
American Dream and Mythpunk in *Cyberpunk 2077* through Posthumanism

Ms. Shreeja Shreekumar Pillai

Assistant Professor, Department of English

Vels Institute of Science, Technology and Advanced Studies

Ms. Vaisnavi K

Assistant Professor, Department of English

Vels Institute of Science, Technology and Advanced Studies

Ms. Ancilin Fernando

Assistant Professor, Department of English

Vels Institute of Science, Technology and Advanced Studies

Ms. M. Manoranjani

Assistant Professor, Department of English

Vels Institute of Science, Technology and Advanced Studies

Abstract:

The research paper delves into how *Cyberpunk 2077* fuses posthumanism, the American dream and Mythpunk with the dystopian setting of Night City. The Game *Cyberpunk* was created by CD Projekt Red, which envisions a futuristic advanced technology which leads to the breakdown of social order. The American Dream despite technological advancements and societal inequalities, depicts a dystopian culture. The research paper explores how the game *Cyberpunk* uses Mythpunk, which interprets Myth in the modern context, like depicting the character V as a tragic hero, the Arasaka corporation as the Titans and Johnny Silverhand as Zeus. In the game *Cyberpunk*, the protagonist V allows the players to make choices and challenge the conventional narratives of Hero and the new perspective of virtue and vice in the morally ambiguous world. *Cyberpunk 2077*

presents a vision of modern myth where the American Dream and technological invasion coexist to reflect the human cost of progress.

Keywords: Cyberpunk, Posthumanism, American Dream, Mythpunk, Dystopian, Night City, Technology, Cyborgs, Mythology, Video Games.

When a reader reads a particular fiction, a kind of surrealistic world appears before the reader. This feeling flows through every reader when they think they are that particular protagonist and the story is of theirs. To make it more realistic, the gaming platform presents a fictitious story to make a person more enthusiastic towards the game. Gaming is another version of the fictitious world. When we read something we recreate it but when we play something we feel it. This paper tries to focus on the use of post humanism and American dream in one of the most popular video game created by CD Projekt Red *Cyberpunk 2077*. Posthumanism visualizes on the aspects of bringing a vision of technology supported humans. Cyberpunk or high technologies are the some of the tools that garners the theory. When science fiction creates a human life in an automated technology it becomes cyberpunk. A kind of social order is broken down to a level where the insidious American dream aspect enters. the etymology of cyberpunk can be seen from the intrusion of new wave movement of the 1970s. Cyberpunk again deviates with various other subgenres. In simple words cyberpunk is a science fiction where computer technology is the master. A clear picture of cyberpunk fiction can be understood from the description opined in a research article:

Cyberpunk fiction is also the place where popular culture meets visionary science. However, there is a tendency to actually oppose these two different types of discourse, the scientific, on the one hand, and the fictional and popular, on the other (on this see Graham; Dinello). This division seems necessary because of the different types of attitudes towards the future each fosters, one more inclined to a technological utopia and the other to a technological dystopia.

I argue that even though this separation seems useful in many instances, it is more accurate to describe two forms of discourse that run through both scientific and fictional narratives, in unequal doses. I employ the terms "Technoromanticism" and "Cybergothic" to refer to the technoheaven and the technohell, using Daniel Dinello's notions, respectively. (Goicoechea)

Fantasy, family, food and the wanderlust nature is clearly portrayed with the help of artificial intelligence where you feel you are fighting in the game for yourself. You are the master and controller but the truth is vice versa. The idea of nurturing freedom in whatever way you feel gives a new outlook for many. The demonizing idea of the ruling powerful is taken over by the American Dream. Cyberpunk 2077 presents this dream in an utterly dystopian way where every zone of war is propelling and people are free to carry any type of weapon with them for their self protection. Cyberpunk 2077 showcases the four eras of Entropism, Kitsch, Neo-Militarism and Neo- Kitsch. The character V is customizable in your own way as you want to see it and proceed in the game. The modification of the poor, uninvited violence and sophisticated cosmetic addiction can be seen through different levels of the game. They are defined as the threats to human life and they are protected with an armed force known as Psycho Squad. The medical emergency team is known as the Trauma Team. The game opens up in the metropolis Night City that consists of six regions: a corporate region, immigrant region, luxurious Westbrook, suburban place, Pacifica and an industrial locality. Depending on the type of regions law enforcement action takes place. Leisure and entertainment of the Night City course from martial arts, boxing to hacki8ng and shooting. The character V can fully live his life or either can commit suicide as the game progress. The creators of the game have a better prologue version for understanding the game:

The player character V, is contracted along with Jackie Welles, to steal an important piece of technology from the Arasaka Corporation - know as the *chip of immortality* - by fixer Dexter

