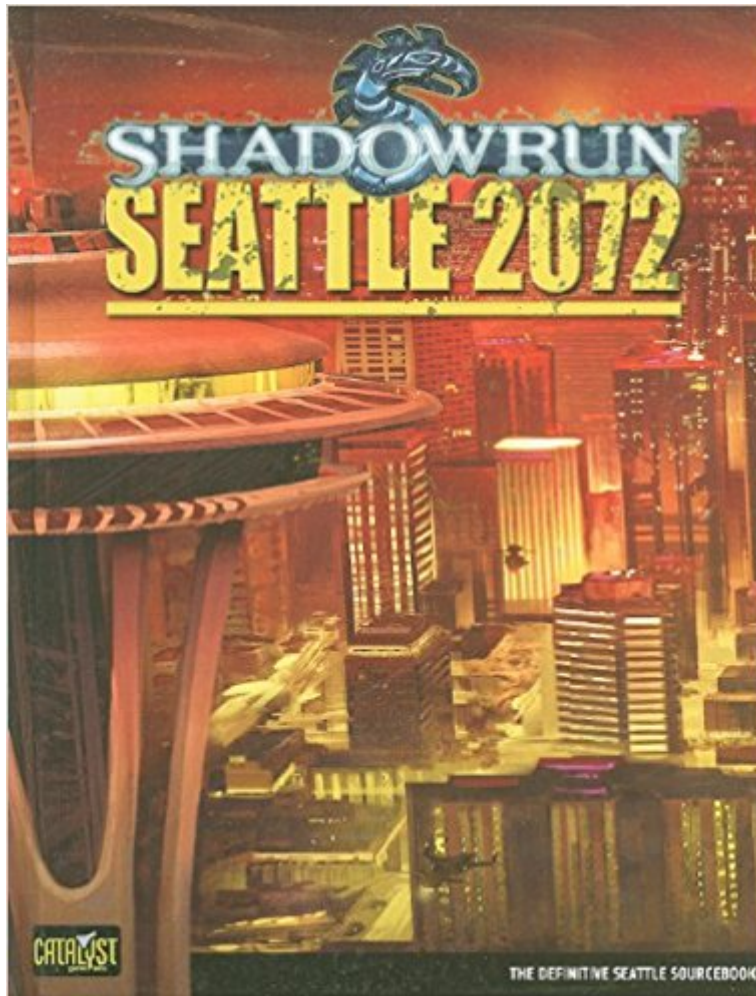




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Shadowrun Seattle 2072 *OP* (Shadowrun (Catalyst))



Synopsis

CAT26102 Seattle 2072 - Shadowrun RPG by Catalyst Game Labs It is a screwed up city. Isolated from the rest of the UCAS, it is haven for criminals smugglers, syndicates, gangers. Legal criminals, too megacorporations, governments, politicians. As beautiful as she is dysfunctional, Seattle is urban sprawl amid rolling hills and forests nestled up to man-made wonders next door to natural and man-made disasters. Whether you are a native or not, Seattle will draw you in like no other. You can run for a lifetime and never leave Seattle, but some say you cannot run for a lifetime without entering. This 200 page book is the ultimate look at Seattle, presenting the City on the Sound in full-color, like you have never seen her before.

Book Information

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Customer Reviews

CAT26102 Seattle 2072 - Shadowrun RPG by Catalyst Game Labs It is a screwed up city. Isolated from the rest of the UCAS, it is haven for criminals smugglers, syndicates, gangers. Legal criminals, too megacorporations, governments, politicians. As beautiful as she is dysfunctional, Seattle is urban sprawl amid rolling hills and forests nestled up to man-made wonders next door to natural and man-made disasters. Whether you are a native or not, Seattle will draw you in like no other. You can run for a lifetime and never leave Seattle, but some say you cannot run for a lifetime without entering. This 200 page book is the ultimate look at Seattle, presenting the City on the Sound in full-color, like you have never seen her before.

Good Resource to have if you are playing a setting in 2072+ Seattle. It has lots of good fluff and

information in it. Its not required but will definitely help you get a better feel for the Seattle area.

I have to say that this book is awesome for Shadowrun 4th edition. It gives a lot of additional details on Seattle of the future, and the information on the different places saves me a lot of time when running the game by not having to think of stuff. It also helps to add a little flavor and consistency to the game by giving out some unique locations that players will remember. Additionally, the stories in the book also give a great indication of what life is like in these different areas. My only wish is that the maps were a little more detailed as to where some of the major locations are when the addresses are given in each entry. The main maps are just blank white with some markings for highways, geographical features, and a mall or two. Most of the time I just guess on how long it takes to get somewhere or what road they are nearby, so make sure you get some real world maps to help get an idea of where stuff is.

Outstanding reference book for any Shadowrun player. Kenson is one of the best RPG writers out there today, and this is terrific. I highly recommend it for all GMs and players of Shadowrun 4th edition or 20th anniversary edition.

a lot of useful information to help make your own campaign if you do allot of planning, or if you just hate trying to come up with stuff on the fly for your game.

Come on...this is Shadowrun, you're not going to be in Siberia. This is all the GM and Players need to find out where the best hangouts are in Seattle and which areas they need to avoid. Like all the Catalyst products it also gives you more than you pay for and in the world of rpg's that is a very good thing.

Excellent book. Version is celebrating 20 years of Shadowrun is the best. Very complete book. Highly recommend. This supplement Shadowrun comes complete some small details that are missing in the basic book. The Work of the publisher is impeccable.

This book is a must have for any shadow run fan. The content is useful for players and story teller alike. The layout of the book is reminiscent of the old 1st edition Seattle guided and in some cases delves deeper than its predecessor which was set in 2050. Like the 20th anniversary main book - Shadowrun 20th Anniversary Edition - this guide is printed and illustrated in full color

with lots of side blurbs that tell the deeper stories behind topics in the setting. As always cannon shadow run Npc's give their colorful and often colored cometary on the subject as you read it as a Jack point file (A matrix site for elite shadow runners to discuss the Biz for those not familiar with the game or setting). This book also suffers non of the binding issues that earlier 4th ed products suffered.If you Run the game Get this book the content makes runner havens look like no more that a shallow puddle next to the great lakes.If you a player the vast majority of the content is stuff that you should know. The info give is not game statistics but lore that is shared by runners on the matrix.5 out of 5 this is one of Catalyst's best.

The definitive Seattle Sourcebook, like its written in the book cover.

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