

Catalyst Game Labs is proud to announce a new, improved edition of one of the most popular role-playing settings of all time! We've made it better by stripping out half of it! At least! Introducing ....

# SHADOWRUN, GIBSON EDITION

In this newly revised edition of Shadowrun, there have been some major changes to accommodate suggestions made by old fans, as well as changes that will surely bring in new players. We've done away with all that silly magic and stuck to the cyberpunk to make this the grittiest game on the market!

## THE WORLD REBORN

The year is 2072. The world pretty much like ours, except that it is 62 years in the future. That's about it. I mean, what else did you expect? Dragons? Elves? Magic? Come on, this is cyberpunk, the hard stuff. And we don't mix elves and dwarfs with our cyberpunk, do we, Mr. Gibson? No, we don't. At least not any more.

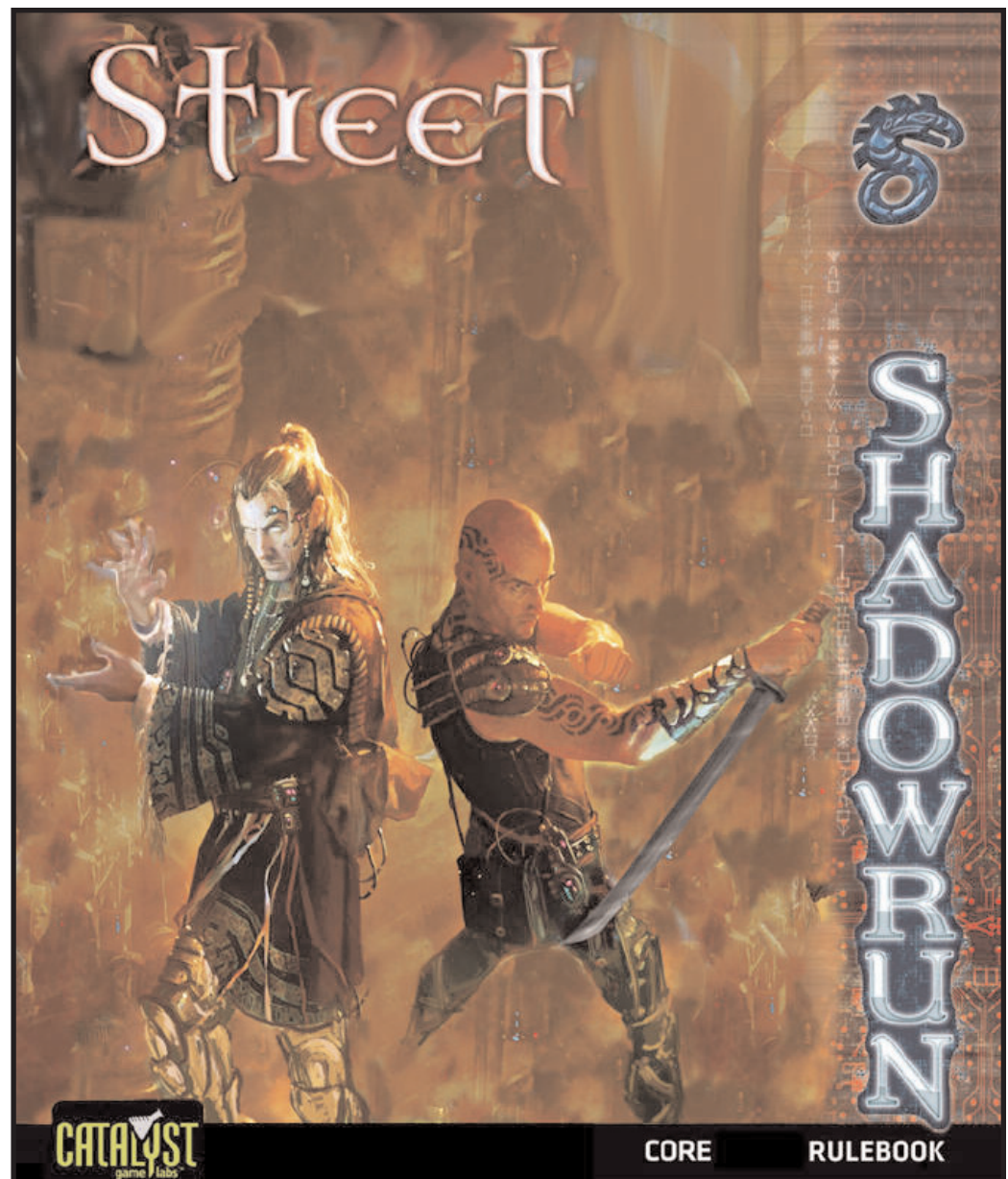
Anyway.