Deshawn. The duo manage to infiltrate the megacorp and steal the device but the plan goes awry and Jackie appears to die. After meeting with Dexter, V is betrayed and left for dead in a landfill, but manages to survive - possibly in-part due to the *chip of immortality* - and is haunted by the digital-ghost of iconic Rockerboy, Johnny Silverhand. V starts in the Arasaka Tower, where Arthur Jenkins gives them a job to take out another corporate employee. V arrives at Lizzie's Bar by AV and is accosted by several basketball players, whom they almost crushed by conducting an illegal landing on the basketball court. V enters the establishment and meets up with their old friend Jackie Welles, and the two begin to discuss. Unfortunately for them both, their target has caught wind of the attempt and Arasaka personnel arrive. V's contract is terminated in full and they are nearly dragged away by the Arasaka goons, only for Jackie to step in and intimidate the Arasaka personnel into backing down. V has lost almost everything at this point - except for the giant stack of Eurodollar bills Jenkins gave them. V, a lone nomad on their way to Night City, has car issues on the border to the badlands and is forced to seek the services of a local mechanic. V managed to fix the vehicle before they are confronted by the local sheriff as they continue on towards Night City. V then has to head to a nearby radio mast to get in touch with someone from their clan in order to meet up with Jackie Welles on the outskirts and collect an Arasaka-owned cryo-storage container which must then be smuggled through the border checkpoint. Border security tips off Arasaka, however, and agents attempt to intercept V and Jackie before they can enter the city; a car chase ensues where V must use a Darra DR5 Nova to take care of the pursuers. After shaking the Arasaka pursuit, Jackie and V take a moment to inspect the cargo; it turns out to be an iguana of a species from the Lesser Antilles, one thought to be completely extinct. V is running a job for Kirk Sawyer, who

provides them with the technology to steal a high-end Rayfield Aerondight owned by Kaoru Fujioka. V enters the car before they are stopped and held at gunpoint by Jackie Welles, whom also intends to steal the car for their own purposes. Before he is successful an NCPD squad show up and bust the pair. The squad is lead by Jackie's childhood friend, Inspector Stints, who also recognizes V. Kaoru - an Arasaka employee - shows up and orders Stints to kill the pair and dump their bodies out at sea as he does not wish to see them go to trial. (CD Projekt Red)

The categorical use of artificial intelligence even in the use of a character's language sets this game apart from other. There are instances where we can see the use of mythpunk. Mythpunk is just another fantasy fiction where is myth is presented in a modern Performa. The usual sedative way of presenting archetypes is crucially broken down to a level as the character wants to create it. The mixing of the myths can be seen in every character represented in Cyberpunk 2077. The table below shows the character and the mythological characters associated with it:

Character	Mythological Character	Trait
V	Any Greek Hero(as it's customisable)	Like every greek hero a tragic fate is destined.
Johnny Silverhand	Dionysus/ Zeus	Warrior, Infidelity nature
Rogue	Hera/ Athena	Jealousy, Strategic moves
Adam Smasher	Ares/ Typhon	Psychotic Killer

Alt Cunningham	Persephone	The Queen
Arasaka(Mega corporation)	Titans	Valiant, evil
Afterlife(home)	Mount Olympus	Home of Gods and Heroes

Cyberpunk 2077 has indistinctively cultured the aspects of both the post humanistic and mythological aspects where American Dream is trashed into a dystopian view. Through the character of V the creators have made the audience to decide for themselves. The cyborgs elements, the linguistic aspects in the language, the scientific creation of visual representation and also various tools to customize the characters are a treat for the audience. The cryptic technology and use of cyborgs is well comprehensible from the following opinion:

It might seem an exaggeration to use the term "cyborg" to refer to a person carrying a gun or wearing glasses. However, inside the critical discourse of cyberculture, the use of any technological extension is automatically associated with the idea of the cyborg. As we will see later on, this concept has in the last decades amplified to such an extent its semantic field that it runs the risk of being completely emptied of meaning. Because of this, I would like to make a brief overview of the most important ideas that have been generated around this word. The word "cyborg" (blending of "cybernetic" and "organism") popularly represents the symbiosis of the mechanical and the biological. Its close kin is the robot, which was conceived around the 1920s as a purely electromechanical entity at the service of human beings. The term "cyborg," which emerged after World War II, has been far less frequently used than the term "robot." Nevertheless, it has regained notoriety in the last years since its

definition agglutinates a great number of contemporary preoccupations in relation to the growing convergence between biology and technology. (Goicoechea)

The researcher has tried to present this paper in the viewpoint of a general opinion that how the dystopian culture is maligned with the American dream with the use of cyborgs. The paper also presents the mythpunk broken clichés where always a kind of derivatives is followed that either the hero can win or die. Here the fate is decided by the hero himself. *Cyberpunk 2077* has presented life in all under the technological invasions it can make and tried to prove that American dream is possible in a dystopian culture also. Society may have progressed in conceivable way but the way of life lost is its humane purpose. American dream is all about breaking the chains and dismantling the inexplicable social hierarchy but here we can truly see the technological advancement doesn't necessarily lead to a higher quality of life, as long as the transnational capitalism continues to exploit and redistribute resources unequally in society. The creators have given the audience an opportunity to decide for themselves through the character of V that they can be either vice or virtue. The decision solely depends on the game they decide to play.

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