轉載自 <https://www.neondystopia.com/what-is-cyberpunk/>

中文翻譯名稱可以參考 <https://drng.pixnet.net/blog/post/21521437>

文章會試著翻譯更貼近中文、詞藻更華麗一點，可以留言

*試著定義電馭叛客是一件很困難的任務。 總而言之，電馭叛客同時與文化跟文藝作品類型有關*

*電馭叛客是一個科幻的子類型，在反烏托邦的繁華都會背景下充斥十分先進的科學與技術為主題。一方面有壟斷多數產業的超巨型企業與私人傭兵，另一方面黑暗、貪婪的下層社會，充斥黑市、幫派、毒品、罪惡。在在透露出政治、腐敗、社會動盪。*

*“High tech.  Low life.”*

*科學技術力高，生物多樣性低*

*電馭叛客也是一個很有態度跟獨特風格的文化。反權威、品牌不忠、高科技素養，這是一些在電馭叛客終能找到的氣質*

*全在這了，高科技、辣手神探、蛇蠍美人、不夜城*

*想看詳細的答案？繼續讀*

電馭叛客的起源

*電馭叛客一開始是一個文學運動但現在變成一個有機的次文化。「什麼是電馭叛客？」是一個很複雜、多層次的問題。其答案是千變萬化，隨著次文化與我們對未來的感覺改變。如蔓生植物，從撒下種子開始開始，電馭叛客已經滲透到電影以外的各種藝術形式，並超出到流行、哲學，產生一個包羅萬象並生生不息的次文化*

*有許多方式去考究電馭叛客運動的起源。「cyberpunk」一詞可以追朔到「Bruce Bethke」寫的短篇小說「cyberpunk」。當然，公認的、提供電馭叛客運動沃土的多位電馭叛客核心作家：William Gibson(被認為是電馭叛客的奠基者)、Bruce Sterling、Pat Cadigan、Rudy Rucker、John Shirley 與 Lewis Shiner.。還有一群電馭叛客的先驅，有著鮮明的主題與豐富的想像力，與日後電馭叛客相關聯。例如「Alfred Bester」寫下的爆破俠 (1953)、那顆星(是)我的目的地(1956)，「Phillip K. Dick」寫下的仿生人會夢見電子羊嗎？(1968)(Android系統此命名)，「K.W. Jeter」寫的加法器博士(1972完成但1984出版) ，「Thomas Pynchon」寫下的重力的彩虹(1973)，「John Brunner,」寫下的震波駕馭者(1975)，「Vernor Vinge」寫下的真實姓名(1981)。近期Snow Crash (1992)的作者「Neal Stephenson」被認為帶領電馭叛客進入「後電馭叛客」時代。*

**

*“I was afraid to watch Blade Runner in the theater because I was afraid the movie would be better than what I myself had been able to imagine. In a way, I was right to be afraid, because even the first few minutes were better.”*

*「我之前很怕進電影院看銀翼殺手，因為我怕這部電影會比我想像中的好。某方面來說，我的害怕是對的，因為即使前幾分鐘都很棒。」*

*“I met Ridley Scott years later, maybe a decade or more after Blade Runner was released. I told him what Neuromancer was made of, and he had basically the same list of ingredients for Blade Runner.” – William Gibson*

*「我在幾年後見到 Ridley Scott，也許是銀翼殺手推出的十幾年之後。我告訴他用甚麼做出神經喚術士 ，而他也有一樣的調味料清單製作銀翼殺手。」William Gibson*

*Blade Runner and Neuromancer were a convergence event that created the filmological and literary birth of a movement. Blade Runner influenced, and still does, all cyberpunk that would come after it visually, the same way that Neuromancer influenced, and still does, all cyberpunk literature. Cyberpunk never was just a literary genre.*

*銀翼殺手與神經喚術士是一次彙集電馭判客元素的事件，創造出電影美學與誕生文學運動。銀翼殺手持續影響所有的電馭判客文學至今。電馭判客從來就不只是一個文學類型。*

*Finding A Definition*

*找到定義*

*We can break down a basic definition of cyberpunk by dissecting the word itself. Cyber refers to technology, and is most often associated with cyberspace (this word was originally coined by William Gibson himself), and cybernetic enhancements to the body. But this can can also refer to other technologies such as biotechnology and nanotechnology for instance.*

*我們可以透過拆解電馭判客（Cyberpunk）文字來找到基本定義。Cyber 參照到科技，而且更常跟網路空間（cyberspace）有關連（這一詞是由 William Gibson 杜撰的），也參照到模控學或神經機械學（cybernetic）增強（[人類增強](https://zh.wikipedia.org/wiki/%E4%BA%BA%E7%B1%BB%E5%A2%9E%E5%BC%BA)）。但也能參照到其他科技，例如生物技術、奈米技術。*

*Punk, on the other hand, refers to the people and the attitude that cyberpunk has. Protagonists in cyberpunk tend to be outsiders, anti-heros, outcasts, criminals, visionaries, dissenters, and misfits. The underlying aspect that applies to all of these groups is their subversive nature.*

