



CORPORATE CONAPTS & STUDIO APARTMENTS

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CORP CONAPTS & STUDIO APARTMENTS

NIGHT CITY 2045



NIGHT CITY CIRCA 2045

DATA

The white circles on the above map correspond to locations in CP:R (PAGES 310–314).

The red pins are locations in this document. CO stands for Corp Conapt. SO stands for Studio Apartment.

RENT'S DUE, CHOOMBA!

Or not, depending on who you are and who you work for. If you're an Exec, chances are you're getting free housing thanks to your employer. That's right. None of your hard-earned Eurobucks need to go to your rent since you've got a Corporate Conapt as a well-earned employment benefit. And, if you're feeling generous, you can even bring in a friend or two to live with you. Of course, you can always charge them rent for the luxury.

Or? Use the spare room as an office and let your friends worry about their own sleeping arrangements. After all, if they're pulling in enough bank and pooling their resources, chances are they can afford a Studio Apartment. They're not the most spacious of living spaces, sure, but hey, it beats living in a shipping container like some sort of vagrant, doesn't it?

**For more information on Corporate
ConApts and Studio Apartments, SEE CP:R
PAGE 379.**

THE TOP 10 SYNERGISTIC CORP CONAPTS

Night City can be an expensive place to live for most people. But you aren't most people. You're a winner. While the rest of the population worries about scraping enough Eurobucks off the pavement to make rent, you're pouring yourself a second drink of something expensive from a crystal decanter in your conapt's well-stocked bar.

It isn't your fault you've got the best and the streetrats don't, is it? Maybe they should have worked harder, made better choices, or been born outside the gutter. Why should you feel guilty for their failings?

▶ BIOTECHNICA HABITATION SPHERE ALPHA (C01)

You live in the University District on the Biotechnica Campus in a housing module inside a vast, domed greenhouse. You can walk to work freely via a tunnel, but coming home from a late night out on the town is another story. Due to the rare plants in Habitation Sphere Alpha, entering the sphere requires a five-minute decontamination process after being outside in the polluted Night City atmosphere.

The air in the high-pressure decontaminator wreaks havoc on natural hair. Most of your coworkers have long since upgraded to Techhair.

▶ CONTINENTAL BRANDS VERTICAL NEIGHBORHOOD
CONCEPT: "FLAVORS OF THE WORLD" (C02)

You live in Little Europe, just a short walk from the Continental Brands Offices in a tower with an extremely confusing interior. Each floor is laid out like a small “exotic” world market location, with each conapt disguised as a storefront. The twisting hallways connecting them take the form of winding streets, complete with extraneous hallway features, such as scent vents and street vendor holograms, all deemed essential by Corporate for “atmosphere”.

Despite the confusing housing complex layout, “I got lost” is not considered a valid complaint for new hires showing up late to meetings.

**▶ DANGER GAL HOUSING FACILITY
AKA "THE DANGER ZONE" (C03)**

You live on the water in Little Europe in a sprawling art deco compound across the street from the Dangle Gal Offices. Pink is the primary color of the interior, accented with pastel chartreuse, neon violet, black lights, and the glow of arcade machines. You'd think security would be on point, but your co-workers check in so many friends that every night feels like a Friday party.

Strange amenities like beanbag pits, firing ranges, manga nooks, free Kibble-cookie stations, Smash dispensers, and obstacle courses fill the common areas of the building, making it difficult to remember which facilities are on which floor. You swear, half the Piranhas crash here on a weekly basis.

► MILITECH CORPORATE OPERATIVES HOUSING (C04)

You live on the NorCal Military Base in a highly-defended building owned by Militech. The rooms are spartan, but what furnishings they do contain are made with high-quality, nearly indestructible materials. It's said the building could shrug off missile strikes. All guests must undergo a thorough security check before entering.

The cigar lounge on the third floor is always packed with top brass discussing strikes, counterstrikes, operations, and Militech history. Living here is its own kind of security clearance.

