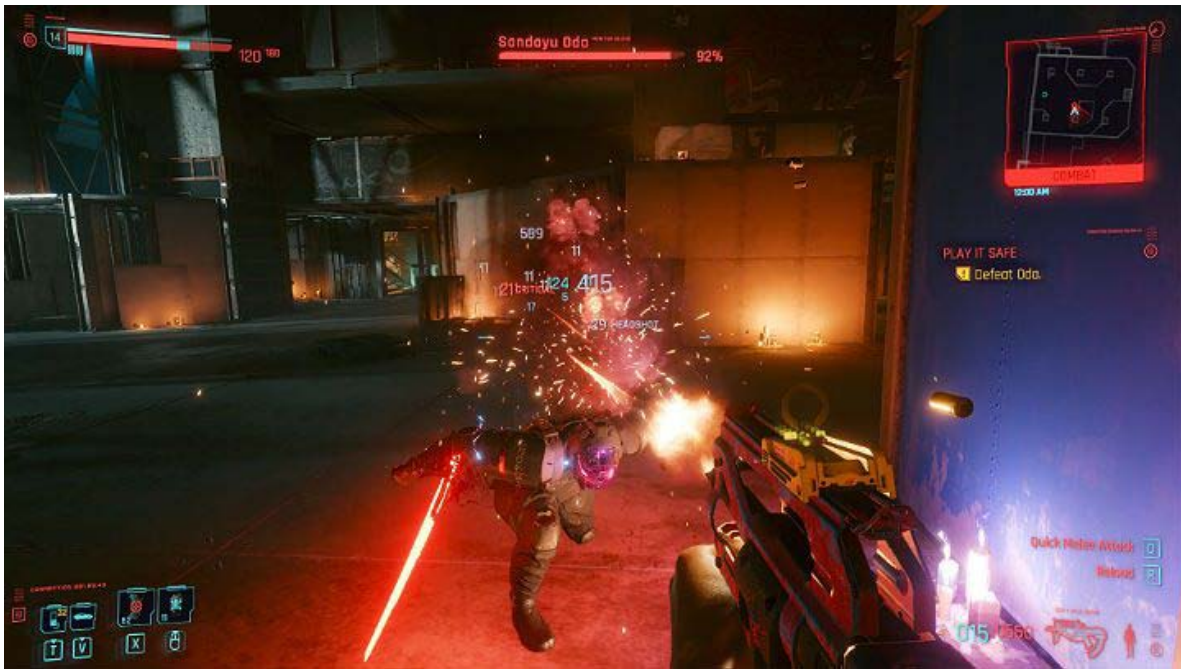


When an opponent receives damage from an EMP grenade, Oni Mask will turn off for a while (and he will not be able to use homing missiles using SMG). A special blue icon visible above his head informs about his temporary indisposition.



The opponent may also use special camouflage, which makes him almost invisible. Oda uses this trick when he loses sight of you or to regenerate lost health. Turn on the scanner to find his tracks, and reach your opponent to interrupt the regeneration. If you don't react quickly enough, your opponent will heal to full health.

When you are close to your opponent when he uses camouflage, V will be knocked down by the explosion accompanying the activation of this skill, and you will lose control of your character for a while.



It is worth to aim at the head to destroy Oda's mask. Then you can start using Smart weapons again, which are undoubtedly the best way to hit a moving target. If you are good at using weapons and have no problem aiming at an opponent in constant movement, you can, of course, still use a Power weapon to do more damage. **Tech weapons will also be useful as you can shoot your opponent through various objects staying behind a cover**

Combat without weapons

You can fight Oda without using any weapon, and it's also a faster way to deal with him, but you will need patience.



As soon as the fight starts, start running to lose Oda. When your opponent is in the other end of the room (watch him on the mini-map), **wait in hiding until you exit combat mode.**



Your opponent will surely approach you and continue patrolling the area but won't be in combat mode. **After a short while, Oda will use camouflage and start moving in some direction.** Use the scanner to check which way he goes. **This is when you have to sneak up on him and grab him from behind.**



After the surprise attack, the opponent will immediately be deprived of the Oni mask. As soon as Oda gets back on his feet, run away from the enemy again.



Oda will use the camouflage again and start looking for V. **If you can't locate him, turn on the scanner to track him.** Get him from behind and make a second, final attack.

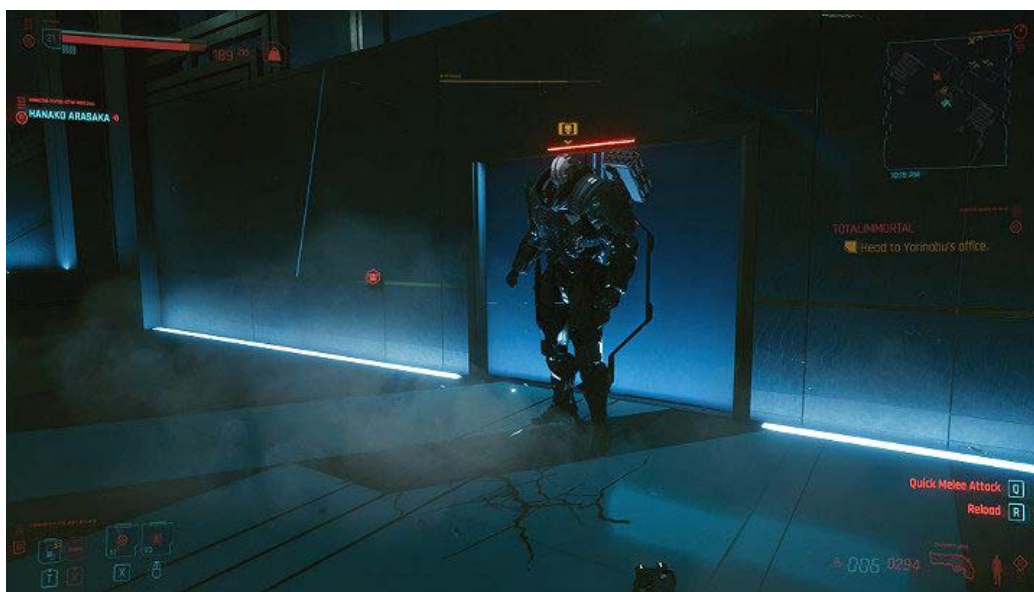
Adam Smasher

This page of the *Cyberpunk 2077* walkthrough provides a description of the Adam Smasher boss fight. You will learn: when exactly the fight with Adam Smasher occurs, what kind of attacks he may perform and how to avoid them, what his strengths and weaknesses are and how to defeat him effectively and quickly.

The fight with Adam Smasher takes place during the Totalimmortal main job. V has made their way through all floors of the Arasaka Tower and is now heading straight for Yorinobu's office. Adam Smasher stands in their way and a fight will ensue.

Strengths and weaknesses

Adam Smasher is an extremely strong opponent, who has enormous firepower, but can also fight at a close range. Since this is the most dangerous opponent you will encounter in *Cyberpunk 2077*, the fight must be completed as soon as possible. **The fight with Adam Smasher has been divided into 3 phases and the boss will behave a bit differently in each of them.**



Adam Smasher's strengths	Adam Smasher's weaknesses
<ol style="list-style-type: none"> 1. Enormous firepower; 2. Significant damage in melee combat; 3. Resistance to chemical damage; 4. Strong punches, which Smasher can combine into melee combos ending with a final blow; 5. Jump attack that can knock out V; 6. Smasher can destroy the curtains, depriving you of your cover; 7. Possibility to call for reinforcements. 	<ol style="list-style-type: none"> 1. Cybernetic heart on the right side of his chest. Once you successfully destroy its front plate, you will be able to deal significant damage onto this spot; 2. Susceptibility to electricity; 3. Adam Smasher is an android so you can deal him more damage if you have unlocked the Bladerunner perk. 4. Frag grenades inflict a lot of damage not only to the boss himself, but also to his cyberware; 5. Incoming attacks which can be dodged; 6. Weapon Malfunction quickhack reduces the effectiveness of long-range attacks; 7. Cyberware Malfunction quickhack inflicts a lot of damage.

Fighting through stealth - is it possible?



Yes, Adam Smasher can be killed with the use of stealth tactics like all the other bosses you encounter in *Cyberpunk 2077*. First of all, you have to make your opponent lose sight of you: hide, reboot his optics or distract him with one of the cameras.



When you leave combat mode, sneak up on your opponent from behind and knock him out. The first time the boss will lose as much as 40% of his health and thus, you will immediately move on to the second phase of the fight.



Remember that after moving on to the second phase of the fight, turrets and other additional opponents will appear in the area. You will have to neutralize them in order to have a chance for a second stealth attack. **After the second stealth attack you will proceed to the last phase of the fight with Adam Smasher.**

First phase of the fight

In the first phase of the fight, the boss will have his entire arsenal at his disposal and he will certainly use it as much as possible.



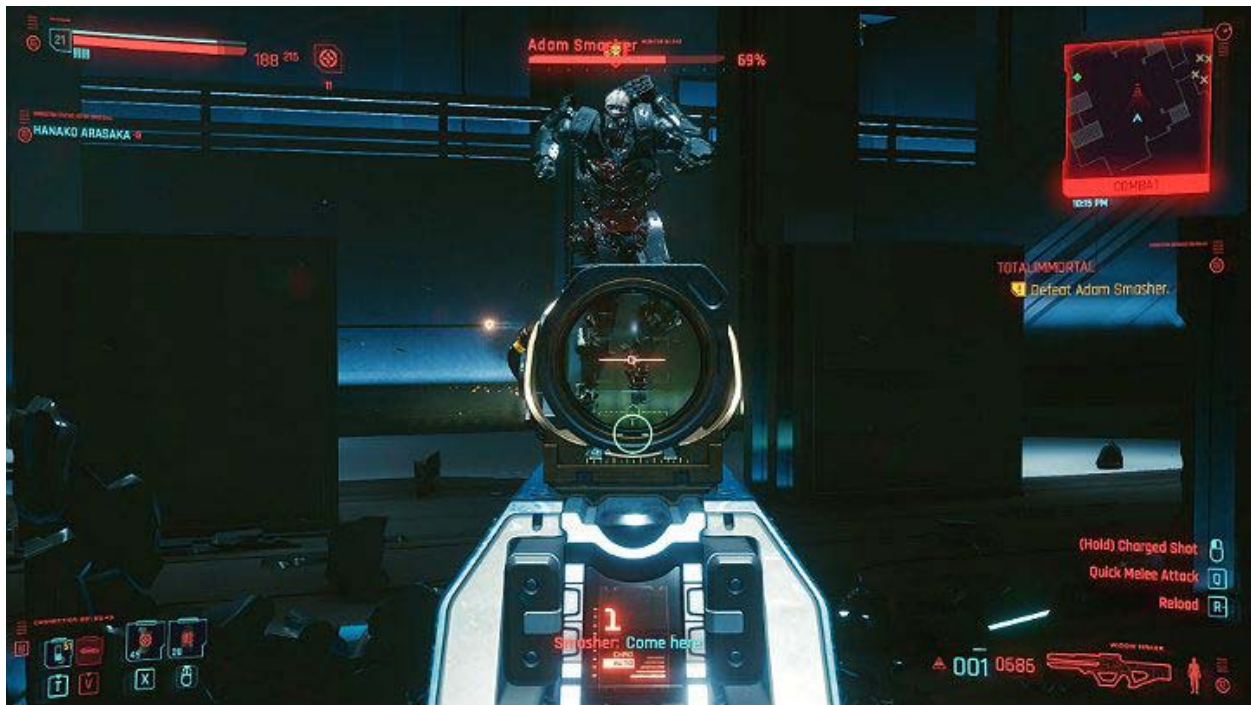
Adam Smasher's weak point is his cybernetic heart that has been hidden behind a plate on the right side of his chest. As soon as you have managed to destroy this piece of armor, all the attacks onto the weak point will significantly increase your damage output



If you notice that Smasher wants to use the cannon built into his right hand, immediately hide behind a curtain to avoid getting too much damage.



You can even protect yourself from Smasher's charges and attacks by jumping quickly to the side. Making a quick jump back will also enable you to fire a few shots.



When you notice that Adam Smasher is about to jump, run away immediately from the spot where he intends to land. **If you stay in the area, V will be knocked down and you will be an easy target for a while.** It is also worth noticing that once he lands, the enemy will kneel for some time and will become an easy target.

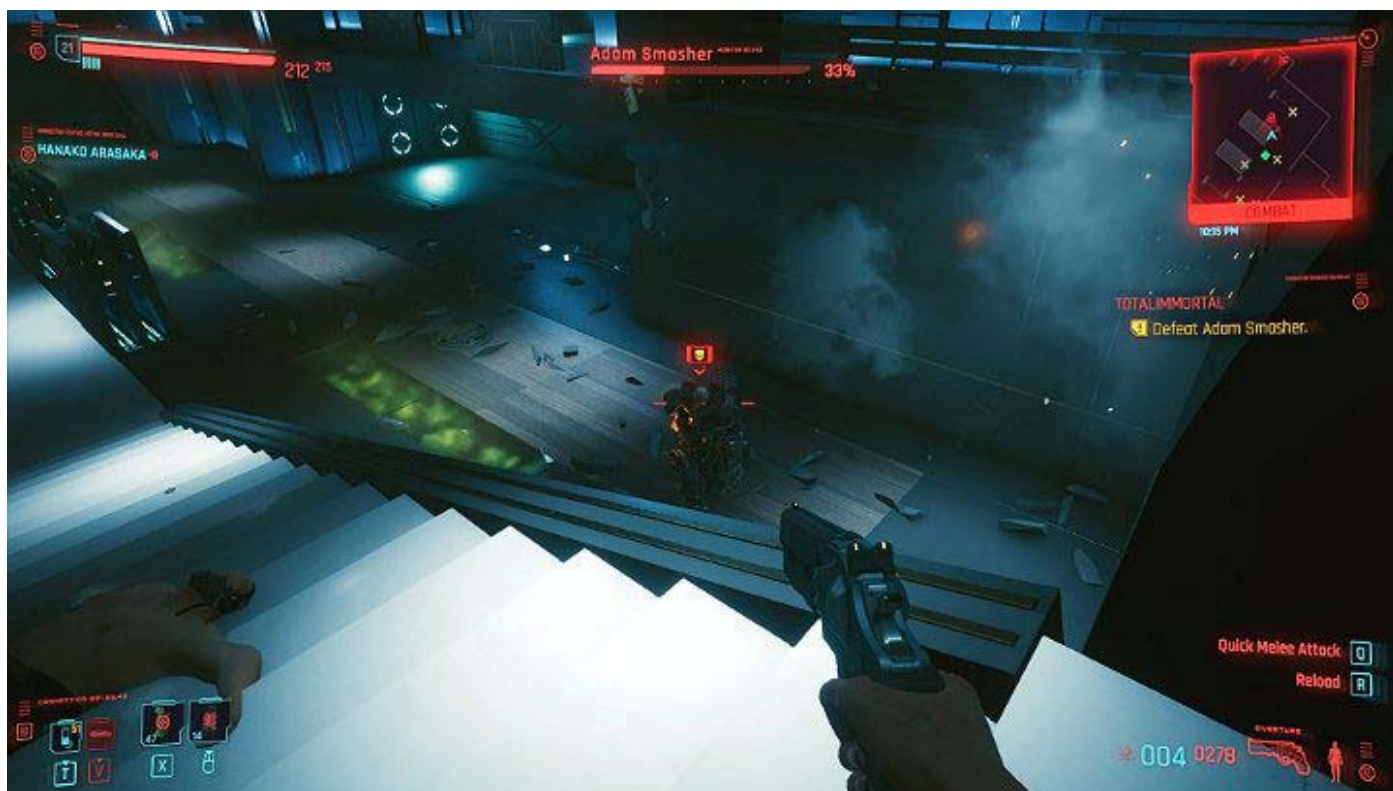
Second phase of the fight



When Adam Smasher's health bar falls below 60%, he will lose his right hand and will call for reinforcements. It is definitely better to focus on the weaker opponents and neutralize them first so that they don't put you off the fight.



When Smasher kneels down a little and leans forward, it is a sign that he is about to use the rocket launcher over his left shoulder to fire rockets in your direction. You will see red circles on the floor indicating where the rockets will explode: do not stay in that area.



Smasher will switch positions frequently and will also try to run away. Use the moment when he turns his back on you and starts to run to give a fire a few shots.

Third phase of the fight



The third phase of the fight is definitely the easiest one. It starts when Smasher's health level falls below 15%. Severely weakened and deprived of his main weapons, Adam Smasher poses practically no threat. **After the fight you can decide what will happen to the defeated opponent.**



Your decision regarding the future fate of Adam Smasher will have no additional consequences. You can spare him or kill him, if you want.

Cyberpsycho Sighting - mini-bosses

Cyberpsychos - list & how to defeat them

In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. Your customer and support will be Regina, who will contact you whenever you are in the area.

Cyberpsychos - who are they?



Cyberpsychos are the mini-bosses you will encounter while traveling around town. Your task is to neutralize them. It is up to you to choose whether you want to kill or neutralize them.

Each quest is similar: you need to locate the cyberpsycho, neutralize them, then collect the necessary information and send it to Regina.

You will receive:

1. Street Creed points;
2. Experience points;
3. Credits.

All cyberpsychos - list



In Cyberpunk 2077 you will encounter **17** cyberpsychos. Each of them will hide in a different location, use a different weapon, and therefore the fight against them may vary.

In our guide, we have described all quests related to cyberpsychos. You will find their exact location and a description of the fight with each of them.

1. Where the Bodies Hit the Floor;
2. Demons of War;
3. Lt. Mower;
4. Six Feet Under;
5. Ticket to the Major Leagues;
6. Bloody Ritual;
7. House on a Hill;
8. Second Chances;
9. Smoke on the Water;
10. Lex Talionis;
11. The Wasteland;
12. Discount Doc;
13. Too Little, Too Late;
14. Letter of the Law;
15. Seaside Cafe;
16. The Phantom of Night City;
17. On Deaf Ears.

Starting the task - Psycho Killer

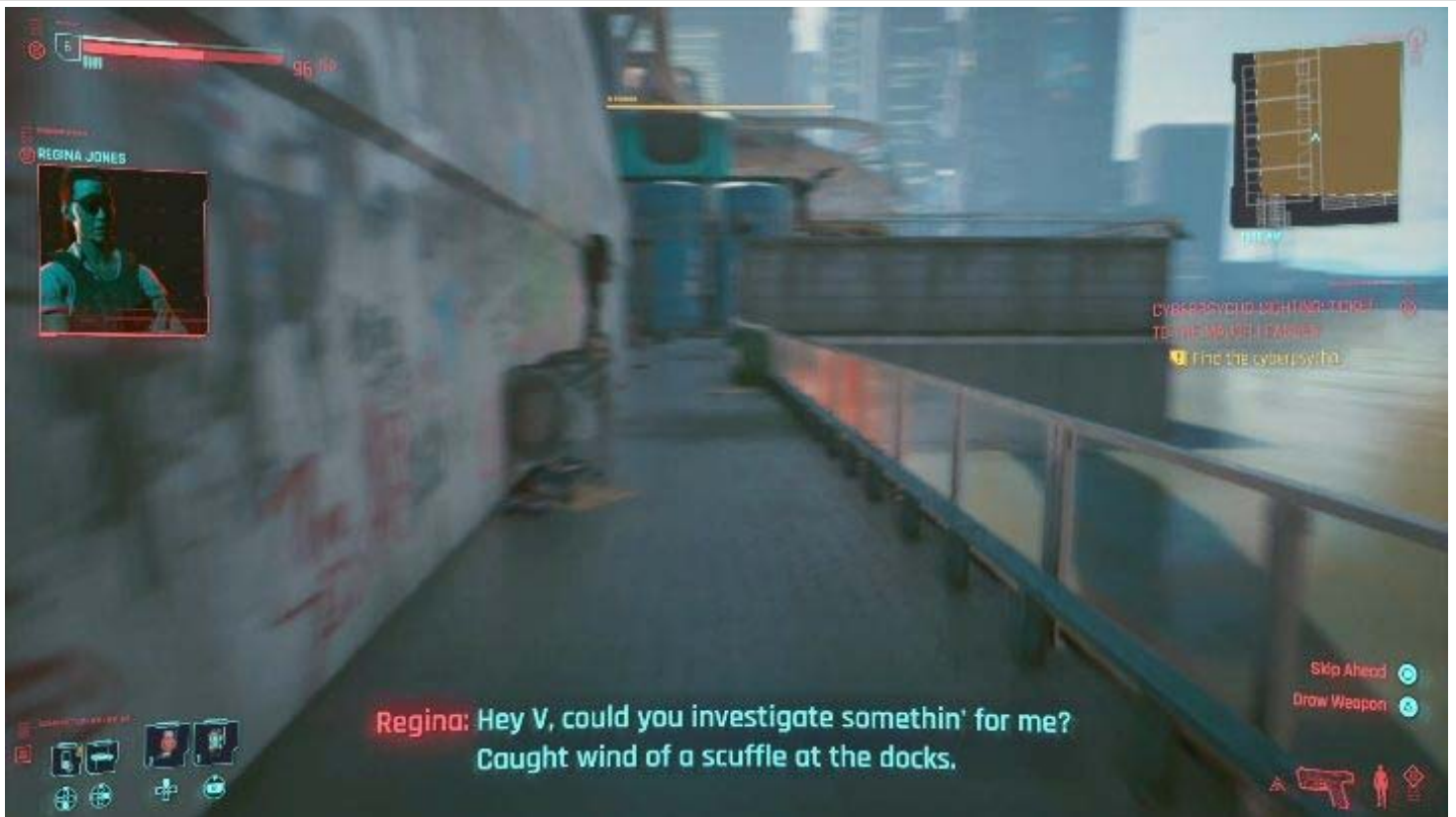


To start neutralizing cyberpsychos, you must first complete the main job - The Rescue. Completing this mission will unlock the quest - Psycho Killer.

Remember, that not all quests with cyberpsychos will be available immediately. Sometimes you will have to complete other main jobs in order to get to stronger opponents.

Discovering cyberpsychos





Cyberpsychos often appear on the map as side quests. As soon as you approach them, you should receive a call from **Regina** who will inform you of the threat.

However, they do not move from their hiding place. So you can leave them for later if you feel like it or the opponent's level is too high.

In Cyberpunk 2077 there are many points to develop your character. If you want to find out what is the fastest and best strengthen your character, please visit the pages:

1. XP - how to get it faster?
2. Character development – how does it work?
3. The best builds for V

Cyberpsycho Sighting bugs

There are numerous bugs in the game, which may make you unable to complete a given Cyberpsycho Sighting quest, e.g. a bugged body in the picture below. We recommend saving the game before getting closer to the location related to the specific quest. You should also try to avoid glitching the game, e.g. by throwing countless grenades or driving a car into the mission area.

If you see a bug that prevents you from killing a cyberpsycho or collecting a shard, reload the game.



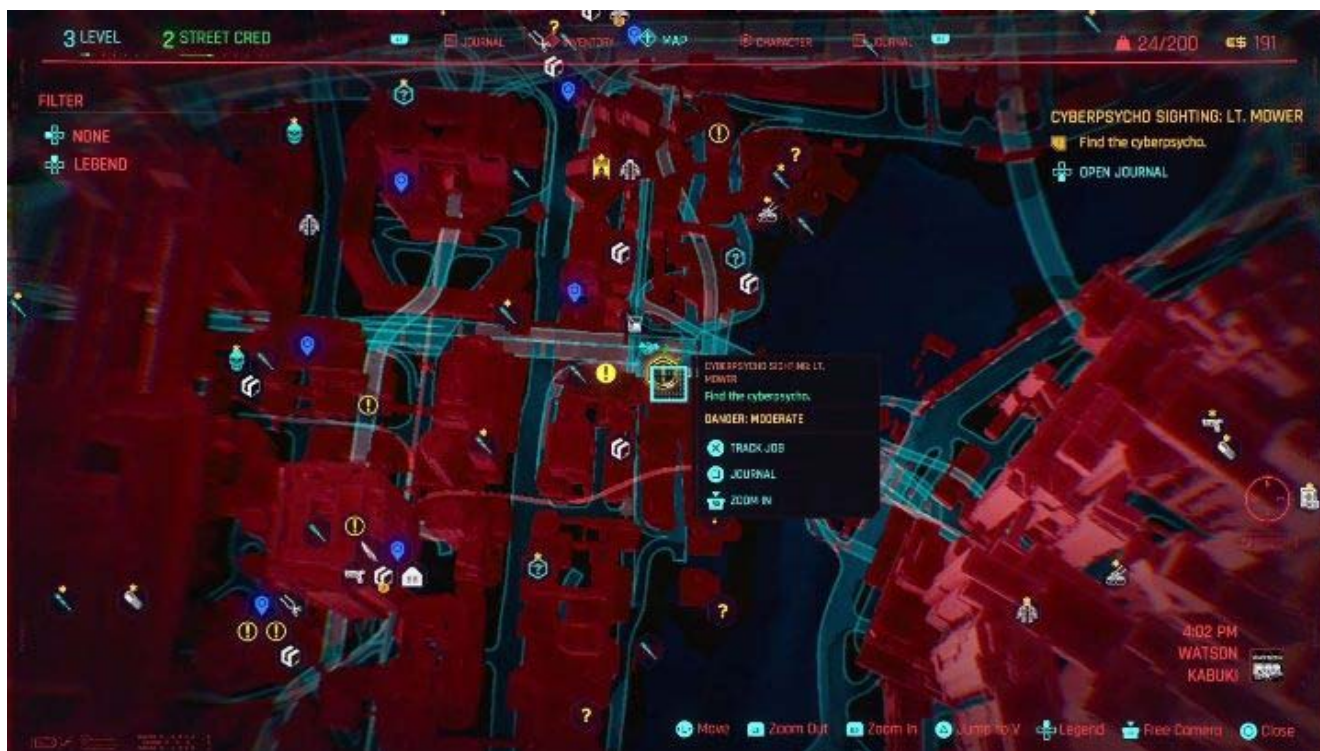
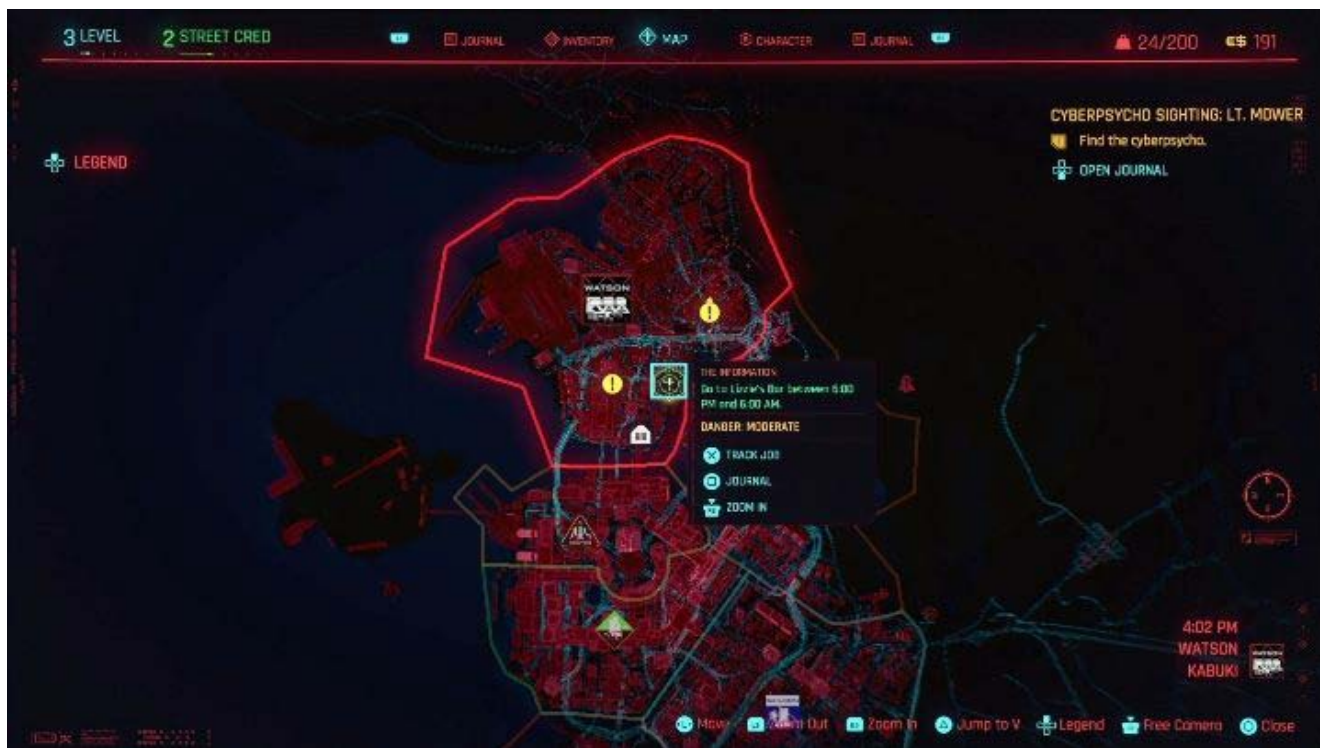
Lt. Mower

Watson - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide we will deal with the mission related to Lieutenant Mower.

Location of the cyberpsycho



You will find Lieutenant Mower in the building, in the eastern part of **Watson**, in Kubaki district.

To get to her, you just have to jump over the cars and enter a small building, the entrance to which is quite strongly accented by bright light.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

Let's start with the fact that you will encounter your opponent right at the beginning. This makes it very difficult to fight quietly, because the lieutenant stands in the middle of the arena to fight and watches every move at the entrance.

As the fight takes place in water and Mower's systems may be malfunctioning, it is worthwhile to protect yourself with items that increase shock resistance.



After neutralizing your opponent, get the necessary information:

1. You will find some data in the corpse, right at the entrance to the building;
2. You will find the second data in Mower's clothing.



To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Lt. Mower".

And the last simple thing to do is to click on the message that V will send to Regina, and that will complete the job.

The Fight



Important information about the fight with **Lieutenant Mower**:

1. She is equipped with military-grade cyberware that allow for instant dodges;
2. She can camouflage himself;
3. She will damage you with electrical current, because the whole fight takes place in the water.
4. *Cyberware malfunction* will disrupt her camouflage and sudden jumps.

Six Feet Under

Watson - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Six Feet Under.

Location of the cyberpsycho



Hein is in a building on the northern side of **Watson**, in the Northside district.

To get to him, you have to run along the railroad tracks to the big warehouse.

Walkthrough



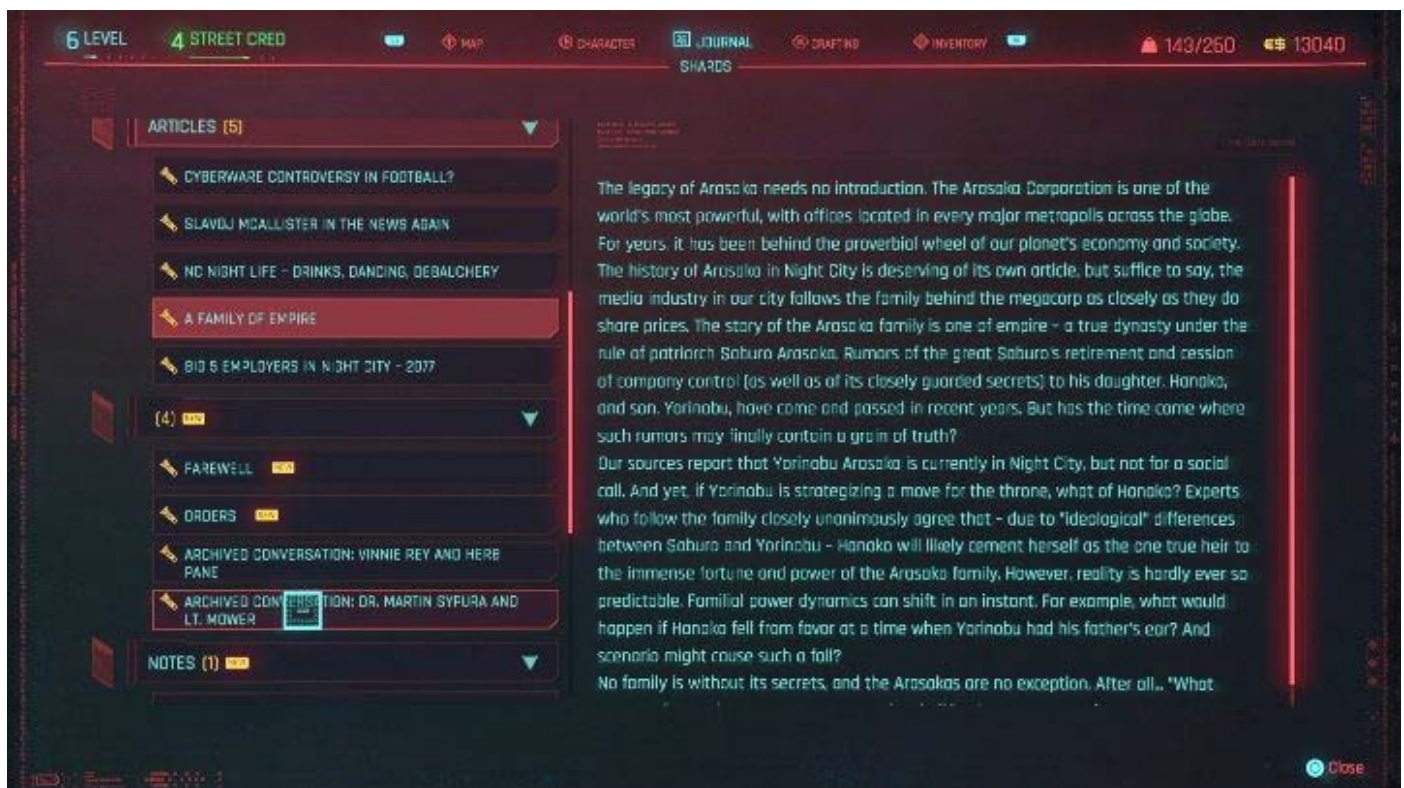
How to start: Complete The Rescue and find your opponent on the map.

Let's start with the fact that this opponent is easy to get from behind. He is interested in the corpse, and you can use it to your advantage.

However, if you get into a fight, you have to reckon that he will try running away, hiding behind obstacles, and throwing grenades at you.

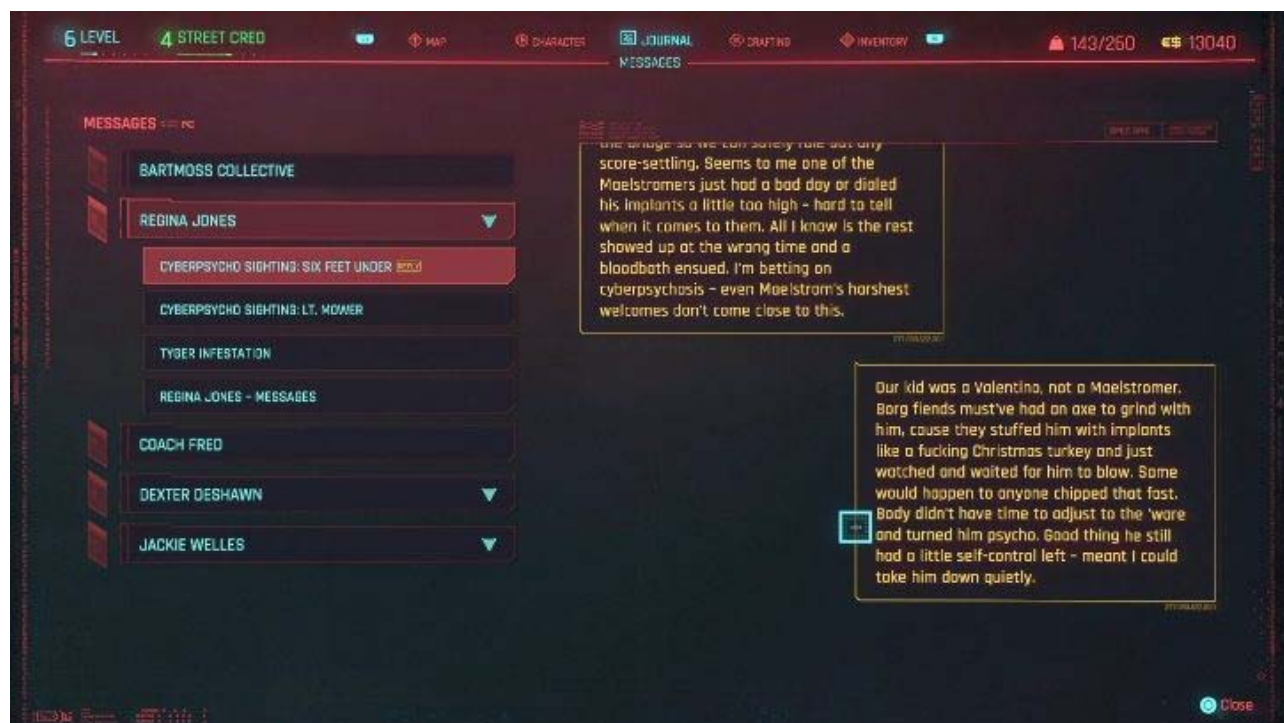


After neutralizing your opponent, get the necessary information: You will find the shard by searching Hein.



After getting it, go in:

1. in the game menu;
2. in the journal;
3. select Shards;
4. open "Farewell", a message about Hein.

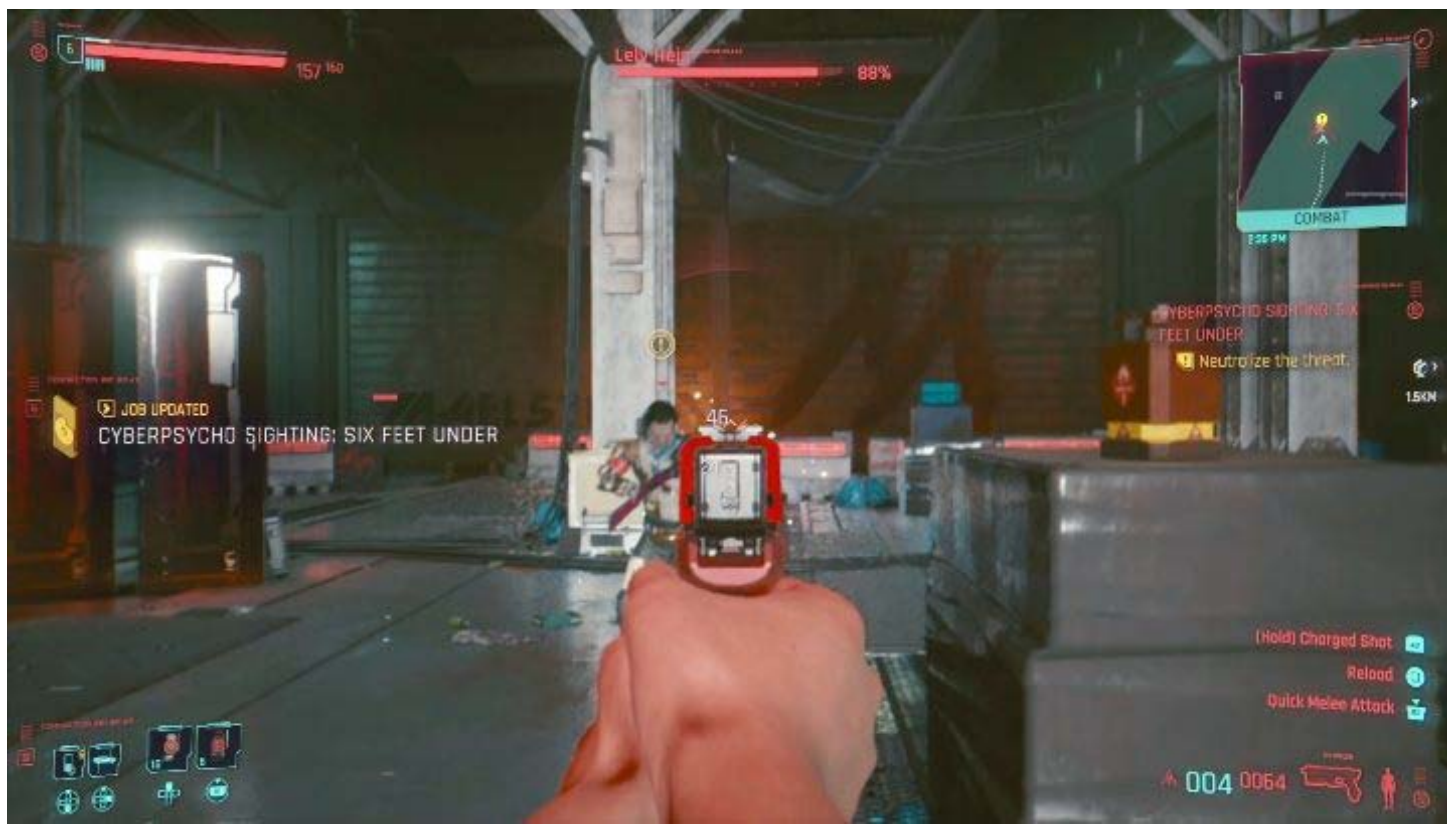


To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Six Feet Under".

And the last simple thing to do is to click on the message that V will send to Regina, and that will complete the job.

The Fight



Important information about the fight against **Hein**:

1. He attacks with fire;
2. It hides behind covers;
3. He often runs away to keep you at a considerable distance.

Ticket to the Major Leagues

Watson - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Ticket to the Major Leagues.

Location of the cyberpsycho



Alec Johnson is on the coast, in the southern part of **Watson**, in the Little China district. To get to him, you have to run along the river and get to the warehouses.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

Let's start with the fact that this opponent is easy to get from behind. He is looking at the wall, and you can use it to your advantage.

However, if you get into a fight, you have to reckon that he will try running away and hiding behind obstacles. His fighting style depends on the distance you maintain. He can shoot at you with a powerful rifle or use blades.



After neutralizing your opponent, get the necessary information: You will find a shard by searching Alec Johnson.



To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Six Feet Under: Ticket to the Major Leagues".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Alec Johnson:

1. It can use both firearms and blades;
2. At some point, he only uses the hand in which he has special implants;
3. He can't aim well while running;
4. It often stops to attack.

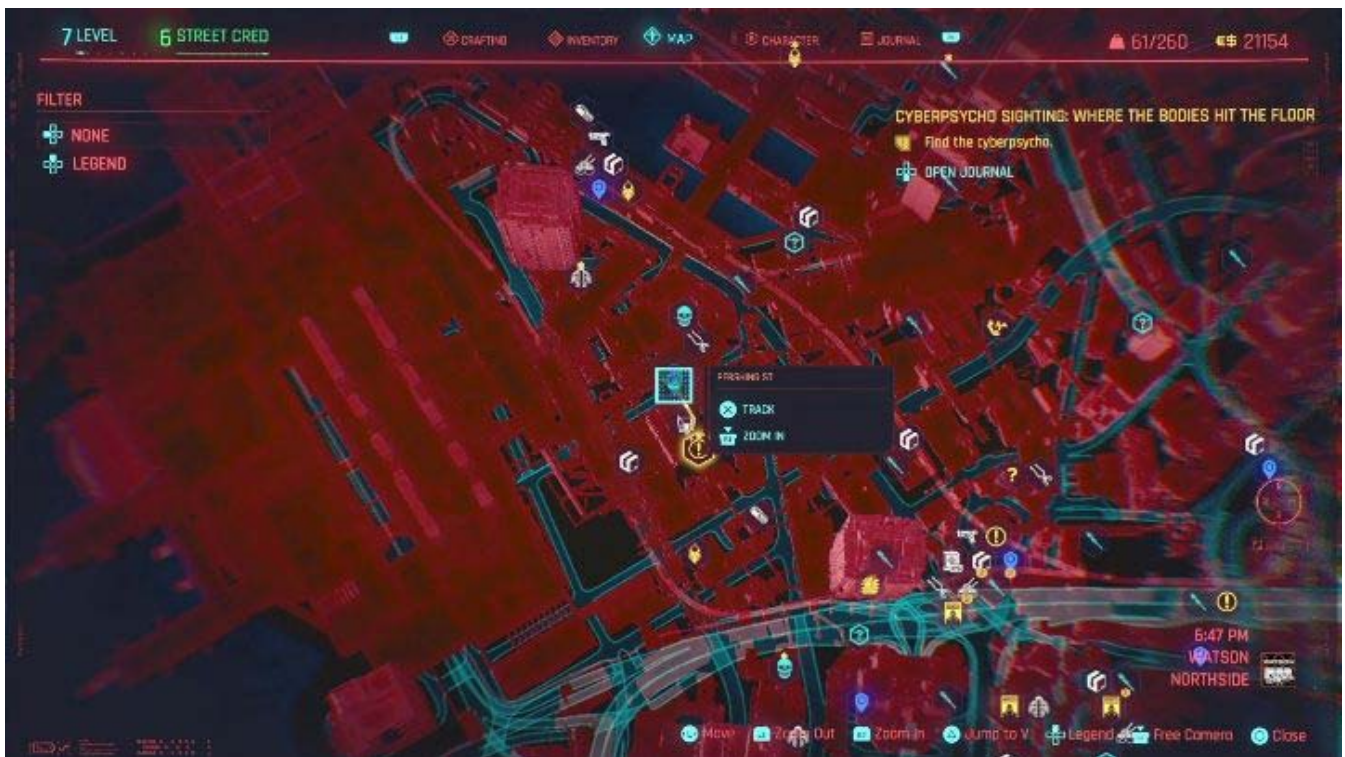
Where the Bodies Hit the Floor

Watson - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Where the Bodies Hit the Floor.

Location of the cyberpsycho



Carter is in a side alley, right next to the parking lot, on the southern side of **Watson**, in the Northside district.

To get to it you just need to get off the main road.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

Let's start with the fact that this opponent is easy to get from behind. He will be distracted, and you can use it to your advantage. He will squat by the trash and pay no attention to the surrounding noises.

However, if you get into a fight, you have to reckon that he will attack you with blades. Try to keep out of the range of his attacks. A quick firearm that will keep up with his leaps will work well.

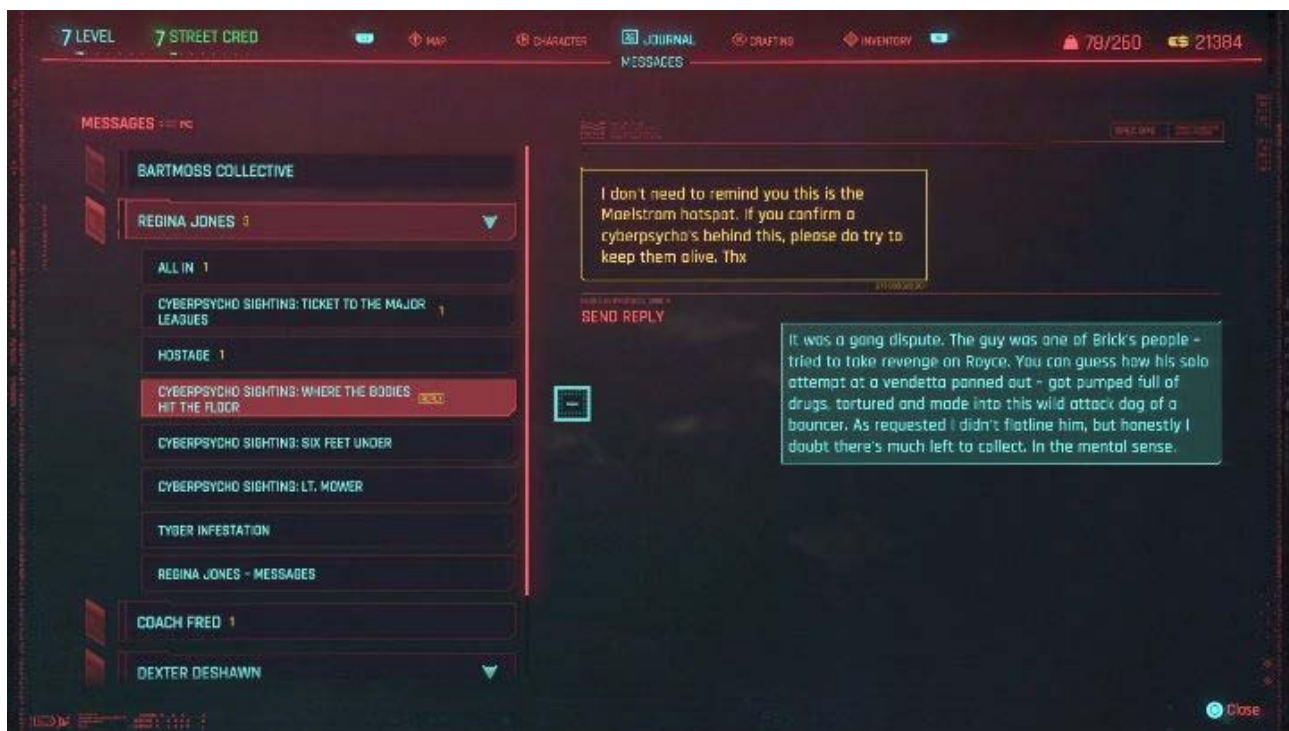


After neutralizing your opponent, get the necessary information: You will find the shards by searching Carter, the corpse lying next to the dumpster, and those in the very corner of the alley.



After getting it, go in:

1. in the game menu;
2. in the journal;
3. select Shards;
4. open a message about Carter.



To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Where the Bodies Hit the Floor".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Carter:

1. He uses a machete;
2. He can move quickly;
3. *The motoric disturbance* will make him stop running and easy to hit.

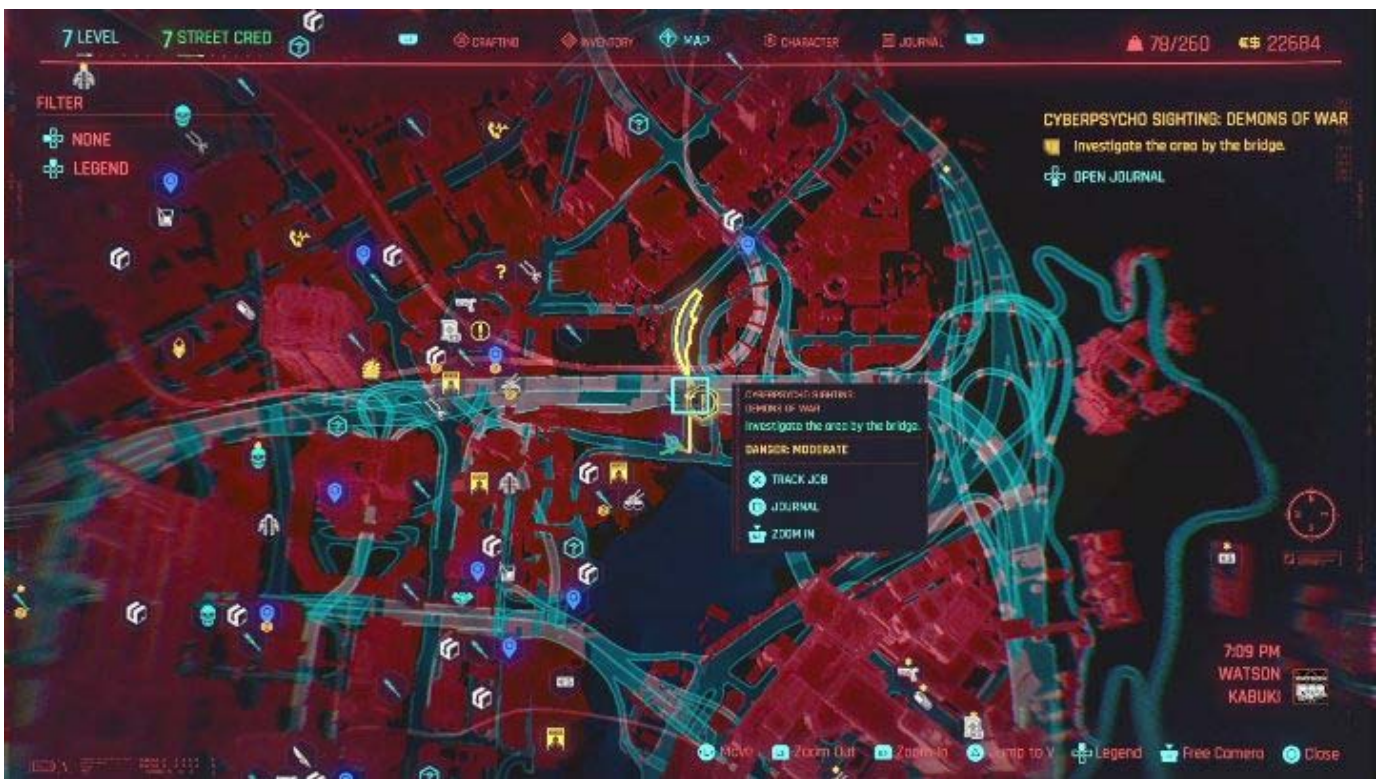
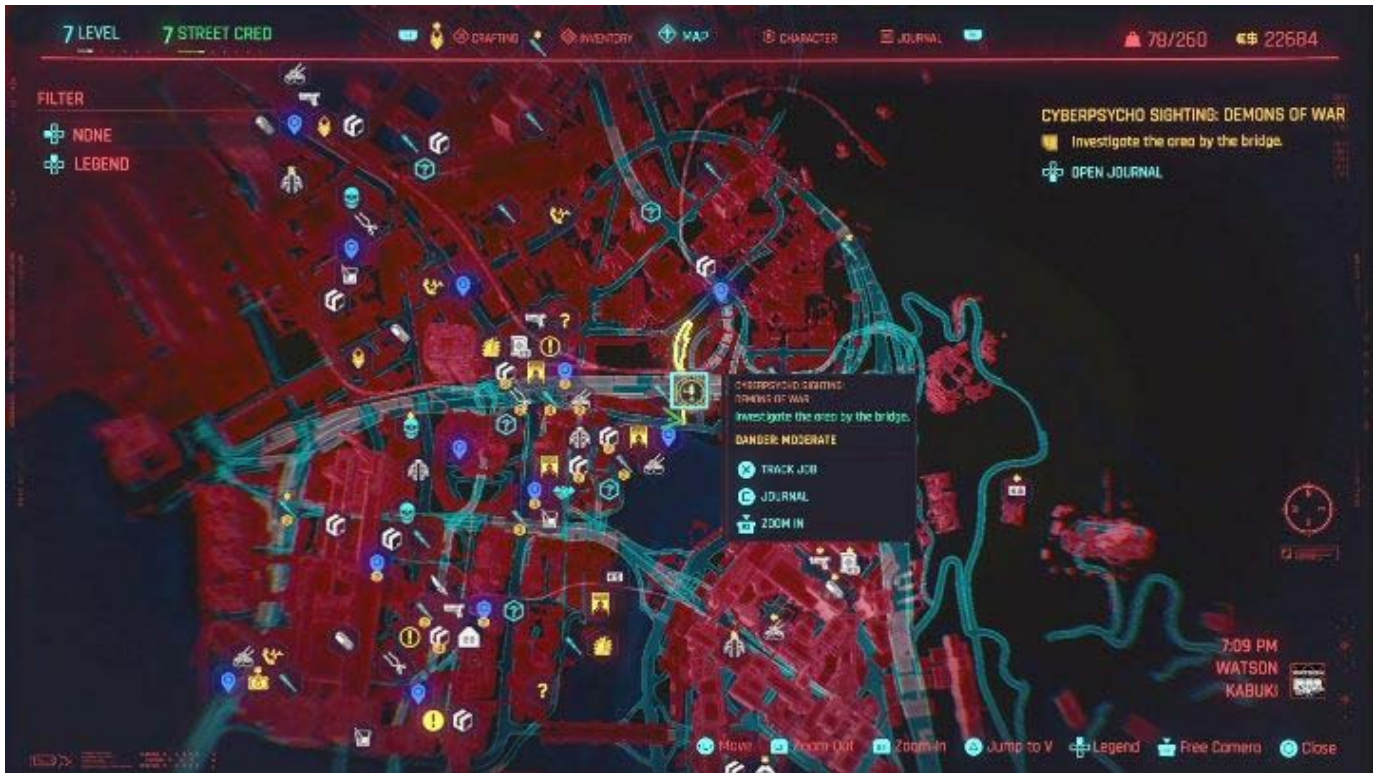
Demons of War

Watson - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Demons of War.

Location of the cyberpsycho



Matt Liaw is on an unfinished part of the road, in the northern part of **Watson**, in the Kubaki district.

To get to it you just have to get to this part of the road.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

Let's start with the fact that this opponent is easy to get from behind. You must sneak carefully behind the containers to avoid being noticed.

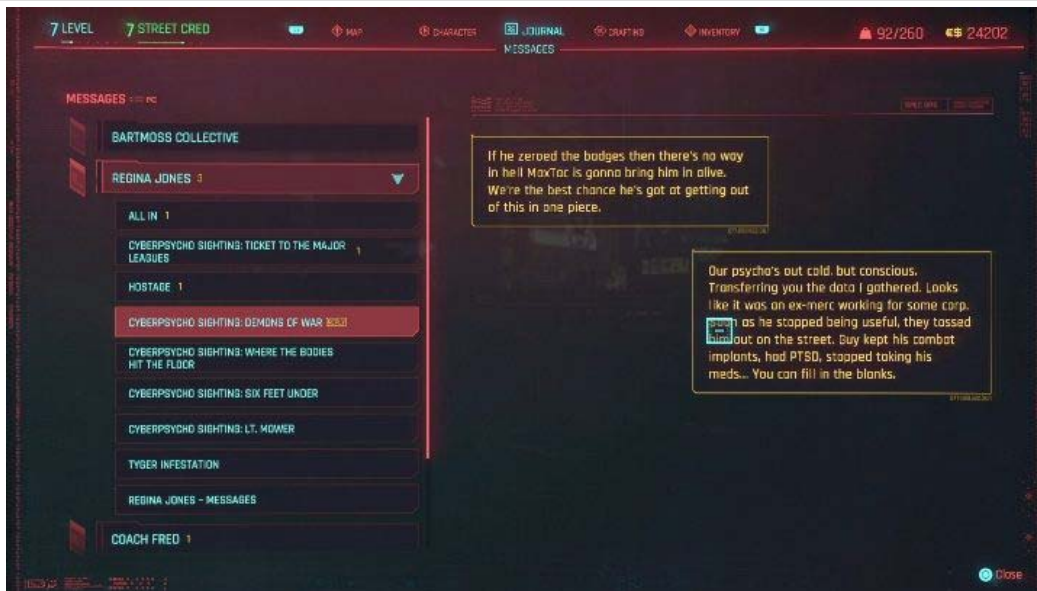
You can also start a direct fight, your opponent uses a sniper rifle, so it is easy to avoid being hit if you remain in motion.





After neutralizing your opponent, get the necessary information: You will find the Shards by searching the body and the laptop in the container.





To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. Select "Cyberpsycho Sighting: Demons of War".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Matt Liaw:

1. He uses long-range firearms;
2. He moves fast;
3. He hides behind all possible covers.

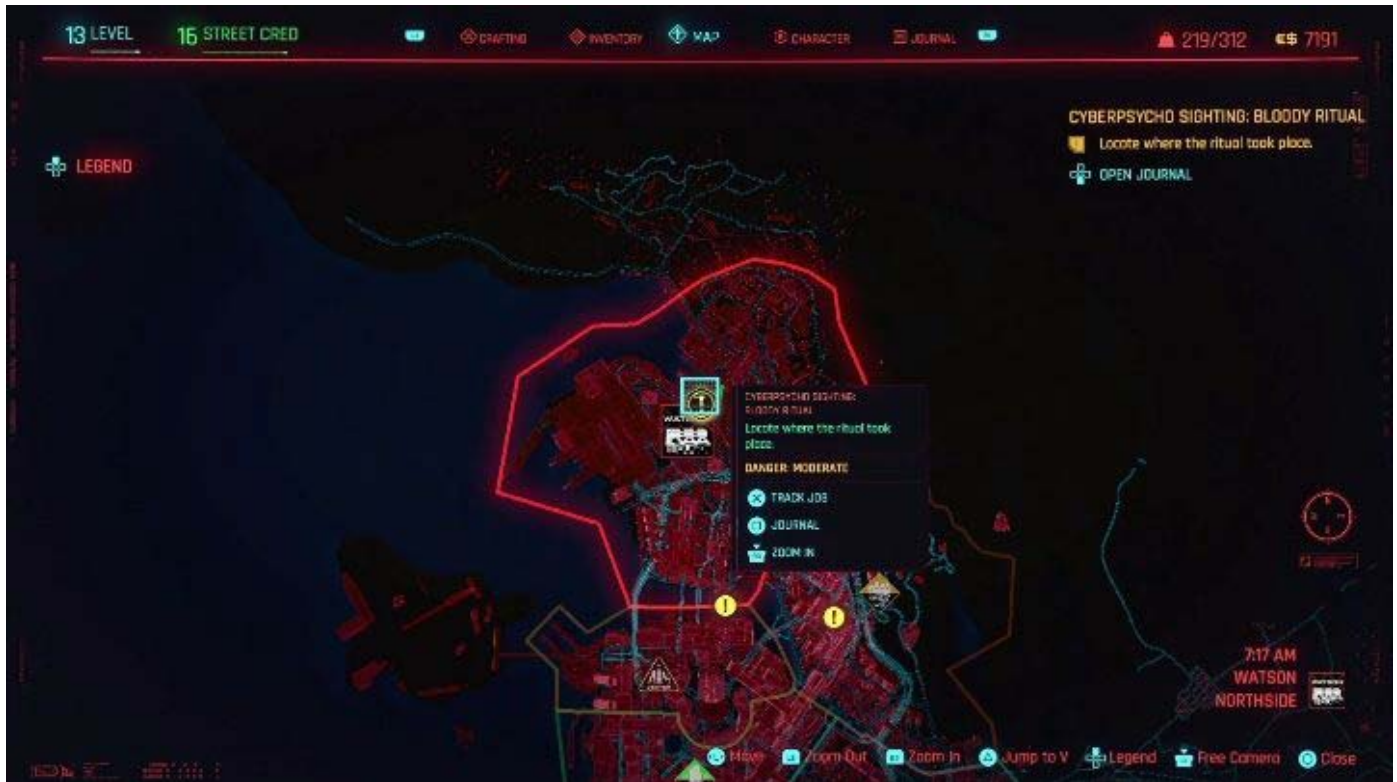
Bloody Ritual

Watson - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Bloody Ritual.

Location of the cyberpsycho



Hughes is located in an empty square in the central part of **Watson**, Northside district.

To get to him, you have to run along the railroad tracks to the big warehouse.

Walkthrough



How to start: complete the Playing for Time quest and find the opponent on the map, but **only after 6 pm**. You have to bring this enemy back to life. You must first find the shards in the surrounding bodies so that **Hughes** can come out of hiding.



This opponent is difficult to attack with a stealth takedown. However, you can try to escape from the battlefield and then return and neutralize the enemy with hacking.

However, if you want to fight, you need to remember that Hughes is very fast. Keep her at a distance so that she won't be able to use Mantis Blades.



After neutralizing your opponent, get the necessary information: Search the enemy's corpse to find the shard.

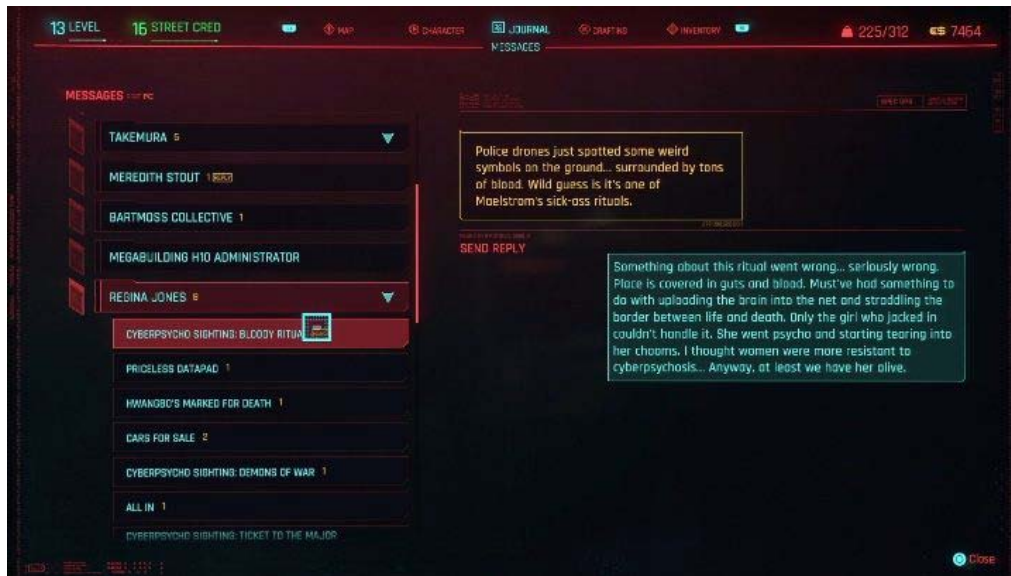




After getting it, go in:

1. in the game menu;
2. in the journal;
3. select Shards;
4. open "!!!", a message about Hughes.





To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Bloody Ritual".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight

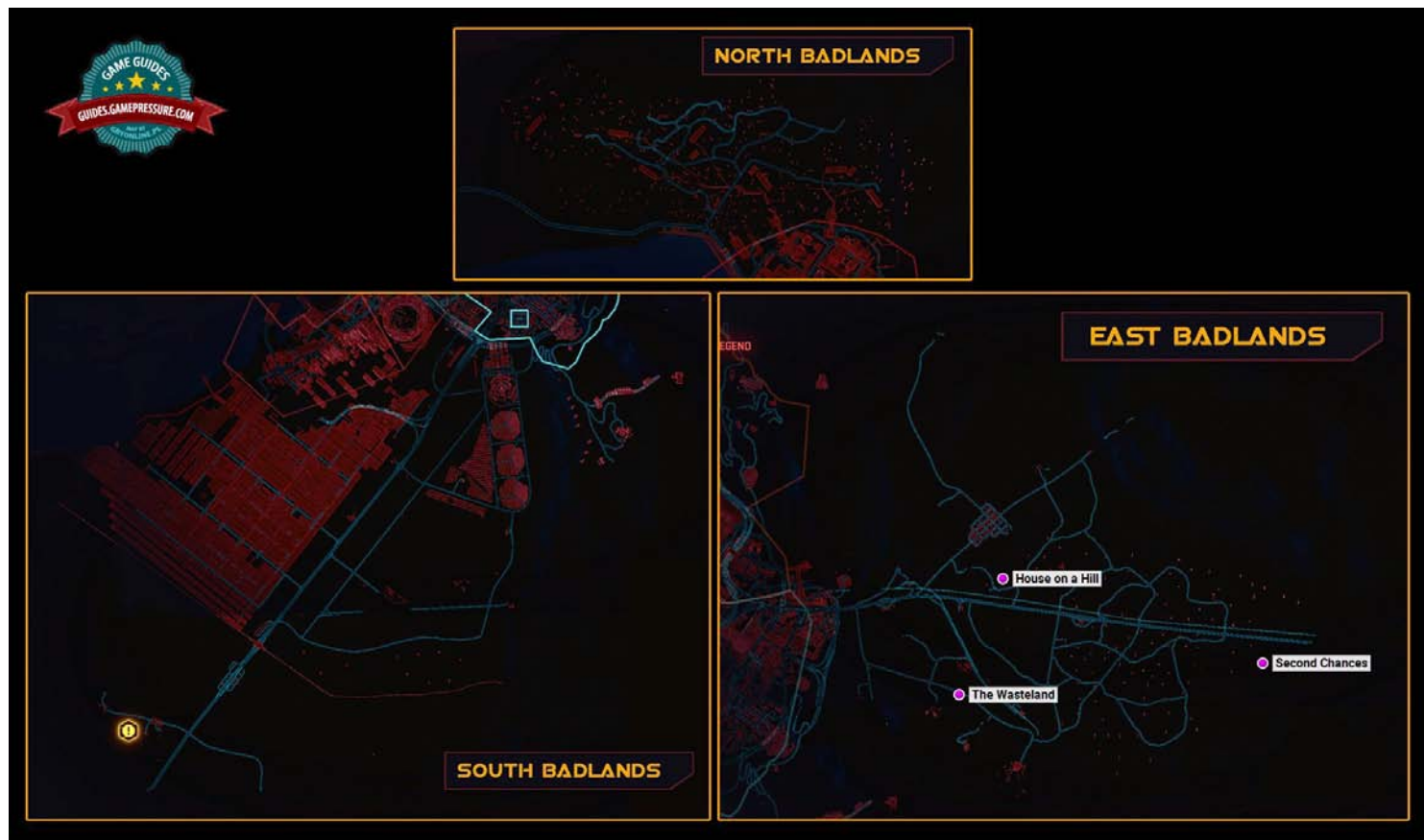


Important information about the fight against **Hughes**:

1. She uses Mantis Blades;
2. She uses firearms;
3. Attack her with a fast weapon, e.g. a rifle;
4. She can disappear for a while and move quickly.

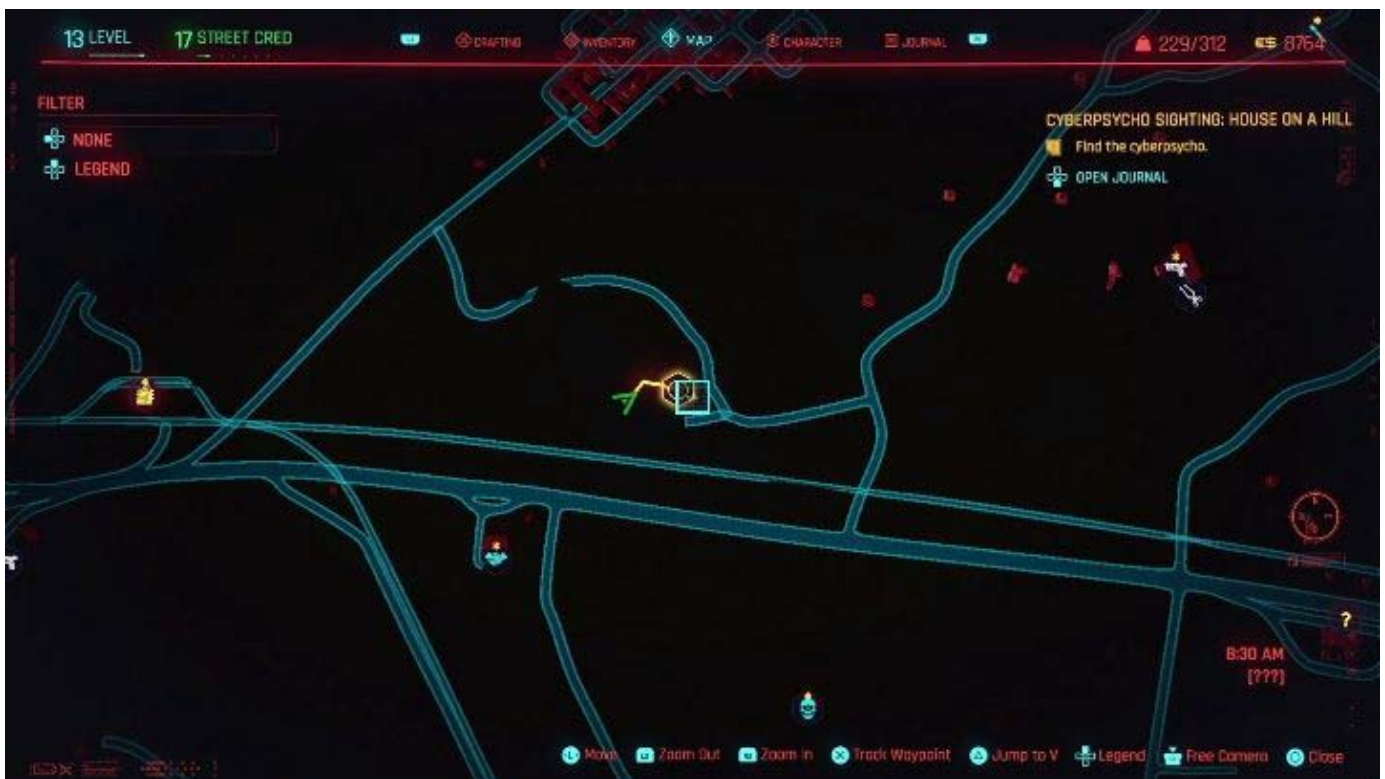
House on a Hill

Badlandy - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called House on a Hill.

The Cyberpsycho's Location



Milton is located on a farm in the eastern Badlands.

