

CYBERPUNK
2077

Quest Design Cyberpunk 2077

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Wayfaring Stranger

- ❖ Give another vision of the no-implant community.
- ❖ Give to V another vision of his upcoming death.
- ❖ Explore old fashioned memories.
- ❖ Create a quest with a low brain load.

This document is not a narrative design work and is not intended to demonstrate my writing skills. Its only objective is to describe the scene as a film script does. Its role is to guide the writers as best as it can, while letting them express themselves.



Wayfaring Stranger

V meets Jessie a young girl that loves country music. Throughout a discussion with her, he understands her tragic fate and decides to help her fulfill her dreams. With the help of Johnny and his contact, Jessie will be able to play in front of a public as she wished. After her concert, her condition is deteriorating. V must choose between letting her pass away peacefully or trying to save her while it's still possible.

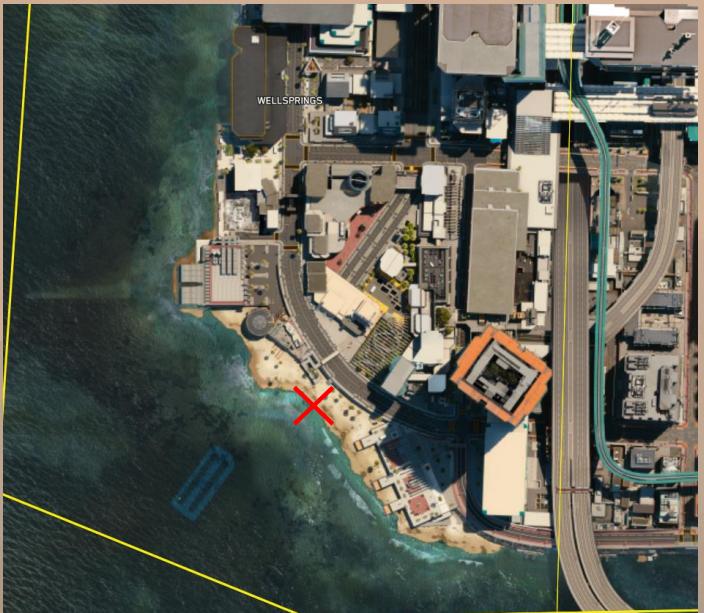
Dialogues

Exploration

Playstyles

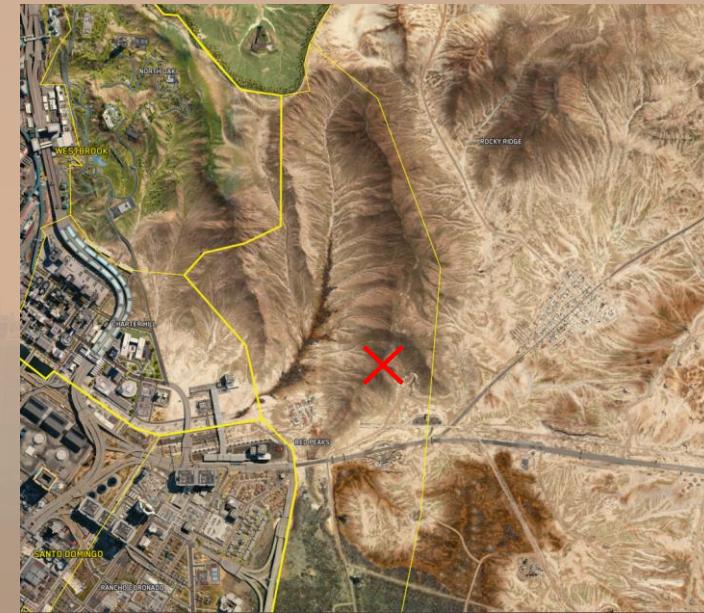


Quest details - Location



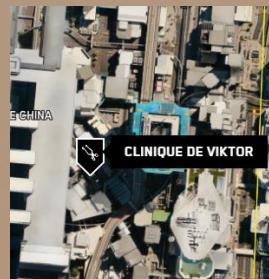
After the prologue, the players can meet Jessie on the beach of Wellspring. She is just singing alone. The players can go interact with her.

Daniel's bar didn't have an existing emplacement in the game, but for the interest of the quest, I wish to place this bar in Watson District.



