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Morphology and Word Formation

**English word formation processes in the *Cyberpunk*  
tabletop role-playing game franchise: A quantitative  
analysis**

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Linguistics B.A.

Morphology and Word Formation

## Table of Contents

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### **Table of Contents**

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|                                |    |
|--------------------------------|----|
| 1. Introduction.....           | 1  |
| 2. Theoretical Background..... | 2  |
| 3. Methodology.....            | 4  |
| 4. Results.....                | 6  |
| 5. Discussion.....             | 8  |
| 6. Conclusion .....            | 9  |
| 7. Works Cited.....            | 10 |

---

### **Appendix**

|                                 |   |
|---------------------------------|---|
| Compiled streetslang terms..... | I |
|---------------------------------|---|

### **List of Tables and Diagrams**

|   |   |
|---|---|
| Figure 1: Distribution of non-morphological lexeme origins, non-morphemic and morphemic word formation processes by percentage. | 7 |
| Table 1: Word formation process and lexeme origin frequencies.  | 6 |
| Table 2: Compiled <i>streetslang</i> terms  | I |

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## 1. Introduction

Culture and language are closely interwoven and as such one cannot change without in turn impacting the other. Language as a dynamic system is in a state of constant flux. The *Cyberpunk* tabletop role-playing game (or TTRPG for short) franchise conceived by Mike Pondsmith is set in a dystopian future, where modern society is polarized and government systems are in the firm grasp of mega corporations. With massive societal changes comes the phenomenon of what Pondsmith choses to call *streetslang*; essentially a futuristic variety of English featuring neologisms centering around harsh, charged and violent living conditions.

This paper concerns itself with the morphological analysis of Pondsmith's *streetslang* and the word formation processes, or lexeme origins involved in the creation of this fictional jargon. Books and movies are often the subject of linguistic analyses, however tabletop role-playing games present a blind spot in this regard, as they are not as widely consumed and can as such still be considered a niche pastime. When it comes to academic research TTRPGs are often analyzed from a sociological or psychological perspective. such as their impact on racial and gender identities (see Garcia 2017) or their educational value (Bawa 2022), but rarely from a linguistic angle.

This research paper focuses on the English word formation processes involved in the creation of *streetslang* and seeks to answer the following questions:

- 1) Which word formation processes were involved in the creation of *streetslang*?
- 2) Can a dominant word formation process be observed?
- 3) Is morphemic or non-morphemic word formation more prevalent among *Cyberpunk*'s neologisms?

## 2. Theoretical Background

Since this paper concerns itself with word formation processes it is important to differentiate between different types in order to classify *street slang* terminology. Not all words in the *Cyberpunk* TTRPG are created through morphological word formation processes however, making the inclusion of semantic change and borrowing as factors of word origins necessary.

### 2.1 Non-morphemic word formation processes

**2.1.1 Acronyms:** This word formation process is defined by Matthews (2007) as “[a] word formed from the initial letters of two or more successive words”. An example would be the word *IFAR* standing for *improved finned aerial rocket*.

**2.1.2 Back-formation:** This process is defined as “The formation of a simple or simpler word from one understood as derived” by Matthews (2007). This can be observed with the adjective *lacey*, which carries the meaning of *fighting in a berserk rage*. This term was derived from the in-universe designer drug *Black Lace* and its effects upon consumption.

**2.1.3 Blending:** An amalgamation of parts of multiple words, resulting in a lexeme that possesses the combined meaning of all its constituents (see Plag et al. 2007: 225). As such the noun *vidiot* refers to someone addicted to consuming *virtual reality* or *video games* and represents a joining of the first letter of these two electronic mediums with the word *idiot*.

**2.1.4 Clipping:** A word formation process that involves creating new lexemes through elision of parts of a base word (see Plag et al. 2007: 225). This is evident in the case of *corpo* referring to a *corporate employee*.

**2.1.5 Reduplication:** Matthews (2007) defines this word formation process as “[a] morphological process by which all or part of a form is repeated” such as in the word *mishmash*.

## 2.2 Morphemic word formation processes

**2.2.1 Affixation:** Frawley (2003) describes the process of affixation as attaching “morphological (not lexical) elements [...] either directly to roots or stems, or to affixes”. This can be seen in the case of the noun *booster*, which originates from the verb *boost* and was created by attaching the suffix *-er*.