To get there, you have to head east of Santo Domingo.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

The area with the enemy is very well protected. There are several robots, turrets and mines. Try to eliminate any threats along the way so that they do not attack you while fighting Milton.



This opponent is difficult to attack with a stealth takedown. Enter the garage and go straight to the enemy. By doing this, you will be fighting only the target.



After neutralizing your opponent, get the necessary information: Search the target's corpse as well as another body nearby to find the shards.





To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. choose "Cyberpsycho Sighting: House on a Hill".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against **Milton**:

1. He uses firearms;
2. Attack him with a fast weapon, e.g. a rifle;
3. You can use exploding objects, which are placed all over the area;
4. He can disappear for a while and move quickly.

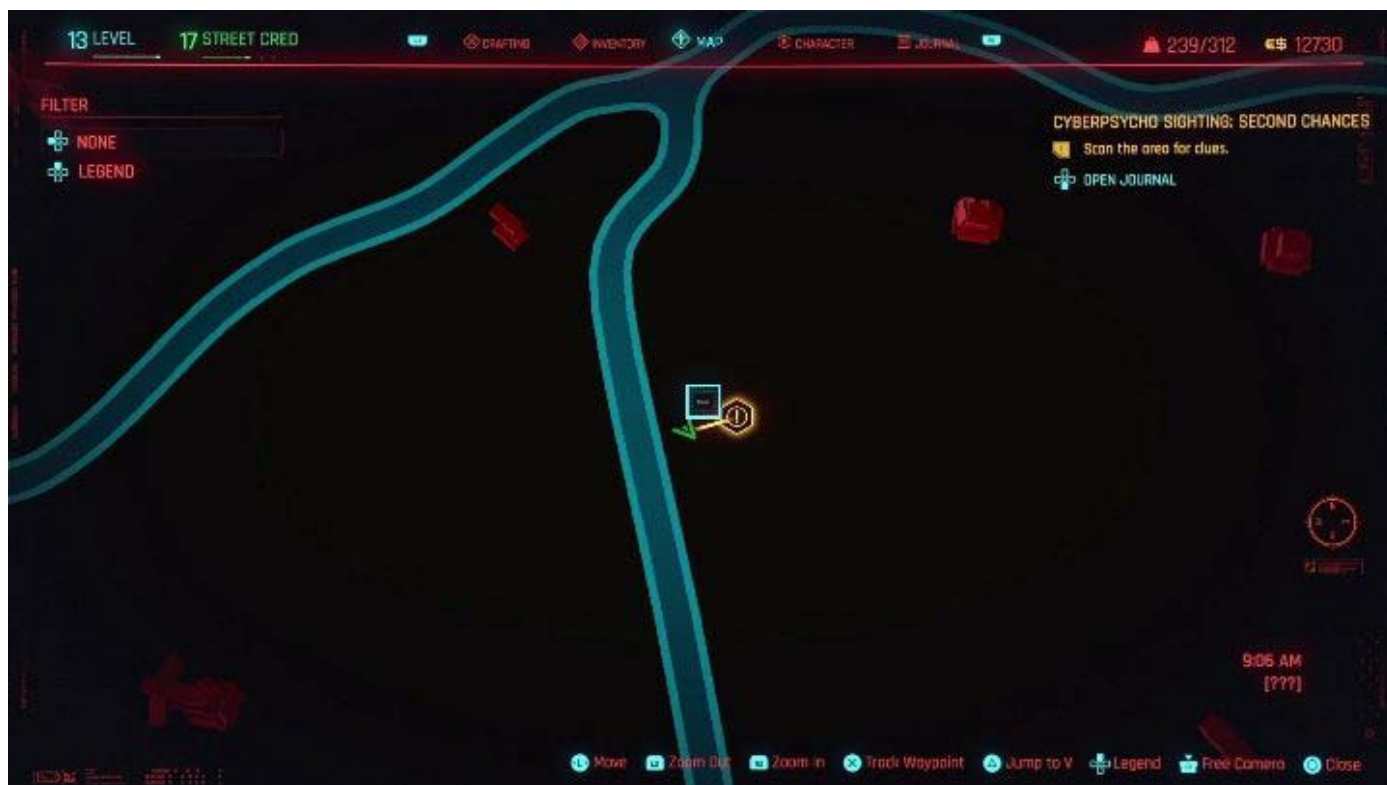
Second Chances

Badlandy - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Second Chances.

The Cyberpsycho's Location



Wylde is located on a farm in the eastern Badlands.

To get there, you have to head east of Santo Domingo.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

You need to check the bodies and the hints in the area. They will lead you to the tower where the enemy is waiting.



There are many mines, explosive barrels, and other objects in this area that can kill you in an instant. Try to destroy them before attacking the target.

The path leading to the tower is also covered with mines. Be careful not to die while going upstairs.



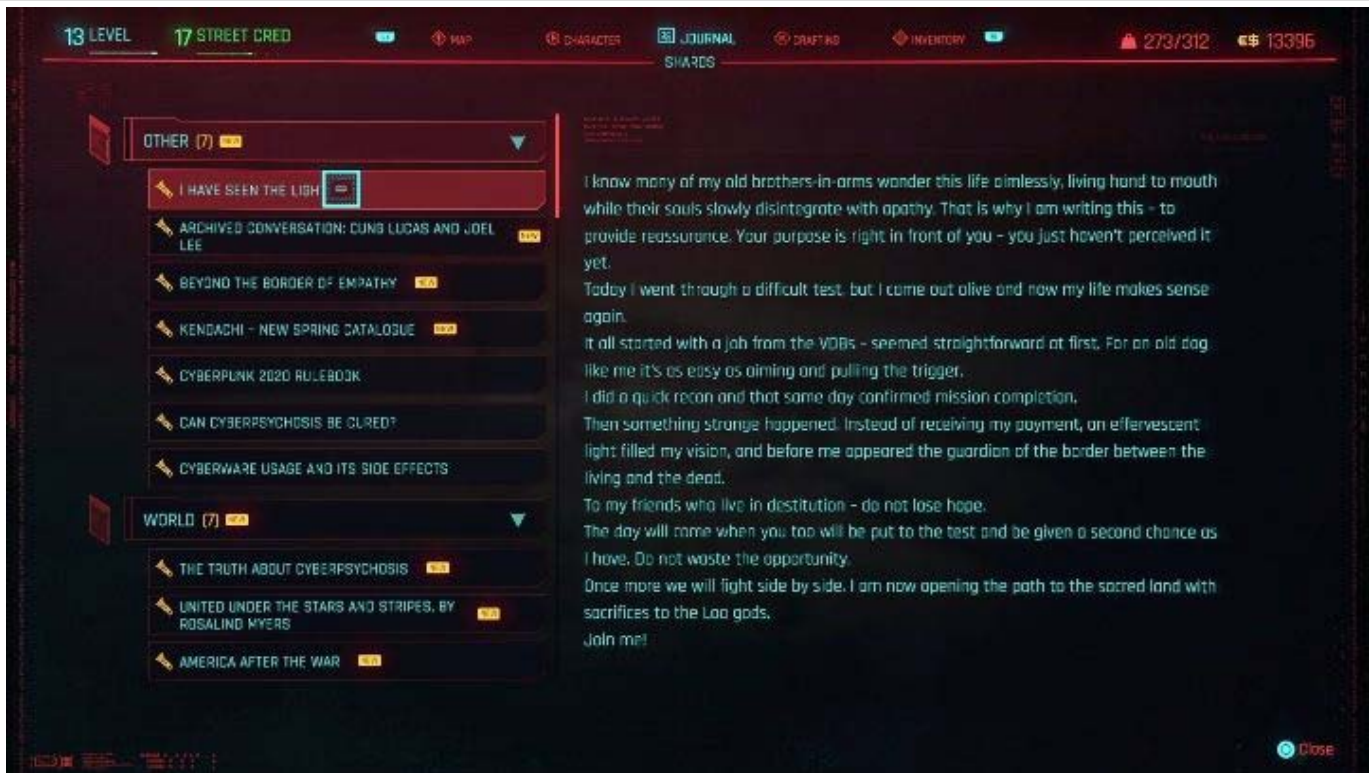
If the opponent's health drops below 50%, he will start to run away. He will descend from the tower and start hiding behind obstacles.





After neutralizing your opponent, get the necessary information: Search the enemy's corpse to find the shard.





After getting it, you must enter:

1. the game menu;
2. the journal;
3. select Shards;
4. open "I have seen the light", a message about your opponent.





To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Cyberpsycho Sighting: Second Chances".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Wylde:

1. He is surrounded by mines;
2. He uses a sniper rifle;
3. He is afraid of fighting at close range – he always tries to escape.

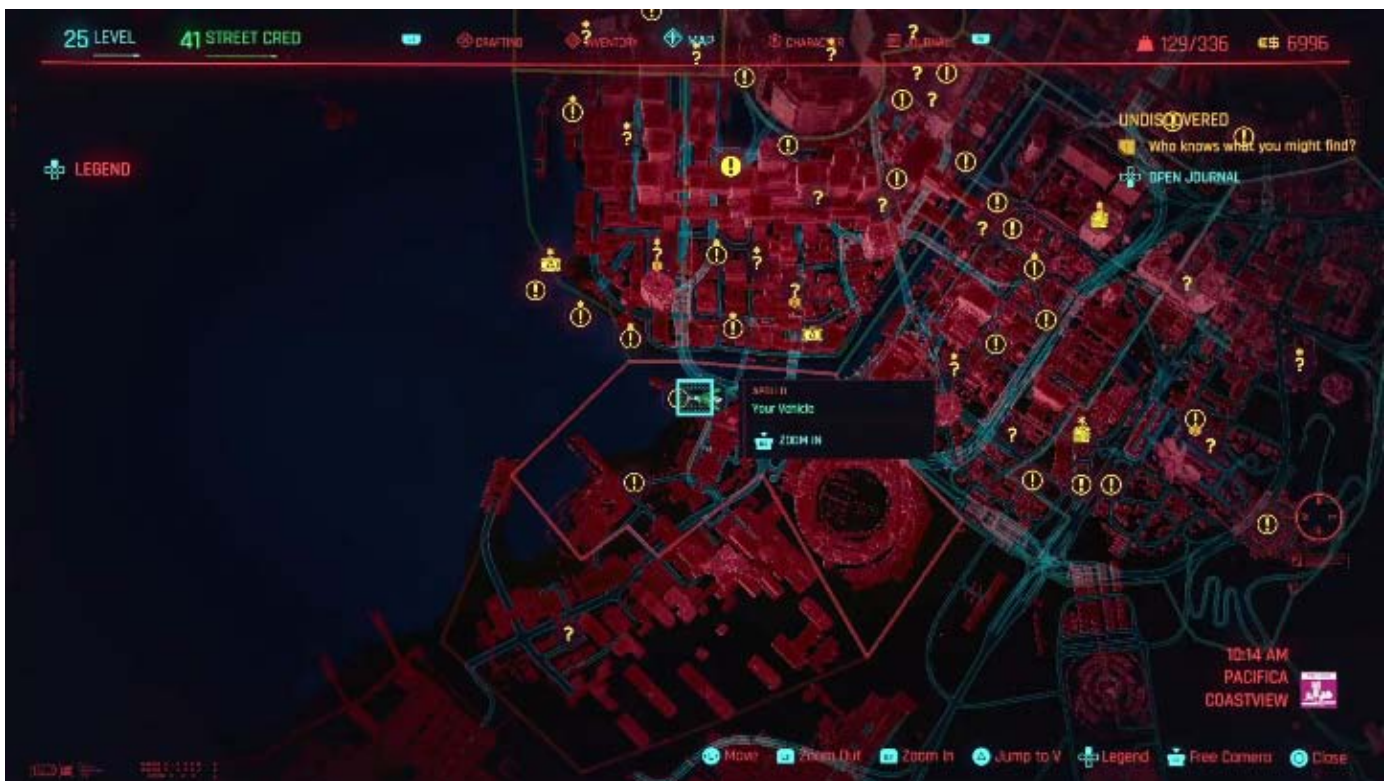
Smoke on the Water

Pacyfika - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Smoke on the Water.

Location of the cyberpsycho



Ramiraz is at the end of the pier, in the northern part of the **Pacifica**.

To get to him, you have to run to the bridge and reach its very end.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.

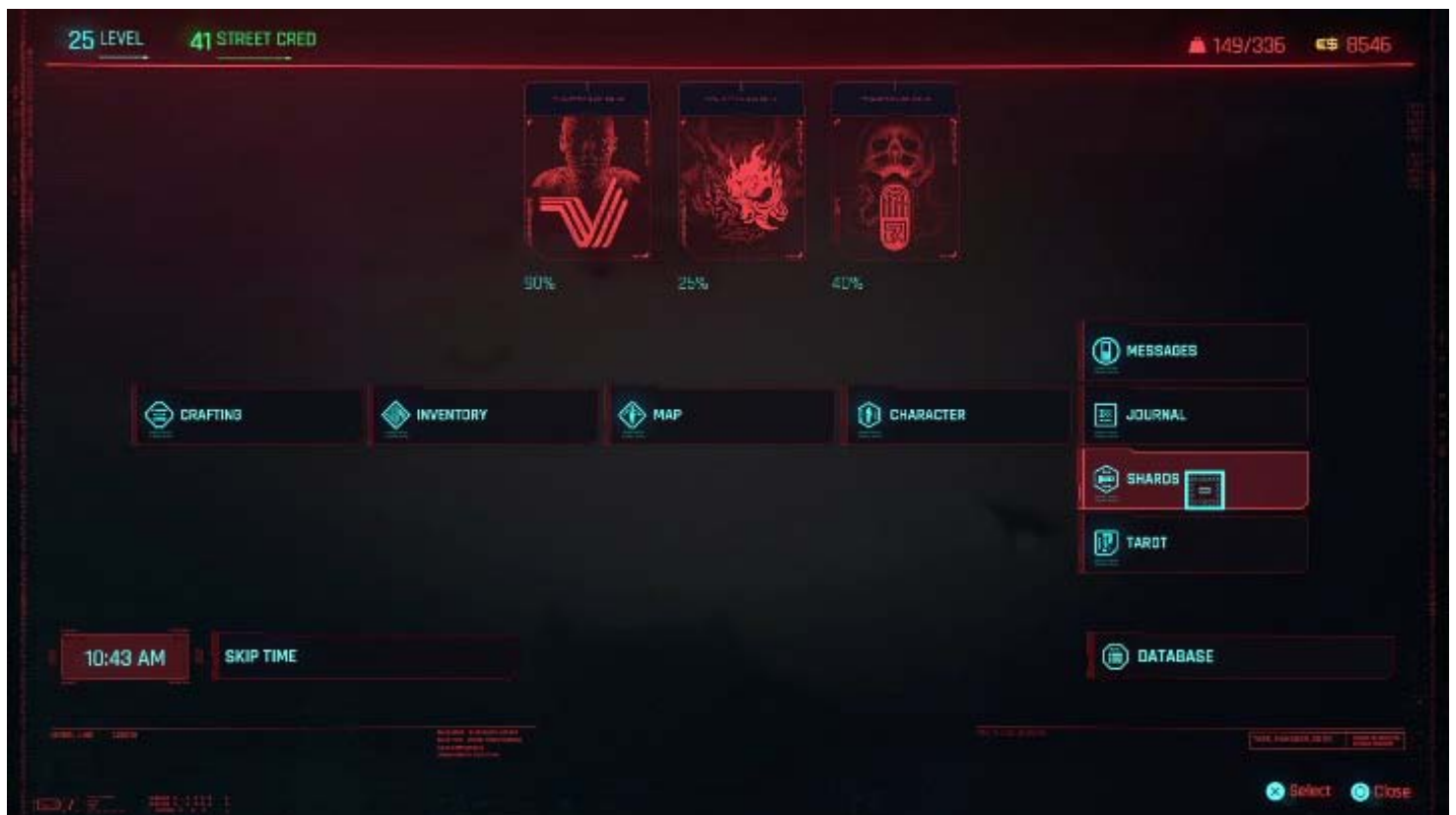


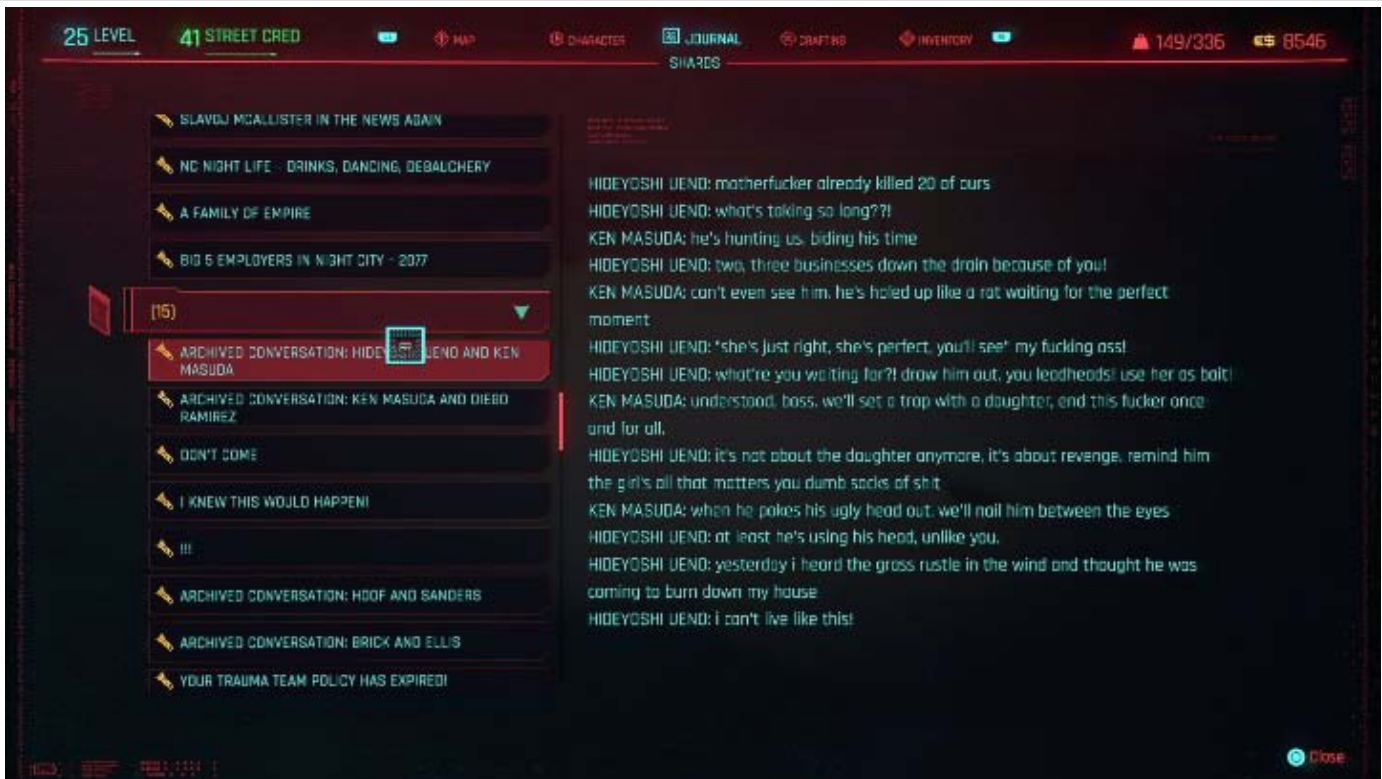
This opponent is difficult to attack with a stealth takedown. However, you can try to escape from the battlefield and then return and neutralize the enemy with hacking.

However, if you choose to fight, you have to know that Ramirez is very fast. Keep him at a distance and use covers.



After neutralizing your opponent, get the necessary information: You will find the shard by searching the main opponent and the body of the tattooed man.

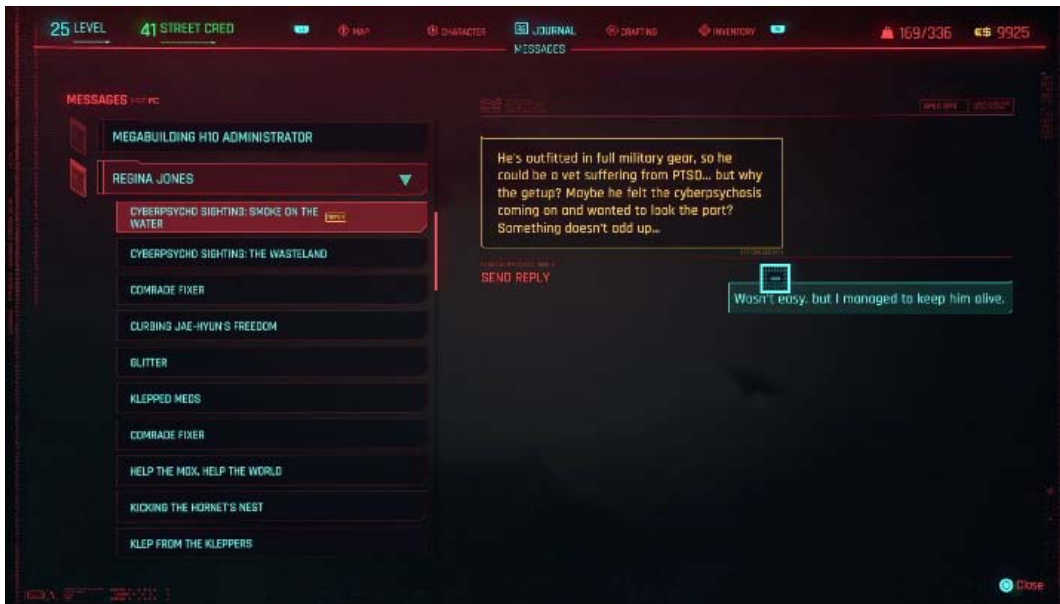




After getting it, go in:

1. in the game menu;
2. in the journal;
3. select Shards;
4. Open "Archived Conversation: Hideyoshi Ueno and Ken Masuda", a message about Ramirez.





To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Smoke on the Water".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Ramirez:

1. He uses firearms;
2. Attack him with a fast weapon, e.g. a rifle;
3. He can disappear for a while and move quickly.

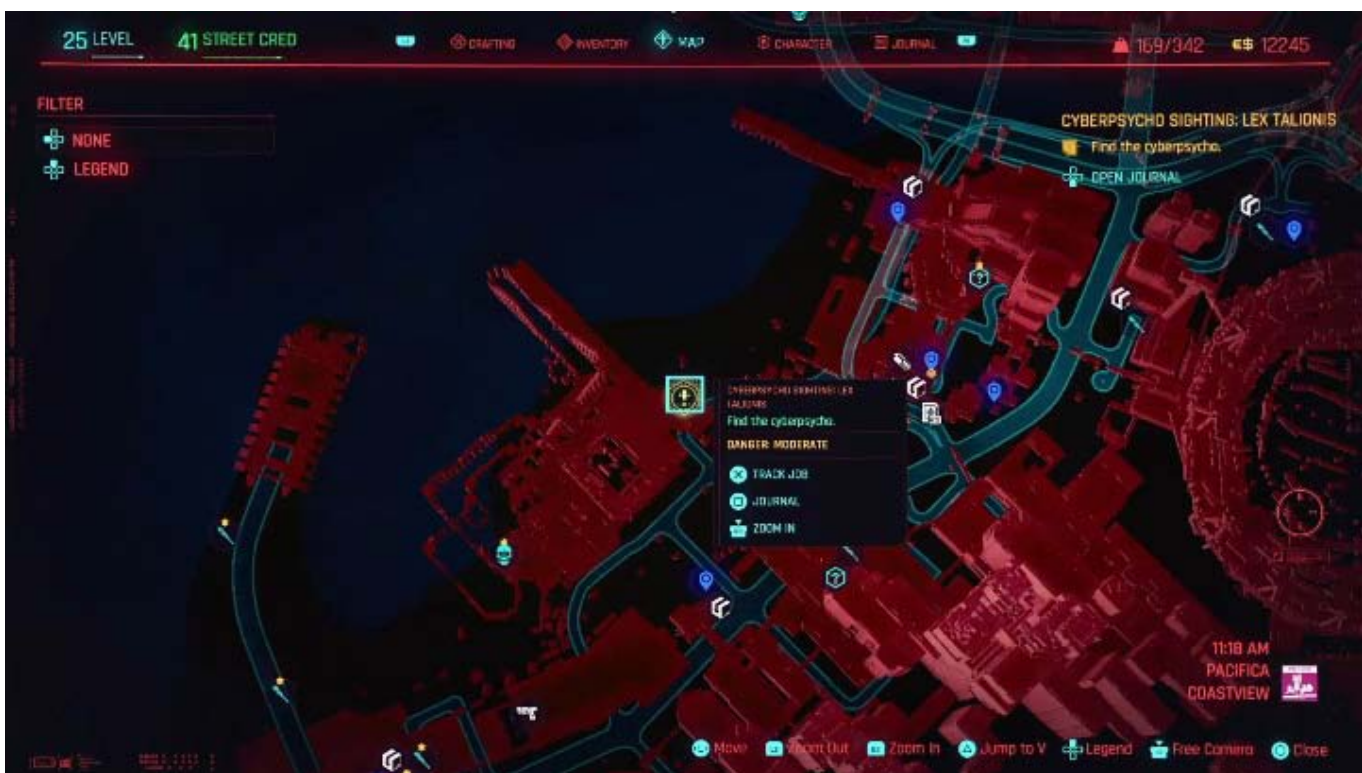
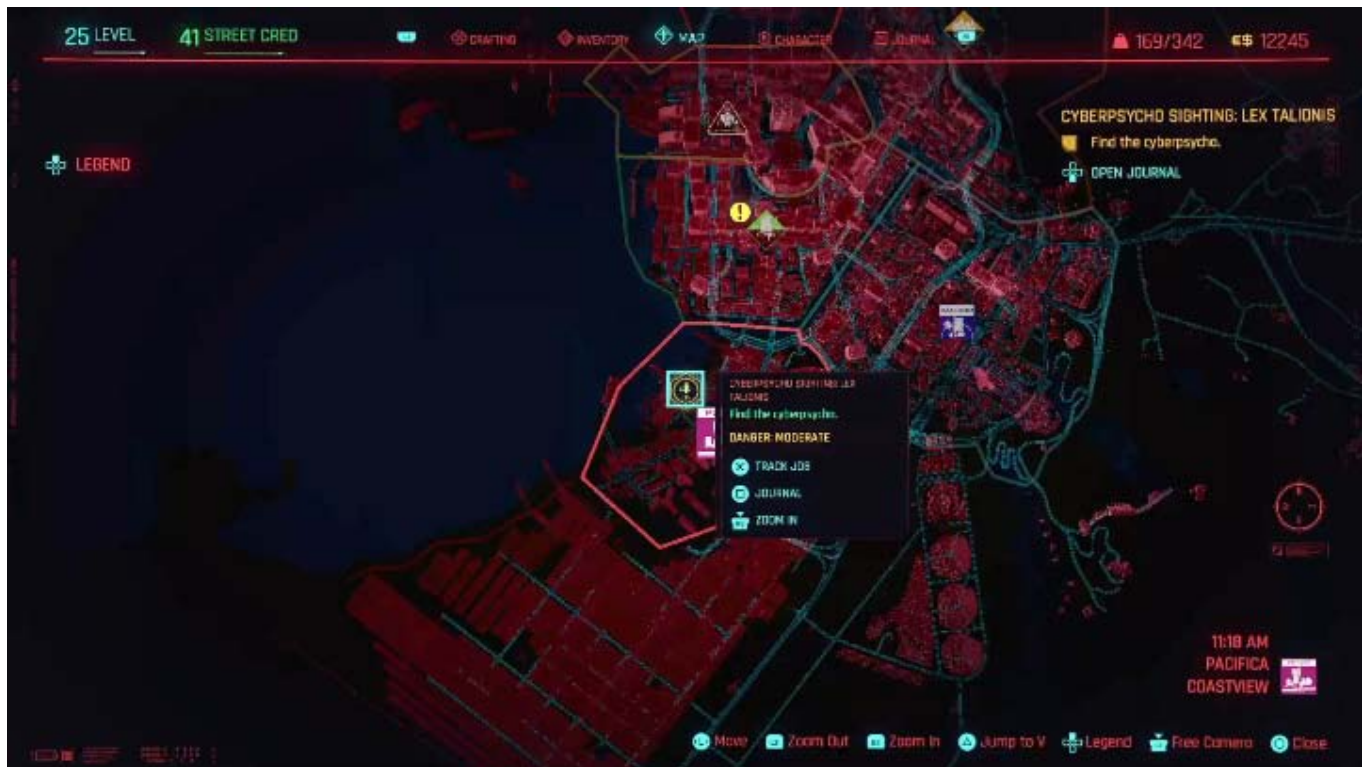
Lex Talionis

Pacyfika - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we describe a mission called Lex Talionis.

Location of the cyberpsycho



SpaceBoy is in the hideout of netrunners, in the northern part of the **Pacifica**.

To get to him, you have to go through the garage.

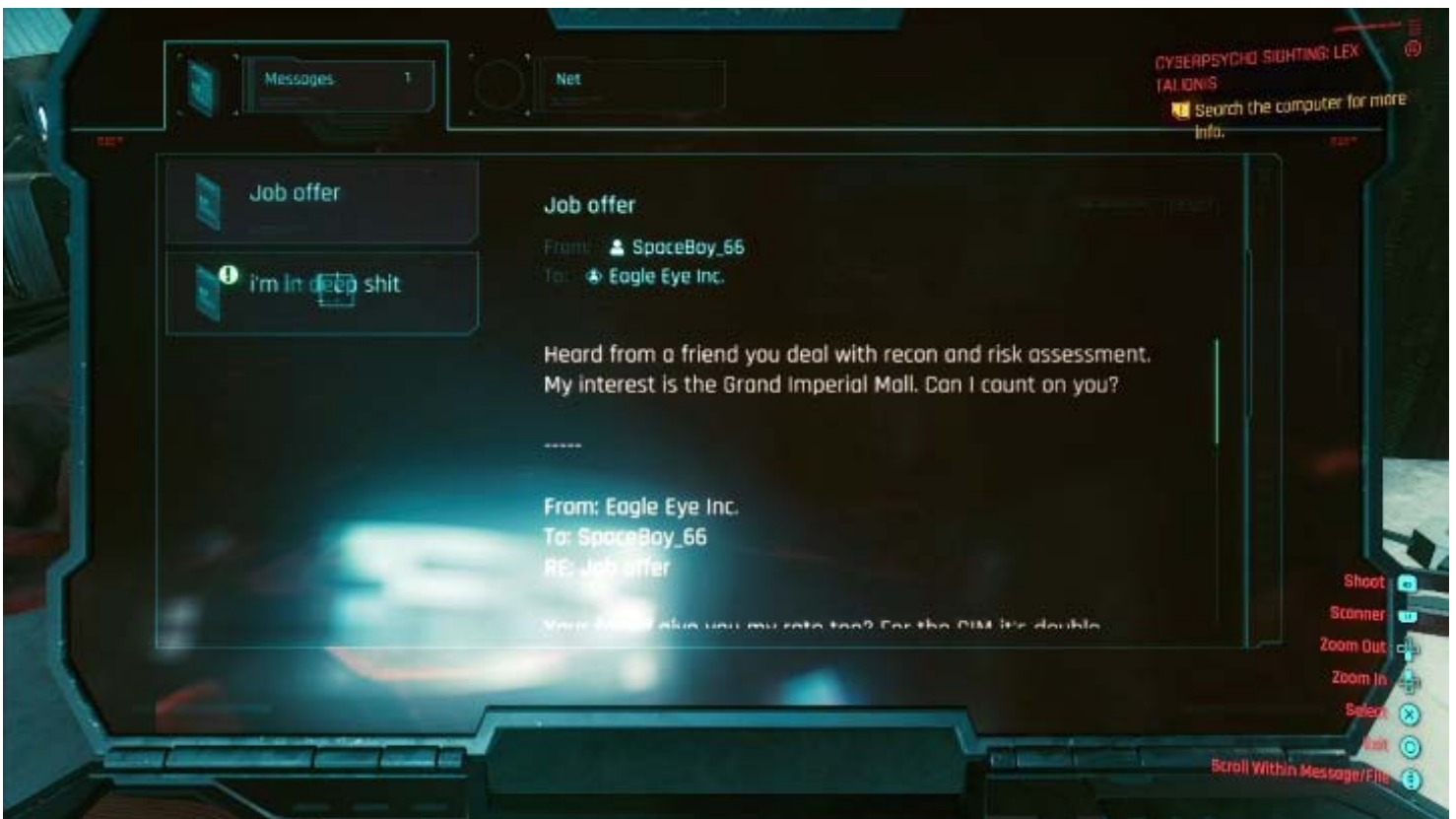
Walkthrough



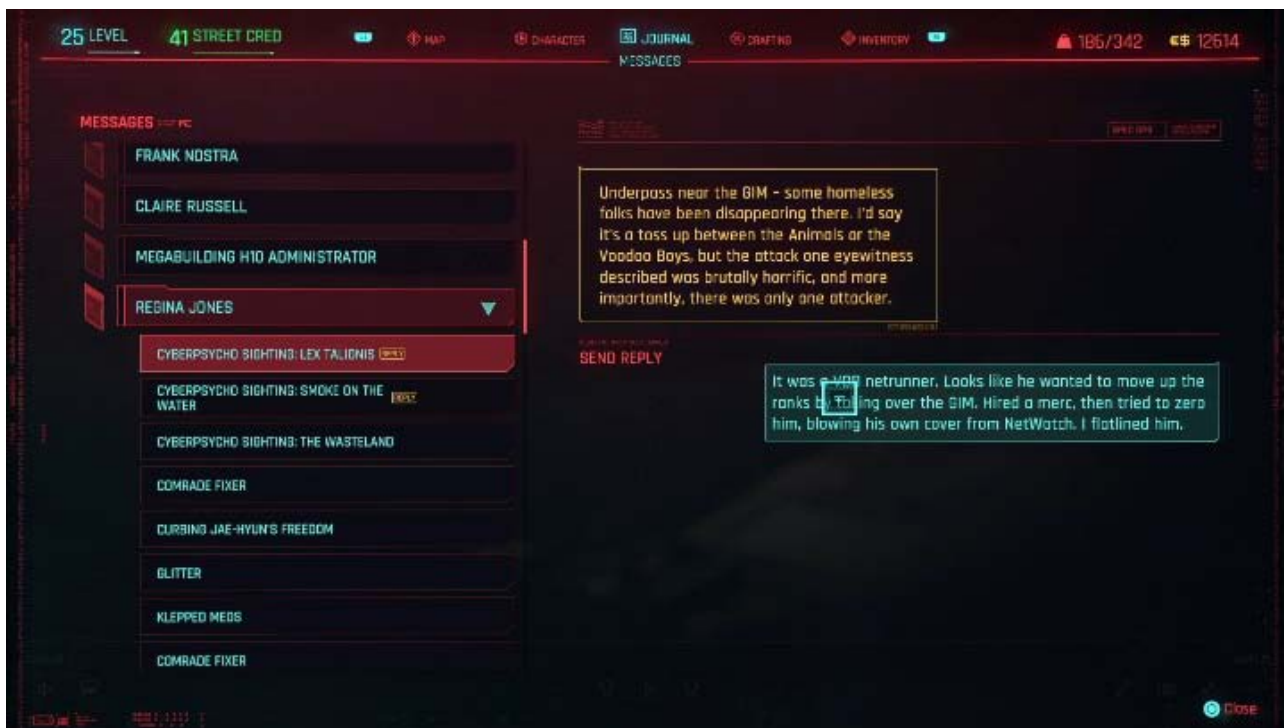
How to start: complete the Transmission quest and find your opponent on the map.



This enemy is not easy to kill, and you have to deal with surrounding turrets and drones. Try to eliminate them from the arena first so that they interfere when you confront your main opponent.



After neutralizing your opponent, get the necessary information: You will find the shard by searching the main opponent and the computer.



To complete the task you must enter:

1. in the game menu;
2. in the journal;
3. select messages;
4. in a conference with Regina Jones;
5. select "Cyberpsycho Sighting: Lex Talionis".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against **SpaceBoy**:

1. He uses firearms;
2. Attack him with a fast weapon, e.g. a rifle;
3. First you must eliminate his electronic allies.

The Wasteland

Badlandy - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we will explain how to complete the gig called Cyberpsycho Sighting: The Wasteland

The Cyberpsycho's Location



Euralio Alma is located in the desert, in the eastern part of the Badlands.

To get to him you must follow the tracks from the crashed vehicle.

Walkthrough



This opponent is difficult to attack with a stealth takedown. However, you can try to escape from the battlefield and then return and neutralize the enemy with hacking.

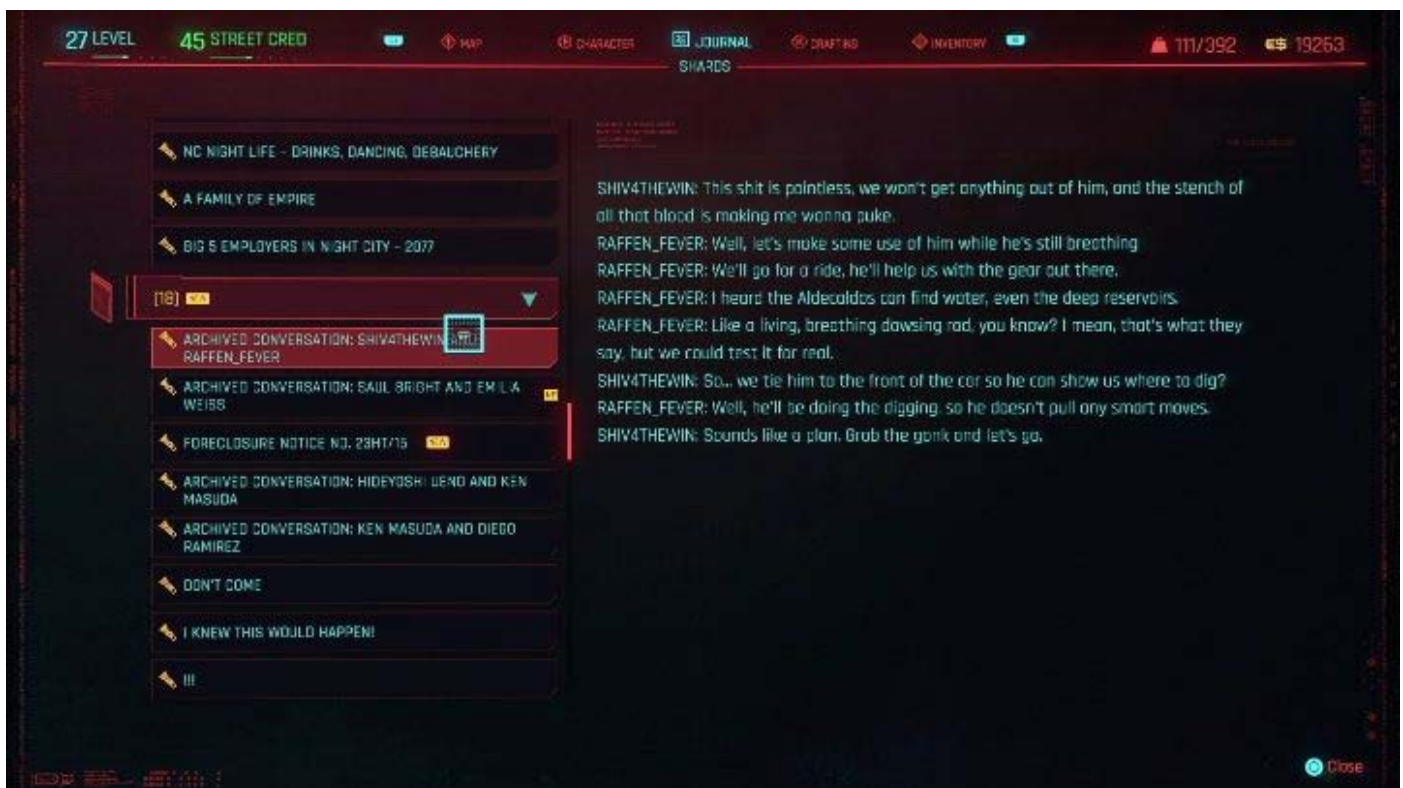




However, if you are tempted to fight you have to account for the fact that Euralio Alma is very fast. Keep him at a distance and use covers.

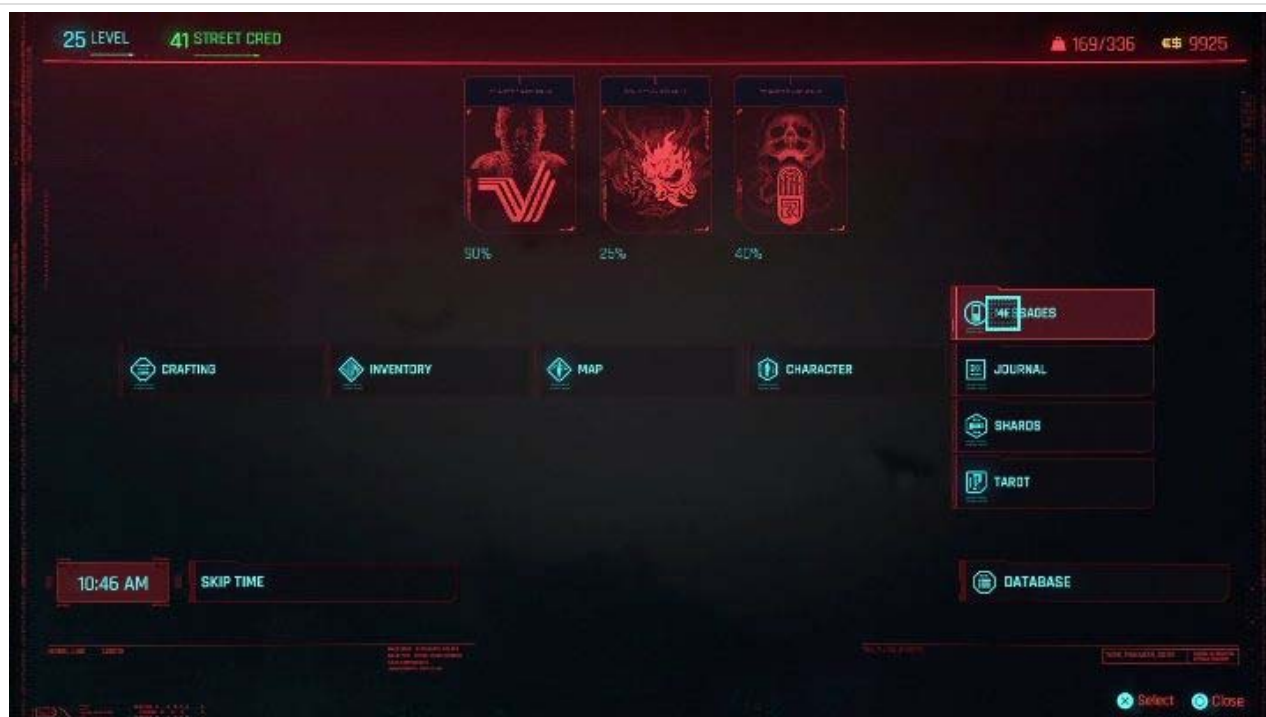


After neutralizing your opponent, get the necessary information: You will find the Shard by searching the main enemy's body and the suitcase located in the blue container.



After getting it, you must enter:

1. the game menu;
2. the journal;
3. select Shards;
4. Open the message related to this gig: "Archived Conversation: Shiv4theWin and Roffen_Fever"



To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select Cyberpsycho Sighting: The Wasteland.

And the last simple thing to do is to click on the message that V will send to Regina, and that will complete the job.

The Fight



Important information about the fight against Ramirez:

1. He uses firearms;
2. He has an exoskeleton and a shield;
3. He has a weak spot on his back;
4. Attack him with a fast weapon, e.g. a rifle;
5. He can move quickly.

Discount Doc

Santo Domingo- Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we will take care of a mission called Cheap and Bad.

The Cyberpsycho's Location



Chas Coley is located near a ripperdoc clinic, in the eastern part of Santo Domingo.

To get to him, you need to enter the property.

Guide



How to start: Complete The Rescue and find your opponent on the map.



This enemy is very easy to attack from the roof. You can jump on it right at the gate, just use the box set up on the right side of the building.



After neutralizing your opponent, get the necessary information: You will find the datashard by searching the main opponent, the bodyguard, and the computer inside.



To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Cyberpsychoic Suspicions: Discount Doc".

And the last simple thing to do is to click on the message that V will send to Regina, and that will complete the job.

The Fight



Important information about the fight against Chase Coley:

1. He uses firearms;
2. He has an exoskeleton and a shield;
3. He has a weak spot on his back;
4. It is worth attacking him with a fast weapon, e.g. a rifle.
5. It is good to attack him from the roof, then he has much weaker attacks and charges them longer.

Too Little, Too Late

Santo Domingo- Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we will deal with the mission called Too Little, Too Late.

The Cyberpsycho's Location



Tamara Cosby is located under the bridge, in the western part of Santo Domingo.

Walkthrough



How to start: Complete The Rescue and find your opponent on the map.



This opponent is very easily attacked by surprise. However, you must reckon with the turrets that will come out of the wall. Destroy them before you attack your opponent.



After neutralizing your opponent, get the necessary information: You will find the datashard by searching the main opponent and by the corpse.



To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Suspicious of Cyber psychosis: Too Little, Too Late".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Tamara Cosby:

1. She will use different hooks on you;
2. Watch out for turrets;
3. A sniper rifle will work well as you can make a deadly shot with it.

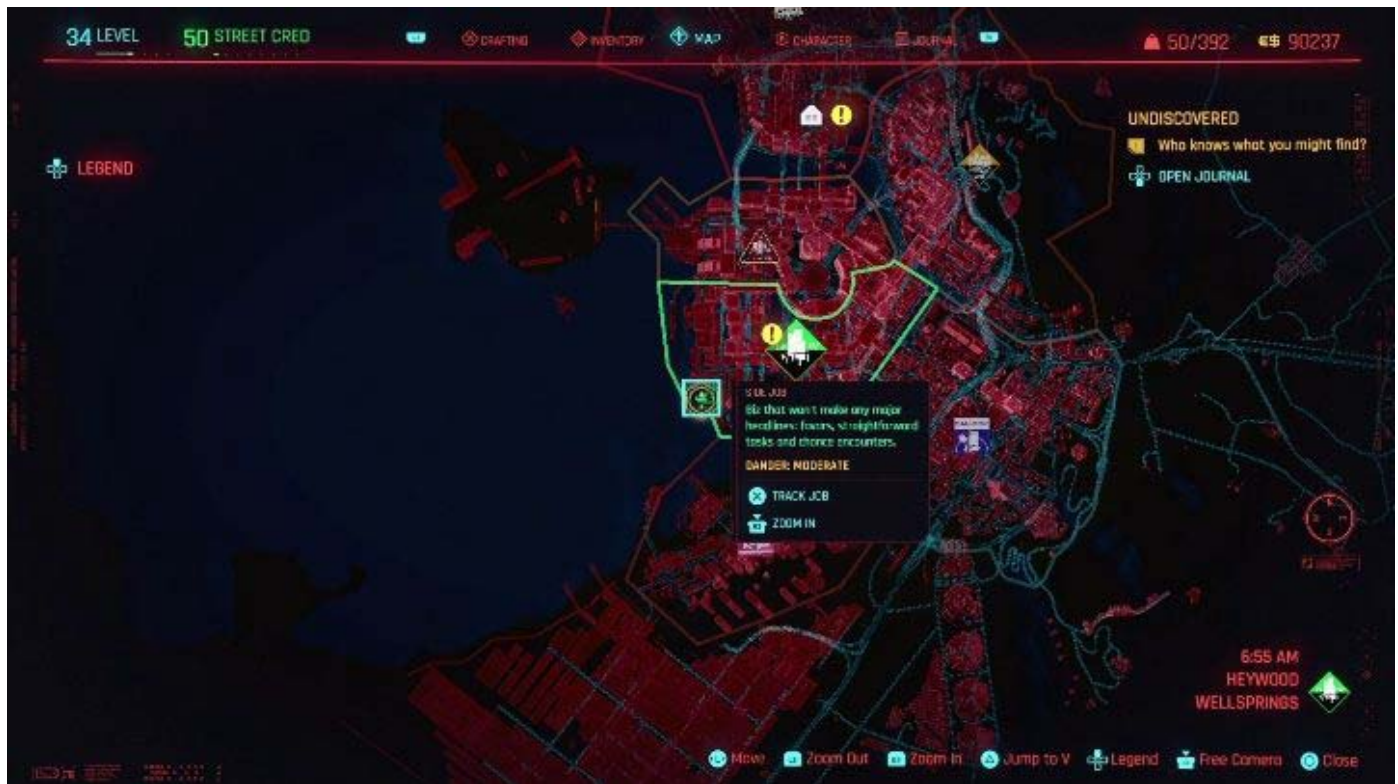
Letter of the Law

Heywood - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we will provide a walkthrough of the gig called Letter of the Law.

The Cyberpsycho's Location



Gaston Philips is located in an area filled with tripmines, in the west of Heywood.

To reach him, enter the parking area.

Guide



How to start: Complete The Rescue and find your opponent on the map.





It's very easy to accidentally die on your way to this opponent. There are many mines in the area. They are everywhere: on the floor, attached to cars or walls. Disable them to get rid of the danger.

Be careful, there are also mines on the roof.



After neutralizing your opponent, get the necessary information: You will find the Shard by searching the target's body and the computer at the entrance to the garage.



To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Cyberpsycho Sighting: Letter of the Law".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Gaston Philips:

1. He uses firearms;
2. He moves very fast;
3. He uses mines against you;
4. He uses stealth;
5. It is worth attacking him with a fast weapon, e.g. a rifle.
6. Using mines against him is a good idea.

Seaside Cafe

Heywood - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide we will provide a walkthrough of the gig called Seaside Cafe.

The Cyberpsycho's Location



Dao Hyunh is located at the end of the pier, in the western part of Heywood.

To get to him, you need to jump on the wooden part of the terrace.

Guide



How to start: Complete The Rescue and find your opponent on the map.



It is worth equipping the double jump before heading to face this opponent. Dao Hyunh tries to escape and only reappears after he had traveled quite a distance. He also often jumps away from you, e.g. on nearby buildings.



After neutralizing your opponent, get the necessary information: You will find the Shard by searching the target's body and the corpse lying on the terrace.





After getting it, you must enter:

1. the game menu;
2. the journal;
3. select Shards;
4. select both Shards involving this cyberpsycho.



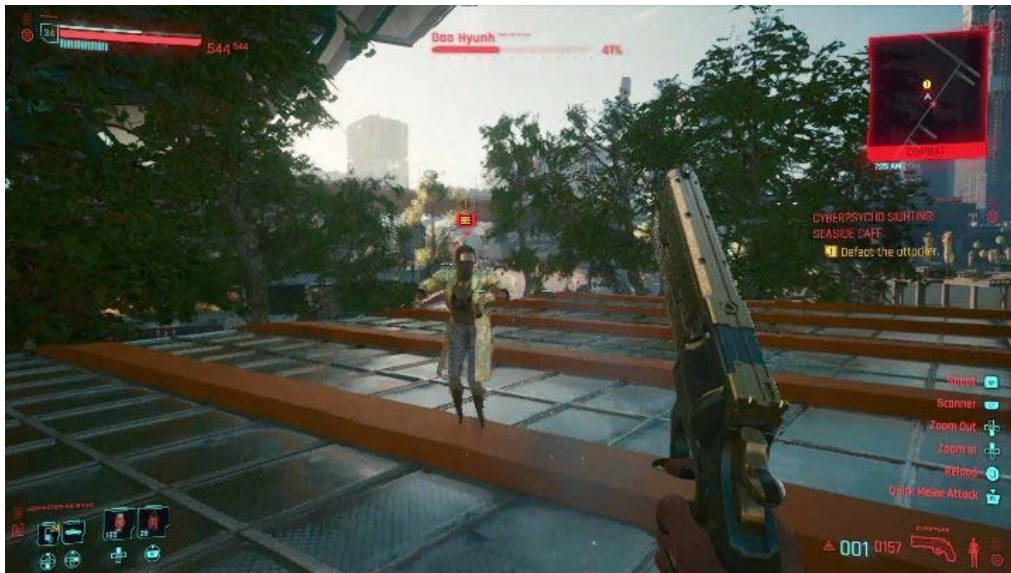


To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Cyberpsycho Sighting: Seaside Cafe".

And the last simple thing to do is to click on the message that V will send to Regina, and that will complete the job.

The Fight

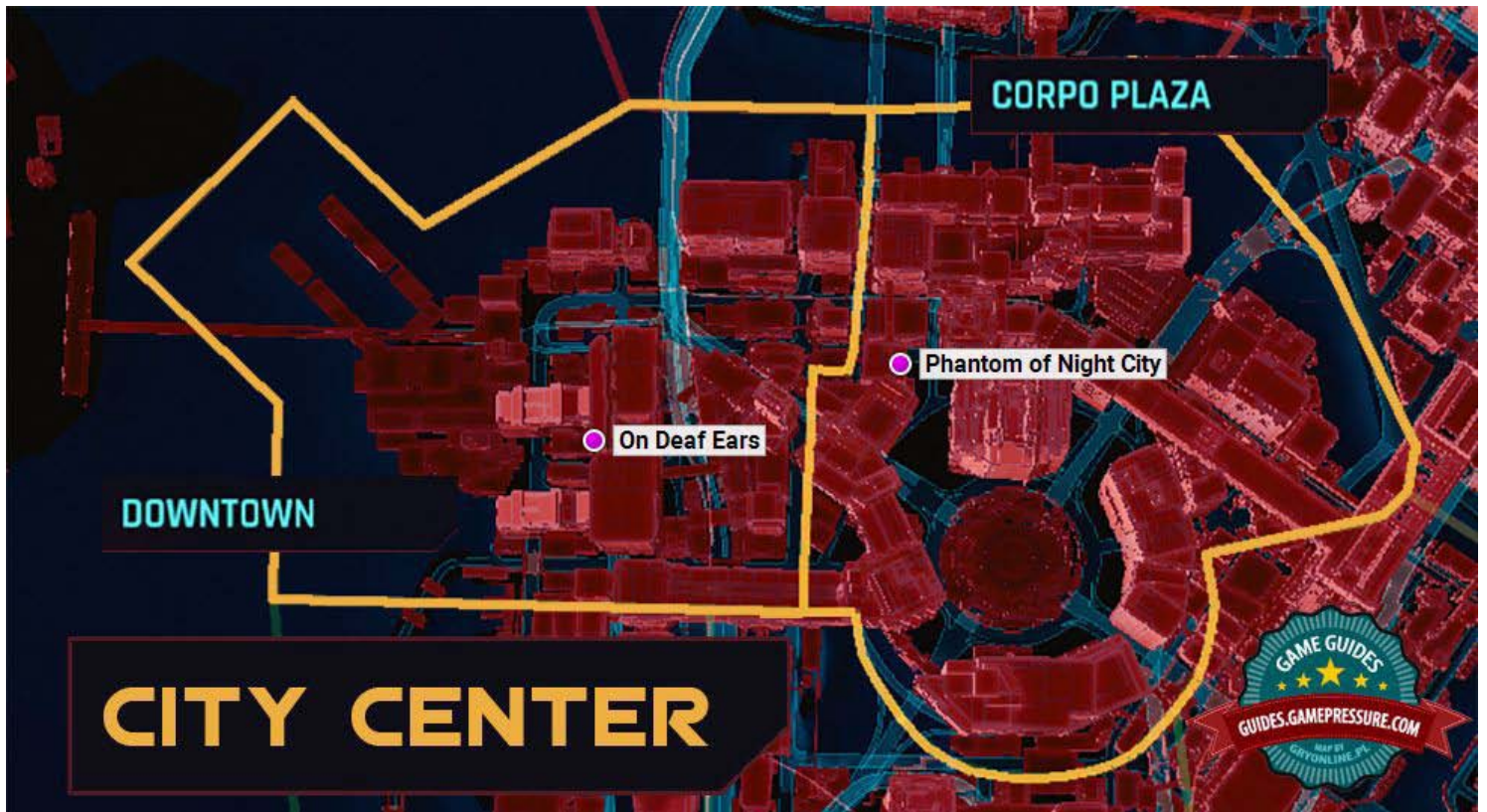


Important information about the fight against Dao Hyunh:

1. He uses firearms;
2. He moves very fast;
3. He can jump very high;
4. It is worth attacking him with a fast weapon, e.g. a rifle.

The Phantom of Night City

City Center - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide, we will provide a walkthrough of the gig called The Phantom of Night City

The Cyberpsycho's Location



Norio Akuhara is located in an alleyway, in the middle of the City Center.

To reach him, enter the parking area.

Guide



How to start: Complete The Rescue and find your opponent on the map.



This opponent is very easy to assassinate stealthily. You can jump him right at the gate. You can make use of grenades to take away some of his health points.



After neutralizing your opponent, get the necessary information: You will find the Shard by searching the target's body.





To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Cyberpsycho Sighting: The Phantom of Night City".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight

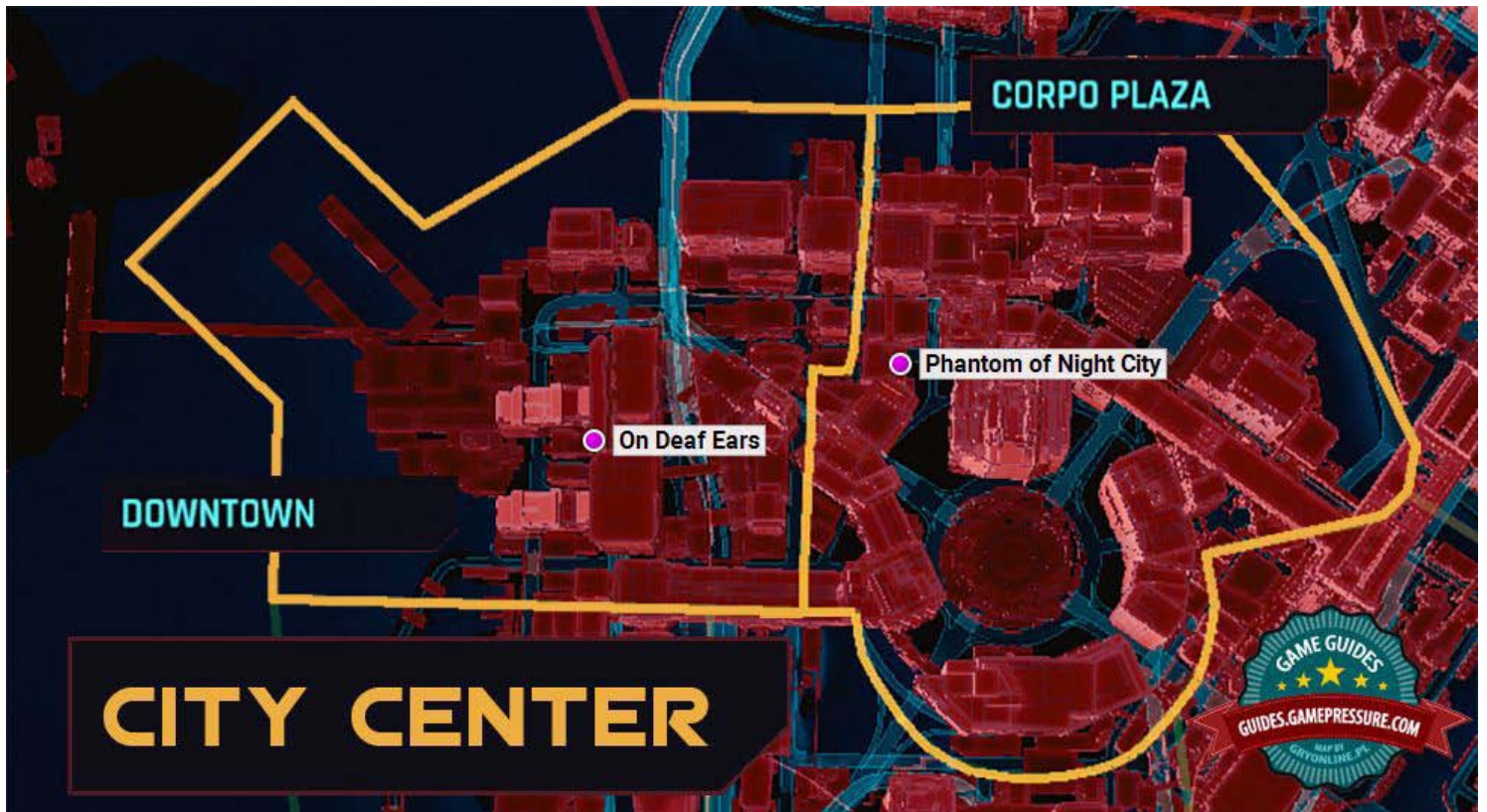


Important information about the fight against Norio Akuhara:

1. He uses a katana;
2. He has allies;
3. Grenades work well on him;
4. He changes his location during the fight, in the second phase he uses firearms;
5. He moves very fast;
6. It is worth attacking him with a fast weapon, e.g. a rifle.

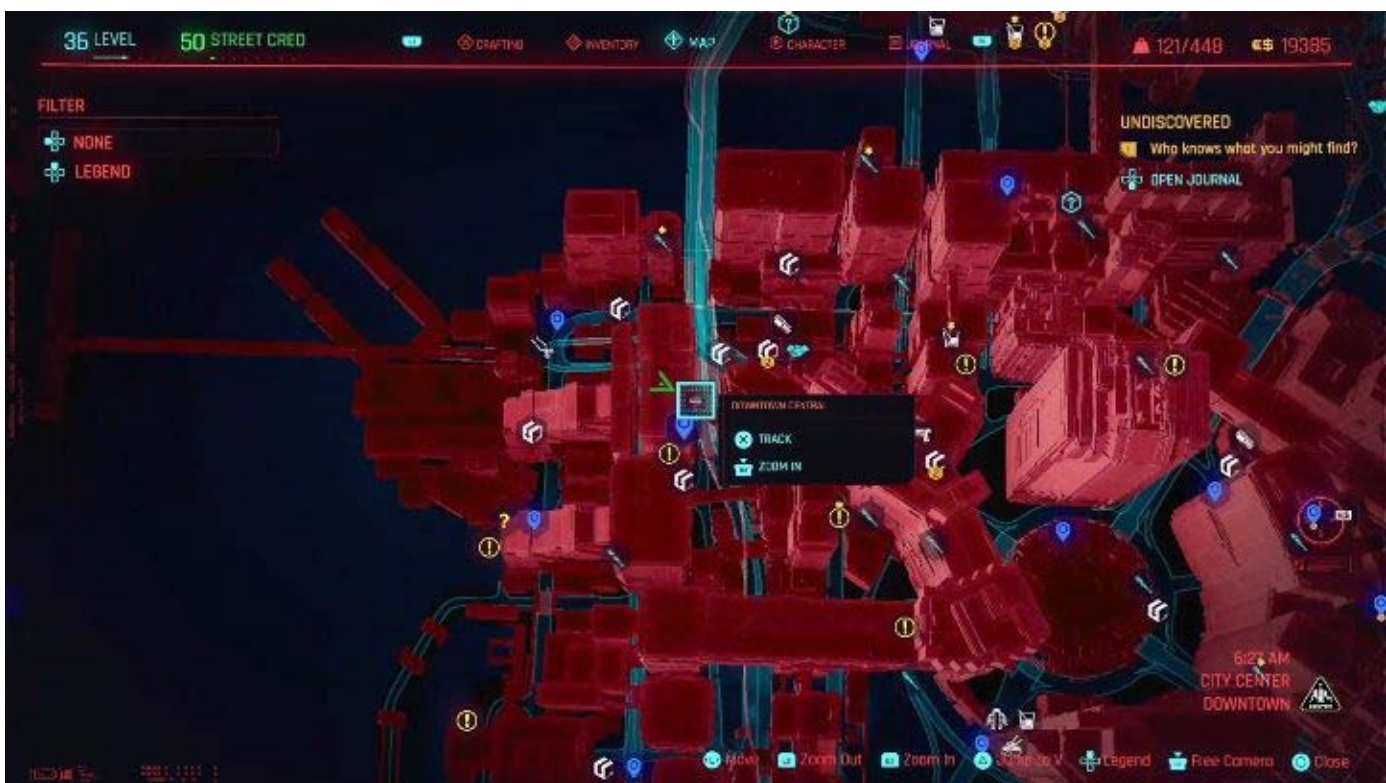
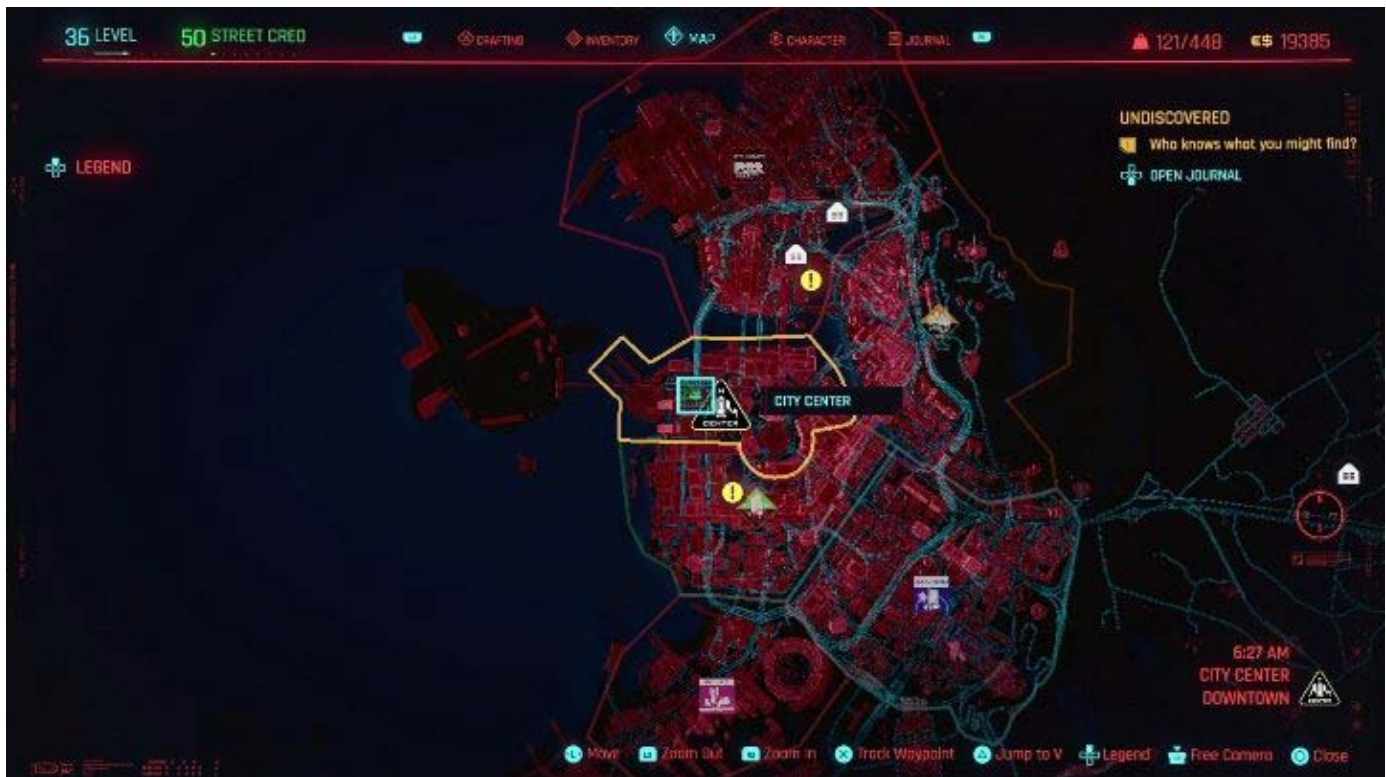
On Deaf Ears

City Center - Cyberpsycho



In Cyberpunk 2077, you will come across cyberpsychos. These are special opponents you will encounter while exploring the game map. On this page of our guide we will provide a walkthrough of the gig called On Deaf Ears.

The Cyberpsycho's Location



Cedric Muller is located in the parking lot, in the western part of the City Center.

To reach him, enter the parking area.

Guide

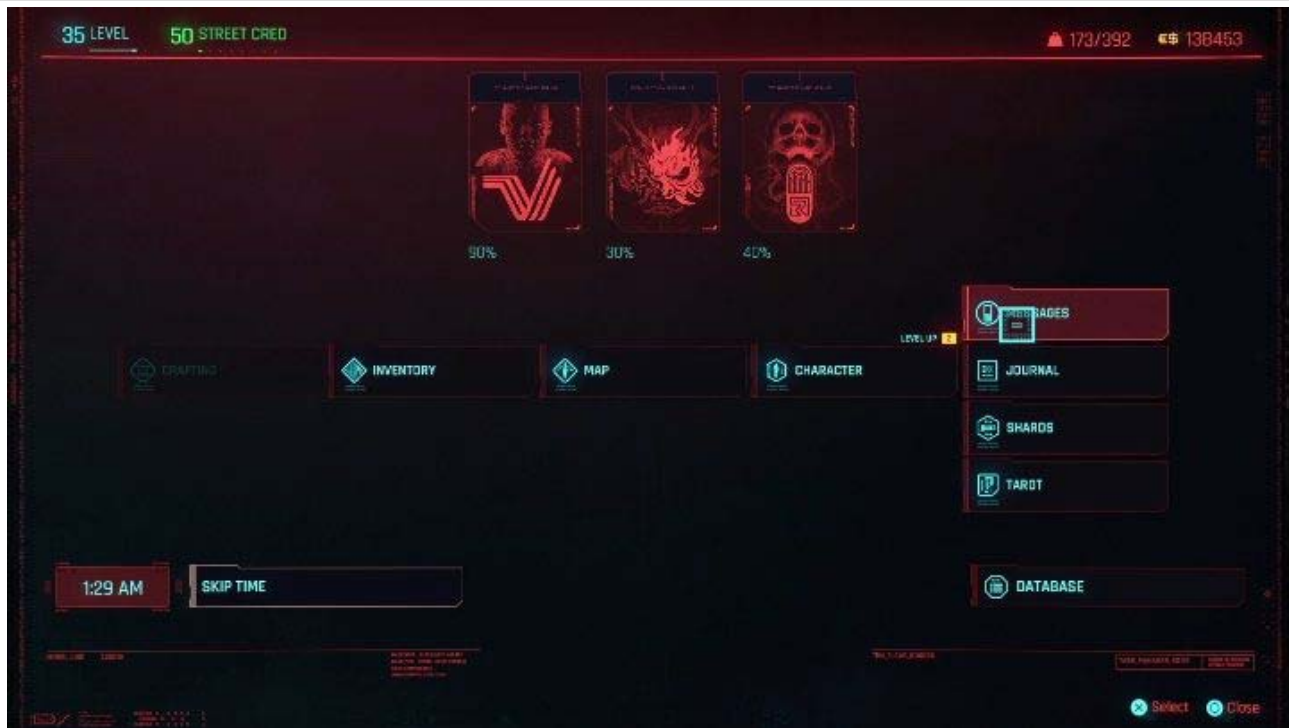


How to start: Complete The Rescue and find your opponent on the map.

This opponent is very easy to assassinate stealthily. It is best to shoot him with a sniper rifle. He has the ability to heal, which makes the fight much more difficult.



After neutralizing your opponent, get the necessary information: You will find the Shard by searching the target's body and the corpse by the headlights.



To complete the task you must enter:

1. the game menu;
2. the journal;
3. select messages;
4. then conference with Regina Jones;
5. select "Cyberpsycho Sighting: On Deaf Ears".

And the last simple thing to do **is to click on the message that V will send to Regina, and that will complete the job.**

The Fight



Important information about the fight against Muller:

1. He uses a shotgun;
2. He can heal himself once;
3. Ranged attacks work best;
4. You should consider using an accurate weapon against him, such as a sniper rifle.

Gigs

List of all Gigs

On this tutorial page, you will find a list of all gigs that you can find on the Cyberpunk 2077 map. We have listed here the quests that you have to complete to master the game.

Watson

1. Gun for Hire - Watson has 5 such locations;
2. Search & Recover - There are 2 such locations in Watson;
3. Thievery - You will find 7 such locations in Watson;
4. Agent Saboteur - in Watson you will find 3 such locations;
5. SOS: Merc Needed - You will find 5 such locations in Watson.

Westbrook

1. Special Delivery - in Westbrook you will find 1 such location;
2. Search & Recover - in Westbrook you will find 2 such locations;
3. Thievery - in Westbrook you will find 2 such locations;
4. Agent Saboteur - in Westbrook you will find 1 such location;
5. SOS: Merc Needed - in Westbrook you will find 3 such locations.

