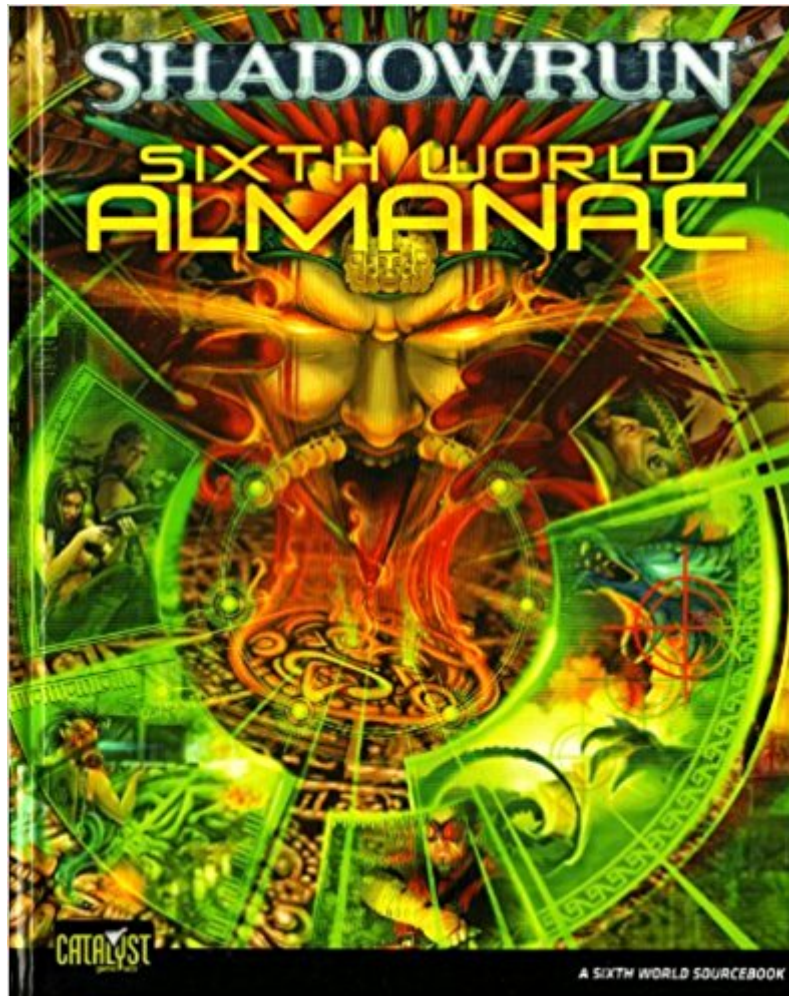




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Sixth World Almanac (Shadowrun (Catalyst Hardcover))



Synopsis

Shadowrun: Sixth World Almanac, Manufacturer: Catalyst Game Labs

Book Information

Series: Shadowrun (Catalyst Hardcover)

Hardcover: 208 pages

Publisher: Catalyst Game Labs (October 20, 2010)

Language: English

ISBN-10: 1934857823

ISBN-13: 978-1934857823

Product Dimensions: 11 x 8.6 x 0.6 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.3 out of 5 stars 6 customer reviews

Best Sellers Rank: #1,798,279 in Books (See Top 100 in Books) #86 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#) #119117 in [Books > Teens](#)

Customer Reviews

Shadowrun: Sixth World Almanac, Manufacturer: Catalyst Game Labs

The 6th World has changed, and this book is a roadmap to how things got like they did in 2072. Boasting and delivering over 100 pages of Shadowrun history and a by-region Atlas of the Shadowrun world (with a full color map), this book is a good add to any collection. Perfect for veterans and new players alike. The history section includes some colorful ShadowLAN commentary from staple veteran runners that have persisted through the evolution of the storyline, which maintains that distinctive shadowrun duplicity of what's believed and what really happened - without spoiling the conspiracy...Natch, I highly recommend this supplement for any Shadowrunner's library. Remember, chummers: chin up, head down eyes forward; never trust an elf, and never, ever deal with a dragon.

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.

Good art, decent background data and timeline. Look forward to more offerings. Good campaign

ideas and geo/social data. Hope 5th ed rocks and launches soon.

Most of Sixth World Almanac is taken up with little capsule descriptions of the people, governments and conditions of the various nations and regions of the Sixth World in 2072. The material is great as background for developing PCs or NPCs as well as dangling possible story hooks. It is not critical to running a campaign in Seattle, Denver or any of the other established campaign sites, but is quite handy if you want more of a "globetrotter" campaign. It also comes with a really cool global map, which is almost worth the price by itself. One small annoyance is that the material is not especially well organized and the index is rudimentary at best. Otherwise it is a worthwhile bell and/or whistle for the Shadowrun devotee.

If you are a fan of Shadowrun and are looking to add more knowledge to your repertoire this book is great. It fills in lots of gaps in the setting and adds lots of neat little facts about nations, history and more. Overall a fun, pretty, as well as interesting book. NOT to be confused as a rulebook! This is purely fluff.

It is a good supplemental to anybody becoming immersed in a shadowrun campaign. I was surprised at it's extensiveness. Unfortunately the price went down \$3 immediately after I bought it. That is my only gripe. It is by no means a necessity but fluff to a vivid and expansive universe.

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