

## Cypher: Encrypted Motion

### ETHOS

Fast, free movement, high tension and frantic, smooth freerunning and combat

Genre - 3D, First-Person Cyberpunk parkour platform adventure

Platform - PC, PS5, Xbox Series X

Demographic - 18-30 year olds, looking for high octane fun

Tone of game - Dark world with miserable society, but light-hearted, care-free, nihilistic story at its core

Tags - Parkour, Strong-language, First-person, Open World, Cyberpunk, futuristic, RPG

### Setting

Cyberpunk future, urban Mexican city, highly authoritarian, restricted freedom. People turn to cypher groups such as the Chrome Couriers to smuggle illegal or restricted goods through secure areas. There will be three sections of the world, the slums, lower city and upper city which represent the three classes of society, all accessible from the start of the game

### Aesthetics

Gritty, colourful, neon, stark contrasts between rich and poor, the poor areas are typically dirty or slums, while richer areas are more futuristic and clean. People will dress differently in different areas, the slums tend to be more about whatever fits, people are miss-matched in outfits and typically dirty, Lower city will have matching formal dress and be clean, whereas the upper city will have elaborate and colourful designs with a clear sense of authority. The law enforcement are all identical in uniform, typically black and white some with coloured highlights to represent rank, and are fully clad in geometrically shaped armour. The enforcers use weapons and traps with a similar geometric aesthetics. The slums have a mix of street level and roof level gameplay, whereas the lower city and uppercity have no street level gameplay to give a sense of verticality and superiority that these areas possess.

Concept of the City, take from a Deus ex city concept. [Eidos Montreal (2016)]





Three examples of a high class, a medium class and a low class cypher. [1. P. Wong (2018)] [2. N, Campbell (Unknown)] [3. V, Lesnykh (Unknown)]

### Gameplay

The core gameplay loop will be to smuggle goods from one location to the next, you will play as a *Cy-op* (*Cypher Operator*), a specialised goods smuggler that uploads themselves into the body of a robot, known as Cyphers that carries goods through restricted areas attempting to avoid the law enforcement. You will be shot on site and if killed, you will spawn into the body of a new machine and attempt to retrieve the goods in time before they are confiscated. Failing to do so will result in loss of the contract and can not be attempted again. Completion of contracts will result in monetary gain that can be used to upgrade the cypher's firmware and overclocking ability, as well as an improvement of reputation, which will be used as milestones for progression in the main story.

### Interface

The HUD will be minimalist with only a minimap that shows your end goal and a momentum metre that is used for abilities, this will track your cypher's auxiliary batteries that will be charged by fast movement and successful maneuvers. These will be optional additions so can be turned off if desired, by default they will be translucent so as not to be overwhelmingly present. The movement system will be a very generic one that will replicate most pre-existing games, powers will be controlled through singular button presses to keep it simple and usable whilst moving at such a high speed.



## Gameworld and Environment - Edward Llewellyn W15010974

### General Gameworld

Set in the year 2103, within the Mexican capital of Mexico City, this dystopian city suffers at the hands of the elite, and the Mexican Authority of Safety and Order (MASO). The City provides no opportunities to rise up the social ladder (at least legally) but plenty of chances to fall, and as a result, it has been fractured into 3 socially distinct, but free-flowing sectors: the slums, the lower city, and the upper city. With the city fractured, flow of information, wealth, and resources seem to flow and pool towards the Upper City, while people and pollution flows towards the slums. Each sector of the city will have a unique theme and feel, but will also be divided into sub-sectors, which follow the theme for each sector - but will have their own unique aspects to allow the player to know where they are.

### Slums

Blamed as a hive of scum and villainy by Upper City propaganda, this sector of the city is what you were born into. This filthy and polluted sector is also home to a number of key areas, and factions that you will need such as: the black market, the Chrome Couriers HQ, the Salvatori Denn, the Sewers, and many miles of derelict/run-down buildings. There are few large building here, most of them are derelict building projects from a better time that were never complete, most structures are no taller than about 2 stories, and a lot of it is simply residential areas that people have claimed, most without any ownership. The Salvatori also have numerous hideouts within the slums which they operate out of and use to evade MASO.



