

A CITY OF SECRETS

Listen to the whispers—they're all over town. People have secrets, millions of secrets, and some of them are so explosive they could shift the balance of power in the Treaty City of Denver. Normally, the great dragon Ghostwalker's tight grip would keep the city under control, but some of the whispers moving around town say that Ghostwalker hasn't been himself lately. The powers of Denver are scrambling, the Treaty is about to be renegotiated, and information is the hottest commodity in town.

SPY GAMES brings *SHADOWRUN* players to the espionage-filled city of Denver, where secrets are bought and sold, and sometimes the price is paid in blood. Accessing these secrets may mean using cutting-edge surveillance gear or powerful magic, or it could mean turning back the clock and breaking out low-tech cloak-and-dagger approaches that the big heads of the world would never expect. *SPY GAMES* provides the setting, information, gear statistics, and game rules players need to drink in Sixth World spycraft.

Spy Games is for use with *Shadowrun* 4th Anniversary Edition.



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Sample file

SPY GAMES



JACKPOINT	4	The Second Treaty of Denver	21	CULTURE OF POLITICS	53
FACTS AT YOUR FINGERTIPS	6	Crash 2.0	21	Here's How It Works	53
Traveling to Denver	6	The Emergence	23	National Interest	57
Air	6	Tempo	24	The Treaty Nations	57
CAS Sector	8	The 2072 Olympics	24	Games of State	60
Pueblo Corporate Council Sector	8	NEIGHBORHOODS	26	Foreign Powers	63
Sioux Sector	9	CAS Sector	26	The Power Players	65
UCAS Sector	9	The Hub	30	Council of Denver	65
Land	10	PCC Sector	31	The Little People	67
Rail	10	Sioux Sector	33	Ghostwalker	71
Driving to Denver	11	UCAS Sector	35	CRIMINAL ELEMENTS	72
Languages	12	The Aurora Warrens	36	Introduction	72
Currency	12	Functionally Dysfunctional	37	The Mafia	72
Weather	13	CORPORATE INTEREST	38	The Chavez Family	72
Getting Around in Denver	13	The Megas in Denver	38	The Casquilho Family	75
Crossing Borders	13	Ares Macrotechnology	38	Koshari	77
Pedestrian and Automobile Traffic	14	Aztechnology	40	Wahchinksapa Circle	78
Public Transit	14	Evo	42	Yakuza	79
Law Enforcement	16	Horizon	42	Yamato Clan	80
In the Sectors	16	MCT	43	Triad	80
Private Security	16	NeoNET	43	White Lotus	81
The Zone Defense Force	17	Renraku	44	Golden Triangle	81
Medical Facilities	18	Saeder-Krupp	44	Vory	82
The Hargreaves Clinic	18	Shiawase	45	Gangs	84
The Aurora Village		Wuxing	46	Godz	84
Sports Medical Center	19	Denver A Corps	47	Fronts	84
Media	19	Apex Plasmids	47	Aurora Angels	85
News	19	Eagle Security	47	Ghost Riders	85
Arts	19	Focused Consulting and Brokerage	48	Three Kings	85
Music	20	Mesametric	49	Dambusters	85
Nightlife	20	Native American Broadcast Service	50	Zombies	85
Sports	20	Spiritech	50	Komun'go/Dogmen/First Nation	86
DENVER HISTORY	21	Warpdrive Systems	51	Denver Data Haven	
Year of the Comet	21	Weekday Eclipse	51	and Denver Nexus	86



