



THE CITY ON THE	SOUND	8	Corporate Conflict	34	SEATTLE POLITICS	140
Traveling to Seattl		8	The Renraku Shutdown	34	The Brackhaven Administration	140
Air		8	The Lindstrom Administration	34	District Mayors	141
Land		8	The Return of the Comet	37	Metroplex Commissions	143
Sea		9	Crash 2.0	37	The Metroplex Guard	143
Languages		9	Election 2070	37	Joint Task Force Seattle	144
Currency		9	Tempo Fugit	38	Intelligence Agencies	145
Weather		9	rempo i ugit	30	Foreign Relations	145
Getting Around Se	attle	9	DOWNTOWN	40	Aztlan	145
Pedestrian		9	Districts	40	California Free State	146
Public Transit		10	Places of Interest	44	Japan	146
Car		10	ridees of interest		Korea	146
seattle in sourceboo	ks	10	BELLEVUE	65	Native American Nations	146
Ferry		11	Places of Interest	67	Tir Tairngire	147
Air		11			United Canadian and American States	147
Law Enforcement		11	TACOMA	72	CTATTI T COCITTY	
Private Security		12	Places of Interest	74	SEATTLE SOCIETY	150
Medical Facilities		12			Policlubs	150
Media		13	EVERETT	81	The Empowerment Coalition	150
Newsnets		13	Places of Interest	83	Humanis	150
Entertainment		13	0,		The Ork Rights Commission	151
Arts Music		13 13	RENTON	90	The Sons of Sauron	152
Nightlife		13	Places of Interest	92	Social & Religious Groups The Children of the Dragon	152 153
Sports		13	AUDUDU		The Church of the Whole Earth, Inc.	153
Culture		14	AUBURN	97	The Gestalt Consciousness Network	153
Seattle's Neighbor	·c	14	Places of Interest	99	The People of the Book	154
The Salish-Shidhe Co		14	SNOHOMUH	402	Magical Groups	155
Tir Tairngire		15		103	Bear Doctor Society	155
			Places of Asterest	103	Hermetic Order of the Auric Aurora	155
SEATTLE AT A GL	ANCE	20	OF EWIS	109	Illuminates of the New Dawn	155
Downtown		20	Kary Police	110	Mystic Crusaders	156
Bellevue		20	Places of Interest	110	The Sisterhood	156
Tacoma		21	ridees of interest	110	United Talismongers Association	156
Everett		22	REDMOND	114	Wild Seattle	157
Renton		22	Districts	116	SEATTLE ECONOMY	160
Auburn		22	Places of Interest	118	The United Corporate Council	160
Snohomish		22				
Fort Lewis		23	PUYALLUP	123	Megacorporations Ares Macrotechnology	160 160
Redmond		23	Districts	125	Aztechnology	161
Puyallup		23	Places of Interest	126	Evo	162
Council Island		23	60111511 151 1115		Horizon Group	162
			COUNCIL ISLAND	131	Mitsuhama Computer Technologies	162
HISTORY		24	Council Island At A Glance	131	NeoNET	163
Turn of the Centur	у	24	Places of Interest	132	Regency MegaMedia	164
The Awakening		24	OUTREMER	134	Renraku Computer Systems	164
The Ghost Dance V	Var	27	Outremer At-A-Glance	134	Saeder-Krupp Prime	164
The Influx of 2019		27	Bainbridge Island	134	Shiawase	165
Birth of the Metroplex		28	Vashon Island	134	Telestrian Industries Corporation	165
Goblinization Day		28	Fox Island	135	Universal Omnitech	165
The Night of Rage		30	McNeil Island	135	Wuxing Coattle Corporations	166
The Universal Brotherhood		30	Anderson Island	135	Seattle Corporations Brackhaven Investments	166
Election 2057		33			DocWagon	167
Mob War		33	THE EMERALD CITY	136	Emerald City Graphics	167
					,	