[4. P, Thomspson (unknown)] Slums Concept Art

The Black Market is set up in a small, run-down shopping center, where people have claimed the stores for their own and have set up shop in this delapotated mess. Some stores simply sell whatever they can find, others specialise in specific products, like food, drugs (both medical and recreational), mechanics, and cosmetics. Products are constantly changing, and until your reputation grows, some shops won't even open their doors to you.

Set up in an abandoned University Complex, the Chrome Couriers HQ calls itself home to many Cy-Ops who belong to them, and is probably the cleanest place in the Slums. Most Cy-Ops have their own crypt within the HQ, a secure home where the Operator can work, sleep, play, and store their Cyphers when not in use. However due to the limited space they have set up, not all Operators can call this place home, some, such as yourself simply have to settle for near-by, derelict student residential areas, and hope they don't get robbed. The HQ also houses the server room which powers the contract retrieval system, as well as meeting & game rooms where Cy-Ops can meet up, discuss contracts, or just relax, and a hose down area - for those cyphers that had to go through the sewers. While the surrounding buildings might be vulnerable, the HQ is an agreed off-limits area for people outside the Couriers, unless discussing contracts.

The Salvatori Denn is a very busy place, filled with doctors and nurses who have fallen from the grace of the upper city, patients who need constant medical attention, workers who try to provide healthy food to all those who are starving, and revolutionaries who try to desperately plan their next moves against MASO. The place is constant chaos, as patients out-number the medics 3 to 1 and the starving queue without end.

The Sewers that spill out into the slums are a constant reminder of how little the city cares about these people, and is probably the root cause of most of the infections people suffer from. However, for a fully mechanical cypher, it also provides a useful access point to numerous places within the slums, and street level access to areas of the lower city. Just try not to let the liquids damage your cypher, or the goods it might be carrying. Oh and you might want to make use of the hose-down area in the HQ before putting it back into your crypt.

Salvatori hideouts are dotted around the slums, typically these places only distribute food to the needy, however if you earn enough reputation with the Salvatori, they'll let you use them to hide your cypher from MESO patrols, or any enforcers that are chasing you (so long as you're not within line of sight).

### Lower City

The peak of mediocrity, the Lower City is a fine balance between being well off enough to own or rent your own place, but nowhere near rich enough to get a place in the upper city. Some of the people who work here might live in the slums, but you wouldn't know it by looking at them. Unlike the slums, this part of the city at least tries to keep itself clean, and those that do come from the slums can at least find jobs as janitors here. The flats, and residential areas for this sector of the city look almost identical to the businesses and company buildings, from the outside. Some areas of this sector look like they are under constant construction, while other places straddle the lines between the City and the Slums. Here you can find: the Indoor Market, the Junkyard, the Industrial complex, the Residential and Commercial blocks, and the Sons of Isfet's lair.



[5. A. Feliksovich, (2017)] Lower City, commercial and residential blocks area concept

Probably one of the shortest buildings, at only 3 stories, the indoor market serves everyday food and supplies to the people of the lower city, produce is typically fresh, however prices are somewhat extortionate. People selling in this market are struggling to break even every month, and loss of supply would be devastating. With the stakes being so high, there are some here who work with less-than-honest trades, and earning favour with these people might work in your favour.

Straddling the boundaries between the slums and the lower city, the junkyard is home to every scrap of metal or machine that the city throws out. There are huge piles of cars, computers, fridges, and even old cyphers. The place is in constant motion, but is under close surveillance from MASO, after the Salvatori broke in here numerous times. However, on a good day, scavengers can still be found picking through the piles for parts to sell on the black market. \*Company notice: large electromagnets are operated within the junkyard at all hours of the day, any damage to person/property is the responsibility of the individual, not the company.\*

Teeming with factories, and people who wished they had made better choices, the factories are more like legal dungeons that belch smoke. Closely monitored by MASO, this area is a quick way into the city, but a risky one: the automated machinery, high civilian presence, and high security presence, make this place precarious and an easy place for unskilled Cy-Ops to quickly lose their Cyphers. Most of the people here are actively against the Chrome Couriers, and believe that their continued defiance of MESO is the cause of their prolonged indenturement. To pass through this area, you will either have to be extremely quick, or extremely stealthy - not an easy feat in a factory made mostly of metal.

