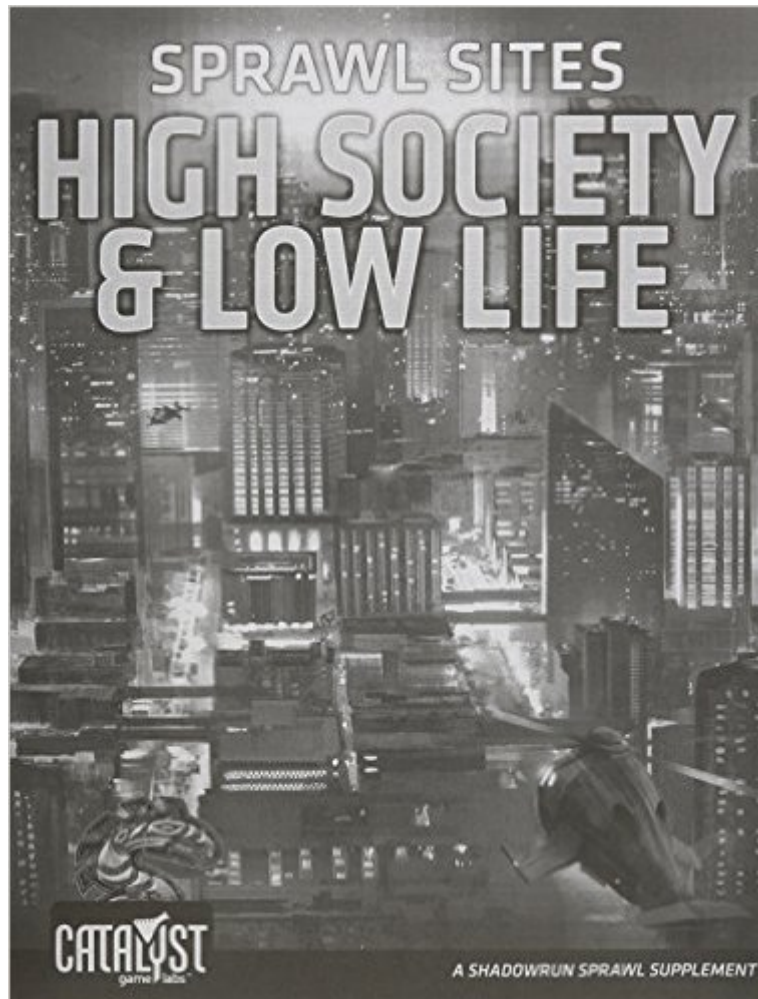


The book was found

Sprawl Sites High Society Low Life (Shadowrun)



Synopsis

Sprawl Sites is a sourcebook for Shadowrun, and includes hundreds of encounters of every type, from blood-crazed gangs and mystic magicians to mild-mannered Orks and back-stabbing Corporate Cops. Plus, you'll find Location Archetypes covering typical Sprawl Locations from all sides of town, eight new Player Archetypes, and dozens of Non-Player Contacts. Round that out with additional essays and rules concerning sprawl law and credsticks, and you've got a whole new adventure on your hands. Your Shadowrun campaign will never be the same.

Book Information

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Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 3.6 out of 5 stars Â Â See all reviews Â (8 customer reviews)

Best Sellers Rank: #2,064,884 in Books (See Top 100 in Books) #95 in Â Books > Science Fiction & Fantasy > Gaming > Shadowrun #128755 in Â Books > Teens

Customer Reviews

A game aid for Shadowrun, the cyberpunk/fantasy RPG that's been with us since 1989, the item you get is in NO way what is listed and written out here. There seems to be some confusion between this item and the "Sprawl Sites NA" The item itself comes with two elements. One is a series of thin plastic sheets showing generic settings- an airport terminal, a bank, tenement apartment and so forth. The other part is a booklet giving a description of each site and a few ideas of short adventures to take place there. There is an issue that it is lacking any sort of folder or portfolio to carry this in. Open the wrapper and you're left with the booklet and free floating sheets. It's nothing big and epic but simple things to help a GM plan out a brief session, maybe something that would grow in the future. Nothing epic but it can be an aid when the GM is tight for a simple idea AND the booklet gives a nice setting for basic sites, I mean you don't want to have to lay out a bank the team is just going to visit BUT if they do suddenly go off beam you want something laid out so it's not completely winged. Now the down side. As another reviewer commented the cover is a black and

white print, not what is shown here. There are also some other editing details that should make the reader sit up and ask questions about the quality. For example on p 19 there is an adventure hook where the runners go up against "Saunder-Krupp." Why does this matter? Because the biggest corp in the world since SR was first created has always been "Saeder_Krupp" and the reader is left wondering what else was wrong? If the editor blew that how much were they really in house? I would also like there to have been a scale on the maps to get an idea of ranges. Since one side of the sheets is just the pic and the other is the pic with a legend on it this would not have been an issue. far more important to my concern. the item you get is NOT what is described in the official copy. Yes there are sites and suggestions for adventures there but there are NO new contacts and certainly NO new archetypes. Seriously I don't know who gets the blame for this but to describe the above copy as misleading would not do justice to it's level of being wrong. In the end this is a cute little aid but it really is a bubblegum extra with quick little ideas for a stuck GM BUT there are some editorial issues that make this seem clumsy and in the long run you don't really need any of it, so only if you have extra money to splurge and want cute ideas, go for it, otherwise, pass on by. Far more serious is that fact the description for is not what you'll be getting. has been VERY good at helping me sort this out but in all honesty there is a real issue for this. Between dubious editing and a misrepresentatino of the contents cavet emptor.

1. Maps are a nice game aid. Just wish they was bigger. Should add a clear grid overlay for meters. 2. Its a 19 page booklet. 3. The picture online is good and inviting. What I received was a black & white picture with a thin paper cover. 4. The information in the description needs to be clearer on the back and online to know what you are getting. Really... These are starting to grind at me. Always enjoyed the system and this is a disappointment. Just going to start checking out the pdf's online and see.

The cover, while here is shows in bright vibrant color, is actually in black and white. For what you get, cost wise, to not have a color cover is not excuseable. So not sure if its later printings that they used black and white or what. So yes, its actually a great product, but deceptively pictured. OK I'll put back two more stars, but I wanted to give it zero for the bait and switch, chummers.

While this does seem overpriced to me, the maps are nice and the 22 page booklet does have some nice ideas for scenarios. Pick this up if you don't mind splurging.

I bought this for my husband and he loves it. he has already been using it. the d&d kids like it too.

Good maps. Multiple quick-start and in-game scenarios for reference Has small to in-depth runs complete with npc's and logistics data on ready to use locations

High Society & Low Life has a number of very nice full color maps. The maps are two sided. One with a key and one without. There is also a booklet with several adventure ideas to use on each map. Nice for a quick thrown together night of Shadowrun.

The best review I can give is I'm using it in my game. I gots love it. I would tell my friends about it

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