According to the player's choice, there are two final destinations :

- The top of a hill in the Red Peaks to see the night city's sunset
- Or Viktor's clinic to attempt to save Jessie



New characters

Jessie

Jessie is a young girl coming from another part of America. She is optimistic and radiant but also realistic. She loves music, especially Country music. She lived in a family of old school nomads. For the past months, Jessie was diagnosed with a brain tumorous and is already feeling some after-effects. She decides to fulfill her dreams before dying and leaves her family to follow her own path.

Her family understands her will, so they said their farewells to each other even if deep inside her, she is quite disappointed that her family did not follow her. Jessie hopes to see them again. She can only look after herself now.

Character inspirations:

- Kaori (Shigastu wa kimi no uso)
- Rose-Lynn (Wild rose)
- Annabel (Restless)

Daniel

He is an old acquaintance of Johnny. Daniel is a bar owner in Night city. His bar is known to be old school where people can rediscover old relics from before the 2000's. It is a bit of a hidden bar but well known to a lot of people. At the time of Samurai, the band used to perform at his bar several times. Daniel and all the samurai members started to be friendly to each other. One night, Henry came with his sister Nicole. Daniel slept with her the same night. He was really scared about the situation: will she tell her brother? how will he react? Johnny covered up for Daniel in exchange for future favours. Henry never knew.

Character inspirations:

- Budd (Kill Bill 2)
- Tony Vallelonga (Green Book)

Meet Jessie

At the end of the day, just after 8pm until 5am

An unknown character is singing alone on the beach. She is singing country music and In between some words, she is drinking alcohol.

The players can interact with her, just by approaching her at X distance.

She stops singing.

- (In a kind way) She asks V what he/she wants.
- V replies that it's just curiosity. She looks young, is she ok?
- She answers vaguely positively.
- V presents him/herself, ask her name and why is she here?
- She tells him/her that her name is Jessie and ask him/her to sit.

The players have the choice to interact with her and sit down on the sand

Color rules

Quest's description

Moment of gameplay

Dialogues - feeling

The parts of the dialogue, highlighted in pink, are using a pattern to answer Jessie's questions or assertions.

These parts can be answered in 3 differents ways :

- Answer kindly with compassion
- Patronize her.
- Bored

It changes the mood of the conversation but not the result.

Discover her dreams

The players sit down with Jessie and the dialogue continues.

- (optimistic) She explains to V that she has a bucket list to do before dying and this deadline coming faster than expected. One of these, it is to drink Rum on the Beach of Night City.
- (Comprehensive) V tells her that he/she understands the situation.
- (Curious) She doubts that.
 - V asks her to tell more about her bucket list
 - She tells him/her how and when she created it
- (Lazy) V explains to her that it is a long story. He/she explains the johnny situation without entering into details just what she needs to know.
- She asks him/her if he/she wants to do something before dying.
- V answers to her but also to him/herself that he/she did not think about it.

She starts singing again.

Discover her dreams

The players can continue the conversation when they want. Like that, they can listen to her before interrupting her again.

- (cautious) V asks her why she is dying.
 - V asks why Night City.
- She answers shortly: Brain tumour.
- V tells her that in 2077 there is no disease that do not have a solution.
- (determined) She explains that nowadays the system deals with it by implants. All her family are against implant, especially her. She like to be gearless. She defines herself as an old soul trapped in the wrong decade.

She stops the conversation and proposes to V to enjoy the Rum.

The players have the chose to drink with her or not.

- (Bubbly) She tells V that it can be cool if he/she can help her achieve this bucket list.

Discover her dreams

V can answer in different ways, positive or negative.

If positive the discussion continues. That can be positive but with benefits.

If negative, she will insist.

If the players continue with the negative, the mission is over (failed)

- She explains to V that one of her biggest dreams is to sing in front of a public.
- (Sarcastic) V expresses the fact that she seems to like incredibly old fashion music.
- (Joyful) She affirms that she like country music. Family tradition.
- Johnny thinks that she knows someone that can help.
 - V repeats the Johnny's thoughts to Jessie.
 - V asks where is her family.
- (excited) She do not believe V and hopes that he/she is not messing with her.

Johnny shows you the location. The players must go there to continue the mission.