As you approach the upper city, you find the buildings become more identical and that the difference between the offices, shops, and apartments grow less and less from the outside and you enter the Commercial & Residential complexes. The only giveaway is that posters are not allowed on the outside of residential buildings, but from the rooftops, you'd hardly



know the difference. Most buildings are separated by small alleyways so small gaps appear between the buildings, some are bridged by metal walkways, and others have little ladders when the size difference of the buildings is significant enough. Emergency exits dot the rooftops, as well as some air conditioning machines and (for those that can afford it) solar panels.

Led by Akil Gamal, the Sons of Isfet's lair is very nondescript from the outside, on the outside it only appears as a slightly taller apartment or commercial building (as from the ground floor that's all it is). However, from the rooftops you can see the clear Egyptian influence - with the murals and red hieroglyphs for Set - Egyptian god of Chaos, Isfet - the concept of Chaos, and the supposed deaths of Ra - the sun god, and Ma'at - the concept of order. A red door on the outside can only be opened to those who answer the passcode question. The inside is lit only by candles, and in the dim light: maps, plans, and people of interest to the Sons of Isfet can be seen. It's clear that the members of this cult do not live here from the lack of beds, or ability to prepare food. On the top floor of this building, you can find a grand looking, but small hall, with Akil Gamal's throne in the center - only a select few have been "privileged" to be invited here.

### Upper City

Living the life of luxury while ignoring the pain and suffering of all those below them, the upper city calls itself home to many of the elite and wealthy of Mexico City, it's also home to MASO and the Mexican President. It's elaborate and pristine, with large glass & steel structures, and brilliant metal sculptures dotting the rooftops, it screams perfection at a deafening level. Here you will be able to find: the high rise offices of the economic sector, the well protected MASO HQ towers, the sterile facilities of the hospital and pharmaceutical complexes, the automated gardens of the agricultural sector, and the luxurious apartments of the residential and recreational skyscrapers.



[6] Upper City Concept from Mirror's Edge: Catalyst (2016)

The sprawling economic sectors skyscrapers are mostly filled with large spacious offices, with mostly glass walls and support columns to separate rooms. Most of the offices look identical, however the higher you go the more room there seems to be in them. Seemingly the only areas that appear to have privacy are the fire exits and areas that are still being constructed. These buildings are all artistically designed, and often have large holographic advertising displays on the outside. Some have small connecting bridges to each other, and the roofs are dotted with solar panels, AC units, and the odd billboard.

The MASO HQ is divided into 4 different working towers, with a 5th tower in the middle, serving as a concourse, and walkway between each building. The first tower is the training and armoury, filled with new cadets taking their classes, and grizzled veterans getting ready for their next patrol, or practicing in the target range. The second tower is an office complex, rows of desks line each floor, separating teams by semi permanent walls and doors. Each floor has a private meeting room, interview rooms, and private offices for senior officers. The third tower serves as MESO's detention centre, floor after floor of prison cells line this tower, with inmates having very little contact with each other. It is also possibly the filthiest block - just to show how much they care about their inmates. The final tower is the lower staff residence, anyone below a high ranking officer has the option of living here, with their family. Compared to most places in the upper city, the residence here is quite modest - only having 3 ensuite bedrooms, a kitchen/dinner, and comfortable living room.

The hospital itself is the tallest building in the city, while the pharmaceutical laboratories have little difference in height, only differing for specific equipment and installations. As a whole, the hospital, and pharmaceutical complex contains more concrete than most of maintaining patient confidentiality, and a sterile environment. It is common for this area to employ the use of both human, and robotic cleaners in order to minimise any risk of contamination or disease spreading. You will also find that faces here change frequently, not only due to plastic surgery, but due to doctors and researchers getting caught trying to help areas of the slums and lower city (without charge).

Much like the pharmaceutical complex, the agricultural sector doesn't vary massively in height, however each rooftop field is slightly offset from those surrounding it. Each rooftop is also filled with a different type of crop, as well as unique machinery for planting, growing, maintaining, and harvesting each specific crop. The inside of these buildings is dedicated to creating stronger versions of these crops that are more resilient and grow faster. Warning, harvesting machines are not designed to respond to anything other than their specific crop, and can cause severe physical damage to anything that gets in their way.

