Cyberpunk 2077 premiered on 10th December 2020 and it has made a big controversy around itself. Whole situation about statement of game in last generation consoles, lack of ports for new generation consoles. All PR tricks to fool us and make more money just after a few weeks spend it on game refunds. I played this game on PC so I won’t touch any of the console's problems and their situation. I won’t talk about missing features and what can be in future because at this time when I am writing this we haven’t got any information about DLC or content patch. I am really sad about how CD Projekt Red tricks consuments to get the whole company to this, not great, state.

For now let’s focus on the game. Cyberpunk 2077 is situated in the futuristic Night City where police lose control, gangs and corporations taking over the city. Between them there are mercenaries, who solve contracts. The key in Night City is to become a legend and live as a king. So now we are coming to Night City and with our friend Jackie try to achieve this goal. After a hard heist Jackie died and you uploaded a biochip to your brain with Johnny Silverhand on it. Ohh I was close to forget that biochip is killing you so you must find a way to survive and still become a legend.

Cyberpunk 2077 is like the best book. If you start doing quest from the main story or side storylines, you will do the next quest, and the next one, and the next one. All characters are great written, all are interesting and all are memorable. The biggest autu of the whole story is Johnny Silverhand. The legend of rock, someone who destroyed Arasaka Tower and now lives in your mind by biochip Soulkiller. He can be our ally or your great nightmare. Every time he comments on our moves and talks about what we should do. I had a problem with choosing which language I wanted to play only by this character. In English version, the voice of Johnny is Keanu Reeves and in Polish version is Michal Żebrowski. After Johnny appeared in my story I wanted to change language to English but Michał did awesome work so I stayed with Polish version until the end. I met with the opinion that Keanu's body and Michał voice aren't very connected. I have different thoughts. There is great synergy between them. They are so great that I regret having them more on screen. Let’s return to the other characters, because the story it’s not only about Johnny. On your way we will meet Judy, a braindance editor who lost her friend, by gang fight. Panam, the mercenary who is working for Nomads family and has her own problems with being alone. Misty, the mystery creep, Jackie’s girlfriend and master of tarrota. Delamain, the taxi AI who's trying to get some money and don’t be captured by NCPD (Police). River, the NCPD detective who’s met with corruption in the police. When you are doing with them quests you will be forced to make decisions, which will change not only their lives, but the lives of all people around them who you might not know. For me, the memorable scene was when I went to my friend's funeral and his mother told me how she acted on son’s dead body and I decided to deliver the body to her. I was sad and shocked. It’s worth mentioning that if you do more side quests you will get a different ending, that’s why Cyberpunk is a game for dozens of hours, not only for 20~25 hours.

But is the quest itself better from Witcher 3 (the previous game of CD Projekt Red) or any open-world games? From Witcher 3 yes, but from other open-world no. In Witcher 3 most quests were built in the same scheme. Talk to person A -> Go to place B -> Talk to person C… It was schematic but by dialogs, fight and murder places (where you search what could kill people) you could realy feel as Witcher, master of killing mosters. The biggest problem between Witcher and Cyberpunk are bounty hunt missions, where in one game you can really feel as Witcher and in the second one there are just next generic quests to do. Just remember, you play as mercenary and bounty hunts are boring. In the open-world games the scheme of quest is pretty same, but with very big difference. You have many possibilities to solve problems and, which is most important, you can switch between many options “in fly”. Let me give you an example. I’m building my character to stealth gameplay, but after some quests I want to go to shooting gameplay. Of course I can do that but I won’t be the same powered as in stealth. You have that free will. Similar is in Witcher 3 where you can focus on magic, sword or alchemy but after choosing one way nothing forces you to play that way. In Cyberpunk 2077 I played in a shooting way and it wasn’t terrible but just after some missions I wanted to do it in a stealth way. After a few minutes I realized that it is very hard to play stealth because I don’t have any talent in stealth tree. Of course you have many options to deal with problems in Cyberpunk, but if you choose one way, you must play that way all the time, unless you spend talent points in different talent tree, which will decrease your combat skill on the first way you chose. To have that free will, first of all you must spend hundreds of hours grinding talents.

