



Seattle:

A Runner's Paradise

Seattle's got it all: movers and shakers from all of the megacorporations, high-stakes political conflicts and even vicious mob wars—and it's surrounded by hostile countries! Every runner and wannabe comes to Seattle to learn their chops, hone their skills and make those contacts that will get them the big scores. From the rich enclaves of Magnolia Bluffs to the Z-Zone death traps of the Redmond Barrens, your knowledge and skills—plus a little luck—will help you survive the deadliest shadows in the world.



New Seattle is a sourcebook for the Shadowrun roleplaying game. New Seattle takes the player on a tour of the most exciting city in the world of 2060. Each section of Seattle contains information on gangs, corporations, politics, hide-outs, major players, criminal organizations and everything else players and gamemasters need to create both straightforward adventures and complex campaigns.



NEW SEATTLE

Sample file

DANTE'S INFERNO

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TABLE OF CONTENTS/ CREDITS

INTRODUCTION	4	and Magnolia Bluff	32	THE BODY POLITIC	73
THE REASON WE'RE HERE	5	Seattle Center	33	The Lindstrom Administration	73
THE PACIFIC NORTHWEST	6	University District	33	District Mayors	75
Salish-Shidhe Council	6	Council Island	33	City Services	75
Salish	8	Government Offices	34	Law Enforcement	76
Sinsearach	9	Places to Be	35	Lone Star Security	
Makah	9	Places of Interest	37	Services	76
Cascade Crow	10	Downtown Gangs	38	Knight Errant Security	77
Cascade Ork	10	AROUND TOWN	40	Other Security	
Vancouver	11	Bellevue	40	Providers	78
The Cascades	11	Bellevue at a Glance	41	The Military	78
Tsimshian	11	Places to Be	41	Policlubs	79
Tir Tairngire	12	Places of Interest	42	The Humanis Policlub	79
Portland	13	Bellevue Gangs	42	Ork Right	
WELCOME TO SEATTLE	14	Tacoma	44	Commission (O.R.C.)	80
Fast Facts	14	Tacoma at a Glance	44	The Empowerment	
Seattle at a Glance	14	Places to Be	44	Coalition	80
The Weather	14	Places of Interest	46	Foreign Relations	80
Getting In	16	Tacoma Gangs	46	Aztlan	81
Getting Around	16	Everett	47	California Free State	81
Major Businesses		Everett at a Glance	47	Japanese Imperial State	81
and Chains	17	Places to Be	47	Korea	81
Medical Facilities	17	Places of Interest	48	Native American Nations	81
Entertainment	17	Everett Gangs	50	Tir Tairngire	81
Trideo	19	Renton	51	THE CORPORATE SECTOR	82
Simsense	19	Renton at a Glance	51	Seattle Economics	82
Music	20	Places to Be	51	United Corporate Council	82
Sports	20	Places of Interest	52	Seattle Corps	83
Newsnets	20	Renton Gangs	52	Brackhaven Investments	83
Independent		Auburn	53	Dassurn Securities	84
Information Network	20	Auburn at a Glance	53	and Investments	84
Newsnet	21	Places of Interest	53	Federated-Boeing	84
KSAF	21	Auburn Gangs	54	Gaeatronics	84
Trid-Pirates	21	Snohomish	54	Global Technologies	85
HISTORY	22	Snohomish at a Glance	54	Ingersoll and Berkley	85
The Awakening	22	Places of Interest	54	Megamedia	86
The Ghost Dance War	23	Snohomish Gangs	55	Microdeck Industries	86
The Exodus of 2019	23	Fort Lewis	55	Pacific Rim Communications	87
Birth of the Metroplex	24	Main Post	55	Telestrian Industries	
Goblinization Day	24	The Mafia	56	Corporation	87
The Night of Rage	25	The Urban		United Oil	88
From the Ashes	26	Combat Simulator	56	Universal Omnitech	88
The Universal		McChord Air Field	57	Visioncrafters	88
Brotherhood	27	Fort Lewis		VisionQuest Entertainment	89
The Election of 2057	28	Zoological Gardens	57	Megacorporations	89
Mob War	28	The Ork Underground	58	Ares Macrotechnology	89
Corporate Power Plays	29	THE BARRENS	60	Aztechnology	90
The Renraku Shutdown	29	Redmond	60	Cross Applied Technologies	90
The Lindstrom		Redmond at a Glance	60	The Draco Foundation	91
Administration	30	Places to Be	62	Mitsuhama Computer	
DOWNTOWN SEATTLE	31	Places of Interest	64	Technologies	92
Downtown at a Glance	31	Redmond Gangs	66	Novatech	93
Neighborhoods	32	Puyallup	68	Renraku Computer	
Ballard	32	Puyallup at a Glance	69	Systems	94
Capitol Hill	32	Places to Be	69	Saeder-Krupp	
Elven District	32	Places of Interest	70	Heavy Industries	94
International District	32	Puyallup Gangs	71	Shiawase Corporation	95
Queen Anne Hill, Interbay				Wuxing, Inc.	96