*另一方面，Punk，參照到在電馭判客當中的人們與態度。電馭判客的主角試著當（不被某一團體、組織或社會接受的）局外人，不合群的人、反英雄、被社會（或集體）拋棄的人、犯罪者、有遠見者、持異議者。更深一層來說這些群體就是他們的反骨天性（subversive nature）。*

*https://www.neondystopia.com/wp-content/uploads/2015/01/cyberpunk-2077-guy-medium.jpg*

*Cyberpunk 2077 guy*

*One version of a cyberpunk from the in-development Cyberpunk 2077 game.*

*Cyberpunk 2077 角色*

*來自開發中的電馭判客2077的電馭判客（世界觀）版本*

*To subvert is to overthrow or undermine something. The cyberpunk genre itself subverted science fiction, and we never looked back. To be punk is to question authority, and to actively subvert any of that authority you don’t agree with. Different people do this in different ways, just as our cyberpunk protagonists do. An example is Motoko Kusanagi from the Ghost in the Shell franchise. On the surface she seems to be a tool and agent for the Japanese government.  This is true, but this is not what defines her, nor how she defines herself. Throughout the series she is not afraid to go rogue and take things into her own hands if it will get her closer to what she thinks is right – fuck the politicians. She is a subversive element within the government.*

*反骨（To subvert）是推翻或破壞某事物。電馭判客本身顛覆科幻，而且永不回頭。成為判客（punk 龐克）就是質疑權威並發起行動顛覆任何令你不滿的權威。不同的人用不同的方式進行，就如同電馭判客的主角所做的。其中一個例子是攻殼機動隊系列的草薙素子。表面上他是日本政府的工具與探員。這是事實，但這不能定義她，也不是她對自己的定義。整個系列，她不怕耍流氓（也許是逾越警察職權）去掌握她認為能讓自己更靠近正確（義？）的事物。去他的政客，她就是政府裡的顛覆元素。*

*註：go rogue似乎是美國政治的用詞，go rogue 跟 rogue elephant 有關，elephant 代指共和黨*

[*https://english.stackexchange.com/questions/301048/what-does-go-rogue-mean-in-donald-trump-goes-rogue-left-and-right-is-go-ro*](https://english.stackexchange.com/questions/301048/what-does-go-rogue-mean-in-donald-trump-goes-rogue-left-and-right-is-go-ro)

*The Essence Of Cyberpunk*

*電馭判客的本質*

*There are a number of quotes that help to illustrate the essence of cyberpunk:*

*有許多名言能幫忙描繪出電馭判客的全貌：*

*“The future is already here — it’s just not very evenly distributed.” – William Gibson*

*「未來已經到來，只是並未分配得很平均」William Gibson*

*This quote puts the cyber/punk and the “High Tech, Low Life,” dichotomy into context. There exists today high technology, but this technology has failed to erode away social divisions leaving a disparity between the classes which leads to social strife. In addition, although this technology exists the low class does not have the means by which to benefit from it, thus widening the divide as the rich elite get richer and thus have more access to technology.*

*這句名言將「電馭/判客（Cyber/Punk）」與「高科學技術力，低生物多樣性」的二分法放入文本。今天存在高科技，但這些科技到目前為止無法消除社會階級導致社會衝突與動盪。此外，雖然這些科技存在於草根階層但不代表草根階層能從中獲得好處，這導致更加深分裂，因為富人越富進而有越多存取高科技的權限（權力）*

*“Anything that can be done to a rat can be done to a human being.” – Bruce Sterling*

*「任何老鼠能做到的事情，人類也能做到」Bruce Sterling*

*This is an important concept. We do terrible things to rats in the pursuit of progress, and we are not impervious to any of them. Many cyberpunk plots resolve around some sort of drug effect or brain tampering that we have, in reality, already done to rats. It’s just a matter of time before we start tampering with ourselves in the same ways. Rats are just the preview.*

*這是一個重要的概念。我們對追求進步的老鼠做可怕的事情，而且我們不會被它們影響。許多電馭判客圍繞著毒品對人的影響或腦袋竄改(玩弄)。在現實，已經對老鼠做的事情，遲早會用別的方式玩弄在我們身上。老鼠只是個預習。*

*“The street finds it’s own use for things.” – William Gibson*

*「街道會找到自己的用處」William Gibson*

*This gets down to the punk/low life aspect of cyberpunk and puts it into the context of the open source, maker, and DIY movements. The rate of technological development is so fast that we generate a lot of stuff that is just there, and obsolete. These things lose their perceived value and are discarded, but then this refuse can be repurposed and used in ways that the original creators never would have imagined. Like* [*using a DVD player to test for HIV.*](http://www.popsci.com/technology/article/2013-04/dvd-player-tests-hiv)

*這裡開始認真看待電馭判客的「判客/低生物多樣性」面並放入文本，包含開放原始碼、創客與DIY。科技發展的速率之快，製造許多產物並很快就過時了。這些產物失去他們的光彩並被拋棄。但是這些廢物可以在創作者也沒想過的地方找到用處，像是DVD撥放器用來檢測HIV。*