PLACES OF INTEREST	89	Threat Assessment & Elimination	123	Back Channels	167
Austin, CAS	89	Criminal Justice	123	Bad Directions	167
Brussels E.C.	91	Counter-Espionage	123	Castling	167
The Political Enclave	91	Sources and Methods	123	Citizenship consolidation	168
New European		The Sentinels	127	Control the Story	168
Economic Community	93	THE LEGAL DIVIDE	133	Courier Run	168
Between a Rock and a Hard Place	95	EXTRAPLANAR INTELLIGENCE	135	Currency Collapse	168
Kansai, Japan	96	EQUIPMENT	138	Endowment Fight	168
London	98	Introduction	139	Experimental Revenge	168
Bitter Better times	98	The Art of Camouflage	139	Face Change	168
A Walk Down Chancellery Lane	98	How to Hide Yourself—		Family Affairs	168
Players and Pawns	98	and Your Stuff	142	Follow the Money	169
Nairobi, Kenya	100	Intelligence Gathering	145	Geomancy	169
Tel Aviv	103	Software	148	Gun Control	169
TRADECRAFT	106	Surveillance	150	Map Project	169
Off to the Farm	109	Drones	153	Off the Reservation	169
The Players	112	Counterintelligence	154	Olympic Scandal	169
Trickin' It, Old School	115	Escape	158	The Past Returned	169
Dossiers	117	Magical Espionage/6th World Spy	161	Pressganged	169
COUNTERINTELLIGENCE	120	The Classified Section	165	Sister's Keeper	170
Force Protection	122	HOOKS & SEEDS	167	Spiritual Allies	170
Information Security	122	Apex Protection	167	University Ties	170
Asset Control	122	Arms Race	167	Warrior Pride	170

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Connecting JackPoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login

> Enter Passcode

... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"A spy, like a writer, lives outside the mainstream."

JackPoint Stats

71 users currently active
in the network

Latest News

<051973> Keep sending in those stories. The compilation is coming along nicely. - FastJack

Personal Alerts

*You have 8 new [private messages](#).
*You have 1 [message](#) queued for anonymous re-routing.
*You have 12 new [responses](#) to your JackPoint posts.
*PDA: Battle rifle training course is being offered again. Take it this time.
*PDA: Make sure you've tapped into some good video feeds from DC to see just what's going on there.

First Degree

You are hidden from all contacts.

Your Current Rep Score: 64
(89% positive)

Current Time: 19 May, 2073, 21:43

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to JackPoint, omae;
your last connection was severed: 33
hours, 10 minutes, 29 seconds ago.

Today's Heads Up

- * Sometimes it's about the clothes, sometimes the "I can take you, chummer" strut, but it's always about the Attitude. [Tag: [Attitude](#)]
- * Adept's are doing new things, and it's not just punching you in the throat from a new angle. [Tag: [The Way of the Adept](#)]

Incoming

- * All that chasing after artifacts is going to add up to something, and that "something" may go boom. [Tag: [Artifacts Unbound](#)]
- * They're the best, the brightest, or sometimes just the strangest, but they're all fun to talk about. [Tag: [Street Legends](#)]
- * There are planes that inspire confidence in you the moment you set foot in them. And then there are the ones that put you in full-on prayer mode until they finally come to a shuddering halt on the ground. [Tag: [Unfriendly Skies](#)]

Top News Items

- * The great dragon Hestavis is planning a landmark speech at the United Nations. [Link](#)
- * Seattle Governor Brackhaven denies government involvement in undermining pro-Ork Underground efforts. [Link](#)
- * Dawkins Group ramping up propaganda efforts in Az-Am War. [Link](#)



CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

SPY GAMES

Invited Guests

Thorn

Posts/Files tagged with "Spy Games"

Welcome to Denver
Denver's Sectors
The Culture of Politics

History of the FRFZ
Corporate Interest
[\[More\]](#)