Dotted throughout the many areas of the upper city, residential skyscrapers are placed with no regard for their surroundings. Many of these apartments span multiple floors, like a house, and each has their own balcony with views over the city, and glass doors or walls. The balconies are typically decorated with water features, sculptures, or colourful potted plants (one of the only times you'll find dirt in these buildings). Each skyscraper is unique, and each balcony a mirror of its owner.

## Items and Inventory - Gabriel Lovett w16004078

### Cypher equipment

The reputation level of the player will unlock new equipment for the player to purchase and equip on their cypher, the overall configuration of each cypher will dictate the way the player is able to interact with the environment based on their own preferences but generally the more features a piece of equipment has the heavier the cypher will become. Depending on the overall weight of the equipment a cypher will either fall into a light, medium or heavy class, each having their own advantages and disadvantages for movement. Cypher equipment also comes in three different types of quality, basura, baja and alto. The player will be able to change their cypher's equipment before and after every contract, the type of equipment chosen should reflect the distance they are traveling and what they are transporting for each contract. The types of cypher equipment are as follows.

### Head sensors

This type of equipment will define what type of UI the player has from minimal with just a minimap and health gauges to higher level UI's that give the player additional feedback such as sonar pulses to highlight nearby MASO. More advanced features will make the head sensors heavier. Here are examples of the head sensors that the player will be able to purchase.

*Custom seer - Basura Quality* - A upgraded basic sensor set designed and built in the slums for Cyphers making low level deliveries, along with standard navigational features such as a minimap and compass the headset has been tuned to detect MASO transmissions at 50 meters, giving cy-ops the ability to steer themselves away from threats. The transmissions are represented as simple red blimps on the player's HUD, a simple and cheap method of avoiding unwanted attention. Cost: 500 credits. Weight: 5 KG.

*MK II Signal Set - Baja Quality* - A set of sensors that has been reversed engineered from those that are found in the helmets of a basic MASO trooper and requipt for a cy-op's needs. The sensor gives a all around comprehensive UI for the player, displaying the cypher's health, distance to destination, holographic map, compass, cypher routing, MASO signals and communications. Cost: 2100 credits. Weight: 5 KG.

*Adaptive Sonar AR - Alto Quality* - A advanced sensor set that combines traditional HUD for a cy-op with a sonar pulse system, allowing for two different modes of augmented reality sonar sensory. When stood still the sonar will become long range, allowing for a cy-op to see paths and humans up to 200 meters away. While in movement the sonar pulses become quicker and short range to allow for more accurate information while moving, the sensor range is however cut to 50 meters. Cost: 5500 credits. Weight: 10 KG. Ability: Sonar Pulse

### Storage area

This defines how heavy the parcels a cypher can carry, larger parcels will of course overall mean a heavier cypher. The player will have access to three different types of storage areas for their cypher small, medium and large. Each size of storage area is automatically equip onto the cypher depending on the size of the parcel for the accepted contract, small parcels weigh 10 kilo, medium 15 kilo and large 25 kilo.



### Power core

A cypher's power core gives power to the entire cypher and allows it to function, different types of power cores will give the cypher different bonuses for example an extra burst of speed or an E.M.P. Here are examples of the power cores that the player will be able to purchase.

*Super Charged Battery - Basura Quality* - A battery that is essentially a larger battery tied to a smaller one combined with plenty ingenuity, this battery allows for sudden extra power to be sent to a cypher's thigh pistons enabling a cypher to reach greater speeds or to increase the height of a single jump. Due to the size of the smaller battery this ability has only three uses. Cost: 400 credits. Weight: 15 KG. Ability: Charge Release

*Lightweight Fusion Core - Baja Quality* - A small fusion core designed to allow a cypher to move unimpeded by a typical core's weight, while it lacks in features this core allows for cy-op's to have a simple core to keep their cypher running at high speeds and low weights. Cost: 1500 credits. Weight: 5 KG.

*Last One Out Core - Alto Quality* - Reversed engineered from a MASO vertical take-off and landing jet and it's engine the MK X Fusion Core is often called the last one out core due to its ability to create a small electronic pulse, frying and disorienting all those who are near it while also disabling a cypher's sensor's until they can be rebooted, usually taking several seconds. Cost: 8000 credits. Weight: 20 KG. Ability: EMP

### Chest armour

The power core and storage area are protected by a cypher's chest armour, the armour can be of various materials which will be of various weights. Here are examples of the chest armour that the player will be able to purchase.

