

David Stansel-Garner For those of you who don't know the drill (which I assume is many) heres how it works:
David Stansel-Garner When you want to ask a question, just type it in (preferably with who it's too in the question) and it'll go to me, and I'll in turn make sure the right person gets the question.
David Stansel-Garner The Speaker chooses which questions they answer in what order, so some may take longer than others to answer.
David Stansel-Garner Today we have Rob "Sprite" Boyle, Line Developer
David Stansel-Garner Peter "Synner" Taylor, Assistant Developer
David Stansel-Garner Adam "Adam" Jury, Graphics/Web/all around Guru
David Stansel-Garner Randall "Metsuke" Bills, Former CBT Line Developer, and now roving developer.
David Stansel-Garner And myself, David "Vairdic" Stansel-Garner, Operations Manager for Catalyst.
David Stansel-Garner Now, with that said, let the questions flow!

Adam Jury By the way -- you can start typing your questions now, no need to wait. Please make Vairdic have to work on the queue. ;-)
Adam Jury Thanks for coming, everyone! It's nice to see a bunch of familiar faces and some new people. :-)

IronSphinx **Are we going to see an update to Bug City in any of the upcoming books?**

Rob Boyle Yes, Chicago is one of the two major cities covered in the Feral Cities book, which is currently in the first draft stage.

Elve **When will we see a) new errata b) Holostreet c) new FAQ?**

Adam Jury a) New errata for SR4 and Street Magic should be up in February. b) There's no news about Holostreets. There's internal progress, but nothing awesome to say yet. When we have something awesome to say, we'll say it. c) That's a Sprite or Peter question, at this point.

Peter Taylor There will probably be an update to the FAQ after we update the various errata

Rob Boyle FAQ -- we have some Street Magic FAQ material almost ready, but more pressing projects (like, you know, books) keep getting in the way. We should get to that soon, though (within the next few weeks).

Raven_Bloodeyes **[AdamJury] What's the status on FanPro pdf purchases and getting an updated pdf from CGL, if possible?**

Adam Jury We're still working that out, but we will not be leaving previous PDF purchasers in the lurch -- you guys will be getting your updated PDFs.

Method **Any and all: Best estimate on a release date for Unwired?**

David Stansel-Garner Unwired will be a 2Q release. We'll update everyone further when it gets to the printers.

Raven_Bloodeyes **[sprite] What are the next steps after Unwired finishes the "core rules"?**

Rob Boyle Well, we will have other books that will count as "core" or at least "advanced rules." Runner's Companion is intended for later this year, and Running Wild (sourcebook on all things critter) is on the schedule for 2009. Beyond that, we'll be pushing forward with plot and location books, and also getting into books that deal with specific facets of the game, like crime (Crime Time -- not the final name), corps (Corp Handbook), etc.

MYST1C **Will the German artists whose work was used uncredited in SR4 BBB and Arsenal be credited in future printings?**

Rob Boyle Yeah, we're working on straightening that out. FanPro Germany gave us the artwork with providing us with any artists names, and that omission was overlooked on our end. But we'll correct that in the errata and reprints.

Elve **Is there a street date for a new printing of the SR4 book?**

David Stansel-Garner Not exactly, since this is a reprint there is a date that it will ship from distributors (a release date). And that Date is in 9 days (February 25th). After that it'll take a couple of days for it to start showing up on local shelves. We printed this one heavily, so it should last for a while, and we'll be watching to make sure we get a reprint in ASAP when we start looking low.

Maelwys **Vairdic/Adam: Are there any plans to standardize the various webpages, such as bringing the CBT website into CGL's direct control (Such as the SR4 website) or providing an "Ask CGL" section on the Dumpshock forums, or are y'all happy with the current situation?**

Adam Jury We're fairly happy with the situation as it is. We keep talking about adding some forums to SR4.com, but that's not going to happen in the immediate future. There are some upgrades planned on both CBT.com and SR4.com, though.