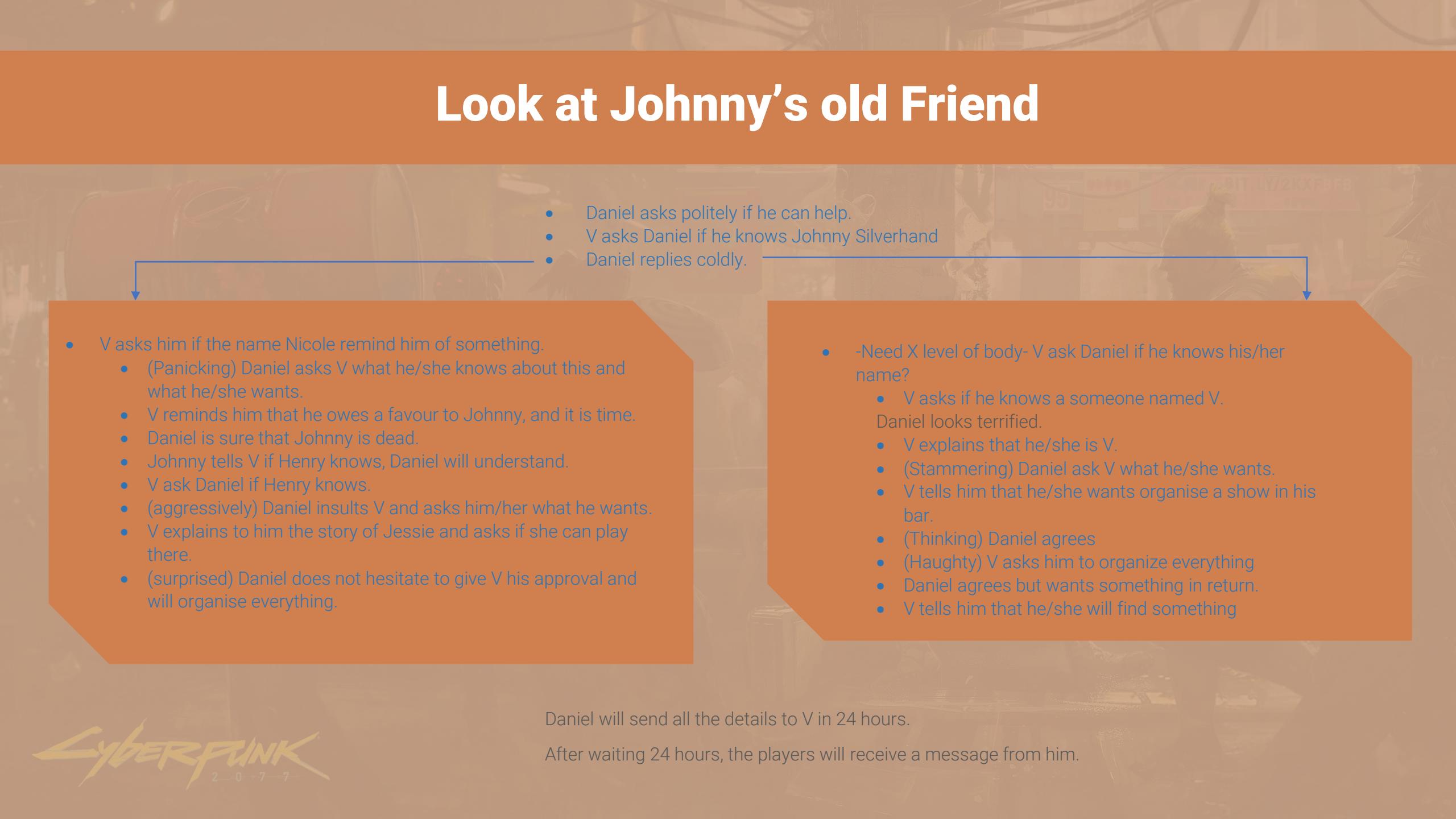
Look at Johnny's old friend

Before arriving to the location, Johnny explains the situation to V. Daniel is a bar owner, where Samurai played some times. Johnny helped him with a difficult situation and now, owes him a favour to Johnny since.

The bar is an old school type bar that likes rediscovering old relics from before the 2000's. It's quite a temporal bubble in the middle of Night City.

Arrived at the location, the players enter the bar and go talk to the barman. It is Daniel.