**2.2.2 Compounding:** According to Plag (2015: 100) this word formation process entails joining multiple words to form a new one. An example being *braindance*, which is a combination of the two words *brain* and *dance*.

**2.2.3 Conversion:** “[I]s the process whereby a new word is derived by change in part of speech, without adding a derivational affix” as defined by Frawley (2003). The noun *smelly*, referring to a *corpse* for instance is derived from the adjective *smelly* without any change in its spelling.

## 2.3. Origins of lexemes without involvement of word formation processes

**2.3.1 Semantic change:** Matthews (2014) describes semantic change as an alteration of a lexeme’s meaning. This can either occur via adding to or subtracting from a word’s denotations. An instance of which can be observed with the word *venice* in the *Cyberpunk* franchise. Here it represents not only a city name, but is used to describe any coastal city that has been flooded due the effects of global warming.

**2.3.2 Borrowing:** According to Matthews (2014) borrowing is “the introduction into language *a* of specific words, constructions, or morphological elements of language *b*.” An example being the originally Italian loanword *gato* denoting a particularly *cool person*.

### 3. Methodology

As mentioned, tabletop role-playing games are, in contrast to print and electronic entertainment media, rarely the subject of linguistic research. The *Cyberpunk* franchise's many rulebooks, magazines and compendiums provide an ample amount of data for linguistic analyses. Nowadays even older publications from the late 1980s are readily available in digital form. They can be purchased from several online marketplaces, making these kinds of data more accessible now than they have ever been before.

The research data were collected manually from *Cyberpunk* TTRPG books and every word assumed to be *street slang* was added to a list for further analysis. This brought with it the problem of differentiating between *street slang* and other, already existing varieties. Every term from the initial list was entered into the *Corpus of Historical American English* (COHA) (Davies 2010) to check whether they were already part of a non-*Cyberpunk* variety. This approach essentially utilizes COHA as a linguistic filter. This specific corpus was chosen since the *Cyberpunk* TTRPG is an American product, with another reason being that COHA includes data from the 1980s in which the TTRPG was conceived, which the *Corpus of Contemporary American English* in contrast does not.

An example to illustrate this filtering process can be observed in the case of the lexeme *straphanger*, a term referring to *commuters*. It was assumed to be a part of *street slang* initially. A COHA query has however shown the lexeme to have already been used as early as 1920 in the real world, thus it was ruled not to be part of *street slang*. Another lexeme *flatbacker* could not be found via COHA queries at all, which qualified it as part of *street slang* for this analysis.

All lexemes that could not be found as entries in COHA are assumed to be exclusive to the *Cyberpunk* variety *street slang* for the purpose of this paper. Furthermore, there are also words that have unmistakably changed on a semantic, but not on a morphological level. An example being *heart* referring to a *liquid crystal matrix* in addition to the term's common denotations. For these semantically shifted words samples with a size of 100 were taken from COHA for semantic analysis. Words from these samples that matched with assumed *street slang* terms on a semantic level

were discarded as they were determined to not be part of *Cyberpunk*'s exclusive terminology.

#### 4. Results

Through this approach a total of 175 *street slang* terms across eleven books were identified and then classified according to their word formation processes and lexeme origins, a list of which can be found in the appendix.

Table 1 lists the ten word formation processes and lexeme origins the compiled terms were analyzed for, namely acronyms, affixation, back-formation, blending, borrowing, clipping, compounding, conversion, reduplication and semantic change. The absolute and relative frequency distribution shows compounding to be the most prevalent word formation process with 37.14%, followed by the non-morphological process of semantic change with 27.42%. Conversion (1.14%) and back-formation (1.71%) represent some of the rarest processes, with the only exception being reduplication, instances of which could not be observed at all.