▶ NETWORK 54 WESTBROOK PRIVATE ACRES (C05)

You live in a Network 54 Corporate-owned duplex in New Westbrook's scenic hills. You can't walk to work, but the added privacy of the walls around your little community makes up for it. The stars that have to live in headquarters wish they could have this. Sometimes, they crash with their assistant (your neighbor) to escape the craziness and noise of the Network 54 building! There are plenty of company-sponsored events in the community space, but attendance isn't mandatory, so nobody shows up. Everyone's either partying, resting, or working overtime to impress the boss – nobody you work with is stupid enough to throw away their precious off time for a pancake made by HR.

DATA

For more information about Housing go to **CP:R PAGE 377.**

DATA

Want to know more about the Zones your new home is located in? Check out **CP:R PAGES 297–299.**

► PETROCHEM & SOVOIL

JOINT TEMPORARY HOUSING SOLUTION (C06)

You live in the Watson Development in hastily constructed corporate housing near the Petrochem & SovOil Offices. The walls are so cheap the top layer scratches off when you lean against them. What's worse is, thanks to the simultaneous destruction of both companies' previous housing complexes, you now live in the same building as your bitter Corporate enemy. That's disgusting, no matter how many memos management sends you to proclaim the arrangement as "temporary."

In the meantime, you and your enemies have come to an understanding – they take the left elevator, and you take the right one; unless one breaks down, of course. The east tennis court is for Petrochem employees, and the west court is for SovOil. The jacuzzi on the roof is shared, but nobody is happy about it.

► ROCKLIN AUGMENTICS INNOVATION HUB (C07)

You live in New Westbrook on the Rocklin Augmentics Campus in the Innovation Hub, where they've crammed you into a concept space designed to encourage "innovation and teamwork". At least your conapt is nice. The building is primarily communal space, all hardly used, which is probably a waste. How many computer labs do you need in your apartment building? Far less than what's here is the answer.

As for Maker Spaces? There's at least one on every floor, ready to be used (and monitored by Corporate in case someone comes up with a breakthrough while off the clock) 24/7. Living here, it feels like management doesn't understand not every Rocklin employee is an engineer. The engineers that you do know all love it, though. So, at least, they're happy.

► TRAUMA TEAM CORPORATE LIVING CENTER (C08)

You live in the Watson Development, in the Trauma Team Corporate Living Center, which is attached to the Trauma Team Tower by an extended access tunnel. The conapts are nice, if a little sterile. The fitness center is world-class, and has an awesome smoothie machine (loaded with real fruit puree on special occasions!). You don't know of any other Corporation that offers an in-building emergency care center for its employees either.

While not free, the therapy provided by the in-house specialist is excellent. They say it is also entirely confidential, although you can't be sure. All of the doorknobs check your heart rate, after all – who knows what other data the building is collecting for the bosses?

► ZIGGURAT CORPORATE TERRACE

"THE HANGING GARDEN" (C09)

You live in the Upper Marina, in Ziggurat's Corporate Terrace, slung on the underside of Ziggurat's main headquarters. It's a fantastic view of the water, but they sealed the windows shut after an employee suicide went viral on the Data Pool. Goods news, though! You don't have to commute to work since you're already there. Each door is equipped with a screen displaying its inhabitant's Garden Patch. Ziggurat expects you to maintain your social media accounts with at least a modicum of effort to keep up with your neighbors. Stay connected, or you'll fall behind.

► ZHIRAFA OFFICE PARK MICROVILLAGE (C010)

You live in the Heywood Industrial Zone in Zhirafa's Office Park MicroVillage. This small area is designed to look like the colorful cargo container village to the south near the Old Ironworks Building. However, behind each paint-splattered cargo door in your neighborhood is a well-appointed Corporate Conapt, not a dingy metal box. Outside, you are much more likely to find an artisan latte than a cheap hotdog, but you'll still pay a hotdog price. In your little Corporate village, the vendors discount luxury food and drink (but not your overall Lifestyle), especially the alcohol. Synthetic vodka is cheaper than bottled water in the MicroVillage. Things get a little rowdy at night, but a lot of business gets done – it all cancels out.

10 STUDIO APARTMENTS

YOU MIGHT BE ABLE TO AFFORD

So, you made it out of the Cargo Container. Congratulations! Your next step out of the mud is a Studio Apartment. It's only a little bigger, but it'll feel like a castle to you. No longer will you share a bathroom with your neighbors – so yes, your little castle comes with your own private throne. That is unless you

have a roommate, like most of your neighbors, who you'll meet in dribs and drabs in the noise of the communal laundry room. Still, much better than the Cargo Container you came from (almost anything would be). Your new Studio Apartment is the perfect place to close the door on your past and open a window to let your bright future shine in!