Penguin	Any: I know deadlines change, but what books are currently scheduled to be released in time for GenCon Indy?
David Stansel-Garner	Arsenal, Unwired, Ghost Cartels of course, there are other things in the plans, but we prefer to wait till we're closer to completion to announce them.
Raven_Bloodeyes	[Sprite]: Is a 5th edition even on the radar? In the 5 to 10 year plan? Beyond?
Rob Boyle	Haha, no. We're pretty content to move ahead with the SR4 rules set -- with the core rules almost all out of the way, we can focus on plot now for a few years at least :)
Raven_Bloodeyes	[AdamJury] Is the purported Running Wild cover discussed on dumpshock the real McCoy?
Adam Jury	Yes -- man, that cover was finished in late *2004* -- I remember laying out a mock cover for it for FanPro back then. :-)
krakjen	Will the corp handbook have advanced info on using the Lone Star ?
Rob Boyle	We haven't quite started working on this book yet, so things may change, but right now the plan is for it to be sort of a mix between Corp Download and the Corp Shadowfiles, with some other material. It will cover the Big Ten corps of course, but in slightly less detail, and will cover a bunch of smaller but notable AA corps as well. It will also have source material on corporate culture/living, laws, education, etc etc. We want to give some more "character" to corps with it. Lone Star will probably get a mention, but it won't be anything like the Lone Star book or a book on police procedures.
Caine_Hazen	[all] How often can we expect that there will be sessions like this (or writers, artists, etc) . Are there plans to make this semi-regular chats?
David Stansel-Garner	We'll be doing monthly chats, Shadowrun's will be on the 3rd Saturday of the month (CBT is the 2nd).
Raven_Bloodeyes	[Any and all] Can you comment on the opinion of many about the so-called "chaos" of the Matrix rules? What approach is going to be taken in Unwired, total revamp; fleshing out and explanation; just adding details, equipment, and optional rules, etc??
Rob Boyle	When we did SR4, the Matrix rules were the one part of the book that received a complete overhaul, rather than, say, just a conversion. It was also radically revised several times as we put the book together -- we just weren't happy with how parts of it were turning out and some of the drafts were still not simple enough. So ultimately it didn't end up as polished as I would have liked, or as other parts of the book. It is rather difficult to provide a system of that sort that is both semi-realistic in regards to real computer functions and fits with the rest of the rules, yet is still somehow easy to grasp and simple. So with Unwired, our approach has been to polish it as much as possible. It's not a complete revamp, because we don't want to negate a big chunk of the core book, and we don't think that's necessary. Our goal has been to identify things that were clunky, broken, or confusing, and try to fix them.
Adam Jury	I managed to fumble-finger the wacky java interface and delete the question, but here's the answer: New York City. ... will be the city that the next series of Shadowrun Missions takes place in.
Raven_Bloodeyes	[Any]: Is Catalyst considering taking up or generating any other game lines besides CBT and SR4?
David Stansel-Garner	We are currently working on several games in-house that you should see news on in the coming months.
Elve	Are there plans to translate (as a web give away or something) other language SR addons? (Such as the France Marseille chapter in Runner Havens)
Adam Jury	I'm pretty sure that's in the cards. Translating stuff always ends up being more tricky than expected, that's for sure. ;-)
It_trolls_	Any: Are you gonna go back to releasing campaign books some time in the future or are you gonna stick with plot books ^ la Emergence from now on?
Peter Taylor	We'll be mixing things up a bit, depending on what works best for the plots we want to develop. For instance, Ghost Cartels will feature a new format that combines some features traditionally only seen in canned adventures or campaign books with elements of tracked campaigns (such as MobWar or Blood in the Boardroom) and event books (like Emergence)