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| <b>Word formation process/ lexeme origin</b> | <b>Absolute frequency</b> | <b>Relative frequency</b> |
|--|---------------------------|---------------------------|
| <b>Acronyms</b>                              | 10                        | 5.71%                     |
| <b>Affixation</b>                            | 6                         | 3.43%                     |
| <b>Back-formation</b>                        | 3                         | 1.71%                     |
| <b>Blending</b>                              | 10                        | 5.71%                     |
| <b>Borrowing</b>                             | 15                        | 8.57%                     |
| <b>Clipping</b>                              | 16                        | 9.14%                     |
| <b>Compounding</b>                           | 65                        | 37.14%                    |
| <b>Conversion</b>                            | 2                         | 1.14%                     |
| <b>Reduplication</b>                         | 0                         | 0%                        |
| <b>Semantic change</b>                       | 48                        | 27.42%                    |

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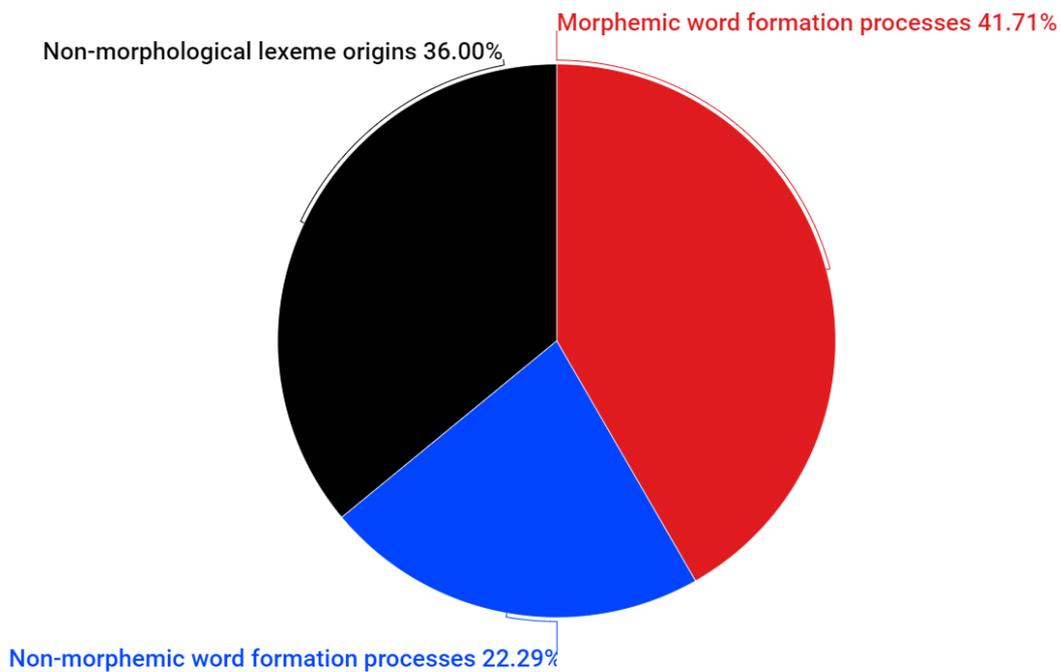
Table 1: Word formation process and lexeme origin frequencies.

The word formation processes in Table 1 can be divided into three categories as follows:

- **Morphemic word formation processes:** Affixation, compounding, conversion
  - **Non-morphemic word formation processes:** Acronyms, back formation, blending, clipping, reduplication
-

- **Non-morphological lexeme origins:** Borrowing, semantic change

Figure 1 reveals that morphemic word formation processes could be observed the most, accounting for 41.71% (73 words) of *Cyberpunk*'s terms. Non-morphological lexeme origins made up 36% (63 words) and non-morphemic word formation processes 22.29% (39 words) in total.



**Figure 1: Distribution of non-morphological lexeme origins, non-morphemic and morphemic word formation processes by percentage.**

## 5. Discussion

As previously mentioned, compounding is the dominant word formation process brought to light by this quantitative analysis. While the process of reduplication was not observed at all. However, this paper only covered eleven of the 97 official *Cyberpunk* books available as of August 2022. Since the amount of analyzed data only applies to approximately 11% of the *Cyberpunk* franchise as a whole, it could be argued that the relative distributions are not representative of all *streetslang* word formation processes and lexeme origins. As such further research may be required to find out whether this trend continues in the books not covered in this paper.

The approach of isolating *streetslang* by running every word through COHA to extract exclusively *Cyberpunk* terms could be seen as problematic. There is no guarantee that words not observable via COHA queries are Pongsmith's original creations. They could be part of a not comprehensively documented variety. That is to say that just because terms such as *inkman* do not have matches in COHA they are not used by people in real life.