SILVERHAND STUDIOS (S01)

You live in South Night City in a rundown warehouse that was converted into an artist's collective in the 2020s. Back then, it used to be the place to go for new artists, and many of the top bands today started there. The building was heavily vandalized after the Arasaka Towers went up in nuclear smoke on August 20, 2023, but an ever changing landscape of murals created by residents covers up the pock-marks and visual damage. Kerry Eurodyne, a legendary Rockerboy in his own right, owns the building, since Johnny Silverhand vanished the night the Towers blew.

Kerry isn't as hands-on as Johnny was with Silverhand Studios – nowadays, he bounces between the Philippines, Tokyo, and Night City thanks to some Nomad friends. Still, when he's in town, he visits and throws a little encouragement to the artists, musicians, and layabouts who call this place home. The building is still managed by a cousin of Kerry's agent, with the same artist-first attitude as ever. Just don't expect a discount. The days of artists living cheap thanks to a patron's largess are over.

▶ CORONADO HEIGHTS (S02)

You live near the border of Rancho Coronado and Pacifica Playground in a building with a lovely view of Playland by the Sea – if you’ve got windows on the right side. Perfect, right? But there’s always a catch. Most of your neighbors are gang-affiliated – way more than expected. Some Voodoo Boys keeping to themselves, a couple of Steel Vaqueros doing business with local Nomads, a good amount of 6th Street constantly marching about in a “neighborhood watch.” At least they don’t fight where they sleep, but the tension is always in the air. There’s no rhyme or reason as to why this is, it’s just how things turned out, and now you’ve got to deal with it. You could find a new place, but it is pretty nice here, and if you’ve got the view, it is to die for.

▶ GLENLIFE PERFECTED (S03)

You live in the Glen, in a building that, on the outside, looks much more expensive than you could afford. However, inside, the elevator shuts down constantly, maintenance requests get ignored, and the lights flicker whenever someone adjusts the volume on their television or microwaves a slice of pizza. Unless you live on the first floor, where everything works like a charm. Guess which floor your landlord shows to prospective tenants? Still, it's hard to find a Studio Apartment in the safest neighborhood in central Night City in the first place, and you are a block away from City Hall, so maybe you should think twice before moving on to greener pastures.

▶ **HEYWOOD SUITES (S04)**

You live in Heywood, underneath one of the most congested highways in Night City. Yes, it's loud, especially in the morning and evening, when big trucks delivering who knows what to the Heywood Industrial Zone pass above your head. Believe it or not, your apartment is already heavily soundproofed, and it still isn't enough! The vibrations get in and rattle any furniture not bolted down. Most of your neighbors have Level Damper cyberware installed, or walk around the building wearing ear protectors. Many of them work for Zhirafa, or are Lawmen working at the nearby City Police Precinct #2, and a few residents have begun learning ASL to better communicate with each other.

▶ MARINA FLOATHOMES (S05)

You live in the Upper Marina, in a large houseboat condo moored just off-shore. Many of your neighbors are sports fans who love the ability to walk to the McCartney Field Stadium. Plenty are low-ranking Ziggurat or Continental Brands employees, looking to move up the ladder fast and earn Corporate housing. These two groups don't cause much trouble. It's the third group that makes the FloatHomes a rough place to live: Scavvers. Most couldn't afford a park bench to sleep on, but some earn enough Eurobucks to afford a spot here. Due to its location nearby the Old City Center, high-earning Scavvers flock to the FloatHomes in droves. They're constantly coming home at all hours of the night, injured, irate, exhausted, and possibly irradiated, waking you up while you're trying to sleep. It seems like every month, one of them is discovered dead in their room, which really stinks up the place.

CORP CONAPTS & STUDIO APARTMENTS

► SOUTH NIGHT CITY RECLAIMED STUDIO (S06)

You live in a reclaimed studio by the water in South Night City. Though the area is rife with gangs, your street is pretty safe since you live next to Medical Technologies, a body bank doing business with all the gangs in the area. They're usually smart enough not to shit where they eat.