TABLE OF CONTENTS/ CREDITS



Yamatetsu	96
THE SEATTLE UNDERWORLD	97
The Mafia	97
The Bigio Family	98
The Finnegan Family	98
The Ciarniello Family	100
The Yakuza	100
The Shotozumi-rengo	101
The Nishidon-gumi	102
The Shigeda-gumi	102
The Triads	102
The Yellow Lotus	102
Eighty-Eights	103
The Octagon	104
Seoulpa Rings	104
Choson Ring	104
Divine Revenge Ring	104
Komun'go Ring	105
Phantom Lake Ring	105
Red and Yellow Ring	105
Tartarus Ring	105
Top Gangs	106
The Ancients	106
The Cutters	107
The Merlyns	107
GAME INFORMATION	108
Dealing with the Law	108
Security Ratings	108
Calling 911	110
Lone Star Signature Gear	111
Weapons	112
Cyberware	112
Vehicles and Drones	112
Gear	112
Law-Enforcement Personnel	112
Patrol Officer	113
Detective	113
Magician Officer	113
Elite Officer	114
Using the Players	114
Contacts	114
Government	114
The Military	115
Corporations	115
Syndicates	115
Magical Groups	115

Seattle Adventures	115
Downtown	115
Bellevue	116
Tacoma	116
Everett	116
Renton	117
Auburn	117
Snohomish	117
Fort Lewis	118
Redmond	118
Puyallup	118
LOCATIONS INDEX	120
INDEX	133

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INTRODUCTION

New *Seattle* describes one of the most important characters in the *Shadowrun* universe—the city of Seattle. Filled with megacorporate conflicts, underworld criminal activities, political maneuvering and international tensions, Seattle is a breeding ground for runners because its shadows are so numerous and so dangerous. Running in Seattle hones every skill you need for shadowrunning, and if you're good and lucky you can score the big nuyen. If you're not so good or so lucky, Seattle is one unforgiving slitch—she'll spit you out and watch your body slowly sink in Puget Sound.

Descriptions of each area of the Seattle metroplex offer information for both the gamemaster and players. Basic facts about the district include security ratings for the neighborhoods, plus places of interest, movers and shakers and even the gangs that call each district home. For the runners who are less skilled or who get a bad break, a complete listing of hospitals is also provided for each area of the city.

Information in *New Seattle* is presented as a series of electronic documents collected by the famous decker and system operator of the Shadowland BBS, Captain Chaos. The good Captain has many contacts, all of whom are more than willing to share their expertise on any subject. It's important to recognize, however, that everyone has an angle and an agenda, including shadowrunners. Other shadowrunners (some more famous than others) give their two-cents worth of input, advice and contradictions through personal accounts and rumors. In many cases, they totally dismiss what was previously stated and give their own version of "the facts." This style of presentation gives the gamemaster plenty of material to generate ideas, create campaigns—and always to play with the facts. Everything in this book is true to the character who wrote it; how that truth is interpreted in your game is, or course, up to you.

New Seattle begins with the city's relationship with its neighbors. In the *Pacific Northwest* and *History* sections, you learn about Seattle's isolation from the rest of the United Canadian and American States: its unique situation as a port and smuggling center, and as a buffer between the paranoid elven state of Tir Tairngire, the

Japanese-controlled city of San Francisco and the isolationist Native American Nations. These sections place Seattle in the big picture as these entities organize, terrorize and maneuver to put themselves on top of the heap.

Welcome to Seattle gives you the scoop on getting in (and getting out) of the metroplex as well as the intel every shadowrunner needs to know about this UCAS outpost.

The chapters *The Body Politic*, *The Seattle Underworld* and *The Corporate Sector* spell out for both player and gamemaster exactly who's who and, even more important, who's in who's pocket. *The Body Politic* is about a government under siege: the governor is missing and her appointed replacement has a famous name and an even more famous knack of pleasing those with big piles of money. This section provides a quick snapshot of the mayor of each district, along with information on the UCAS military presence and the external relations that Seattle has with its neighbors and political partners. *The Seattle Underworld* takes a look at the big players in the shadows, from the new Mafia capo and new Yakuza gumi to the chaos-creating Seoulpa Rings and Triads. The gangs controlling part of the street-level action are also covered in this section. Finally, *The Corporate Sector* breaks down the megacorporate presence as well as the local players who hold power in Seattle equal to the megas.

The bulk of *New Seattle* breaks down each area of the metroplex in mood and theme to give players and gamemasters a feel for the district and neighborhoods. From the corporations that own a piece of the action to the gangs that walk the street, from the bright lights of the Downtown hot spots to the neighborhoods where the workers live to the anarchy of the barrens, we focus on the people and places of interest to shadowrunners.