Pacifica

1. Thievery - in the Pacifica region you will find 1 such location.

Badlands

1. SOS: Merc Needed - in Badlands you will find 4 such locations;
2. Thievery - in Badlands you will find 2 such locations;
3. Gun for Hire - In Badlands you will find 1 such location;
4. Agent Saboteur - in Badlands you will find 1 such location;
5. Special Delivery - In Badlands you will find 1 such location.

Santo Domingo

1. SOS: Merc Needed - in Santo Domingo you will find 2 such locations;
2. Agent Saboteur - in Santo Domingo you will find 3 such locations;
3. Gun for Hire - in Santo Domingo you will find 2 such locations;
4. Thievery - in Santo Domingo you will find 2 such locations;
5. Search & Recover - in Santo Domingo you will find 2 such locations.

Heywood

1. SOS: Merc Needed - in Heywood you will find 1 such location;
2. Gun for Hire - Heywood you will find 3 such locations;
3. Thievery - in Heywood you will find 4 such locations;
4. Search & Recover - In Heywood you will find 3 such locations.

City Center

1. Gun for Hire - in the City Center you will find 3 such locations;
2. Thievery - in the City Center you will find 2 such locations;
3. Agent Saboteur - in City Center you will find 1 such location.

Watson

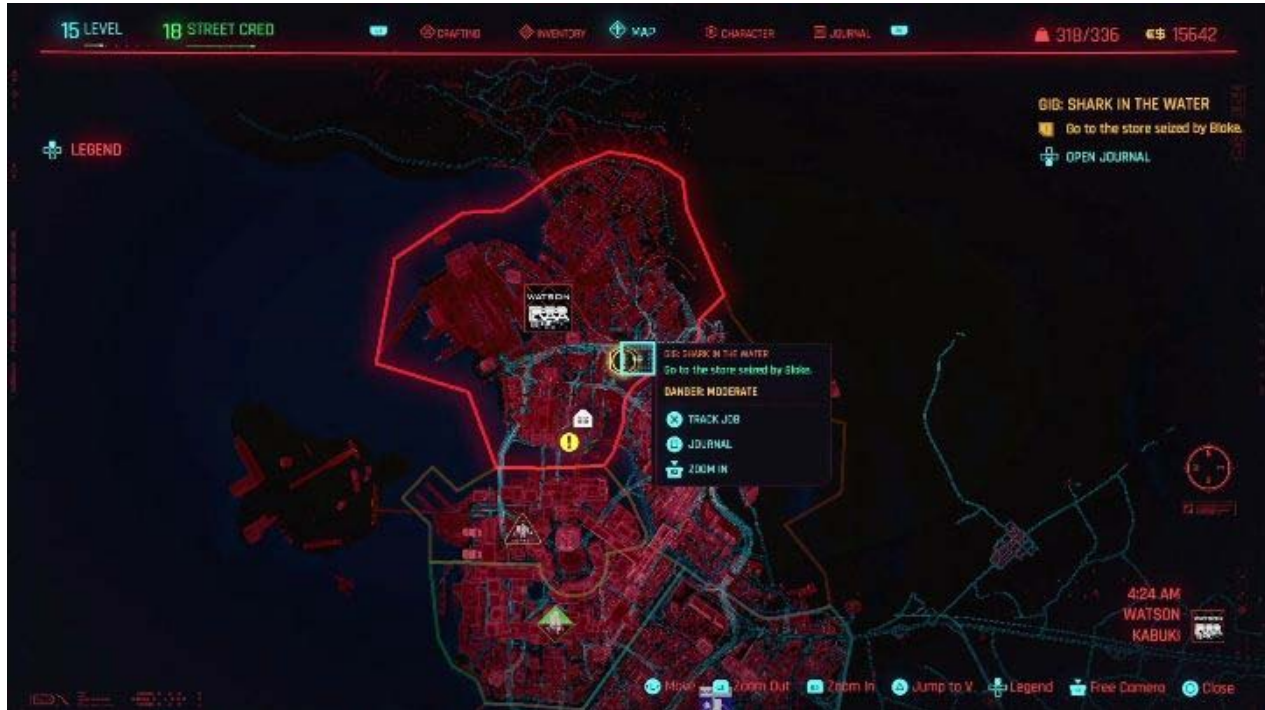
Gun for Hire

Watson - Gigs



In Cyberpunk 2077 you will come across gigs to neutralize the indicated target. Most often these are the special opponents you will encounter while exploring the map. This page of our guide, addresses the *Gun for Hire* gig available in the region - Watson.

Shark in the water



Location: eastern part of Watson, Kabuki.

How to unlock: Get the first level of Street Cred in the Watson district.



Objective: Blake Croyle, dead or alive.

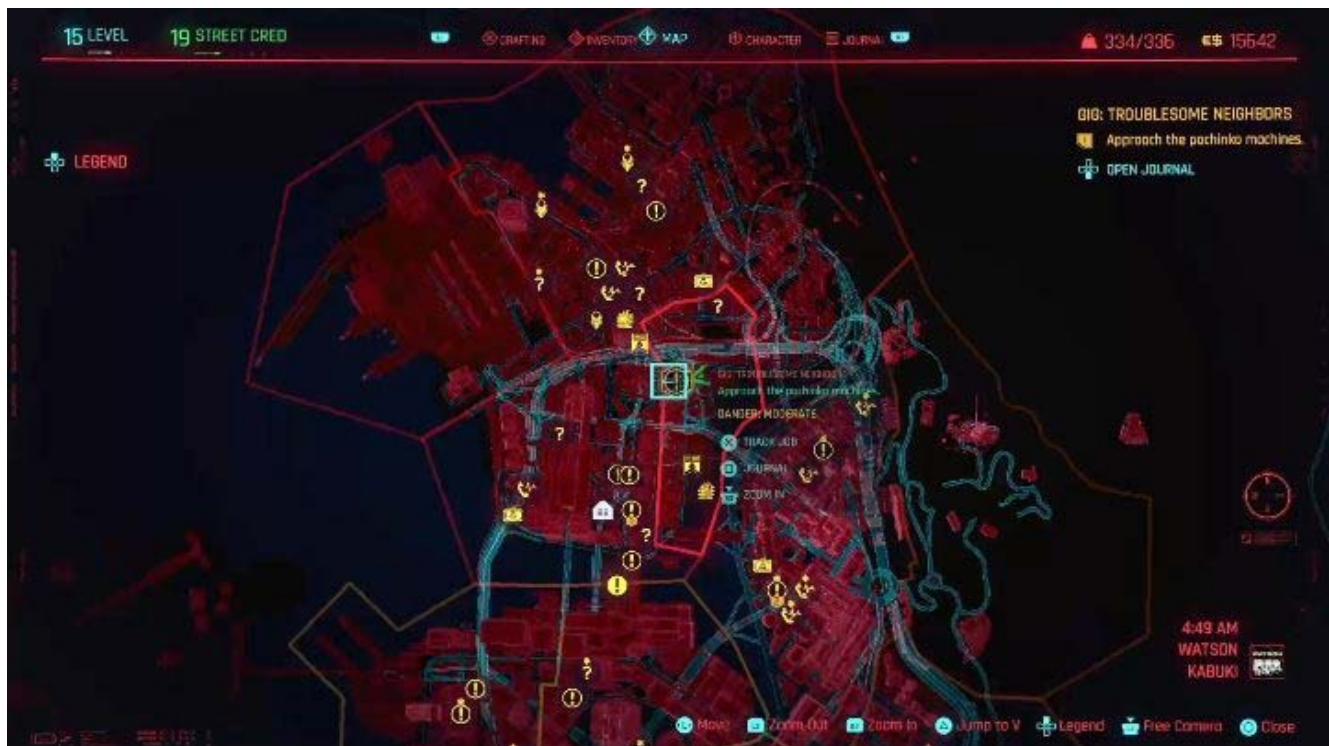


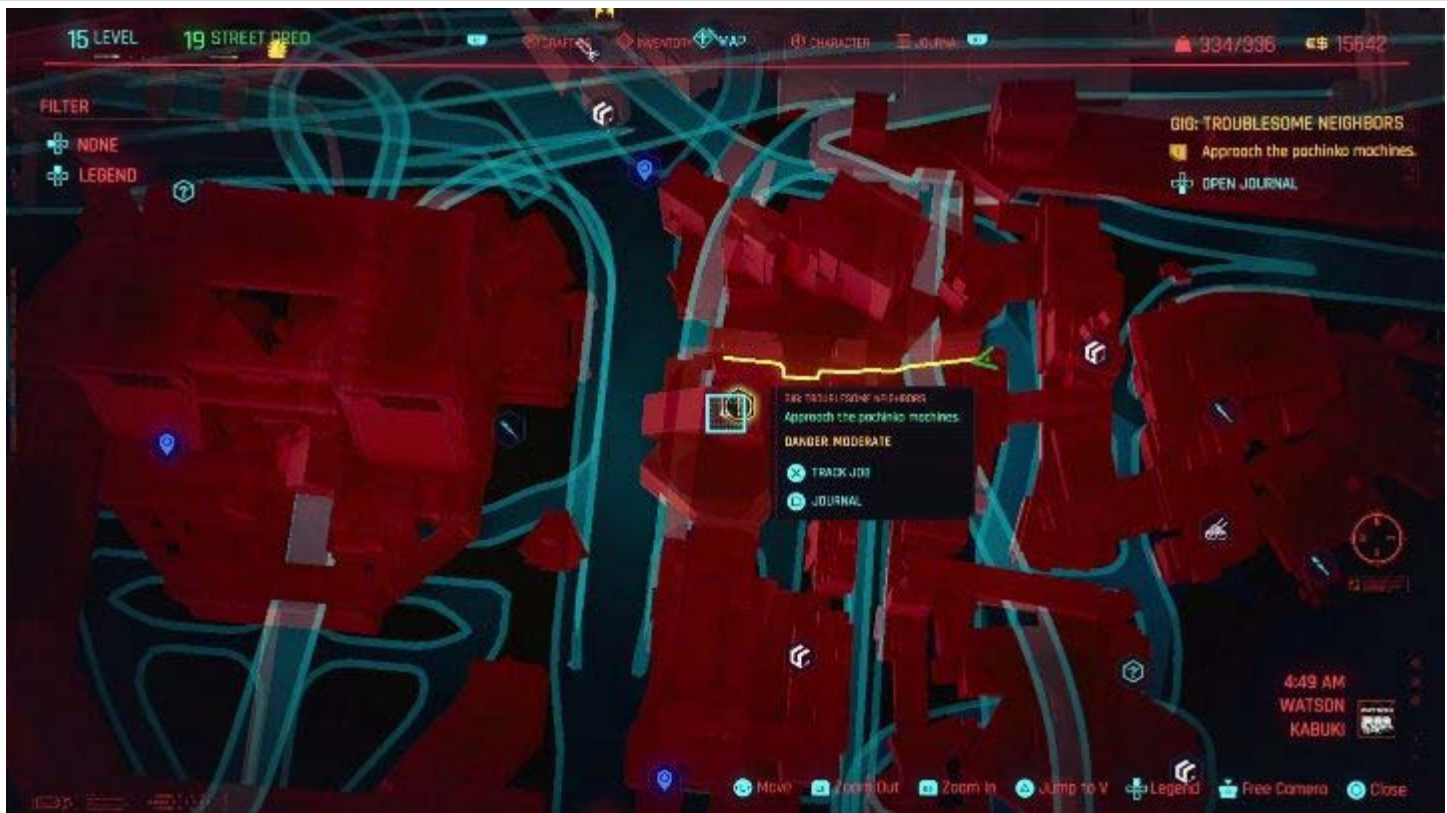


Walkthrough: your task is to get to the building where Blake Croyle is hiding. He is wearing quite distinctive clothes, so you will definitely recognize him - look for a man in a gold jacket and purple pants.

You have to be careful, however, because he is guarded by animals. It will be a good idea to act quietly, but you will surely be able to handle a direct fight. Just neutralize the target, pick him up, and then carry him to the car. It's waiting just outside the door. After throwing the man into the trunk, the mission will end.

Troublesome neighbors





Location: central part of Watson, Kabuki.

How to unlock: Get the first level of Street Cred in the Watson district.



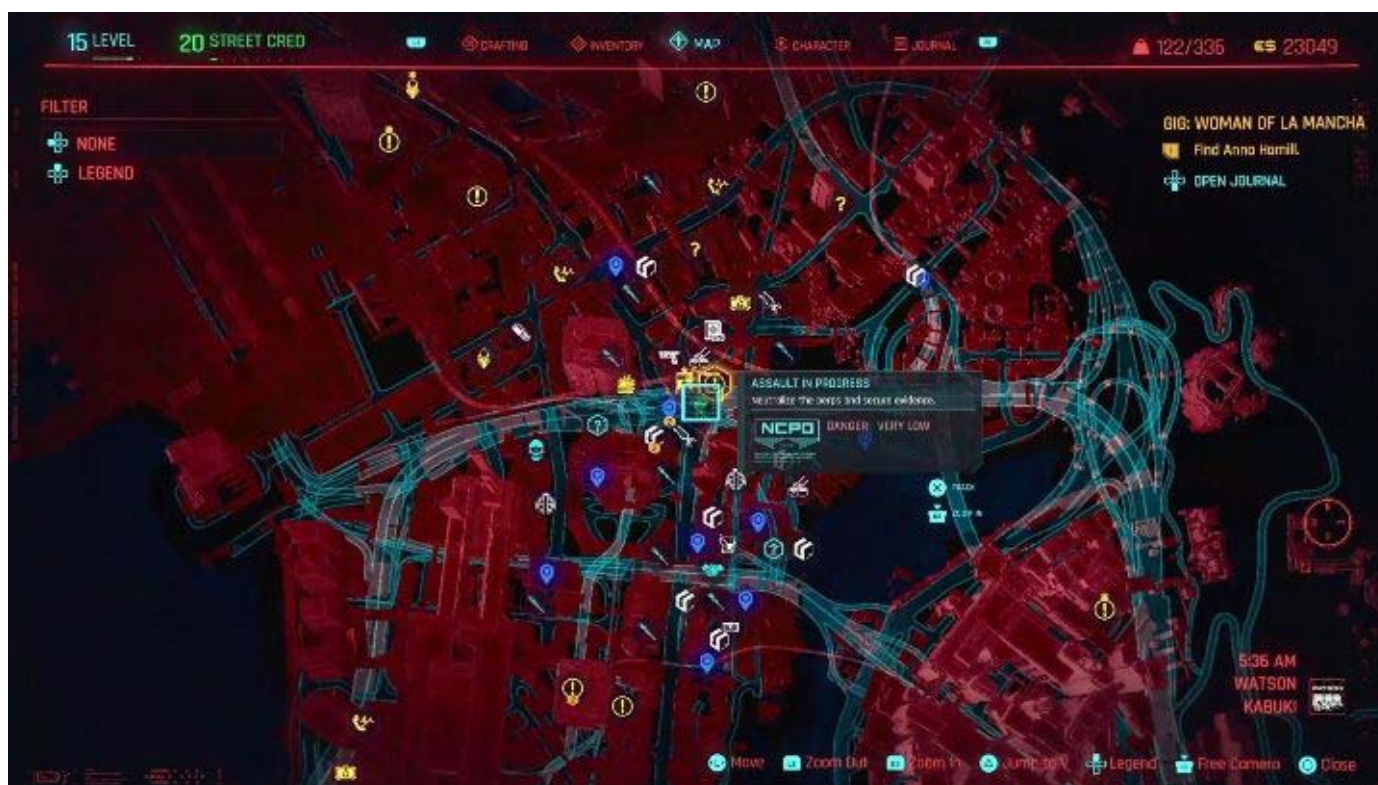
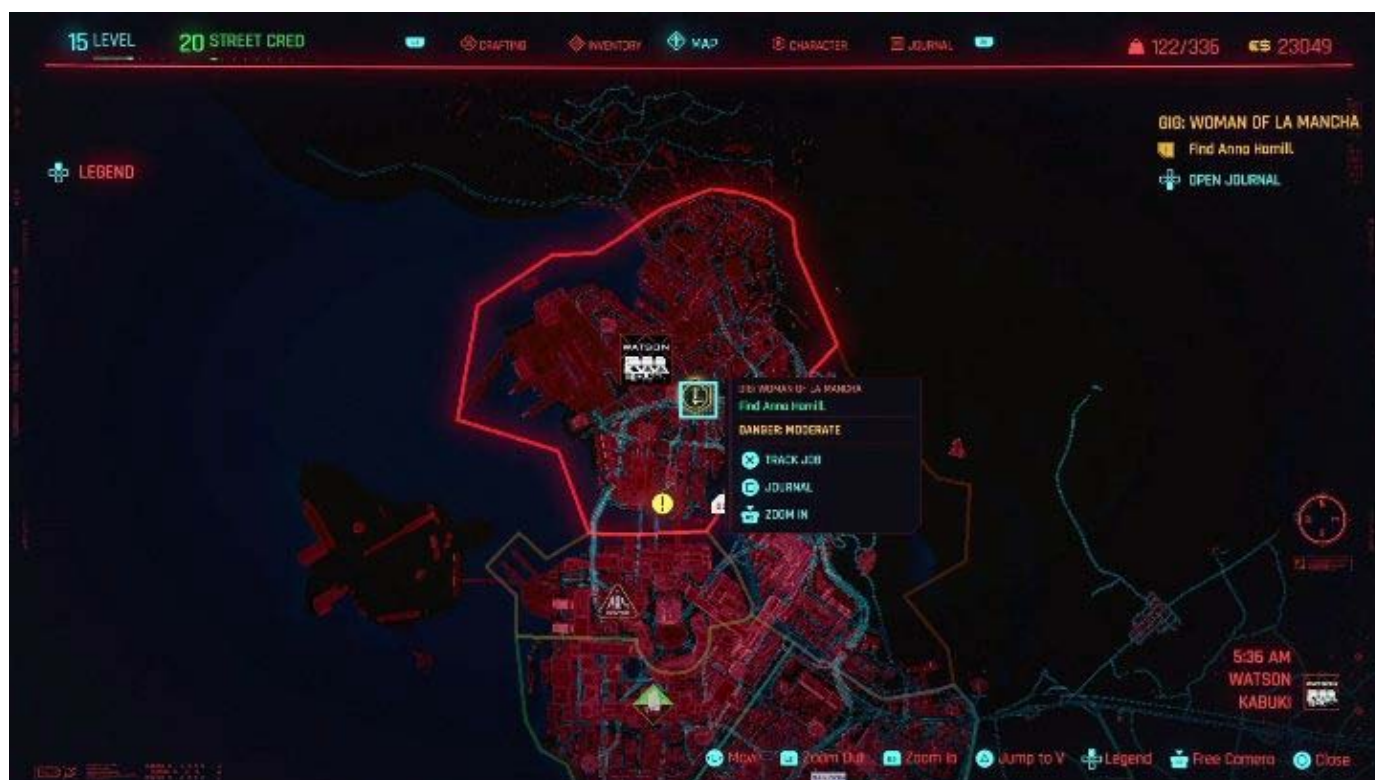
Objective: Taki Kenmochi, dead or alive.



Walkthrough: your task is to get into the alley where Taki Kenmochi is hiding. You will notice her very quickly. The woman is wearing white shoes and a blue and pink jacket. You may also notice her red hair.

If you kill the woman, you just have to leave the gig area. If you decided to just stun her, pick her up and take her to the car. This will complete the task.

Woman of La Mancha



Location: central part of Watson, Kabuki.

How to unlock: Get the first level of Street Cred in the Watson district.



Objective: Anna Hamill, dead or alive.



Walkthrough: your task is to get to Anna Hamill, who is hiding in room **303**. You can get this information by talking to people on the square.



Get inside the building to continue. You can rent a room and pay **\$151** or hack the side door and enter without paying.



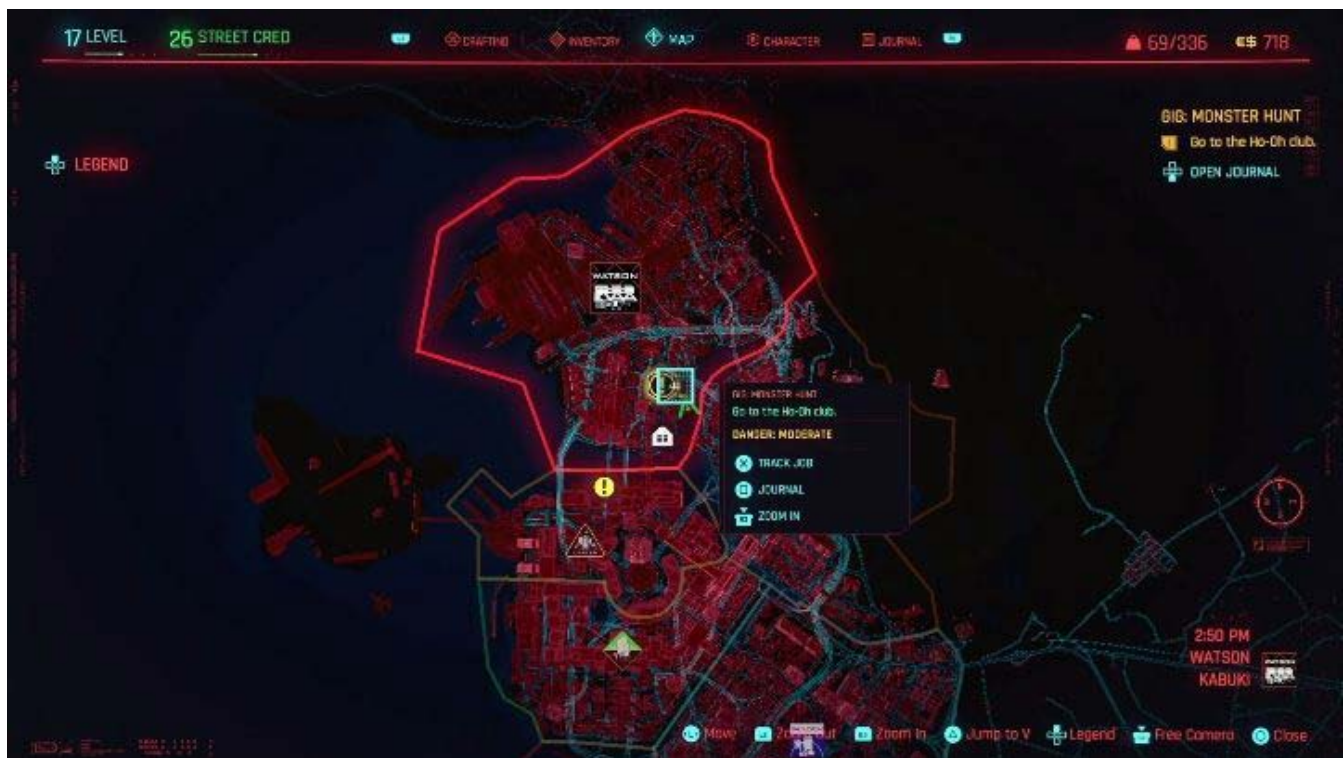
When you get to the top, you have to act with diligence. A woman will attack you, so you can respond with fire immediately, but this will lead to her immediate **death**.

But if you want to save her. You must select the following dialog options:

1. "Here to warn you" ;
2. "Just wanna help you."
3. "Your buddies at the NCPD".

After leaving the hotel you will complete the mission.

Monster Hunt

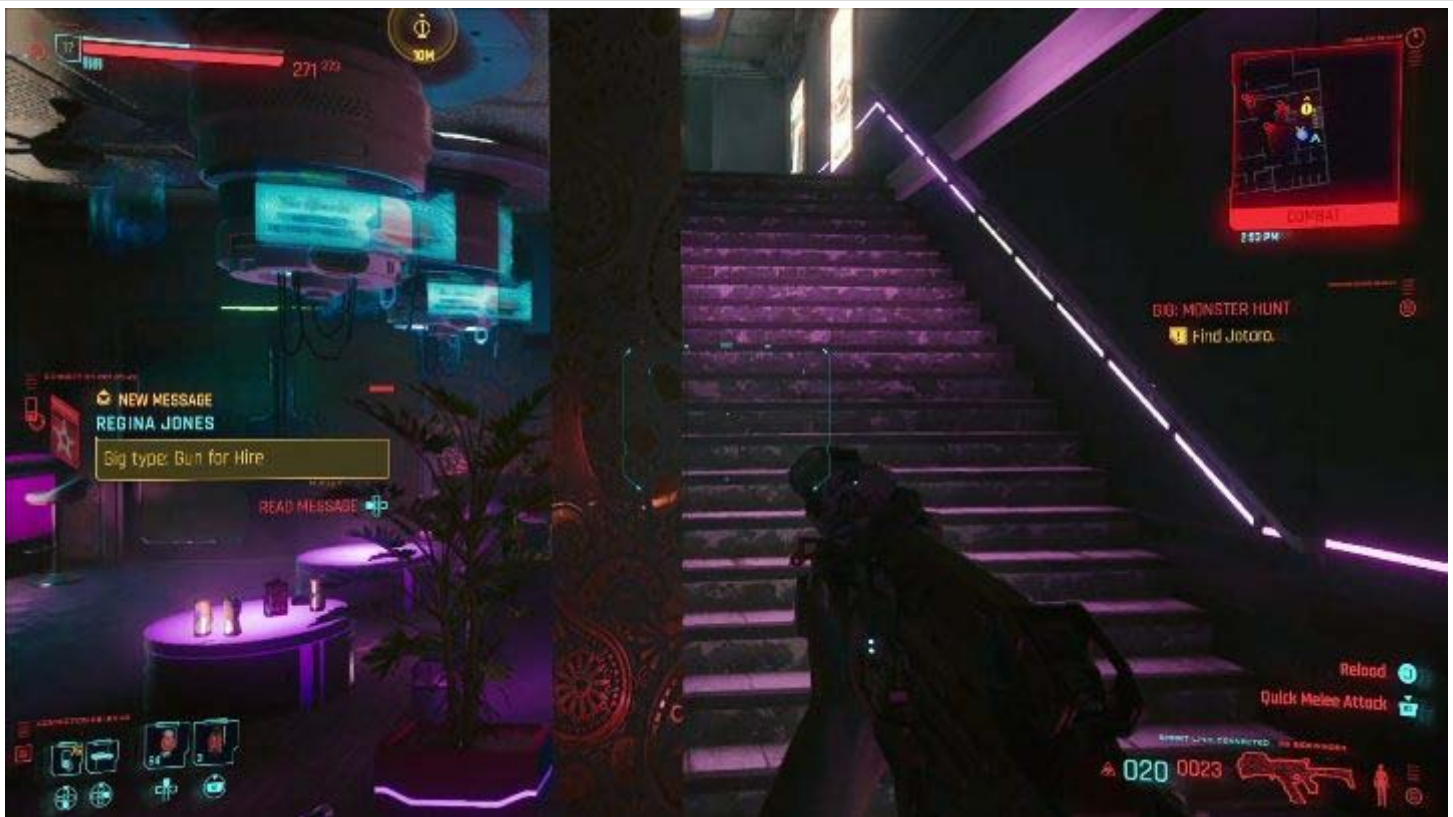


Location: southern part of Watson, Kabuki.

How to unlock: Get the first level of Street Cred in the Watson district.



Objective: Jotaro Shobo, dead.





Walkthrough: your task is to get to the casino where Jotaro Shobo is hiding. He hides on the second floor. In order to reach him, it is best to have body and technical ability attributes developed. However, you can use alternative paths, e.g. by opening the shutters.

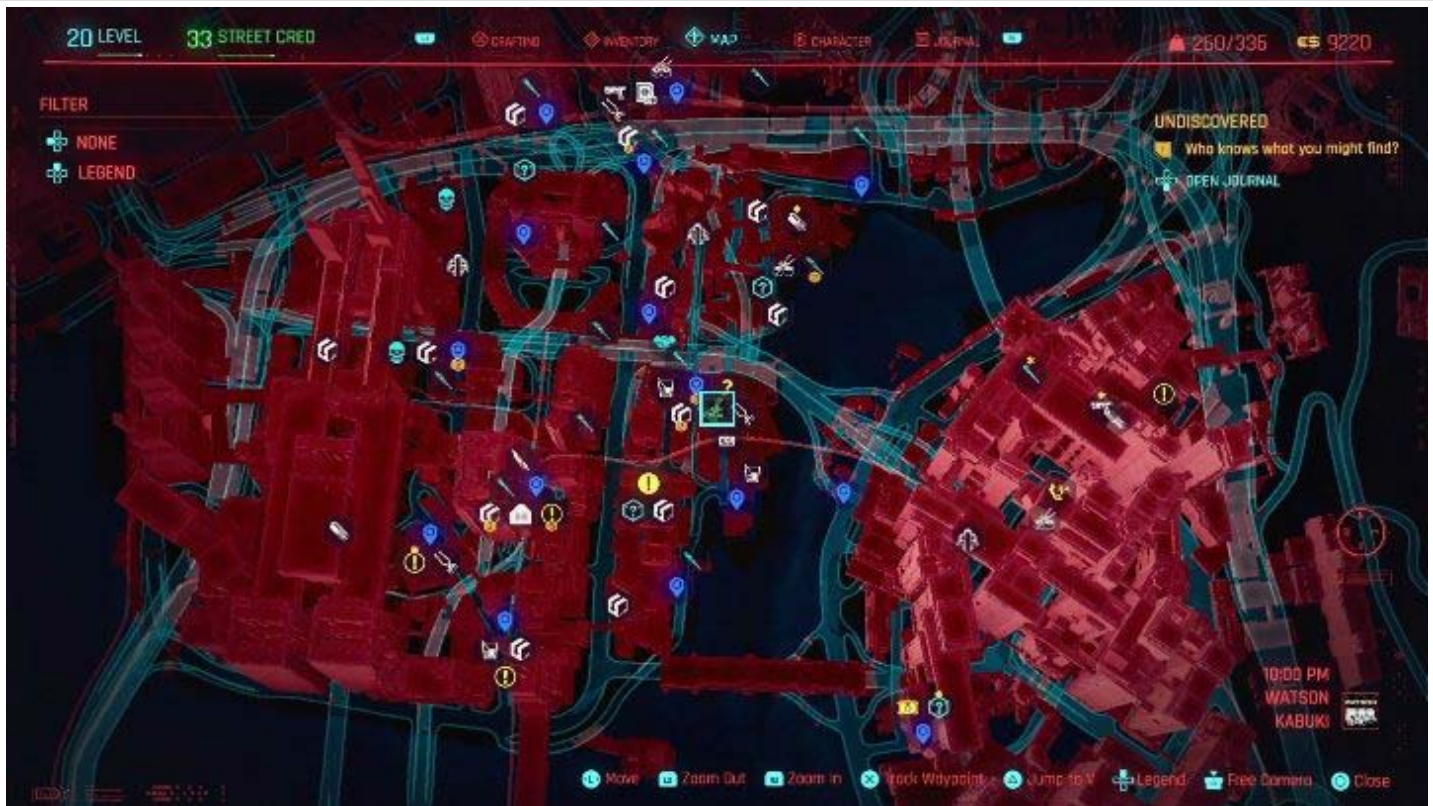




There are many opponents on the top floor of the casino. Eliminate them so that they do not interfere with your fight. Your target is very recognizable. He is wearing a white suit, which is easy to see. When you kill him you can escape from the casino and complete the mission.

Small Man, Big Evil





Location: south-eastern part of Watson, Kabuki.

How to unlock: gain a second level of Street Cred in the Watson district, complete the "Monster Hunt" gig.



Objective: Jae-Hyun, dead or alive.



Walkthrough: your task is to get to the building where Jae-Hyun is hiding. You will find him at the very end of the area. After eliminating your opponent you can complete the gig.

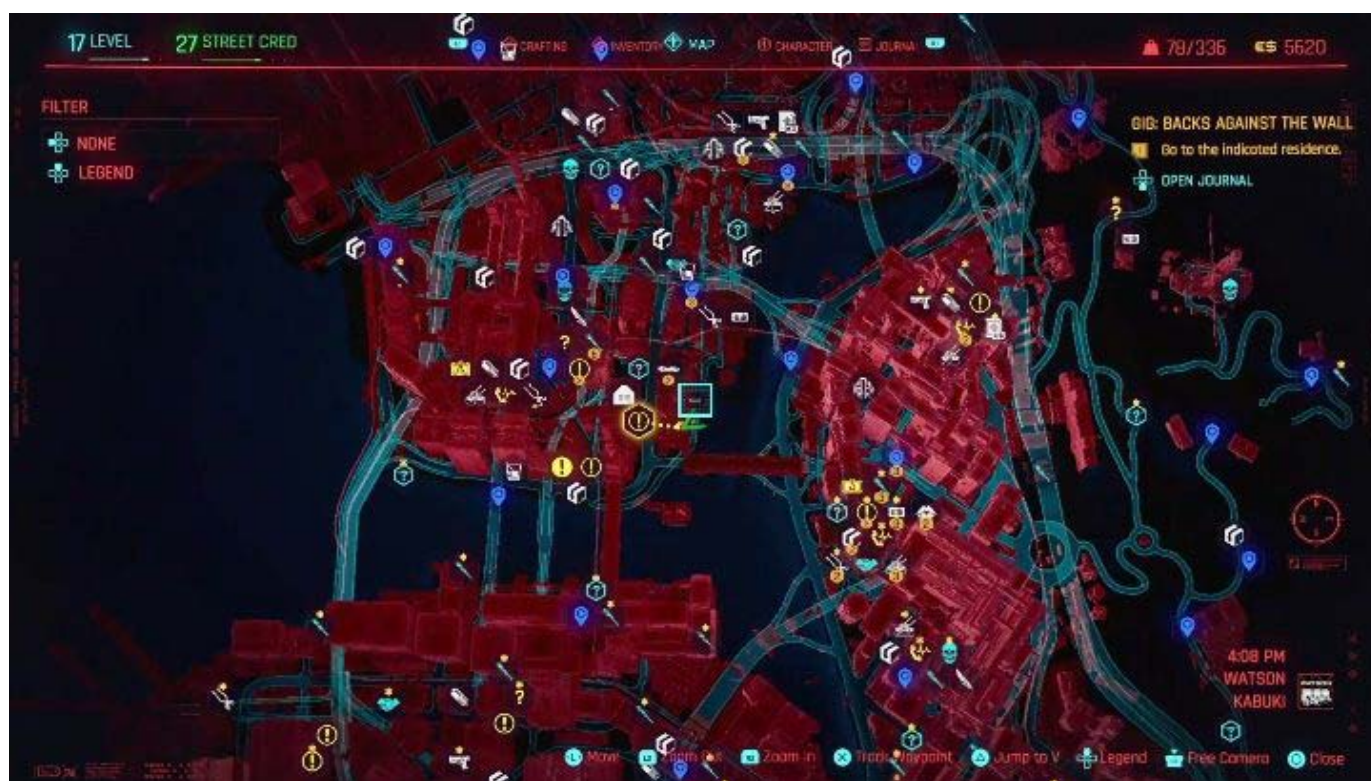
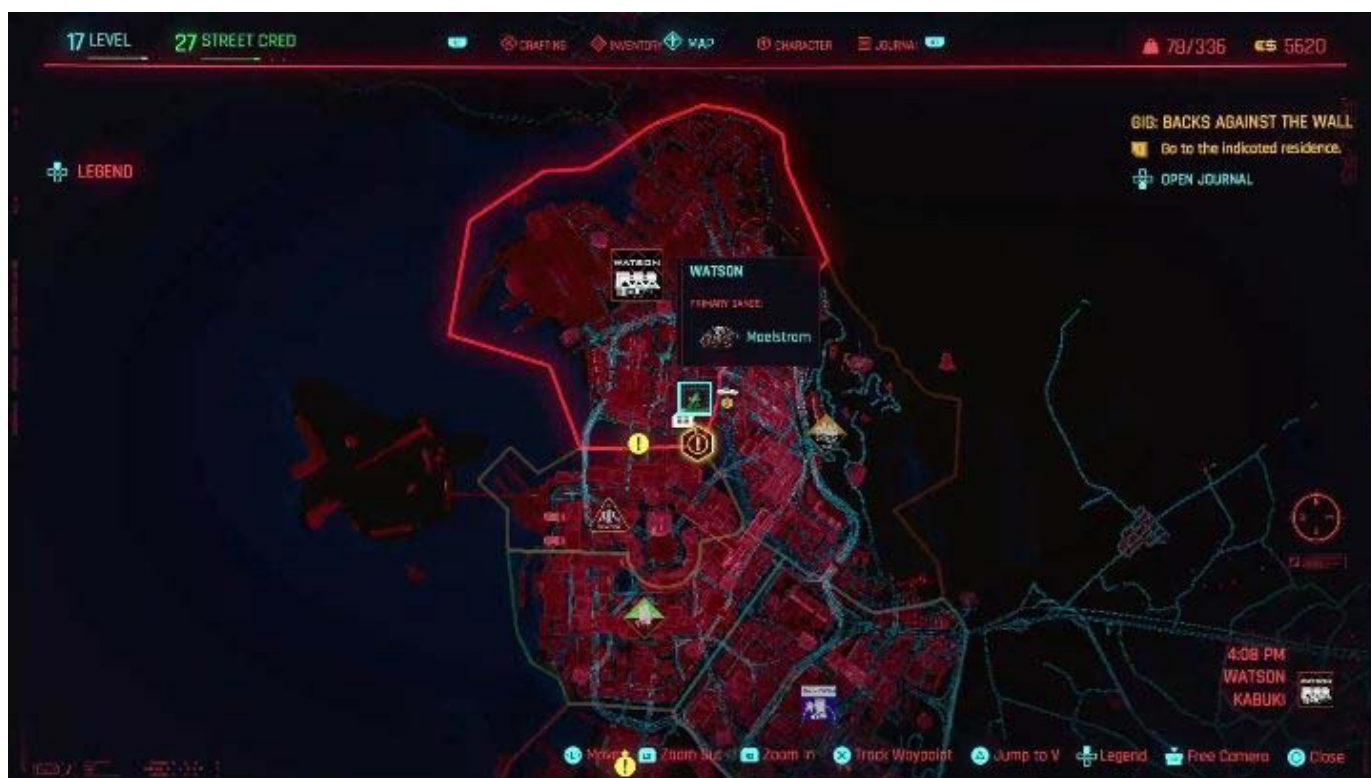
Search & Recover

Watson - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to recover an indicated item. Most often these are small pieces of equipment or medicines that someone has stolen. On this page of our guide, we take a look at *Search & Recover* gigs in Watson.

Backs Against The Wall



Location: eastern part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.



Objective: Stolen drugs.





Walkthrough: Your task is to get to the block of flats and then get to the apartment. You can do this by jumping through the window or opening the door, if your technical abilities is developed enough.





In the bathroom, you will find a desperate man who is able to give you back your medicine if you handle it peacefully.

If you pull out your weapon or move a muscle, he will attack you without any warning.

Whatever you do, you need to get the medicine and put it in a safe deposit box. This will end the gig.

Playing for keeps



Location: South of Watson, Little China.

How to unlock: Get the first level of Street Cred in the Watson district.



Objective: Jacob's cyberware.





Walkthrough: Your task is to get to the piece of cyberware hidden in the smallest room, in the restaurant. You can get there by breaking down the door or taking a key from the bartender.

Upon acquiring the cyberware, head to the deposit box.

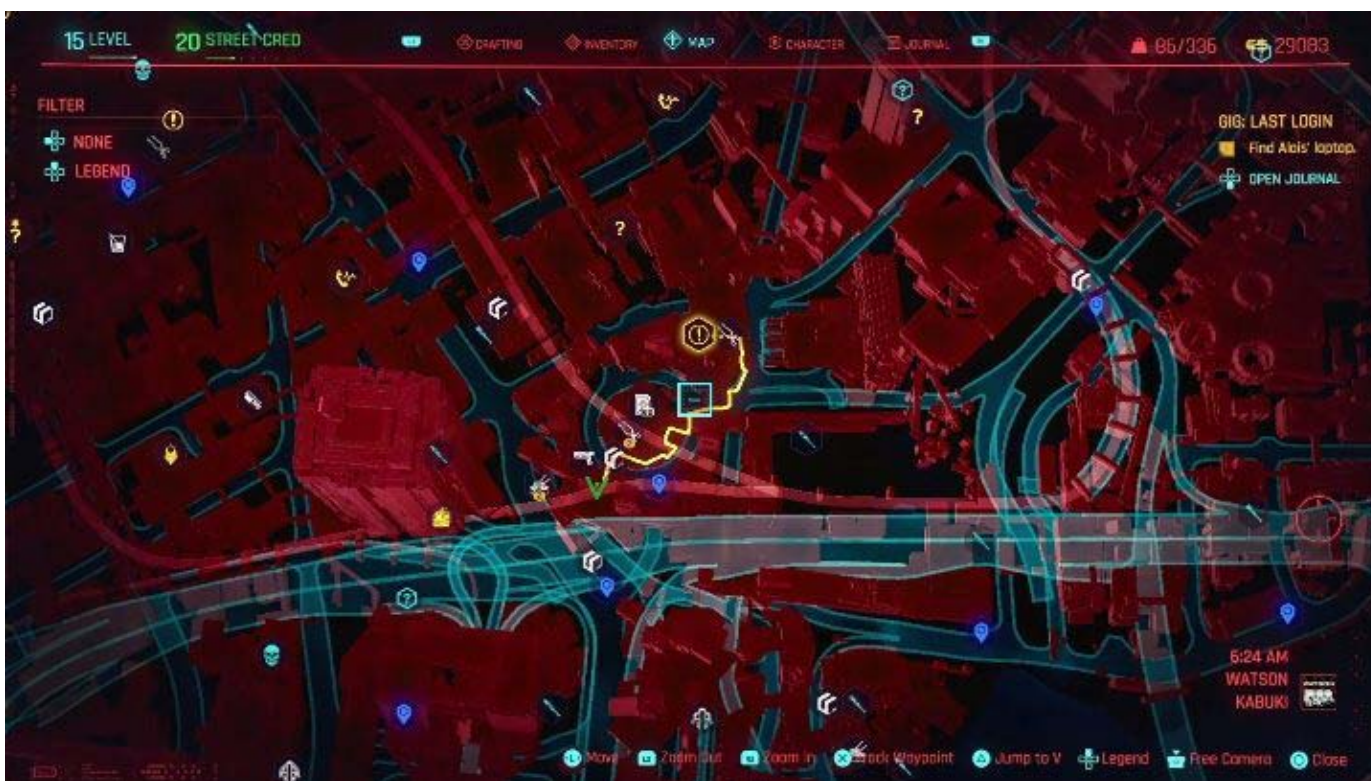
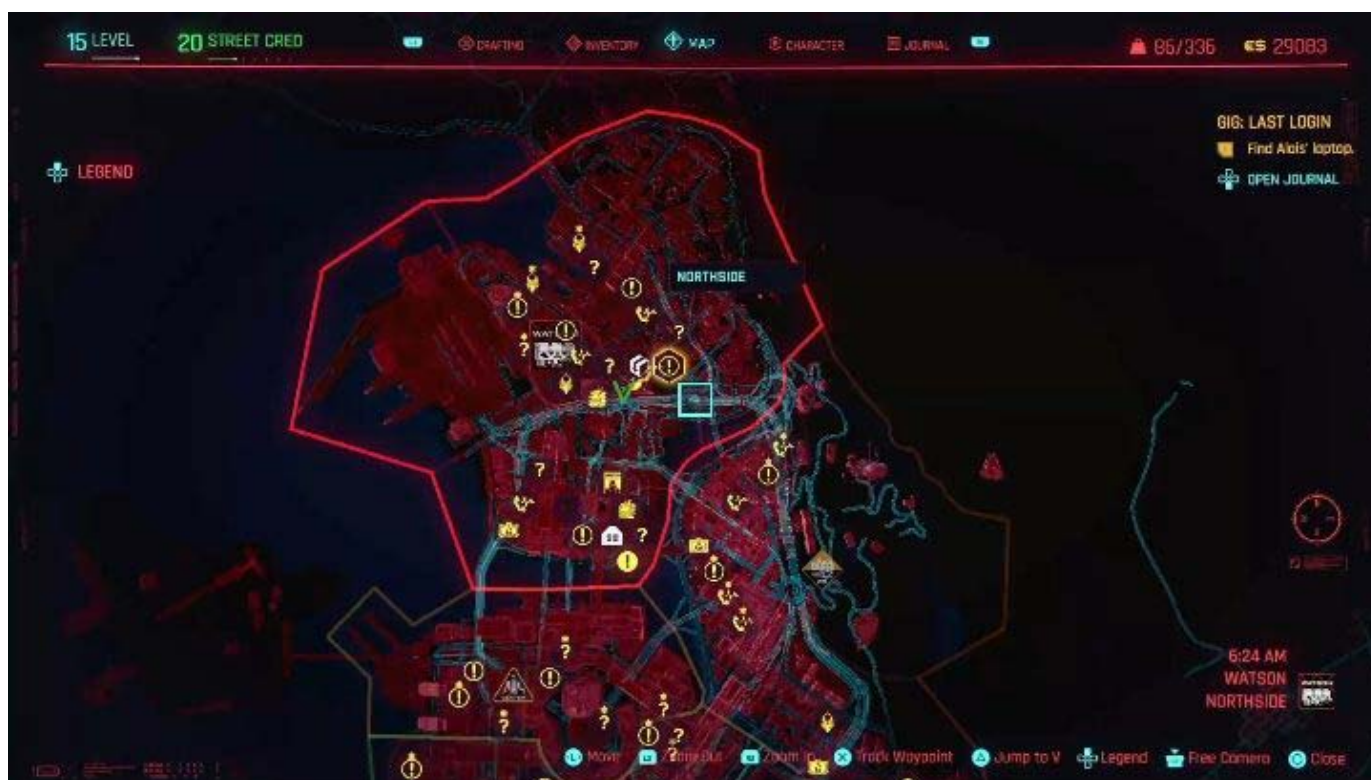
Thievery

Watson - Gigs



In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it can be a data set you have to take to your client. On this page of our guide, we will address the *Thievery* gigs available in the region - Watson.

Last login



Location: eastern part of Watson, Northside.

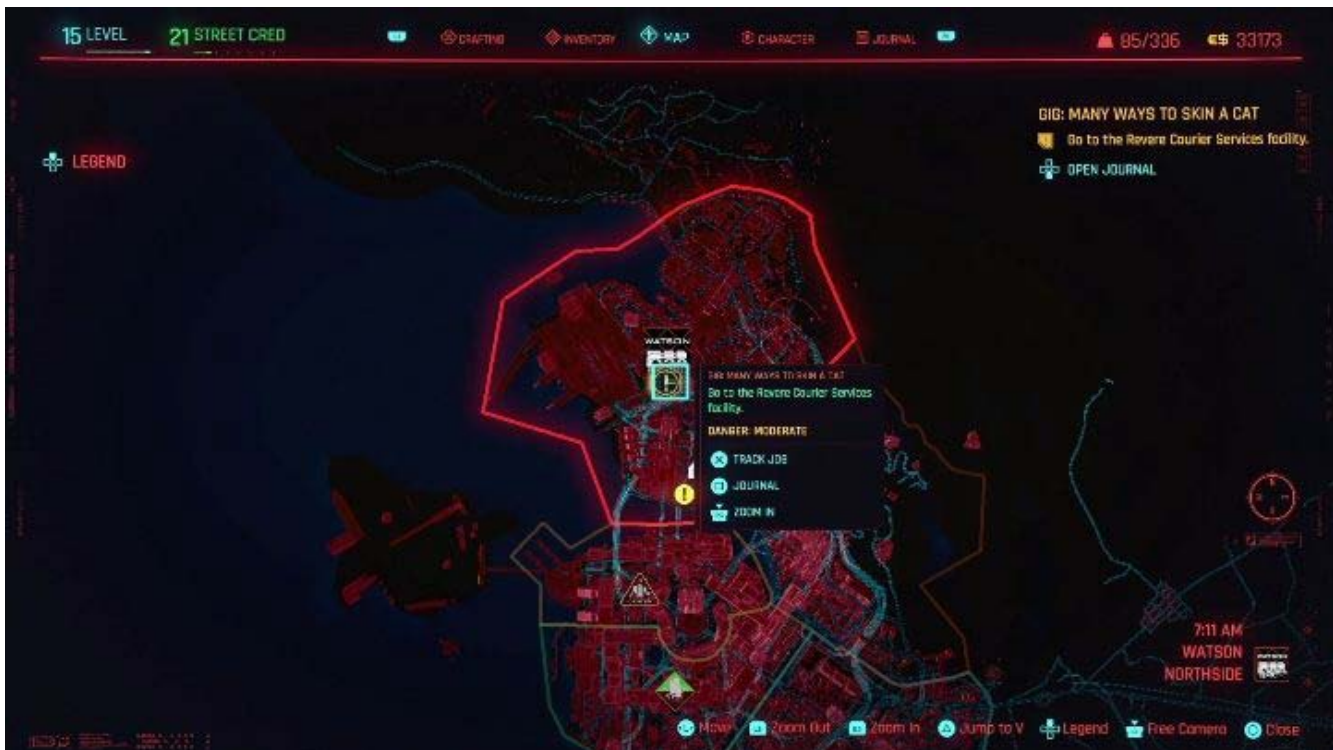
How to unlock: Get a second level of Street Cred in the Watson district.

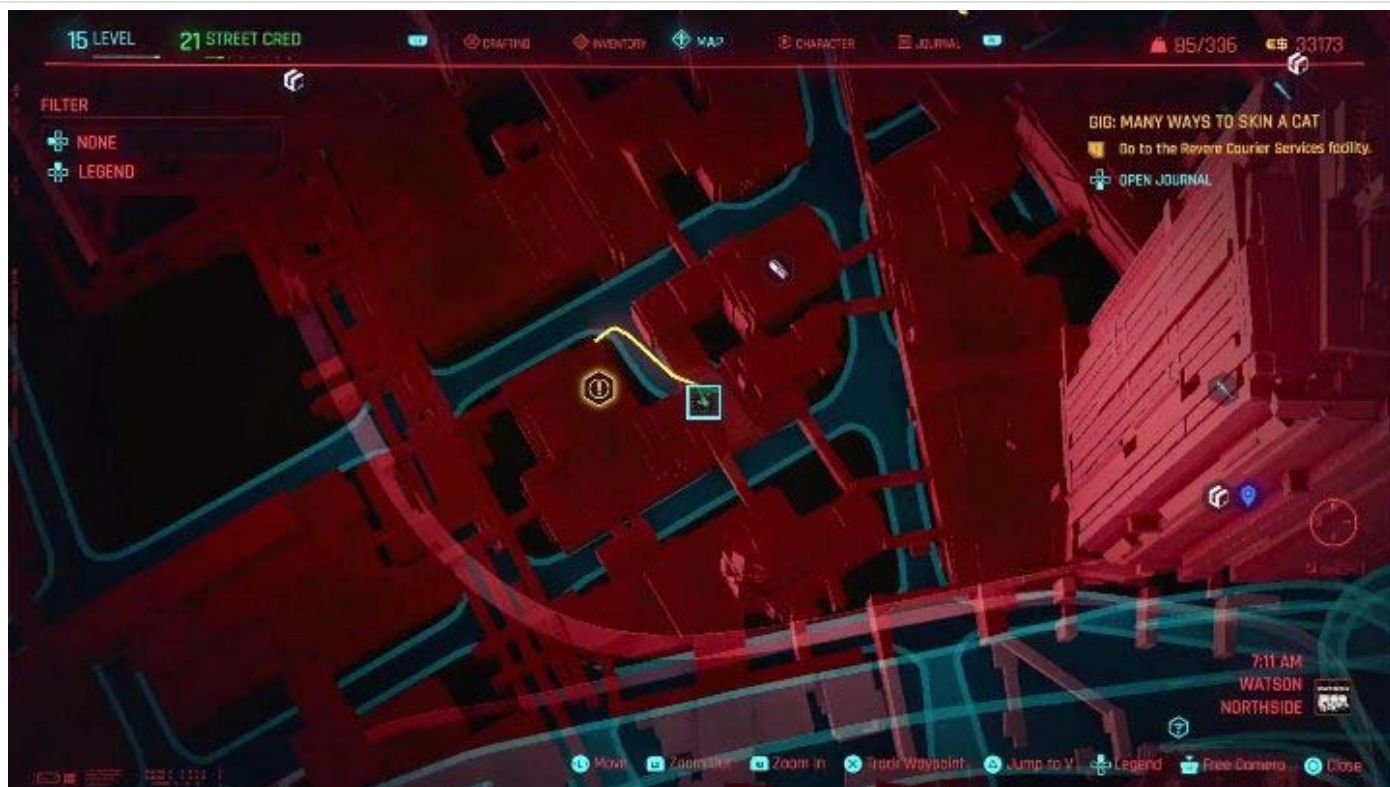


Objective: Alois's Laptop.

Walkthrough: your task is to get to the building where the mentioned laptop is hidden. It is located in the basement of the building with the Ripperdoc. You can get inside by breaking down the door or entering through the window.

Many Ways to Skin a Cat





Location: central part of Watson, Northside.

How to unlock: Get a second level of Street Cred in the Watson district.



Objective: The van.



Walkthrough: your task is to get to the building from which you will get the necessary information first. You can go there through the fence or just open the gate, as long as you have your technical abilities developed enough.





Go upstairs to get to the computer. Thanks to the information you gain, you will get access to the van. Then run downstairs, jump behind the wheel and go to the indicated location. You don't have to be afraid of a chase, as nobody will follow you.

Scrolls Before Swine



Location: central part of Watson, Northside.

How to unlock: gain a second level of Street Cred in the Watson district, complete the Playing for Time main job.



Objective: Recording on the computer.

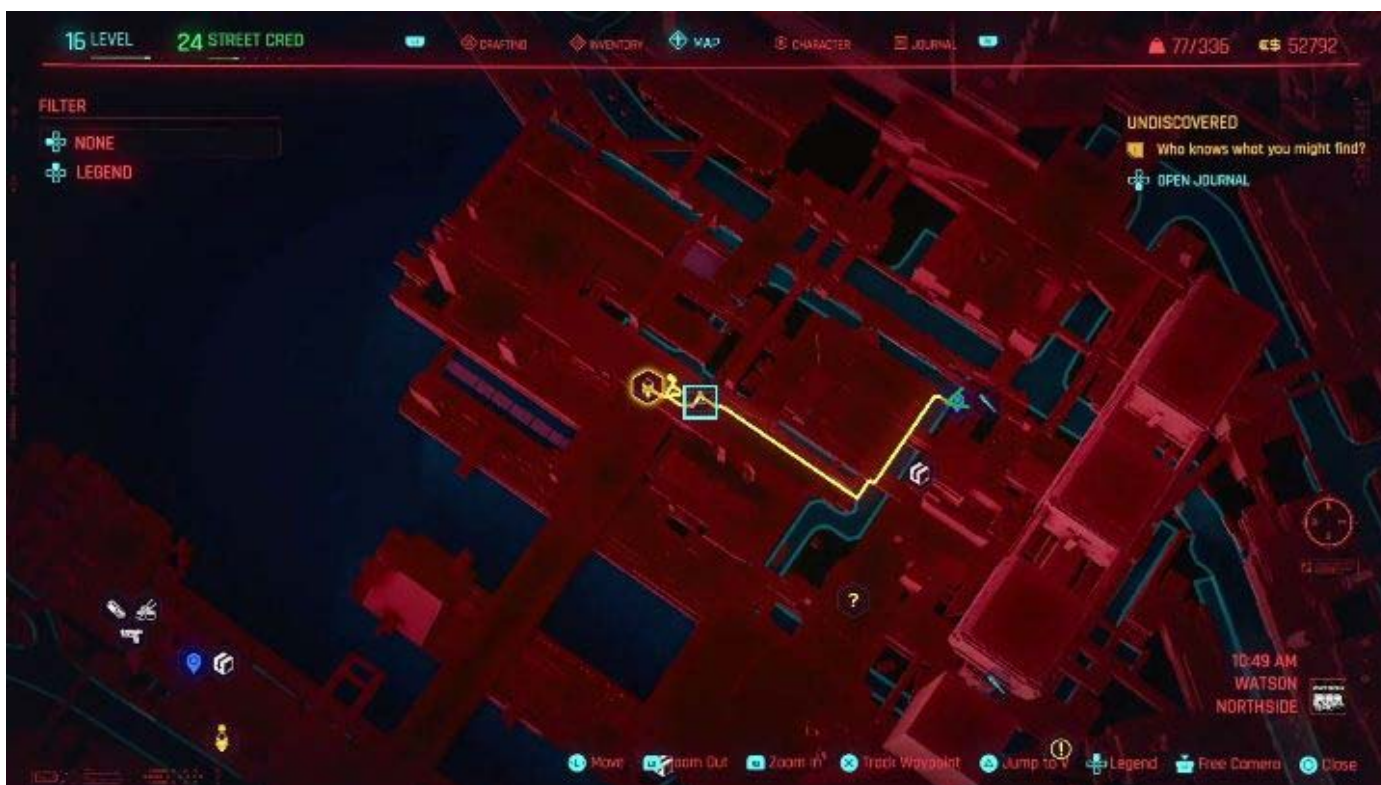
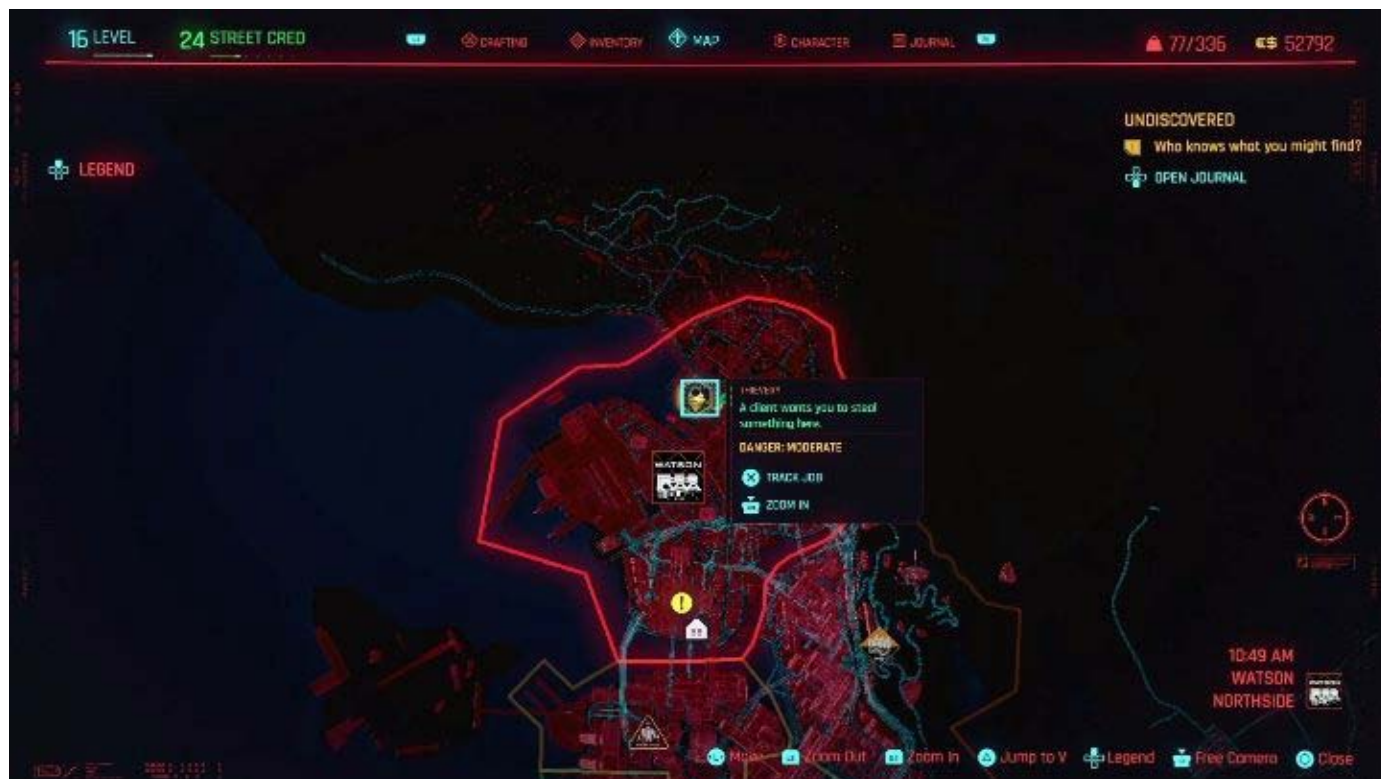




Walkthrough: your task is to get to the building and then to the computer. There are many opponents lurking around and it is up to you how you deal with them.

Upon acquiring the recording, go to Aaron. If you look at it, and tell him about it, he will double the reward.

Rite Of Passage



Location: central part of Watson, Northside.

How to unlock: Get a second level of Street Cred in the Watson district.



Objective: Information from a computer.

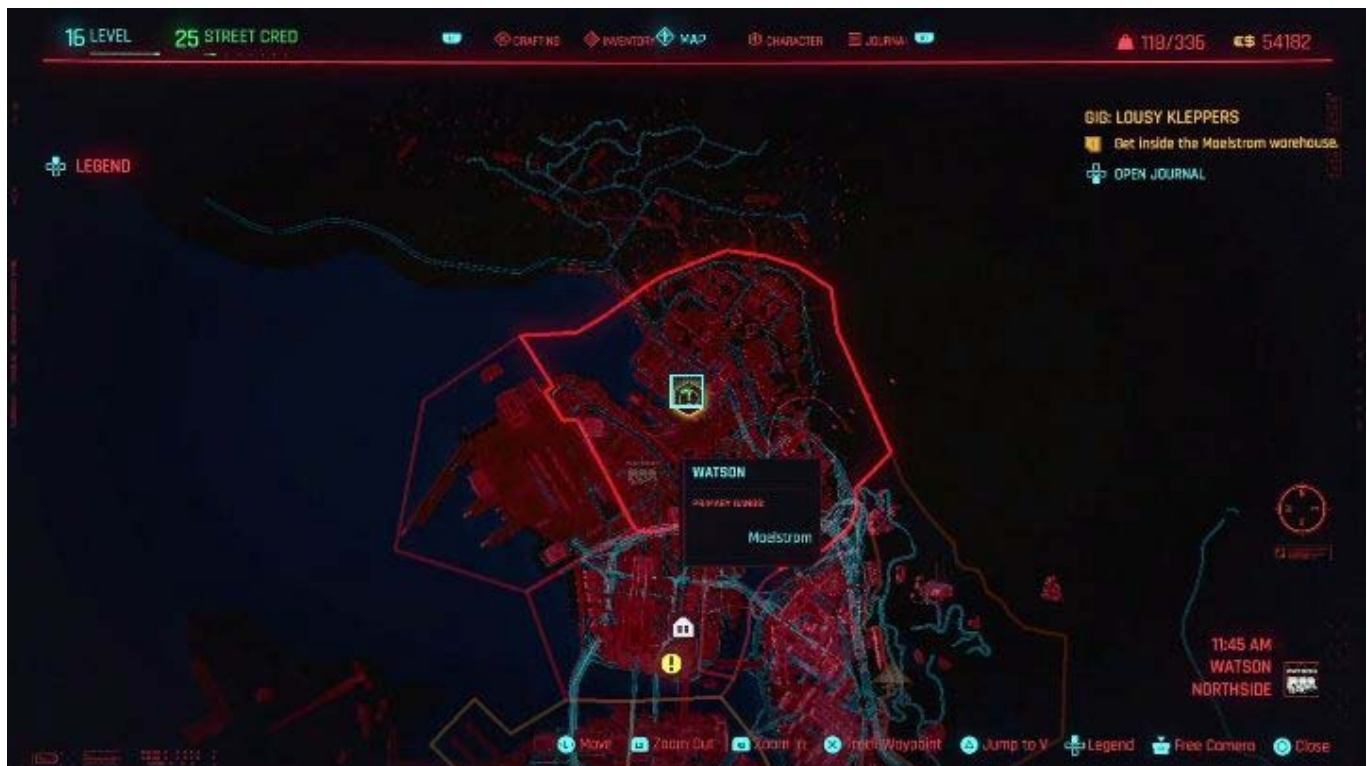


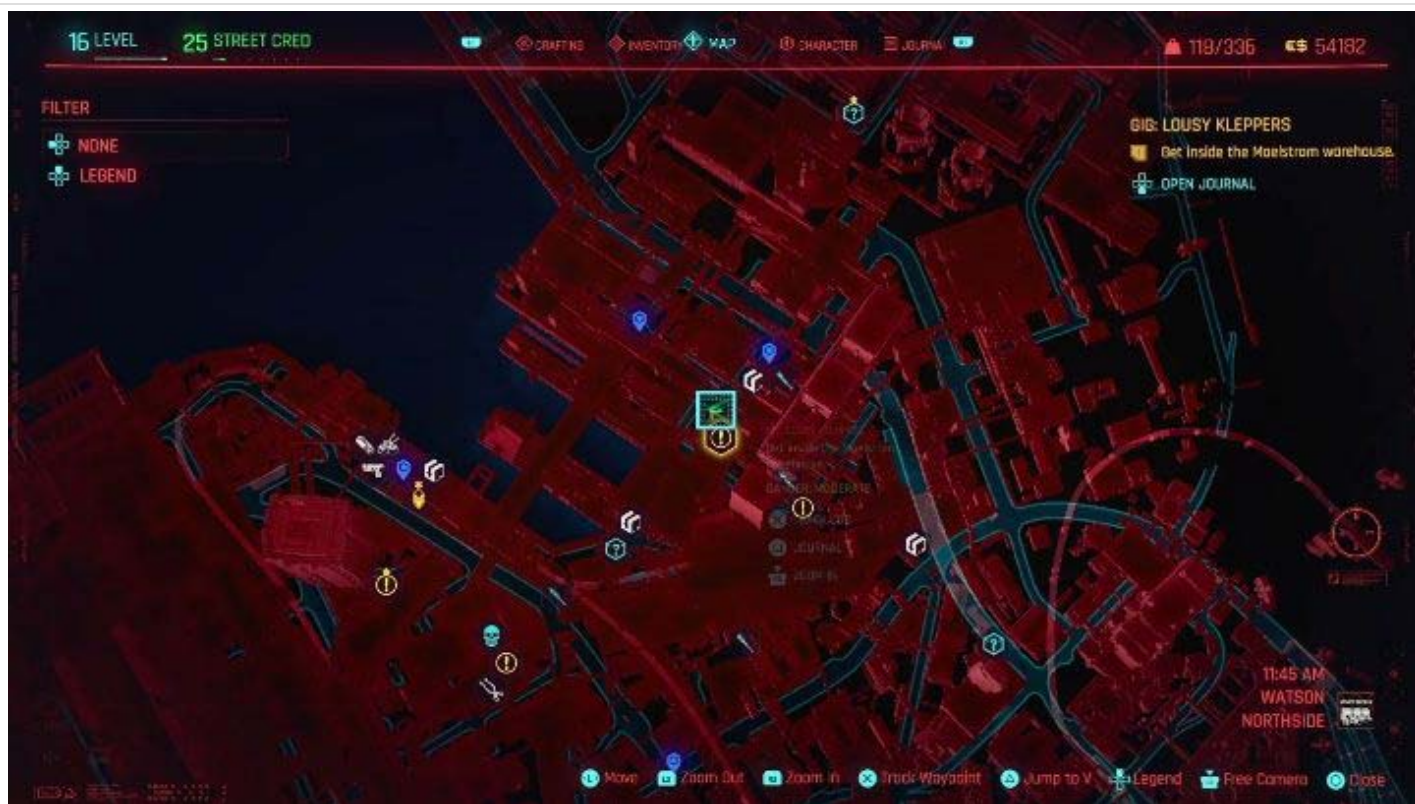


Walkthrough: your task is to get to the building and then to the computer. You have to go to the top floor - remember this, as the game does not inform you about it.

Once you have gained the information, open the blinds and jump out onto the streets. This will end the gig.

Lousy Kleppers





Location: central part of Watson, Northside.

How to unlock: gain a third level of Street Cred in the Watson district.



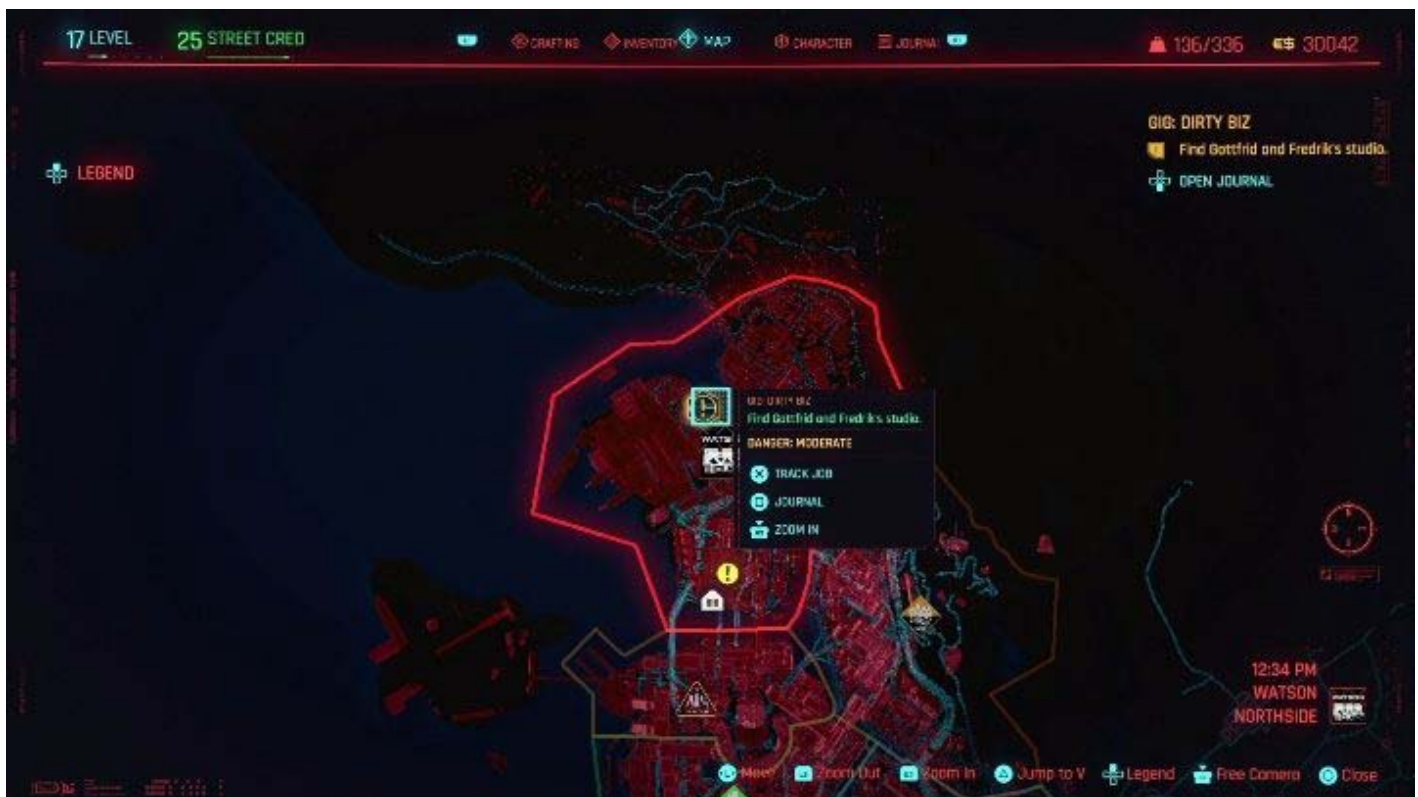
Objective: Shard.