krakjen	Will technomancien be revamped / buffed in unwired? They really need some love right now...
Rob Boyle	it's funny, some people think they're overpowered, some people think they're too powerful (when you count sprites). We havn't revamped them, but we've gone into further detail on how they operate and given them some more options. Some of the new echoes kick ass, there are some advanced uses of threading, and we also added the equivalent of technomancer "traditions" (called streams) and "mentor spirits" (called paragons). Plus there are a bunch of new sprites. There are a few other rules tweaks we've made that give them a bit more edge.
Ranneko	[all] Will they all the monthly chats be at this time?
David Stansel-Garner	We've done a lot of testing with different times on the BattleCorps chats and have found that 10amPST (-8GMT) works the best for the majority of people world wide. It unfortunately isn't very freindly to those down under however.
Caine_Hazen	[Randall] What types of new challenges have you had to face switching gears from BT to Shadowrun?
Randall Bills	It hasn't been too bad, actually. However, the biggest challenge, without a doubt, is the minutia. For example, if I need to know where X image is for a reference in CBT, my brain can almost always instantly pull up what book, if not the exact page reference; then it's a quick scan and it's fired off to the artist. Don't have that with SR at all, so often I have to go back to the developers to hunt material down. The other minutia is one of often not knowing exactly what are the things that need to be emphasis and what are we trying 'not' to do any more. Using CBT, again, as an example, I've tried really hard to show a myriad of terrain and alien flora/fauna in CBT art...something that was lacking for years, despite the 2k plus planets involved in the universe. Again, just means going back to the developers more than I'd like... ;-)
Method	Rob or Pete: Ghost Cartels seems like a strange choice to push to the front of the roster; seems like there are other facets of the world that would be more pressing. Can you give us a breif rundown on what the book will cover?
Peter Taylor	Well, Ghost Cartels as a plot has a lot more going for it than might be obvious. For one it features a plot that highlights a number of locations and setting elements we've been looking forward to exploring in SR4. It's also very much a street-level plot that focuses on the underworld turmoil set off by the appearance of a new drug that takes the streets of major sprawls by storm. Finally it also shows off some of the characters and locations we've been seeding in our location books.
It_trolls_	To whomever may be able to answer this best: With now over 3 years experience with the new matrix, its rules and its fluff, what are the most important points you are wanting to address in Unwired?
Rob Boyle	Well, there was a lot. We wanted to fix subscriptions and slaving, give TMs a bit of a boost, break nodes down into different types (peripheral, regular, and nexi), offer other encryption offers, clarify agents, deal with the Agent Smith issue ... there's probably more that I'm forgetting. Plus we wanted to offer an assortment of advanced options: programming rules, AIs and other Matrix threats, skillware options, hacker and security tricks, etc etc
Stevebugge	Rob: A number of times on Dumpshock a desire has been expressed for a general Atlas of the World ~2070 with very general setting info in the vain of the CIA world Fact Book, any chance this will ever happen?
Rob Boyle	That's a possibility for 2009 actually, though we haven't finalized that schedule yet, so I can't say for sure. I'd like to see it though.
hawkclz	I'd like to ask if there is a possibility that you will offer the maps of adventures for download so it is possible to print them and use them for tactical movement?
Adam Jury	Well, that's one of the advantages of buying the PDF... ;-). Giving out the maps for free isn't something that we've talked about before.
Elve	Any plans for new novels?
David Stansel-Garner	We are exploring some interesting avenues regarding novels.
Caine_Hazen	[Sprite and Synner] Do Riggers get any love in Unwired?
Rob Boyle	I wouldn't say they're a major part of the book, but they do get covered. The Security chapter has details on security rigger and there are a few other rigger tricks in the book. Vehicles and drones (and sensor software) were covered in Arsenal, of course.

Stevebugge	Anyone: Will there be updates / comparable books to the Spraw; Survival Guide and Mr. Johnson's Little Black Book in the future?
Peter Taylor	I think you'll find that at least some of the material your looking for will be in Runners Companion. We've penciled a Mr Johnson's Companion into the schedule but that's further down the line
GhostOfToreadorPresent	[sprite] Speaking of hacking, are there going to be any more substantial guidelines on what can be done with hacked cyberware? For example, say a hacker breaks into someone with a skillwire system. What can that hacker do to the victim?
Rob Boyle	There's a section on hacking cyberware in the book, but it's more of a review of the rules for doing so and general guidelines for handling it for the GM --- we don't go piece by piece on what you could do with different implants, as that would just take too much space. It does specifically talk about hacking smartlinks and providing false diagnostics.
MYST1C	[anyone] Are there news concernig a new German SR license? Rumours abound about struggle with FanPro D about novel rights...
David Stansel-Garner	Unfortunately, there is some confusion over the legal status of current translation rights. Publications which continue to appear in Germany would seem to violate the license we have negotiated with WizKids Games. That said, we currently have our contract under review in with WizKids, and once that is approved we'll be moving forward with the foreign sub-licenses.
Elve	Will there be new "tweaking the Rules" sections in upcoming books (Unwired)? I missed it in Arsenal...
Rob Boyle	Yes, Unwired has a Tweaking section. I'm not sure we'll need it for Runners Companion, as a big chunk of that book will be optional rules. Not sure about Running Wild yet.
Dunner	This was posted to dumpshock: Do you expect that there will be any new german SR books this year? If yes, will there be a german license or will CGL take matters into their own hands?
David Stansel-Garner	We are in negotiations with a German publisher to create German Language books. See above for more.
Raven_Bloodeyes	[Any] Will there be any more rules focus on riggers? the proverbial Rigger 4?
Rob Boyle	No, we don't have plans for a rigger book at this time. We feel we've covered them pretty thoroughly in Arsenal, Unwired, and even Augmentation (biodrones) for now.
Maelwys	[Anyone]: While there was a holostreets question in the beginning (no awesome news to announce), there hasn't been a SOLA question. Is it still in limbo (especially since its was developed by FanPro), or is it still tied to Holostreets, or are there plans to push it out since theoretically it could tie into Ghost Cartels?
Adam Jury	Big answer, taken from a post I made to DSF about this subject earlier this month:
Adam Jury	There's something I want to make really clear about Shadows of Latin America: It is not a complete book. It is not "finished" by any stretch of the imagination. There are many steps taken after a book's drafts are turned in by the authors: development [the developer reads/edits all the chapters, make sure that facts match up between them, that they're presented consistently, that they aren't missing information, etc], editing [the nitty gritty of checking for spelling mistakes, grammar, other stylistic and legibility issues], artwork [which includes not just the artist's time to build the artwork, but the art director's time to figure out roughly where illustrations should be placed, what should be illustrated, and back-and-forth with the artist over rough drafts], layout/production [making sure it LOOKS like a Shadowrun book] and proofing [catching last minute mistakes, especially ones that were introduced in layout.]
Adam Jury	Years ago, when IMR agreed to take on SOLA, it was believed that FanPro would be delivering them a product that was at *least* past the editing stage. However, the person developing SOLA dropped out of the project [for a better job opportunity -- no complaints about him!] and FanPro simply never had time to finish the project, as it was during the SR4 time crunch and the freelance developer was hired to keep the project on track while Rob concentrated on SR4.
Adam Jury	Now Catalyst is "stuck" with the task of finishing it, several years after it was relevant to the timeline, with several years more expectations built up, with more expenses than intended, with the authors annoyed that their work hasn't been published and they haven't been paid -- and as you may have noticed, HoloStreets isn't exactly moving fast, either [and that's a whole other kettle of fish.]
Adam Jury	The above paragraph is not me complaining about SOLA: I'm just pointing out that the SOLA situation, bluntly, sucks for EVERYONE: Catalyst, the writers, and the fans.
Adam Jury	Some companies release game books shorter than that answer! ;-)