In *Game Information*, we cover Lone Star security ratings and response time, and offer the gamemaster information on making the Lone Star non-player character an exciting and interesting part of the game. This section also includes unique adventure ideas for each district of the metroplex. The final section of the book is a listing of specific locations that the gamemaster can use as targets, meeting places or just for flavor.



The Seattle metroplex, border town of the Northwest, is back on top of the game. All the drek going on in towns like Chicago and DeeCee in the past few years pulled the focus away from everyone's favorite place to run the shadows, but that just allowed all the factions in the metroplex to catch their breath and gear up for the next round. Now, with a nasty mob war cooling down and a nasty corporate war still burning hot, Seattle is once again one of the most profitable places in the UCAS to be a shadowrunner.

As anyone who accesses Shadowland is aware, those in the know make the dough. Unless you live there, you probably do your Seattle legwork on the Matrix—and, quite frankly, at the speed things change in this day and age, that intel isn't too reliable anymore. We've kept our Seattle posting available since we created it, but you street sams, spell-throwers and gearheads are always looking for the next new thing, and nobody's bothered to post there for awhile. Besides the wars of the mob and the corps, the Renraku arcology shutting down and the political jockeying that will inevitably follow the disappearance of Governor Schultz promises to keep us all busy for as long as we can stand the pace. So I decided it was high time to update the Seattle screed for all you newbies out there who might take a notion to run in that fair city—don't need any more rotting bodies cluttering up the Sound than is strictly necessary. For those of you who've run there before, it won't hurt you to take a look at the new information too—and it might even keep you alive. No one wants to find out as they're walking through the door that their favorite troll thrash bar went under and was replaced by a Yakuzza-run tea shop, neh?

This collection of files holds all the latest intel on the Seattle metroplex: who's on the way up, who's on the way down, who's doing what to whom and where the best shadowrunning opportunities are. If you're looking to find the best restaurants, family entertainment and tourist attractions, you're accessing the wrong file, omae. For that drek, check out any one of the Seattle Visitor's Guides put out by the Chamber of Commerce or the Metroplex Tourism Board—most of them are available from Sea-Net™ for 5 to 10 nuyen. This here is strictly biz. As usual, I've drafted various chummers who might be considered experts in their fields to address the masses on the relevant topics. (And just to cut down on needless repetition from me, you can assume that all the grist in a section came from the same source, unless I break in and tell you otherwise.) We begin with Old Brave describing the fictions and factions in the Pacific Northwest—as Seattle's closest neighbors, what happens there affects what happens in Seattle. I don't know a lot about this guy, but he came highly recommended and his credentials hinted that he held (or holds) a position of significant power and influence in one of the tribes there. Spes chimes in on the nation of Tir Tairngire. I didn't even have to ask—he's

always willing, even eager to speak on the subject of paranoid, controlling elves. I sometimes question his motives, but never the basic truth of his statements. The general info on Seattle the city comes mostly from the public nets—the news services that cover the metroplex; transportation in, out and around; major department and grocery stores; medical services and so on. Naturally, our good friend Woppler shines his light on the atmosphere.

Professor Stealth runs down the history for us. You may or may not know him from his previous work, which is fraggin' extensive—but like his name, he keeps a low profile and stays to the shadows (literally). I always like working with him because he has a way of presenting what could be dry-as-dust information in an entertaining and even enlightening way. In fact, I think that's what got him fired from his university job in the first place. Go figure. I got SPD to describe the ins and outs of downtown Seattle for us, and who better? You all know his background as ex-Seattle police department, and as an officer who walked the beat he's got a lot to say—and you'd better believe it's true. The rest of the gang talking about the places to be and do are all chummers of mine one way or another. I can vouch for their knowledge base and authenticity, but not their completeness or veracity. Social Adept handles the gang scene for the entire sprawl; he's been a ganger, a gang leader, a police liaison for the gang problem, an advisor to Lone Star on the issues of dealing with and controlling the proliferation of gangs—you name it, he's been on the committee for it. You'd better believe what he's got to say.

If you've been with Shadowland any amount of time at all, you'll know the handle People Watcher. He's the man who's put us in touch time and time again with that all-important reason why—sometimes it's just not enough to know who's doing what to whom; if you also want to know why, People Watcher can always hazard a guess. He knows how governments work and can provide a complete line-up of the players. Our old buddy Keynesian Kid tells-all about the local Seattle corps and the branches each of the megas maintains there. I convinced him to control his urge to publish the line-by-line itemization of each corp's profit and loss statement and stick to the more general stuff that ordinary slags like you and I care about (and can even understand!). There's very little to say about my sources for intel on the organizations of the Seattle underworld—quite reasonably, they all requested anonymity in return for their post. I respect that.

As always, take the intel and advice in these files with a grain of salt. We do the best we can to provide the most accurate and up-to-date information available, but if you know or have heard something different, post it. It could save someone's life. And that's what it's all about, right?

• Captain Chaos

Transmitted: 8 August 2060 at 15:30:25 (EST)