The non-morphemic process of back-formation also proved to be a hurdle. This can be illustrated by looking at the noun *netrunner* and the verb *netrun*. Both terms are part of *Cyberpunk*'s jargon, however it could not be determined whether the noun or the verb had been created first. This conundrum was resolved by classifying both as compounds.

Tabletop role-playing game rulebooks are fundamentally different from other fiction books regarding their structure. While entire cohesive sentences can be found in novels, rulebooks on the other hand often contain glossaries of in-universe terminology rather than continuous texts. This paper has explored a possible approach of collecting, classifying, and analyzing TTRPG rulebooks that could be used in future research in this particular niche.

## 6. Conclusion

This paper has explored three different questions concerning the terminology of the *Cyberpunk* tabletop role-playing game franchise. First, observable word formation processes were investigated. The method of choice consisted of manually collecting data from eleven books. These data were then filtered through queries conducted with the help of the *Corpus of Historical American English*. This process brought to light 175 *street slang* terms that were then analyzed according to their word formation processes and lexeme origins. The results revealed that acronyms, affixation, back-formation, blending, borrowing, clipping, compounding, conversion and semantic change were all involved, however reduplication was not.

The second research question has focused on finding out whether a dominant word formation process can be observed. To this end the relative and absolute frequency of word formation processes and lexeme origins were determined. The result was that 37.14% of all terms were created via compounding, making it the dominant process.

The third line of investigation consisted of determining whether non-morphological lexeme origins, morphemic or non-morphemic word formation processes are more prevalent when it comes to the creation *Cyberpunk*'s neologisms. Here morphemic word formation processes were deduced to be the major type of word origin via an analysis of relative distribution, with 41.71% of *street slang* terms being created that way.

Tabletop role-playing games represent a going largely unnoticed niche when it comes to linguistic research. This research paper was a first attempt of analyzing and classifying its in-universe jargon and thusly shed some light on how it was conceived.

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## Appendix

Table 2: Compiled *streetlang* terms

| Streetlang Term | Meaning  | Word formation process/<br>lexeme origin |
|-----------------|--|--|
| 2020 Hindsight  | The act of watching one's back   | Compounding                              |
| ACPA            | Assisted Combat Personnel Armor  | Acronym                                  |
| Afrit/Afreet    | Demon (from Arabic)  | Borrowing                                |
| Agent Man       | Police Officer   | Compounding                              |
| Agriplex        | Agglomeration of farms with one central management complex   | Blending                                 |
| Amp             | To get cyberware installed in the brain  | Semantic change                          |
| Aperture-based  | Very low quality, referring to ACPA without VRI  | Compounding                              |
| API             | Armor piercing incendiary  | Acronym                                  |
| B-girls         | Bikini girls. prostitutes  | Clipping                                 |
| BD              | Braindance   | Acronym                                  |
| Bag Man         | Drug Dealer  | Compounding                              |
| Bakebrain       | Someone altered with cyberware to allow for the usage of data skill chips  | Compounding                              |
| Banana Boys     | MaxTac   | Compounding                              |
| Banana Bunch    | MaxTac   | Compounding                              |
| Beauties        | Term for ButaqualideHC1, a powerful and illegal sleeping pill  | Clipping                                 |
| Beav            | General term for inhabitants of a <i>beaverville</i>   | Back-formation                           |
| Beaverville     | General name for safe suburban neighborhoods where the wealthy live (derived from the 1950s sitcom "Leave it to Beaver") | Compounding                              |
| Bennie          | Someone from out of town   | Semantic shift                           |
| Black Lace      | A highly illegal synthetic endorphin   | Compounding                              |