Look at Johnny's old Friend

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- V asks him if the name Nicole remind him of something.
 - (Panicking) Daniel asks V what he/she knows about this and what he/she wants.
 - V reminds him that he owes a favour to Johnny, and it is time.
 - Daniel is sure that Johnny is dead.
 - Johnny tells V if Henry knows, Daniel will understand.
 - V ask Daniel if Henry knows.
 - (aggressively) Daniel insults V and asks him/her what he wants.
 - V explains to him the story of Jessie and asks if she can play there.
 - (surprised) Daniel does not hesitate to give V his approval and will organise everything.
 - Daniel asks politely if he can help.
 - V asks Daniel if he knows Johnny Silverhand
 - Daniel replies coldly.
 - -Need X level of body- V ask Daniel if he knows his/her name?
 - V asks if he knows a someone named V. Daniel looks terrified.
 - V explains that he/she is V.
 - (Stammering) Daniel ask V what he/she wants.
 - V tells him that he/she wants organise a show in his bar.
 - (Thinking) Daniel agrees
 - (Haughty) V asks him to organize everything
 - Daniel agrees but wants something in return.
 - V tells him that he/she will find something

Daniel will send all the details to V in 24 hours.

After waiting 24 hours, the players will receive a message from him.



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To the location

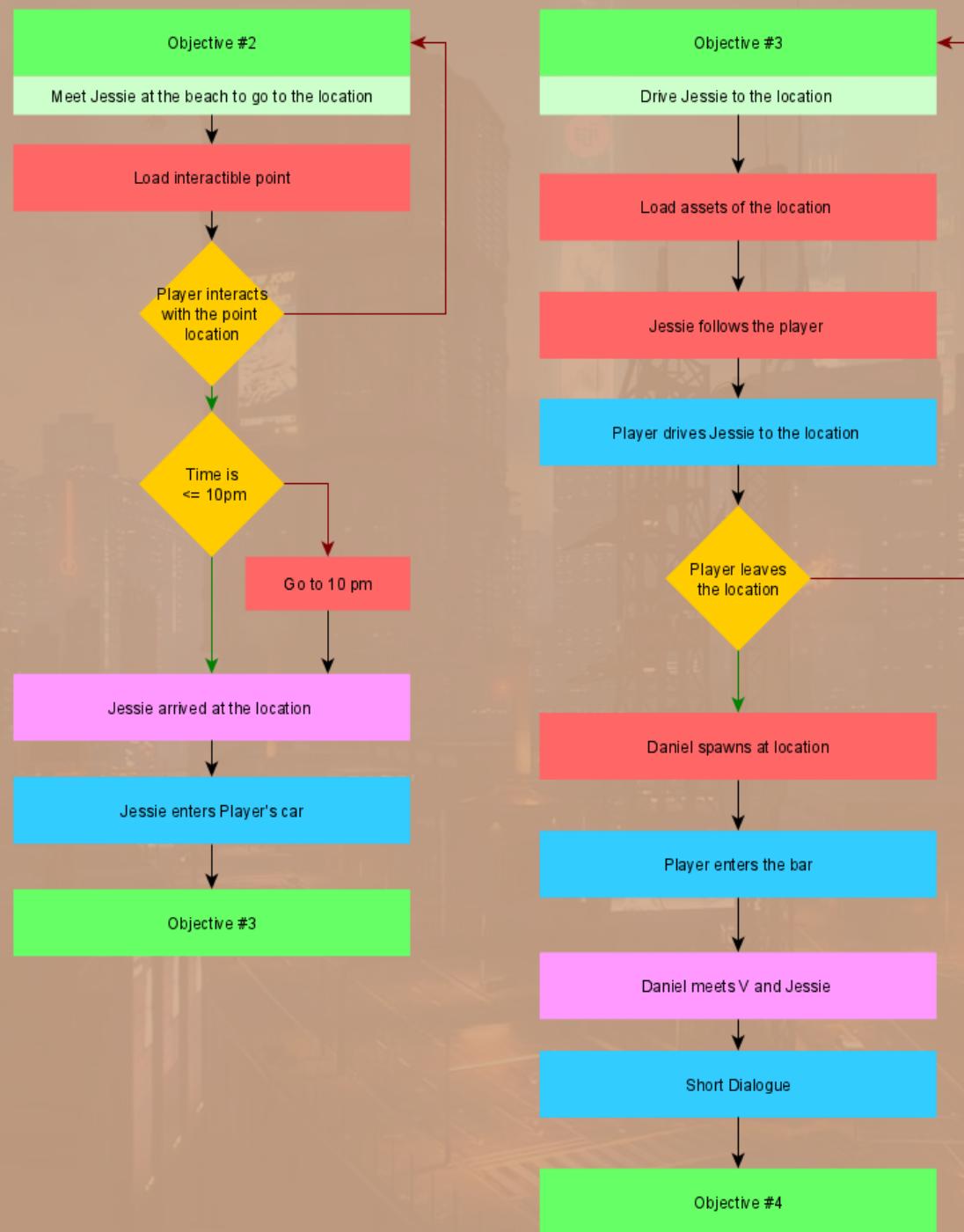
When the players receive the message from Daniel, they must call back Jessie to tell her that there is a surprise.

