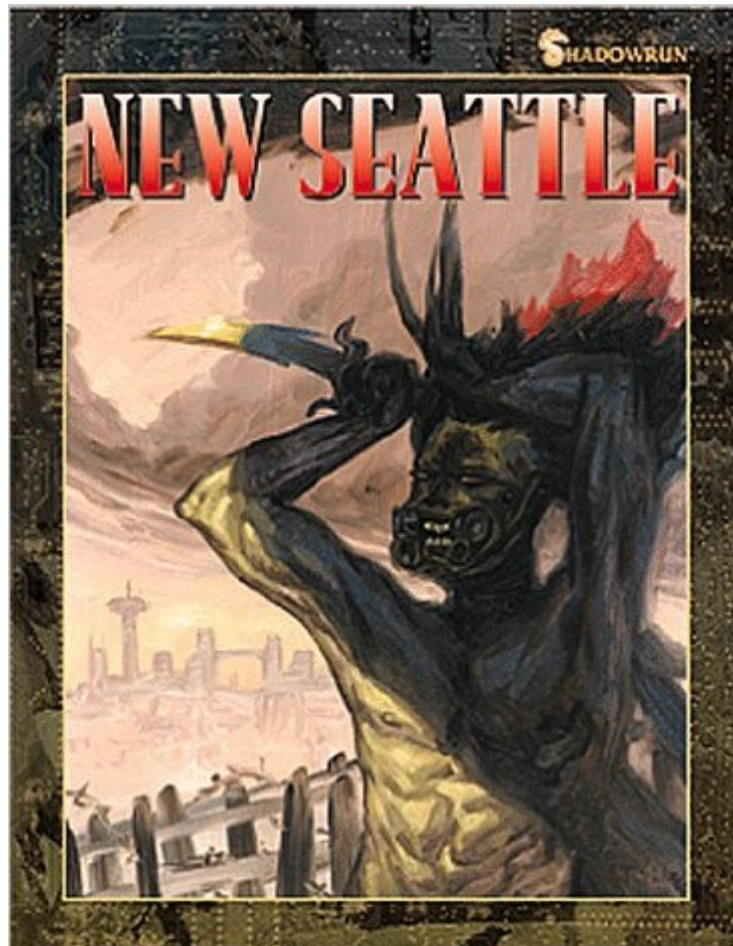


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# New Seattle (Shadowrun)



## Book Information

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## Customer Reviews

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 dissappoint. 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 gives you a lot of ideas for a campaign based in Seattle. I was dissappointed 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 recommend this. Much of the information can be easily transposed to any urban environment. I would give this 5 stars but for the maps.

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. The 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 Seattle area, as it exists in 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 Seattle - 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 Seattle (via ebay perhaps) it's quite worth your while. Like all 3rd edition books, it lacks "black" commentary, so it lacks a lot in the flavor department. If you're 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.

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