The moment you step off your block, the surrounding devastation and violence instantly reminds you that you live in a Combat Zone. It's safer to take a boat to visit your friends in other parts of the city than it is to drive here. Walking is not a good idea, and the local NCART station is a hotspot for trouble.

► CONVERTED MOTEL STUDIO APARTMENTS (S07)

You live in a former motel on the edge of Heywood/Santo Domingo. The owner converted it into a series of apartments in the 2030s to meet the area's needs, and it has stayed that way ever since. Most of your neighbors are Nomads, or have plenty of Nomad friends, but for whatever reason, choose to live away from the Aldecaldo camp to the south.

You see convoys driving down the freeway all the time, heading out of Night City, and traveling off to parts unknown. That provides a unique perspective on life. You could pick up and leave anytime you want. You just need the will to explore the unknown.

► PLAYHOUSE (S08)

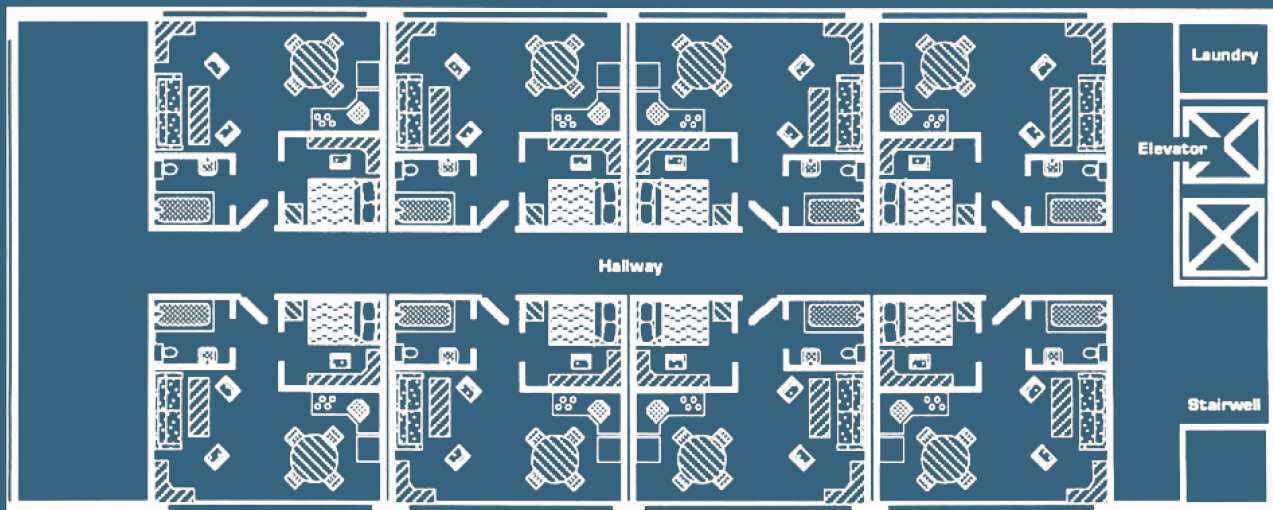
You live in Pacifica Playground, in a building with a fair amount of television history – where they filmed the troubled reality show Playhouse.

The landlord assured you when you moved in: they removed all of the secret cameras and replaced the murder elevator from the show's finale with a new model. Still, at night you can hear screams, somehow distant but close, and you've smelled the scent of blood, thick and heavy, in the elevator while riding it alone.

It isn't just you, either. Your neighbors complain about cold spots and strange voices whispering on their radios. On the other hand, the location is fantastic, and you qualify for half-off daytime entry to Playland by the Sea on weekdays (Friday and theme days excluded). That's a big plus!

► PARKSIDE LIVING (S09)

You live on the border between the University District and The Glen, in a building overlooking the Hot Zone. It's been deemed safe enough by the city to live in, and that was all the information you and the swaths of Night City University students living there need to give it a go. The college students love its off-campus appeal, and its proximity to local, upscale clubs and party spots, but their presence makes it feel like you're living in a dorm during the school year.