The year is 2072. The world is wired. Cyberware and bioware implants make your meat body better than flesh, while the wireless Matrix enhances your perceptions with hyper-real senses. At the same time, computers run slower than they did in the latter part of the 20th century, have very limited memory, and are much more expensive. Phones have inexplicably become larger and more cumbersome, guns seem to weigh twice as much as they ought to, and the metric system causes confusion everywhere. Cyberware, bioware, nanites, genetic and chemical treatments are commonplace, yet the megacorporations still can't make a decent suit of powered armor.

The Mayans' Sixth World was ushered in not by the end of days, or the powering of ley lines, mana storms, or dragons, but rather the release of a new cutting-edge novel set in the near future by a totally fictional author named, um, Guillaume Gybsonne. In Gybsonne's breathtaking setting, the world was pretty much like it was already, except that everyone spoke

Japanese, embraced Japanese culture, and lived on the streets while somehow being able to afford cutting-edge technology. People read this vision, embraced it, and called it the Sixth World, without being completely clear on what the other five worlds were.

The subsequent rise of the Japanese megacorporations occurred with such predictability that it was greeted with a worldwide "Meh," as the majority of the population signed their life away to become wageslaves, living in corporate enclaves and filling their Facebook accounts with mind-numbing posts about how much they hated their lives, along with



their latest accomplishments in the hot online game *Yakuza Wars*. Corp drones were forced to adopt strict Japanese business principles, including Bushido, a love of karaoke, and excessive Hello Kitty decor.

War broke out in Europe and Africa, but no one in America seemed to notice. Australia was ignored so much that it might as well have been Atlantis. A lot of extreme technological advances in science enabled incredible cyberware, bioware, full immersion Matrix, and tasty soy products. Gibson—er, we mean Gybsonne—smiled.

The world geared up for the return of Halley's Comet. Doomsday nut-jobs predicted that it would lead to cataclysmic changes to the world. These were the same nut-jobs that said the Mayan End of Days would occur back in 2012 as well as proclaiming doom during Y2K, and once again they were mistaken, but they did manage to sell a lot of books, T-shirts, and Kool-Aid. Unexpectedly, Halley's Comet was delayed by 18 months, and when it finally arrived most people were rather nonplussed and really would have preferred to know more about Latin America.

## YOUR PLACE IN THE NEW WORLD

You're a shadowrunner—a deniable asset, a corporate pawn (but wait—don't shadowrunners drop out of society because they didn't want to work for the megacorps? Isn't that like getting drunk because you don't want to think about being an alcoholic? But we're getting distracted)—using bleeding-edge science all the way from Chiba to squeeze as much performance as they can out of their bodies. Stay on the edge, and you may survive long enough on the mean sprawl streets to buy another Krispy Krill doughnut.

The kind of shadowrunner you can be is limited only by your imagination—as long as your imagination restricts itself to the following limits. You may be human. You can be tall, short, fat thin—anything you want, so long as you are human! Like the exotic? Well, every character in *Shadowrun, Gibson Edition* can speak English and Japanese, even if it is only a smattering!

Play a data-hustler, trolling through dungeon-like labyrinths that are dwarfed only by the power of the AI that control them! Or a combat-hardened street samurai with limbs and nerves of steel, a gun in one hand and katana in the other, and not a cliché in sight! Shadowrunners come in all sorts of packages, from lethal street samurai to well-connected info brokers, Neo-wannabes dressed in skin-tight leather with too much pale make-up to code-cracking hackers, burnt-out former wageslaves to kilt wearing, Mohawk-and-van-dyke-sporting goths. No matter how you look, you're a professional, a “deniable asset” who gets the job done or dies alone in a cold dark alley.

Stay alive as long as you can, and remember: Shoot straight, conserve ammo, and never, ever, deal with a Gibson! Or Gybsonne!

*Shadowrun, Gibson Edition* offers a completely new rules system that is simple, integrated, and accessible.<sup>1</sup> The state-of-the-art has also been advanced, introducing a new level of augmented reality (bringing back that 1980s' computer feel!), new gear (that weighs as much in kilograms as they you'd expect them to in pounds), and no magic. Not even a sniff.

It's Shadowrun the way cyberpunk should be! Or so we've heard! *Shadowrun, Gibson Edition*: Where man and machine meet each other!

*Shadowrun, Gibson Edition* conceived by Andrew Sanderson

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<sup>1</sup>And at this point, still imaginary.

