

SHADOWRUN

SPY GAMES

Adventure
 ISBN: 978-1-934857-51-9
 MSRP: 29.99
 Pages: 208 [softcover]
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Compatibility: Requires *Shadowrun, Twentieth Anniversary Edition*; the second in a new line of sourcebooks that combines setting, plot, and gear information in one book to give players and gamemasters a whole host of new options to use in their campaign.

Selling Points:

- Details the tense renegotiation of the Treaty of Denver, where government and corporate powers vie for more power in a city full of intrigue.
- Provides setting details on Denver, which for years has been one of the most popular settings in the Sixth World besides Seattle.
- Introduces new plot elements that tie into *Shadowrun's* past while opening up new avenues for future developments.
- Presents plot hooks and other ideas that gamemasters can use to easily adapt the elements of the book into their game.
- Offers gear, spells, adept abilities, and other rules that will allow players to introduce an espionage flavor to their campaigns, whether they want the high-gadget James Bond-style or the grittier moral ambiguity of a LeCarré novel.
- Presents fiction that will help immerse gamemasters and players in the setting and the ongoing *Shadowrun* plot.

Target Market:

- Current *Shadowrun* players and gamemasters.
- *Shadowrun* fans interested in keeping up with the game world's background and developing storyline.
- Any role-playing gamers looking for espionage-related plots or gear to introduce in their games.

Up-Sells & Cross-Sells:

- *War!* [CAT26206]
- *Sixth World Almanac* [CAT26205]



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