*Tempered Street Steel - Basura Quality* - A simple solution to being shot at, this chest armour is heavy and will likely slow a cypher down but the steel shell covers all of the cypher's key components and will repel most lower caliber ammo for a good while. The steel however will not fare well against typical MASO weapons in the upper and lower city. Cost: 600 credits. Weight: 30 KG. Health: 100

*Carbon Nitride Shell - Baja Quality* - A lightweight alternative to typical armour found on cyphers, the carbon nitride shell provides vital protection while still being robust enough to deal with small arm's fire for extended periods of time. Cost: 2200 credits. Weight: 15 KG. Health: 100

*Super Alloy Armour- Alto Quality* - Based on material stolen from the depths of a MASO lab the super alloy material is in limited supply but seems to be near indestructible in conventional stress tests with only high caliber weapons capable of penetrating a thin slice of the alloy. Cost: 5000 credits. Weight: 30 KG. Health: 200

### Arm Equipment

A cypher's arms will allow them to perform various functions depending on the configuration, some arms may allow for cypher's to climb walls while others will allow a cypher to physically interface with foreign electronics, more advanced arms will weigh more.

*Smoke Canisters - Basura Quality* - A tactic that has been used for decades in all forms of warfare but one that still remains effective blocking an opponent's view with smoke, this equipment attaches two small canisters of smoke to each arm of the cypher. The smoke is deployed rapidly and covers a 10 meter radius, making it difficult to spot anything inside the smoke without the right equipment. Cost: 800 credits. Weight: 2 KG. Ability: Smoke Release

*Universal Interface - Baja Quality* - One of the cypher's arms is replaced by a complex system that allows a physical interface with almost all electronics, this allows the cypher to access many electronics across the city that otherwise would block the cypher. Cost: 2500 credits. Weight: 5 KG. Ability: Electronic interface

*Squirrel Arms - Alto Quality* - Using materials found typically on VTOL's and gliders a simple sheet of lightweight flexible material can be deployed from the cypher's arms, allowing a lightweight cypher to glide momentarily. Cost: 6000 credits. Weight: 8KG. Ability: Glide

### Thigh Pistons

One of the most important parts of a cypher is the driving force behind a cypher's legs, often called pistons despite how most modern cyphers utilise far more advanced mechanics to drive the legs.

*Simple pistons - Basura Quality* - These simple pistons are common in most cyphers and allow for high speed locomotion, and a jump height of one meter. Cost: 400 credits. Weight: 10 KG.

*Mixed Alloy Pistons - Baja Quality* - A mixed alloy piston allows for a high level of pressure to be achieved within the piston which results in more power than standard pistons, this results in general increased speed along with a two meter jump height. Cost: 3000 credits. Weight: 15 KG.

*Forged Piston - Alto Quality* - A piston that is forged and made especially for the specific cypher, hence it's high price. The custom forging allows for an extremely specific amount of power that both maximises speed and power usage while allowing for a three meter high jump. Cost: 10000 credits. Weight: 10KG

### Contact spots

A cypher's feet or contact spots are often very different between different types of models and are replaced frequently due to how fast they are worn down. Basic contact spots may simply have a suspension system with a block of rubber and more advanced and heavier systems use advanced forms of gel for both silent landings and more durable material.

*Basic Contacts - Basura Quality* - Nothing special here, simply a block of rubber tied a suspension system allowing for no hindrance in movement for the cypher at a low cost Cost: 200 credits. Weight: 5KG.

*High Friction Contacts - Baja Quality* - An expensive high friction rubber is used here along with an advanced suspension system to allow for maximum contact with all surfaces. This allows for the cypher to gain extra traction across all surfaces allowing for easier traversal. Cost: 4000 credits. Weight: 10 KG. Ability: Longer wall runs

*Energy Transferring Contacts - Alto Quality* - An experimental energy transference suspension system allows for the cypher to build energy as it runs and jumps through its own movement which can then be released as a boost to the cypher's core, this in turn allows for faster movement for a few seconds. Cost: 7000 credits. Weight: 5KG Ability: Movement fueled boost

## Story and Characters - Nathan Jackson w16012679

### Background

Set in the year 2103, the Mexican capital, Mexico City, has become an authoritarian state ruled by the Mexican Authority of Safety and Order (MASO) who are brutally enforcing a long list of many restrictions on the citizens' lives. The city is divided into three districts, the slums, the lower city and the upper city, which are literally stacked upon one another with the wealth of citizens being the deciding factor of where they live, the poor in the slums with levels of wealth increasing as you rise up the cities.