She gives her location. The players must go and get her.

Once she is in the car, the players must go to the Daniel's bar.

Arrived at the location, V and Jessie enter the old bar.

- (Daniel seems busy and stressed). V greets him with a nod of his head. He tells them that they are up in 10 minutes.



Preparation of the concert

The players must go backstage with Jessie. The goal of V is to make her comfortable.

Arrived backstage, V ask Jessie if she has everything she needs. Unfortunately, she needs an acoustic guitar to perform correctly.

The players need to find the storage room. Once done, they must grab a guitar and comeback to Jessie.

When they did, she disappeared.

The players need to find where Jessie is. There are some clues around them that can guide the player to Jessie's location.

- Spilled cup of water

The player analyses this element.

Description: some water spread on the ground.

- Johnny expresses the fact that he starts to understand what is going on



Preparation of the concert

- Fresh footprints made with the spilled water.

The player analyses this element.

Description: someone ran in this direction.

There is not enough clues to determine precisely but Johnny understand the situation.

- Johnny tells V to look in the toilets. She is probably there.

The players can find Jessie in the toilet, but the door is closed.

- Jessie says that she is scared.

- (encouraging) V says to her to not worry, she's got this.
- (judgemental) V says that it is time to go! nothing much to be afraid of.
- -Need X level of cool- Johnny blows to V to repeat after him. Via V, Johnny tells Jessie that it is normal to have stress, it is not by being scared that you are going to accomplish things, control your breath, stop thinking, just enjoy.

Jessie stands up really scared. She holds V's hand, ready to follow him/her backstage.

The player must go backstage to reassure Jessie.

Jessie stands up, she is ready to get it done, pump up by Johnny's speech. She goes straight to the backstage by herself.





Jessie sings

The players must sit on a chair in the public. When they interact with it, Jessie's show begins.

At this moment, the players enjoy the show. At the end, V has a conversation with Johnny.

- Johnny asks V if he/she has another dreams besides becoming a legend.
- V makes a joke about it.
- Johnny was serious.
- V admits that he/she barely knows who he/she is and where he/she is from. So, it is quite difficult to know what he/she really wants.