Appendix

|                            |  |                 |
|----------------------------|--|-----------------|
| Blazebrain                 | Someone altered with cyberware to allow for the usage of data skill chips  | Compounding     |
| Blue Triangles             | Term for triphetamines, a subcategory of amphetamines  | Compounding     |
| Boga                       | Something that is in fashion, vogue (from Spanish)   | Borrowing       |
| Bombshell                  | To evacuate quickly, to run  | Semantic change |
| Boney                      | Corpse   | Conversion      |
| Booster                    | Term for members of gangs, who are typically outfitted with cybernetic technologies  | Affixation      |
| Boris                      | General term for large, typically Russian ACPAs  | Semantic change |
| Brain Potato               | A BD addict  | Compounding     |
| Brandance                  | A consumer VR experience that entails reliving some else's memories  | Compounding     |
| Bridge Crowd/ Tunnel Crowd | Commuters  | Compounding     |
| Buttonhead                 | Someone addicted to receiving electrical stimulation of the brain's pleasure centers through insertion of plugs in interface sockets | Compounding     |
| Bwana                      | Mister, generally a respectful term of address (from Swahili)  | Borrowing       |
| Carbon Plague              | A deadly nanite disease that feeds on CO2 and heat   | Compounding     |
| Chip                       | General term for any kind of data recording  | Semantic change |
| Chip in                    | to buy cyberware for the first time, to try one's luck, to connect to a machine  | Compounding     |
| Choo                       | Excrement (from Swahili)   | Borrowing       |
| CHOOH-Head                 | Wild or undisciplined personnel/civilians  | Compounding     |

## Appendix

|                |  |                 |
|----------------|--|-----------------|
| CHOOH2         | Pronounced like /tʃu:ˈtu:/, an industrial alcohol with a higher burning temperature than methanol, which is commonly used to power vehicles, but also often consumed as a drug | Acronym         |
| Choom/ Choomba | Friend, family member (Apparently of Afro-American origin)   | Borrowing       |
| Chop           | Credchip   | Semantic change |
| Chopping       | Practice of illegally decrypting a credchip  | Semantic change |
| Chromatic Rock | A music genre, essentially combining disco aesthetics with screamed lyrics from punk and the instrumentals of rock/metal   | Compounding     |
| Chromer        | Someone who enjoys destroying ACPAs, also a term for 21st century heavy metal fans   | Affixation      |
| Chunking       | Eating on the run, eating while performing another task  | Affixation      |
| Cold One       | Corpse   | Compounding     |
| Cold tea       | Alcohol  | Semantic change |
| Collarboy      | White-collar worker  | Compounding     |
| Conapt         | A condominium apartment  | Blending        |
| Corp/Corpo     | Anyone working for a big corporation   | Clipping        |
| Corpse         | Derogatory term for an employee of a mega corporation  | Semantic change |
| CorpSec        | Corporate security and its employees   | Blending        |
| Corpsicles     | Corporate security employees   | Blending        |
| Cory Plug      | A brain cortex implant which allows for the use of <i>daddies</i>  | Compounding     |
| Credchip       | Portable device that stores digital currency   | Compounding     |
| Cryomax        | Contemporary fashion based on 19th Century Russian clothing (Cossack boots, colorful sashes,   | Blending        |

Appendix

|                            |  |                 |
|----------------------------|--|-----------------|
|                            | etc.) mixed with<br>cybertechnology  |                 |
| Crystal                    | Liquid crystal computer matrix   | Semantic change |
| Crystaljock/ Crystaljockey | Computer user, netrunner   | Compounding     |
| Cyber-up                   | To get as much cyberware<br>implanted as possible  | Compounding     |
| Cyberdeck                  | General term for a modem that<br>enables one to interface with the<br>cyberspace                                     | Compounding     |
| Cyberpsycho                | Derogatory term for someone<br>suffering from cyberpsychosis   | Compounding     |
| Cyberpsychosis             | A mental illness, specifically a<br>dissociative disorder stemming<br>from the installation of too<br>much cyberware | Compounding     |
| Daddy                      | Term for data skill chips, which<br>let you acquire certain skills<br>upon insertion                                 | Clipping        |
| Data Term                  | A street corner information<br>machine   | Clipping        |
| Dead Guy/Girl              | People employed by mega<br>corporations  | Compounding     |
| Deckhead                   | Netrunner  | Compounding     |
| Delta                      | An aircraft for smuggling wares  | Semantic change |
| Deltajock                  | Delta pilot, air smuggler  | Compounding     |
| Deniable Person            | Someone hired to feign<br>ignorance in case a job goes<br>wrong  | Compounding     |
| Dirtgirl                   | Derogatory term for a woman<br>who was born on earth   | Compounding     |
| Dorphs                     | Synthetic endorphins (a<br>designer drug)  | Clipping        |
| Draga                      | Expensive (from Hungarian)   | Borrowing       |
| Easy Rider                 | Someone who travels a lot  | Semantic change |
| Edgezone                   | Gray area  | Compounding     |
| Effer/Iffer                | IFAR   | Acronym         |
| Exotic                     | Term for humans biosculpted<br>with non-human elements like<br>fur, long ears, fangs, etc                            | Semantic change |

