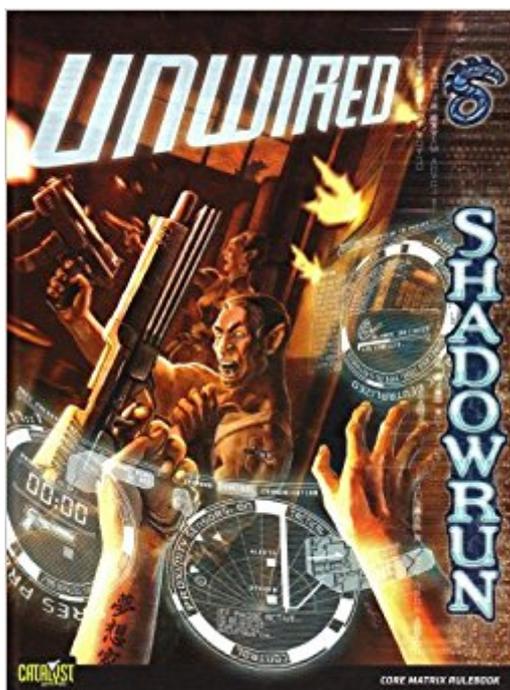


The book was found

Shadowrun Unwired (Shadowrun (Catalyst Hardcover))



Synopsis

CAT26004 Shadowrun Unwired Role Playing Game RPG by Catalyst Game Labs
The highly-anticipated hardcover core rules expansion focusing on one of the key new elements of the Sixth World setting: Augmented Reality and the Matrix 2.0. Features a deeper look at the introduction and widespread impact of new wireless computer technologies following the Crash 2.0. Expands, explores, and explains the hacking and rigging rules presented in the core rulebook. Introduces a plethora of new options, tricks, and toys for the casual Matrix user, the hardcore hacker, and the versatile security spider. Provides an in-depth look at the new denizens of the digital depths: technomancers, sprites, and a whole new generation of synthetic intelligences.

Book Information

Series: Shadowrun (Catalyst Hardcover)

Hardcover: 208 pages

Publisher: Catalyst Game Labs (September 10, 2008)

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ISBN-10: 1934857084

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Product Dimensions: 8.6 x 0.6 x 11.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #1,192,159 in Books (See Top 100 in Books) #48 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#)

Customer Reviews

Unwired is, for those familiar with Shadowrun, the Matrix book. I like what it has done, especially the examples of security and nodes, processes and comlinks. The fiction is great, as is the art (I give you exhibit A, the cover for Augmentation.) Like the other splatbooks Street Magic, Augmentation and Arsenal, there are additions to the character options as well as shadowtalk about how things appear to work in the fictional Shadowrun world. I have to admit that I like the fiction and then rules explanation set-up used in this book and Augmentation and Street Magic. Topics include the social impact of the new Matrix, an Idiot's guide to the Matrix as well as multiple descriptions of the Matrix. Also included is a re-inclusion of a lot of information veterans of VR, VR2.0, Matrix and Target: Matrix will recognize. This book is also a re-boot and re-aligning of the technomancer characters. Basically, they are given traditions and mechanics that essentially makes them almost

"mechanically" the same as magicians. The same information in Street Magic about magician options are included but for technomancers. I like the change, personally, although some may question the thrust of making the Matrix another astral space. Is the book great? Yes, although there are 2 problems, one minor and one major, which are irksome, at least in the first printing. The minor problem is a wrongly labelled chapter devoted to simsense and reprogramming (the mental kind) which is called "sprites". It's a minor problem. My biggest problem, and one present in Augmentation and Arsenal, is the lack of an index. Shadowrun, for me, always had a great index as a saving grace.

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