Cyberpunk Off-Shoots

電馭判客分支

*Biopunk is a subgenre of cyberpunk, that focuses more on the biological technologies such as genetic manipulation. Often cited examples are Gattaca, and Dark Angel. These can be considered cyberpunk because although Biopunk tends to lack the cyberspace and cybernetic aspects that cyberpunk sports, it is faithful to the “High Tech, Low Life,” aspects. It is a different visualization of the same ideas.*

*生化判客是電馭判客的次類型，更關注在生物科技，如基因工程。通常被引用的例子是「千鈞一髮Gattaca」、「末世黑天使 Dark Angel」（還有生化奇兵 Bioshock）。生化判客可以被定義為電馭判客分支的原因是雖然生化判客試著減少電馭判客運動常見的網路空間與神經機械學。仍然充斥著「高科學技術力，低生物多樣性」，以不同的方式視覺化呈現這一點。*

*Post-Cyberpunk is a modern reaction to the now antiquated visual qualities of ’80s inspired cyberpunk. Post-Cyberpunk tends to have a greater focus on Transhumanism, space travel, and emerging technologies that weren’t imagined at the time of the ’80s.*

*後電馭判客是現代人在現在看來老舊的80年代電馭判客風格下，試著關注超人類主義、太空旅行與新興技術等等80年代不會想像到的內容。*

Being Cyberpunk

成為電馭判客

*A cyberpunk has attitude. This attitude is culturally and socially aware, just like the fiction from which they take their name. They question everything and anyone and decide for themselves what they believe is true. This path to understanding yields different world views and opinions, but diversity is key to a successful population. A cyberpunk knows that the system isn’t in your favor, and the deck is stacked against you. A cyberpunk knows how to hack the system so that doesn’t matter. Don’t fuck with a cyberpunk.*

*一個電馭判客有他的態度。這個態度是文化與社交上的意識。就像電馭判客的作品。它們會去質疑任何人事物並自己決定什麼是真相。這個過程得出不同的世界觀與觀點，但多樣性是電馭判客成功受歡迎的關鍵（原文是successful population成功的人口，我想是打錯字）。一個電馭判客知道系統並不能給予幫助， 而且被用來製造不公平的優勢打敗他。一個電馭判客知道怎麼駭入系統來消除劣勢。不要玩弄電馭判客。*

*A cyberpunk has style. This style can be different for each person. It can be practical (Mil-Tec) or flashy (Cybergoth). The style often mirrors the cyberpunk personal philosophy and thus can vary drastically. There are recurring themes such as traditional punk, Blade Runner-inspired, Matrix-inspired,, Mil-Tec, and Cybergoth*

*一個電馭判客有他的風格。這個風格在每個人身上很不一樣。可以很實際（軍事科幻 Mil-Tec）或很俗艷（電馭哥德 Cybergoth）。風格常常反映出電馭判客本人的哲學從而導致很大的差別。有許多重複的主題，例如傳統判客（punk）、啟發自銀翼殺手、啟發自駭客任務、*[*CPUs*](http://cyborganthropology.com/Cayce_Pollard_Unit)*、軍事科幻 Mil-Tec與電馭哥德 Cybergoth。*

When Is Cyberpunk?

電馭判客何時發生

*Cyberpunk is now. Many of the things that were predicted in cyberpunk are coming to pass today. Improvements in prosthetics and brain computer interface have resulted in brain controlled prosthetics, a mainstay of cyberpunk. Corporations increasing dominate global politics, and influence culture creating a situation ripe for subversion. The poor are getting poorer and the rich are getting richer, creating a larger and larger divide. The cyberworld is ever merging with the real world through things such as the Internet of Things, social media, mobile technology, virtual reality, and augmented reality. Hackers have brought gangs, corporations, governments, and individuals to their knees. We have entered the cyberpunk age. Welcome.*

*電馭判客即是現在。許多被電馭判客預測的事情都成為過去式。義肢與腦機介面的進步促進腦控義肢，電馭判客的支柱。跨國企業持續主宰國際政治與影響文化，製造顛覆政府與制度的溫床。窮者越窮，富者越富，製造越來越深的鴻溝。網路世界與現實世界透過各種事物融合得越來越緊密，如物聯網、社群媒體、行動科技、虛擬實境、與擴增實境。駭客迫使幫派、企業、政府與個人屈服。我們已經進入電馭判客的時代了。歡迎。*

*Cyberpunk has spread to all forms of media, creating a subculture rather a simple genre. There are cyberpunk movies, television, comics, music, and art everywhere. All you have to do is look. Cyberpunk has influenced fashion, architecture, and philosophy. Cyberpunk has become much more than what it was when it began. And it will continue to evolve and become more relevant as we move further from the Cyberpunk Now into the Cyberpunk Future.*

*電馭判客散播到各式各樣的媒體、創造各種次文化，不只是單純的次類型。有電馭判客的電影、電視劇、遊戲、漫畫、音樂、藝術等等。看看電馭判客影響流行、建築風格與哲學。電馭判客超出剛開始的樣貌許多。而且隨著我們從電馭判客的現在進一步過渡到電馭判客的未來，將會持續演進病變得越來越重要。*