## Appendix

|                 |  |                 |
|-----------------|--|-----------------|
| Eye-Face/I-Face | Interface  | Clipping        |
| Faceman         | A dealer who is subordinate of a different dealer and does their dirty work        | Compounding     |
| Firelane        | Term for an area a weapon can fire into without obstructions                       | Compounding     |
| Flatbacker      | Prostitute   | Compounding     |
| Flatline        | To kill sb.  | Compounding     |
| Fodder          | Derogatory term for <i>solos</i>   | Semantic change |
| Fried           | Insane   | Semantic change |
| Gajjin          | Derogatory term for outsiders (from Japanese)                                      | Borrowing       |
| Gato            | A smooth operator, cool person, sometimes referring to drug dealers (from Spanish) | Borrowing       |
| Geeked          | Killed   | Semantic change |
| Genies          | Term for rounds used by <i>Genius Guns</i>   | Back-formation  |
| Genius Gun      | A type of gun with guided projectile technology                                    | Compounding     |
| Gewalt          | Violence (from German)   | Borrowing       |
| Gibson          | Fortune teller, psychic  | Semantic change |
| Giri            | Honor, duty, obligation (from Japanese)  | Borrowing       |
| Glass crushing  | The act of firing a gun into someone's window to intimidate them                   | Compounding     |
| Go kevlar       | To contract the carbon plague  | Compounding     |
| Goboy           | Friends  | Compounding     |
| Gomi            | Trash, junk (from Japanese)  | Borrowing       |
| Gonk            | Idiot, fool  | Semantic change |
| Gyro            | Small helicopter, derived from gyrocopter  | Clipping        |
| Hard            | Heavily-armored, wearing an exoskeleton, to be a cool or admirable                 | Semantic change |
| Headlining      | Wanted man   | Semantic change |

## Appendix

|               |   |                 |
|---------------|---|-----------------|
| Heart         | Liquid crystal matrix   | Semantic change |
| Hexed         | Suffering from cyberpsychosis   | Semantic change |
| Hold down     | To draw a weapon and aim it at sb.  | Semantic change |
| Hound-Tipping | The practice of ambushing and reprogramming police robohounds                             | Compounding     |
| Hover         | Hovercraft  | Clipping        |
| Hydro         | Hydrogen fuel   | Clipping        |
| Iceman        | Someone who doesn't show or have emotions   | Compounding     |
| IFAR          | Improved Finned Aerial Rocket   | Acronym         |
| Infobro       | Information broker  | Blending        |
| Injun Country | Enemy territory   | Compounding     |
| Inkman        | White collar worker   | Compounding     |
| Input         | Girlfriend, casual lover, submissive partner in a homosexual relationship                 | Semantic change |
| Jam           | to mess up, to hurt someone, to have sexual intercourse with someone                      | Semantic change |
| Jo            | A nobody, possibly derived from the concept of the everyman (like in <i>average Joe</i> ) | Clipping        |
| Joanna        | Female counterpart to <i>Jo</i>   | Affixation      |
| Jumbo Bird    | Heavy Aerial Assistance   | Compounding     |
| Kleptoid      | Thief   | Compounding     |
| Lacey         | To fight in a berserk fashion, derived from the drug Black Lace                           | Back-formation  |
| LEDiv         | Law Enforcement Division  | Acronym         |
| Mainline      | General term for a partner in a serious, long-term relationship                           | Semantic change |
| Max/Maximum   | Good, superlative   | Semantic change |
| MaxTac        | Maximum Force Tactical Division, a specialized squad of the Night City Police             | Blending        |

