

(Free download) Shadowrun: Spells and Chrome (Shadowrun anthology Book 1) (English Edition)

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Von John Helfers

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Von John Helfers : Shadowrun: Spells and Chrome (Shadowrun anthology Book 1) (English Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Shadowrun: Spells and Chrome (Shadowrun anthology Book 1) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Nostalgie und NeuanfangVon Jassu79Spells Chrome versetzt mich geradewegs in meine Teenagerjahre zurck, die von "Shadowrun" wie von kaum einem anderen Rollenspiel geprgt wurden. Die diversen Kurzgeschichten in dieser Sammlung sind eine liebevolle Hommage an die Anfangsjahre dieses in die Jahre gekommenen Spiele-Universums, und ffnen dabei das Tor zu einer neuen, moderneren Zukunft desselben.Am Ende der Lektre bleibt nur zu wnschen, dass noch mehr Romane oder Kurzgeschichten in dieser Reihe erscheinen werden: ich wrde auf jeden Fall zu den treuen Kunden zhlen, wenn dieses Erzhlniveau gehalten werden kann.1 von 1 Kunden fanden die folgende Rezension hilfreich. Sehr schne Sammlung von englischsprachigen Shadowrun-KurzgeschichtenVon Sascha Meyer"Spells Chrome" beinhaltet eine gute Auswahl Kurzgeschichten verschiedener Autoren, die alle zu irgendeinem Zeitpunkt in ihre Karriere in die Shadowrun-Welt mit abgetaucht sind. Nach einem kurzen Vorwort zum jeweiligen Autor und ein wenig Hintergrundinformation zu den bisherigen Werken geht es schon los in die jeweilige Story, wobei jede Geschichte sowohl von der gestalterischen Form als auch den jeweiligen Themen stark variiert, was das Lesen noch interessanter macht. Ich hatte schon lange kein Buch aus der Reihe mehr gelesen und fand "Spells Chrome" sehr gut, um mich mal wieder an die restlichen Bcher zu wagen.0 von 0 Kunden fanden die folgende Rezension hilfreich. 50/50Von A. TrujilloHaving played Shadowrun since 1st edition I was locking for some new books from the Shadowrun universe. I started with DocWagon 19 (which you definitely check out!) and went for short stories afterwards, as my first Shadowrun book was "Into the shadows", which was a real good introduction to the world of Shadowrun.To make it quick: There are some really bad stories, which I neither liked nor could place into Shadowrun as there were no familiar terms, places, or anything that make Shadowrun, Shadowrun.And then there are some very good short stories which I really enjoyed. About half of the stories I've read I've enjoyed, the rest not so much.For the price I'd recommend picking it up and just skip those stories you don't like.

KurzbeschreibungWelcome to the year 2072And a world unlike anything youve ever imagined. A world where magic and machines exist side-by-side. Where cybernetics can replace organs or entire limbs with ease, and arcane spells can make the impossible happen. Where the Matrix has become an artificial world of its own, filled with all kinds of pleasure, treasure, and trouble. Where dwarves, elves, orks and trolls walk alongside humans every day. Some work for megacorporations whose invisible tentacles wrap around every aspect of modern life. Others choose a much less legal career, doing whatever dirty work the corp executives need donefor a price.Featuring fifteen new stories about the men and women who make their living in the shadows of the Sixth World, Spells Chrome takes you into the dark and dirty streets of the future. Whether risking their lives to execute a mission for an employer who might be planning to double-cross them anyway, or just doing whatever they need to do to survive another day, shadowrunners use everything theyve gotcyberware, spells, or a very big gunto get the job done.KurzbeschreibungWelcome to the year 2072And a world unlike anything youve ever imagined. A world where magic and machines exist side-by-side. Where cybernetics can replace organs or entire limbs with ease, and arcane spells can make the impossible happen. Where the Matrix has become an artificial world of its own, filled with all kinds of pleasure, treasure, and trouble. Where dwarves, elves, orks and trolls walk alongside humans every day. Some work for megacorporations whose invisible tentacles wrap around every aspect of modern life. Others choose a much less legal career, doing whatever dirty work the corp executives need donefor a price.Featuring fifteen new stories about the men and women who make their living in the shadows of the Sixth World, Spells Chrome takes you into the dark and dirty streets of the future. Whether risking their lives to execute a mission for an employer who might be planning to double-cross them anyway, or just doing whatever they need to do to survive another day, shadowrunners use everything theyve gotcyberware, spells, or a very big gunto get the job done.