CREDITS

Eta Engineering	168	WRITING
Federated-Boeing	168	Steve Kenson
Gaeatronics	168	Steve Kenson
KSAF	169	SHORT STORY WRITING
Lone Star Security Services	169	
Microdeck Industries	169	Bill Aguiar, Jason Andrew, Randall Bills, Rob
PaCRim Communications	170	Boyle, Jennifer Brozek, Adam Bruno Bobby
Starkaf	171	Derie, John Dunn, Mark Dynna, Mark
United Oil	171	Edwards, Jennifer Harding, Jason Hardy, John
Visioncrafters	171	Helfers, Kris Katzen, Adam Jury
VisionQuest Entertainment	171	FRITING
		EDITING
SEATTLE UNDERWORLD	174	Jennifer Harding, John Helfers
The Yakuza	174	CATALYST GAME LABS MANAGING EDITOR
Shotozumi-gumi	174	Randall Bills
Kanaga-gumi	175	Randali bilis
Kenran-kai	175	CEATTLE 2072 DEVELOPMENT
The Mafia	176	SEATTLE 2072 DEVELOPMENT
The Finnigan Family	176	Adam Jury, Peter Taylor
The Ciarniello Family	177	ART
The Gianelli Family	177	ART
The Triads	178	Art Direction
The Yellow Lotus	178	Brent Evans
Eighty-Eights	178	
The Octagon	178	Cover Art
Vory v Zakone	179	Art Direction Brent Evans Cover Art Tyler West
Seoulpa Rings	179	
The Choson Ring	179	Cover Design
The Komun'go Ring	179	Adam Jury
Laésa	180	
Seattle Gangs	180	Interior Cave
Top Tier	180	Adam Jury —
Second Tier	181	
Third-Tier	184	Maps
Specialty Gangs	185	Matt Heerdt, Adam Jury, Alida Saxton
The Seattle Shadows	187	
Protocols	187	Faux Ads
The Code	190	Michaela Eaves, Adam Jury
The Shadow Market	190	
ShadowSea	191	Color Illustration
THE ENTURE		Doug Anderson, Rick Berry, Kristina Carroll,
THE FUTURE	192	Echo Chernik, Victor Perez Corbella,
The 2076 Olympics	192	Matthew Ebisch, John Gravato, Phillip

192

193

195

196

198

Hilliker, Jason Juta, Doug Kovacs, Jesus

Garcia Lopez, Christine MacTernan, Lee Moyer, Will Nichols, Lorenz Hideyoshi

Ruwwe, Marc Sasso, Andrew Silver, Nick

Smith, James Wolf Strehle, Peter Tikos,

Florian Stitz, Steve Venters, Iwo Widulinski,

John Zeleznik, Mark Zug

The Next Election Cycle

The New Sheriff in Town

There Goes the Neighborhood

The Pains of ACHE

LOCATION INDEX

PROOFREADERS

Adam Bruno, Mark Dynna, Lauri Gardner, Lars Wagner Hansen, Jennifer Harding, Mason Hart, Carl Schelin, David Silberstein, Jeremy Weyand

SOME MATERIAL BASED ON PREVIOUS WORK BY

Rob Boyle, Bobby Derie, Tom Dowd, Jong-Won Kim, Robyn King-Nitschke, Boy F. Petersen Jr., Jon Szeto

SPECIAL THANKS

John Dunn, Jennifer Harding, Chris Hussey, Jaqui Wujec and Grim Arts.

Copyright© 2009 WizKids Inc. All Rights Reserved. Shadowrun, Seattle 2072, Matrix, and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

FIND US ONLINE:

info@shadowrun4.com
(Shadowrun questions;
please check the website FAQ first!)
http://www.shadowrun4.com
(official Shadowrun website)
http://www.holostreets.com
(subscription Shadowrun website)
http://www.catalystgamelabs.com
(Catalyst Game Labs website)
http://www.catalystgamelabs.com/catalog
(online Catalyst/Shadowrun store)



KREDDM, KR-BYE

Seattle. Marie loved it already.

Would Seattle love her back? That was the question. All she had to do was kill someone—well, kill someone *and* not get caught—and it would be a very good stay indeed.

She didn't mind that it aspired to be the Emerald City. She was in a good section of town in the midst of the lunchtime bustle. Almost everyone else was more intent than she on a destination. She was taking in the sights. Or so it should seem. The crush of people swirling around her were mostly human, but now and then, she detected an elf. And she did see one troll who stood out like a beacon—or a blight, depending on whom one asked.