Appendix

|                  |  |                                       |
|------------------|--|---------------------------------------|
|                  | Department dealing with cybered-up psychopaths                               |                                       |
| Meatspace        | The real world (counterpart to cyberspace, term employed by netrunners)      | Compounding                           |
| Metalhead        | Someone who's full body is mechanical  | Semantic change                       |
| Midnight Market  | General term for black markets dealing in risky, highly illegal goods        | Compounding                           |
| Mini-grin        | Mini-grenade launcher  | Clipping                              |
| Minimum          | Bad, sorrowful   | Semantic change                       |
| Monkey           | Person using ACPA who isn't well-trained to do so                            | Semantic change                       |
| Mudboy           | Derogatory term for a man who was born on earth                              | Compounding                           |
| Mushi            | Computer glitch, bug (from Japanese)   | Borrowing                             |
| Netrun           | To interface/hack into cyberspace  | Compounding (possibly back formation) |
| Netrunner        | Person who netrunches  | Compounding (possibly affixation)     |
| Nudie            | Personnel targets not wearing an exoskeleton or ACPA                         | Affixation                            |
| Output           | Boyfriend, casual lover, dominant partner in a homosexual relationship       | Semantic change                       |
| PA               | Powered Armor  | Acronym                               |
| Padre            | Friends/member of your PA team, derived from compadre                        | Borrowing                             |
| Paint Boys       | Yakuza   | Compounding                           |
| Part Timer       | A police officer or a bounty hunter working for one of the mega corporations | Semantic change                       |
| Pasta Boys       | Mafia  | Compounding                           |
| Polymer one-shot | A cheaply made plastic pistol  | Compounding                           |
| Porky            | Someone who loves or collects weapons (from <i>porcupine</i> )               | Clipping                              |

## Appendix

|                 |   |                 |
|-----------------|---|-----------------|
| Posergang       | A gang made up of members who all affect a certain look, style or bodysculpt-job                                    | Compounding     |
| Ram             | Personality (from the computer jargon, RAM)   | Semantic change |
| Reality Junkies | General term for addicts of VR, BD, video games, etc.   | Compounding     |
| Rimbo           | Term for an armed, attractive, but not very intelligent young woman (combination of <i>Rambo</i> and <i>bimbo</i> ) | Blending        |
| Ripped          | Assaulted   | Semantic change |
| Ripperdoc       | Surgeon specializing in the installation of illegal cyberware   | Compounding     |
| Roll up         | To capture  | Semantic change |
| Rougey          | Crazy, dangerous, fanatical   | Affixation      |
| S.S.R.          | Suit Systems Read, an inspection of status displays inside of an ACPA   | Acronym         |
| Samurai         | A corporate-hired assassin or mercenary (from Japanese)   | Semantic change |
| Sardine         | A trooper wearing powered armor   | Semantic change |
| Shoemaker       | Someone who produces false IDs  | Semantic change |
| Shoes           | False IDs   | Semantic change |
| Skeleton        | Term for all collected electronic records kept on a person, someone's electronic identity                           | Semantic change |
| Slammit on      | To get violent, to attack someone for no reason   | Compounding     |
| Slipup list     | Collection of possible mistakes that could occur during an operation  | Compounding     |
| Smelly          | Corpse  | Conversion      |
| Spiked          | Killed  | Semantic change |
| Sticks          | Beat Cops   | Semantic change |

## Appendix

|                       |   |                 |
|-----------------------|---|-----------------|
| Stuffit               | To have sex, to forget about something  | Compounding     |
| Sunnies               | Term for Sonniene, a powerful opiate  | Clipping        |
| Svoluch               | Someone without honor (from Russian)  | Borrowing       |
| T                     | Truth   | Clipping        |
| Technical penetration | Act of using mechanical/electrical means to gather information                              | Semantic change |
| Thatch                | Term for a psychotic killer   | Semantic change |
| The Man               | Immediate Superior Officer  | Compounding     |
| Thirdman              | A middleman in the criminal underground   | Compounding     |
| Throwbacks            | Exotics   | Semantic change |
| Tin Can               | Powered Armor   | Semantic change |
| Trash                 | To kill (when referring to people), to destroy (when referring to ACPAs or other equipment) | Semantic change |
| Tri-phets             | Triphetamines   | Clipping        |
| Venice                | General term for any part of a coastal city that has been flooded due to climate change     | Semantic change |
| Vidiot                | A VR or video game addict   | Blending        |
| VRcade                | VR, BD and video game arcade  | Blending        |
| VRI                   | Virtual Reality Interface   | Acronym         |
| Yono                  | Lowlife, scum (from Korean Yonomoseki)  | Borrowing       |
| Zonedance             | A dance battle to determine who is in control of an area or district                        | Compounding     |