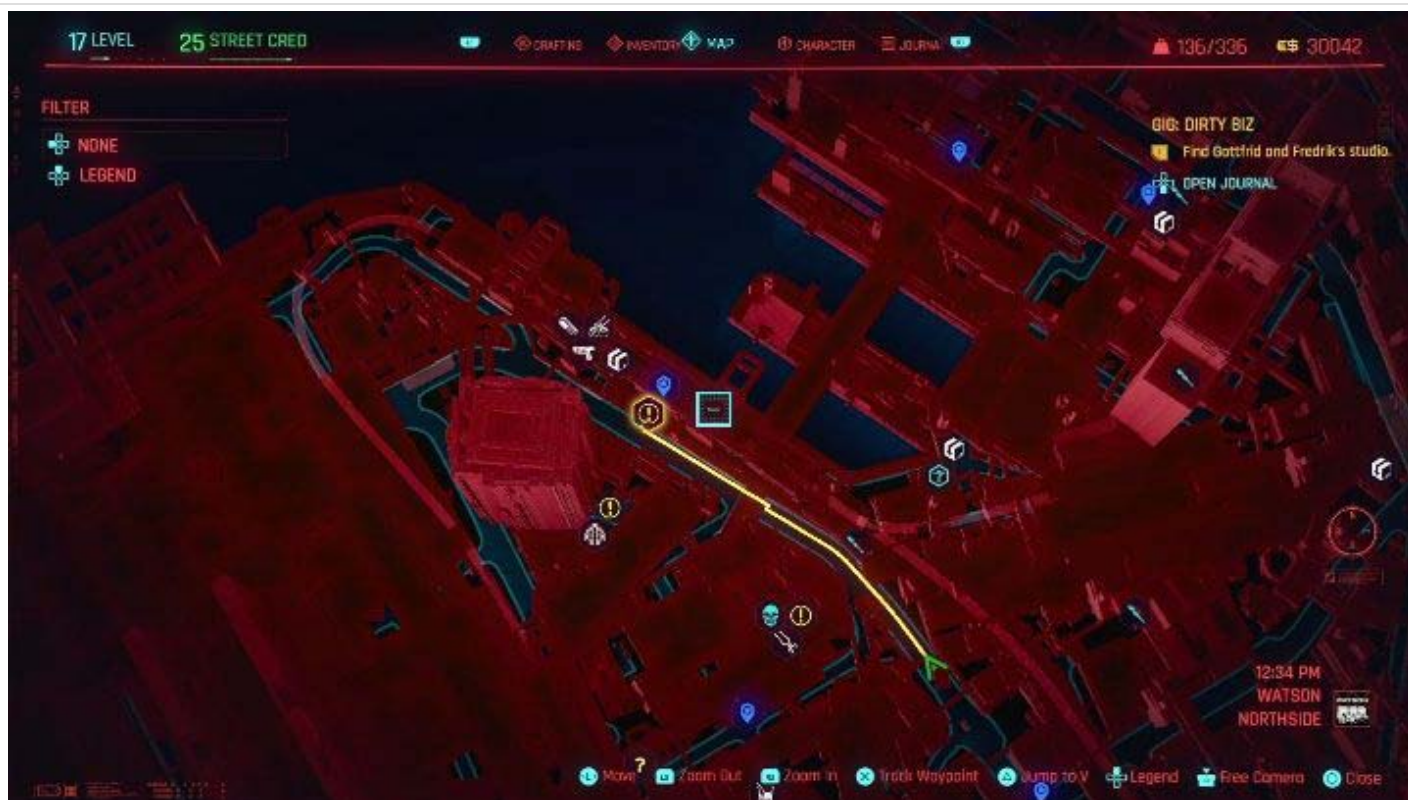




Walkthrough: your task is to get to the building and then to the shard lying next to the van. All you have to do is get in, get the item and you can evacuate from the enemy area.

Dirty Biz





Location: central part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.



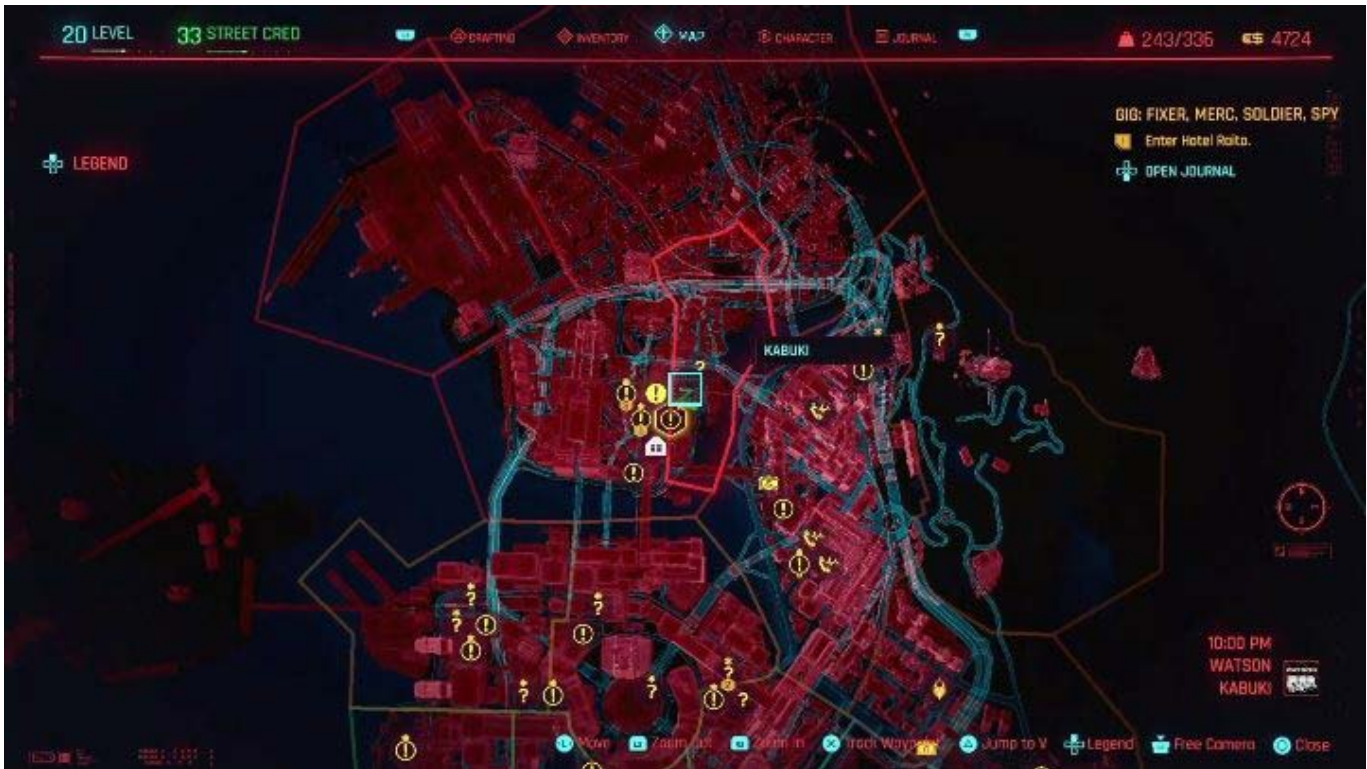
Objective: BD_9430.



Walkthrough: your task is to get to the building and then to the shard lying on the shelf, on the second floor. The easiest way to get inside is by jumping through an open window.

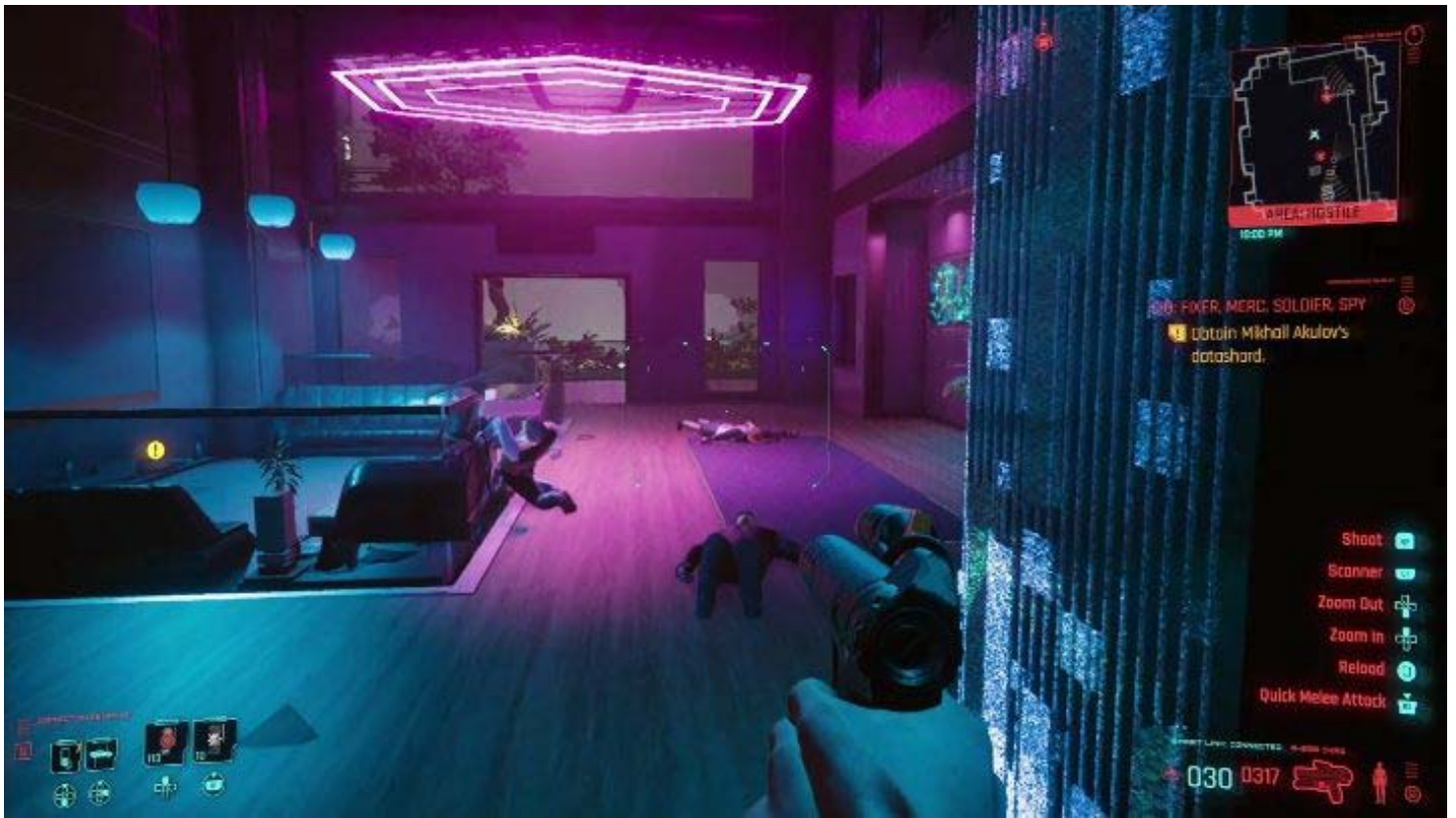
Once you get the item, simply leave the area to complete the gig.

Fixer, Merc, Solider, Spy



Location: south-eastern part of Watson, Kabuki.

How to unlock: gain a fourth level of Street Cred in the Watson district, complete the "Welcome to America, Comrade" job.



Objective: Shard.





Walkthrough: your task is to get to the building where the shard in the bag is hidden. Take the elevator upstairs and then go up the balcony.





When you get upstairs you will see a big apartment. Go to the TV, under which lies a bag with the shard. After acquiring the item you have to travel to the customer. Give him the shard to finish the gig.

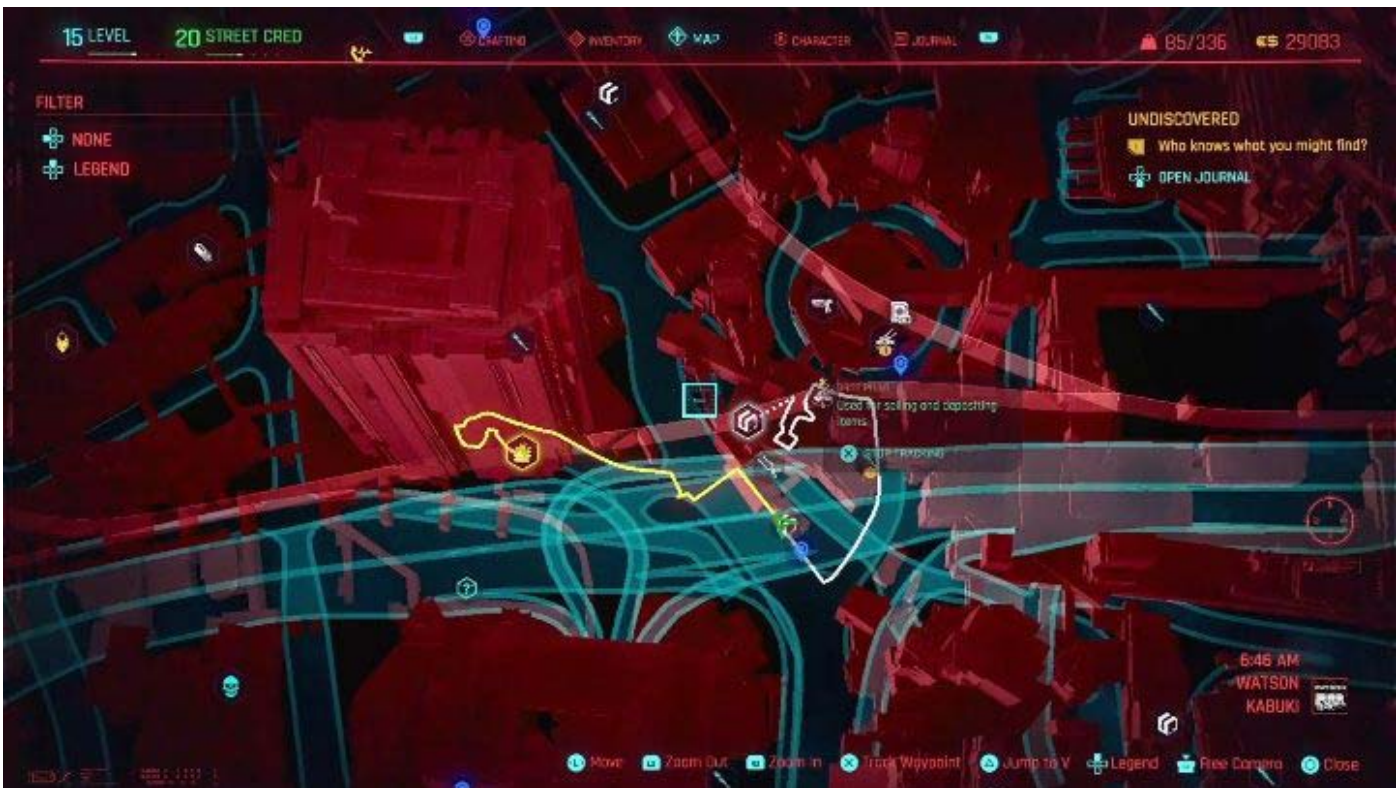
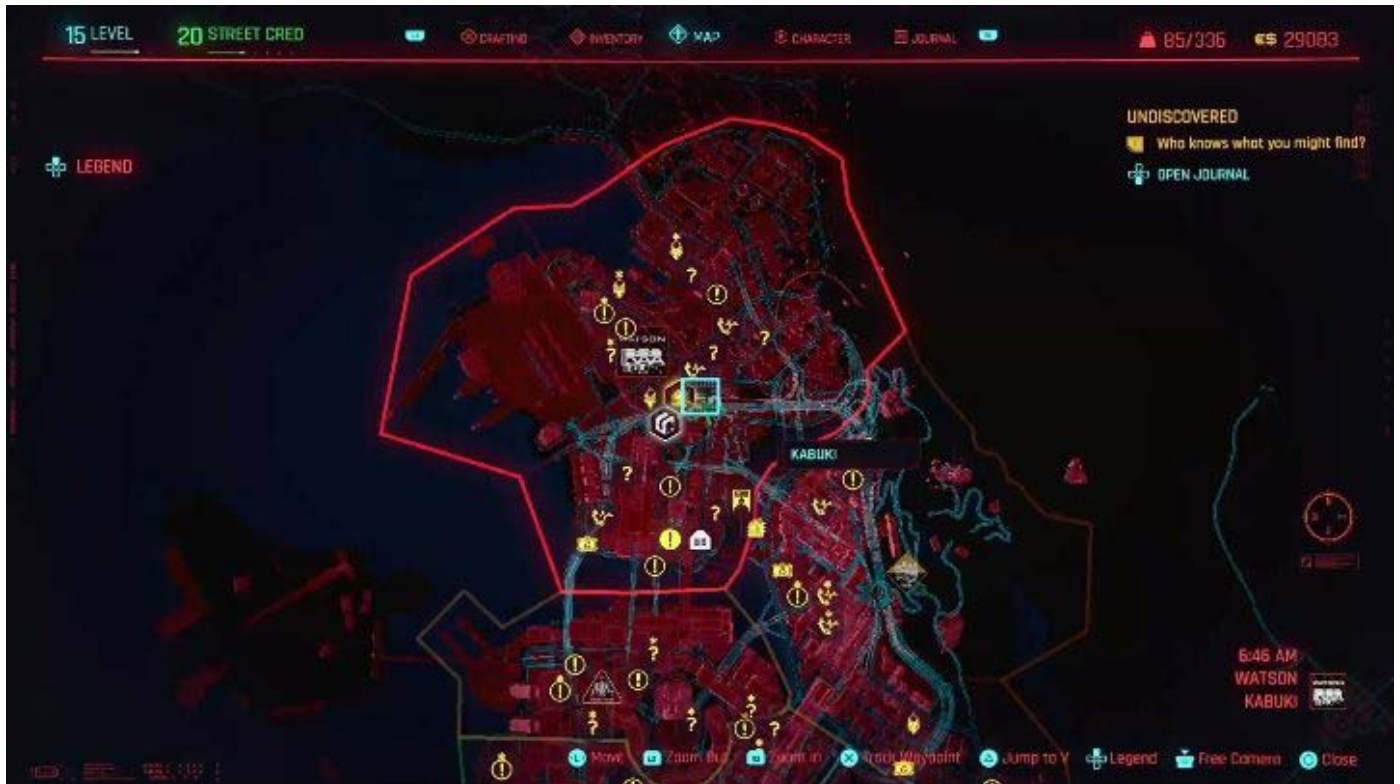
Agent Saboteur

Watson - Gigs



In Cyberpunk 2077 you will come across gigs involving sabotage. Most often you will have to hack some hardware or provide someone with false intel. On this page of our guide we describe *Agent Saboteur* gigs available in the region - Watson.

Catch A Tyger's Toe



Location: central part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.



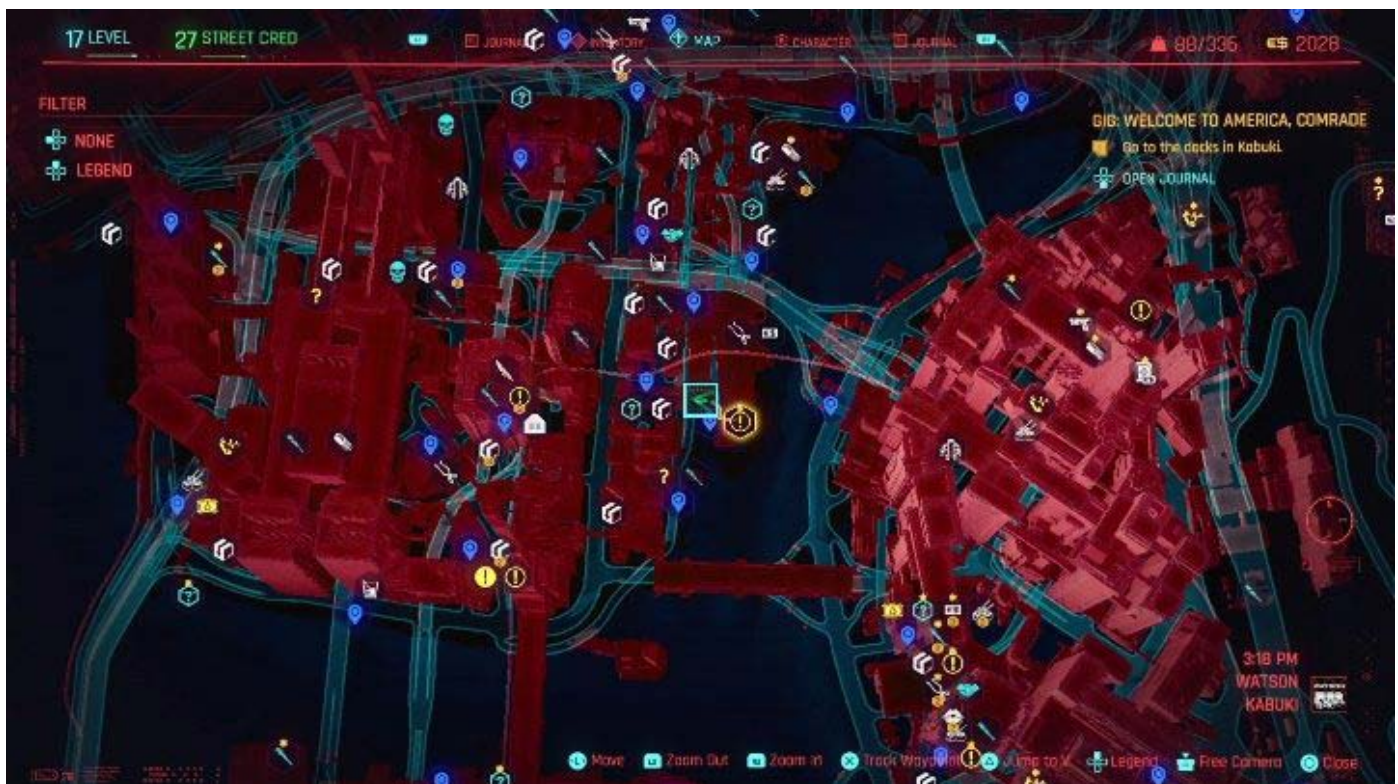
Objective: upload a virus from B@d.

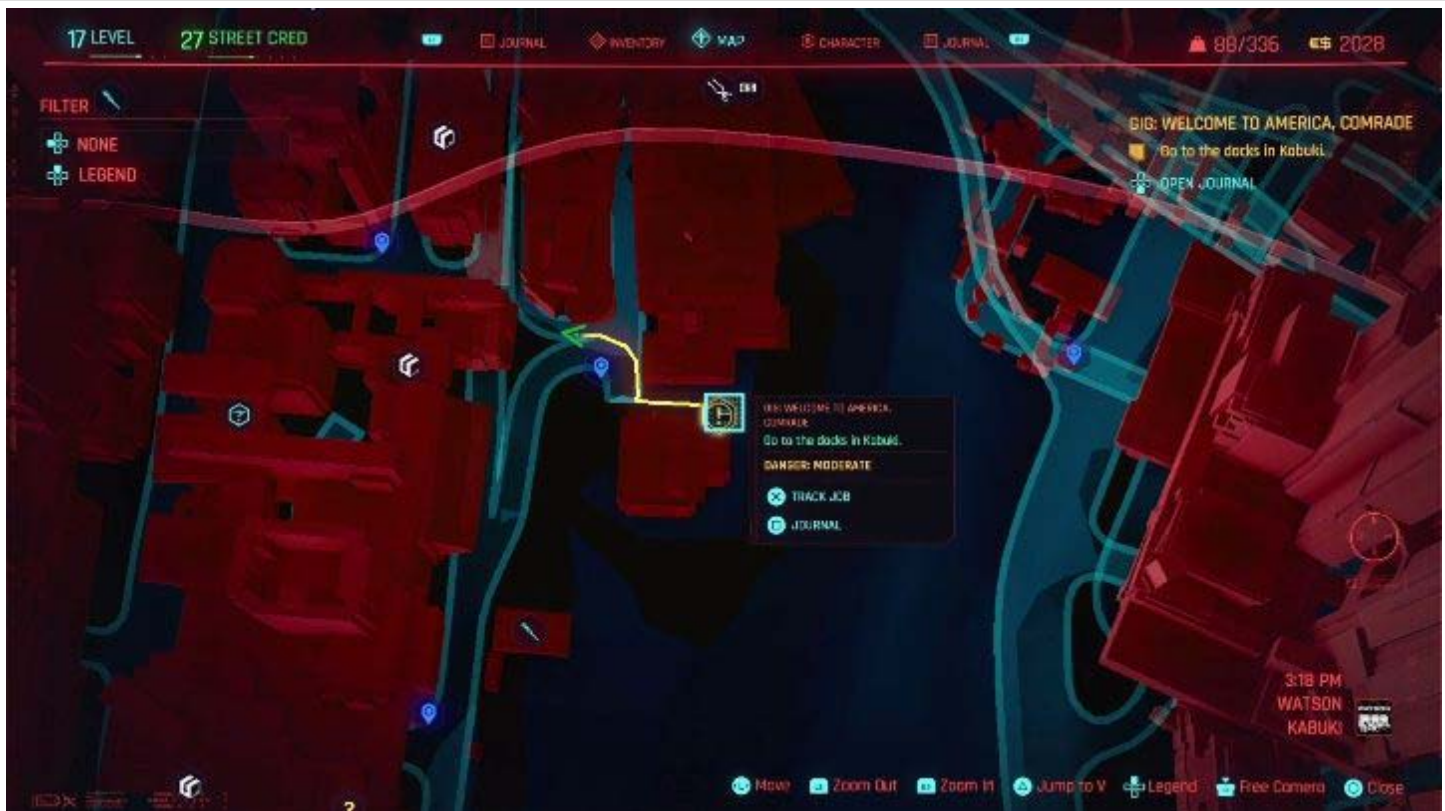




Walkthrough: your task is to get inside the building to the server room, which is located on **the first floor**, you can reach with the elevator. No one should bother you. Just sneak through the server room, get to the main room and upload the virus to your computer.

Welcome to America, Comrade





Location: central part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.

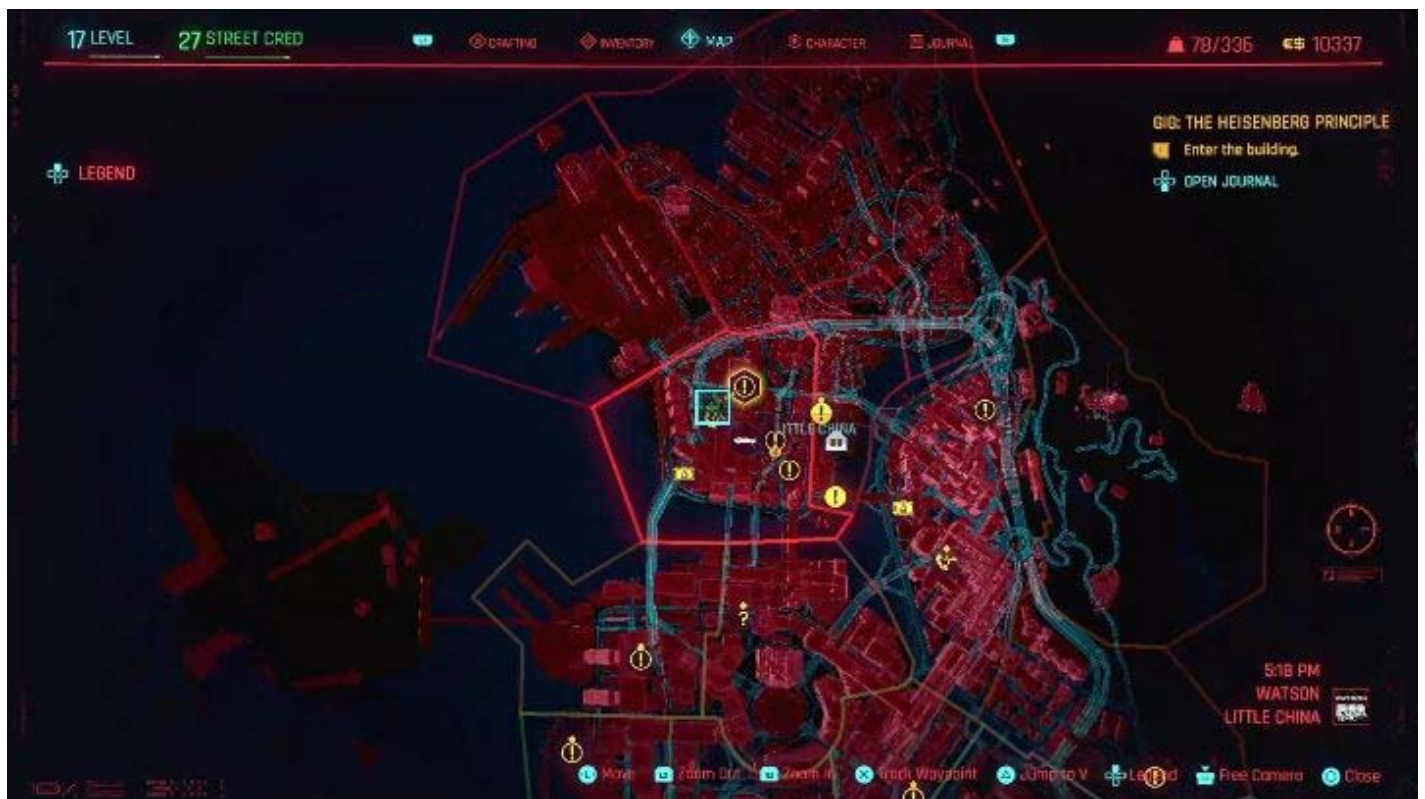


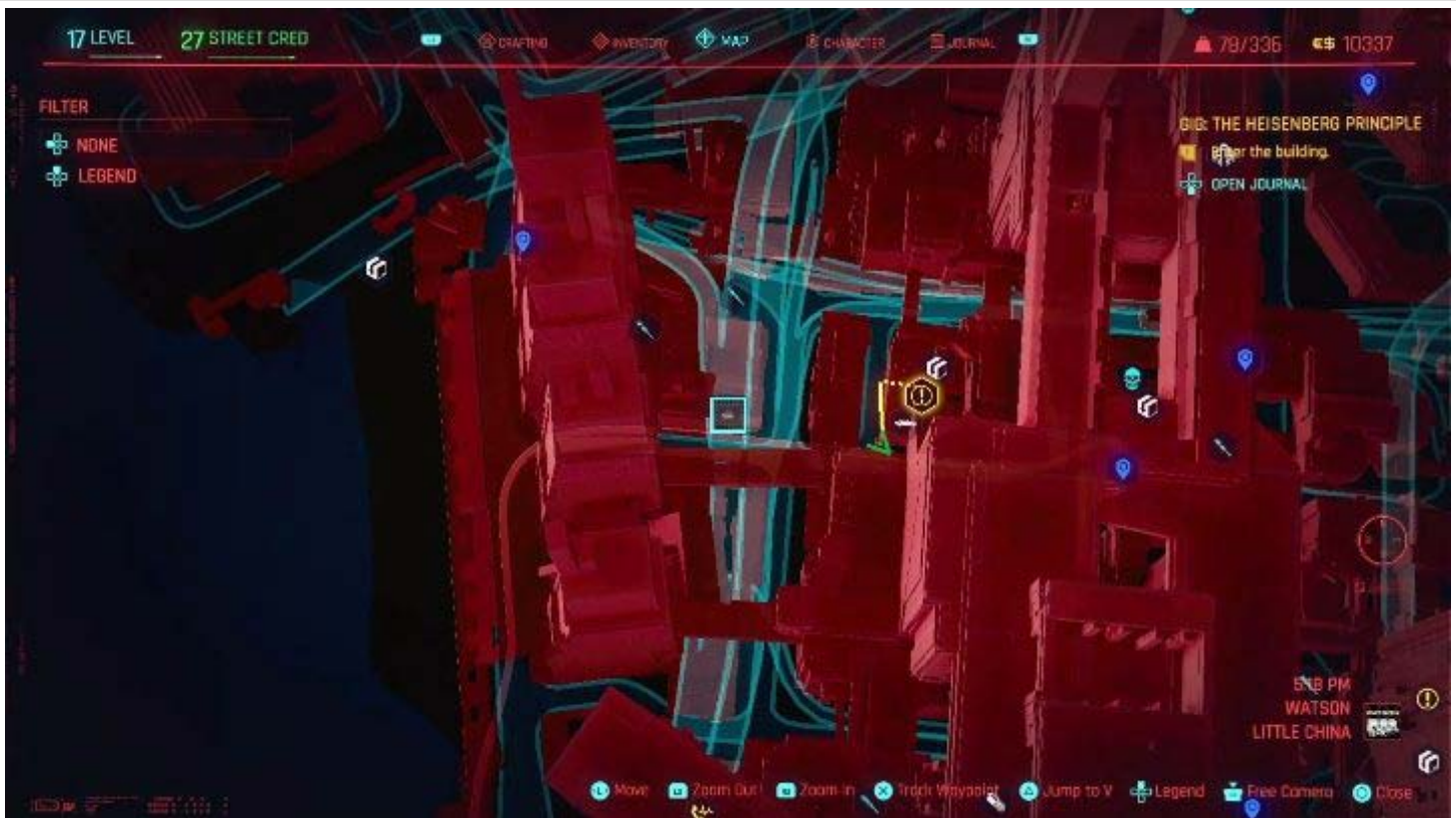
Objective: placing the GPS transmitter in the car.



Walkthrough: your task is to get into the blue container where the car is kept. Go from the back and place the transmitter, and then escape from the area to complete the task.

The Heisenberg Principle





Location: South of Watson, Little China.

How to unlock: gain a third level of Street Cred in the Watson district.



Objective: destruction of elements in the laboratory.





Walkthrough: your task is to get to the laboratory, which is hidden in the basement. It is easy to get to it using technical abilities.

When you are there, you will see the item you need to destroy. Take a shot, throw a grenade or hack the object.

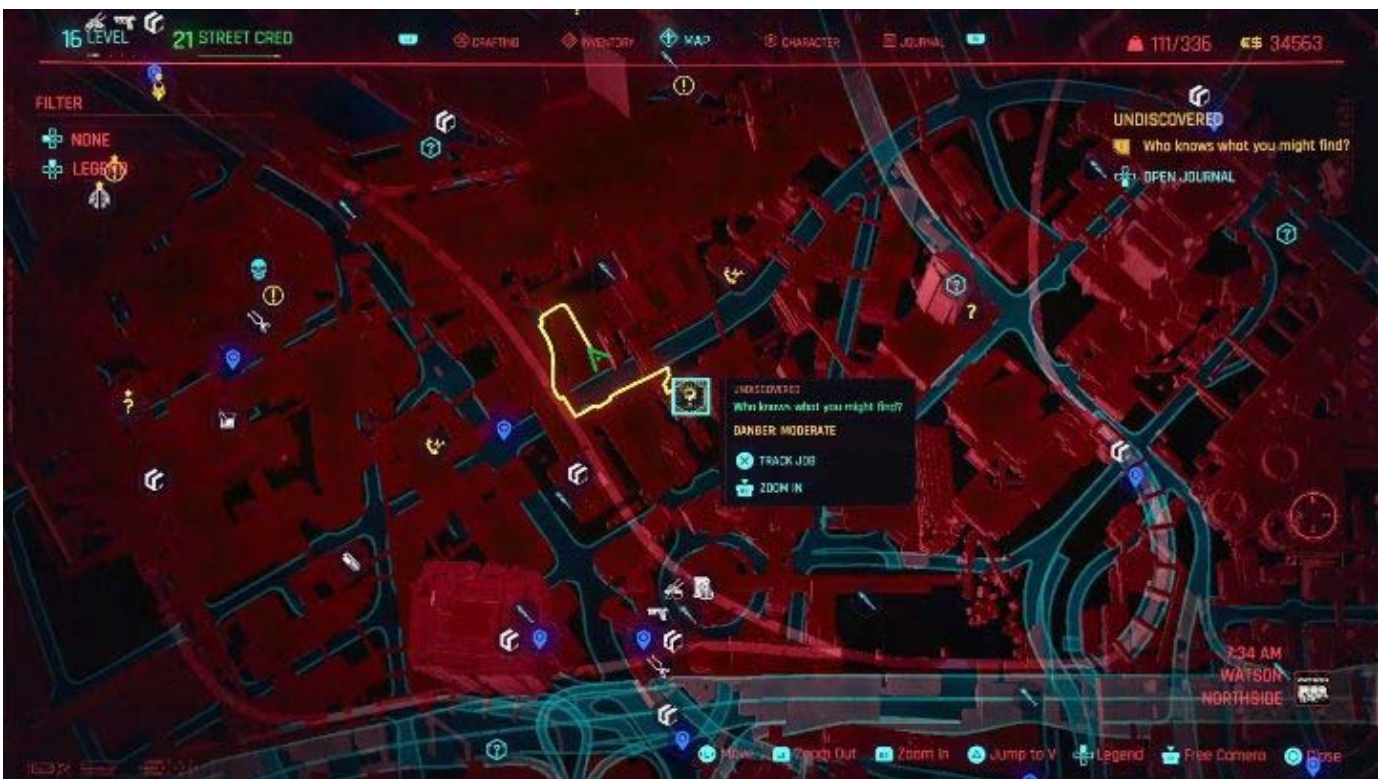
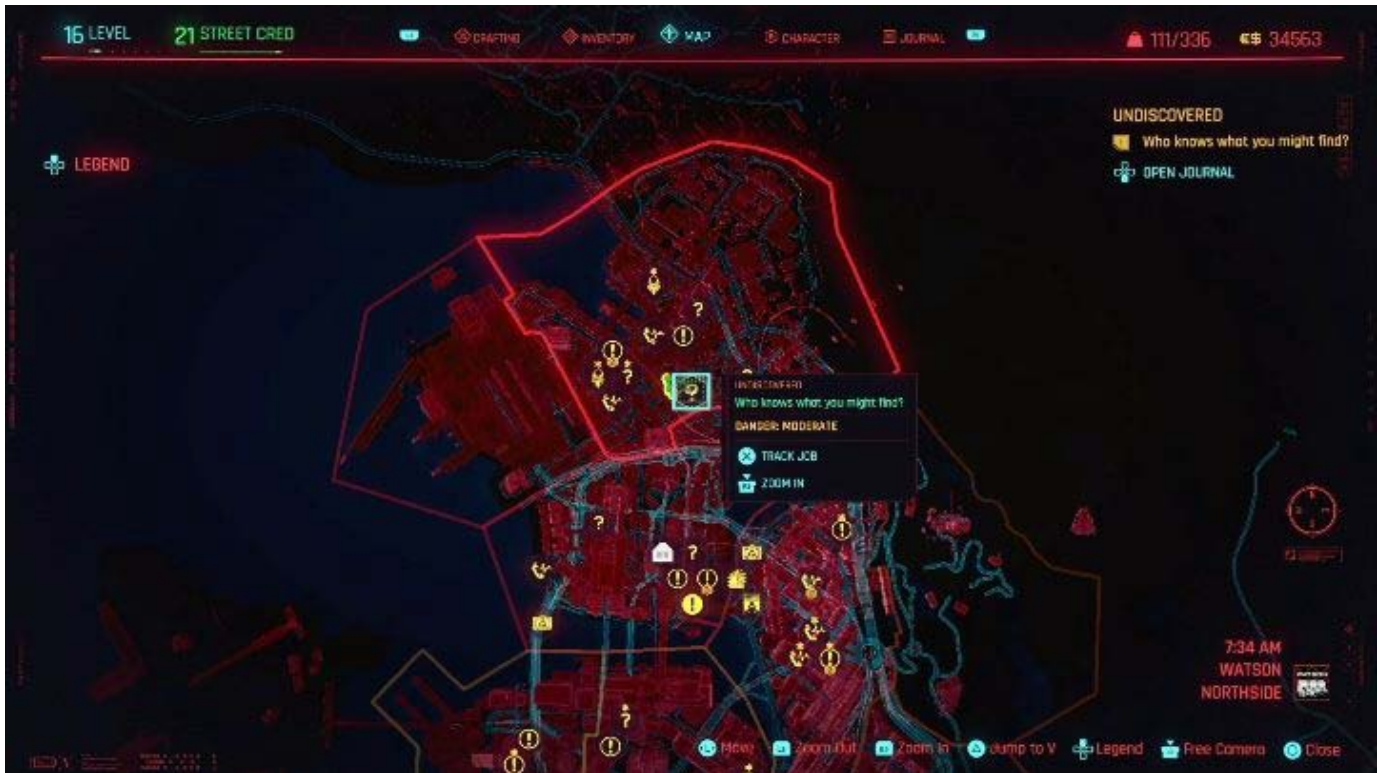
SOS: Merc Needed

Watson - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to save NPCs. Most often you will have to convince someone to run away and lead them out of the gang's hiding place. On this page of our guide, we describe the *SOS: Merc Needed* gigs available in Watson.

Occupational Hazard



Location: central part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.



Objective: Hal Cantos, alive.



Walkthrough: your task is to get into the building where you have to rescue Hal. You can get inside by using the door (if you have the right level of technical abilities) or by climbing on the dumpster and jumping through the window.

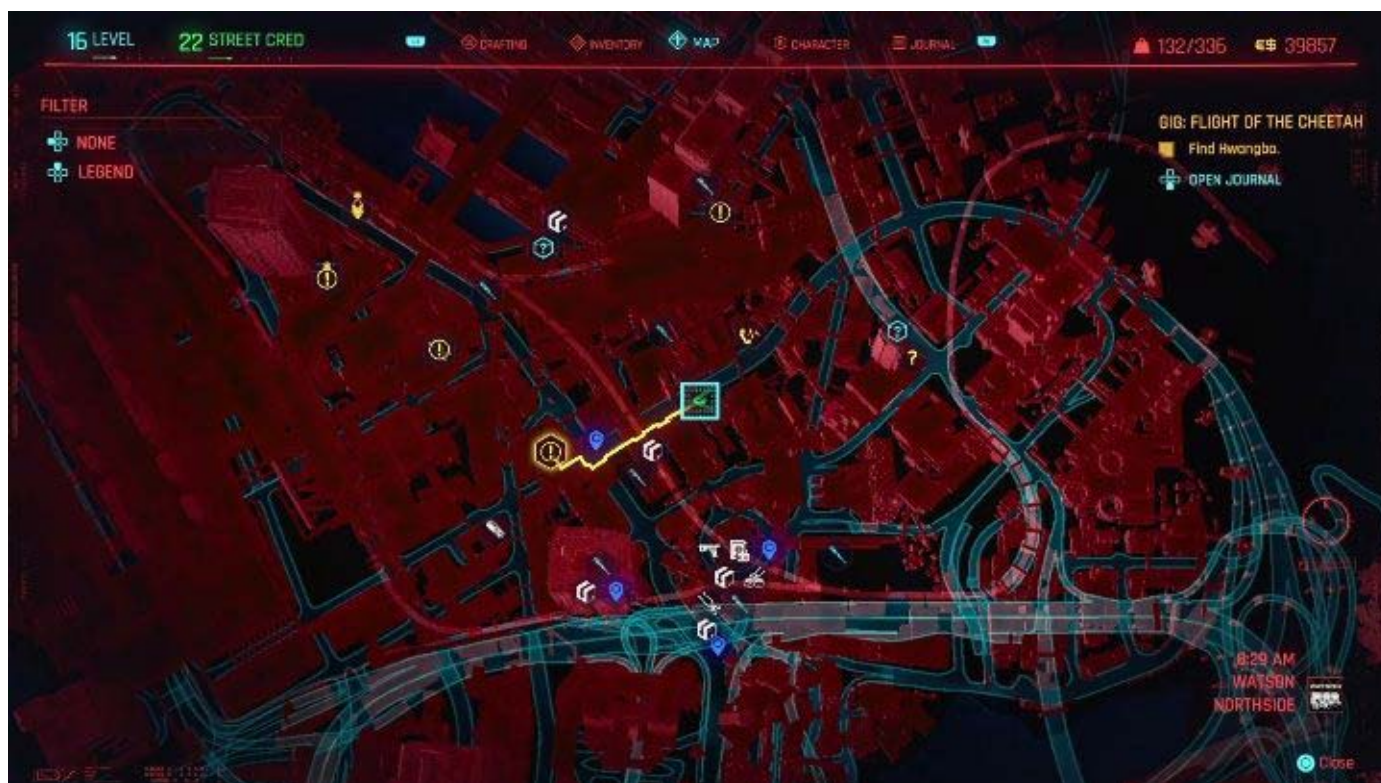


In the warehouse, you have to defeat a cyberpsycho (not related to the main quest line). Only after killing her, you will be able to free the Halan. If you are interested in a woman's story, go upstairs and talk to Bex. She will tell you about the connection with Anna - the cyberpsycho.



Finally, go downstairs and open the blue container. In this way you will free the man.

Flight of the Cheetah



Location: central part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.



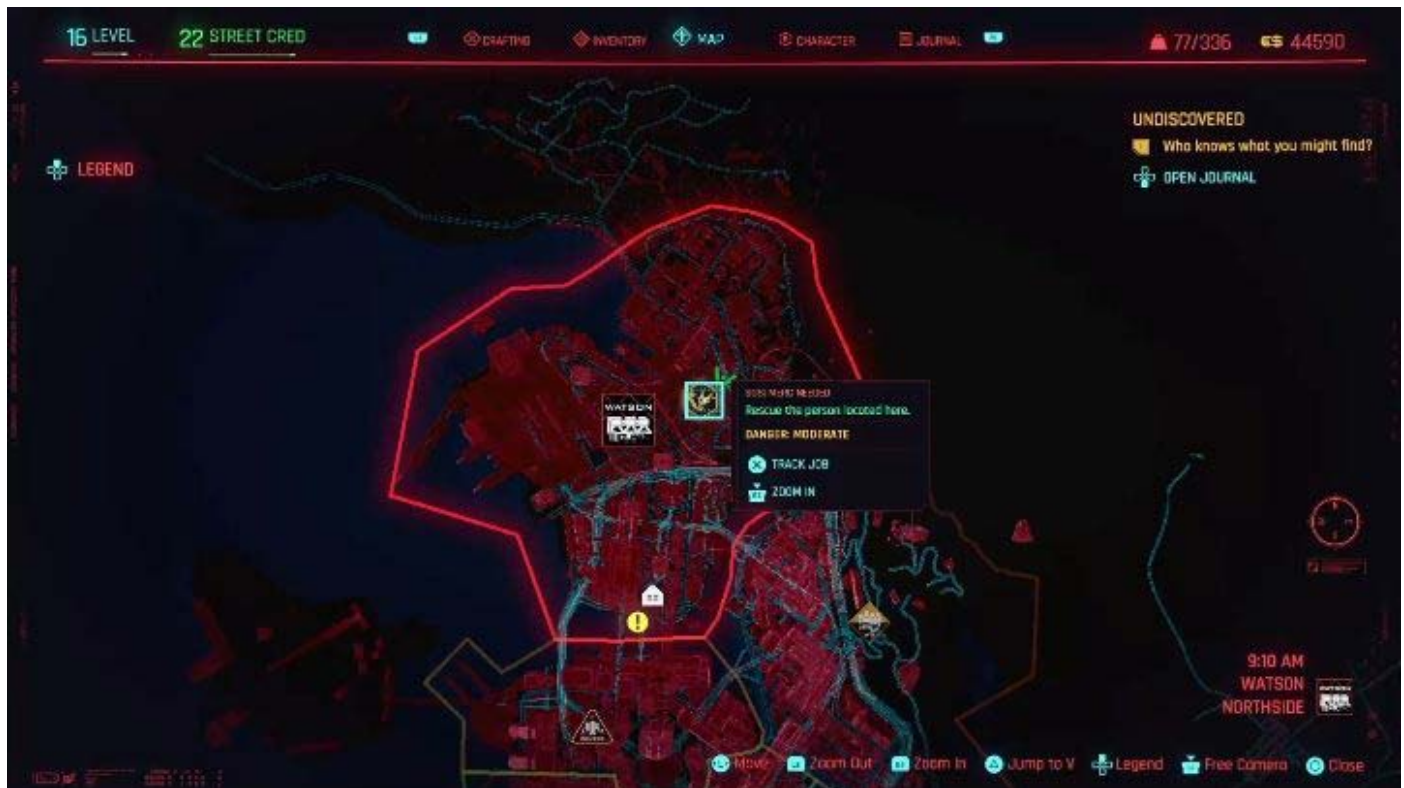
Objective: Hwangbo, alive.





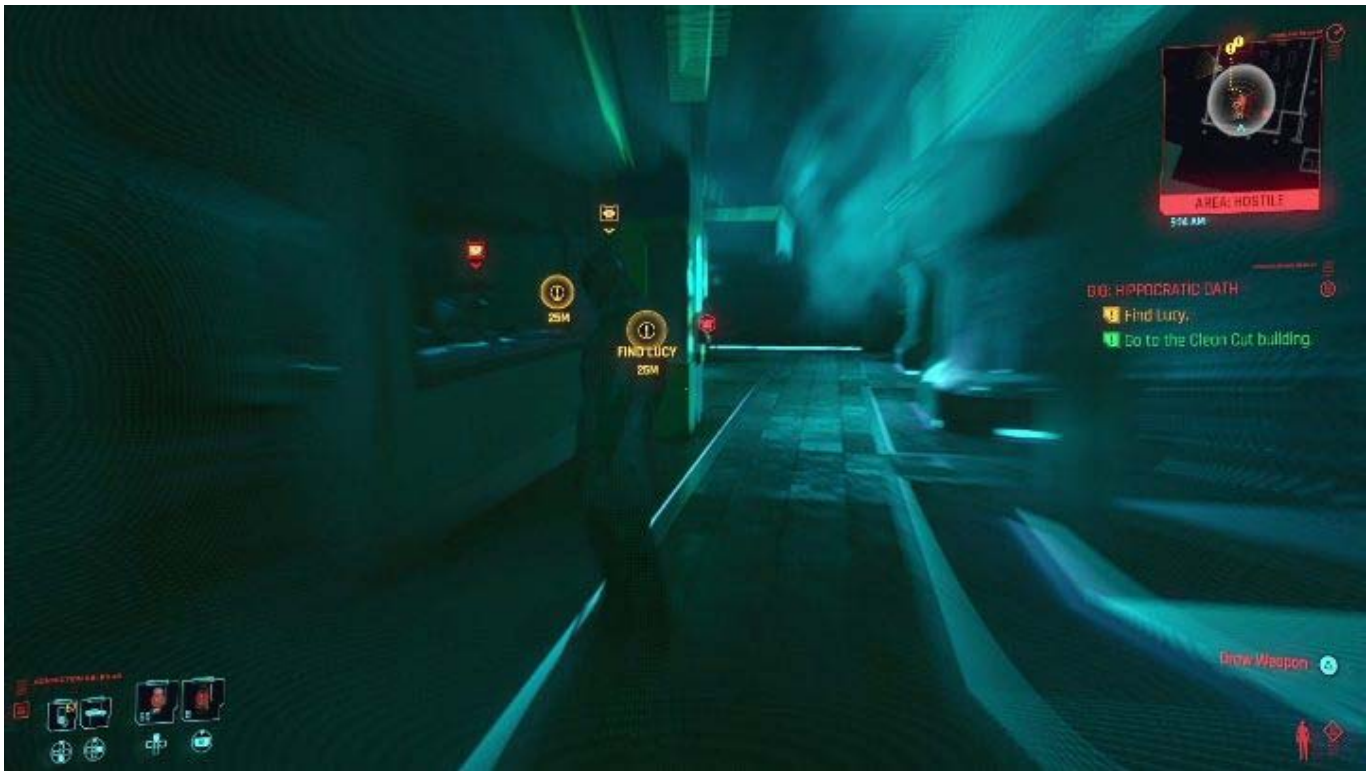
Walkthrough: your task is to get the man out of the motel and safely escort him to a specified loaction. There will be many opponents standing in your way, you can bypass them by force opening the double door.

Hippocratic Oath



Location: central part of Watson, Northside.

How to unlock: Get the first level of Street Cred in the Watson district.



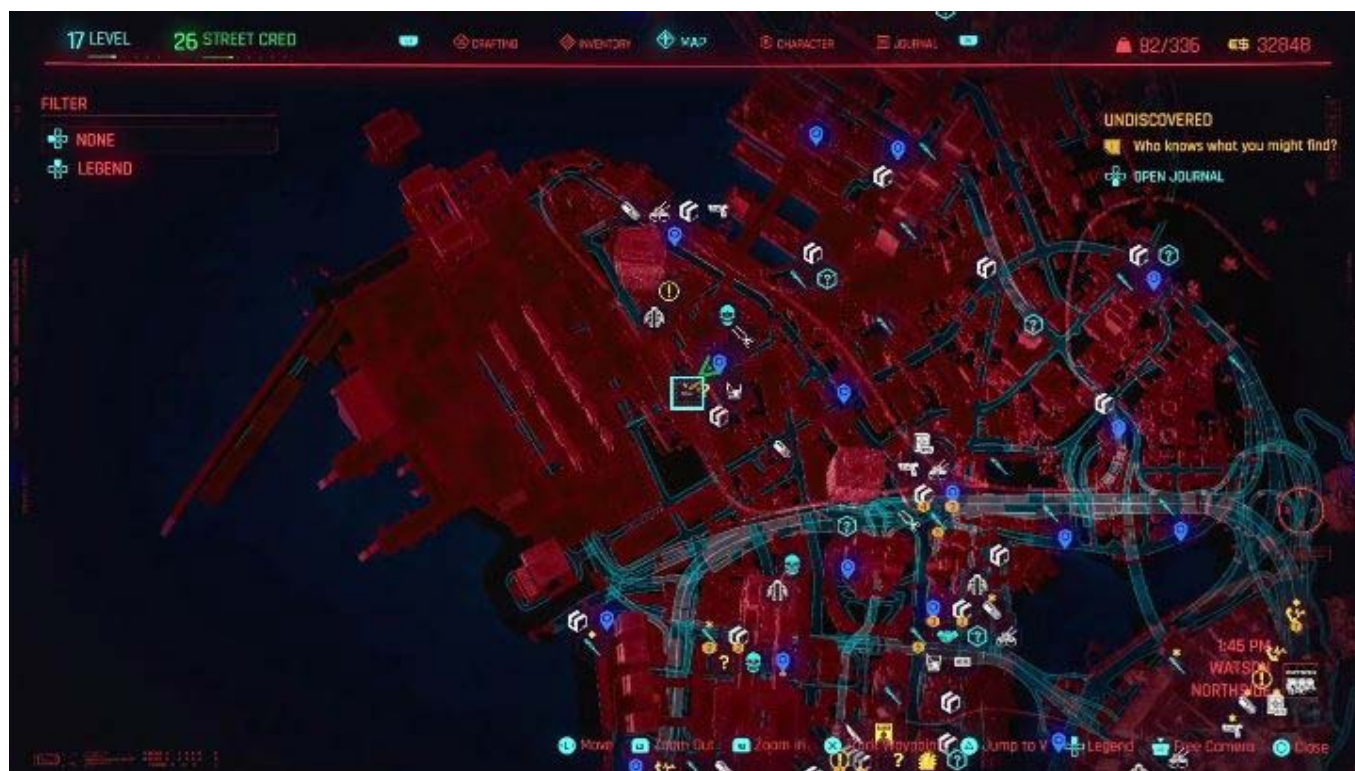
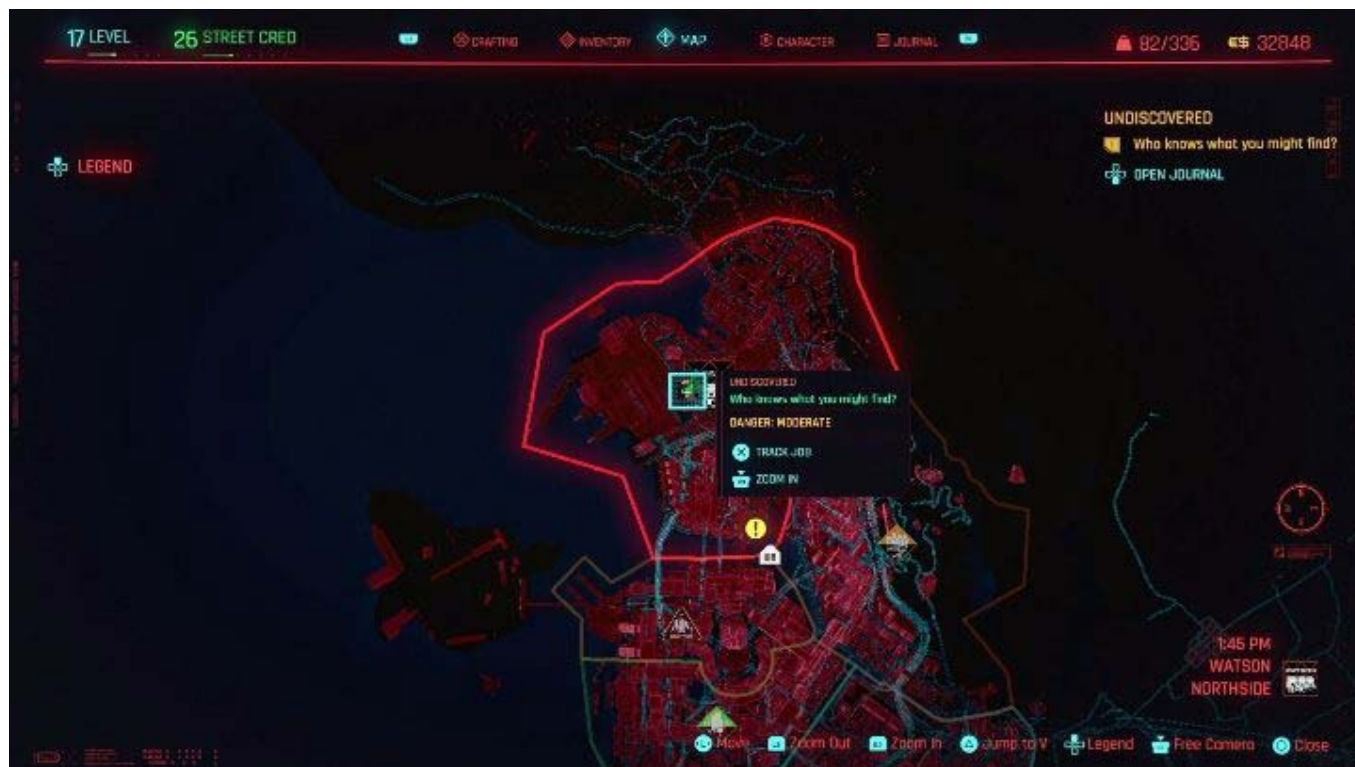
Objective: Lucy Thackery, alive.



Walkthrough: your job is to get the woman out of the clinic. The building should be easily accessible. However, a lot of opponents will be waiting for you on your way.

When you reach the woman, she will ask you to help her rescue the patient. You can listen to her commands or scan the body. Finally, get the woman out of the building and make sure she gets to her car. This will end the gig.

Freedom of the press



Location: central part of Watson, Northside.

How to unlock: gain a third level of Street Cred in the Watson district.



Objective: Max, alive.

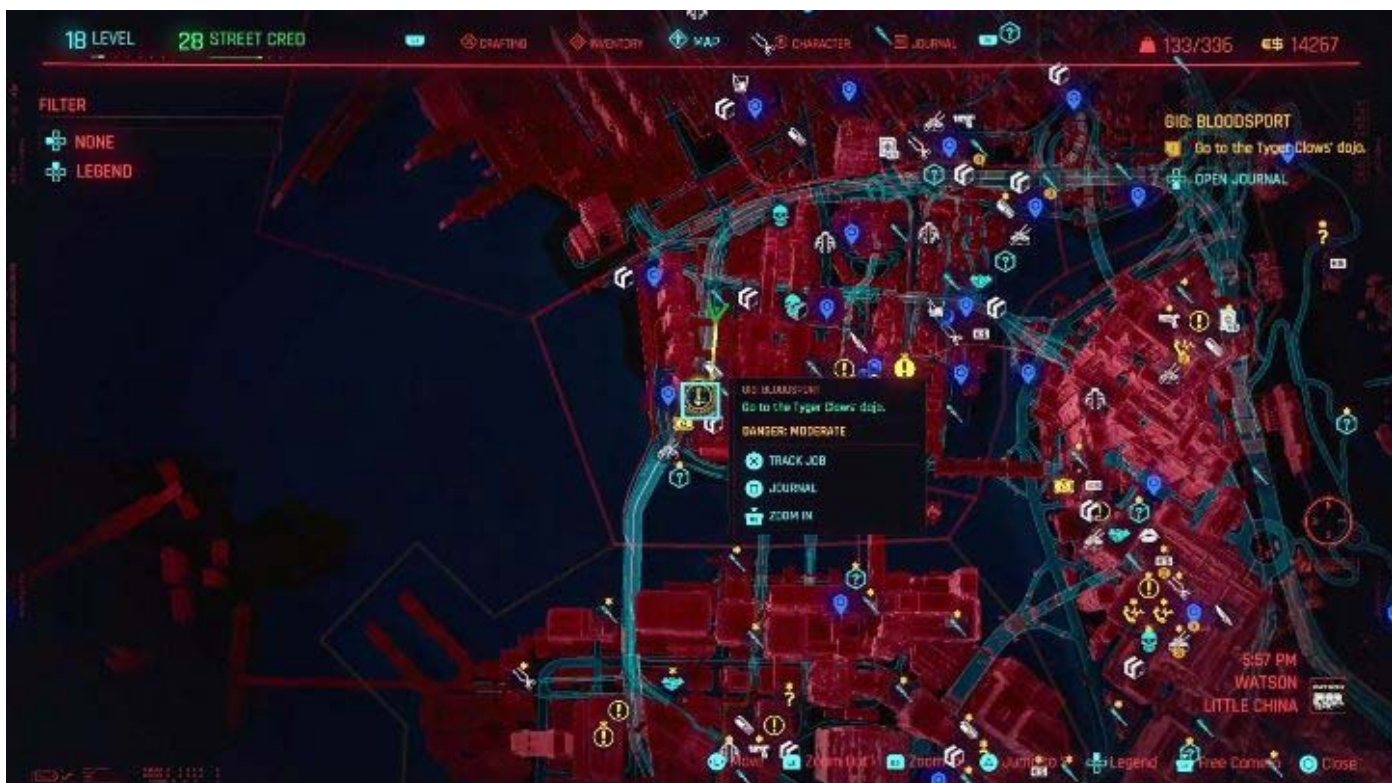




Walkthrough: your task is to get the man out of the building. To enter it you need to have a lot of technical ability or you need to climb on the roof and get through the window. When you reach the floor you will come across a man who wants to commit suicide. To complete the gig, you must listen to him and convince him of your good intentions.

If you attack him, you will move towards him, even though he asks you to wait, or you will not answer before time runs out - the man will kill himself and you will not complete the task.

Bloodsport



Location: South of Watson, Little China.

How to unlock: Get a second level of Street Cred in the Watson district.



Objective: Roh, alive.





Walkthrough: your task is to get to the basement of the building. Roh, who needs your help, is being held there. There will be many enemies standing in your path that you can take away your life to make it easier for you to escape with the wounded.

Westbrook

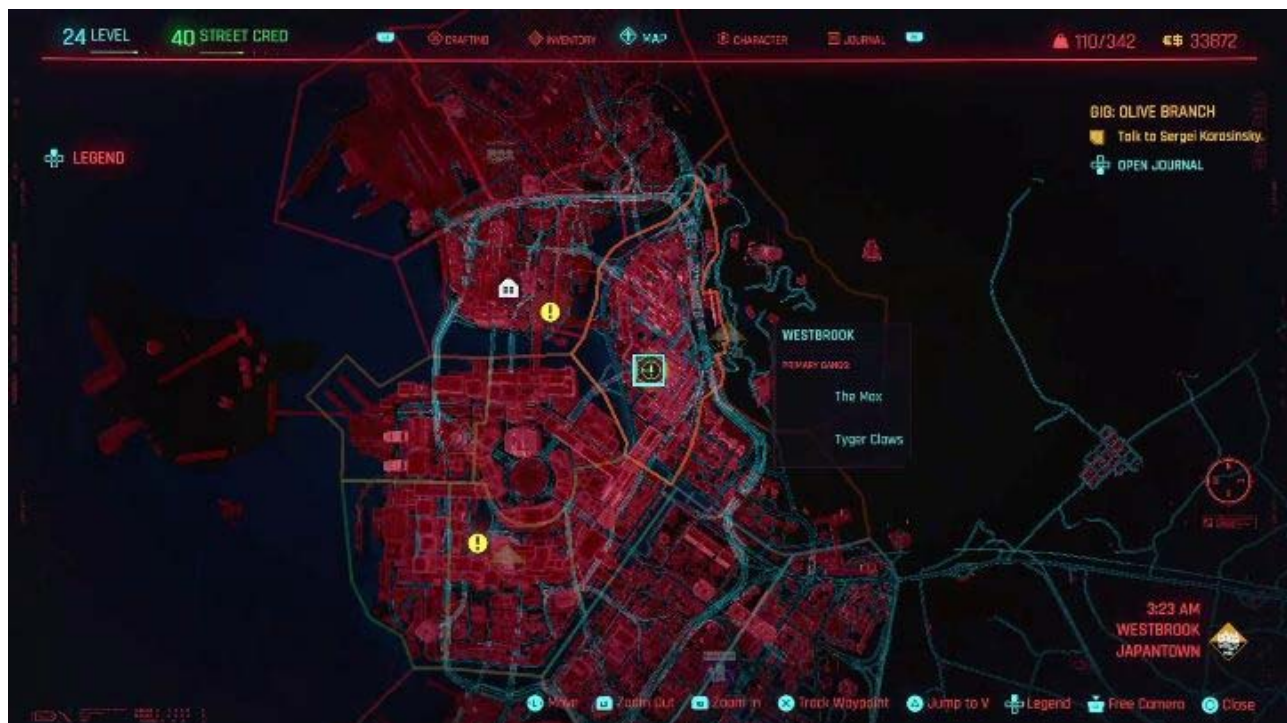
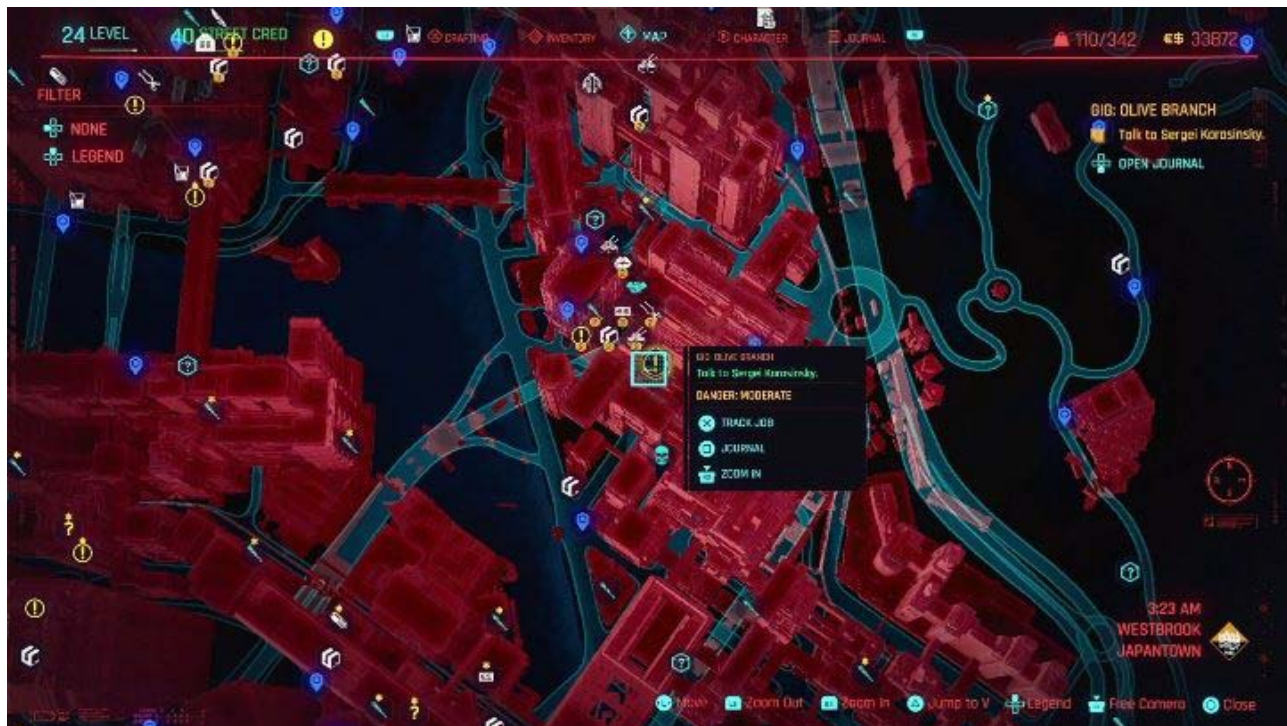
Special Delivery

Westbrook - Gigs



In Cyberpunk 2077, you will come across gigs requiring you to get the target. Most often these are special cars you will encounter while exploring the game map. On this page of our guide, we describe the *Special Delivery* gig available in the Watson region.

Olive branch



Location: eastern part of Westbrook, Japantown.

How to unlock: Get the first level of Street Cred in Westbrook.



Objective: a car.



Walkthrough: your task is to talk to the men who will give you the task.



You will find a man in the car. He is locked in the trunk. If you let him go, the mission will end immediately. However, if you want to drive the car to a designated place, just jump in and go. You can let the man out during the travel or just leave him there. This is a purely moral dilemma, it does not affect the gameplay.

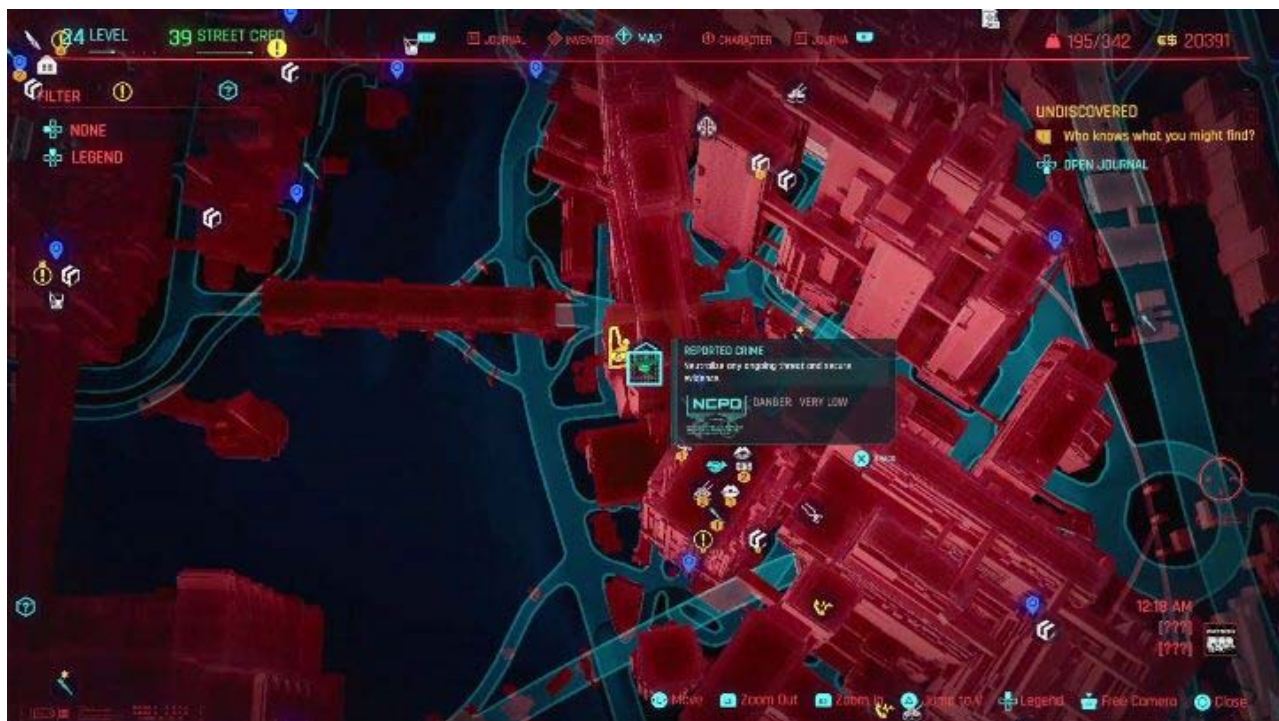
Search & Recover

Westbrook - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to recover an indicated item. Most often these are small pieces of equipment or medicines that someone has stolen. On this page of our guide, we describe the *Search & Recover* gigs available in Westbrook.

Greed Never Pays



Location: eastern part of Westbrook, Japantown.

How to unlock: Get the first level of Street Cred in Westbrook.



Objective: cracker from a suitcase.



Walkthrough: Your first task is to get to Leah Gladen's apartment. You can get there using Technical Abilities or by entering code **2137**.





In the apartment, scan the machine that opens the door to the secret room. Enter it and collect the necessary information from the computer.

Go to the next point on the map. You need to recover the cracker from there, which is in the suitcase, right next to the computer.

Family Heirloom





Location: South of Westbrook, Charter Hill.

How to unlock: gain a fourth Street Cred level in the Westbrook district, complete the Ghost Town quest.



Objective: to record the Samurai band.





Walkthrough: Your task is to get into the garage and empty the cabinet where the recording is. If you want, you can also take the car to its rightful owner.