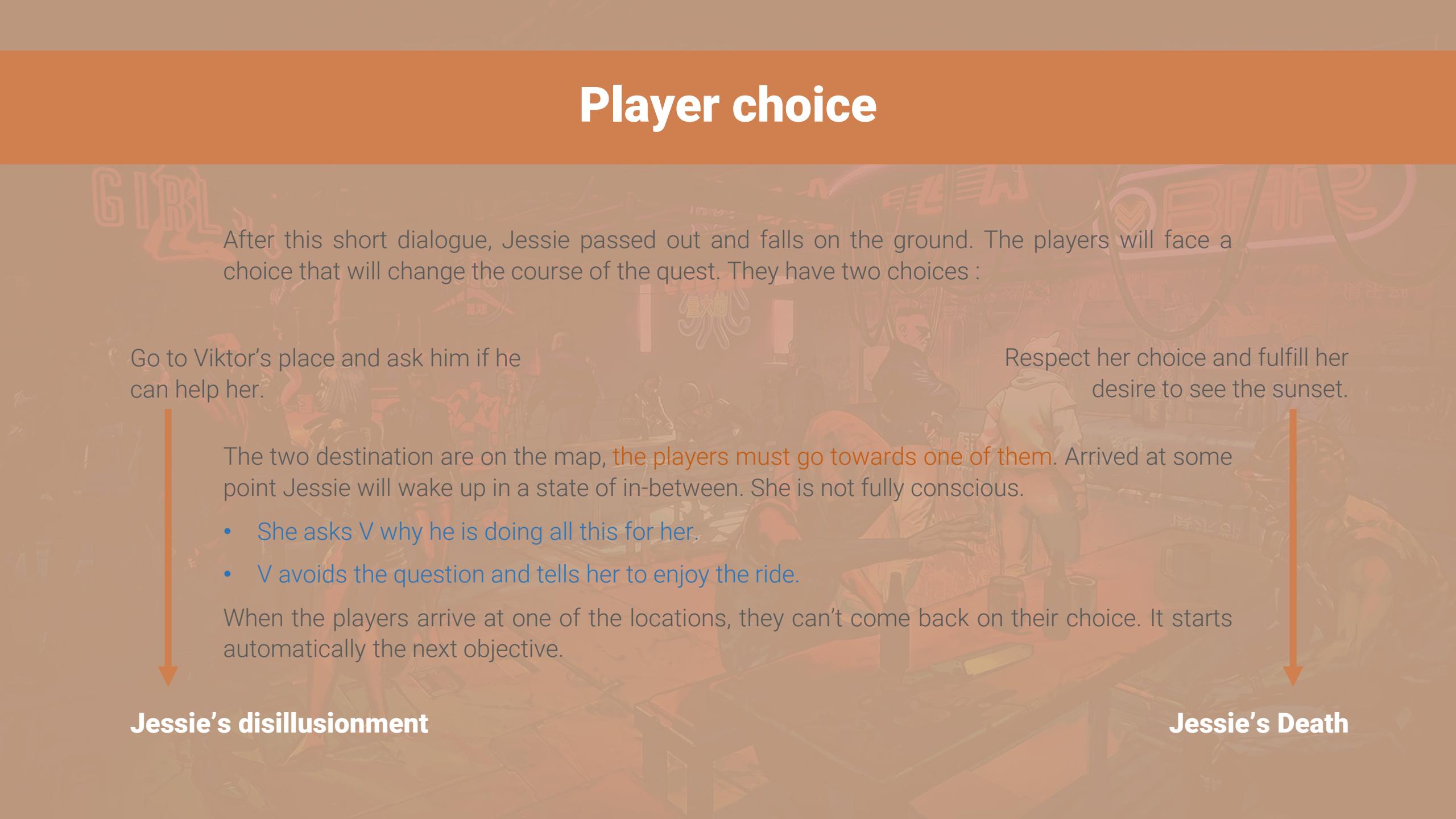
The situation cuts V in his/her tracks. She finished her song and goes to V. She looks happy. She jumps in V's arms and thanks him/her. V proposes to Jessie to celebrate at the bar.

Suddenly her nose starts bleeding badly and asks V to get out of there.

The players must leave the place. When they walk through the door.

- (joyful) Jessie asks V if he/she is up for seeing the sunset of night City.
- V thinks that she needs help.
- Jessie tells V to stop thinking.

Player choice



After this short dialogue, Jessie passed out and falls on the ground. The players will face a choice that will change the course of the quest. They have two choices :

Go to Viktor's place and ask him if he can help her.

Respect her choice and fulfill her desire to see the sunset.

