

# WELCOME TO THE SHADOWS, CHUMMER!

## BEFORE YOU GO ANY FURTHER, READ THIS!

This box contains everything you need to play *Shadowrun*. To get started, one of the first things you need to do is decide if you will be acting as a character in the game (one of the players who serves as the center of the game's story) or the gamemaster (the player who plays a role as a combined storyteller/rules referee and helps keep things moving). Which role you'll fill helps determine how you'll use this box.

You can of course look at the pieces in this box in any order, but here's a suggested series of steps that will increase your enjoyment and understanding of the goodness it contains:

- **Check out *The Edge of Now* booklet.** With a short story at the beginning, a description of the Sixth World setting, and details on the work of shadowrunning, this booklet will get you oriented and ready to charge into wilds of the Seattle sprawl. You don't need to read it all before you play; just browse enough to give you a taste of the setting's flavor.
- **Look over *Rules of the Street*.** All players should have at least some knowledge of these rules, because they explain how situations are going to be resolved and how the game is going to move. Gamemasters should especially learn these rules, since they'll be running the game.
- **Pick a character who rocks.** There are four character booklets in the box (along with one additional character sheet). Check 'em out, read over the descriptions, and if you're a player, pick one that suits you. You can even have your gamemaster help you run through the solo adventure in the booklet to get a feel for how the character plays.
- **Grab a character sheet.** Once you've got a character, grab the sheet that goes along with it. It'll be easy to look up info on the sheet, and you'll also be ready to make the character stronger, faster, and all around better once you've got a few runs under your belt. Give the gamemaster the sheet summarizing character data on one side, with helpful reference tables on the back.
- **Browse the gear and spell cards.** These cards will make life easier for you as you play the game, and they'll also show you some of the things you might get but don't yet have. Start making your wish list!
- **Pass *Plots and Paydata* to the gamemaster.** Players shouldn't look at this one—it's for gamemasters, providing plot hooks and fully fleshed-out adventures to get the game charging ahead.
- **Also give the gamemaster the maps.** These show places the player characters will be encountering soon enough. No peeking in advance—give them to the gamemaster and wait for them to come up. Lamination makes the maps easy for the gamemaster to mark up and alter as needed!
- **Take a look at the Sixth World version of North America, and maybe hang it on your wall.** This is the world of *Shadowrun*, and it's your new home while you're playing. Make yourself comfortable, then hit the streets!

Now that you know what's in the box and what to do with it, it's time to run! Dive into the shadows and make yourself a legend!

### INCOMING MESSAGE

While both *Runner's Toolkit: Alphaware* and the *Beginner Box Set* have a copy of *The Edge of Now*, we're only including one copy for this digital compilation.

*The Edge of Now* booklet is identical for both box sets and it allows us to reduce the file size a bit.

**CATALYST**  
game labs