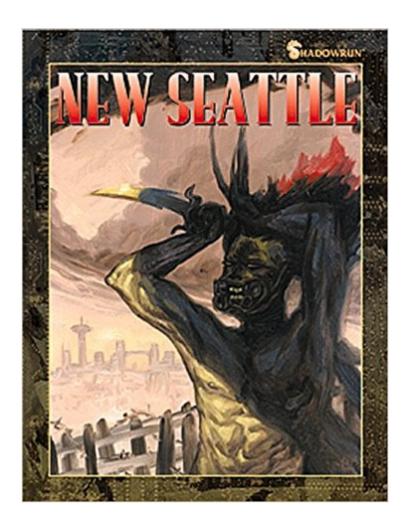## The book was found

New Seattle (Shadowrun)

Synopsis

New Seattle (Shadowrun)

Book Information

Series: Shadowrun

Paperback: 136 pages

Publisher: Fasa Corporation (March 1999)

Language: English

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Customer Reviews

New Seattle (Shadowrun)

This FASA product covers Shadowrun cirque 2060, and is most useful up to Noble Knights 3rd edition Shadowrun. As such it was a good buy for five bucks.

This book gives you a lot of ideas for a campaign based in Seattle. I was dissapointed in the lack of maps, only "area" maps are included. The lack of detail on the maps hurts a GM who needs spontaneous location info, especially when the question is "What's nearby?". I'm not saying a huge amount of detail needed to be given, but location of extremely well known buildings would have been nice.That said, if you have the prior version of this book, the two together make a very complete setting. I would also advise acquiring a modern day map of Seattle. This will help you with terrain features and major roads. It will give you a good starting point anyway.If you are a GM running campaigns in other locations, I would still reccommend this. Much of the information can be easily transposed to any urban environment.I would give this 5 stars but for the maps.

As an avid Shadowrun gamer, I was ready and willing to pick up anything FASA (Sadly now now defunct. SR has gone to Wizkid games.) published with the cherrished snake-S logo. Like all the

other SR books I've bought for the third edition, this one did not dissapoint. Unlike other previous books, this one did not include a map, but that was tolerable. In fact, it allows for the kind of creative leeway any good gamemaster appreciates. It has a list of adventure hooks that could easily lead to any number of campaigns with little trouble. And there are sections covering everything from Seattle's history to Policlubs, the various crime syndicates (Yakuza, Seoulpa, Mafia, Triad.) And all the subdivisions therin, along with some words on the hot spots of Seattle, the law enforcement, and everyone's favorite little ShadowLand comments. Definitely worth the buy. Though my book had a different cover than the one displayed... Mine had a hovercraft and a troll trying to jump on. Different edition?

This book's real strength is the mixing of 1.) a quasi-objective look at the history, culture, and factions of 2060 Seattle with; 2.) The sporadic, often contrasting, and entirely subjective views of Seattle provided by the inhabitants of Her. The information is fairly well organized, and if I could pick just one thing I found irritating about the book, it would be the lack of maps. There are only about 4 maps in the book, which is not much considering that there are over 8 districts in Seattle. There are multiple references to specific streets, but the maps in the book don't show any of the streets beyond the major highways. However, this is a fairly minor point, as streets are easily enough made up. There true strength of this book lies not in geography but in the wealth of ideas it can provide for a game master.

This book gives a fairly good overview of the Seatle area, as it exists is 2060 - the setting of Shadowrun 3rd edition. I say overview, because this book does not contain standard format location descriptions like previous "place" books. Instead it has general neighborhood overviews. So it's not a replacement for old seatle - in reality it serves a totally different purpose. I give it the 3 stars it got because it's the only campaign setting currently available for shadowrun, so new GM's pretty much need it. However, if you can get your hands on old Seatle (via ebay perhaps) it's quite worth your while. Like all 3rd edition books, it lacks "black" comentary, so it lacks a lot in the flavor department. If your looking for flavor, find a used copy of Germany ;)

This is a great book. It gives many details on the corps both small and large as well as the seattle underground. While not useful in every campaign (unless it is based in the pacific northwest) it gives a great deal of neat background information.

It is a good book for seattle with lots and lots of info about seattle among good maps and many other helpful things.Get it while you can!

If most of your campaigns are played in Seattle, this is a must see book. It has updates on all the info that was in the old Seattle Sorcebook.

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