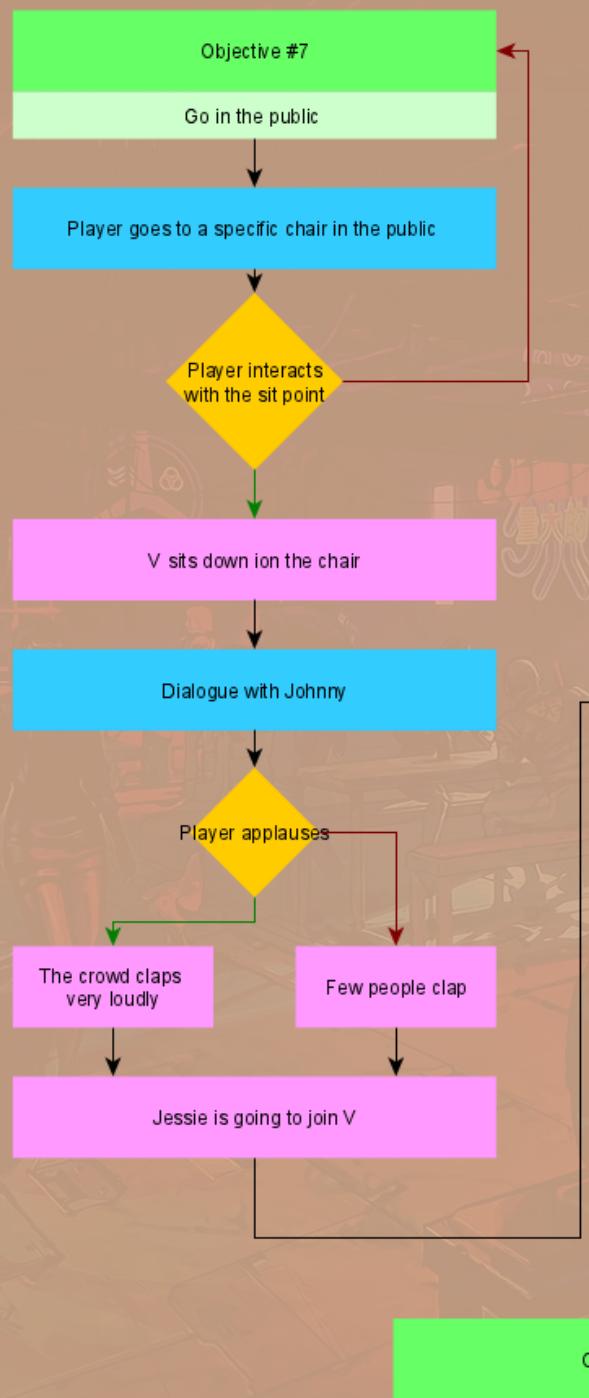
The two destination are on the map, **the players must go towards one of them**. Arrived at some point Jessie will wake up in a state of in-between. She is not fully conscious.

- She asks V why he is doing all this for her.
- V avoids the question and tells her to enjoy the ride.

When the players arrive at one of the locations, they can't come back on their choice. It starts automatically the next objective.

Jessie's disillusionment

Jessie's Death





Jessie's Death

Arrived at the location, V and Jessie must sit down at the edge of the cliff.

The players must interact with it to sit down.

- Jessie expresses her gratitude to V.
- V replies indifferently.
- (grateful) Jessie tells V that she has no money to give to him/her but she want to give him/her a bracelet.

She explains the story of the bracelet, she receives it from her mom.

- V refuses but Jessie insists.
 - -Nomad- V tells Jessie that he knows the value of a nomad gift, and her community will not like it.

The bracelet goes in the inventory

The player can sell the bracelet for a good price or keep it. If he keeps it that can be an element for a future quest.