During the gig "Family Heirloom" you can find Johnny's shoes. You can find them in the cabinet with the recording needed to complete the mission.

If you want to learn more about Johnny's collection, visit Johnny Silverhand's Items page. You will find there a description of all the items you can find in the game.

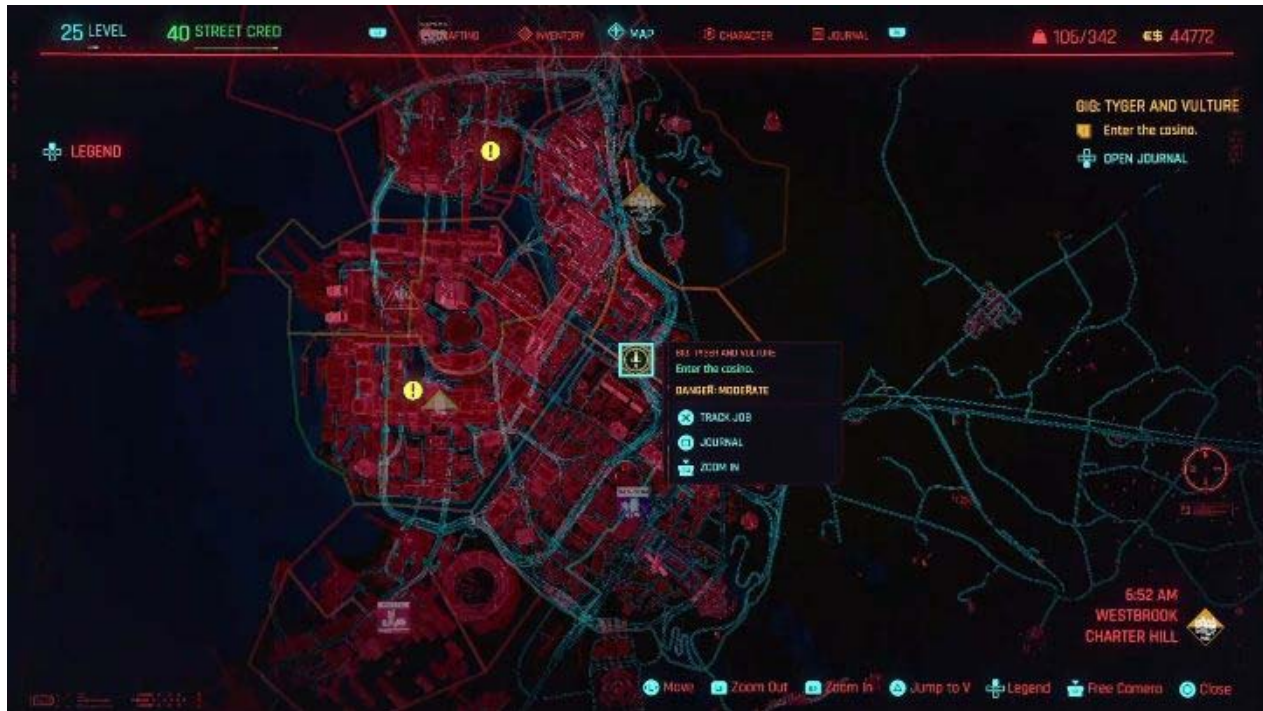
Thievery

Westbrook - Gigs



In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it can be a data set you have to take to your client. On this page of our guide, we describe the *Thievery* gigs available in the Watson region.

Tiger and vulture



Location: eastern part of Westbrook, Charter Hill.

How to unlock: Get the first level of Street Cred in Westbrook.



Objective: Vortex shard.

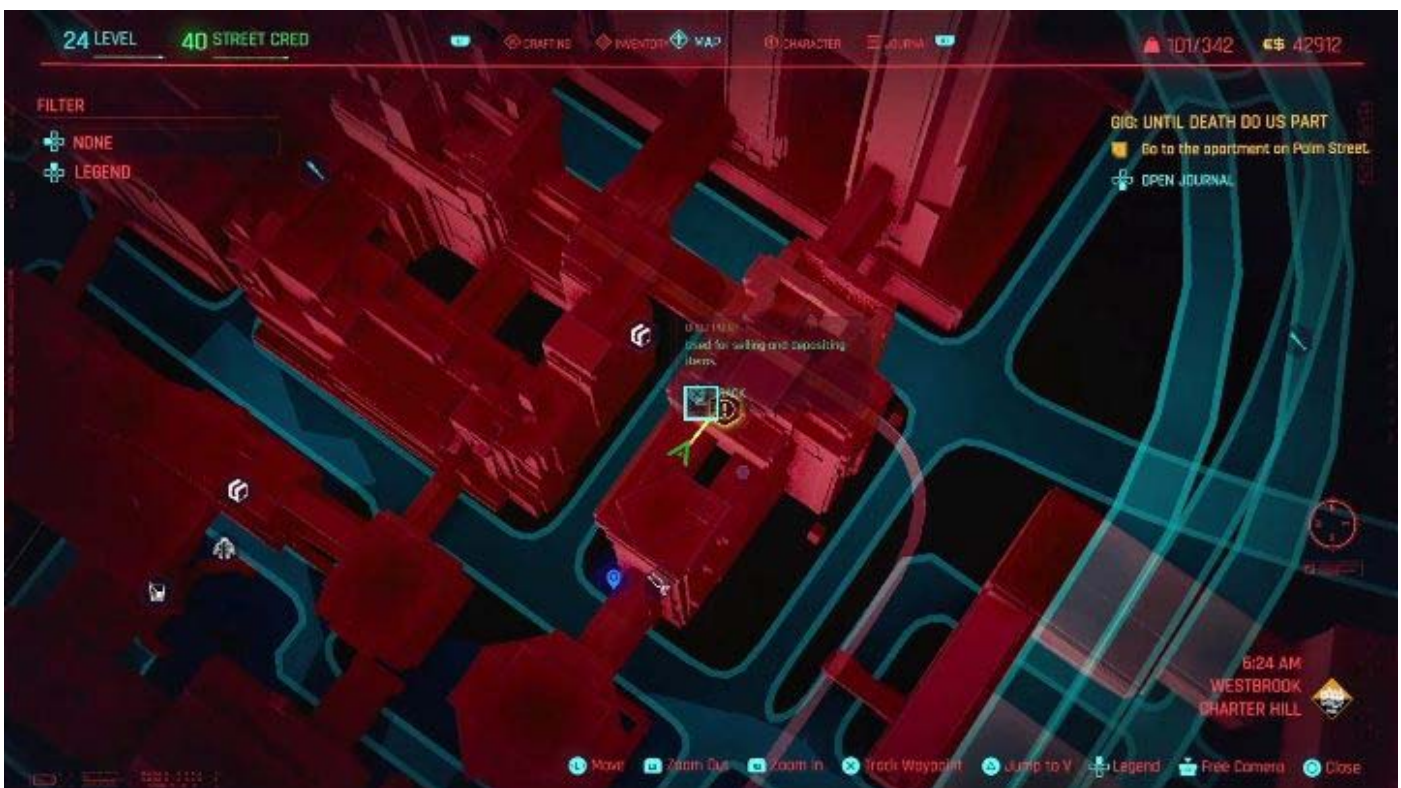


Walkthrough: your task is to get to the casino. The entrance is hidden near the sewage system.



There, go to the second floor, and then to room number **6**. There is a shard on desk. After you get it, leave the room.

Until death separates us



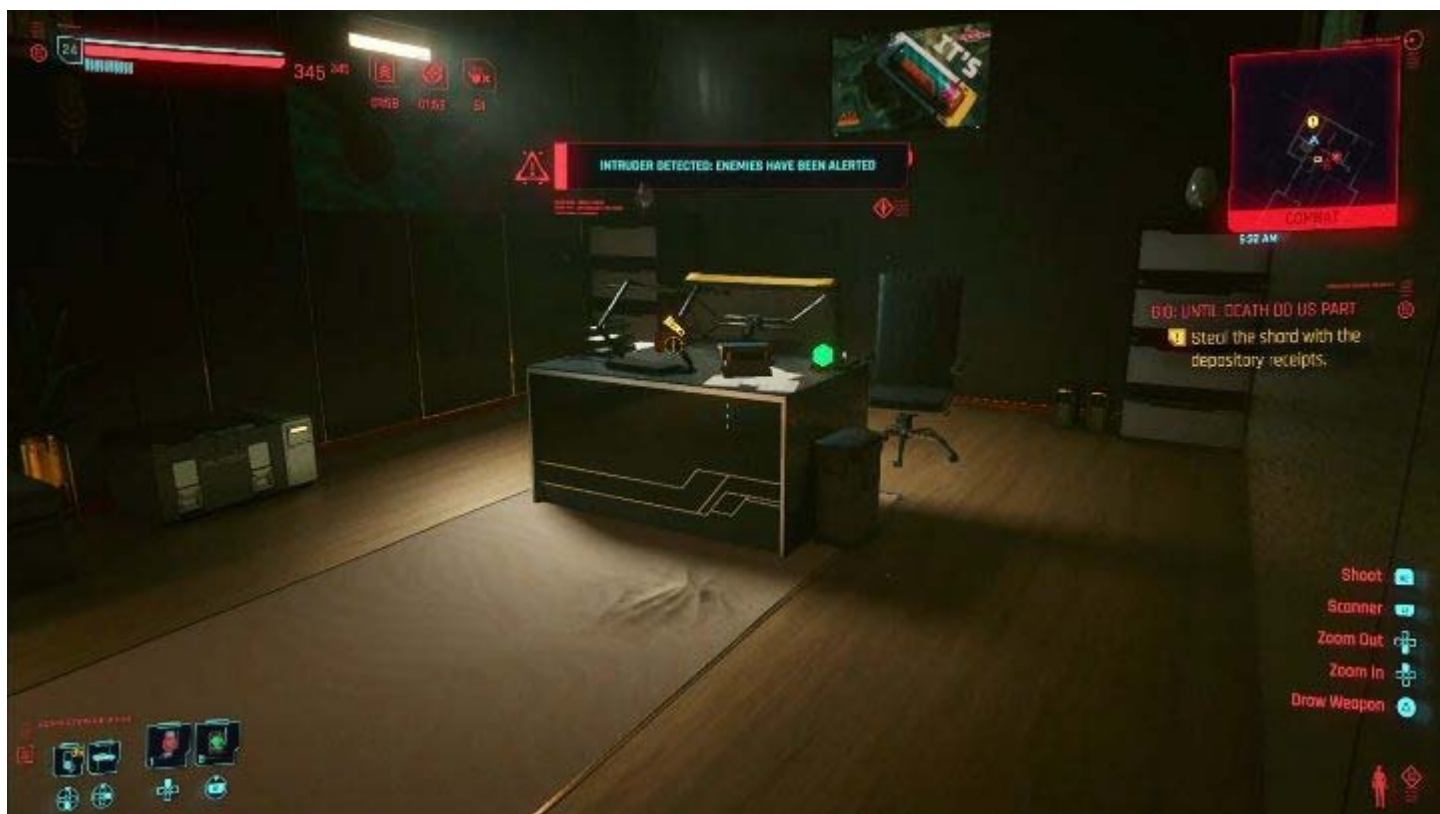
Location: South of Westbrook, Charter Hill.

How to unlock: Get the first level of Street Cred in Westbrook.



Objective: Mr. Gutierrez's shard.





Walkthrough: your task is to get into the apartment and find the shard. Use the elevator and then get to the closed floor. You can open it using your Technical Abilities or use the terrace.

Then just run upstairs, grab a shard, and leave.

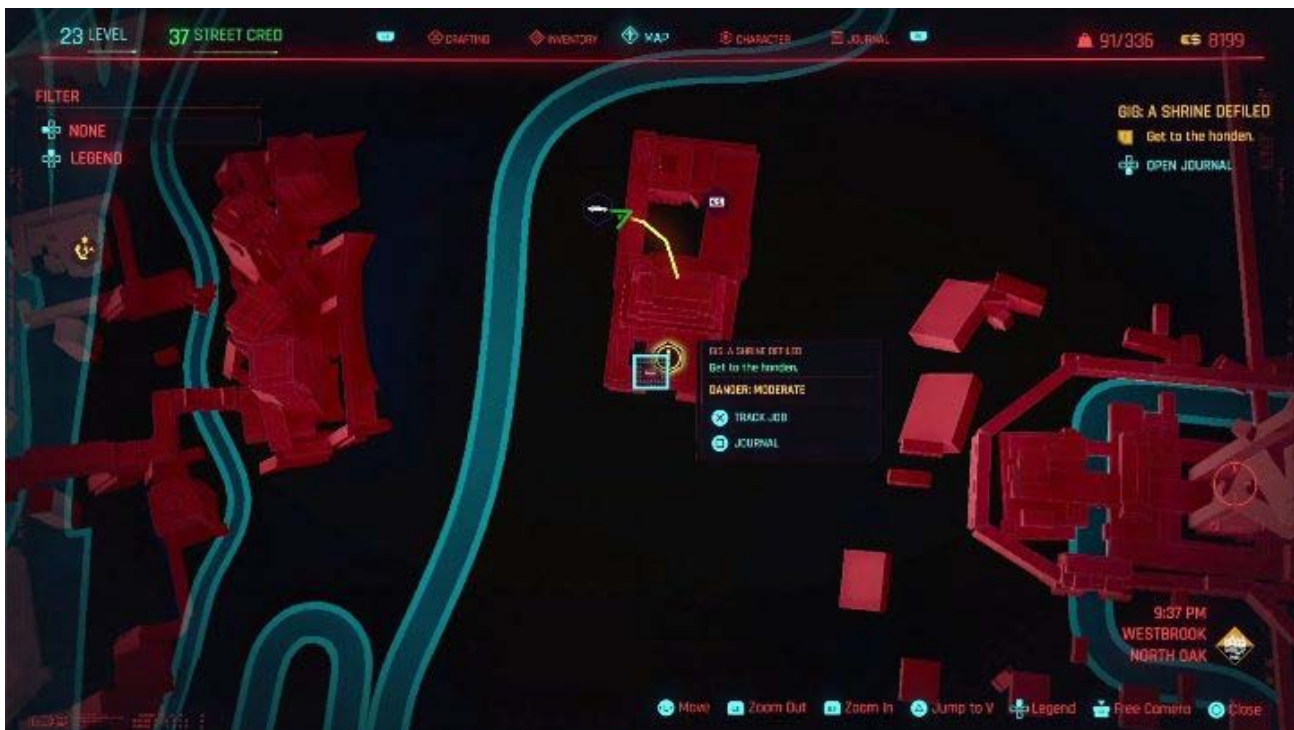
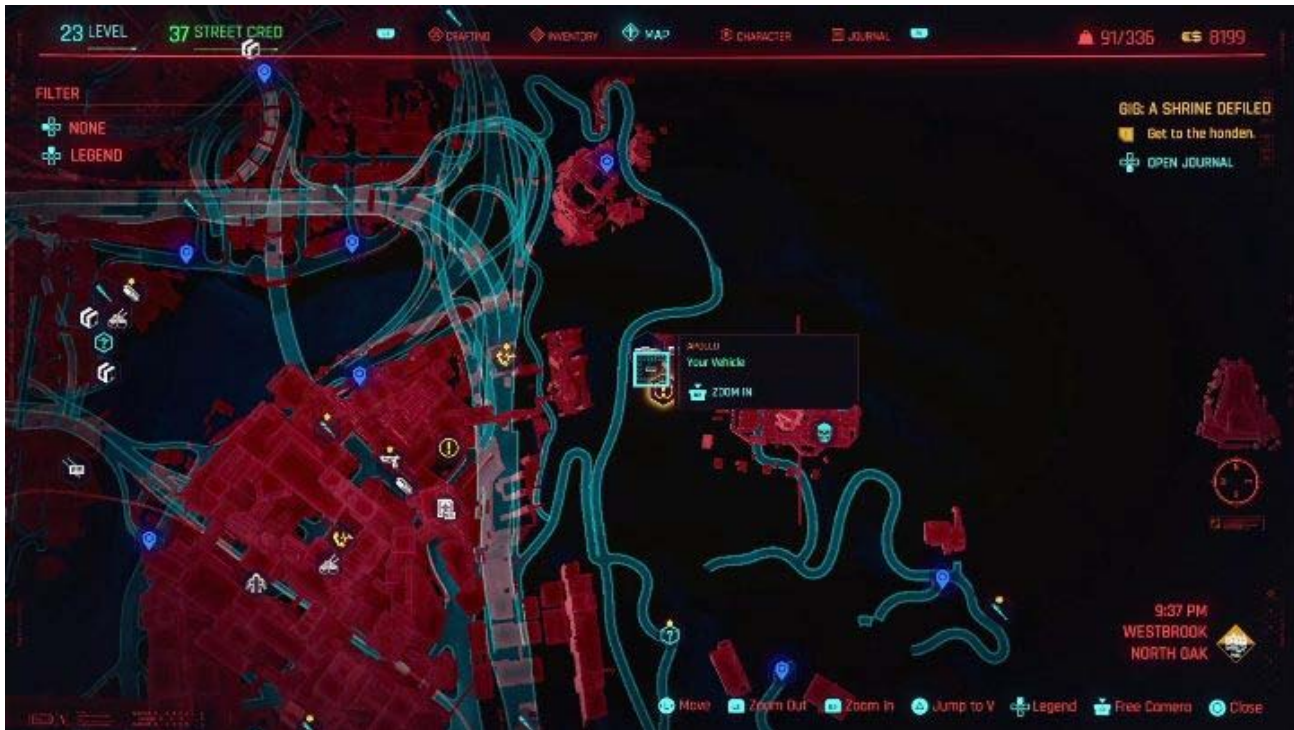
Agent Saboteur

Westbrook - Gigs



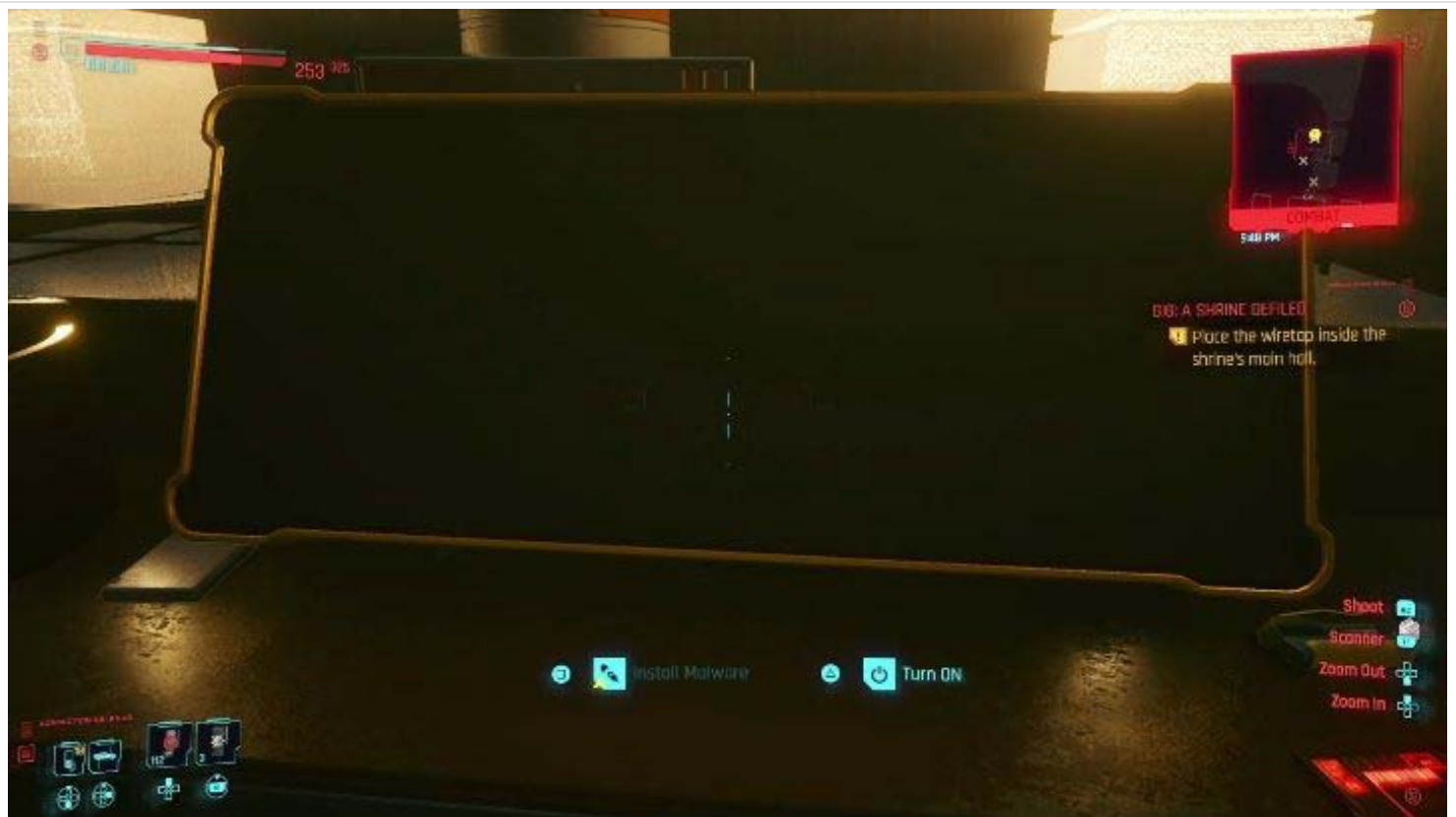
In Cyberpunk 2077 you will come across gigs involving sabotage. Most often you will have to hack some hardware or provide someone with false intel. On this page of our guide, we describe *Agent Saboteur* gig available in the Watson region.

A Shrine Defiled



Location: northern part of Westbrook, North Oak.

How to unlock: gain a third level of Street Cred in the Westbrook area.



Objective: upload the virus to the main computer.

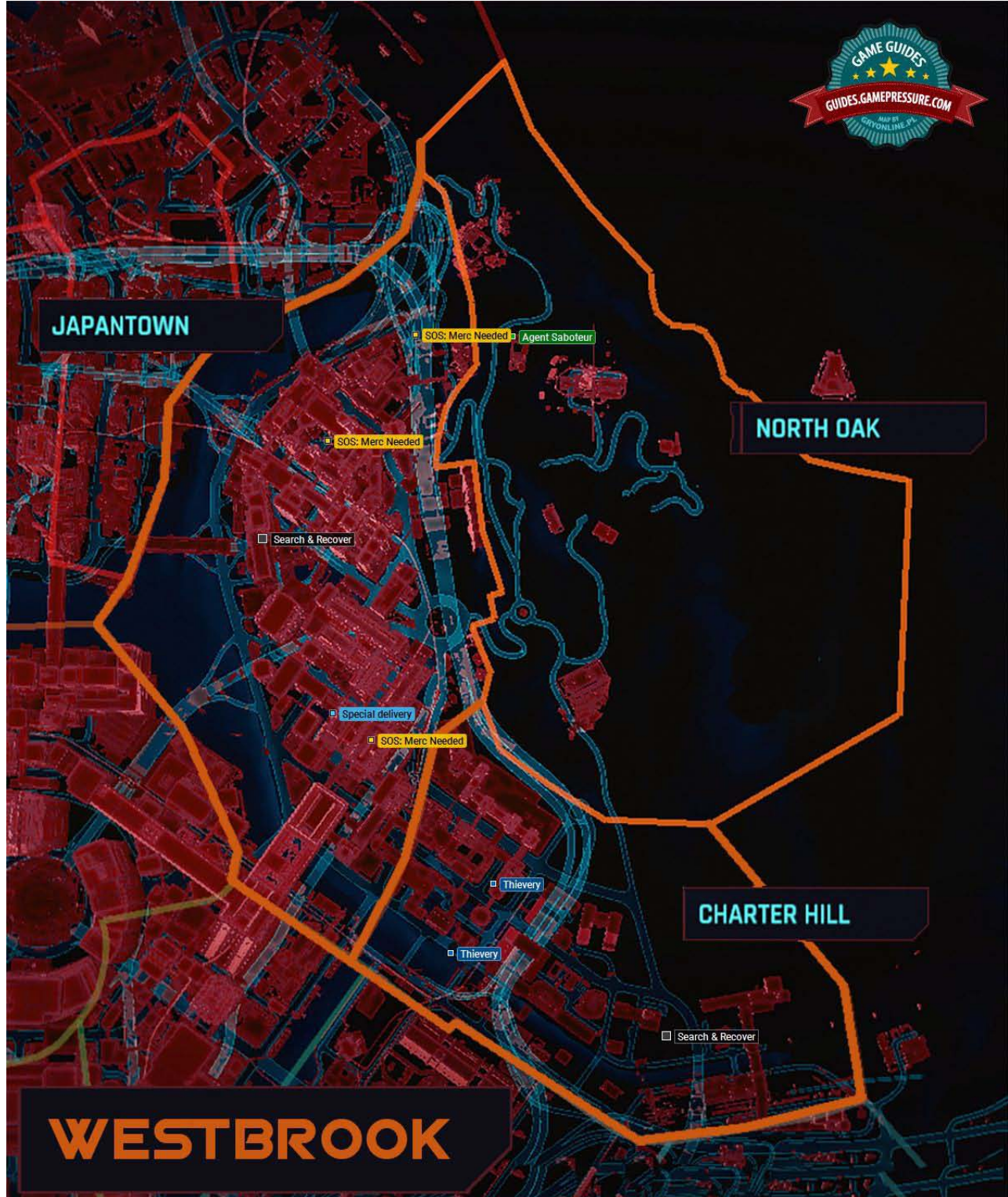




Walkthrough: your task is to get to the main temple and then access the computer. It is not a difficult task, just destroy the door to get into the room. After completing the task, leave - no one will chase you.

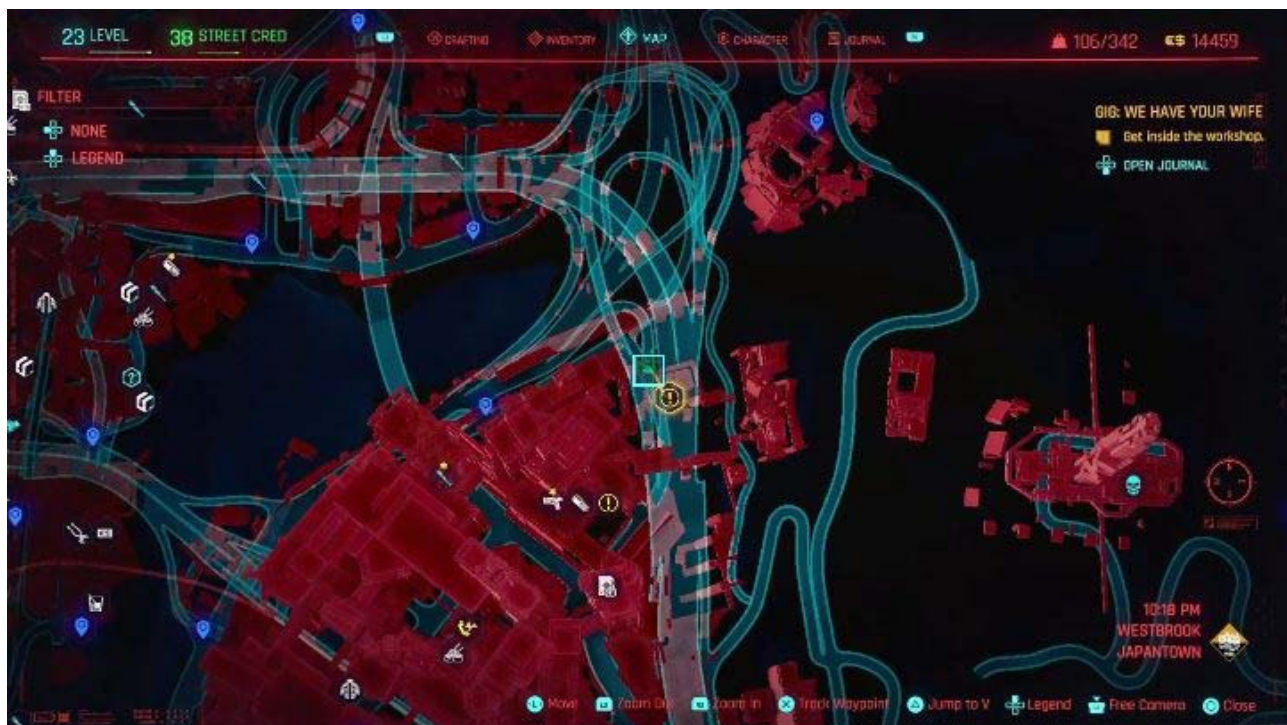
SOS: Merc Needed

Westbrook - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to save NPCs. Most often you will have to convince someone to run away and lead them out of the gang's hiding place. On this page of our guide, we describe the *SOS: Merc Needed* gigs available in Westbrook.

We have your wife



Location: northern part of Westbrook, Japantown.

How to unlock: Get the first level of Street Cred in Westbrook.



Objective: Lauren Dastigan, alive.





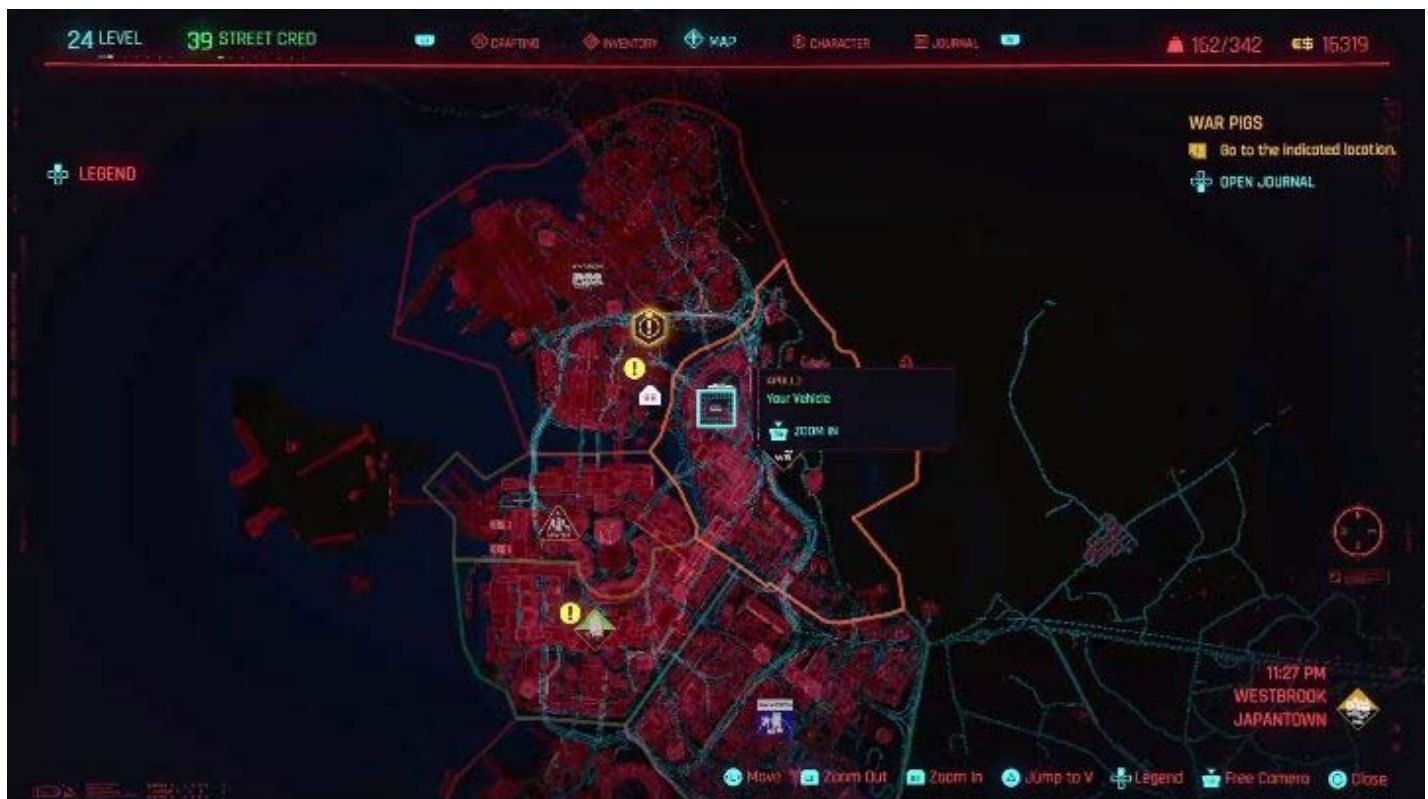
Walkthrough: your task is to get into the building, and then you have to free the woman. You can do it quietly by using a hole in the wall. You can also run in there and destroy a whole group of opponents.

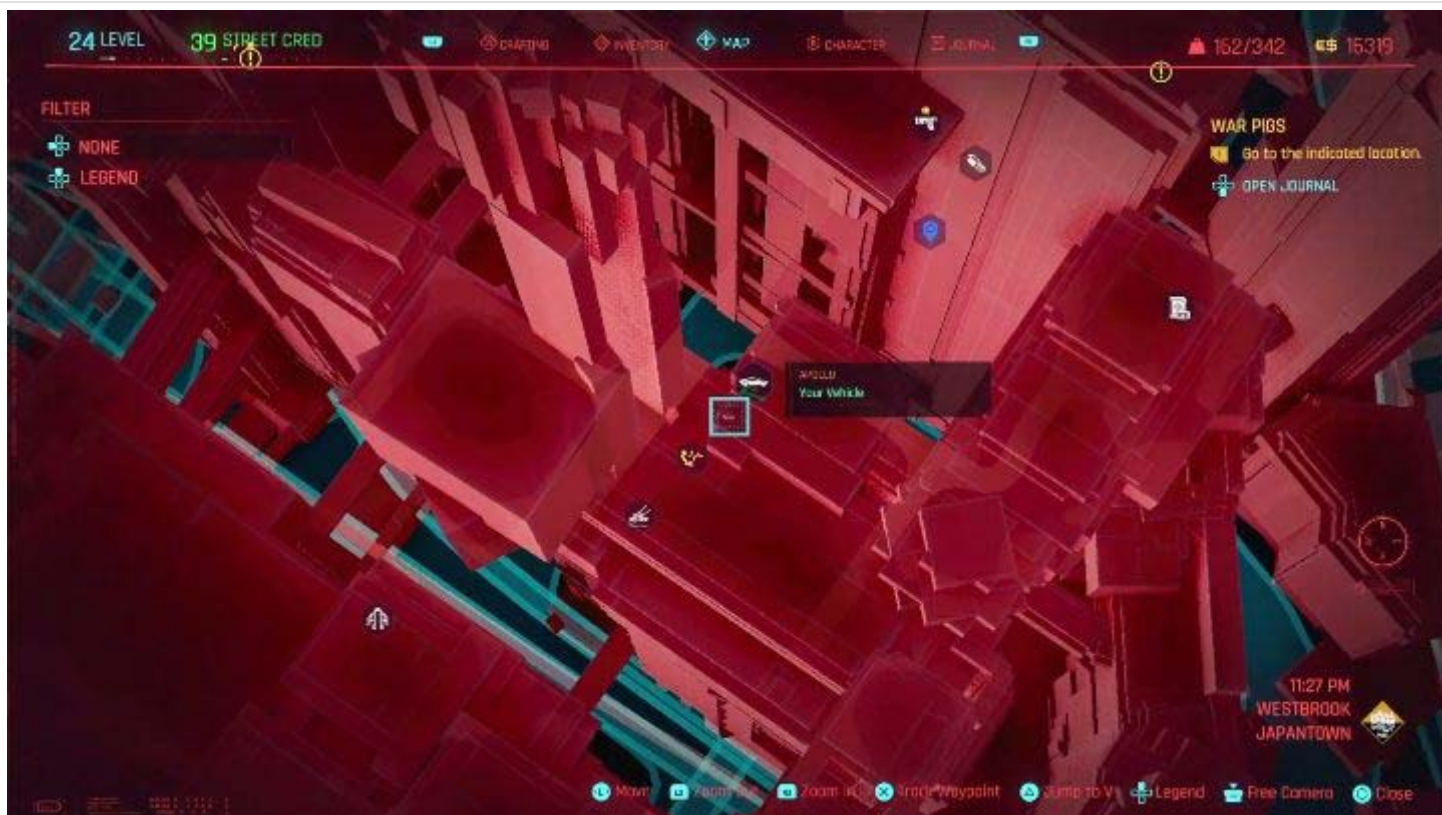




To find the woman go down to the basement and find the black door. Lauren is sitting behind them. After a short conversation she will agree to leave with you. Just leave the area and you will complete the mission.

Getting Warmer...





Location: central part of Westbrook, Japantown.

How to unlock: Get the second level of Street Cred in the Westbrook area.



Aim: 8ugBear, alive.



Walkthrough: your task is to get into the building from which you have to lead her out. You can do it quietly, using the entrance to the roof and then jumping from it to the balcony.

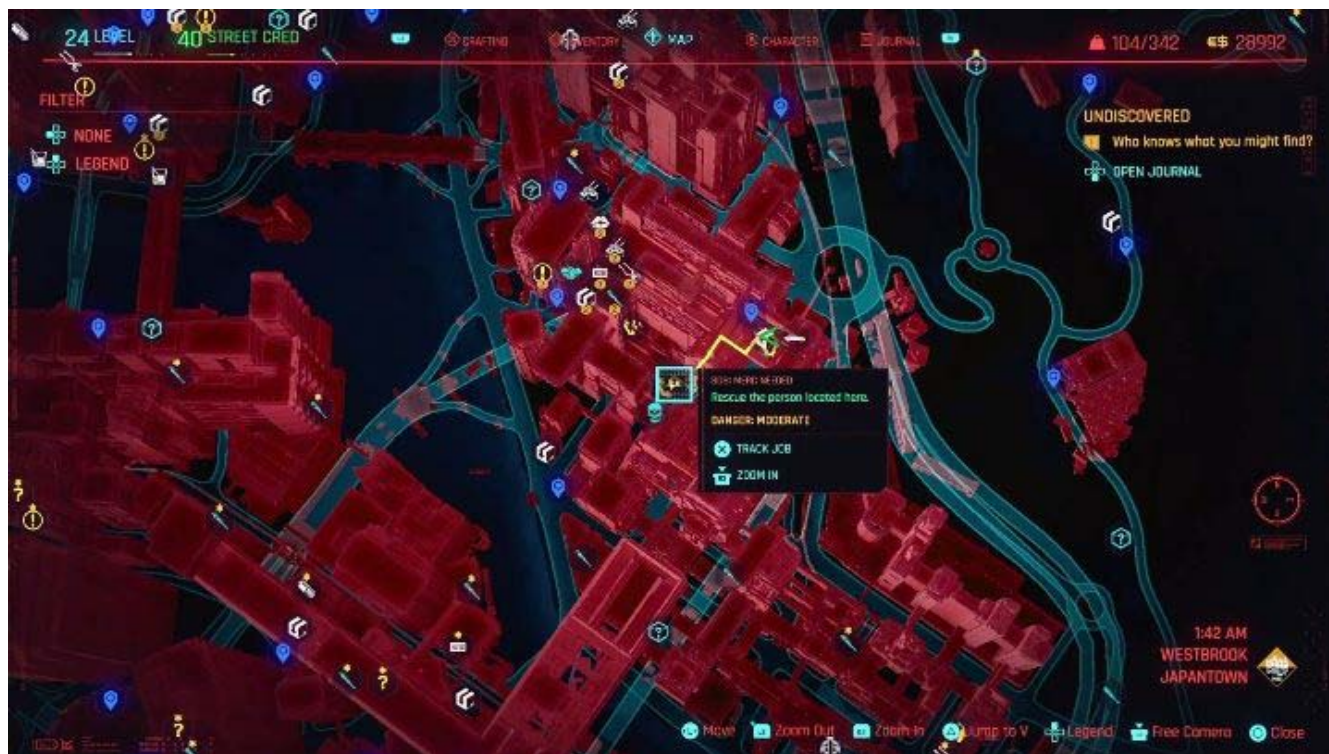




At the woman's home, go to the bathroom immediately. On the sink, you will find the coolant you need to use. Otherwise, you will not be able to disconnect BugBear from the computer.

After giving the woman the proper substance, disconnect her from the system, take her hand, and take her out of the building. Throwing her into the car will complete the mission.

Wakako's Favorite

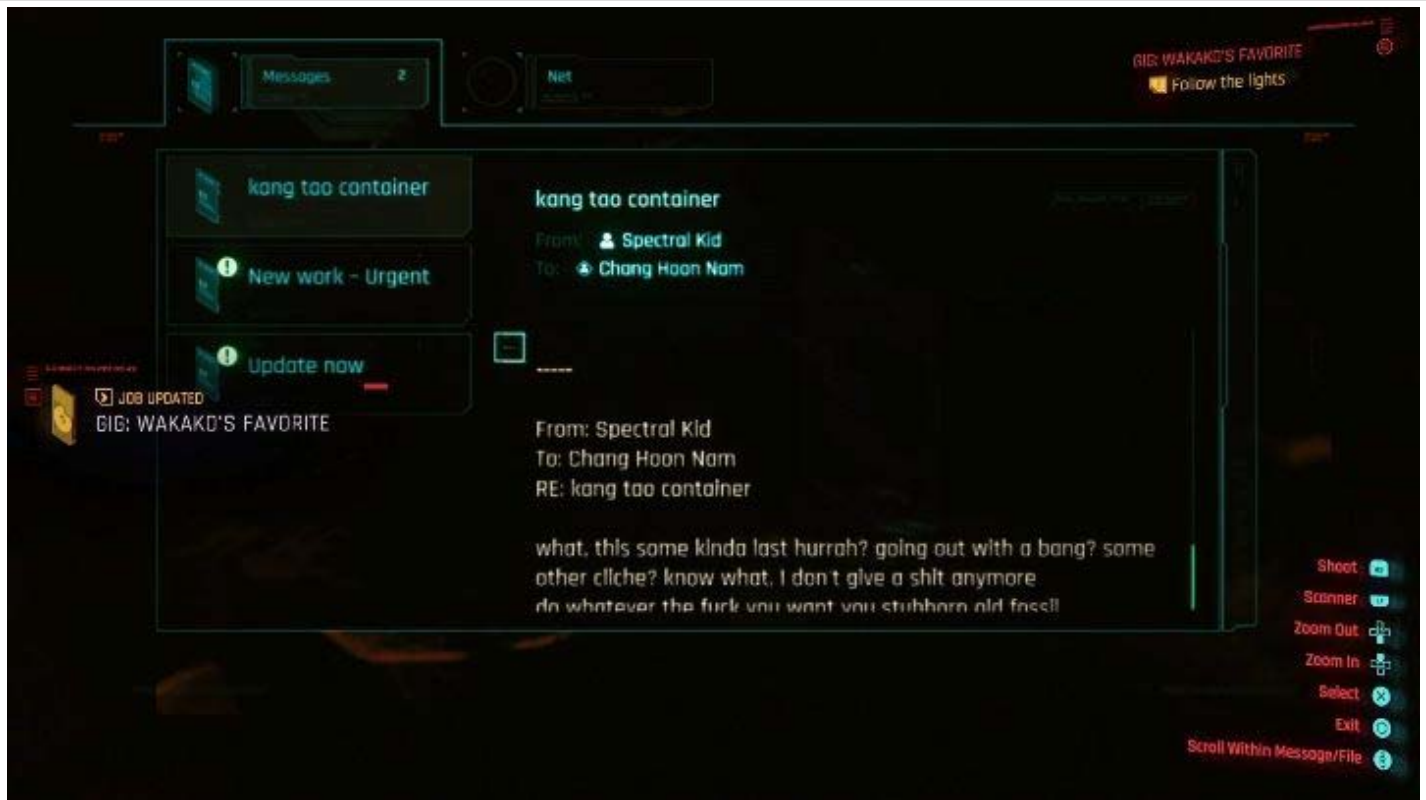


Location: central part of Westbrook, Japantown.

How to unlock: Get the second level of Street Cred in the Westbrook area.



Objective: Chang Hoon Nama, alive.



Walkthrough: your task is to get to the building where Chang Hoon Nama is. To get to him, you have to climb the stairs with mines. Get rid of them to get inside safely.

You need to look into the man's computer to get important information.





Your next task is to find a shard. You will be in a dark room, so focus on the lights. When you get to the part of the room where the red light is on, you will find the shelf with the shard you need.



With it, go back to Chang Hoon Nama, load the information and talk to him. Leaving the area will complete the mission.

Pacifica

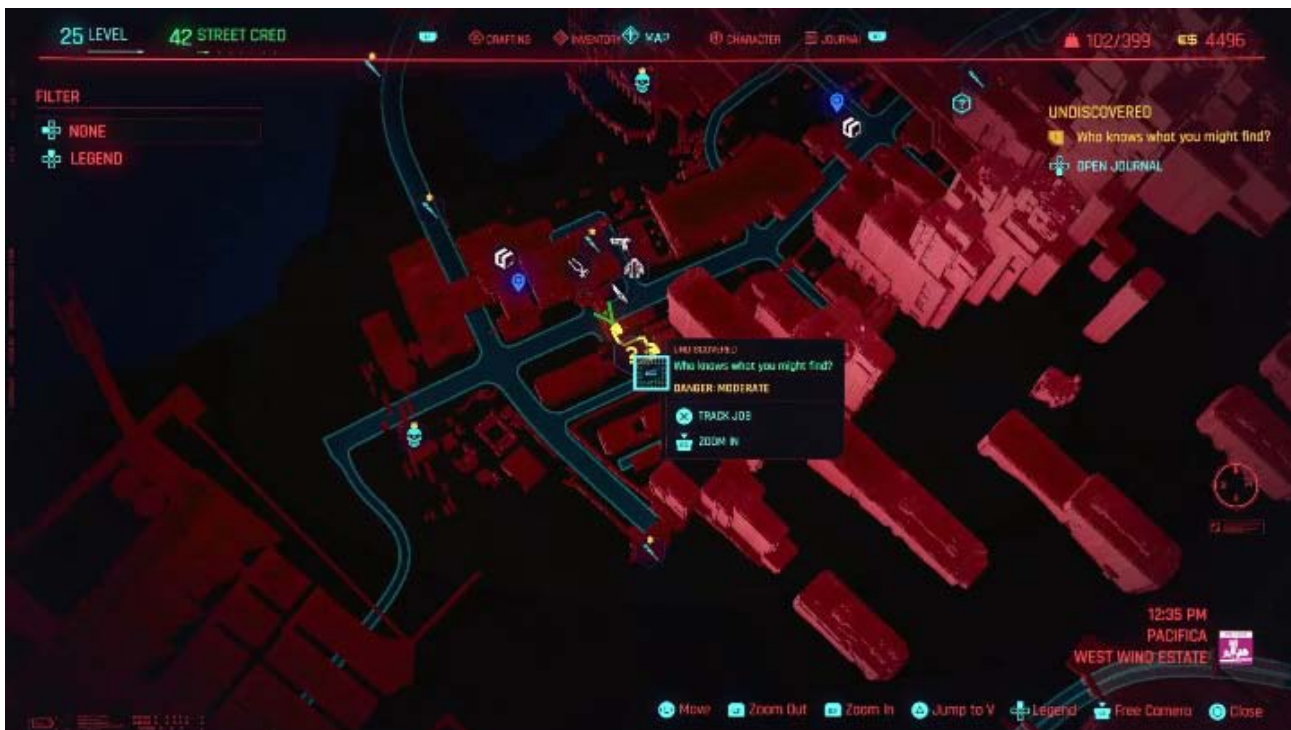
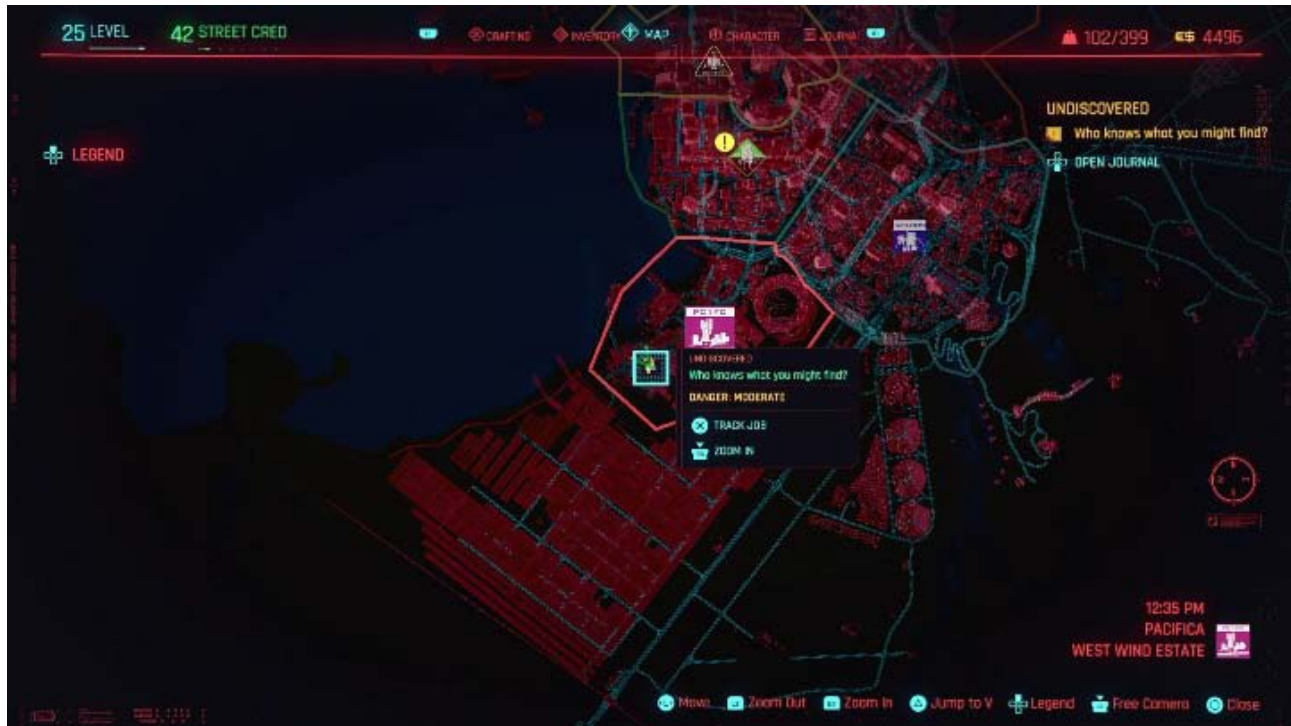
Thievery

Pacifica - Gigs



In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it can be a data set you have to take to your client. On this page of our guide, we describe the *Thievery* gigs available in the Pacifica region.

Two Wrongs Makes Us Right



Location: southern part of the Pacifica, West Wind Estate.

How to unlock: gain a third level of Street Cred in the Pacifica district.



Objective: the van.

Walkthrough: your job is to get to the subway station and steal the black van. There are a lot of opponents around, so you have to be careful how you move. Remember, when you jump in the car, there is nothing they can do to you anymore.

Badlands

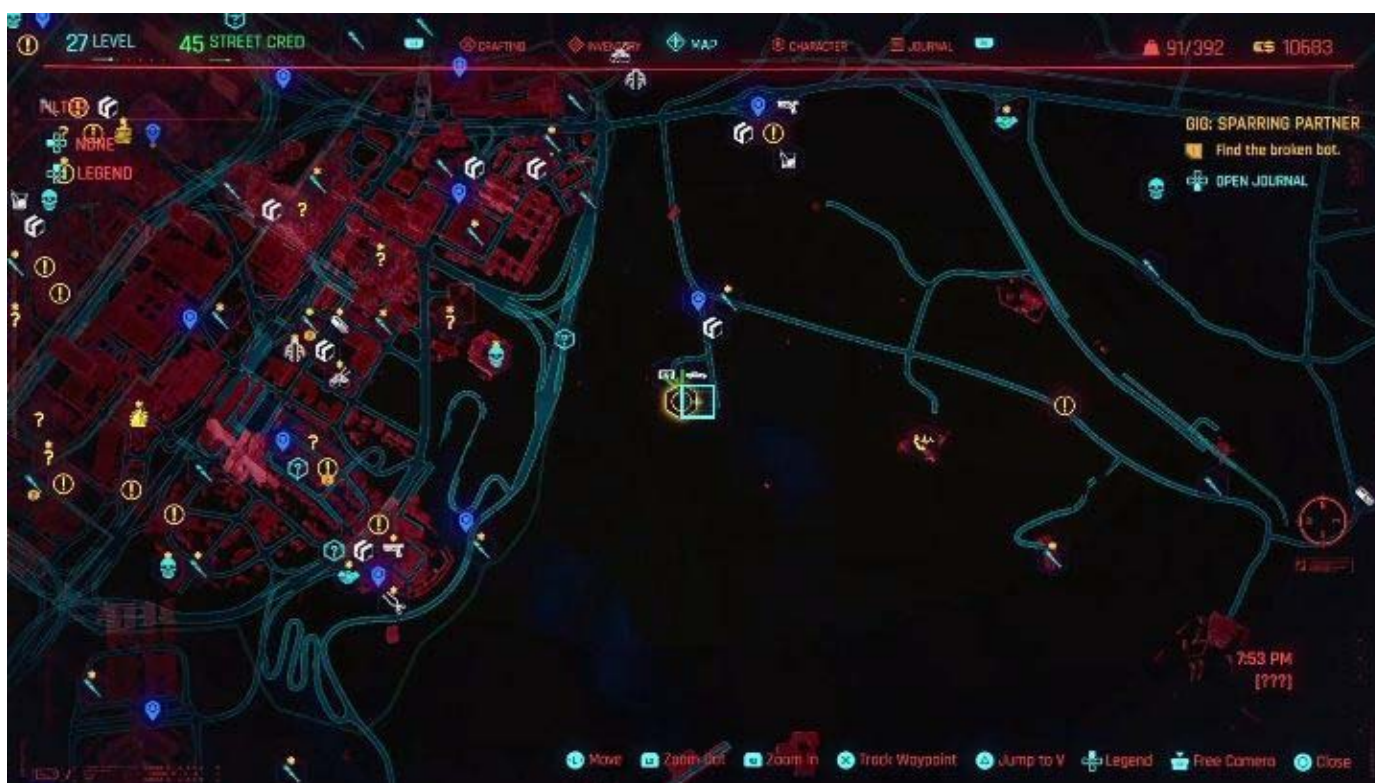
Thievery

Badlands - Gigs



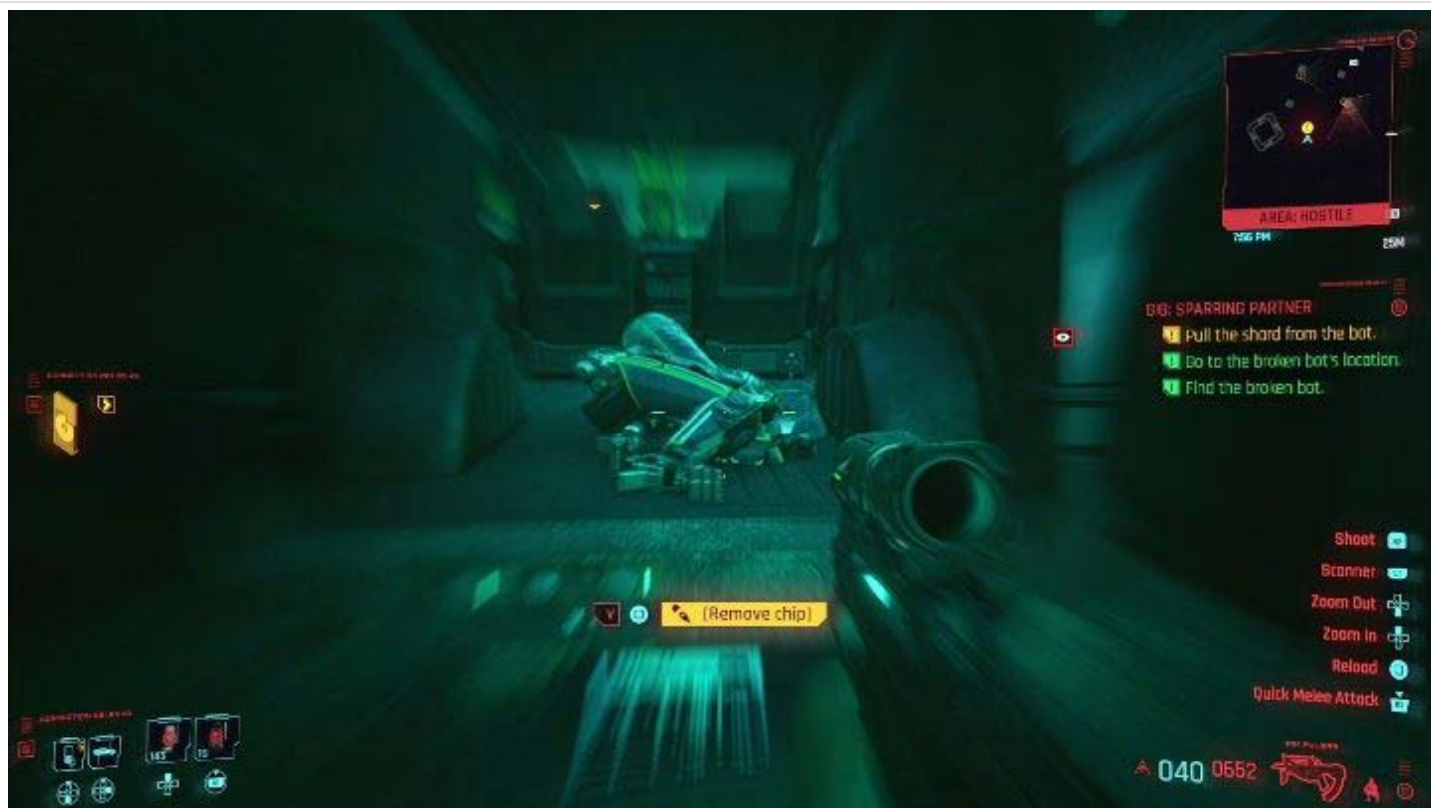
In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it can be a data set you have to take to your client. On this page of our guide, we describe the *Thievery* gigs available in the Badlands.

Sparring Partner



Location: Eastern Badlands, Red Peaks.

How to unlock: Reach Street Cred Tier 3 in the Badlands.



Target: Get the Shard from the robot.





Walkthrough: You need to get to the junkyard, open the van and get a Shard. This should not be too difficult to achieve. The area is patrolled by just one person.

After you obtain the Shard, bring it to the Drop Point to complete the mission.

Radar Love





Location: Eastern Badlands, Rocky Ridge.

How to unlock: Reach Street Cred Tier 3 in the Badlands.



Target: Mobile radar station.



Walkthrough: your task is very simple, you just have to steal the mobile radio station vehicle and drive it to the garage. Once you enter the vehicle, there is nothing they can do to you.

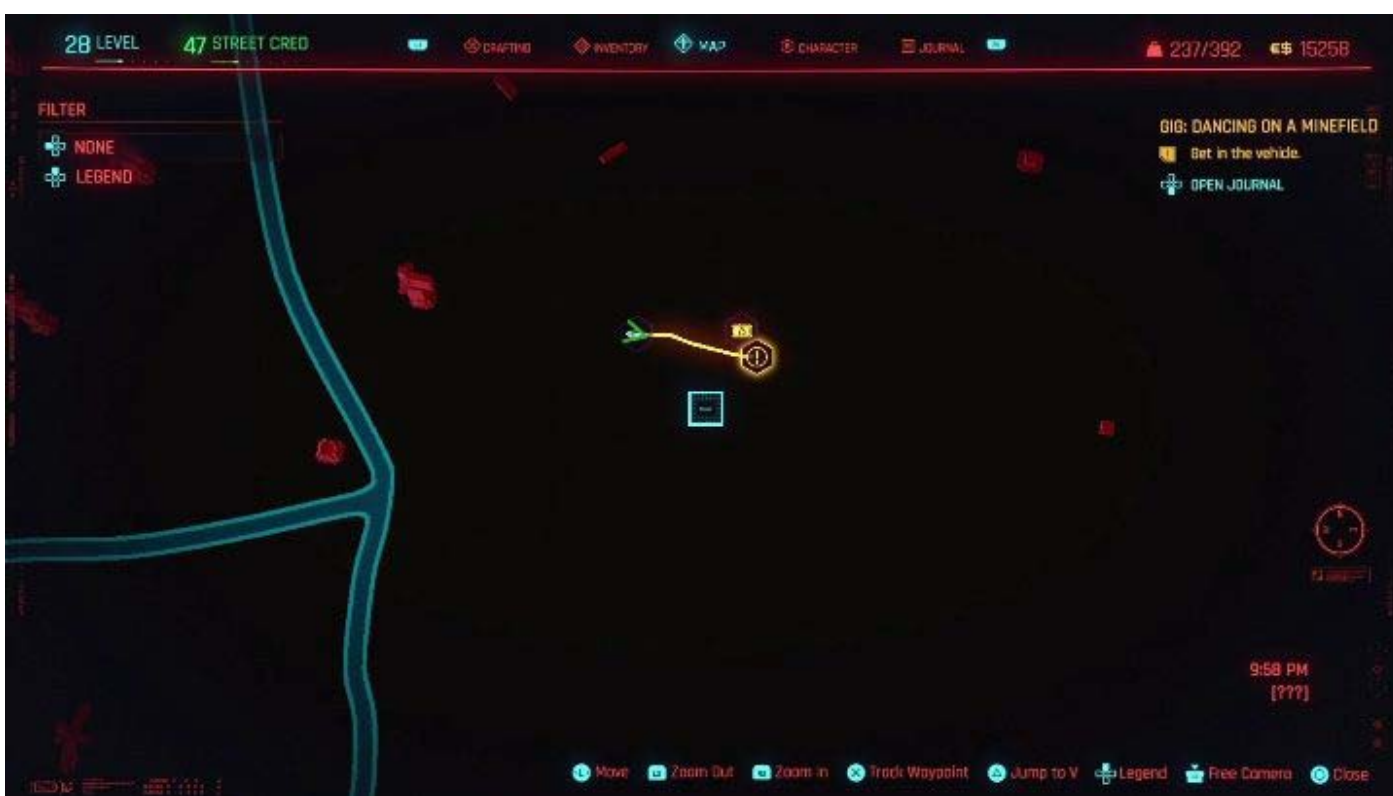
Special Delivery

Badlands - Gigs



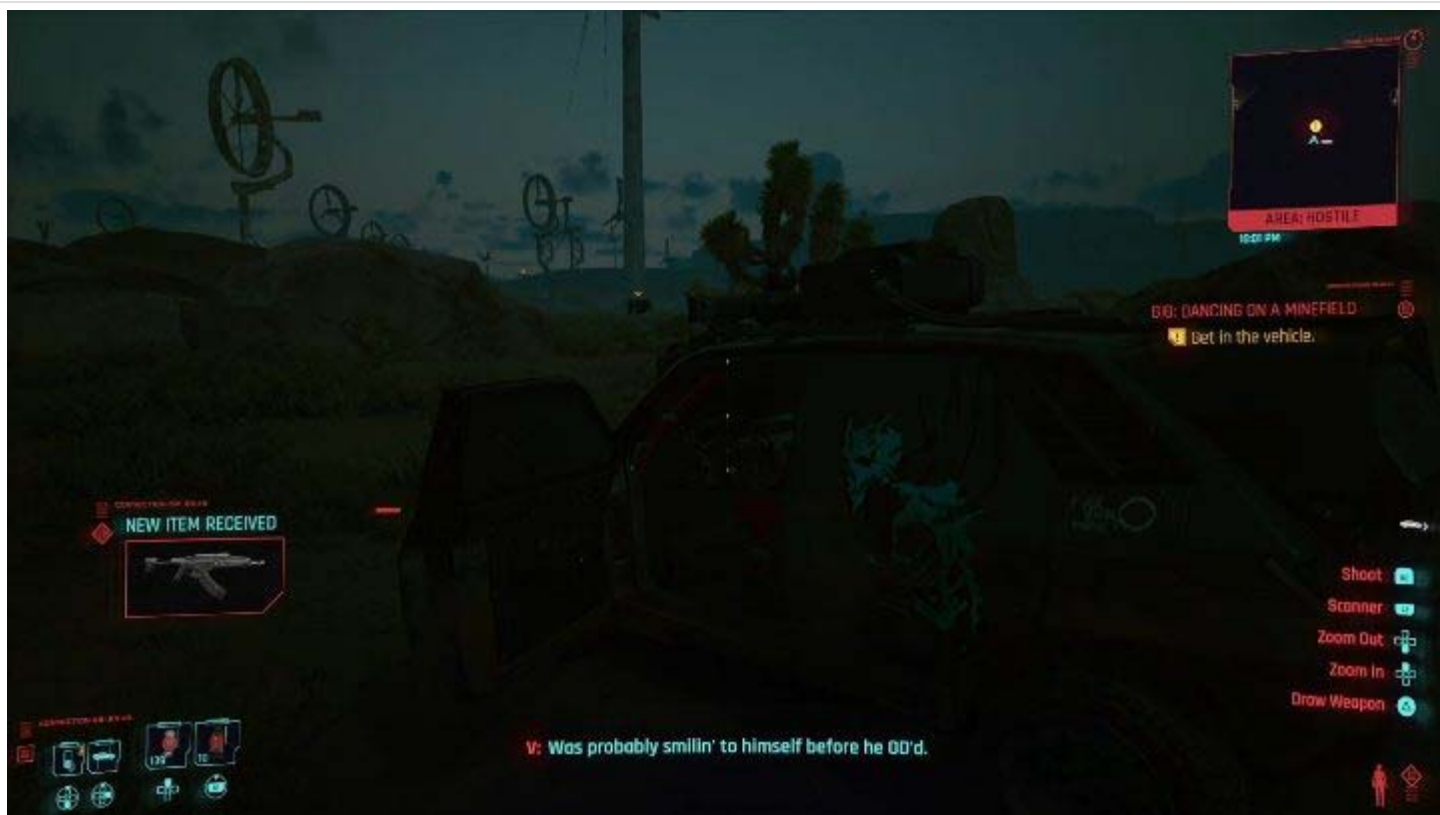
In Cyberpunk 2077, you will come across gigs requiring you to get the target. Most often these are special cars you will encounter while exploring the game map. On this page of our guide, we describe the *Special Delivery* gigs available in the Badlands.

Dancing on a Minefield



Location: Eastern Badlands, Rocky Ridge.

How to unlock: Reach Street Cred Tier 1 in the Badlands.



Target: A car.





Walkthrough: your task is to bring the car to a specific place. You just need to reach the vehicle. It might be surrounded by a few mines and turrets, which are worth disposing of before you get close to the target of the gig.

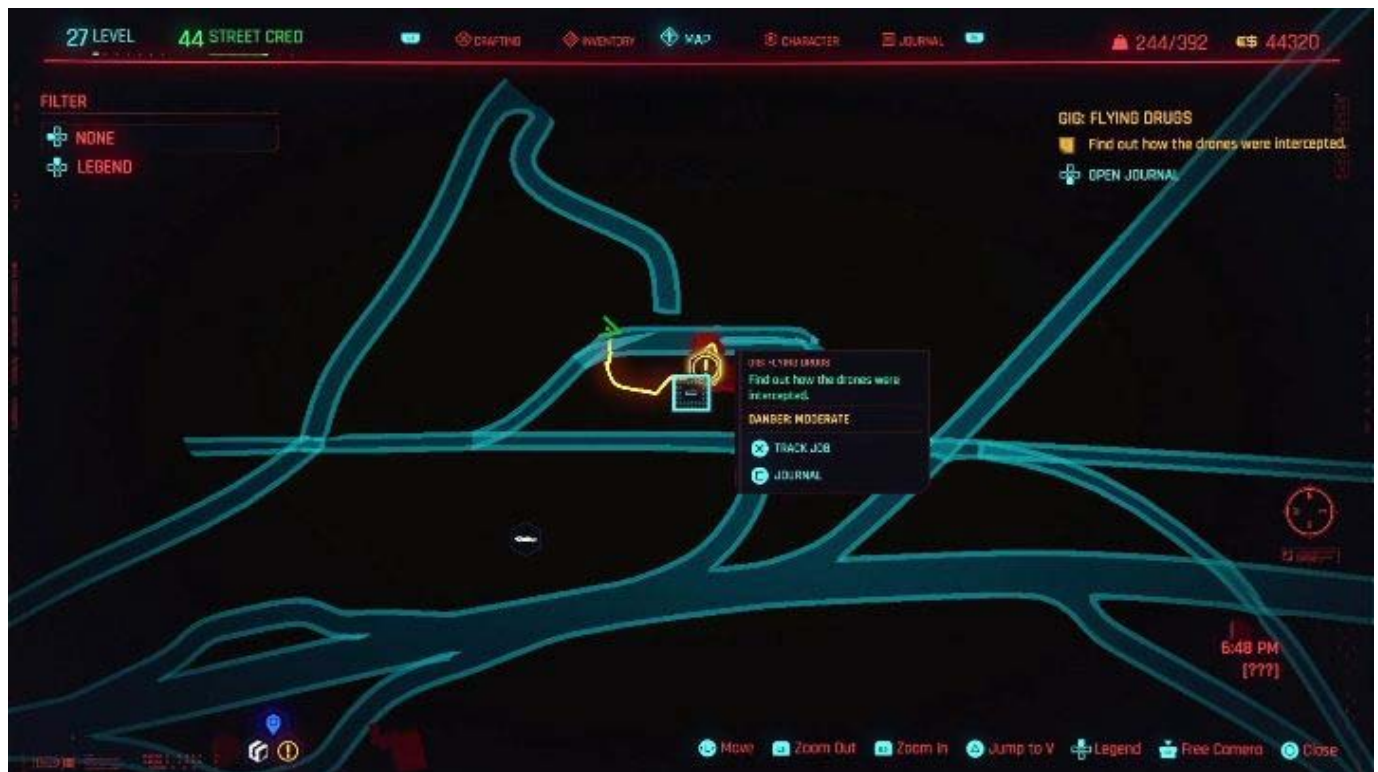
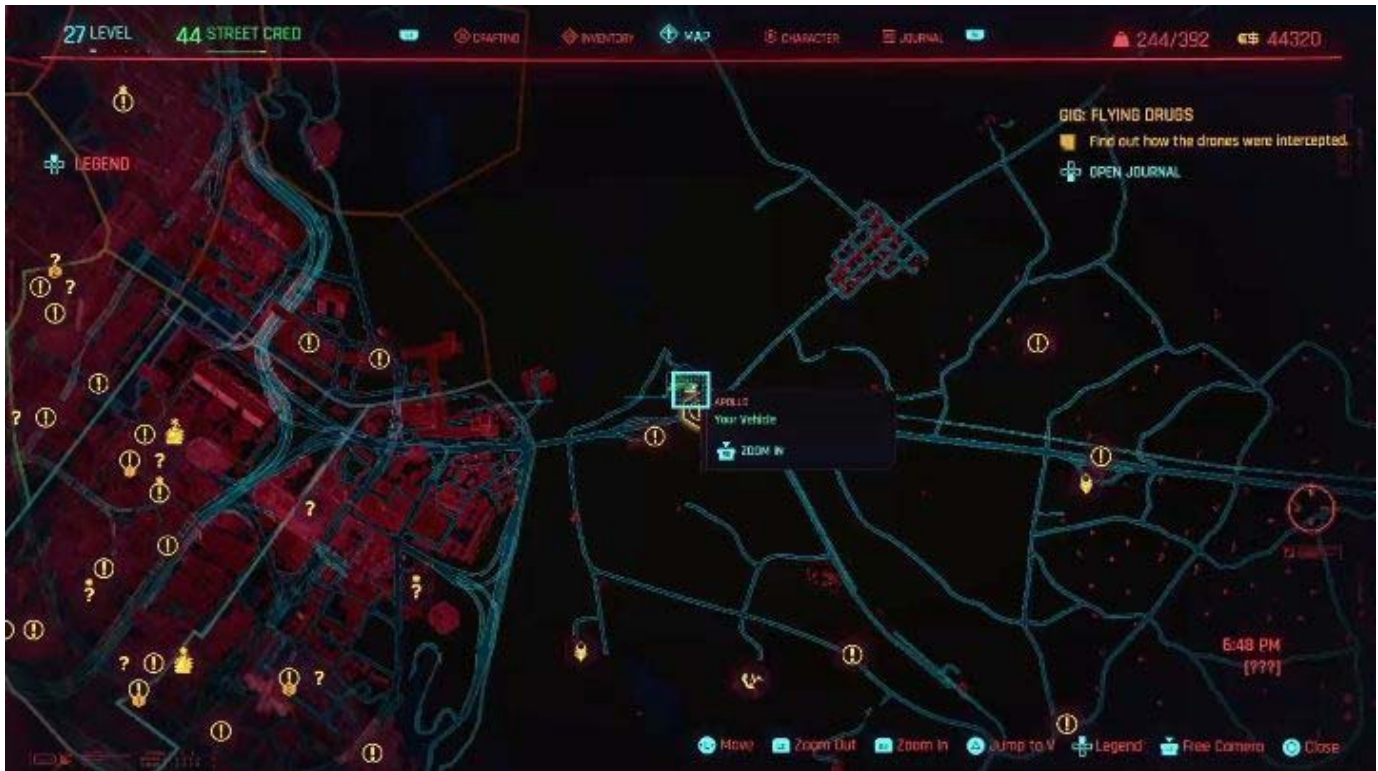
Agent Saboteur

Badlands - Gigs



In Cyberpunk 2077 you will come across gigs involving sabotage. Most often you will have to hack some hardware or provide someone with false intel. On this page of our guide we describe *Agent Saboteur* gigs available in the Badlands.