Marie loved the December gloom and rain. The more blustery the weather, the higher her spirits rose. Cold rain, thick gray-black clouds, a stiff wind coming in off the water. It surprised her that she liked it that much. She was in her glory.

Until, just at the edge of her field of vision, she caught sight of the cops. And even worse, they appeared to catch sight of her. They were still about two blocks away, but uphill from her, so she could see them plainly as their formerly-relaxed gait turned purposeful and accelerated.

They shouldn't have had any interest in her. Her last run hadn't been anywhere near Seattle. Knight Errant shouldn't be paying any attention to her at all. Why would they? She'd never been to Seattle before. She wasn't on any watchlists. Her sources would tell heart that changed. The cops should have looked right past her.

Except they hadn't.

Fuck.

Closer. The cops weren't just getting closer, they were walking directly toward her. Walking fast. Marie held her breath and counted on her tech to do its job. Hands in her light jacket pockets, she automatically—but especially now—kept one hand on her credsticks and the other on her temporary commlink as she pretended to be fascinated by the latest styles in the store window before her. She might look like a customer of NetMart, but nothing to stop her from coveting Lordstrungs, right?

She forced herself to breathe. Her commlink should be broad-casting perfectly nondescript identification, nothing that would flag the cops' attention—borrowed, of course, from someone who looked an awful lot like her: average. Average height, average build, average appearance—easy on the eyes, but not eye-catching, with thick wavy brown hair that just brushed her shoulders.

As long as the cops weren't augmented enough to hear her heart pounding in her chest, or smell her sweat, she should be good.

If she'd had any sense, she would have passed on this particular run. She almost had. Until her partner Ralph convinced her that the generous paycheck was worth the "minimal" risk. So far she was glad he had. Or had been, until the KE zeroed in on her.

She chuckled and forced a smile, as if reacting to the AR of some sale offer the clothing shop had beamed to her comm. Marie made herself stay still, stay relaxed. She was good at bluffing—really good. If they stopped her, her best bet was acting innocent and talking.

After all, she hadn't done anything illegal.

Yet.

Well, not in Seattle anyway.

She and Ralph the Elf were getting a decent reputation ... other places. That's how he'd scooped the inside information on this particular run

Shiawase was on the verge of a breakthrough—allegedly. They had two separate R&D labs working on ... something big. Marie didn't know what. According to rumor, whatever it was was *mojor*. But now in order to complete the project they needed to share data between the labs—between two hard-wired, off-the-grid labs, both totally isolated from the Matrix.

Couldn't afford to let any hacker discover the secret, after all.

Wer how good their encryption and other security measures

Control to the security measures. Shiawase didn't want the data transmitted.

It should have been a simple enough courier job, except that the news leaked and Shiawase had found out about the leak. The corporate honchos weren't about to back down, not even if they could afford to. So they were making a huge show of the transfer, pulling out all the stops for protection, every contingency covered: magical, hardware, software, and plain old mundane street muscle in the form of the best private security money could buy. They'd hired an army to escort their "packages"—five of them—across town.

Four were decoys. One was the real thing. No one, not even the couriers, knew which was which.

It was a good plan.

Except for Ralph being astronomically lucky in ferreting out information that no one else seemed to find—at least not in time to do anything with it. See, Ralph had found out that all five were decoys, not just four. Marie grinned at the memory of his glee when the lanky, fair elf had told her. His delicately-pointed ears had practically twitched with excitement.

She and Ralph the Elf made a perfect team: she a hacker extraordinaire and he a highly skilled mage as subtle as he was strong. They'd teamed up several years ago and had yet to fail on a run, partially because they were *good* but also because they knew their limitations and didn't accept jobs they knew they couldn't *yet* handle.

He'd had to persuade her about this one; it was on the cusp, in her opinion. Marie had found it hard to believe that all five were decoys. There was a sixth, one most spies didn't know about.

The sixth courier, totally oblivious, would be transporting the actual data.

