Sixth World Almanac (Shadowrun (Catalyst Hardcover))
**Synopsis**

Shadowrun: Sixth World Almanac, Manufacturer: Catalyst Game Labs

**Book Information**

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**Customer Reviews**

The 6th World has changed, and this book is a roadmap to how things got like they did in 2072. Boasting and delivering over 100 pages of Shadowrun history and a by-region Atlas of the Shadowrun world (with a full color map), this book is a good add to any collection. Perfect for veterans and new players alike. The history section includes some colorful ShadowLAN commentary from staple veteran runners that have persisted through the evolution of the storyline, which maintains that distinctive shadowrun duplicity of what's believed and what really happened - without spoiling the conspiracy...Natch, I highly recommend this supplement for any Shadowrunner's library. Remember, chummers: chin up, head down eyes forward; never trust an elf, and never, ever deal with a dragon.

If you are a fan of Shadowrun and are looking to add more knowledge to your repertoire this book is great. It fills in lots of gaps in the setting and adds lots of neat little facts about nations, history and more. Overall a fun, pretty, as well as interesting book. NOT to be confused as a rulebook! This is purely fluff.

Most of Sixth World Almanac is taken up with little capsule descriptions of the people, governments and conditions of the various nations and regions of the Sixth World in 2072. The material is great
as background for developing PCs or NPCs as well as dangling possible story hooks. It is not critical to running a campaign in Seattle, Denver or any of the other established campaign sites, but is quite handy if you want more of a "globetrotter" campaign. It also comes with a really cool global map, which is almost worth the price by itself. One small annoyance is that the material is not especially well organized and the index is rudimentary at best. Otherwise it is a worthwhile bell and/or whistle for the Shadowrun devotee.

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