Jessie's Death

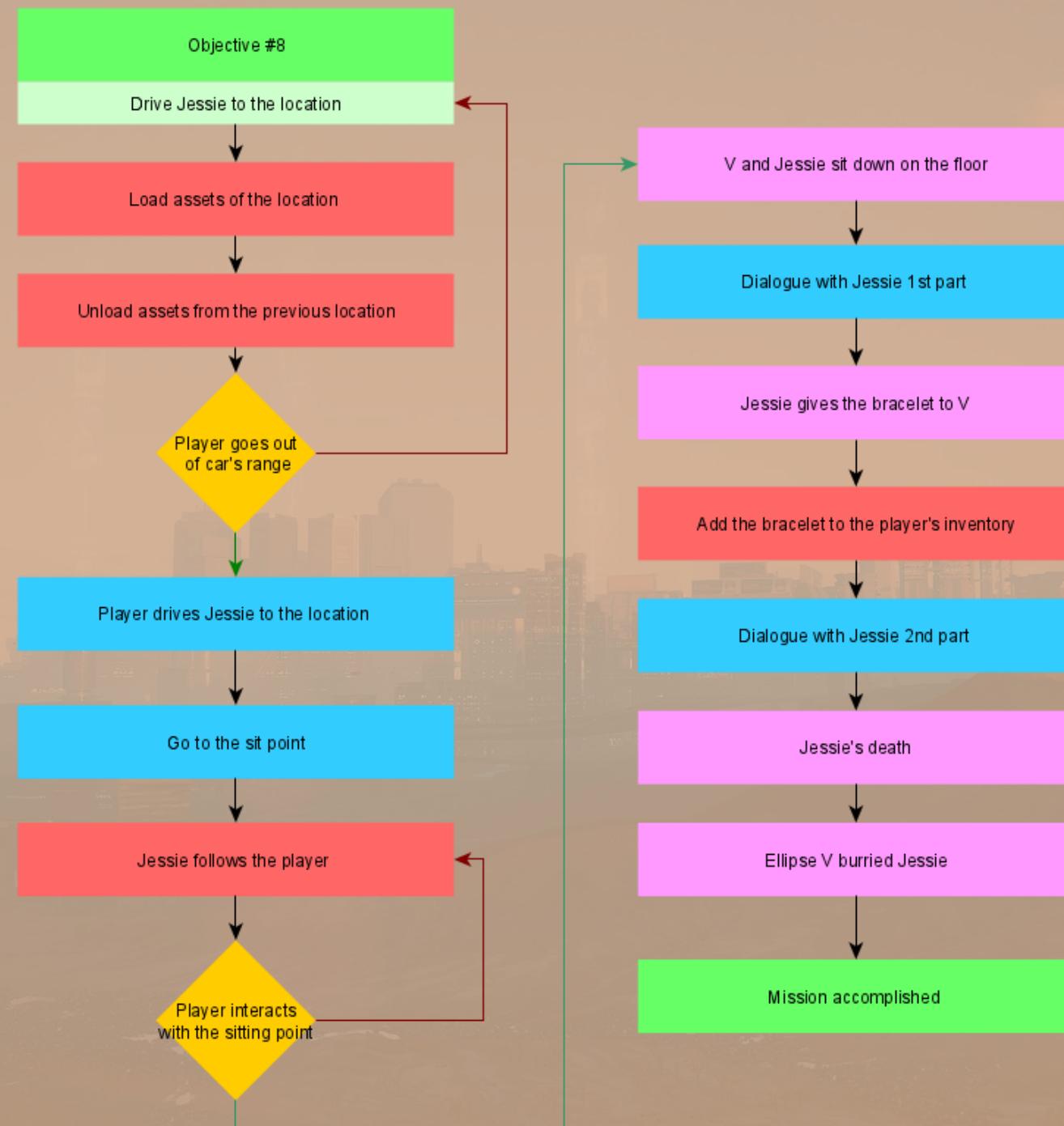
Jessie puts her head on V's shoulder.

- Jessie asks V how he/she sees the rest of his/her life.
 - V expresses the desire to spend his/her life with (romance that the players chose)
 - V expresses the desire to resolve his/her situation and maybe hang out with a new friend.
 - Johnny jokes by saying to V that it is maybe not reciprocal.
 - V expresses the desire to resolve his situation and try a new life out of Night City by him/herself.
 - V finish by saying that either way, everything stays hypothetical.

V look at Jessie that passed away in the meantime.

After an ellipse, the players can understand that V just buried Jessie in the ground.

The quest ends.



Jessie's disillusionment

Arrived at the location, the players have to carry Jessie to Viktor's place.

- V asks Viktor if he can help her
- (Exasperated) Viktor asks who she is and what she has
 - V explains quickly the situation
 - V tells him just what he wants. He omitted the details
- Viktor replies with a annoyed look, tells him/her that he needs time, it's complex

Temporal Ellipse

V is outside and hears someone yelling from behind Viktor's door. V goes inside and sees Jessie awake and afraid. She is pointing a gun at Viktor.

- (Pissed off) Viktor ask why she has a gun
 - V tells him that he didn't expect that
 - Viktor expresses his displeasure
- She ask V what's going on
 - (Ashamed) V explains his/her objective
 - (Outraged) V explains his/her situation and blames her for not trying



Jessie's disillusionment

Jessie starts crying and slowly point the gun to her head.

- (Devastated) Jessie points out to V that he has understood nothing
 - V tells her that she didn't understand
 - V tells her that he/she sorry but now she can live
 - -Need X level of cool- V convinces her to live by mentioning his/her relationship with Jackie

Jessie shoots herself

After her death, the quest ends and the players can collect her gun.

It's a iconic weapon that will be place in the inventory

- Viktor yells V to get out

Jessie left without saying a word

After she left, the quest ends.
The players have nothing