Marie couldn't imagine what excuse the person would have been given. In this age of instant communication via the Matrix or courtesy of VR workplaces, business meetings were virtual if they happened at all. It wasn't as if any employee *needed* to see another worker face to face. Email, texting, videophone: all were much more immediate and therefore more efficient.

The hacker shrugged, still pretending interest in the store even as she watched the cops get closer.

She debated the merits of further perusing the colorful merchandise in the window or strolling into the store itself. She watched the cops weave their way through the lunch crowd of wage slaves out despite the wet weather. People sensed their intensity and got out of their way, allowing them to move even more swiftly.

Then a movement in the periphery to her left was abrupt enough to make Marie turn and look, along with everyone else.

A kid broke into a sprint, shoving people roughly out of the way and leaving angry screams and annoyed shouts in his wake as he vanished around the next corner. The KE dashed past, quickly making up the distance. They were augmented, judging by how swiftly they disappeared around the same corner.

Marie wondered what the kid had done. He'd been tall and lanky, dressed all in black and scruffy-looking—but expersion scruffy—so as not to stand out much. Rebel chic. She felt lile wing her eyes in disdain at the pretender but stopped herse in time. Whatever it was he'd done she wished him luck. It was ne least she could do, she thought, as she thanked him for drawing the cops away. She loved false alarms and distractions.

A false alarm was better than being the real target.

Yes, Marie loved Seattle.

For how long? Well, she'd have to see.

She had her own target to find.

Their client didn't care about intercepting the information. That would have been a tall order indeed. All she and Ralph had contracted to do was to *stop* the transfer. It would only delay Shiawase for a short time, but that time was all the client—one of Shiawase's rivals, no doubt—wanted. Whatever delay, whatever chaos, was good enough.

There.

She'd spotted her target, an older man who somehow managed to look both weary and distinguished. Tall and broad, thick white hair. There was no urgency to his step as he emerged from the restaurant and turned to go up the hill, moving against traffic.

Marie believed he had no clue he was being watched. Why should he, when he had no idea what he was carrying? She almost felt bad for him. Almost.

But it wasn't her fault any more than it was his that Shiawase had planted the microchip on him. His blood was on corporate hands, not hers.

Marie and Ralph had considered various options but had rejected all of them as too uncertain of success. The datachip needed to be destroyed. That's what they were being paid for: a guarantee. They hadn't been able to think of a fail-safe way to do that without also taking out the man.

Mindful of traffic, she crossed to the other side of the road so she was moving with the flow of people. Just because she didn't think he was aware of her didn't mean she'd get careless. Plus, it allowed her to move faster and catch him that much more easily.

She fingered the credsticks again, easily finding the notched one that she needed to slip into his pocket.

To any sensor or scanner, as well as to the naked, magical, or augmented eye, it would appear perfectly normal. Ralph the Elf had confirmed it for her. Aside from the initial contact being his—major aside that was the one thing he'd done on this very unmagical run.

The would slip it into the mark's pocket. Unce she had, her commink would text some innocuous message over the Matrix to some random restaurant or store. It would be spam—background noise.

The credstick would pick it up. And once it got the signal the device would detonate. Oh, there would be an EMP. Just in case. Marie believed in covering all bases—overkill, Ralph always said. So the heatflash would burn up the unwitting courier, the chip, and the incriminating credstick. Kaboom.

Marie just needed to catch him.

So intent was she that she almost didn't see his escort.

They were good. She counted seven, two flanking him close and the other five forming a discreet perimeter. They looked human, without visible implants, but there was a hardness about them, an edge that aroused Marie's instinctive self-preservation. She didn't doubt surveillance cams were keyed in as well. The cams didn't matter, she matched her fake ID.

But the seven ...

Fuck.

Now what?

They weren't keeping a buffer zone around him empty, but they studied anyone who got that close. Any approach wouldn't get past them. They certainly wouldn't miss a bump, even though she wasn't picking his pocket, but slipping something into it.

She stayed the course as she tried to think of something. She got in front of him and stopped in front of a high-end electronics store—everything anyone could possibly need for her PAN or LAN and then some—made as if to go in, then stopped, then started again, then stopped, turned abruptly, and careened right into the hapless carrier.