Flying Drugs



Location: Eastern Badlands, Red Peaks.

How to unlock: Reach Street Cred Tier 1 in the Badlands.



Objective: Destroy the transmitter.



Walkthrough: Your task is to reach the top of the building where the transmitter is located. You have to deactivate it (if you have enough points in Technical Ability) or simply destroy it. When you're done, leave the area and receive the reward. The gig will be completed.

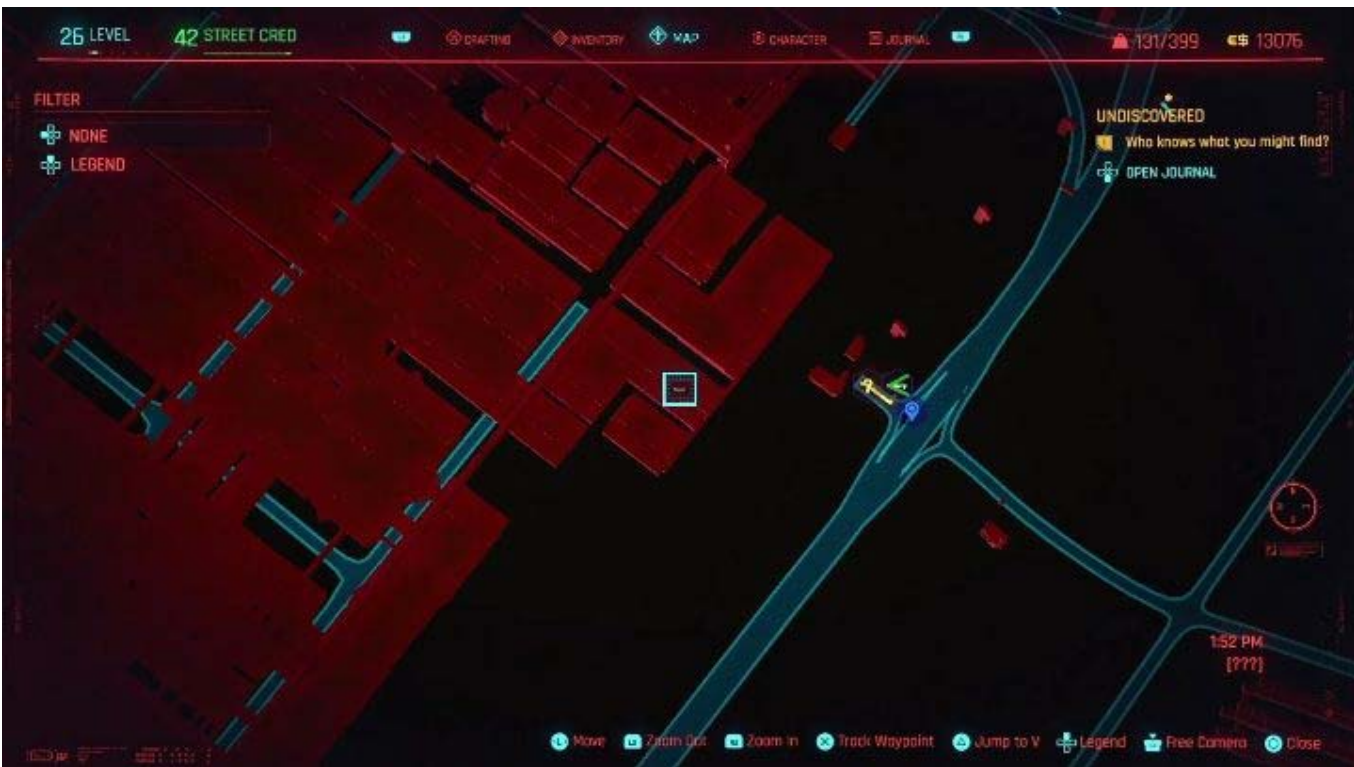
SOS: Merc Needed

Badlands - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to save NPCs. Most often you will have to convince someone to run away and lead them out of the gang's hiding place. On this page of our guide, we describe the *SOS: Merc Needed* gigs available in the Badlands.

Trevor's Last Ride



Location: Northern Badlands, Biotechnica Flats.

How to Unlock: Reach Street Cred Tier 2 in the Badlands.



Target: Trevor's body.



Walkthrough: your job is to get into the building, find the man's body and bring it outside. It is best to jump on the first level of the building and then proceed to fall through a hole in the floor. You will immediately see the body lying in an ice bath. Simply pick it up from there and bring it to the car.



If you can't interact with the man after you reach him, just reload the latest game save. You will not be able to reset this task otherwise.

Goodbye, Night City





Location: Southern Badlands, Jackson Plains.

How to unlock: Reach Street Cred Tier 3 in the Badlands.

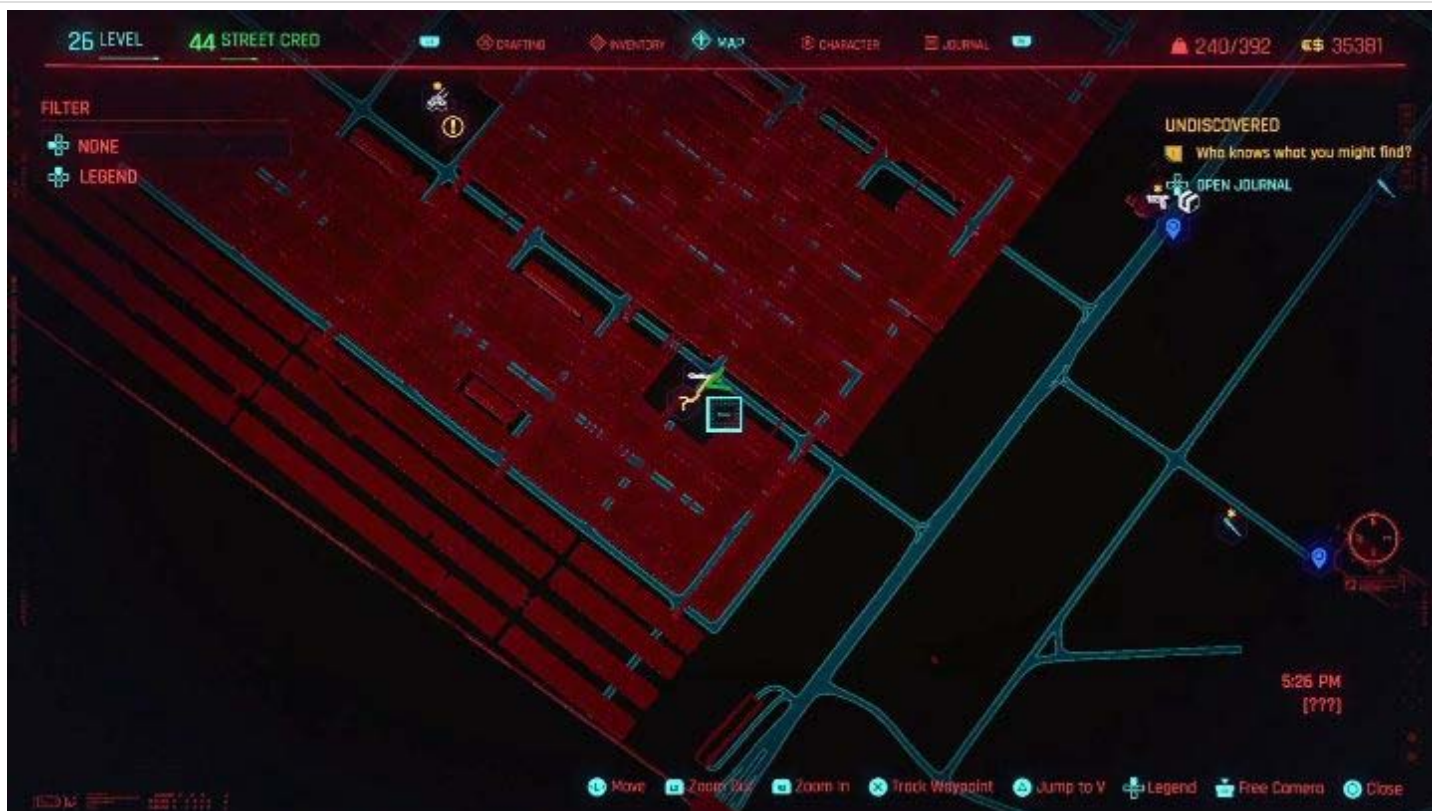


Target: Bruce Welby, alive.



Walkthrough: your task is to reach the correct building, find the right man and help him escape outside. You can get to the enemy camp using the main gate or by eliminating the enemies at the back entrance.





Location: Southern Badlands, Jackson Plains.

How to unlock: Reach Street Cred Tier 3 in the Badlands.



Target: Ben, alive.



Walkthrough: your task is to reach the correct building, find the right man and help him escape outside. First, you should dispose of the opponent lurking around the building. If you don't get rid of him at the beginning, he will cause issues during the next part of the gig.



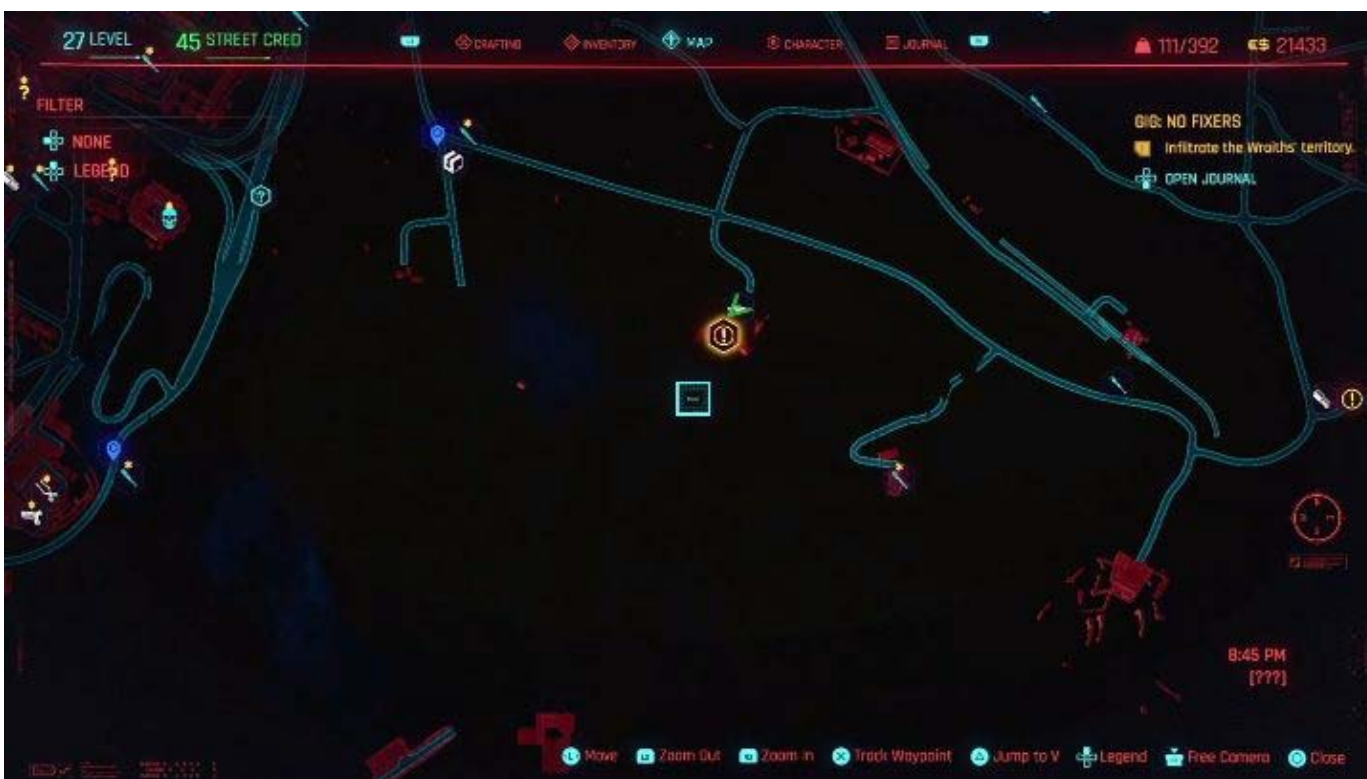
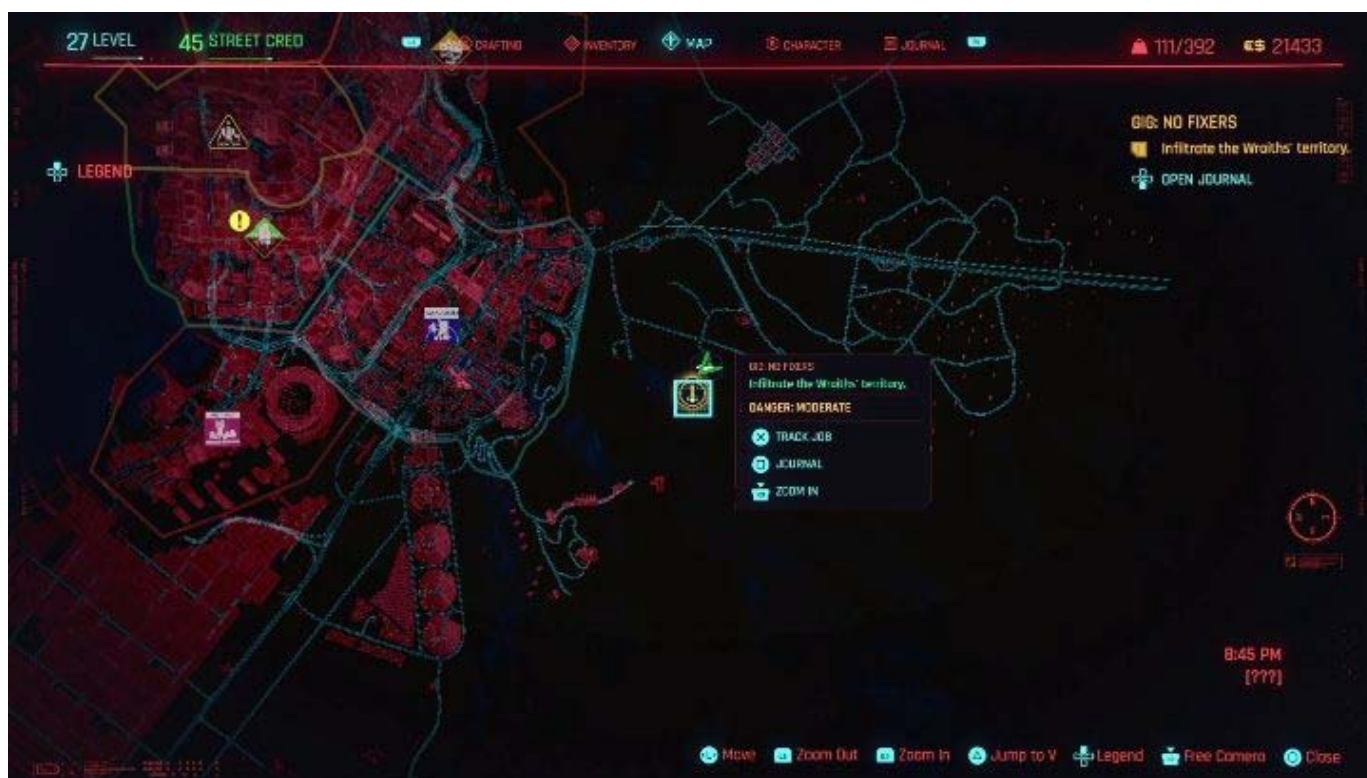


To get to Ben you need either a high enough Body attribute or the Access Token that opens the door. You can find it on a desk in the west part of the building.



After talking to Ben, take him outside and then enter the car. When you drive him to the right destination, the gig will end.

No Fixers



Location: Eastern Badlands, Rocky Ridge.

How to unlock: Reach Street Cred Tier 1 in the Badlands.



Target: Iris Tanner, alive.





Walkthrough: your task is to reach the correct building, find the right woman and help her escape outside. First, you should dispose of opponents lurking around the building. They may cause problems during the gig if they notice you escaping.

The woman is guarded by just one enemy. You can eliminate him, have a calm conversation with her and then leave the building. If you want to complete the optional objective, jump into the woman's van and escape from the enemy area.

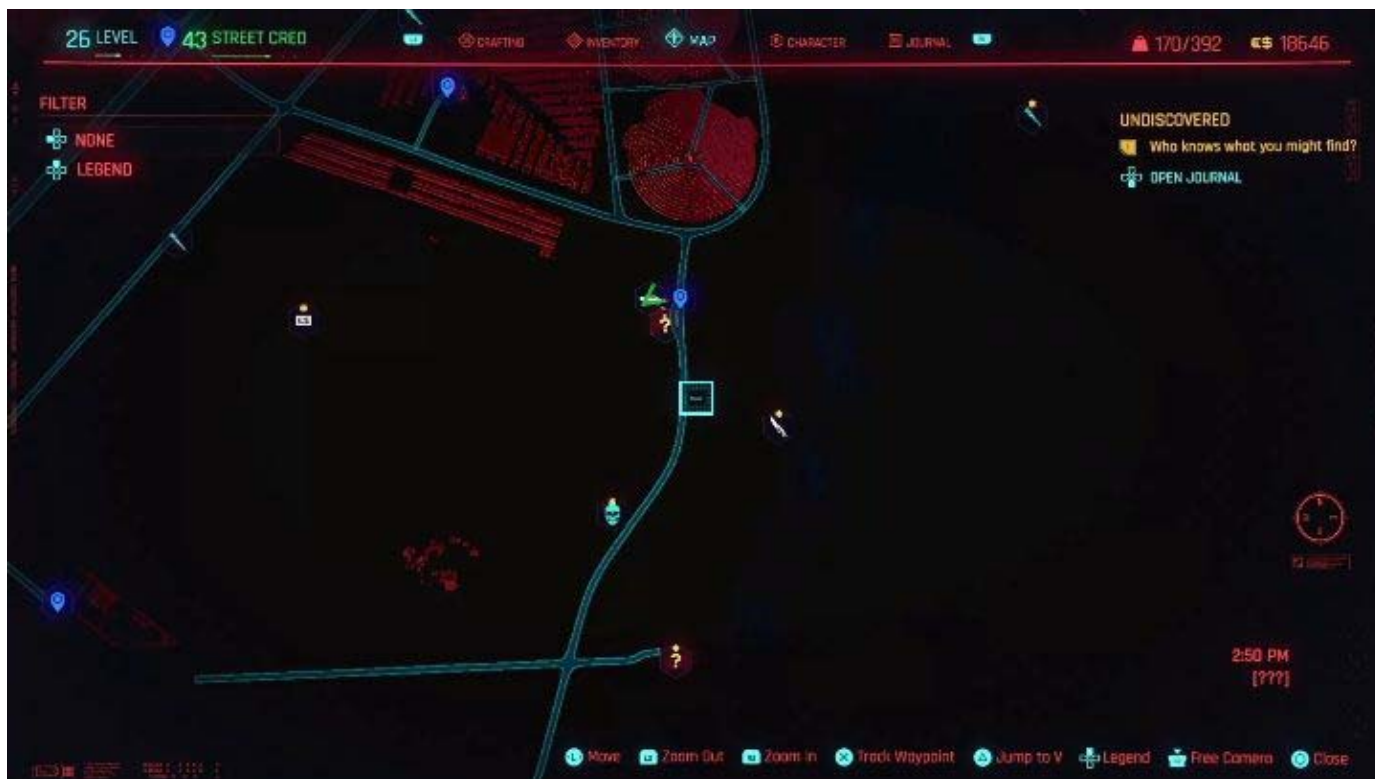
Gun for Hire

Badlands - Gigs



In Cyberpunk 2077 you will come across gigs to neutralize the indicated target. Most often these are the special opponents you will encounter while exploring the map. On this page of our guide, we will address the *Gun for Hire* gigs available in **the Badlands**.

Big Pete's Got Big Problems



Location: Southeast Badlands, Jackson Plains.

How to Unlock: Reach Street Cred Tier 2 in the Badlands.



Target: Big Pete, alive or dead.



Walkthrough: your job is to find Big Pete. He is hiding in the basement. You can sneak up on him unnoticed if you stealthily eliminate the enemies along the way.

To complete the task, either kill the target or set him free.

Santo Domingo

Search & Recover

Santo Domingo - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to recover an indicated item. Most often these are small pieces of equipment or medicines that someone has stolen. On this page of our guide, we will deal with the missions of regaining ownership available in the region - Santo Domingo.

Family Matters



Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: gain a second level of reputation in the Santo Domingo district.



The target: a datashard from the safe.





The guide: your task is to get into a small safe, hanging next to the holy flamingo. To get to the shard you must first get the key to the safe. You will find it in a corpse lying in the basement. However, you have to reckon with an attack from a cyberpsycho that is raging in the area. Eliminate the enemy, get the key, go back to the safe, get the shard and then go to the safe to complete the mission.

Serious Side Effects





Location: western part of Santo Domingo, Arroyo.

How to unlock: get the first level of reputation in the Santo Domingo district.



The target: Beta Acid.





The guide: your task is to get a container of Beta Acid. You need to enter room 203. To do this, use the walkway from room 200 or jump on the railings. There is a laboratory in the room, where several opponents sit. Kill them all to get a good look at the area and get the chemicals.

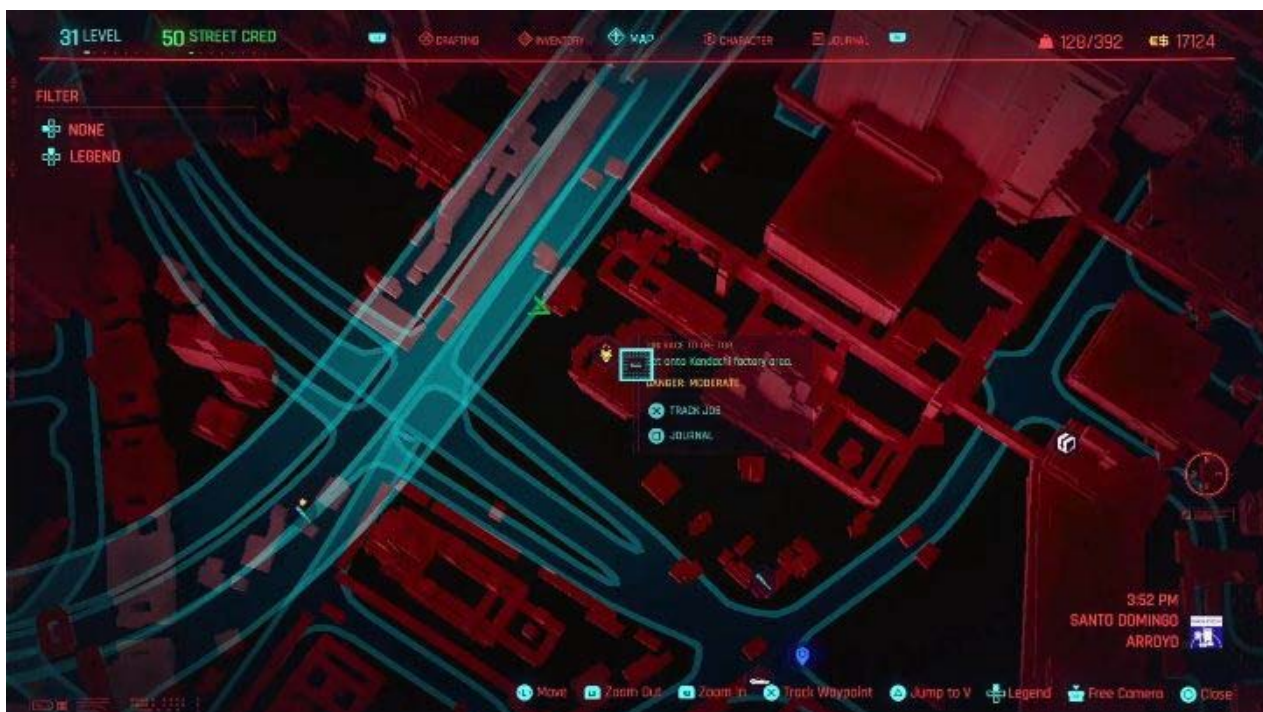
Thievery

Santo Domingo - Gigs



In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it may be some data you will need to secure for your client. On this page of our guide, we will deal with the *Thievery* missions available in the region - Santo Domingo.

Race to the top

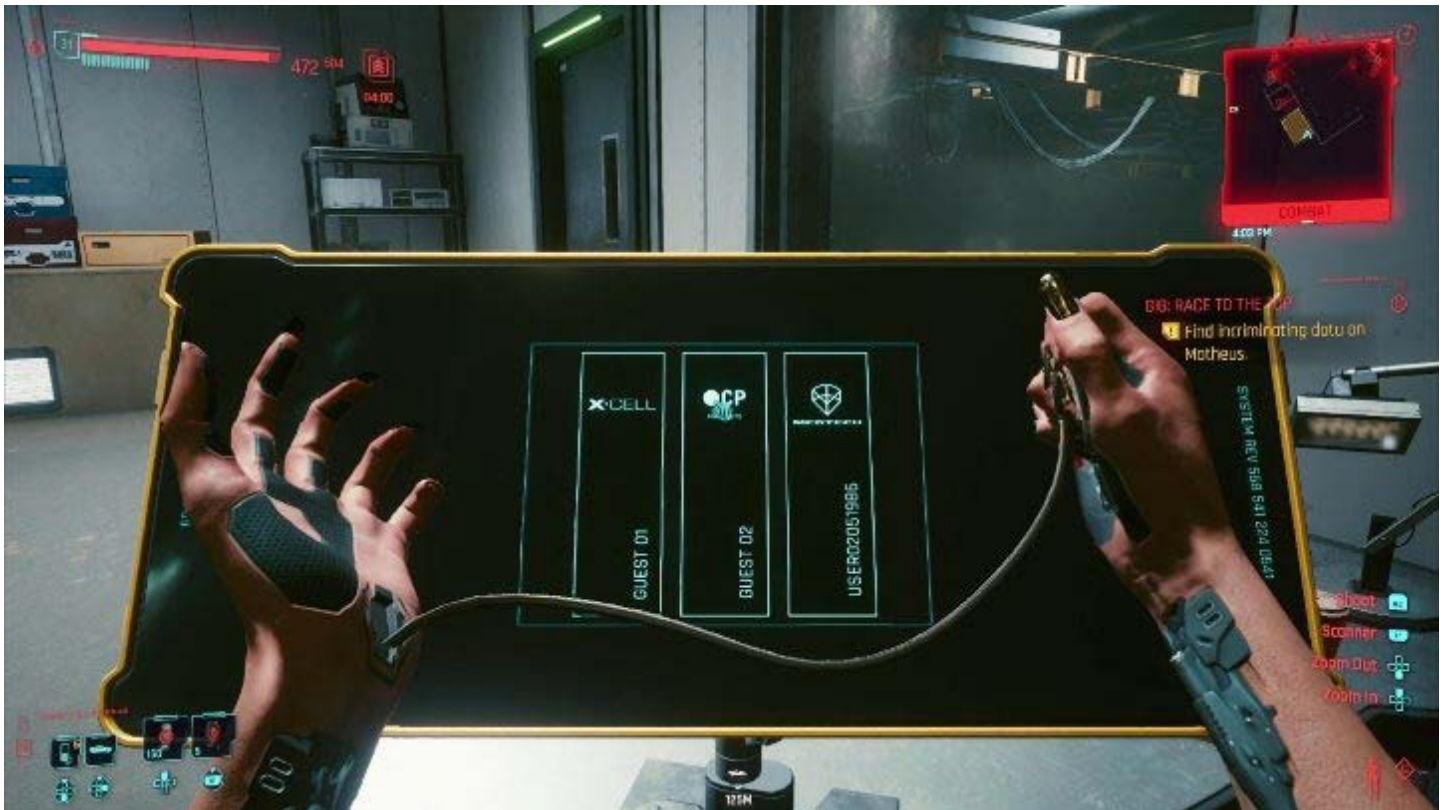


Location: western part of Santo Domingo, Arroyo.

How to unlock: get the first level of reputation in the Santo Domingo district.

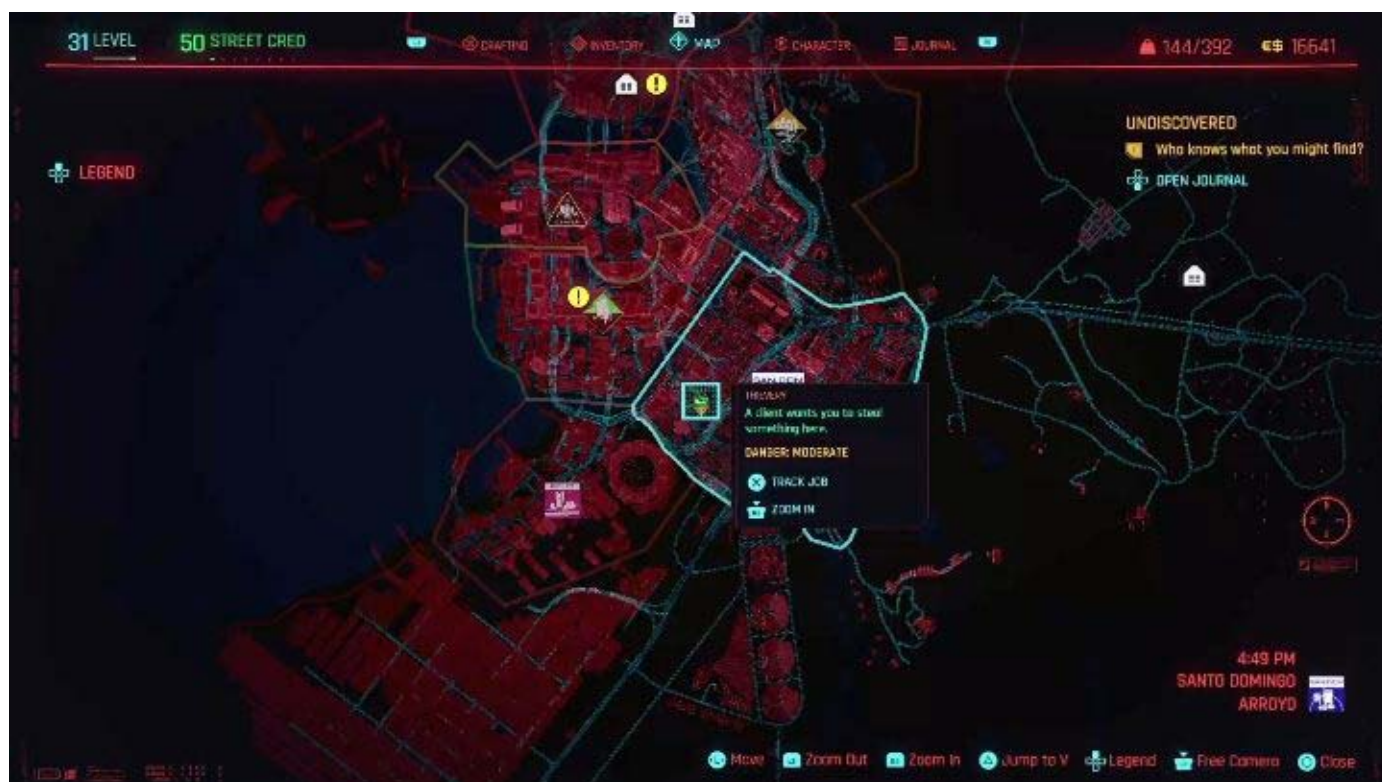


The target: data from a computer.



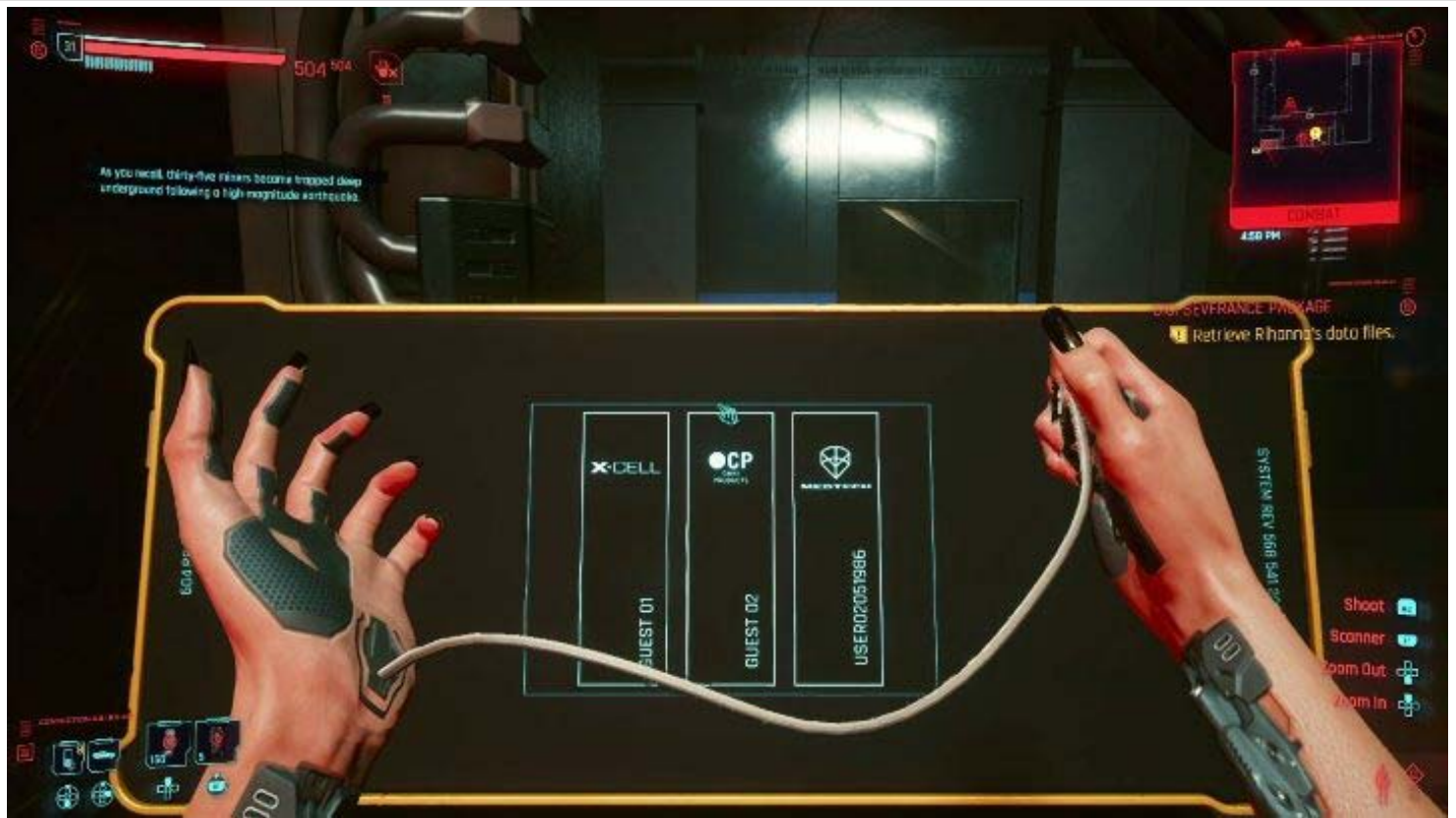
The guide: your task is to get to the office in the building. The easiest way to get there is to use a ladder, located in the eastern corner of the factory. The door to the office is not secured, so you can enter and steal the data with no problem and then escape the crime scene.

Severance package



Location: western part of Santo Domingo, Arroyo.

How to unlock: gain a second level of reputation in the Santo Domingo district.



The target: data from a computer.





The guide: your task is to get to the office in the building. The easiest way to get there is to use the stairs, located in the eastern corner of the huge facility. The door to the office is not secured, so you can enter and steal the data with no problem and then escape the crime scene.

Try not to run into any opponents, but even if you do, you can simply jump over the fence and escape safely. No one will run after you or start a search.

Agent Saboteur

Santo Domingo - Gigs



In Cyberpunk 2077 you will come across gigs that involve sabotage. Most often you will have to hack some hardware or provide someone with false intel. On this page of our guide, we will deal with the *Agent Saboteur* missions available in the region - Santo Domingo.

Breaking news



Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: gain a second level of reputation in the Santo Domingo district.



The target: leave a bug in the car.



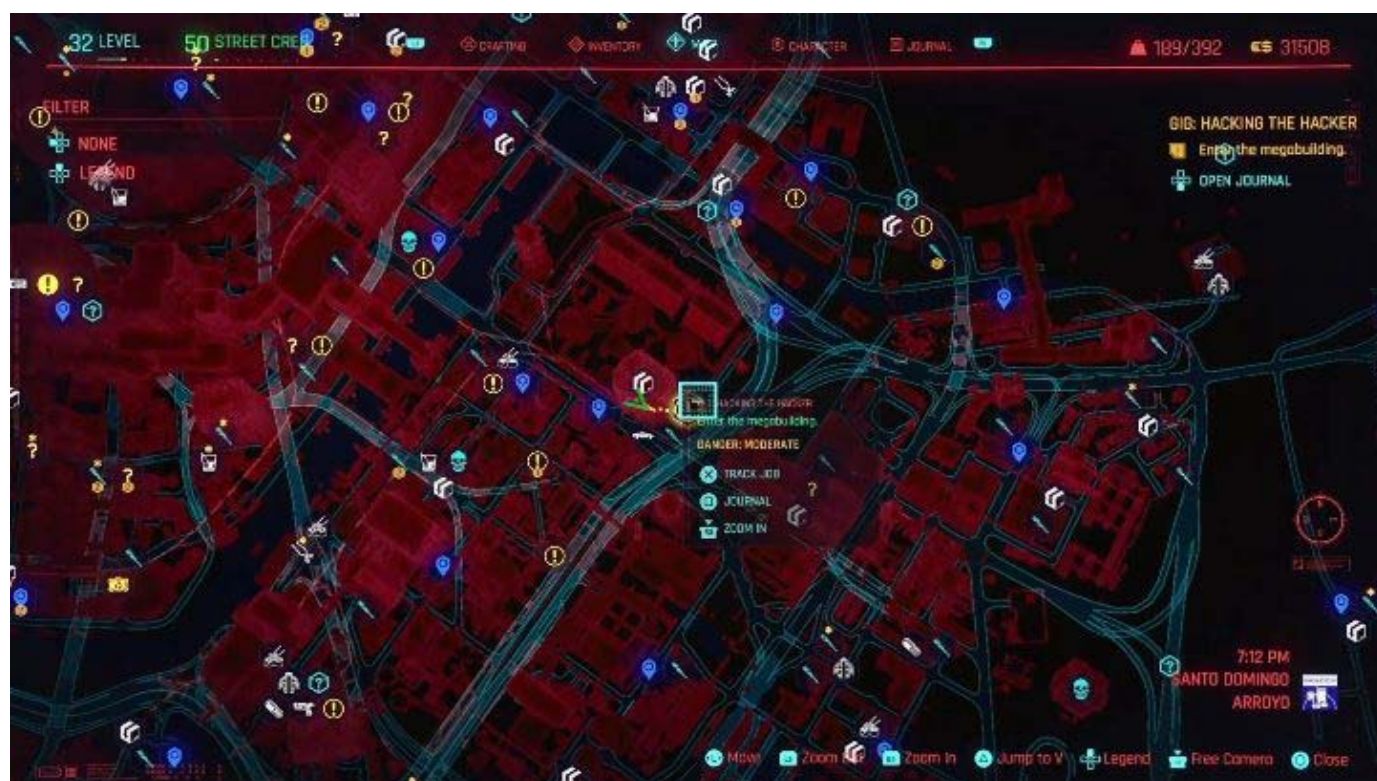


The guide: let's start with the fact that this task will not start with any activity but with a short conversation with the client. Get in the car and determine exactly what you need to do with it.



Then go to the parking lot and find the black van. It is not a difficult task, to get to the car you have to open the garage (if you have enough body points) or jump through the roof window. On the left side of the car you can place the transmitter and then escape from the place, avoiding detection.

Hacking the hacker



Location: western part of Santo Domingo, Arroyo.

How to unlock: gain a second level of reputation in the Santo Domingo district.

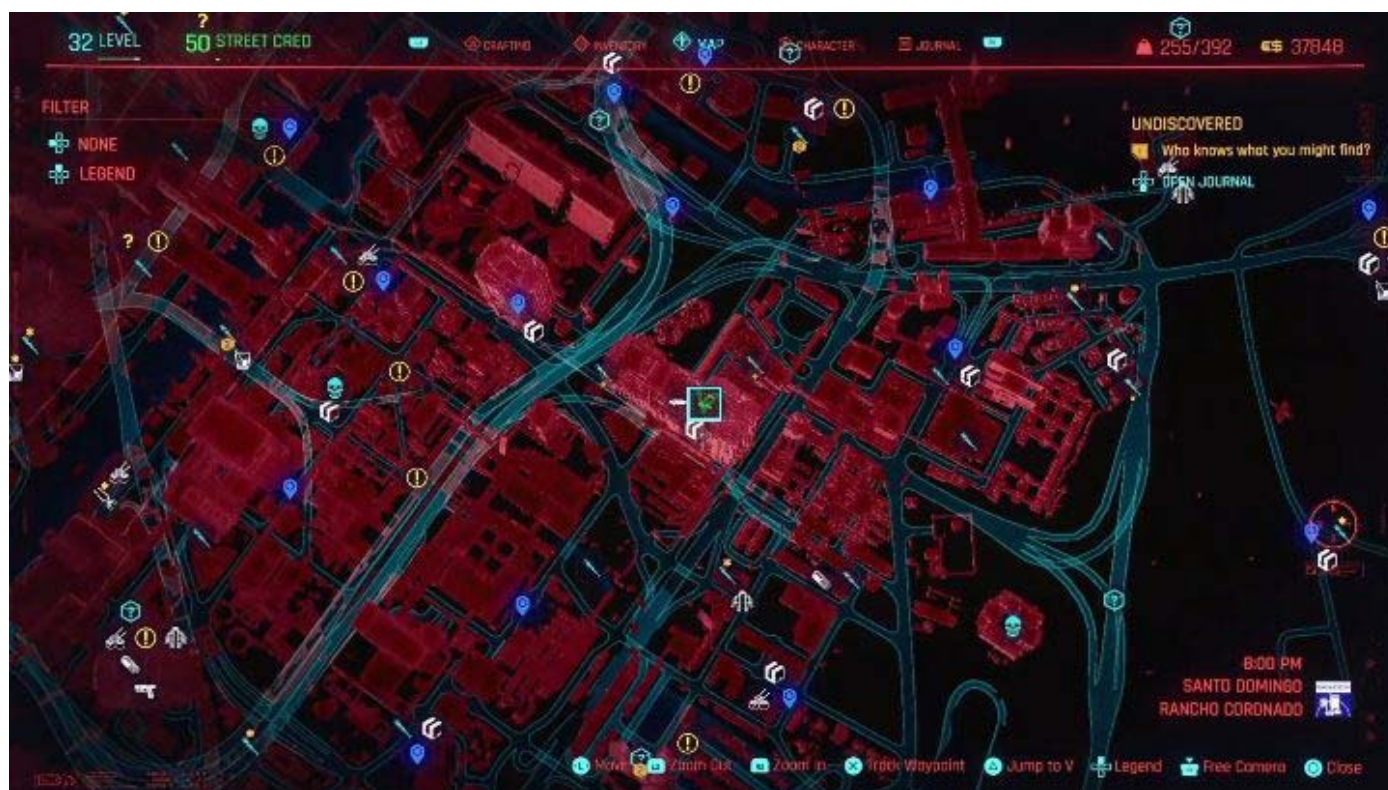
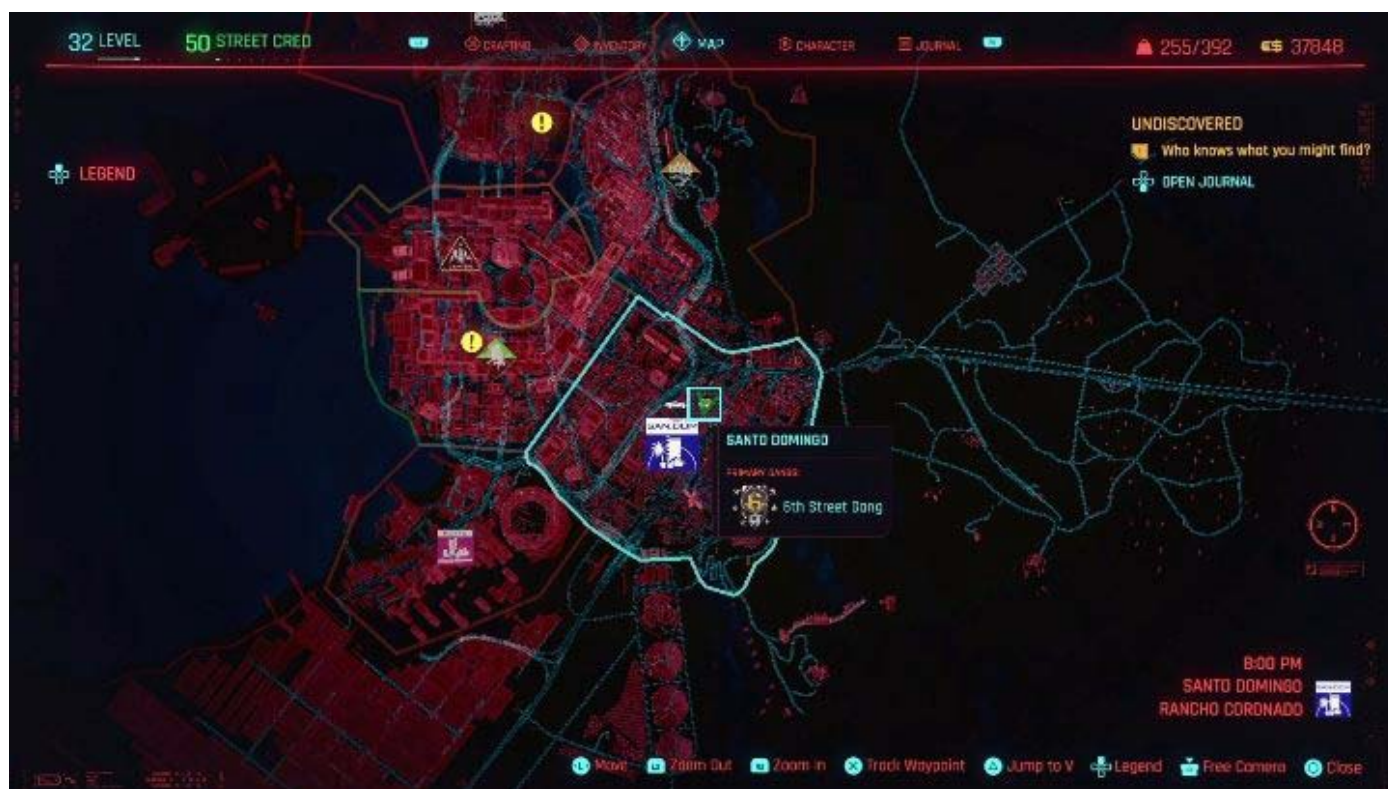


The target: to upload the virus to the computer.



The guide: on the second floor you will find a gang hideout. You can go in there and shoot all your opponents, or you can go in slowly and eliminate targets quietly while turning off the cameras. When you get to the computer, just upload the virus and then escape from the hostile area.

Error 404



Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: get the first level of reputation in the Santo Domingo district.



The target: to upload the virus to the computer.



The guide: to upload a virus you have to go to the garage. You will get to it after avoiding the guards or quick eliminating them. The computer lies in one of the containers, you can easily get to it, upload the software, and then immediately run away. If you cross the border of the area, nobody will chase you.

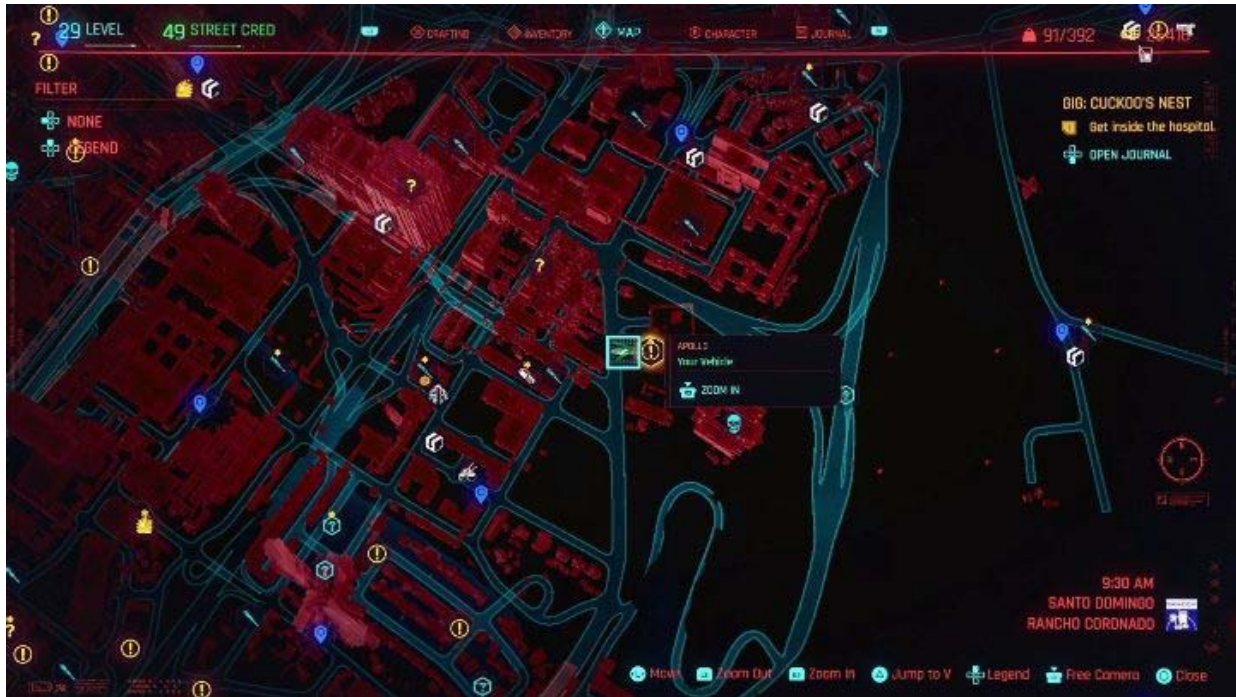
SOS: Merc Needed

Santo Domingo - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to save NPCs. Most often you will have to convince someone to run away and lead them out of the gang's hiding place. On this page of our guide, we will deal with *SOS: Merc Needed* missions available in the region - Santo Domingo.

Cuckoo's Nest



Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: gain a second level of reputation in the Santo Domingo district.



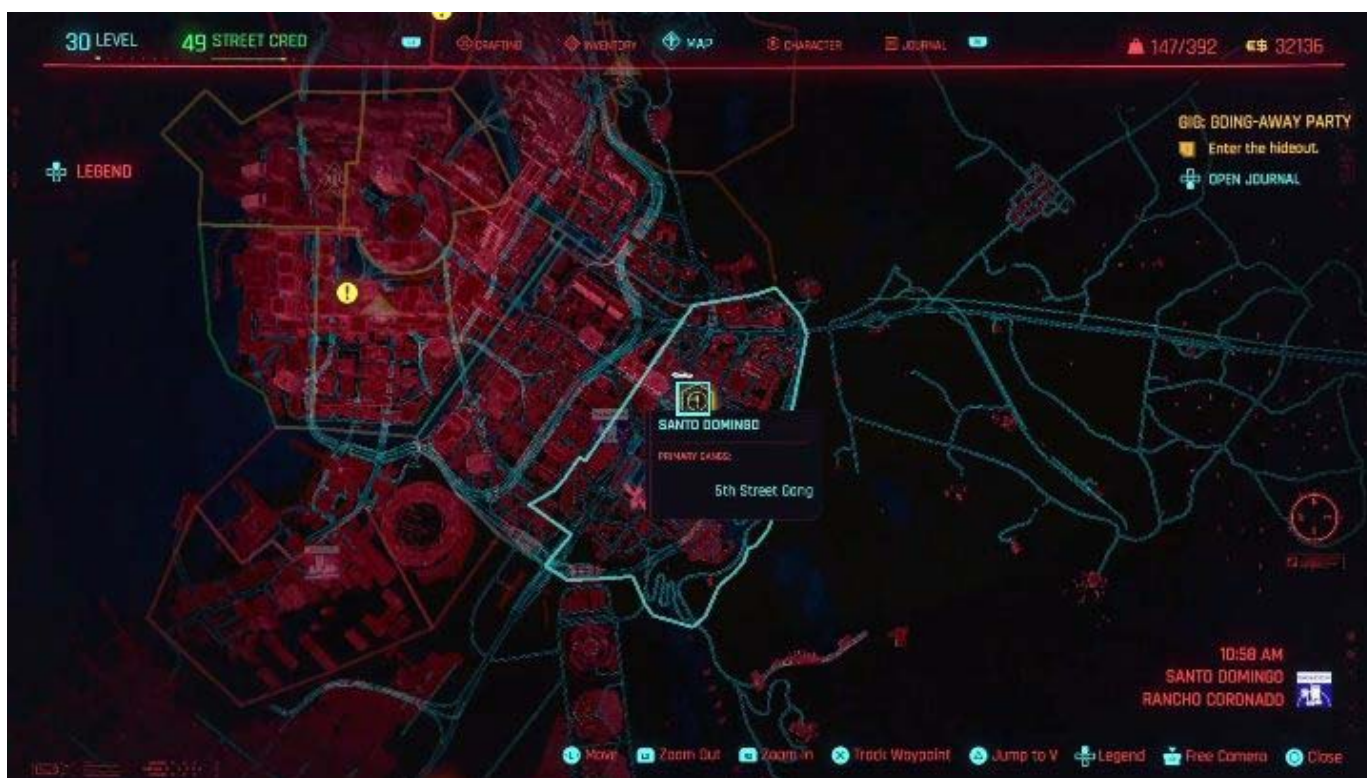
The target: Jasmine Dixon, alive.



The guide: your task is to get to the building, then to the second floor, up to Jasmine Dixon's cell. It's easy to get there, you can just open the door, run up the stairs (don't bother with the elevator), and go straight to the open cell.

After a short conversation, take the woman out of the building and make sure she gets in the car. **If you do not do it, the task will not be completed.**

Going-Away Party



Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: gain a second level of reputation in the Santo Domingo district.



The target: Flavio, alive.





The guide: your task is to get to the building, then to the second floor, to the room where the slaughter started. Wake up Flavio and talk to him. Despite the fact that he is wounded he will be able to leave the building. Go to the nearest car to get to the smuggler and complete the task.

If you cannot revive Flavio, you must reload your last game save

Gun for Hire

Santo Domingo - Gigs



In Cyberpunk 2077 you will come across gigs about neutralizing an indicated target. Most often these are special opponents you will encounter while exploring the map. On this page of our guide, we will deal with the *Gun for Hire* tasks available in the region - **Santo Domingo**.

The union strikes back



Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: gain the fourth level of reputation in the Santo Domingo district.



The target: Vic Vega, alive or dead.





The guide: your task is to find a man called Vie Vega. She is hiding in the office on the upper floor of the building. You can neutralize him and take him to the car or beat him and run away from the scene. This way you will complete the mission.

For my son





Location: eastern part of Santo Domingo, Rancho Coronado.

How to unlock: gain a third level of reputation in the Santo Domingo district.



The target: Logan, alive or dead.



The guide: your task is to find a man called Logan. She is hiding in the office on the upper floor of the building. You can neutralize him and take him to the car or beat him and run away from the scene. This way you will complete the mission.

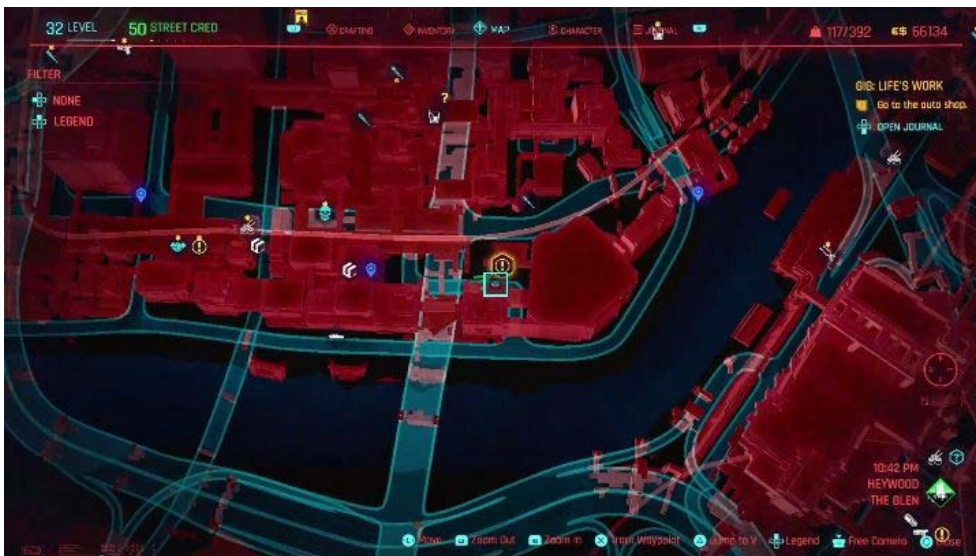
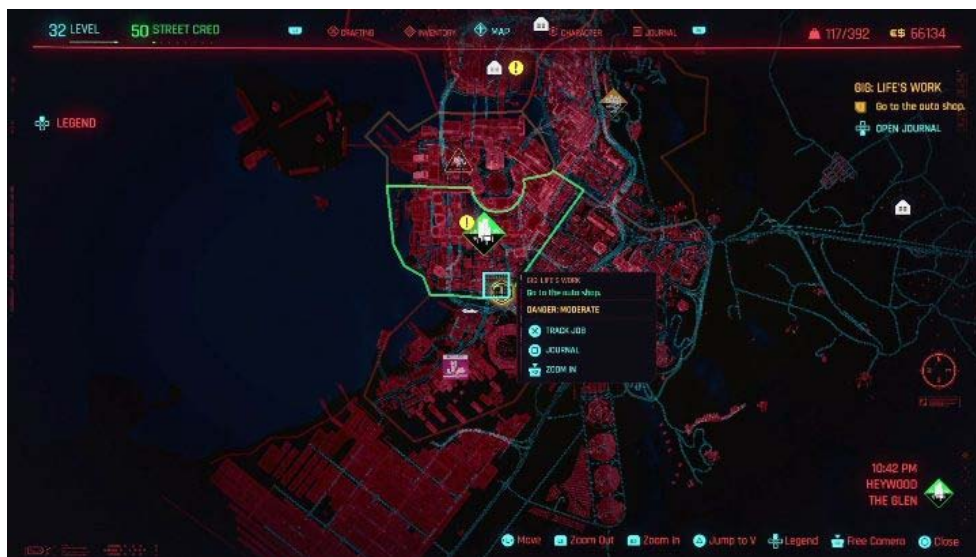
If you leave him alive, you will be able to see him in other side missions.

Heywood

Search & Recover

In Cyberpunk 2077 you will come across gigs requiring you to recover an indicated item. Most often these are small pieces of equipment or medicines that someone has stolen. On this page of our guide, we will provide a walkthrough of the Search & Recover gigs available in the Heywood district.

Life's work



Location: Southern Heywood, Glen.

How to unlock: Reach Street Cred Tier 1 in Heywood.



Target: A car.

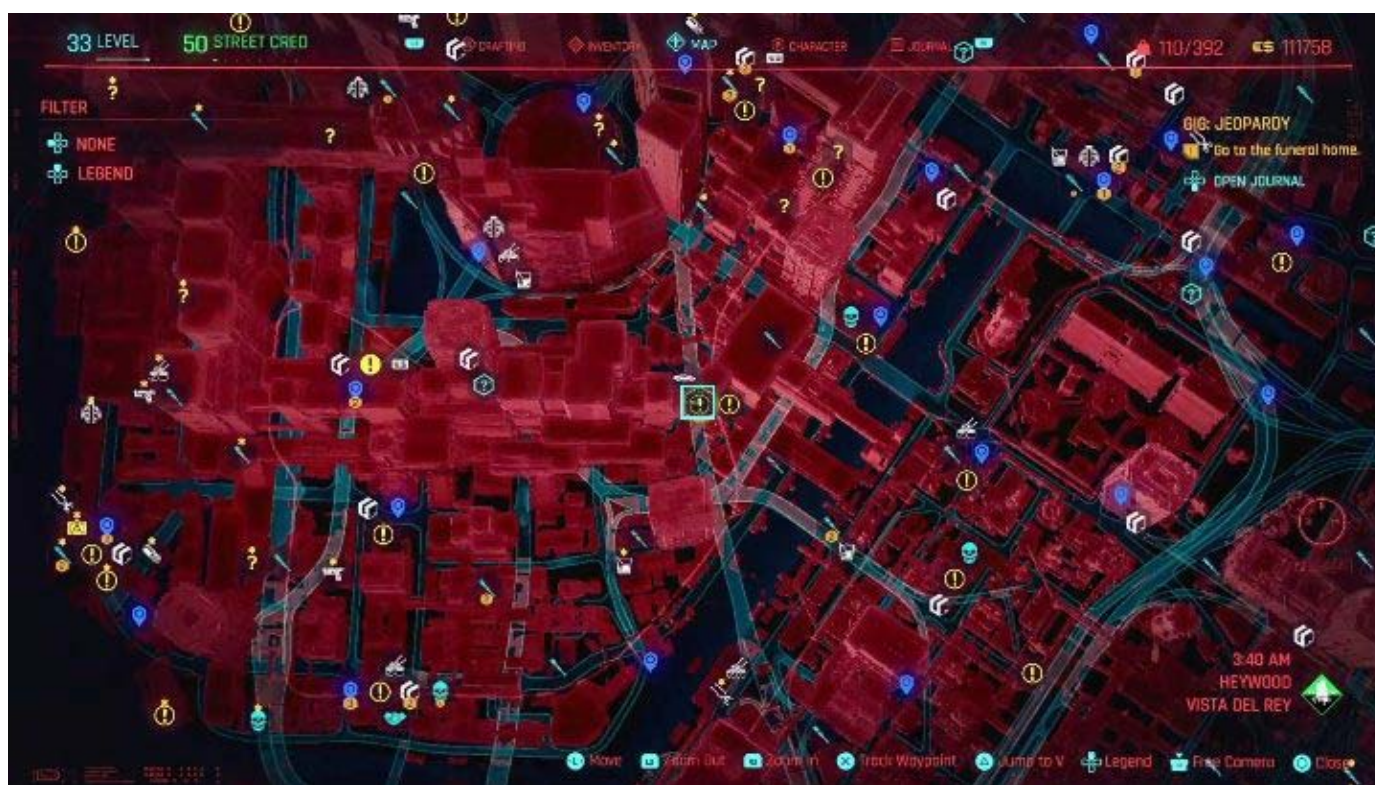
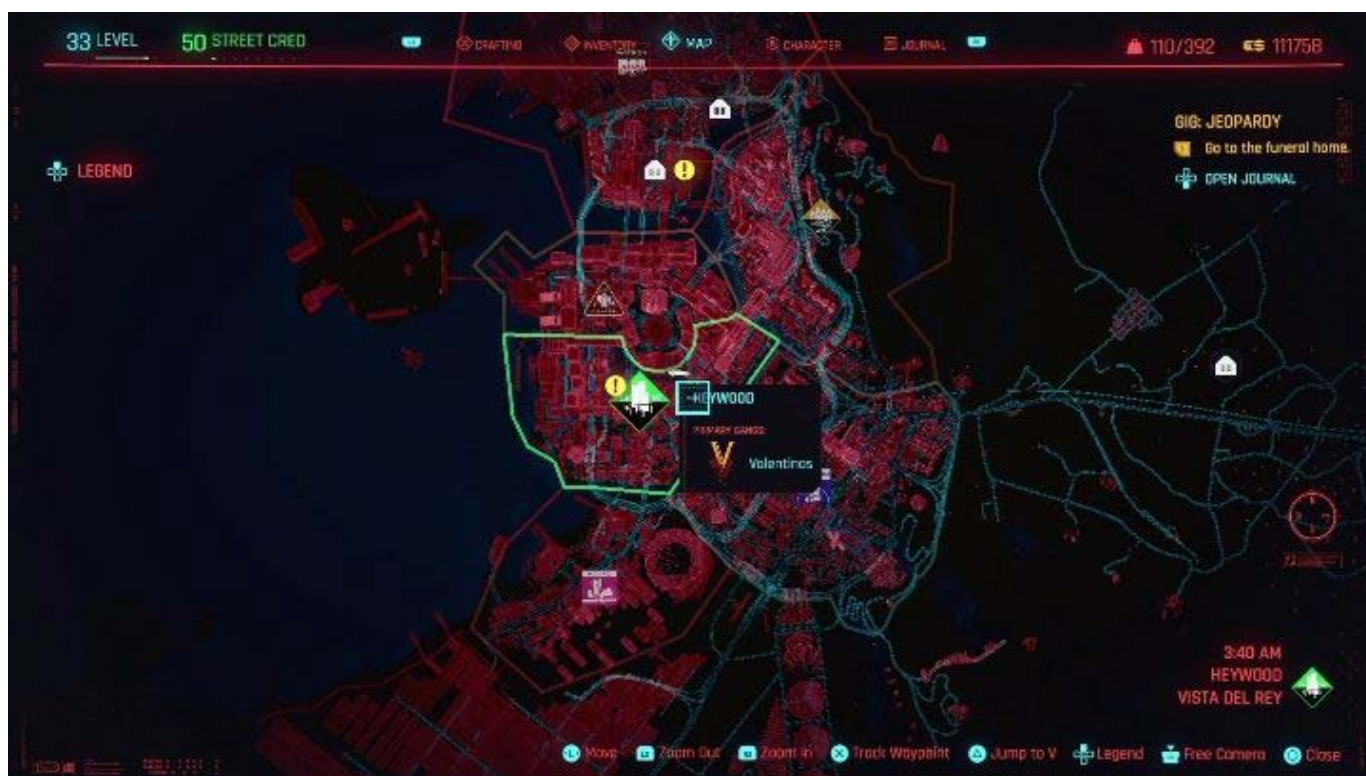


Walkthrough: Your task is to reach the car and then drive it back to its owner. Let's start with the way to enter to the workshop. You can simply run into the building from the front or break down the side door (as long as your Body attribute is high enough).



To get to the car you first have to find the computer and install the appropriate software onto it. Only after completing this objective can you get in the car and drive away while avoiding the wrath of your opponents .

Jeopardy



Location: Eastern Heywood, Vista del Rey.

How to unlock: Reach Street Cred Tier 1 in Heywood.



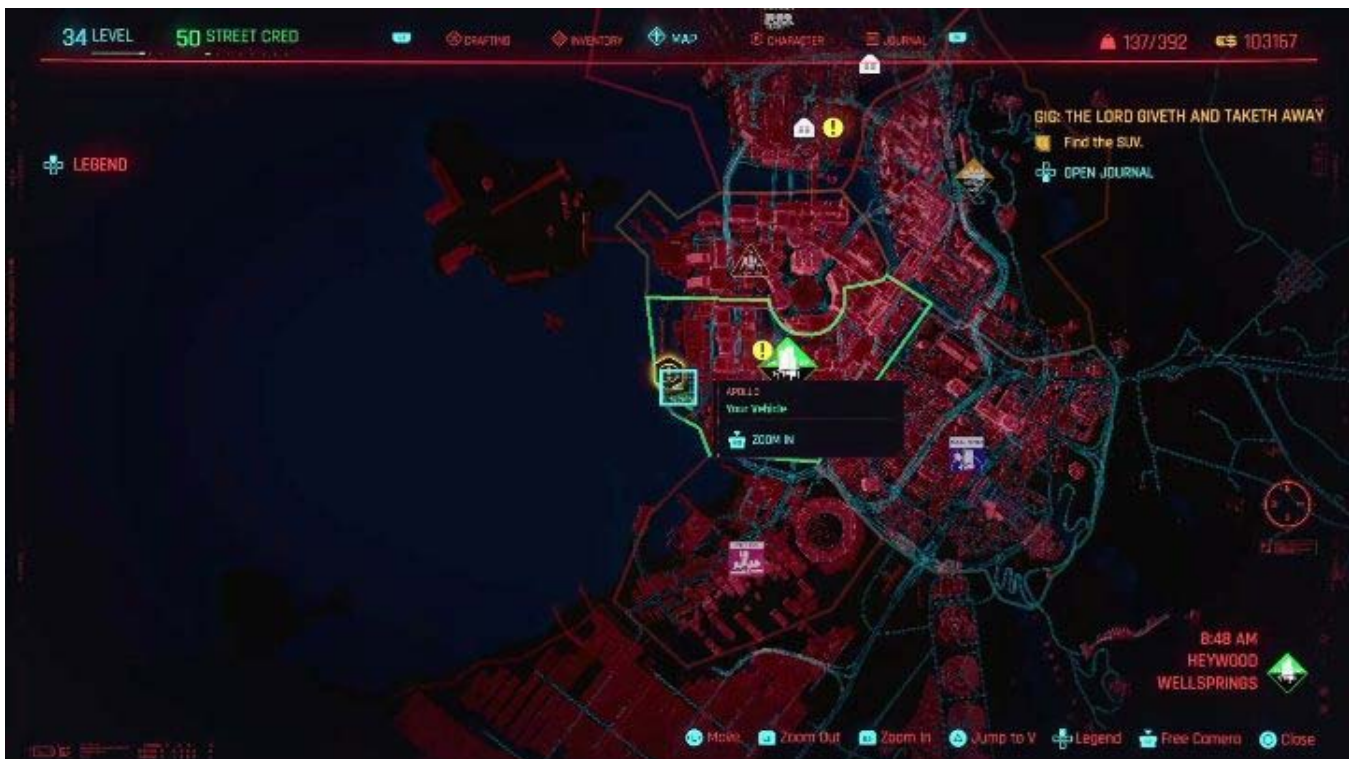
Objective: shard.





Walkthrough: your task is to get to the morgue and take a Shard out of one of the bodies. You can simply run inside, kill your opponents and get the valuable item. You can also use the back door (as long as you have enough points in either the Body or Technical Ability attributes). After getting inside you have to run into the basement and then straight to the body. This shouldn't be a big problem for you.