One of the most controversial laws under this new regime is the prohibition of any goods outside of official government channels with protests coming from all the way down in the lowest depths to the highest classes of society in the upper city. This has led to a huge rise in smuggling across all districts but simultaneously a rise in the crackdown of smuggling, which in turn has meant that it takes a specialist to avoid law enforcement whilst delivering these goods. These specialists are highly skilled pilots of robots known as *Cyphers*, which are heavily customisable humanoid machines that are used as a disposable proxy for the pilots, commonly called *Cy-Ops (Cypher Operators)*. Cy-ops have become such an in demand group that all factions in the city have agreed to declare them as neutral, mercenary-esque agents hireable by anyone that pays.

### Characters

**Protagonist** - The protagonist, who takes your chosen name, is a Mexico City native who grew up in the slums. Orphaned after illness took the lives of your parents, you turned to petty crime for local gangs until eventually you are taken in by former Cy-op Miguel Sánchez, who, after being forced into hiding, has decided to readjust his focus to training the next generation of Cy-Ops. At the beginning of the main game you are passing a final test set by Miguel to prove yourself worthy of being street worthy and to join Miguel's guild of Cy-ops known as the Chrome Couriers



Miguel Sánchez - An experienced, retired Cy-op who was heralded as one of, if not the greatest of all time. During his prime years he worked with his close friend Robert Altman in intercepting key data from MASO facilities and units. After Roberts betrayal he had to go into hiding as his identity was compromised, so he set up shop in the slums and started up a training centre for new Cy-ops and formed a group called the Chrome Couriers for them to be a part of. These are an independant group that are hireable by anyone who needs goods smuggled and is willing to pay. He also took action in banding together the impoverished citizens of the slums, forming a faction of the Salvatori, who aim to grant a better life for all in need. They provide food and healthcare to those without access wherever they can in an aim to help the slums thrive.



[7] Alec Ryder from  
Mass Effect: Andromeda



[8] Jonathan Irons from Call of Duty: Advanced Warfare

Robert Altman - The leader of MASO when the main game begins, Robert Altman climbed the ranks at an unprecedented rate, in large part due to the information he provided and his claimed killing of Miguel Sánchez. Within 3 years he went from an informant for the authoritarian force to the most powerful person in Mexico City. A ruthless leader, Robert used many underhanded tactics to raise his position and now he achieved his goal, he will

dispose of any and all who oppose him. Despite protests growing more and more as time goes on from the lower sectors of the city, he maintains his stance that no one could do a better job and he is the city's sole hope for a bright future.

Akil Gamal - A man known only to those he deems worthy, Akil is an Egyptian immigrant who came to Mexico City with hopes of achieving great riches but instead was greeted by a dead end mediocre career with little prospect of gaining more. After several years of being denied promotions and wealth increases, he reached out to similar minded people who opposed the current regime and desired change, forming a group known as the Sons of Isfet, named for the Egyptian concept of chaos, sentiments they seek to emulate. In order to minimise risk of being exposed, he lets only the founding members and most trusted allies know his true identity, which also just so happens to give his followers an inflated image of their leader to the point where he is thought of by many as an incarnation of Set, the god of Chaos.



[8] Talos Rucker from  
Deus Ex: Mankind Divided

### Game Story

The game will take place across multiple chapters that will progress as the players reputation and skills grow, for the final chapter there are 3 possible branches depending on choices made in Chapter 3, the chapters are:

- Prologue - The Fall
- Chapter 1 - Next Gen - Reputation 0-10
- Chapter 2 - Moving on Up - Reputation 10-20
- Chapter 3 - The Big Leagues - Reputation 20-30
- Chapter 4 - Making a Mark - Reputation 30-40
  - A - Salvatori Route
  - B - Sons of Isfet Route
  - C - Unification Route

### Prologue

At the turn of the millenium, the year 2100, famed *Cy-Op* Miguel Sánchez is on run for the ages with his Cypher retreating from the most secure facility in Mexico City, *Más Alto Guardia*. As his cypher traverses the upper city Miguel exclaims over the radio that he has the data and celebrates that this is the start of regaining freedom for all of Mexico, to which an American voice belonging to Robert Altman replies warning Miguel not to get cocky yet and that it's a long way to the under city slums so he better get a move on. As you take control of Miguel and his cypher running down the tiers of the city whilst being pursued by MASO forces, you see for yourself the distinct nature of each tier and the residents that dwell within. When you finally reach the delivery point you find that it was an ambush set by MASO alongside Robert who reveals himself to be a plant, they dismantle the cypher and warn Miguel that he's next, forcing him to go into hiding and sign off for good.

