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Series / Type : Fourth Edition / Core Rulebook

Compatibility: Requires *Shadowrun, Fourth Edition*; greatly expands on the rules and available body and mind modifications.

Selling Points:

- 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 indepth look at the new denizens of the digital depths: technomancers, sprites, and a whole new generation of synthetic intelligences.

Promotion:

- Advertised in Game Trade Magazine and Greater Games Industry Catalog.

Target Market:

- Current *Shadowrun* players and gamemasters
- Third Edition *Shadowrun* players looking for a smoother rules system, or those waiting for further Fourth Edition books before buying in.

Up-Sells & Cross-Sells:

- *Street Magic* [CAT26001]
- *Augmentation* [CAT26002]
- *Arsenal* [CAT26003]
- *Runner's Companion* [CAT26005]

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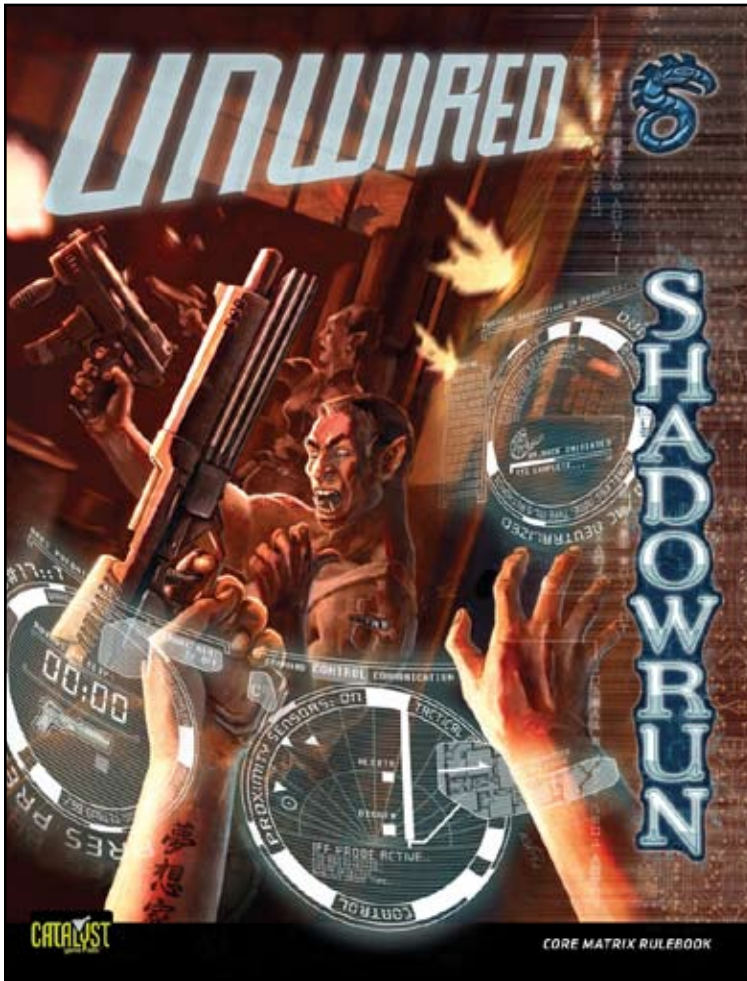
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Catalog #: CAT26004

Release: Available Now



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