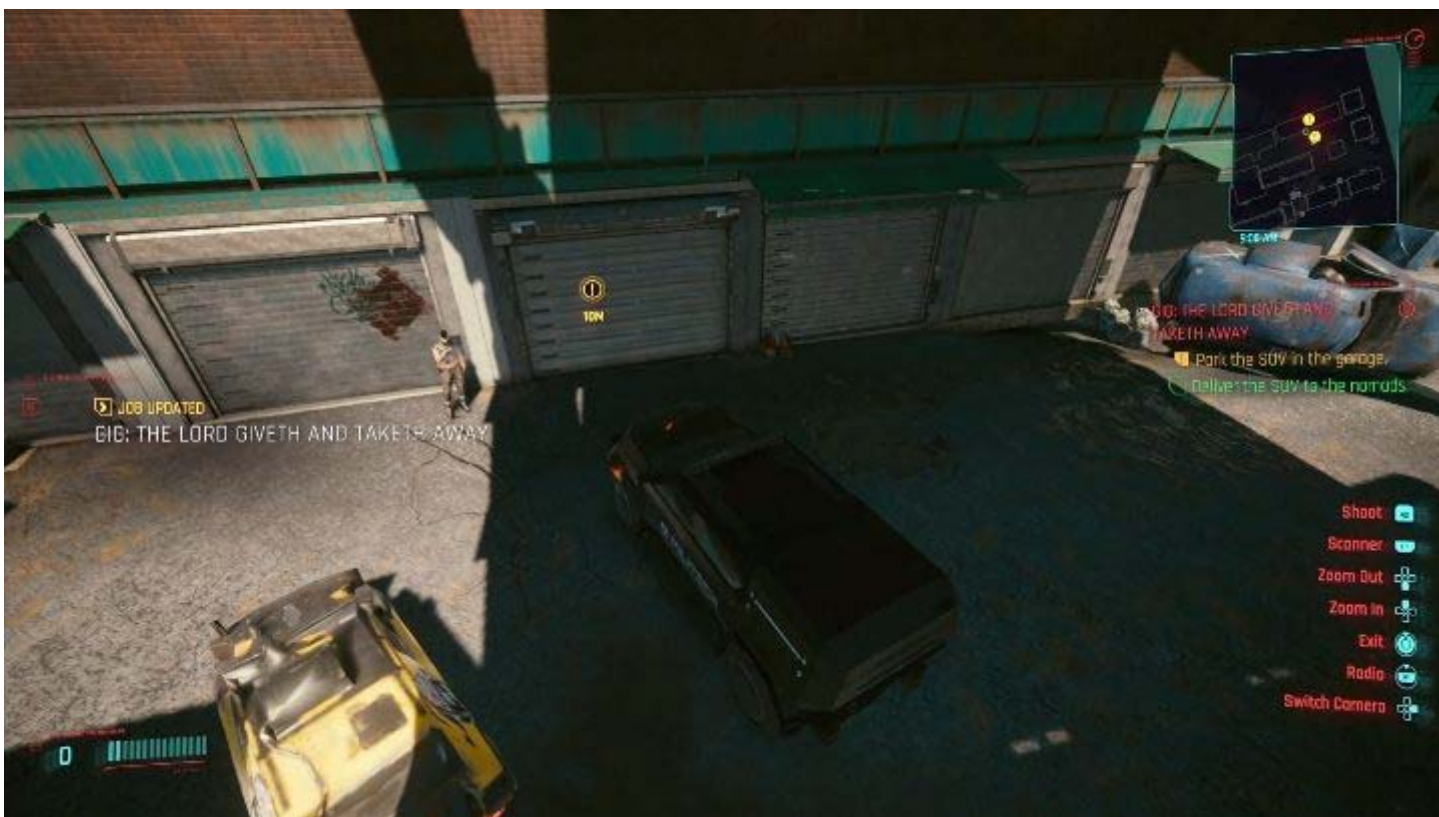
The Lord Giveth and Taketh Away





Location: Western Heywood, Wellsprings.

How to unlock: Reach Street Cred Tier 2 in the Heywood district.



Target: A car.



Walkthrough: your task is to get into the auto shop and steal the SUV. You can get there through the gate (if you have enough points in the Body attribute) or climb the eastern wall of the building.

Once you're inside, just hop into the SUV and drive it to the specified location.

Thievery

Heywood - Gigs



In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it may be some data you will need to secure for your client. On this page of our guide, we provide a walkthrough of the *Thievery* gigs available in the Heywood district.

Psychofan



Location: Southern Heywood, Glen.

How to unlock: Reach Street Cred Tier 1 in Heywood.



Target: a guitar.



Walkthrough: your task is to get to apartment 1702. You can get inside using a card, the Technical Ability attribute or just by jumping from the roof to the balcony.



The guitar is located in a locked room. You can get inside in three ways:

1. Break the door open (with a high enough Body attribute);
2. Enter the code - **2065**;
3. Hack the computer in the bedroom.

Both the first and third option may trigger an alarm that will summon enemies. If you incur their wrath, you can escape by taking the elevator down to the basement.

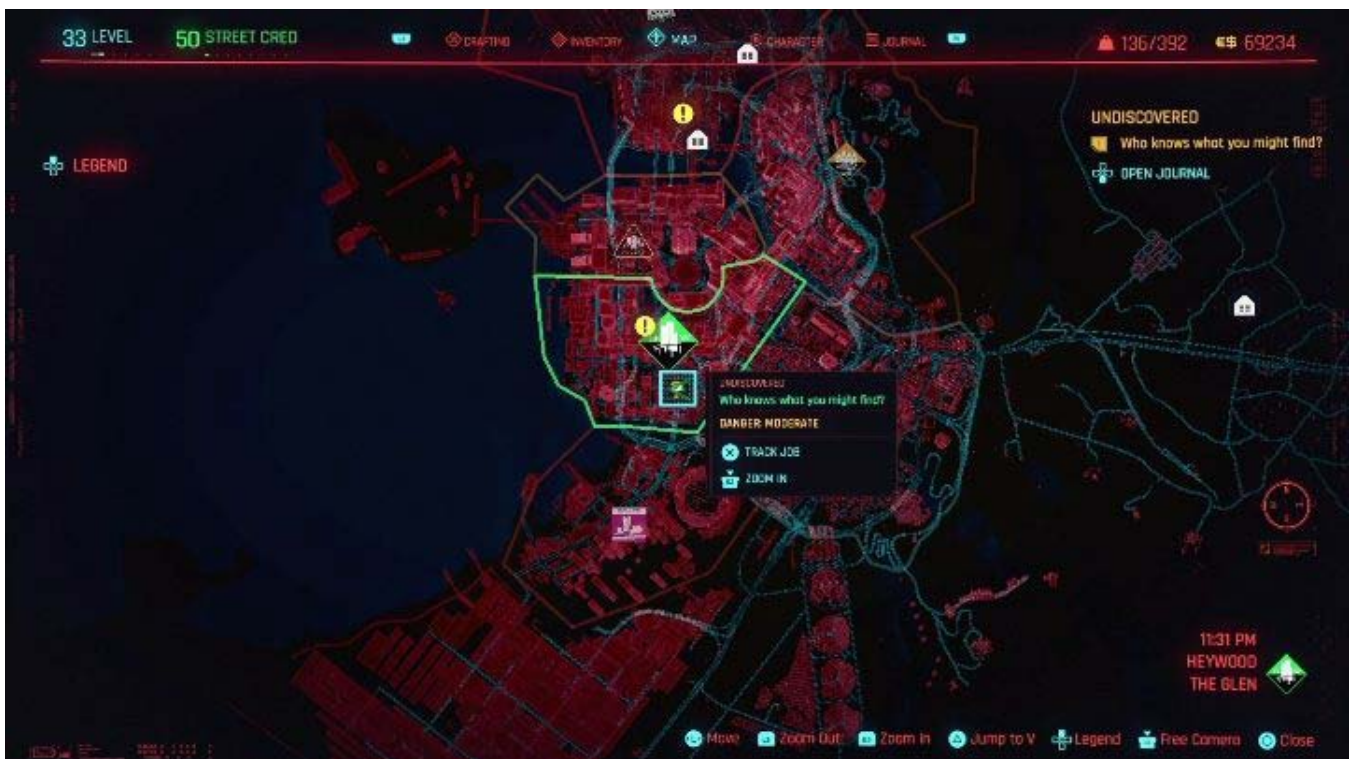


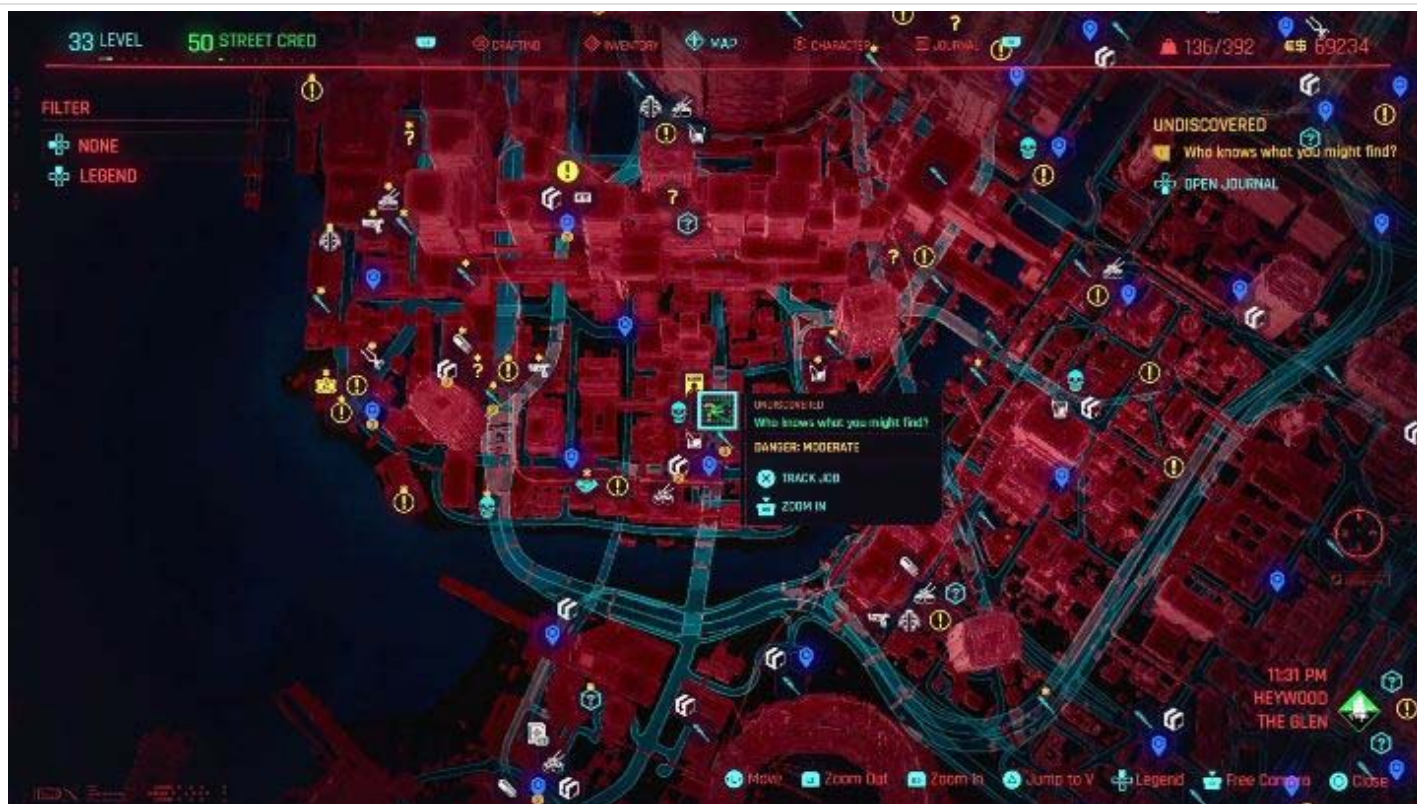


During the "Psychofan" gig, you can find Johnny's pants. You can find them in a pink suitcase, in the bedroom.

If you want to learn more about Johnny's collection, check out the Johnny Silverhand's Collection page. You will find there a description of all the items you can find in the game.

Fifth Column





Location: Southern Heywood, Glen.

How to unlock: Reach Street Cred Tier 1 in Heywood.



The target: data from a computer.

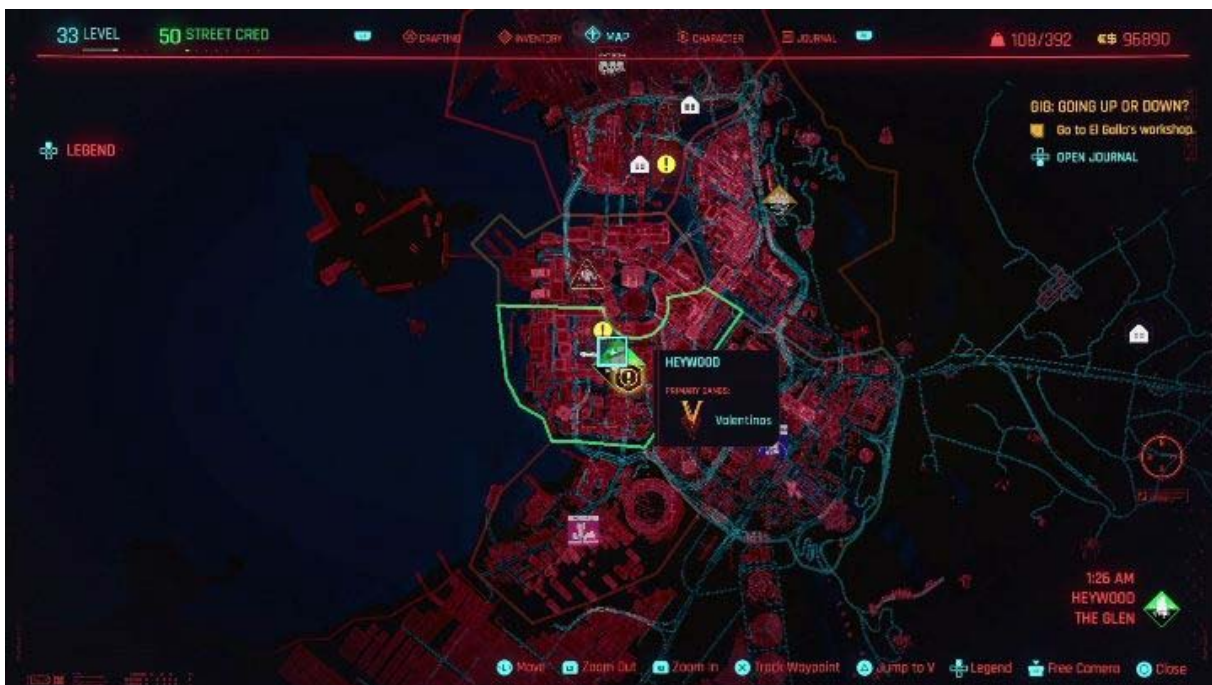


Walkthrough: your task is to get to the office, which is located on the first floor. You can get there in one of several ways:

1. By running in and potentially upsetting everyone in the area;
2. By using a window facing a side street;
3. By stealing an access card.

All you have to do upstairs is to reach the computer and then run out of the building to return the data and complete the mission.

Going up or Going Down Going up or Going Down





Location: Northern Heywood, Glen.

How to unlock: Reach Street Cred Tier 3 in the Heywood district.



Target: Scandium Rods.



Walkthrough: your job is to get to the area under the stairs. You can easily get there unnoticed.

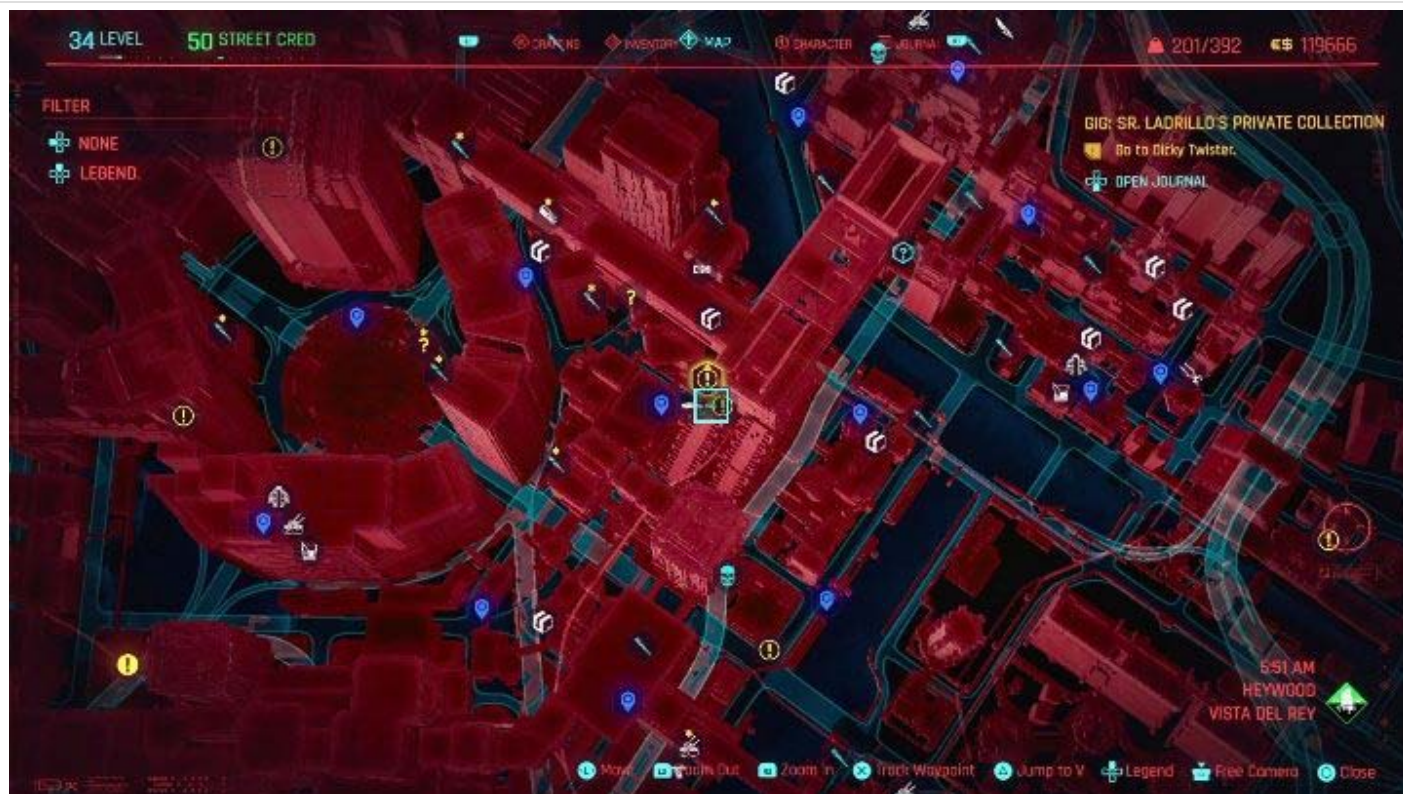




The only problem is the opponent lurking around the location of the box you are interested in. You just have to stun or kill them so that they don't interfere with the task. Then take the rods and bring them to the Drop Point, this will complete the task.

Sr. Ladrillo's Private Collection





Location: Eastern Heywood, Vista del Rey.

How to unlock: Reach Street Cred Tier 2 in the Heywood district.



Objective: data from a computer.



Walkthrough: your job is to get into the upstairs office and steal the compromising footage. On your way, you will encounter several pairs of doors which you should break down by force. Fortunately, there are not many opponents there and it is easy to get through unnoticed. After obtaining the data, escape from the building. This will complete the mission.

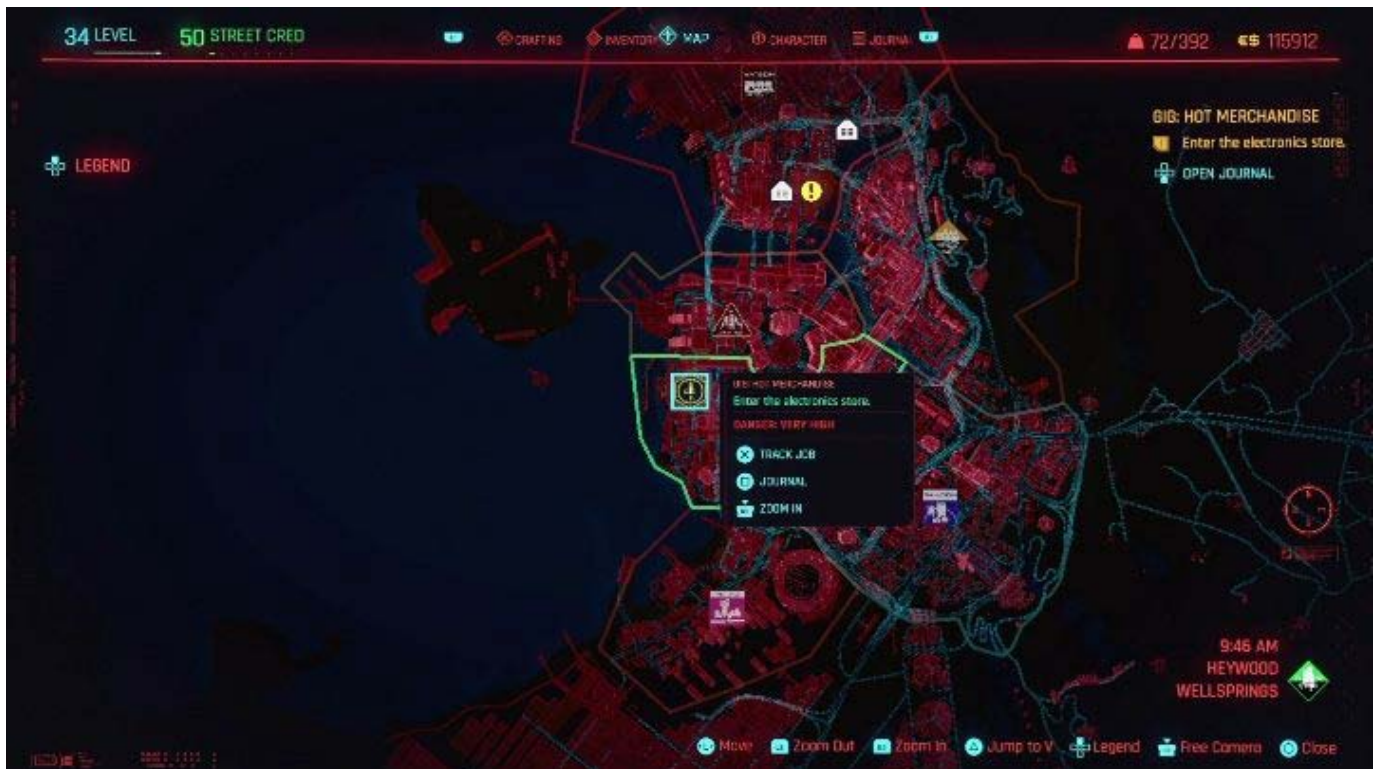
SOS: Merc Needed

Heywood - Gigs



In Cyberpunk 2077 you will come across gigs requiring you to save NPCs. Most often you will have to convince someone to run away and lead them out of the gang's hiding place. On this page of our guide, we will take care of the *SOS: Merc Needed* gigs available in the Heywood district.

Hot Merchandise



Location: Western Heywood, Wellsprings.

How to unlock: Reach Street Cred Tier 1 in Heywood.



Objective: Rebecca, alive or dead.

Walkthrough: Your task is to get to the basement of an electronics store. You can use the door or enter through the garage.

Rebecca is downstairs, accompanied by one man. You can kill her or overpower her and bring her to the car. Both options will complete the mission.

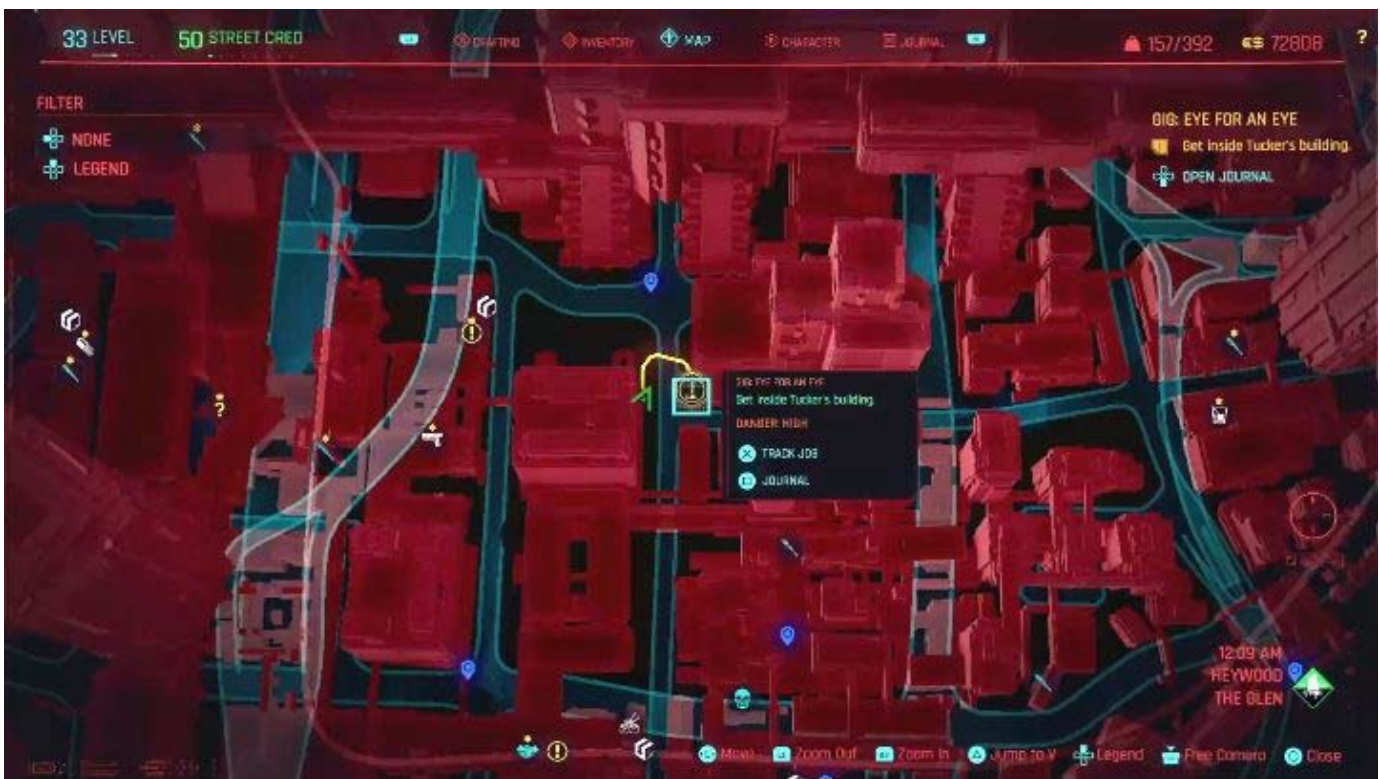
Gun for Hire

Heywood - Gigs



In Cyberpunk 2077 you will come across gigs about neutralizing an indicated target. Most often these are special opponents you will encounter while exploring the map. On this page of our guide, we will provide a walkthrough of the *Gun for Hire* gigs available in the **Heywood** district.

Eye for an Eye



Location: Southern Heywood, Glen.

How to unlock: Reach Street Cred Tier 1 in Heywood.

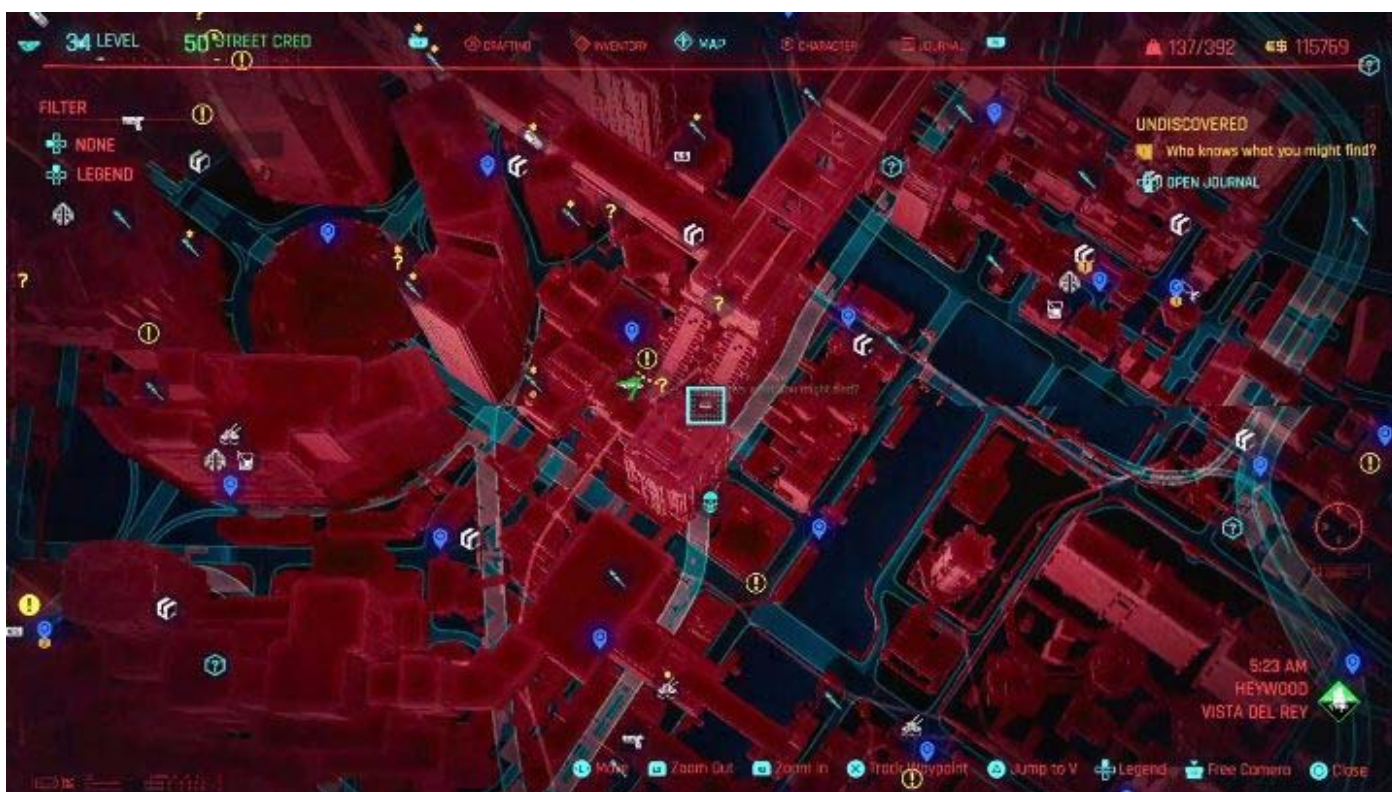
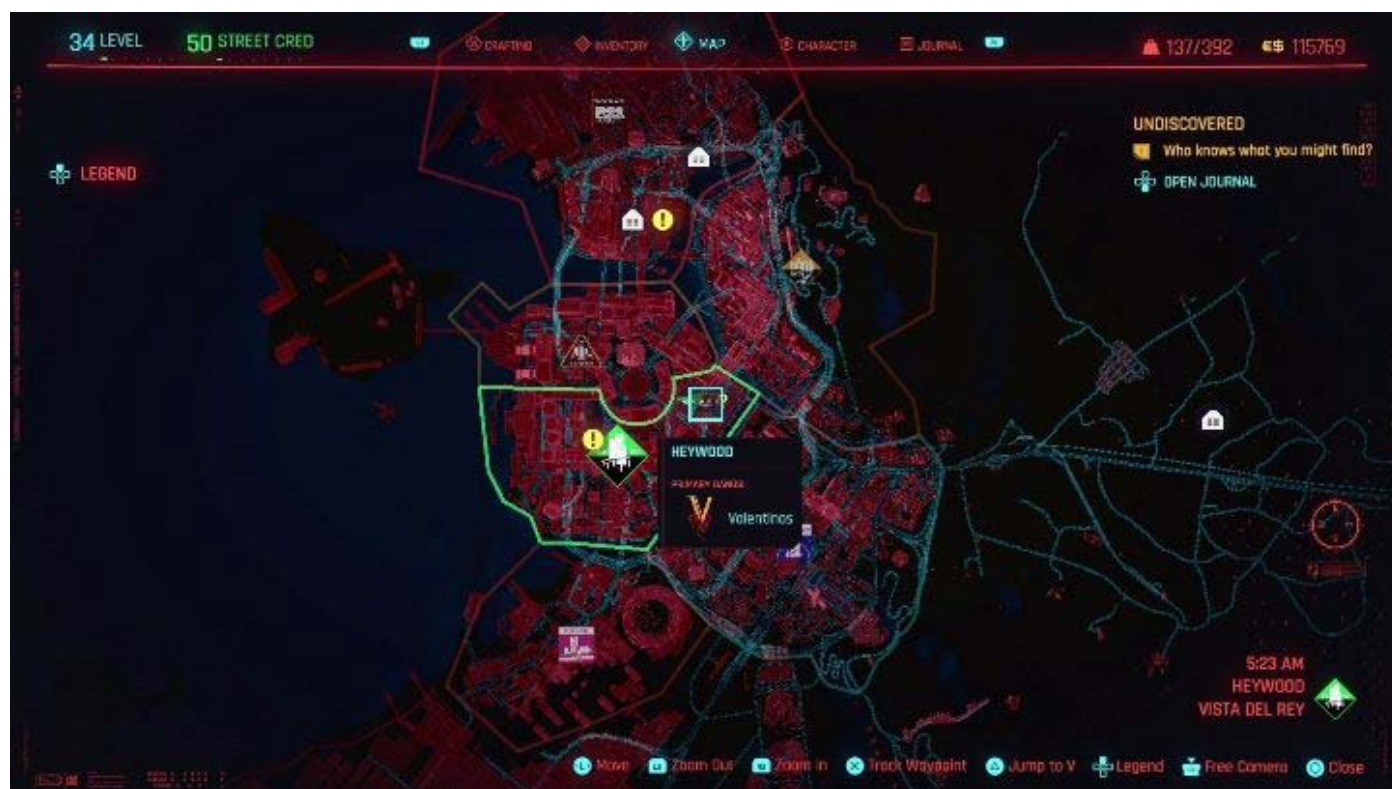


Target: Tucker Albach, alive or dead.



Walkthrough: your task is to find a woman called Tucker Albach. She is hiding in the office on the upper floor of the building. You can complete the task by assassinating her. However, instead you may opt to listen to her and accept her offer - she will offer you a better price than what you would get for her head. After the job is done, just leave the premises and continue exploring the city.

Old Friends



Location: Eastern Heywood, Vista del Rey.

How to unlock: Reach Street Cred Tier 1 in Heywood.



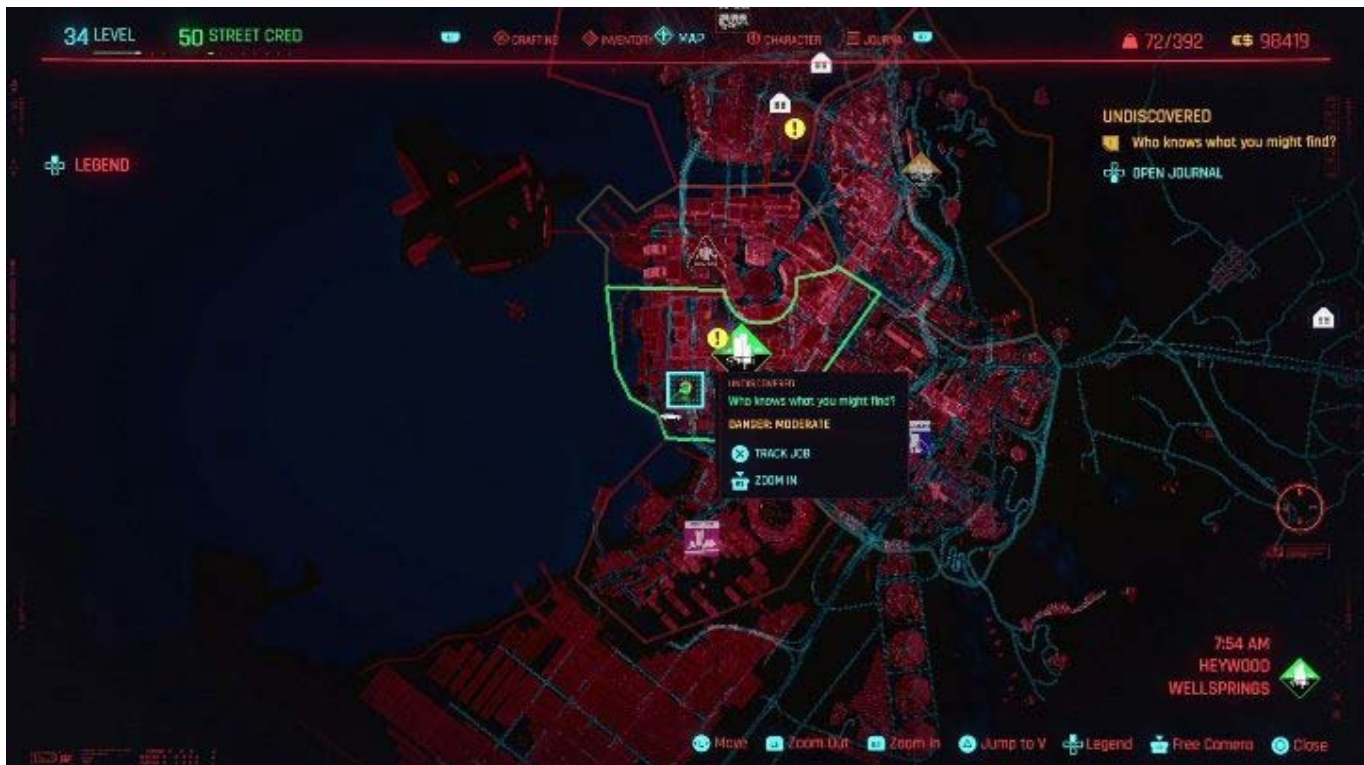
Target: Karubo Bairai, alive or dead.





Walkthrough: your task is to neutralize the man standing at the bar. You can do so stealthily by using the back door (but this requires a lot of points invested in the Technical Ability attribute). Going through the main entrance leads to the path overflowing with blood and violence. Just run in, kill your opponent and run away. Remember that after you leave the building no one will keep chasing you.

On a Tight Leash





Location: Western Heywood, Wellsprings.

How to unlock: Reach Street Cred Tier 1 in Heywood.



Target: Jose Luis, alive or dead.



Walkthrough: your task is to neutralize the man hiding in the upstairs office. It is not a difficult task even though the building is brimming with opponents.

During this gig, you can look over the messages on the computer to complete an optional objective.

City Center

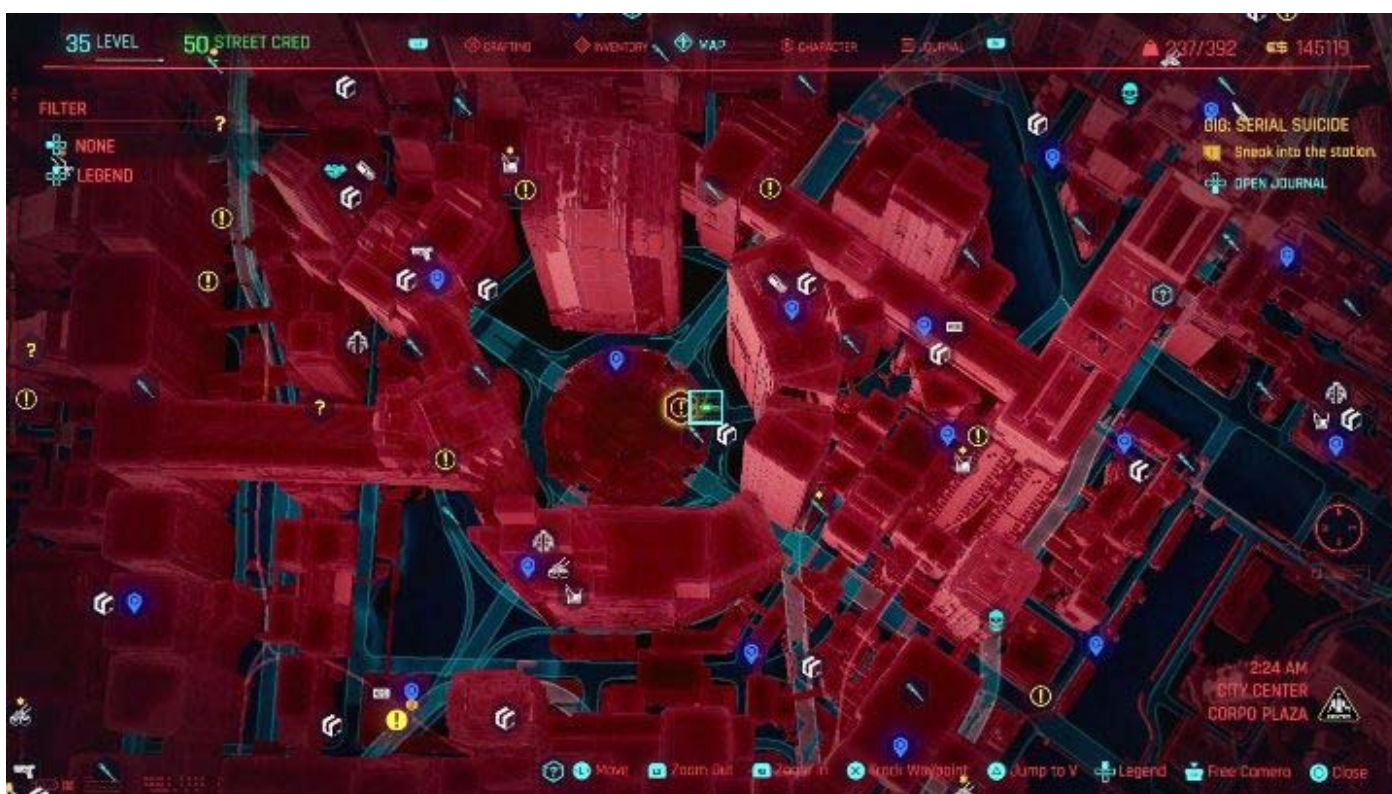
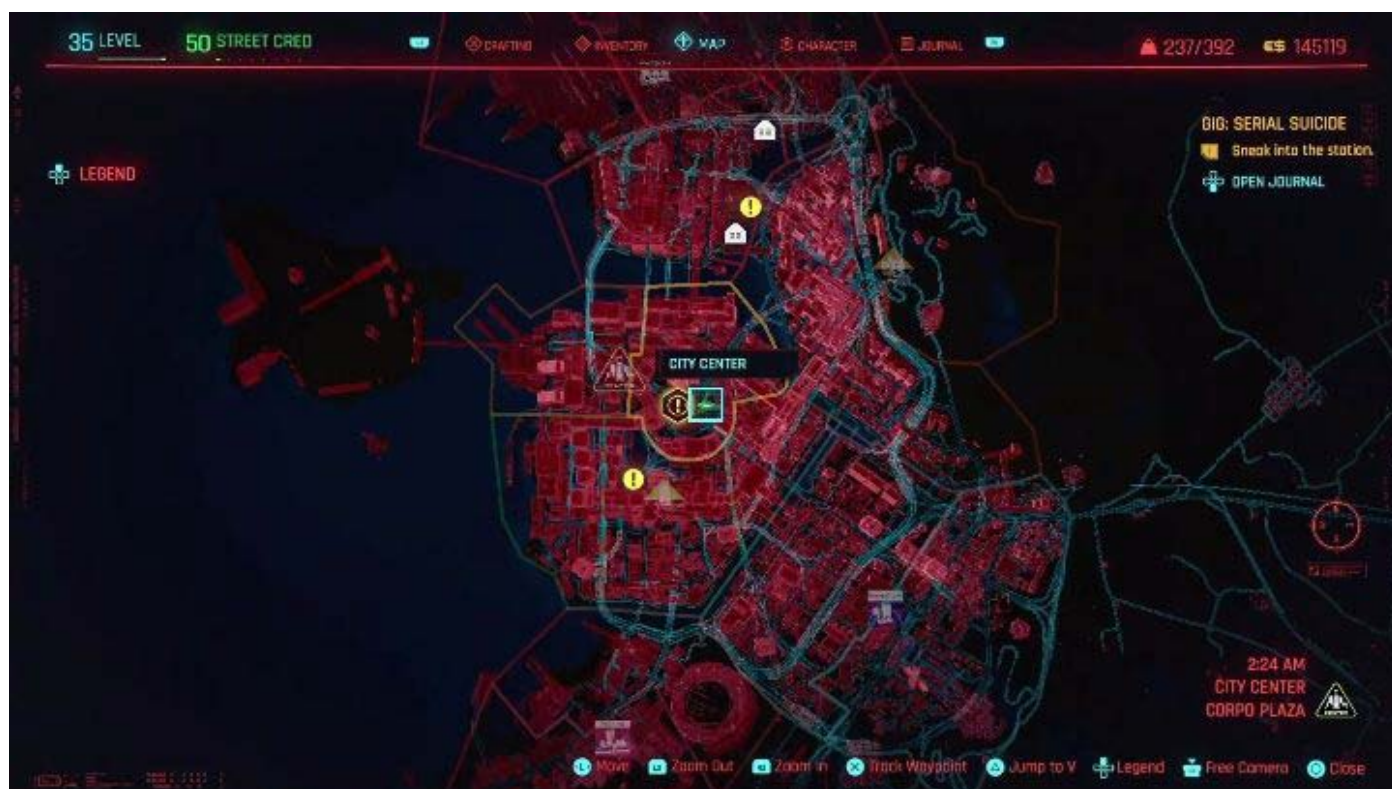
Thievery

City Center - Gigs



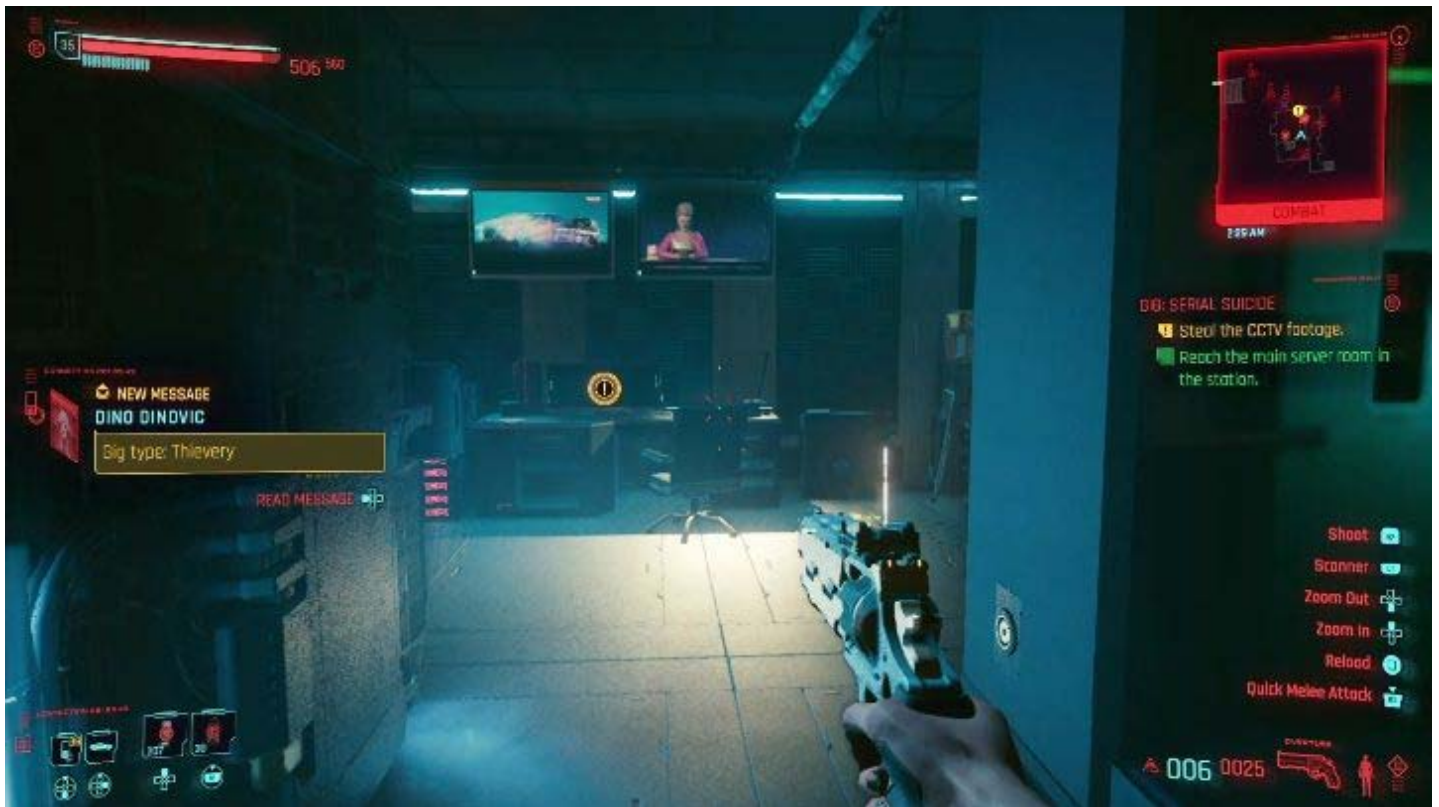
In Cyberpunk 2077 you will come across gigs that involve stealing an item. Most often, these are small items that you have to take to the new owner. Sometimes it may be some data you will need to secure for your client. On this page of our guide we will provide a walkthrough of the *Thievery* gigs available in the City Center district.

Serial Suicide



Location: Southern City Center, Corpo Plaza.

How to unlock: Reach Street Cred Tier 2 in the City Center district.

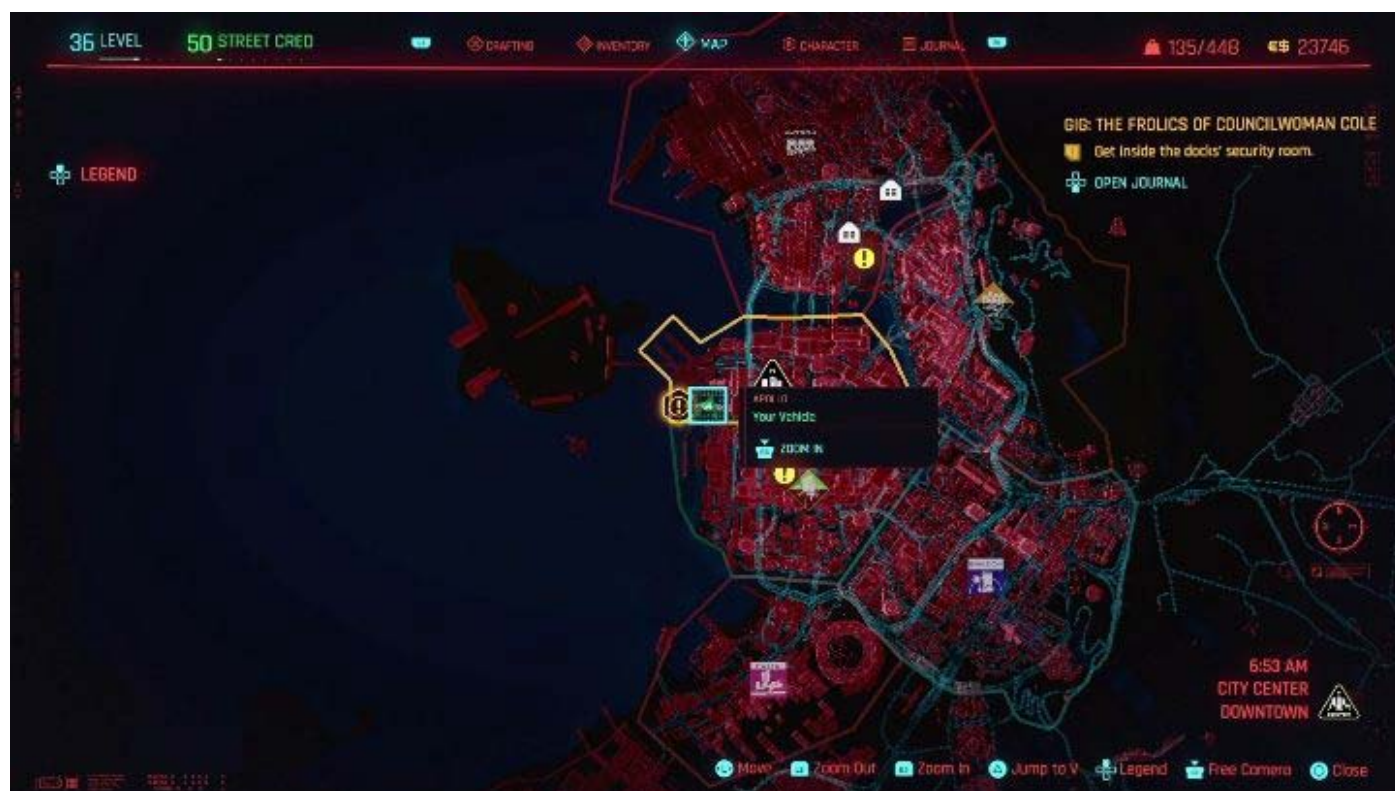


The target: data from a computer.



The guide: your task is to get to the office in the building. The easiest way to get there is to use the security room. The door to the office is not secured, so you can enter and steal the data with no problem and then escape the crime scene. If they notice you, they will call for reinforcements that may cause you trouble.

The Frolics of Councilwoman Cole

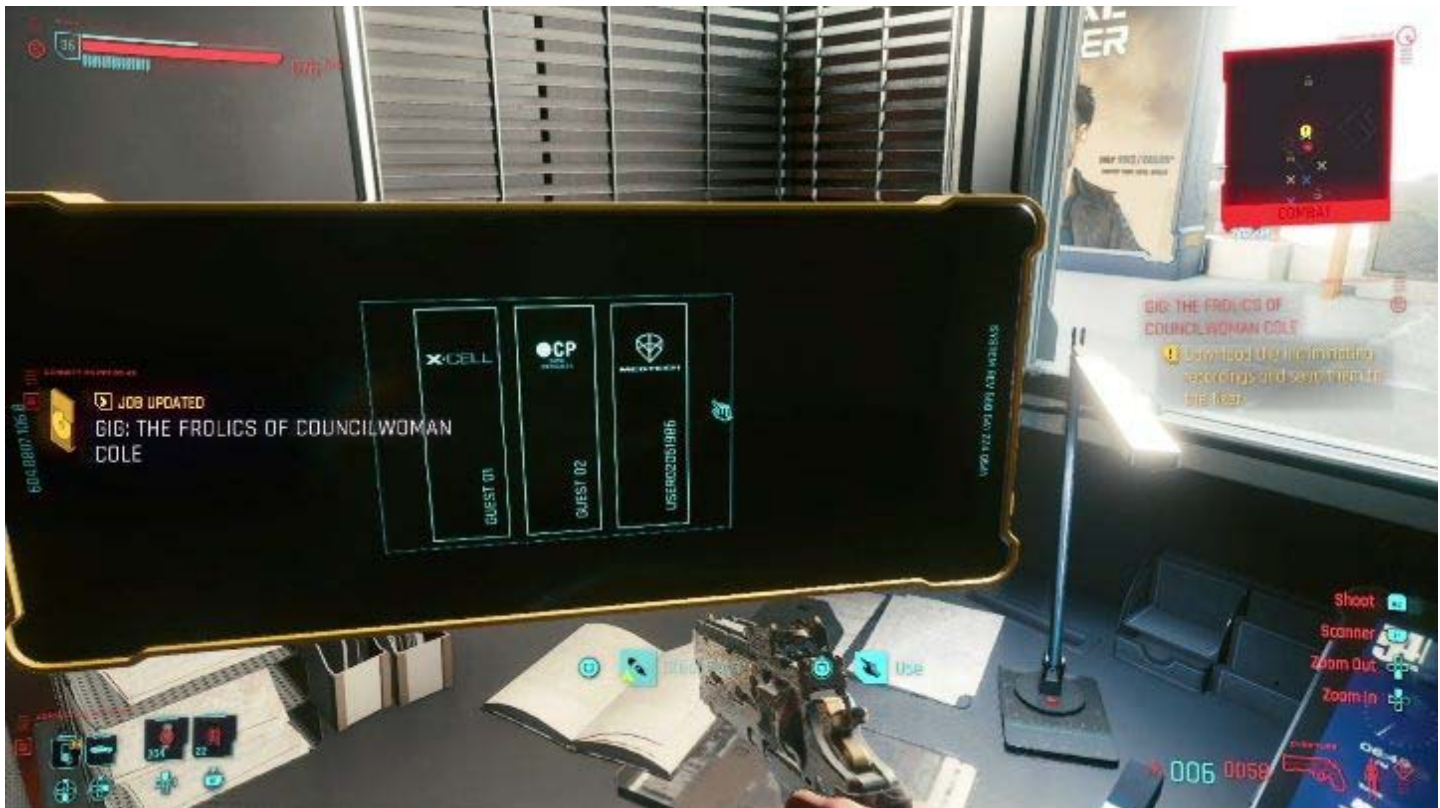


Location: Western City Center, Downtown.

How to unlock: Reach Street Cred Tier 3 in the City Center district.



The target: data from a computer.



Walkthrough your task is to get to the computer located in Gold Beach Street. You can bypass all your opponents by simply immersing yourself in the water. Jump out of the water at the location of the computer, collect the data and escape in the same manner. Leaving the area will complete the task.

Agent Saboteur

City Center - Gigs



In Cyberpunk 2077 you will come across gigs that involve sabotage. Most often you will have to hack some hardware or provide someone with false intel. On this page of our guide we will provide a walkthrough of the *Agent Saboteur* gigs available in the City Center district.

A Lack of Empathy



Location: Northern City Center, Corpo Plaza.

How to unlock: Reach Street Cred Tier 1 in the City Center district.



Objective: The installation of a virus.



Walkthrough: this gig involves installing a virus on a computer. You will find this computer on the first floor, in the "private" section of the club. If you move stealthily, you will only encounter one enemy above that is easy to dispose of. After infecting the computer, simply leave the club and head to the Drop Point. This will complete the task.

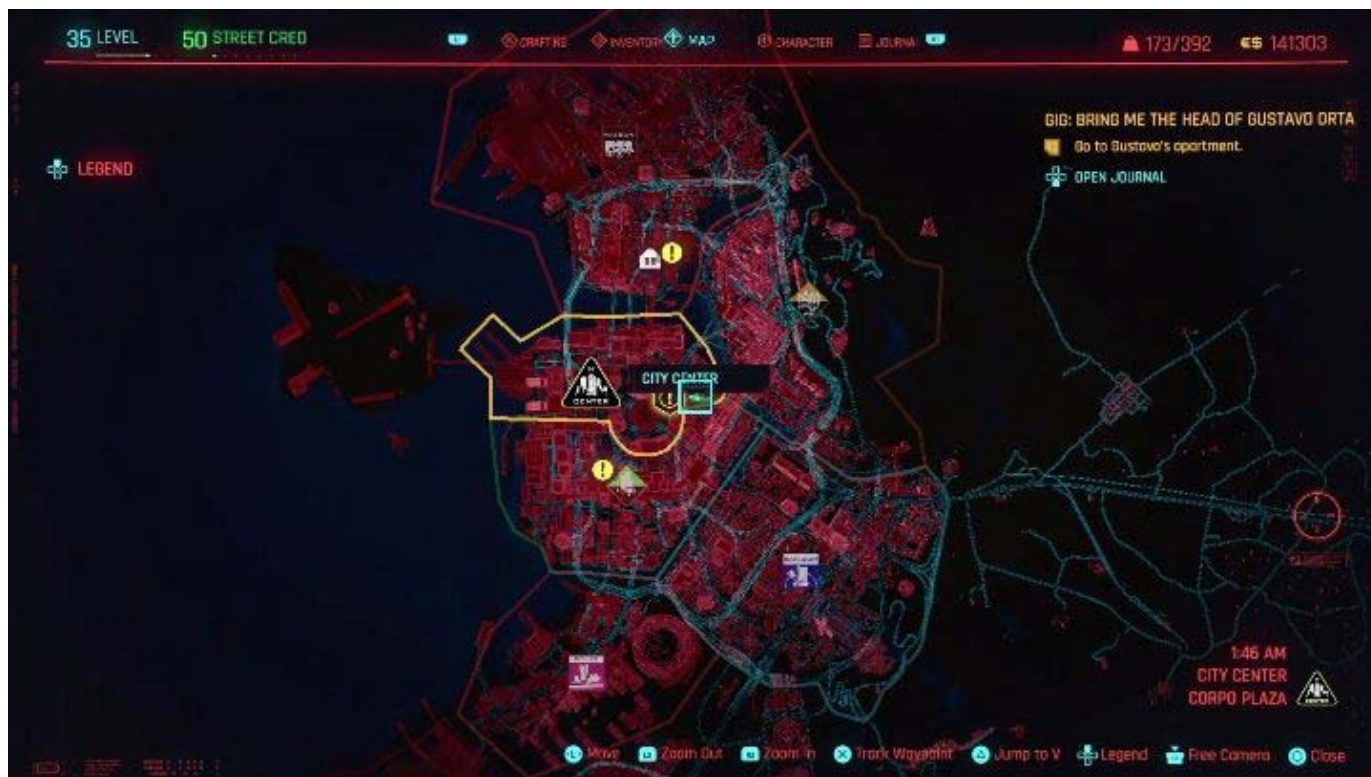
Gun for Hire

City Center - Gigs



In Cyberpunk 2077 you will come across gigs about neutralizing an indicated target. Most often these are special opponents you will encounter while exploring the map. On this page of our guide we will provide a walkthrough of the *Gun for Hire* gigs available in the **City Center** district.

Bring me the Head of Gustavo Orta



Location: Eastern City Center, Corpo Plaza.

How to unlock: Reach Street Cred Tier 1 in the City Center district.



Target: Gustavo Orta, alive or dead.





Walkthrough: your job is to find a man called Gustav Orta. If you reach him stealthily you will have three options:

1. Eliminate the target;
2. Stun him and bring him to the car;
3. Talk to him and let him go free.

However, if you initiate bloodshed from the start, your only option will be to kill your target.

An Inconvenient Killer





Location: Western City Center, Downtown.

How to unlock: Reach Street Cred Tier 2 in the City Center district.



Target: Jack Mause, alive or dead.



Walkthrough: Let's start with the methods of entering the club. You can pay to get in or get inside using the elevator. In both cases you can sneak unnoticed to your target.





To reach your target you need to enter the VIP area. You can do this in one of two ways. You can either go through the security room and above the stage or through the parking lot and the corridors just below the room.

If you reach him stealthily you will have three options:

1. Eliminate the target;
2. Stun him and bring him to the car;
3. Talk to him and let him go free.

However, if you initiate bloodshed from the start, your only option will be to kill your target.

Guinea Pigs





Location: Western City Center, Downtown.

How to unlock: Reach Street Cred Tier 3 in the City Center district.



Target: Joanne Koch, alive or dead.



Walkthrough: reaching the target is not an issue in itself, you just have to get to apartment no. 243. If your Technical Ability attribute is high enough, the apartment will be as openly available to you as if you owned it. If not, get on the roof and jump through the window into the room.

However, focus on eliminating your opponents. You have several options:

1. Killing the target;
2. Stunning the target and taking her with you;
3. Talking to her in an attempt to resolve things peacefully (but in the end she will call for help).

NCPD Scanner Hustles

NCPD Scanner Hustles

On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover on the map of Cyberpunk 2077. We have listed here the quests that you have to complete to master the game. Additionally, you will learn what the NCPD Scanner Hustles are and how to complete particular hustles.

List of NCPD Scanner Hustles

1. Watson - In this district you will find 53 NCPD Scanner Hustles;
2. Westbrook - in this district you will find 42 NCPD Scanner Hustles;
3. Pacifica - in this district you will find 29 NCPD Scanner Hustles;
4. Badlands - In this district you will find 72 NCPD Scanner Hustles;
5. Santo Domingo - in this district you will find 50 NCPD Scanner Hustles;
6. Heywood - in this district you will find 43 NCPD Scanner Hustles;
7. City Center - in this district you will find 32 NCPD Scanner Hustles;

Assaults



These are short activities that consist of fighting enemies. You will come across a group of people, for example a gang, that is trying to commit a crime. Your task is to stop them and to obtain the required object, such as a Shard.

1. In Watson you will find 24 such locations;
2. In Westbrook you will find 14 such locations;
3. In Pacifica you will find 7 such locations;
4. In the Badlands you will find 21 such locations;
5. In Santo Domingo you will find 20 such locations;
6. In Heywood you will find 14 such locations;
7. In the City Center you will find 12 such locations.

Special prizes



These hustles consist of obtaining an object left over after a murder or other crime has been committed. They are not marked on the world map in the game, but you will find them on our maps in the atlas.

1. In Watson you will find 36 such activities;
2. In Westbrook you will find 20 such activities;
3. In Pacifica you will find 18 such activities;
4. In the Badlands you will find 46 such activities;
5. In Santo Domingo you will find 21 such activities;
6. In Heywood you will find 25 such activities;
7. In the City Center you will find 19 such activities.

Organized crime



Organized crimes are activities during which you have to finish off your opponents and obtain objects hidden inside a stash.

1. In Watson you will find 5 such locations;
2. In Westbrook you will find 2 such locations;
3. In Pacifica you will find 2 such locations;
4. In the Badlands you will find 2 such locations;
5. In Santo Domingo you will find 3 such locations;
6. In Heywood you will find 3 such locations;
7. There are no such locations in the City Center.

Reported Crime



Reported crimes are short hustles that require you to discover clues. You will approach the body of the murdered person and get information that will lead you to your destination.

1. You will find 8 such locations in Watson;
2. In Westbrook you will find 6 such locations;
3. In Pacifica you will find 2 such locations;
4. In the Badlands you will find 3 such locations;
5. In Santo Domingo you will find 6 such locations;
6. In Heywood you will find 1 such location;
7. In City Center you will find 1 such location.

NCPD Scanner Hustles Tips



Before you engage in these kinds of side activities you need to pay attention to several important factors. The most important is the **location**. Some hustles may be hidden between buildings or in closed rooms.

Sometimes you won't be able to enter a certain location, but, before you lose your cool, simply mark the particular activity on the map. Doing this will display on the mini-map the exact route you need to take to reach the hustle.



The second important matter is **the level of difficulty**. Pay attention to the difficulty of the region. You can check out the page where we presented our suggested order of exploring the city. That way you will find out which region is best to start with.



The last matter is also somewhat worth your consideration. Hustles often appear in the vicinity of other activities. So if you run into some small hustle, e.g. a special prize, you are free to complete in tandem with another task. Your previous quest won't be interrupted and you won't have to separately backtrack to complete each task.

Watson

NCPD SCANNER HUSTLES



On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the Watson district in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the Badlands.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault



In the Watson region, there are 24 places where you can carry out an assault. These activities are available mainly in the eastern part of this location.

Special prizes

In Watson, you can get 36 special prizes. These activities are mainly located in the southeastern part of the location, near the Kabuki sub-district.

Organized crime



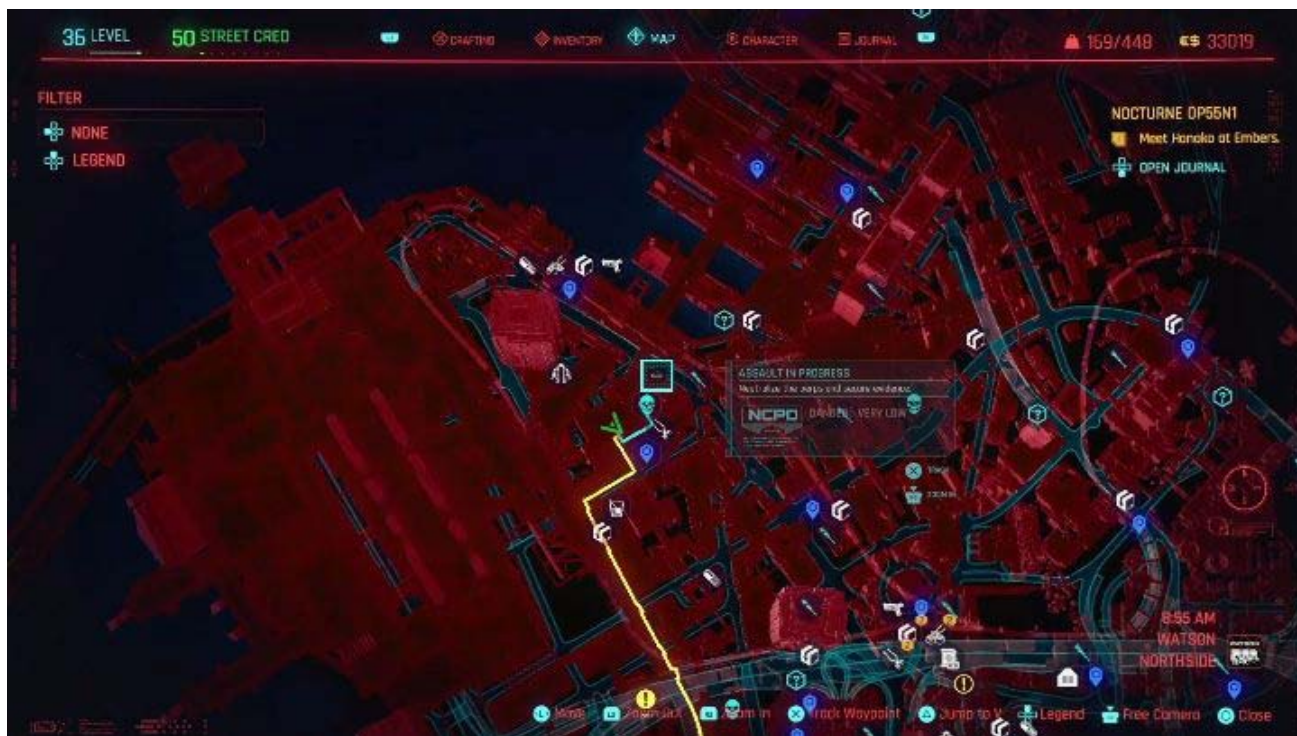
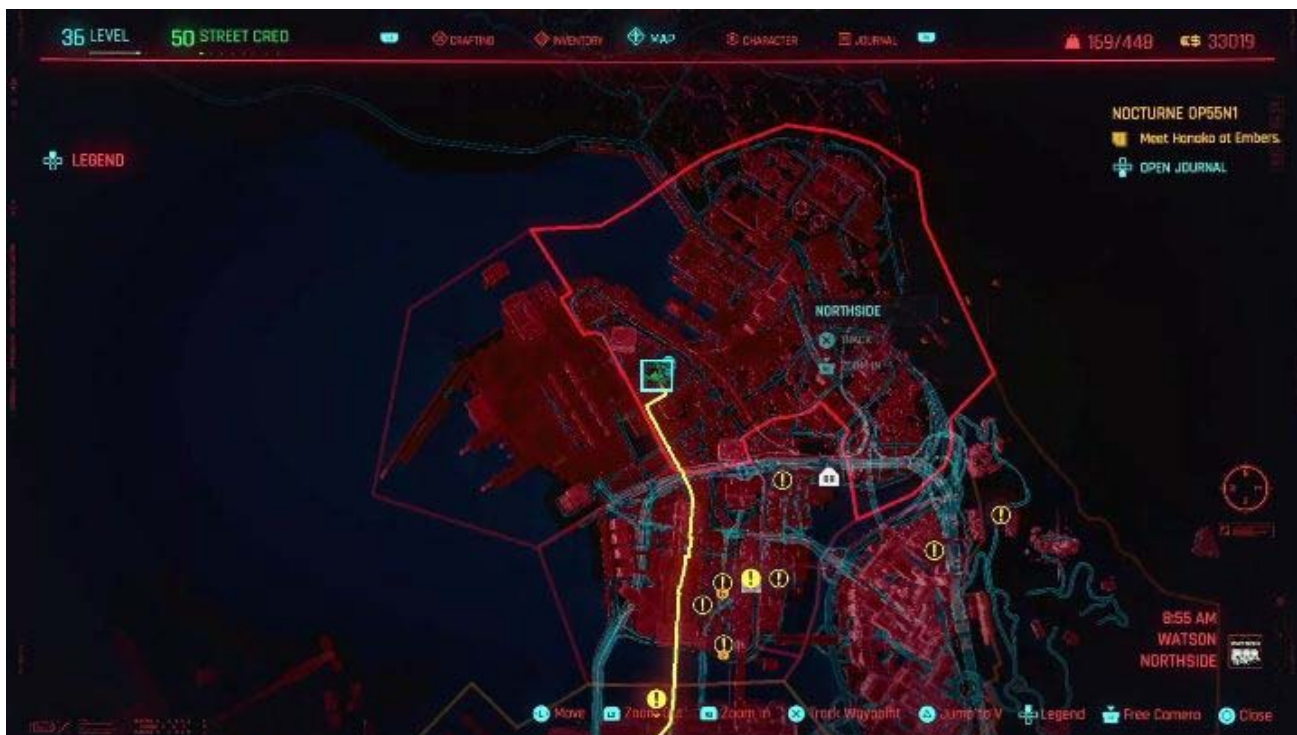
In Watson you'll run into 5 organized crime locations. You will find them in the Northside and Little China sub-districts.

Reported Crime



You will encounter 8 reported crime locations in the Watson district. Most of them are in Northside, but you will also find some in Little China and Kabuki.

Buzzsaw



Unlock method: discovering the activity on the map.

Location: western part of Northside.