CONTINUE

ADVANCED
SEARCH

SAVE

Active

✓
I am Star
Firewall

Active

✓
Jack-in-the-Box
Antivirus

Active

✓
Spam Witch
Filter

On/Receiving

⏻
Commcode

Excellent

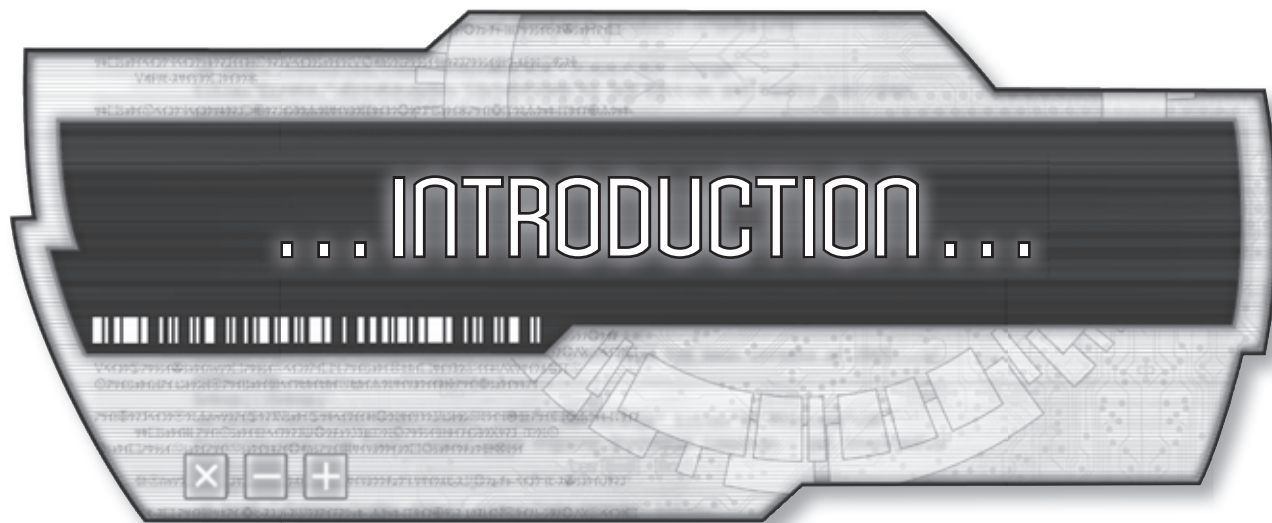
Signal

Active

✓
Hidden
Mode



Local
Map



Before there were shadowrunners, there were spies. They did a lot of the same stuff we do—they snuck into corporations to find crucial paydata (though they generally didn't call it that), they got people out of places they didn't want to be in, and sometimes they put a bullet in the brain of someone that someone else really wanted dead.

The world has changed a lot, but spies are still out there, doing their thing, and a lot of us are doing those things too, or things that are pretty similar. Wherever there is information that one group wants and another has, wherever there are political groups looking to gain advantage on each other without having to open fire, and wherever there are people who will tell you what you want to know if you just know how to talk—or squeeze—it out of them, there will be work for us.

That's why there is so much work in Denver right now.

The Treaty City, with its divided political nature, has always contained a thriving espionage industry. The dragon at the top might not like the spy game much, but he can't stop it, even as powerful as he is. And there are times, of course, that he even plays along, which helps keep things interesting.

Several factors are making the spy situation in Denver hotter than ever. The Az-Am War is not exactly next door, but since it affects Aztlan, the CAS, and other nations, its effects are being felt on the Denver streets. More important than that, though, is the ongoing renegotiation of the Treaty of Denver. The various parties involved can give you a whole bunch of reasons and excuses why they're pushing the renegotiation now, but it all boils down to one thing: opportunity. They've spent years knowing that whatever power they had, they held at the mercy of Ghostwalker, and they had to be grateful he gave anything to them at all. But something

has changed recently, even though most people would be hard-pressed to say what it is. There is a perception that Ghostwalker is weaker than he used to be, that something has distracted him or sucked up his energy. No one can say what it is that has affected him, or even if the perception of his weakness is real, but it's there, and the sector governments are moving on it. They think they can wrestle a little more power out of the dragon, so they're going for it as quickly and aggressively as they can.

This means there's espionage work for those clever and skilled enough to take it. To give you a boost, a fine collection of your fellow JackPointers have compiled information on what you need to know. First, we have some information on Denver itself—how to get around it, where to go, and who to look out for in corporate circles, politics, and crime (since espionage is, broadly speaking, where these circles overlap). Then, because Denver is not the only espionage hotspot in the world, there are briefings on some other cities, including the corporate battleground of Kansai, the European viper's nest of Brussels, and the border city of Austin.

Following that I've had some of our experts put together briefings on the finer points of intelligence gathering, counterintelligence, and the growing field of extraplanar intelligence. Then, to top it all off, there's a rundown of some of the latest gear that can help a spy do their work, because what spy doesn't like their toys?

With the help of this information, you'll have most of what you need to know to get to Denver and plunge into the action there. The guts and the guns, though, you'll have to acquire for yourself.

—FastJack