BY TED TALSORIAN

CORP CONAPTS & STUDIO APARTMENTS

▶ DOCK 14 STUDIO APARTMENTS (S010)

You live in South Night City at the end of Dock 14, one dock away from Dock 13, and you suffer for it. William Maze, the local crackpot Fixer who runs his business out of Dock 13, is constantly screwing over dangerous gangs (not to mention a variety of Edgerunners, Corporate security types, and the occasional cop). Because it's Night City, nearly every week, there is another group outside, megaphones out, demanding retribution, violent or otherwise, ruining your life by proxy. He's never home to hear them, of course. What the hell is this guy's problem? How can anyone live like this? Why does he have to live near you? Unfortunately, you've got no answers. Just the sound of gunfire when you're trying to sleep.

CORPORATE FURNISHINGS

Studio Apartments aren't much different than Cargo Containers, in that most of the people living there are poor... they take what they can get. The finer things in life don't come cheap. Unfortunately, those finer things aren't included in a Corporate Conapt, either. Both come furnished with the basics in the cheapest form possible. In other words, it might be time to go shopping!

Set	Cost (per room)
Creative Couture	100eb (Premium)
Apartment Affability	500eb (Expensive)
Desirous Decoration	1,000eb (V Expensive)

► CREATIVE COUTURE

A little scrouging here, a little creative requisition form filling out there, and you've furnished your space with the bare minimum. Mind you, the beds are Corporate military surplus, your desk came from a Night City University tag sale, and your shelving units are old Kibble crates stacked together so don't invite company over if you want to make a good impression.

▶ APARTMENT AFFABILITY

Yes, most of your furniture came flat packed in a box and required an allen wrench to assemble, but at least every room has what it needs, whether it be

bed, dresser, desk, or loveseat. It won't impress the boss, but at least you aren't sleeping on someone else's leftovers. This is the starting furniture set for most Corporate Conapts and Studio Apartments but your landlord won't replace anything if you break it and will charge you for replacements if you try to sell it.

► DESIROUS DECORATION

Look at you, moving up in the world! Now, your bed has a headboard, you've upgraded to an actual sofa, and the appliances in your kitchen area don't spark when you use them. You've even collected a few original art pieces from small-time local creators. With a little luck, those pieces aren't just a bit of eye candy for your place but an investment for the future!

HOME ACCESSORIES

Need more than the basics? Here's a few extras to help make your housing something special! Just remember, the nicer your home, the more it looks like a "five-fingered discount" store to some folk.

Item	Cost
Continental Brands Real Instant Coffee™	100eb (Premium)
Continental Brands SmartOven	1,000eb (V Expensive)
K-Tech All-Purpose Soundproofing Solution	1,000eb (V Expensive) per room
Kendachi PressureTech Shower Head	500eb (Expensive)
Virtual Barbeque by Segotari	500eb (Expensive)

▶ CONTINENTAL BRANDS REAL INSTANT COFFEE™

That's right. The vacuum-sealed brick you're staring at right now holds 16 ounces (.45 kgs) of real instant coffee made from real coffee beans! Experience the luxury of your favorite breakfast/dessert beverage brewed from the dried and desiccated remains of actual plant matter! Delicious!

Each brick of Continental Brands Real Premium Instant Coffee can make up to twenty-four cups of coffee.

► CONTINENTAL BRANDS SMARTOVEN

1,000eb (Very Expensive)

Who has the time to cook? You don't – but now your oven can for you! Imagine the precious time you'll save by upgrading your diet with the power of robotics. The Continental Brands SmartOven is highly customizable and comes with twenty flavor profiles specifically engineered by culinary scientists to delight your refined palate. And it's so easy, too! Every month, you simply pour a bulk bag of Continental Brands Unflavored Kibble into the hopper and top off the flavor powder dispensers using the included easy-open packets. Then, let your SmartOven do the rest! For an added fee, a Continental Brands Quality Service Specialist can be assigned to stop by your home once per month and do the loading for you. All you have to do is eat!

A Continental Brands SmartOven cooks hot food at the touch of a button and must be refilled once a month with Kibble, the cost of which is included in a Kibble Lifestyle. This does not actually improve the benefits of the Lifestyle in any way but it does make the Kibble taste vaguely better.

