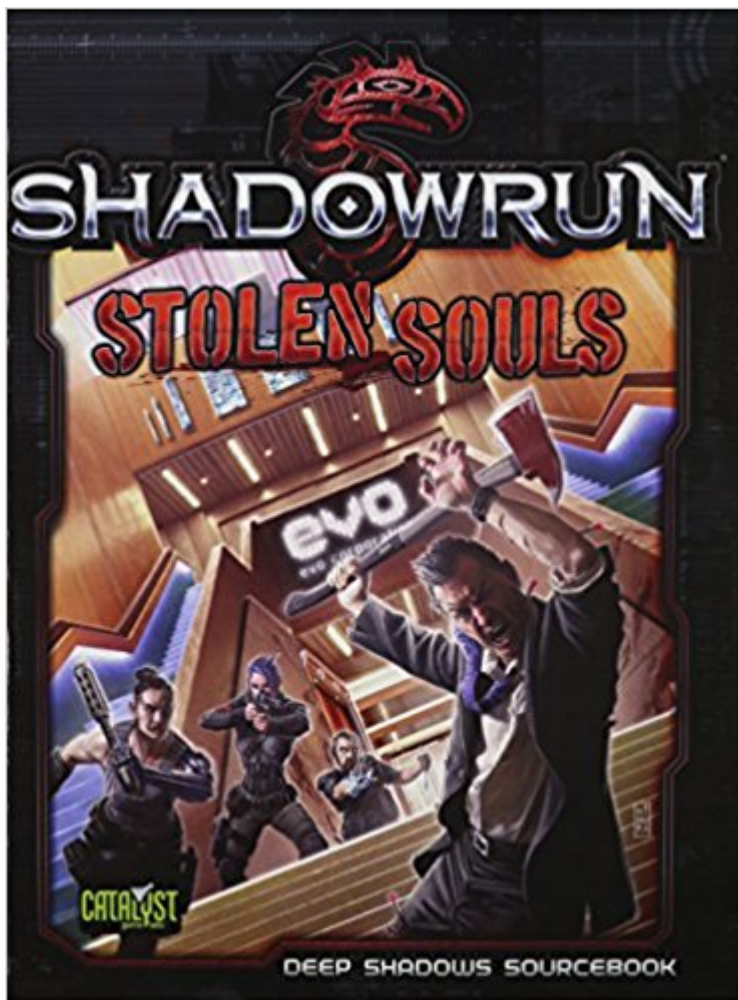## The book was found

Shadowrun Stolen Souls

Synopsis

SR: Stolen Souls 5E

Book Information

Hardcover

Publisher: Catalyst Game Labs (July 16, 2014)

Language: English

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Shipping Weight: 4 pounds (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 stars   1 customer review

Best Sellers Rank: #490,201 in Books (See Top 100 in Books)   #27 in Books > Science Fiction & Fantasy > Gaming > Shadowrun   #40548 in Books > Teens

Customer Reviews

SR: Stolen Souls 5E

I have recently finished up Stolen Souls in an effort to learn more about Manhattan in 2075, and I'm sad to say the book I'm holding doesn't earn itself a good review.The interesting material in this book - structured as a 3-in-1 guide to the CFD virus, Manhattan, and a guide to extraction jobs, earns itself a 3-star rating, barely saving itself from a 2 for several reasons:The book is about 20 pages short of what it should be because it lacks pictures of several items and features that would greatly inform and clarify the setting of Manhattan as well as provide visual reference for several drones and items in the book. Many drones and items discussed are not even described in appearance, making it frustrating to explain to players or understand as a GM. As well, the GM's section of this book is only 3 pages long, commenting about none of the theories and information discussed by the many Jackpoint characters in the CFD portions of the book - leaving me incredibly frustrated about the CFD virus and the prospects of using it in my game sessions.This is my second 5th edition purchase and I am disappointed in the book's quality - with minimally organized information about Manhattan sprawled out over many pages, never clearly and completely lay out needed information - particularly about AIs, E-ghosts, and other matrix entities that are critical to understanding the plot of Stolen Souls.This book was made with future books in mind, making me feel like I was ripped off for 3 half-books for over 30 dollars. I consider this a rather incomplete

product and a grab at selling future books, which, if the quality of the famously disorganized Core Rulebook released last year and my own books' poor print errors (smudges, distortions on pages) and typographical and grammatical errors are any indication - will probably be as much a letdown as my two 5th edition books were.I don't think the writer and publishers and printers are doing themselves a service by putting products like this out. While much of the content is interesting, the incompleteness, disorganization, print quality and poor editing are only eroding trust in the brand and warding off new players like myself that want to be engaged but keep getting let down.I think we should at least get a very nice coupon if this practice continues from Catalyst Games and Topps.

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