

Cyberpunk Worldview

Gareth Branwyn

- A) The future has imploded onto the present. There was no nuclear Armageddon. There's too much real estate to lose. The new battlefield is people's minds.
- B) The megacorps are the new governments.
- C) The U.S. is a big bully with lackluster economic power.
- D) The world is splintering into a trillion subcultures and designer cults with their own language, codes, and lifestyles.
- E) Computer-generated info-domains are the next frontiers.
- F) There is better living through chemistry.
- G) Small groups or individual "console cowboys" can wield tremendous power over governments, corporations, etc.
- H) The coalescence of a computer "culture" is expressed in self-aware computer music, art, virtual communities, and a hacker/street tech subculture. The computer nerd image is passe, and people are not ashamed anymore about the role the computer has in this subculture. The computer is a cool tool, a friend, important human augmentation.
- I) We're becoming cyborgs. Our tech is getting smaller, closer to us, and it will soon merge with us.
- J) Some attitudes that seem to be related :
- Information wants to be free.
 - Access to computers and anything which may teach you something about how the world works should be unlimited and total.
 - Always yield to the hands-on imperative.
 - Mistrust authority.
 - Promote Decentralization.
 - Do It Yourself.
 - Fight the Power.
 - Feed the noise back into the system.
 - Surf the Edges.

And, most important :

K) CYBERPUNK HAS MORE TO DO WITH A WAY OF THINKING THAN WITH FOLLOWING A PARTICULAR BIBLE !