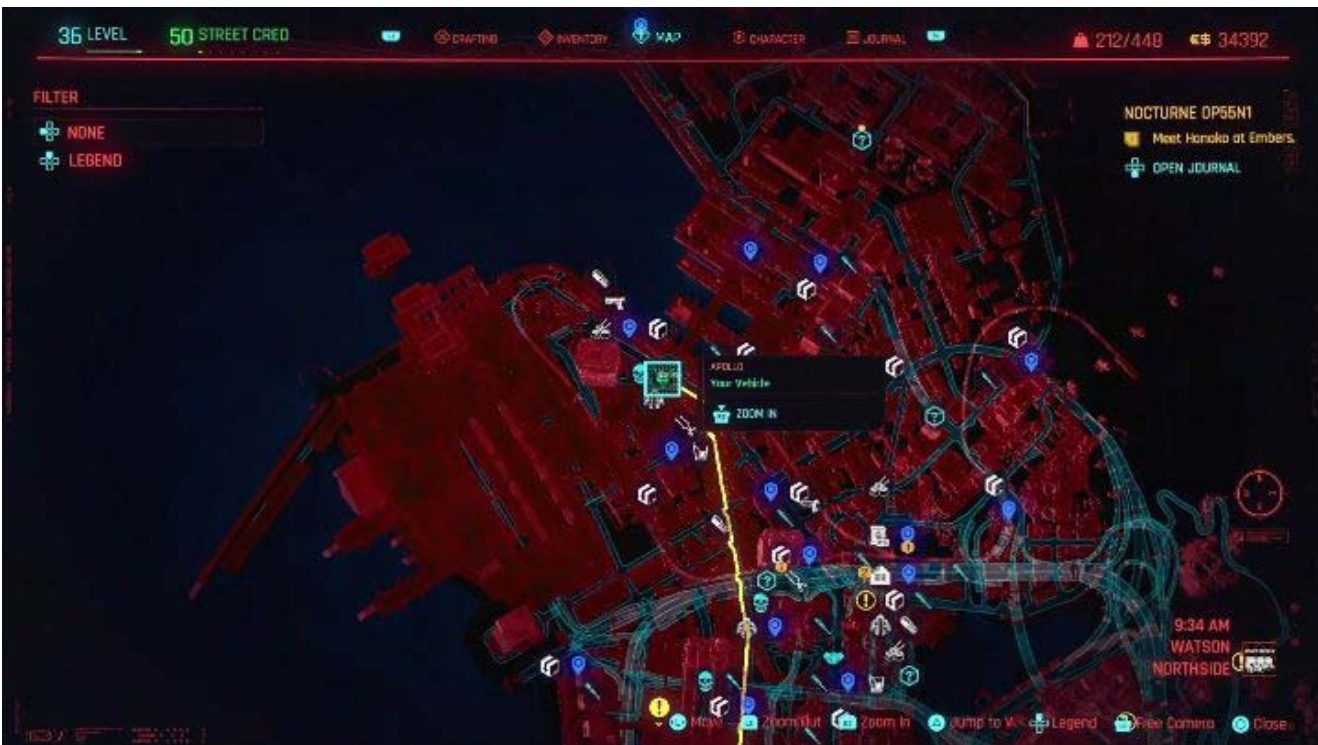
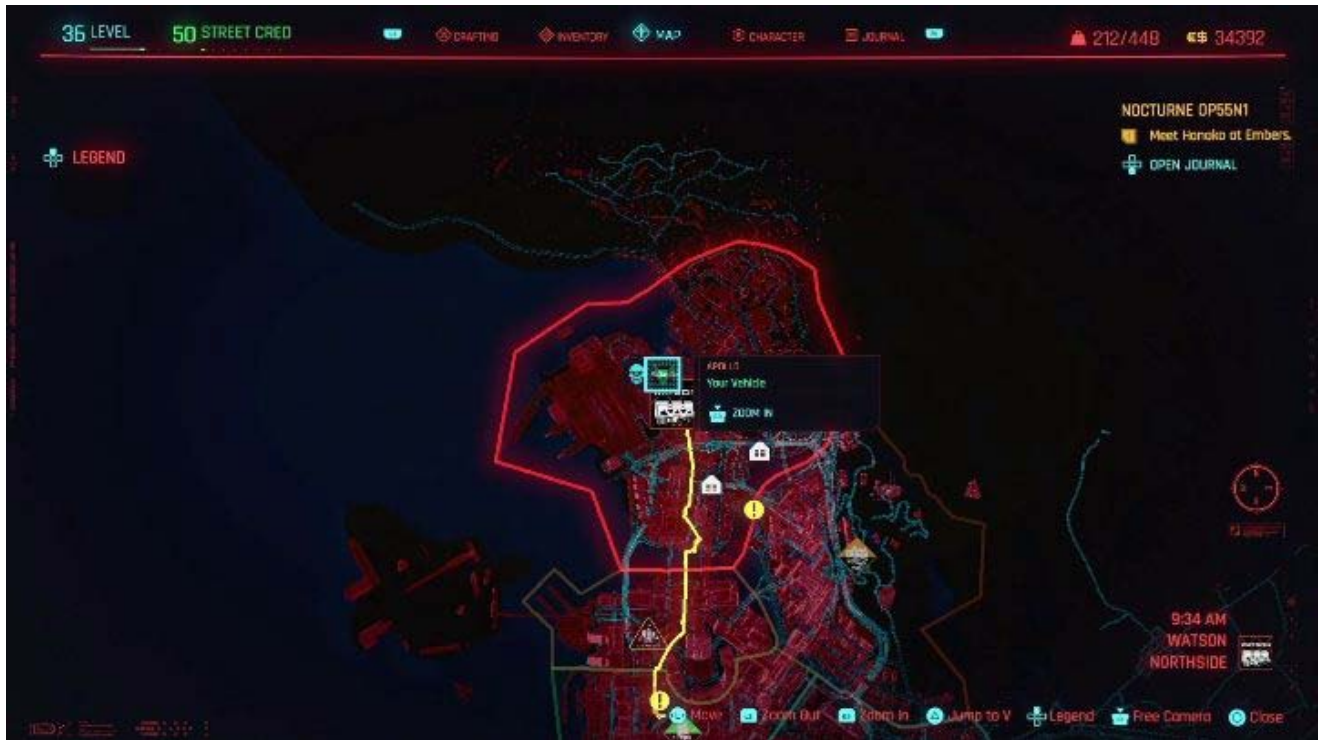
To unlock the option to craft the **Buzzsaw** weapon you have to complete an NCPD Scanner Hustle - Organised Crime.



During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the body of the enemy who was carrying the materials for crafting the piece of equipment.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

Psalm 11:6



Unlock method: completing the organized crime in which you obtain the Buzzsaw.

Location: western part of Northside.

In order to unlock the option to craft the **Psalm 11:6** weapon, you must complete the NCPD Scanner Hustle - Organized Crime.

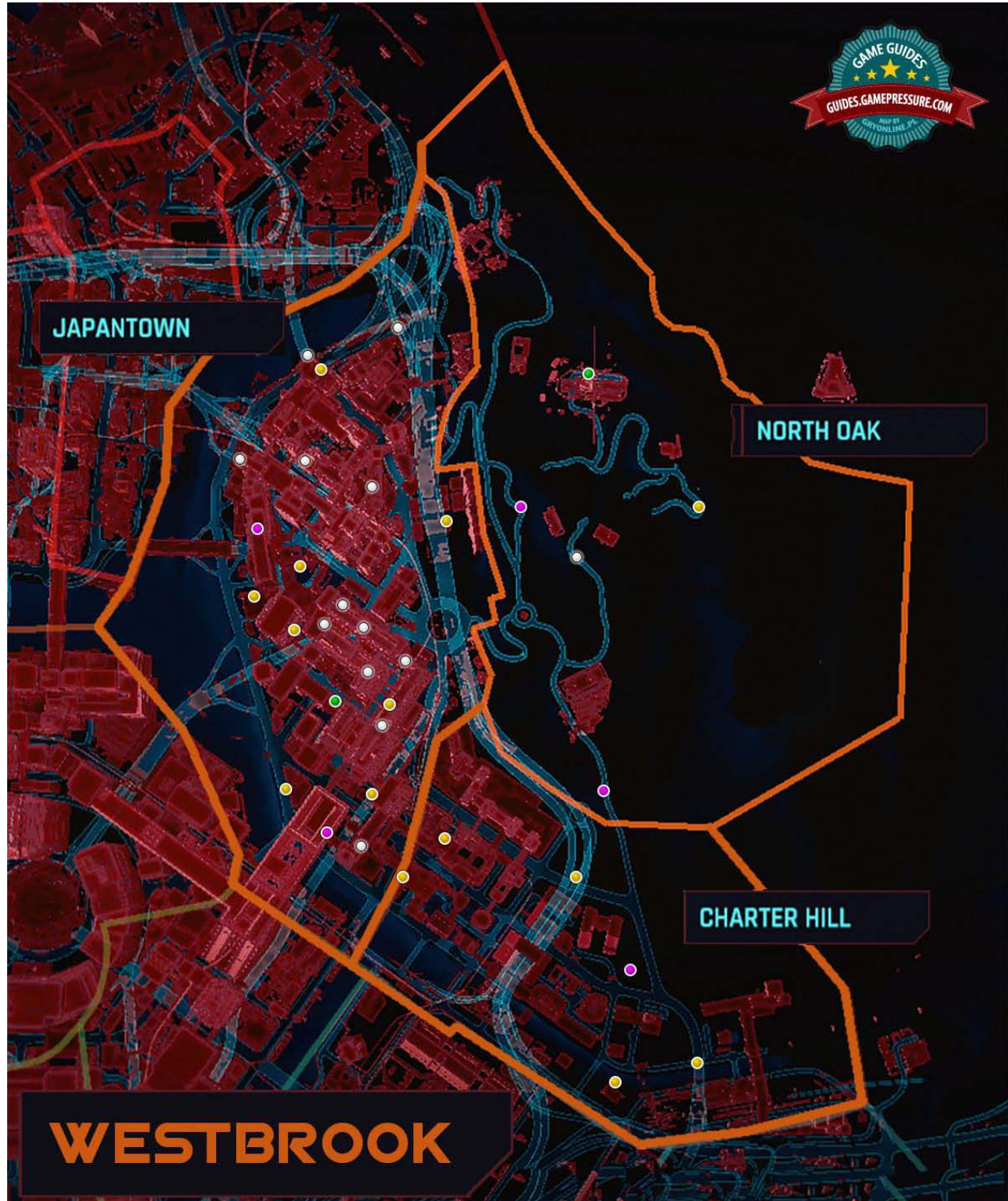


During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the body of the opponent who has mantis blades instead of arms.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

Westbrook

NCPD SCANNER HUSTLES



On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the Westbrook district in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the Westbrook district.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault



In the Westbrook district, you can carry out an assault in 14 locations. These activities are spread mainly in the western part of this location.

Special prizes

In Westbrook, you can earn 20 special prizes. These activities are mainly found in the western part of the location.

Organized crime



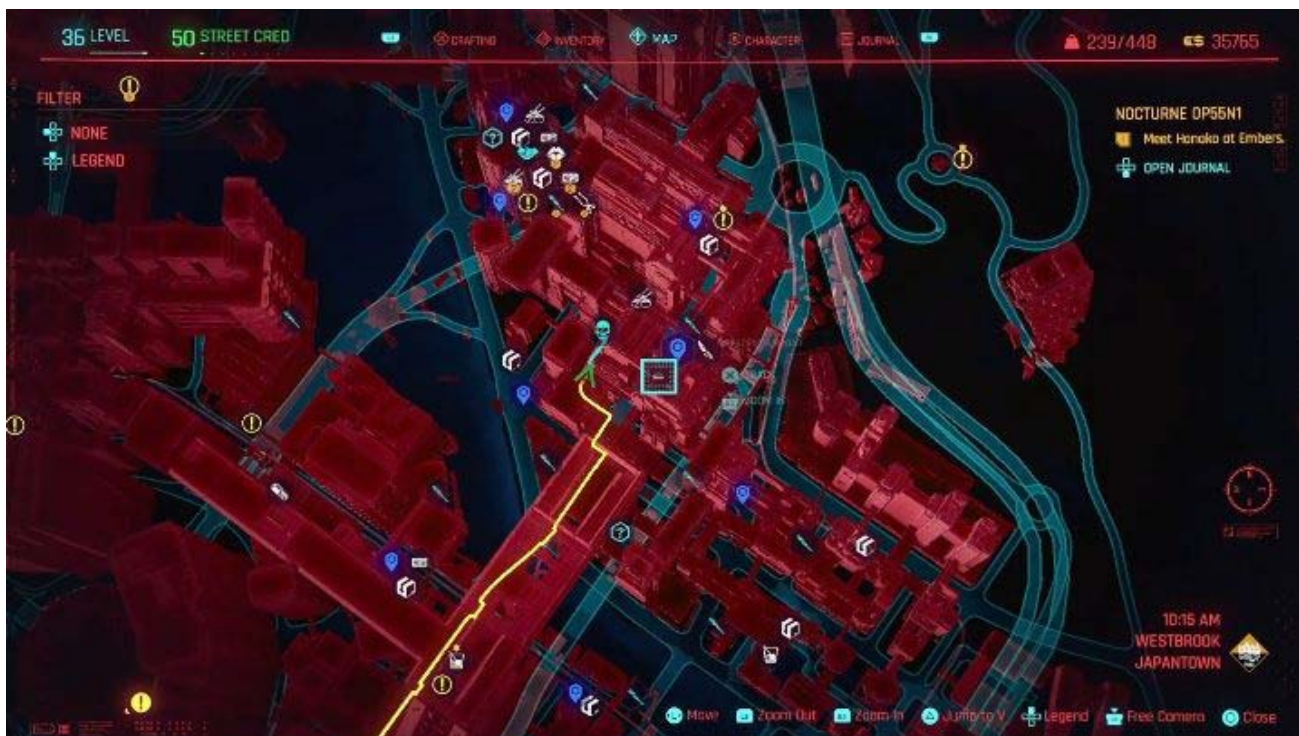
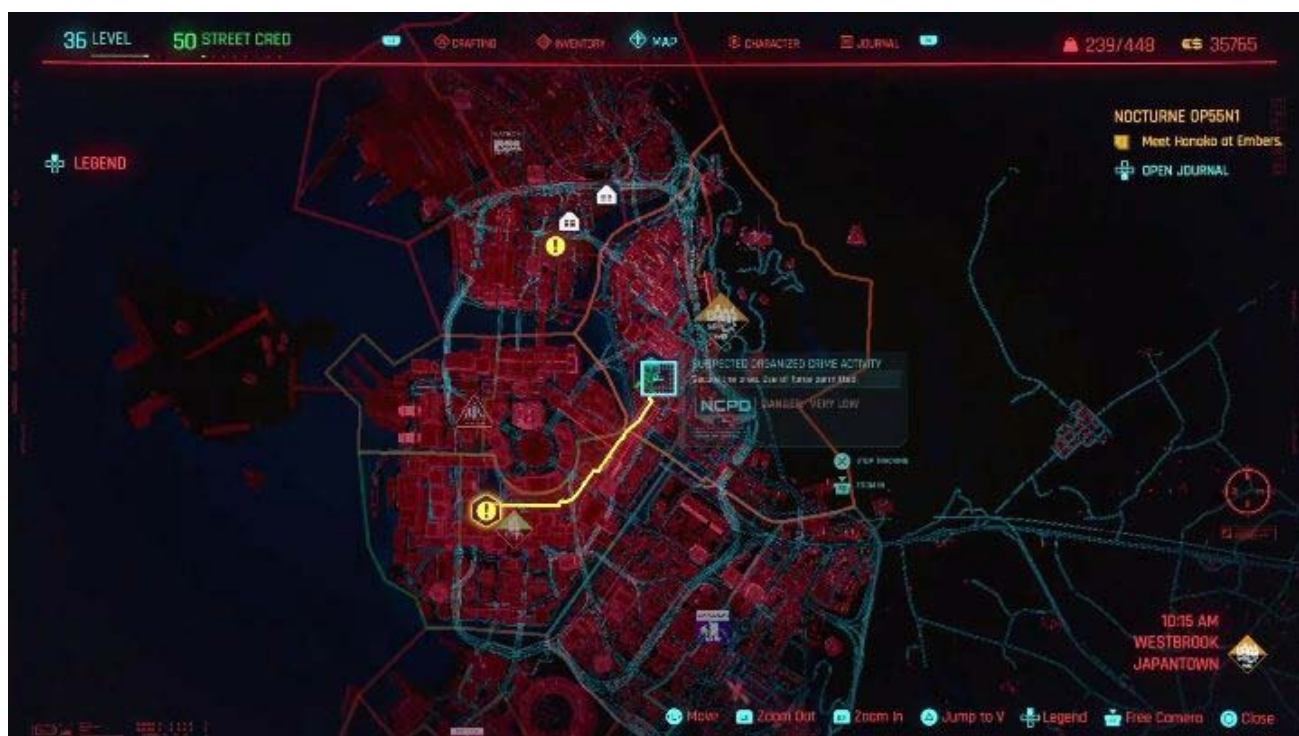
In Westbrook you will encounter 2 organized crime locations. You will find them in North Oak and Japantown sub-districts.

Reported Crime



You will come across 6 reported crime locations in the Westbrook district. They are scattered all over the area.

Sovereign



Unlock method: discovering the activity on the map.

Location: western part of Japantown.

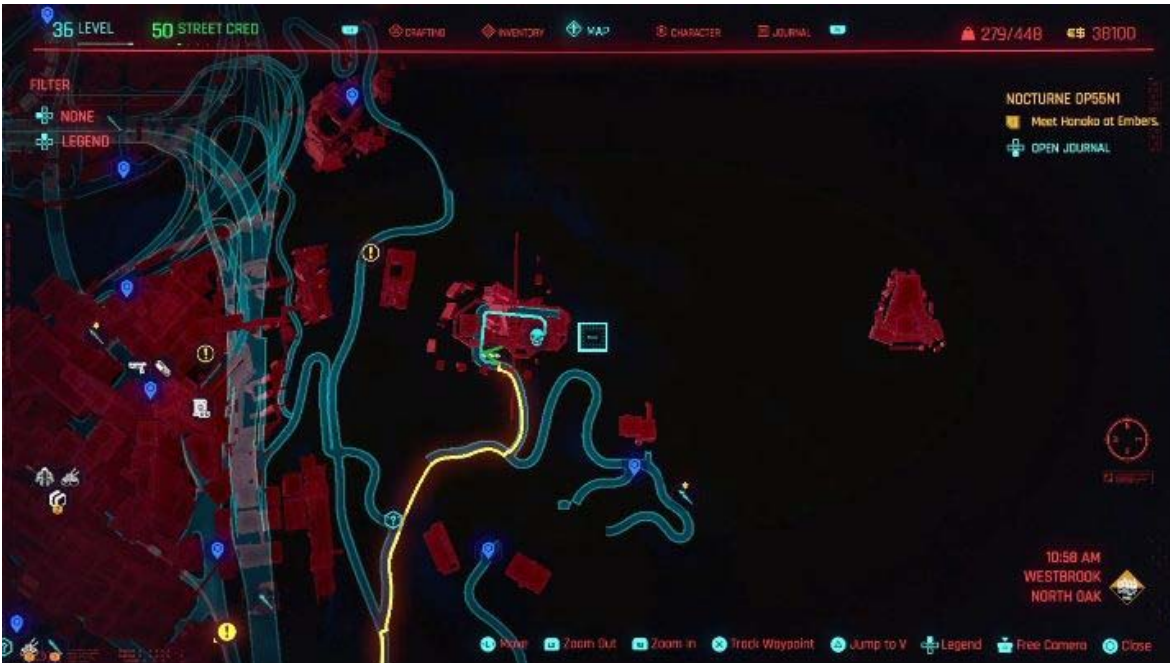
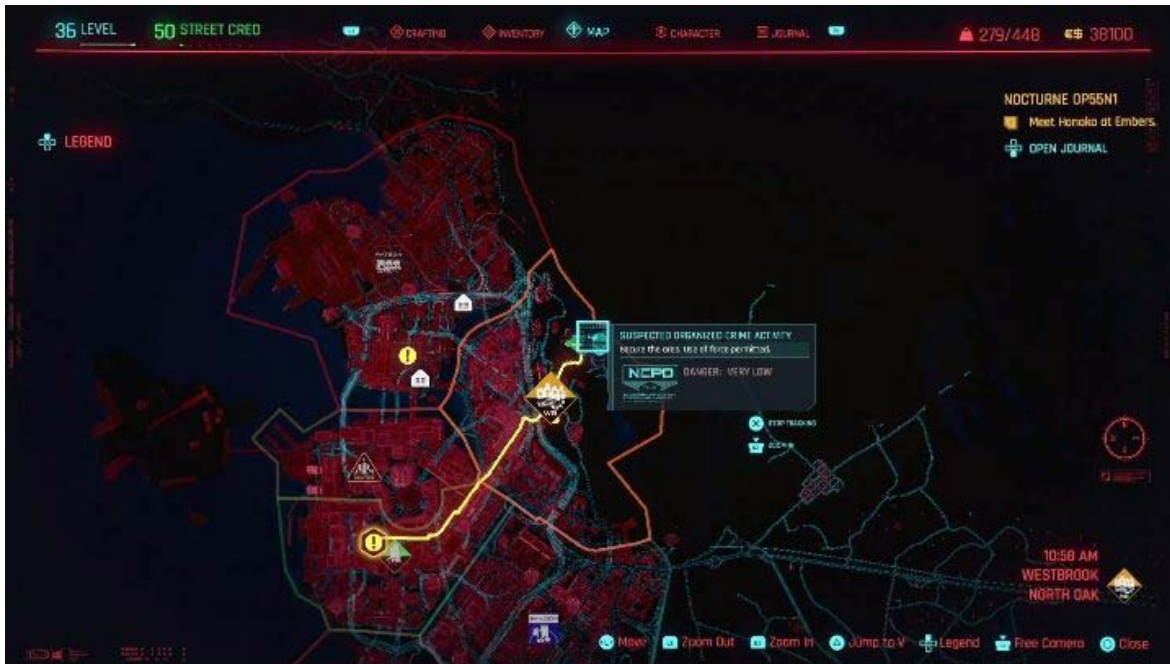
In order to unlock the option to craft the **Sovereign** weapon, you have to complete the NCPD Scanner Hustle - Organised Crime.



During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the body of the opponent lying in a niche between buildings.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

The Headsman



Unlock method: discovering the activity on the map.

Location: northern part of North Oak.

In order to unlock the option to craft the **The Headsman** weapon, you have to complete the NCPD Scanner Hustle - Organised Crime.

During the chronicle you can collect the blueprint allowing you to craft the weapon. You will find it on the body of the enemy who was carrying the materials for crafting the piece of equipment.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

Pacifica

NCPD SCANNER HUSTLES



On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the Pacifica district in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the Pacifica district.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault

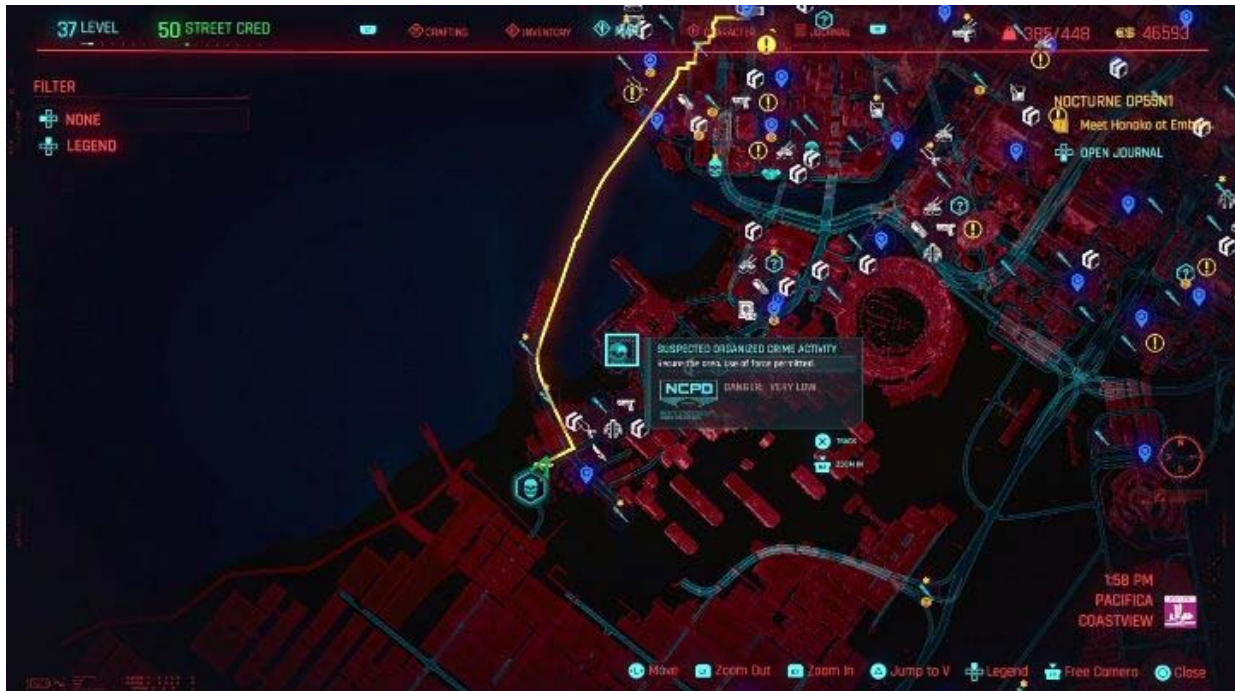


In the Pacifica district, you can carry out an assault in 7 locations. These activities are scattered throughout the district.

Special prizes

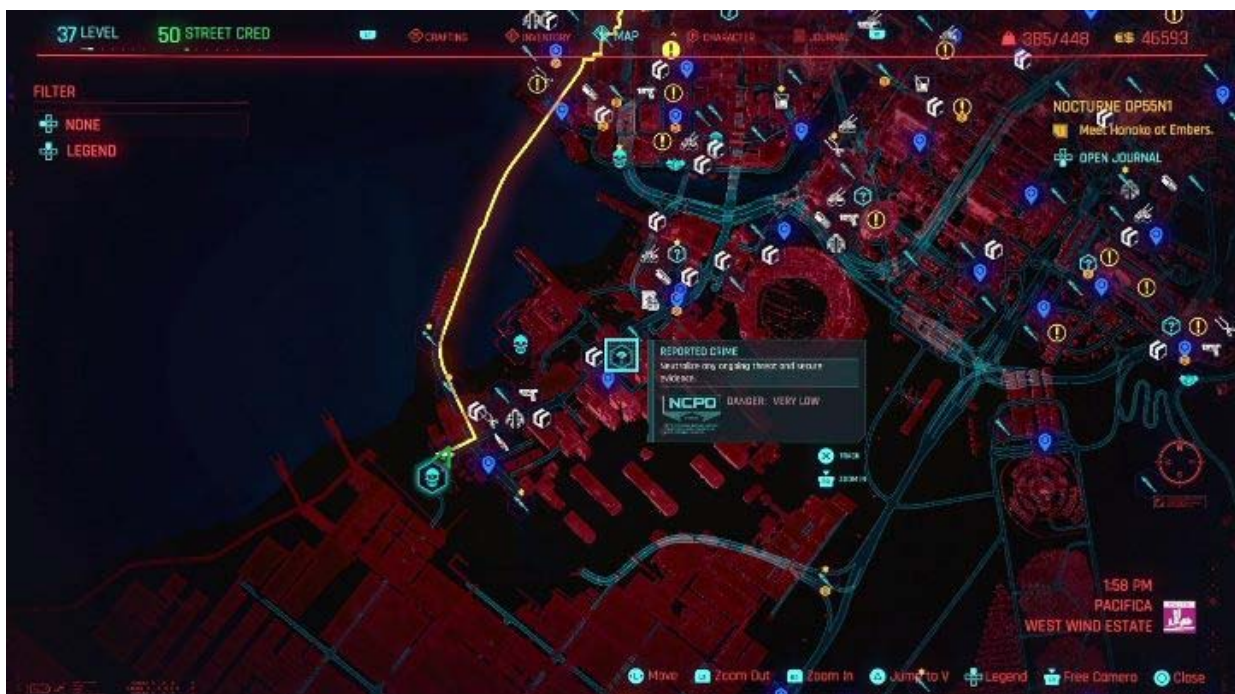
In the Pacifica district you can get 18 special prizes. These activities are mainly located in the eastern part of the location, in the coastal area.

Organized crime



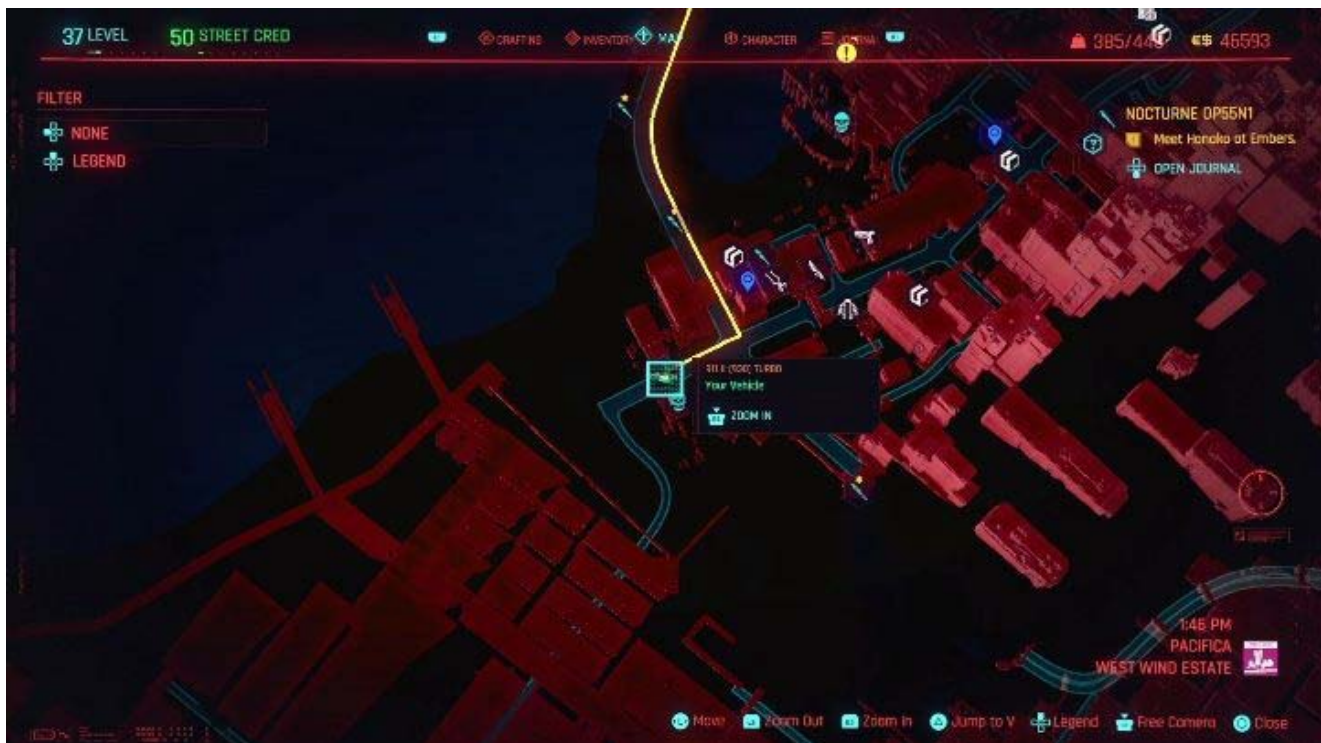
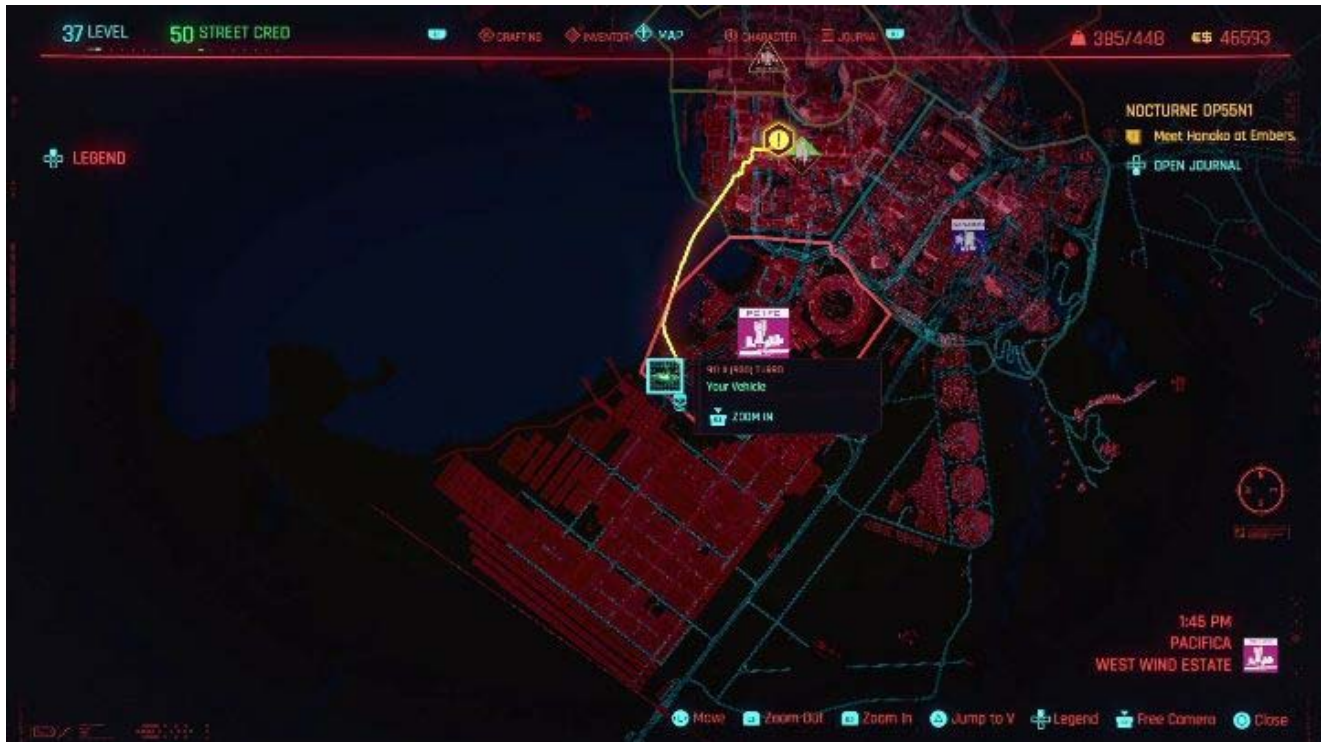
In the Pacifica district, you will encounter 2 organized crime areas. You will find them at the Coast View and West Wind Estate districts.

Reported Crime



You will come across 2 reported crime locations in the Pacifica district. Both are to be found in the Coast View district.

Moron Labe



Unlock method: discovering the activity on the map.

Location: southern part of West Wine Estate.

To unlock the option to craft the **Moron Labe** weapon, you need to complete the NCPD Scanner Hustle - Organised Crime.

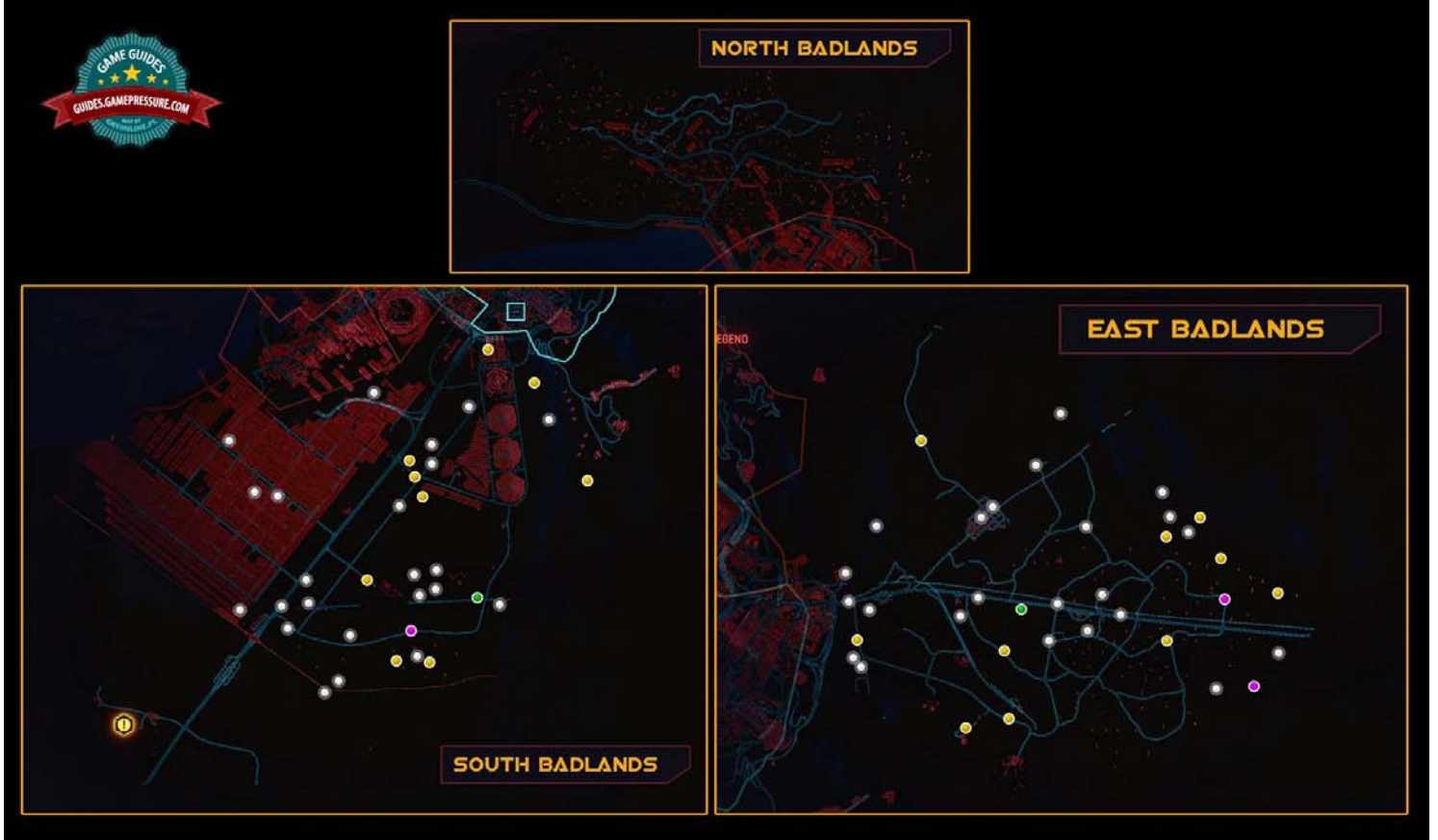


During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the body of the enemy wearing a black and yellow jacket.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting damage tree.

Badlands

Badlandy - NCPD SCANNER HUSTLES



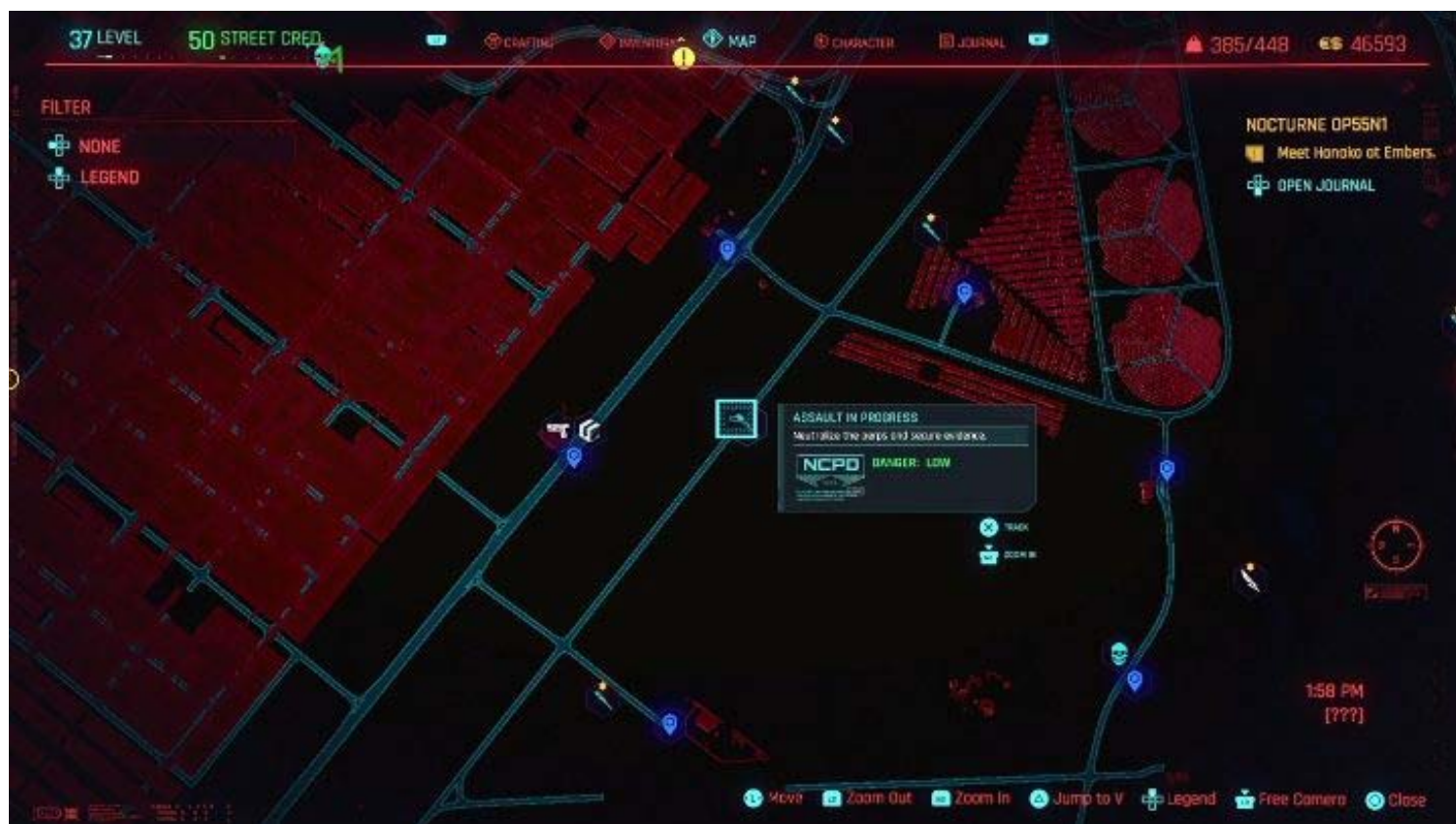
On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the Badlands in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the Badlands.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault



In the Badlands region, there are 21 locations where you can carry out an assault. These activities are scattered throughout the eastern and southern areas of the map.

Special prizes

In the Badlands you can get 26 special prizes. These activities are scattered throughout the eastern and southern areas of the map.

Organized crime



You'll run into 2 organized crime locations in the Badlands. You will find them at Jackson Plains and Rocky Ridge.

Reported Crime



You will come across 3 reported crime locations in the Badlands . You will find them in Rattlesnake Creek, Sierra Sonora and Rocky Ridge.

Thorton Colby CX410 Butte



Unlock method: discovering the activity on the map.

Location: eastern part of Badlands.

To unlock this car you need to go to near the **fast travel point of the Desert Film Set**. This area is located northeast of Rocky Ridge.



Thorton Colby CX410 Butte is parked at an abandoned movie set. There are a lot of vehicles in this location, but only this can be added to your collection.

Rayfield Caliburn



Unlock method: discovering the activity on the map.

Location: eastern part of Badlands.

To get this car you need to explore the mine from the Main Job **Ghost Town**, which is located east of the Charter Hill and Rancho Coronado districts. **You should only venture into the mine after completing the aforementioned main job.**



You will find the **car inside a blue container** in one of the mine tunnels.

If you want to find out more about free cars, please refer to the Free Vehicles Guide - List section of our guide.

Santo Domingo

NCPD Scanner Hustles



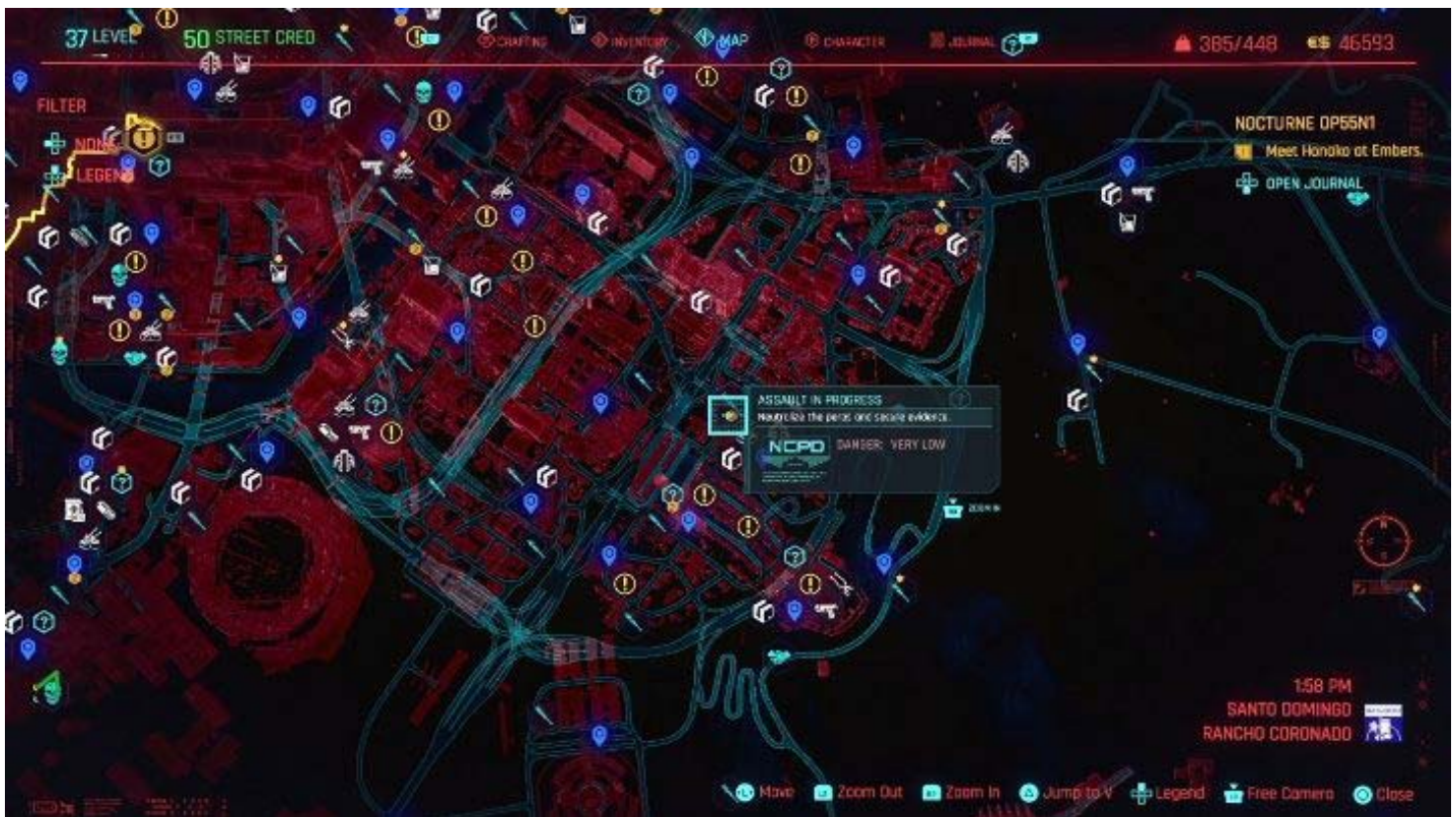
On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the Santo Domingo district in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the Santo Domingo district.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault



In the region of Santo Domingo, you can carry out an assault in 20 locations. These activities are scattered across the east and west areas of the map.

Special prizes

In Santo Domingo, you can get 21 special prizes. These activities are scattered throughout the entirety of this location.

Organized crime



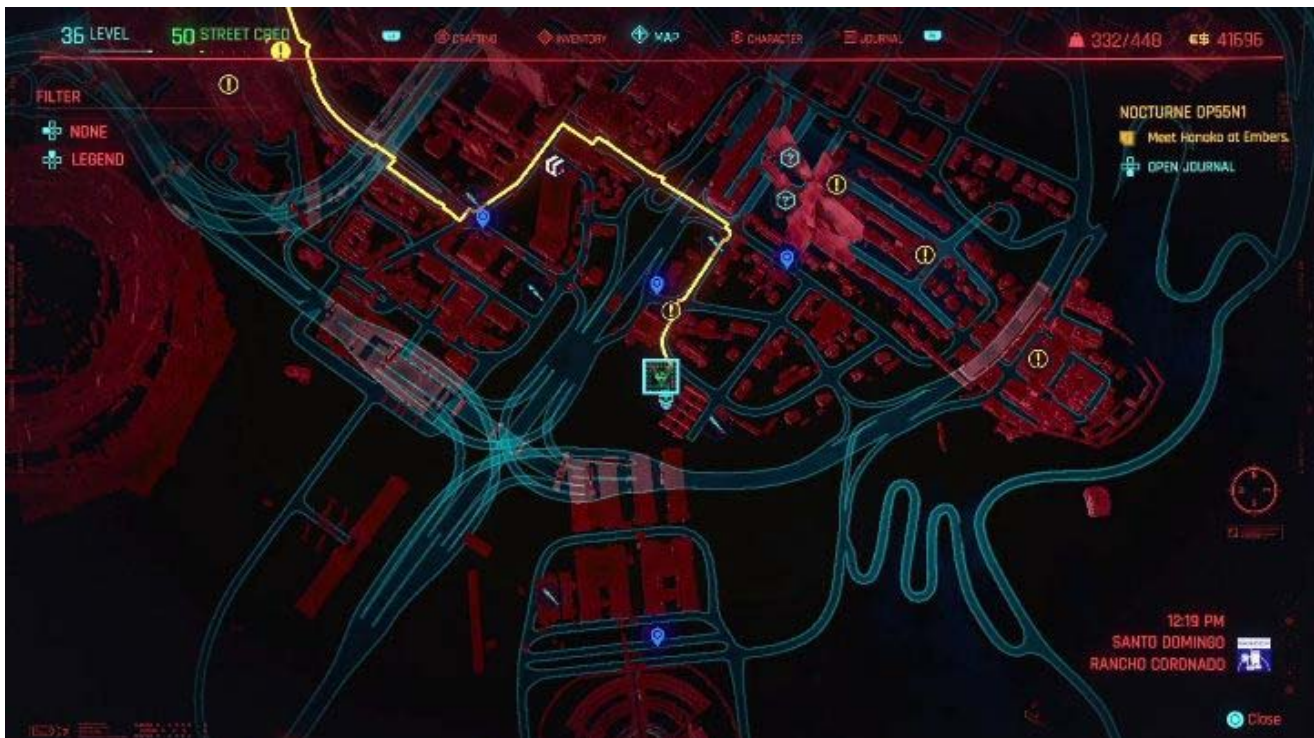
In Santo Domingo you will run into 3 organized crime locations. You will find them in Arroyo and Rancho Coronado sub-districts.

Reported Crime



You will come across 6 reported crime locations in the Santo Domingo district. You will find them in Arroyo and Rancho Coronado sub-districts.

Breakthrough



Unlock method: discovering the activity on the map.

Location: southern part of Rancho Coronado.

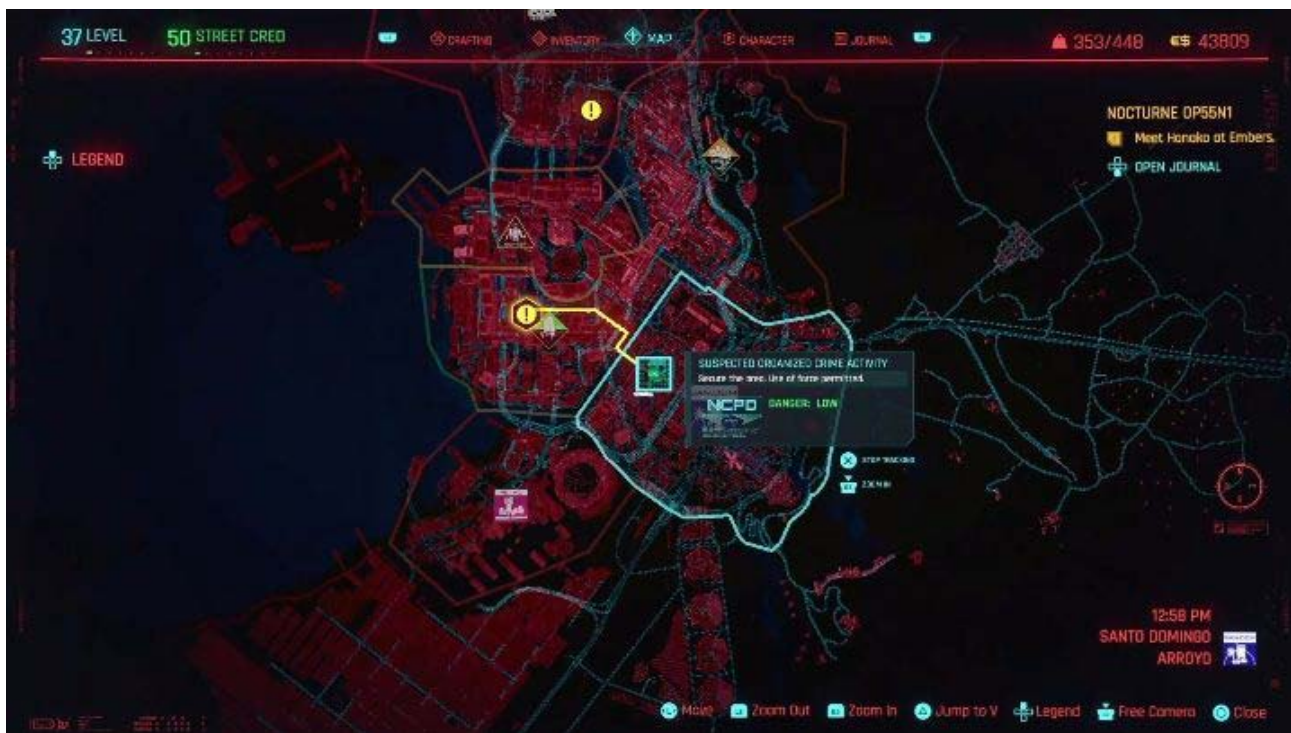
In order to unlock the option to craft the **Breakthrough** weapon, you must complete the NCPD Scanner Hustle - Organized Crime.



During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the body of the opponent wearing a denim suit, next to the entrance to the basement.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

Comrade's Hammer



Unlock method: discovering the activity on the map.

Location: eastern part of Arroyo.

In order to unlock the option to craft the **Comrade's Hammer** weapon, you have to complete the NCPD Scanner Hustle - Organized Crime.



During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the opponent who is outfitted in a camo vest.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

Heywood

Heywood - NCPD SCANNER HUSTLES



On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the Heywood district in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the Heywood district.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault



In the Heywood region, you can carry out an assault in 14 locations. These activities are scattered around the eastern part of the map.

Special prizes

In Heywood, you can get 25 special prizes. These activities are scattered throughout the entirety of this location.

Organized crime



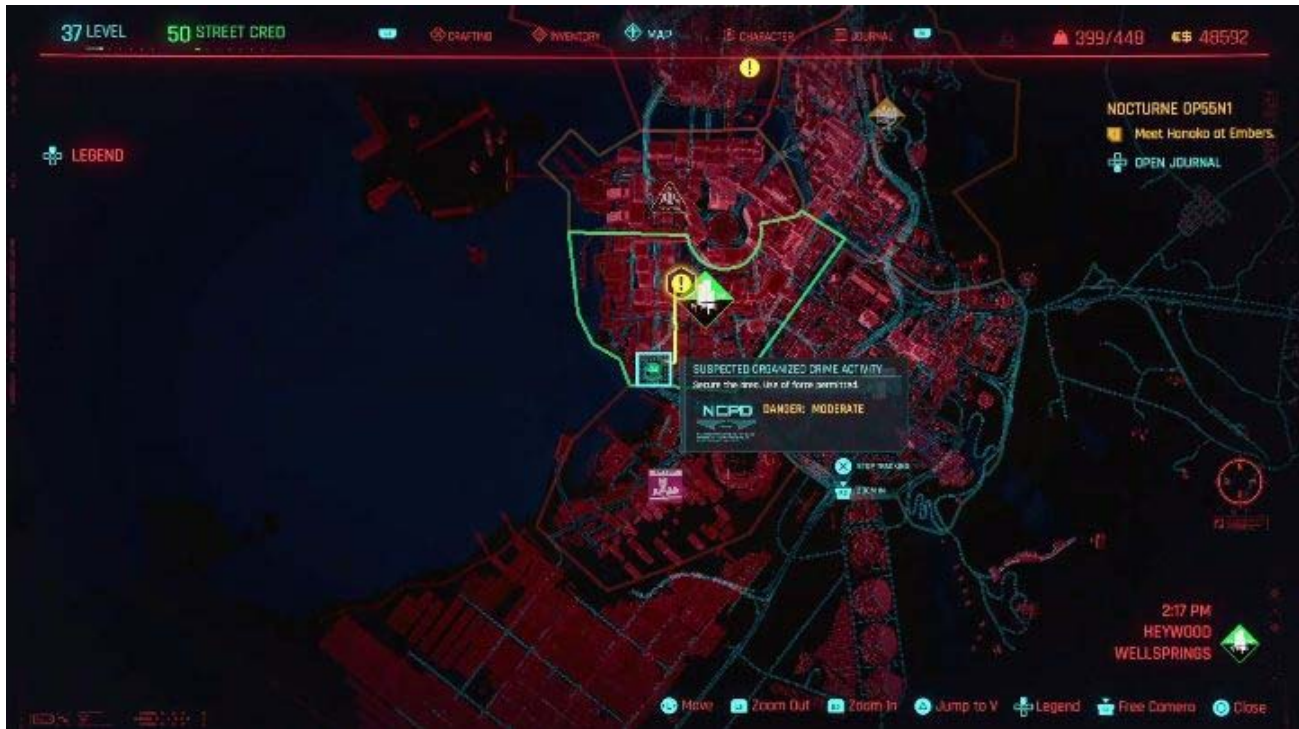
In Heywood you'll run into 3 organized crime locations. You will find them in Wellsprings, Glen and Vista del Rey.

Reported Crime



You will come across 1 reported crime location in Heywood. You will find it in the Glen sub-district.

Yinglong



Unlock method: discovering the activity on the map.

Location: southern part of Wellsprings.

In order to unlock the option to craft the **Yinglong** weapon you have to complete the NCPD Scanner Hustle - Organized Crime.

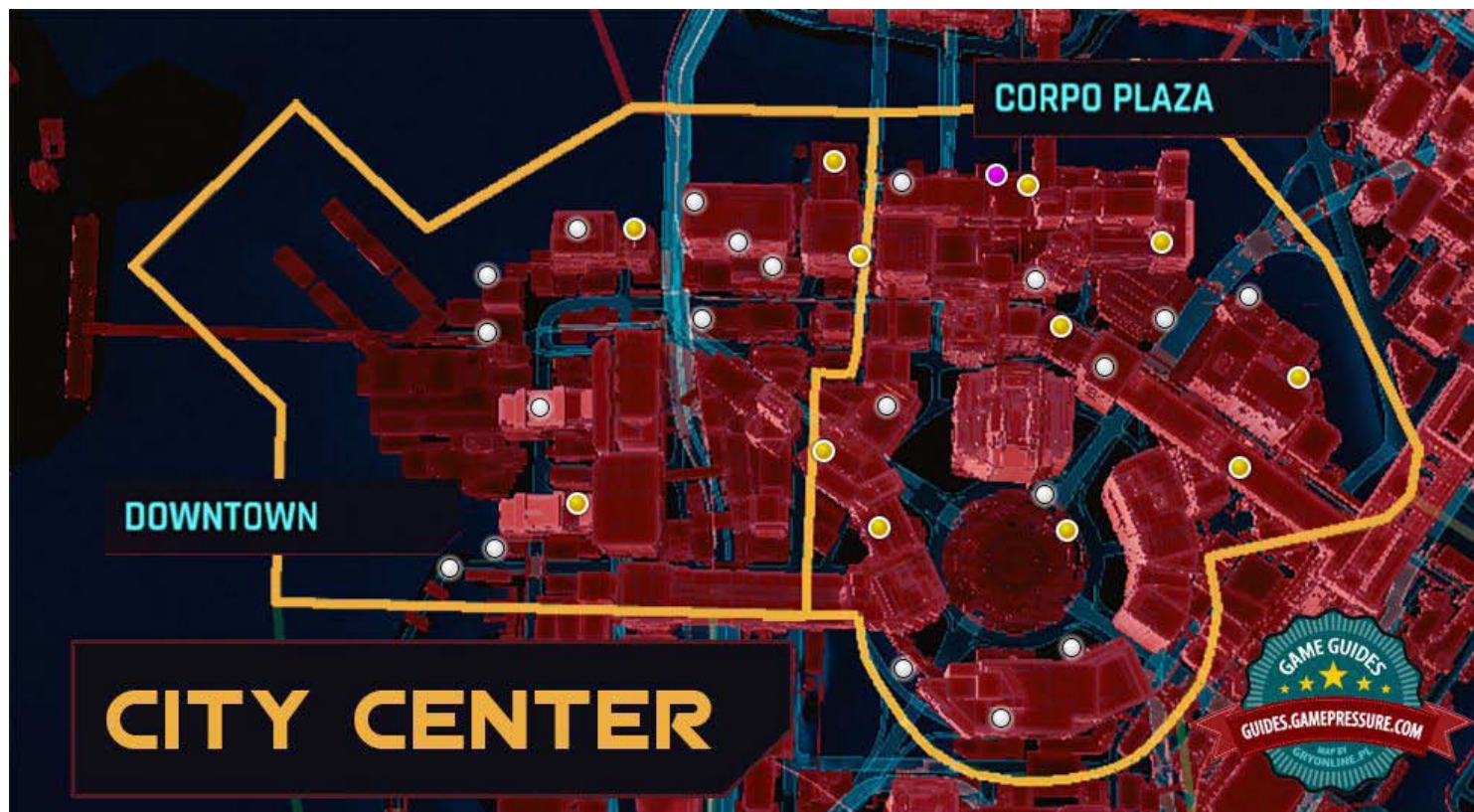


During the hustle you have to collect the blueprint allowing you to craft the weapon. You will find it on the body of an opponent wielding flamethrowers.

Remember that you can only craft the weapon if you have the Edgerunner Artisan perk in the crafting tree.

City Center

NCPD SCANNER HUSTLES



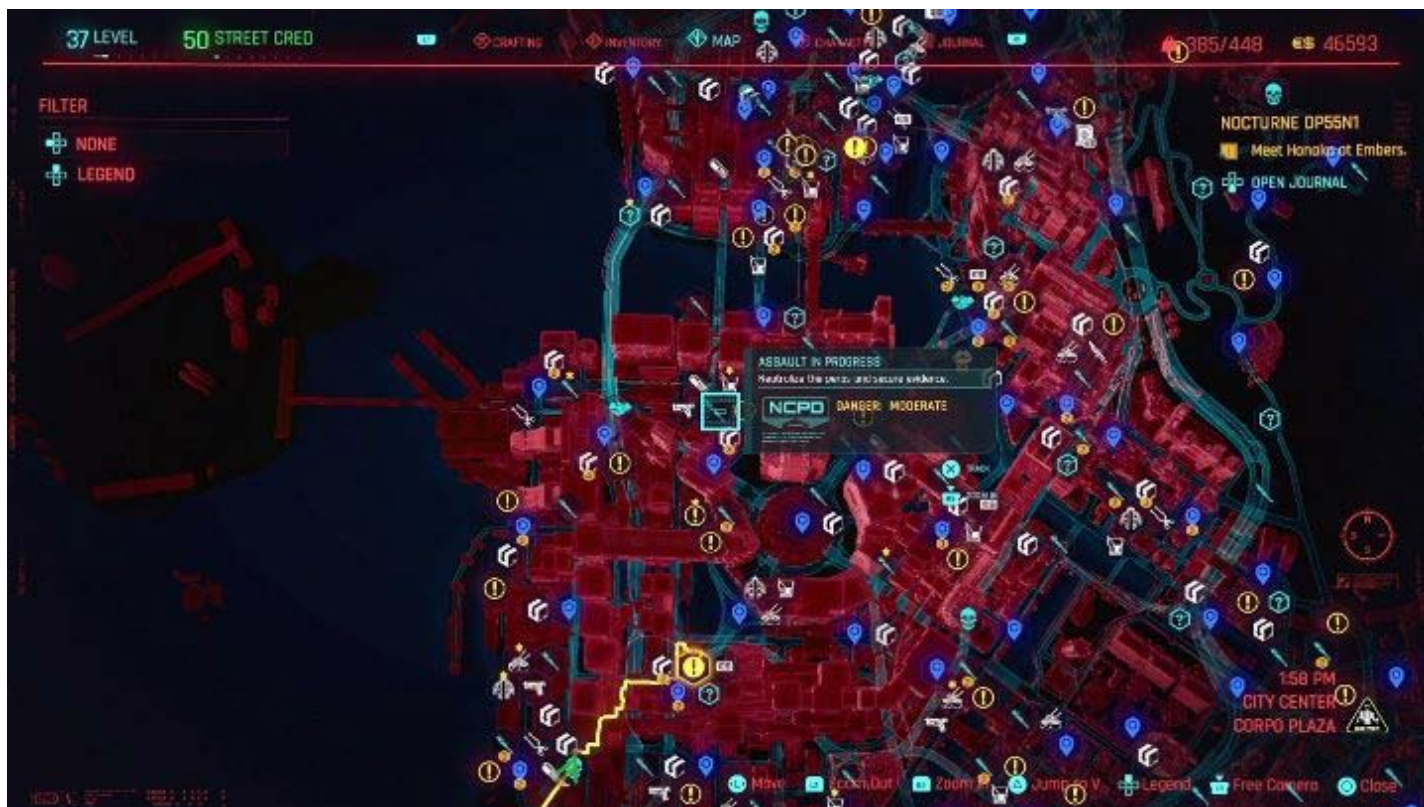
On this page of the guide you will find a list of all the NCPD Scanner Hustles that you can discover in the City Center district in Cyberpunk 2077. We have listed the number of tasks you need to complete in order to max out the City Center district.

Map legend

At the top of this page we posted a map that will make it easier for you to travel around Watson. We have marked all hustles available in this location. Remember that:

1. We marked the assaults in yellow;
2. Special decorations in white;
3. Organized crimes in green;
4. Reported crime in pink.

Assault



In the City Center district, you can carry out an assault in 12 locations. These activities are scattered on the northern and southern part of the map.

Special prizes

In the City Center district, you can get 19 special prizes. These activities are scattered throughout the entirety of this location.

Organized crime

There is no organized crime locations in the City Center.

Reported Crime



You will come across 1 reported crime location in the City Center district. You will find it in the Downtown sub-district.

The universe of Cyberpunk 2077

Introduction to the universe

If Cyberpunk 2077 is your first encounter with this universe: This section contains a batch of useful data which will help you understand and immerse yourself in the world of the game.

Basic rules

If this is your first time with the universe, remember these three basic rules: "Style over Substance", "Attitude is Everything", "Live on the Edge" You'll utilize these three rules while playing and making choices.

Events that have shaped the world:



"The future is fucking bleak" for a reason. Let's look at the events that influenced the current shape of the world.

1. 1990 - the beginning of the fall of Central America and the Soviet Union's rapprochement with Western Europe;
2. 1992 - the European Economic Community is created, introducing a common currency in form of eurodollar;
3. 1992 - Drug Enforcement Administration create artificial plant diseases destroying coca and opium plantations;
4. 1993 - In New York, Colombian drug cartels detonate a tactical nuke that kills 15,000 people;
5. 1994 - economic crisis - gang numbers increase;
6. 2000 - gang/corporation wars and war in Central America;
7. 2013 - NetWatch (internet police) is created,
8. 2015 - first cybermercenary organization is being created.

Location



The game takes place in a fictional city called **Night City**. It is a metropolis located between Los Angeles and San Francisco, California.

The city is divided into 6 districts: City Center, Watson, Westbrook, Heywood, Pacifica and Santo Domingo.

Corporations

The world of cyberpunk is controlled by numerous corporations that greatly affect the world, people and every area of life. Their list can be found in a separate section of the guide.

Character Classes

In the world of Cyberpunk corporations are a part of everyday life, they affect not only the business but also the politics and life of every citizen. Each Corporation affects the world of Cyberpunk 2077, so they often compete with each other and engage in fierce wars. Everyone wants to earn as much as possible or perform as many services as possible. Most of them operate above the law, so it is hard to prove any crimes.

Media

Mediacorps is a media corporation that has thousands of broadcasters. They deliver a lot of information and entertainment. This enables them to influence the recipients and mess with their heads.

A lot of people think that they're connected to the government.

Agricorps

Agricorps has its origins on small family farms that have evolved over time into huge food companies that deliver food around the world. They are responsible for delivering plants and meat for the citizens.

Manufacturing

These corporations are responsible for manufacturing various products, ranging from deadly weapons, up to toys. The people are dependent on them to receive various goods.

Computing

The most profitable corporations in Cyberpunk specialize in computers and cutting-edge technologies. Thanks to them, the world can develop and get immersed in new information.

Science

Another profitable department. Science is a broad term, as each corporation engages in it, as it affects all aspects of life.

Armed Forces

In a dangerous world full of crime, information, and strange technologies, the army is always watching. It has to keep an eye on changes taking place in the society.

Armed forces include both private and state armies.

Corporations

In Cyberpunk 2077, you will encounter a variety of different characters. It is a world full of diversity, change, and interesting improvements. You shouldn't be surprised if you'll encounter people of different skin colors, having diverse styles, manifested through clothes, earrings, tattoos, and implants. This world is so diverse that sometimes it is difficult to understand it. On the next page of the guide, you'll find a brief description of these obvious and less obvious character classes available in the world. You will also find out **if Cyberpunk 2077 offers an option to change the main character's class.**

Main classes in Cyberpunk 2077



In Cyberpunk 2077 you cannot select the main character's class. The system of classes / archetypes known from the paper RPG isn't in the game. This is because **the authors wanted to offer a flexible class system**, one in which the player can adjust the style of play based on their own preferences.

In *Cyberpunk 2077* it is possible to create e.g. a character specialized in fighting, hacking or stealth. It is also possible to create the so called hybrid-characters, which combine various features of classes known from the textbook version of Cyberpunk.

The development of the main character is done through:

1. Distributing points between 5 main attributes.
2. Developing skills related to particular attributes.
3. Distribution of perks points between perks available on each skill tree.
4. Equipping your character with ever better weapons, pieces of armor and implants.

We have described this process in more detail on the page [Character development in a nutshell](#)



In **Cyberpunk 2077** you also chose the character's origin i.e. the main character's past. V - the central character of the game - could have been a nomad, streetkid, or corporate in the past.

A separate prologue has been prepared for each of the origins, and during the actual game, unique dialogue and options may appear. **However, the choice of origin should not be treated as a choice of class.** This decision does not affect the main character's statistics in any way.

For more information on the origins and the importance of this choice, see [Character origin - does it matter?](#) page.

Classes / archetypes of characters in the Cyberpunk universe

Below you will find information about the classes in the Cyberpunk universe present in the Cyberpunk 2020 RPG textbooks.

Basic division

1. Rockman is a music lover who, with his rhythm, evokes a desire to fight the system;
2. Cop – obeys the law and attempts to fight crime which reappears daily in Night City.

Solo



1. born warrior;
2. army member;
3. likes to take risks;
4. willing to give his life for his ideals;
5. has a knack for finding trouble;
6. trained, athletic;
7. born leader.

Businessman



1. ambitious;
2. vehement;
3. hated by both rich and poor;
4. living at a very fast pace;
5. constantly developing;
6. aggressive;
7. without friends.

Fixer



1. believes in the mind, not mindless strength;
2. has contacts;
3. collection and information retrieval whizz

Nomad



1. free;
2. doesn't pay attention to rules;
3. nomadic lifestyle;
4. no perspectives;
5. ready to cooperate with other people who are on his level.

Netrunner

1. connected to cyberspace;
2. a great source of information;
3. smart;
4. in good relations with Fixers.

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