Let’s talk about gameplay. In Cyberpunk 2077 you chose your playstyle between shooting, stealth, hack and melee. You can mix styles and on begging start shooting to finish one guy with a katana, which is pretty awesome. Like I said I started with shooting and it was pretty cool. You have many different weapons to choose and there are weapons with special modes and abilities. Like smart pistol with flight-controlled bullets so they can always hit or like a shotgun with such big power that it can throw your enemies, or a sniper gun with such powerful bullets that can penetrate walls and many many others. Overall shooting system is cool. I’ve tried stealth gameplay, but because of talents I don’t play it often. Hacking was cool similar to Watch Dogs 2 but with small options to choose (I didn’t spend any talents on it but maybe if you will unlock new abilities on hacking, maybe). I haven’t tried a melee way but I met with the opinion that playstyle is cool. But with gameplay comes one thing to talk about. Driving model which is terrible, horrible and just awful. Cars themselves look nice and you can feel the cyberpunk vibe, but the way they drive, it’s like driving butter on glass. You must be a freaking master of driving to do control drift or even a good turn. It’s to easy to lose control over the vehicle and that’s frustrating. There is one thing that encourages driving. It’s city

Night City is very beautiful. Full of colors, neons, futuristic style and sexiusality. Each district has its own unique style. There is Pacifica with full of destroyed buildings and missed promises of good life. All the time you can hear shots from fighting gangs and people aren't very nice there. There is Westbrook with expensive houses and corpo lifestyle. But under the surface there are tons of lies, frauds and murders. There are badlands with post apocalyptic style and mountains of city rubbish. And that’s only three districts of Night City. Imagine that each one has some parts that look very different from the rest of them. So the city looks fantastic and has that vibe from cyberpunk style, but is there something to do? Except doing quests? I don’t think so. I don't even know what the collectibles are in the city. Seriously, after a couple of hours I don’t have any reasons to explore the city. And that is the biggest mistake in Night City. The city is big and beautiful but it's only a hub between quests. The city itself cannot give you any activities to do. I have seen many better levels in one game than an entire city in Cyberpunk, because it wasn’t only about doing quests but could offer you collectibles or minigames. Like Watch Dogs 2 where except from quests you could become a taxi driver or doing photos to a cool place in San Francisco, or collectibles talent points which wasn’t only about go to point B, but complete the whole puzzle to collect it. Night City is beautiful, but it’s boring.

Cyberpunk 2077 is a RPG game so let’s talk about progression system. After you get a new level you will get two talent points. One is for attributes and second is for character perks. Ahh and don’t forget that each skill tree you can level up by doing quests by tree way (if you shoot and kill by rifles you will level up rifles skill tree). For the very beginning of gameplay it’s kind of confusing which point is for which tree but after a couple of hours you will recognize that and it will be cool. Each skill tree is independent from others so you can level up as many talent trees as you want, not like in Witcher 3 where you have only 6 slots for talents and you must choose one talent from another. But like I said in quest acapite to have the best experience from the game you must level all the trees and it isn’t very easy because of accumulation of systems. Last things in the progression system are implants and they will be quick. Whole idea is great. Each implant increases your statistics and there are some with special abilities. I have only one sad thing, which is that you don’t have any special cutscene connected to implanting implants. There is only a one cool cutscene with changing eye at the very beginning of the game, but that’s it.

Last thing to talk about is technicals. Game sounds and looks fantastic. Just it. Every song is great, every model is beautiful. They are connected to cyberpunk style which greatly increases your immersion. But technically is not only about graphics and sounds, it's also about glitches and Oh my god. If I must give one reason why Cyberpunk 2077 should be delayed, again, it won't be about missing collectibles, not polished gameplay or even about accumulating progression systems. It will be about glitches. Glitches that break experience, hell yeah, even the whole game, because T posing NPC is funny, but corrupted files or not working properly main quests, which break the game, isn’t very funny. We are four month from originally released and the situation is much better, but still is not perfect.

Cyberpunk 2077 is a milestone in the whole game industry. From one side is showing how game developers lose their identity to get some money, and from the other side is showing how good a game can be if you are building it with passion and determination. If you are a gamer who doesn't want to wait any more time to get Cyberpunk and you love good stories. You can buy it now and you will not regret it. If in the games you are looking only for action, Cyberpunk isn’t a game for you. For me Cyberpunk was a great adventure and after a couple of days I started playing it again. I will give nine out of ten, just because I love that good story and Johnny.