The additional cost of a Continental Brands Quality Service Specialist refilling the device for you is included in any Non-Kibble Lifestyle.

► K-TECH ALL-PURPOSE SOUNDPROOFING SOLUTION

1,000eb (Very Expensive) per room

Peace and quiet is priceless – but you've got the money to afford it! When you buy our luxury soundproofing service, a K-Technician will arrive at your residence sometime within a pre-determined twelve hours window and install our nearly invisible soundproof panels behind the walls of whatever space you wish! With the panels installed, you won't hear the screaming hooligans outside your window ever again, and they won't hear you either! K-Tech soundproofing panels are trusted by highly prestigious corporations like SovOil to promote serenity, peace, and ensure the absolute security of company secrets in the workplace.

Listening through a wall protected by K-Tech All Purpose Soundproofing Solution is impossible without Amplified Hearing cyberware or a similar

technological solution. K-Technicians are always late but still expect a tip of at least 20eb (Everyday) before they begin work.

► KENDACHI PRESSURETECH SHOWER HEAD

500eb (Expensive)

Made with the same waterjet technology used to cut orbital crystal, Kendachi has overengineered the perfect showering experience! Water pressure is the best cure for a long day at the office, and nothing provides more pressure than the PressureTech Shower Head! Feels so good!

The Kendachi PressureTech Shower Head deals 1 damage to an unarmored target for every 20 minutes they spend showering on the high setting. If the target is wearing armor or has Skinweave, Subdermal Armor, or similar cybernetic protection, they take no damage while under the spray.

► VIRTUAL BARBEQUE BY SEGOTARI

500eb (Expensive)

Do you like grilling? Hell yes you do! The only problem is that you've got to have a backyard to grill... and you haven't gotten there quite yet. But you will one day, and, with a Segotari Virtual Barbeque, you can train for your future as a master of the flame! Join virtual classes with other grill enthusiasts hosted by real grillmasters on your schedule, and keep track of what you've learned using the VBBQ App. When you finally earn that lawn and picket fence, you'll be years ahead of the competition and the talk of the neighborhood!

Virtual Barbeque is a fun multiplayer video game, nothing more. It doesn't really teach you how to grill. Plenty of (mostly) Exec friendships have been started playing it, though. And you can't put a price on that, can you?

The logo for SEGOTARI features a stylized red 'V' or 'W' shape to the left of the word 'SEGOTARI' in a blue, blocky, sans-serif font.

CORP CONAPTS & STUDIO APARTMENTS

RANDOM HOUSING

Need to generate a Corporate Conapt or Studio Apartment quickly? Use the tables below!

► CORPORATE CONAPTS

1d10	Name	District	Map Marker
1	Biotechnica Habitation Sphere Alpha	University District	CO1
2	Continental Brands Vertical Neighborhood. Concept: "Flavors of the World"	Little Europe	CO2
3	Danger Gal Housing Facility aka "The Danger Zone"	Little Europe	CO3
4	Militech Corporate Operatives Housing	NorCal Military Base	CO4
5	Network 54 Westbrook Private Acres	New Westbrook	CO5
6	Petrochem & SovOil Joint Temporary Housing Solution	Watson Development	CO6
7	Rocklin Augmentics Innovation Hub	New Westbrook	CO7
8	Trauma Team Corporate Living Center	Watson Development	CO8
9	Ziggurat Corporate Terrace "The Hanging Garden"	Upper Marina	CO9
10	Zhirafa Office Park MicroVillage	Heywood Industrial Zone	CO10

► STUDIO APARTMENTS

1d10	Name	District	Map Marker
1	Converted Motel Studio Apartments	Heywood/Santo Domingo	SO7
2	Coronado Heights	Rancho Coronado	SO2
3	Dock 14 Studio Apartments	South Night City	SO10
4	Glenlife Perfected	The Glen	SO3
5	Heywood Suites	Heywood/Santo Domingo	SO4
6	Marina FloatHomes	Upper Marina	SO5
7	Parkside Living	University District	SO9
8	Playhouse	Pacifica Playground	SO8
9	Silverhand Studios	South Night City	SO1
10	South Night City Reclaimed Studio	South Night City	SO6