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Shadowrun: Spells And Chrome (Shadowrun Anthology Book 1)



Synopsis

Welcome to the year 2072. And a world unlike anything you've ever imagined. A world where magic and machines exist side-by-side. Where cybernetics can replace organs or entire limbs with ease, and arcane spells can make the impossible happen. Where the Matrix has become an artificial world of its own, filled with all kinds of pleasure, treasure, and trouble. Where dwarves, elves, orks and trolls walk alongside humans every day. Some work for megacorporations whose invisible tentacles wrap around every aspect of modern life. Others choose a much less legal career, doing whatever dirty work the corp executives need done for a price. Featuring fifteen new stories about the men and women who make their living in the shadows of the Sixth World, *Spells & Chrome* takes you into the dark and dirty streets of the future. Whether risking their lives to execute a mission for an employer who might be planning to double-cross them anyway, or just doing whatever they need to do to survive another day, shadowrunners use everything they've got—cyberware, spells, or a very big gun—to get the job done.

Book Information

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Customer Reviews

For the Shadowrun fan without a gaming group, this is a fantastic reintroduction to the world of Shadowrun, and the things that may have occurred during a hiatus from the series. Easily approachable to new readers and hardcore fans alike, it's a worthy collection, perhaps even more so than the last run of novels. The stories skip across all parts of the Awakened world and touch on characters in all sorts of positions, from the retired soldier to the crazy surgery addict, from Seattle to the deepest urban jungles of Africa. While not all stories needed to occur in the world of Shadowrun, they fit in pretty well, especially as a vehicle to introduce new technologies such as the wireless Matrix. And hey, who knew the otaku/technomancers would start finding their place in the world? Bottom line: if you're a fan, you're going to like this. If you're curious about Shadowrun, it's not a bad selection to whet your appetite.

It was an enjoyable anthology that plumbed the well of material available. Particularly enjoyed Snake in the City, how it showed how a good runner team can turn a bad situation around. The one story I took exception to was the Dirk Montgomery piece wherein Dirk himself claims to have no cyberware, when in past novels written by the late Nigel Findley, it was rather clearly and brutally established that Dirk had lost an arm in an incident involving one of the major threats of the SR universe, and summarily had it replaced. In general, though an enjoyable story. Looking forward to more SR stories by these great writers!

So I was trying to get my head back into the Shadowrun genre and I started flipping through the book options. I came across Spells & Chrome and thought, "Great! This will give me a good taste of 2070+ as well as immerse me in the attitude of Shadowrun!". Well... that depends on the author. And with short stories you don't really get immersed in anything. Overall I have enjoyed the book, but several authors decided to concentrate on otaku, one decided to concentrate on a chrome dome whose brain is losing a grip from too much cyber, there were a couple great stories that were simply too short... so in the end, my idea backfired on me. This is not a good way to get a good taste of the new world (post-Crash) and each author brings a very different style to the book which is somewhat jarring. I think those familiar with the milieu of Shadowrun will get more out of Spells & Chrome than I did. Some of the authors were fantastic and really drew me in, which I like from a literary standpoint but not from what I was looking for with my experiment.

This book is a sharp reminder of why Shadowrun was the incredible success that it was back in the 90's. If you played in the second or third editions of the game then there is a bit of culture shock, but worth the read. Great stories most, bite sized journeys into the dark corners of the corporate mean streets and the shadows that cut their way through the sodium and neon glows.

Was a good attempt at replicating the classic introductory novel 'Into the Shadows' with multiple stories by multiple authors. I'm not sure how knowledgeable some of the authors were of the universe though. There's 1 story where there's a confrontation with a AR Crocodile and he's actually damaged by it. I don't think an augmented sprite can cause bodily harm, if it was an attack from the decker to the other decker, it still wouldn't have caused pain as he described it. If it was in Hot VR different story but it was most definitely an AR hangout. Still going to buy the rest cause i'm a super fan but this isn't as great as i hoped. still fun to read though.

This is a fine compilation of works, and it does quite well at exploring the Sixth World as a setting. Only a few weak stories, for the most part, but good enough all-around for the asking price.

Not normally a reader of game-related fiction (AD&D, SR, etc) I was drawn to this book because I am trying to get back into running Shadowrun games (I did 2nd ed way back in the day) and wanted some inspiration for settings, background, and plots. I was not disappointed. It is a nice collection with varied plots, settings, and characters, all true to the Shadowrun universe. Most the archetypal characters are in there - street samurai, hackers, technomancers, mages, shamen, etc. For someone wanting a wide variety of short fiction related to Shadowrun, this collection fits the bill. Can't wait for volume 2.

I have been a longtime Shadowrun novel fan having collected and read most of them (publications prior to 2005), and I was thrilled to see that they decided to publish some more stories in the Shadowrun world. I was a bit disappointed as it seems most of the writers have little past involvement with the Shadowrun world (i.e. game rules, etc) that would have given them more of a firmer grasp of the world. Some of the stories range from good to decent to bad. The biggest gripe I had was none of the Shadowrun vernacular or slang made its way in any of the stories. I understand these take place past 2052, but the writers seem to want to distance themselves from the Shadowrun of past. I am guessing the current Shadowrun games are maybe like this, but I liked it

when the deckers were called deckers and you fragged this or drekked that. Oh well, to each their own. If you are new to Shadowrun and are curious I recommend trying to find "Shadowrun 07: Into the Shadows (v. 7)" which was a great braided novel that gave you a great variety of stories from various authors that tied into a weaved plot line or anything by Nigel Findley (may he rest in peace). See you in the shadow chummers.

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