



EMERGENCE™

Series / Type : Fourth Edition / Campaign Setting

Compatibility: Requires *Shadowrun, Fourth Edition*.
Storyline set in 2070-2071

Selling Points:

- Initiates a new storyline for the top-selling RPG
- Deals extensively with Technomancers, a new character type in *Shadowrun, Fourth Edition*
- Also deals with the media, a long untapped resource for players and gamemasters in *Shadowrun*
- Introduces a new breed of AI (Artificial Intelligences)
- Includes multiple Adventure Frameworks to help Gamemasters build appropriate encounters for their gaming group, and further Adventure Ideas to flesh out the campaign

Promotion:

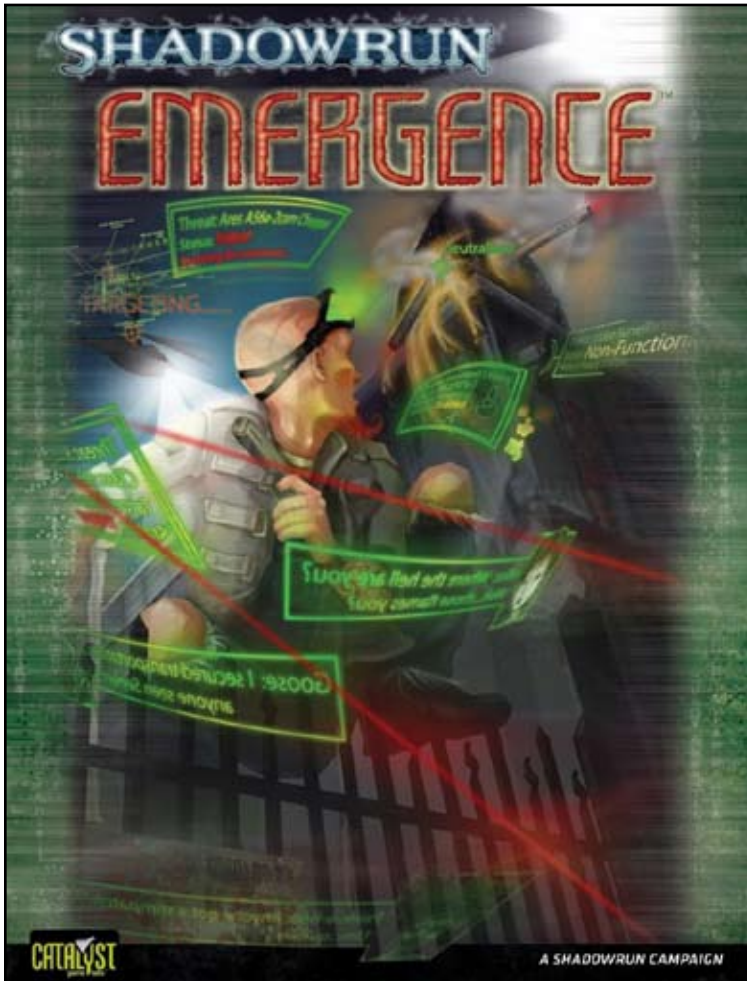
- Advertised in Game Trade Magazine and Greater Games Industry Catalog.

Target Market:

- Current *Shadowrun* Gamemasters.
- Gamemasters who have yet to convert to *Shadowrun, Fourth Edition*.
- Shadowrun players/readers interested in the Matrix, technomancers, hackers, artificial intelligences, and other facets of the virtual worlds of 2070.

Up-Sells & Cross-Sells:

- *Unwired* [CAT26004]
- *Augmentation* [CAT26002]



For more information on these and other exciting *Shadowrun* products, please visit us online at: www.CatalystGameLabs.com

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ISBN-13: 978-0-9792047-5-3

MSRP: \$24.99

Pages: 120

Catalog #: CAT26301

Release: Available Now