### Chapter 1 - Next Gen

3 years later the player's story begins, a young *Cy-op* trained by Miguel after he went into hiding, he's declared you ready to leave the nest and make a name for yourself in the city as part of the chrome couriers. In this chapter the main goal is to introduce yourself to the world by taking on open contracts and making connections through whom you will receive better paying, yet riskier jobs that will boost your reputation further. After putting your name out there you are contacted by the Salvatori, a group upset with the regime and treatment they receive that are dedicated to hindering MASO operations, who want to hire you to transport an undisclosed piece of cargo that is said to be very valuable, with the payment on offer enough to get you access to the middle city. Upon delivery of this cargo the Salvatori show their appreciation with a bonus and they tell you that you've been a big help to the resistance movement and you make your first move into the lower city with the purchase of a new Cypher warehouse.

### Chapter 2 - Moving on Up

Now with a presence in the lower city you again are required to build your reputation in order to get the higher quality contracts as in the eyes of the middle city clientele, you're an unknown rookie. With the increased wealth of this sector comes a greater MASO presence and a more strict crackdown on Cypher activities making your job more difficult, but this does mean an increase in pay. Throughout the chapter you learn the Salvatori are also establishing a foothold in the middle city and they will continue to contact for odd jobs here and there but you also come into contact with another organisation in the form of the Sons of Isfet, a group formed of disgruntled middle class workers, primarily of middle eastern

descent who have grown sick of the superiority of those above and are now hell bent on bringing down the entire system, with MASO being their main target for achieving this.

With both organisations having the same goals, there is an obvious overlap in contracts, meaning you will have responsibility of choosing who to deliver to, with faction standing rising with each delivery. Much like chapter 1, when your reputation reaches a certain level you are contacted for a big job, this time for a datastick from a MASO base that both the Sons of Isfet and Salvatori are extremely interested in and are prepared to pay over the odds for it. Completion of this job, for either party leads to a huge payment and yet another Cypher warehouse, this time in the upper city, where you are now ready to hit the big leagues.

### Chapter 3 - The Big Leagues

The upper city is now part of your domain, and with this being the centre for MASO activities, security is at maximum meaning once again the jobs are more difficult but come with a bigger paycheque. Whilst once again improving your reputation with independent contracts across all 3 sectors, you learn that your former mentor, Miguel, has set up shop in the upper city and upon getting in contact with him, he tells you about the events of 3 years ago and how he's now leading the Salvatori in order to achieve his original goal of freeing Mexico City from the tyranny of MASO. He also reveals that the head of MASO is now a man he knows very well, Robert Altman, the man who betrayed him so he has a personal stake in all of this

As the chapter progresses with you again choosing to either deliver certain contracts to either faction, eventually you learn that the Sons of Isfet have taken steps into the upper city with attacks being launched on select MASO facilities and causing general disruptions. The Miguel lead Salvatori activities consist of gaining intel and resources for an untold plan. Both factions will have specific contracts for you relating to each of these missions, but time restraints mean often only one faction can be helped. At the end of the chapter both groups come to you with a contract they need fulfilled in order to advance their progress, the Sons ask you to deliver the details of an abandoned weapons ship and the Salvatori ask you to transport some data they stole from MASO to the undercity. This choice and successive contract with signal the end of the chapter and will lead to differing events in chapter 4.

### Chapter 4 - Making a Mark

For the final chapter there are 3 different branches that you may go, depending on what your outcome was for chapter 3, one for choosing to fulfil the Salvatori contract, one for the Sons of Isfet and the third is only if you fail either of those contracts, which is the unification branch.

#### 4a - Salvatori Route:

For this route your primary contractor becomes the Salvatori as they make strides in their mission against MASO thanks to your delivery of the stolen data. Your role in this branch is to fulfil complete a few specialised contracts that help put pieces into place for the Salvatori's final plan, this mainly involves transporting plans from one base to another, movement of weapons and causing distractions to draw away MASO forces. When everything is in place the final attack is launched on the *Más Alto Guardia* with Miguel leading the way, you're role



at this stage is to keep MASO forces busy and drop off commands across all 3 districts, for the final stage, you have to race from the Salvatori HQ in the slums to *Más Alto Guardia* to give Miguel the code to shut off all security systems and take down MASO. When you arrive you find Miguel in a standoff with Altman during which he is badly wounded before he kills Altman getting his revenge, he manages to upload the code and a huge power cut across the entire city including your Cyphers.

In an epilogue scene we learn that with the Salvatori victory came an influx of support from all areas, Miguel took temporary charge of the city until a suitable leader was found, restrictions on movement between sectors was lifted but there were major issues integrating the rich and poor leading to small rebel bands from all wealth bands that cause some problems. The Sons of Isfet started to hunt down MASO remnants which lead to a more violent agenda from them and eventually into a terrorist group that continue to wreak havoc meaning Mexico City still doesn't know peace. But as your character narrates, at least now the playground is a lot safer as your Cypher boots up once again and the game ends.

#### 4b - Sons of Isfet Route:

After helping the Sons of Isfet at the end of chapter 3, they ramp up their efforts, with the leader of the group, Akil Gamal, finally introducing himself. Akil hires you for a series of contracts that have you transporting weapons and plans to various hideouts around the city and occasionally assist in helping take pressure off units by distracting MASO troops and outrunning them.

After enough contracts have been fulfilled it Akil contacts you to inform you that the final plan is ready to be executed and that you will play a crucial role and that there will be wealth beyond imagination as a reward. The Sons launch attacks on all 3 sectors with bombs going off in various locations, the ensuing mayhem causes MASO forces to scramble for order leaving a weakened force guarding *Más Alto Guardia* and an opening for the Sons. You are tasked with transporting a bomb in the form of a Cypher from a warehouse in the slums to just outside the MASO stronghold. MASO spot you quickly however and sent a mass of reinforcements to stop you. Upon delivery of the bomb Akil leads you to the core of the structure but is by ambushed MASO leader Robert Altman, who kills Akil and not knowing the cypher is a bomb, destroys it, leading to a massive explosive and the collapse of the building and a mass power cut and scrambling of MASO forces after Altmans death.

In the epilogue we learn that after Akil's death inside of *Más Alto Guardia*, the Sons of Isfet held him up as a martyr and turned to more violent measures to avenge him, this led to a violent coup of the city and an extremist leadership took charge. So whilst the heavy restrictions on access to city sectors and sale of goods were lifted, the city is now without order and leadership and is perhaps more dangerous than before. But at least now you're free to roam wherever you want.

#### 4c - Unification Route:

If you fail whichever contract you choose at the end of chapter 3 then it results in a situation whereby neither the Salvatori or the Sons of Isfet have the resources they need to be able to take down MASO meaning they are forced to cooperate and compromise to achieve their

similar goal. Your role in this stage is to act as a messenger, constantly hired to deliver messages and data between the factions until eventually they agree to a plan. This plan consists of both factions using most of their forces to distract MASO forces by launching attacks on facilities all across the sectors, whilst a task force led by both leaders infiltrate *Más Alto Guardia*. You are to use a series of specially crafted cyphers that have built in bombs to help with these attacks then when forces are scrambled, deliver a dataset from the Salvatori HQ in the slums to the task force so they can upload a schematic to override MASO controls. Upon delivery you find Altman in a standoff with Miguel but as Altman goes to shoot the Sons leader, Akir, intercepts saving his new ally. Allowing Miguel to upload the code and a city wide power cut ensues.

In the epilogue we learn that after the fall of MASO the Salvatori and Sons of Isfet formed a new leadership that had the hearts of the people behind them, Akir was in charge of law enforcement and Miguel leads the support schemes for the poor. A democracy is formed in order to help please all citizens and whilst there are still some issues, the people at least know they are being worked on. And as from your perspective, with no MASO around, you're now free to run around the city as much as you like.

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