krakjen	Speaking of translation, do you know if Black Book Editions (french version) will sell PDF versions some day?
David Stansel-Garner	Unknown at this time.
Penguin	[sprite]: Speaking of optional rules, are rules for training, owning, and raising critters going to be in Running Wild?
Rob Boyle	Yep! Plus more critterware, critter-oriented gear, and critter magic.
Ranneko	@Adam: What is happening with the www.srrpg.com and www.shadowrunrpg.com ?
Adam Jury	We made a deal with FanPro GmbH to buy those domains last year, and they renegged on that deal. We are continuing to try and re-establish that deal, especially now that they can no longer publish any Shadowrun material.
Stevebugge	Rob or Pete: Any chance we'll ever see a rework of Shadowbeat, a Sports, Pop Culture, Media Book?
Peter Taylor	There's nothing currently in the schedule but its the sort of thing I'd personally like to see some time down the road
David Stansel-Garner	Ok folks, looks like questions have slowed down. Let's to a last call for any questions and we'll wrap this up.
Absinthe	Is there a problem with local bookstores carrying SR products? It seems that the only product that can be obtained through a bookstore is SR4. So far none of the bookstores in my area have been able to order anything else.
David Stansel-Garner	I'd have to know what area, and who the stores distributors are. Currently there should be no problem getting any Shadowrun, Fourth Edition product from Catalyst through any maor distributor in the US.
It_trolls_	Apart from struggles with German translation and distribution, have you ever looked at more intense AGS coverage in future CGL releases to keep us German fans up to date ? This is not about new books for us Krauts, more about including a few pages about local developments, similar to what FanPro did in some German releases.
David Stansel-Garner	That would be up to the local publisher. If we included little updates for every country we sell the products to we'd triple the page count ;)
Rob Boyle	I think it's fairly likely the German publisher will continue to do that
Abschalten	I understand that the bulk of the hard-core rules development is being done with the supplements, like Arsenal, Street Magic, Unwired, and Augmentation. After those are put out, is there any possibility for the addition of other things, like 'ware and weapons and adept powers, or is that particular door being shut?
Peter Taylor	While we're focusing on cramming the core rule books with as many goodies and options as humanly feasible, and we're actively avoiding spreading additional rules out over 15+ sourcebooks, its pretty safe to assume that we'll get round to adding rules and new gear at some point in the future.
krakjen	will there be more background about whatever happened between 2060 ans 2070 ?
Rob Boyle	We don't have plans to go back in time and cover that period, but as we detail new locations, plots, and characters, we'll flesh more of that backhistory out.
Rob Boyle	I should be clear, though, that our focus is on developing new plotlines and new history.
Peter Taylor	Any backstory provided in new releases will feed into the current setting and current plots rather than focus on wrapping up loose ends.
Absinthe	Barnes and Noble, Booksamillion, Amazon, they all list SR products as hard to find, and can never fill an order.
David Stansel-Garner	Those are mass market outlets, and traditionally are behind on releases. We focus our sales to the Hobby trade primarily, so they'll always have the book sooner. That said, there is a large shipment of books going to our distributor that services the mass market which should make the books available through the big book stores. Remember though that your best bet for getting the book right away is your local gaming store.
Adam Jury	However, at this time we -- or the distributor that handles our books to the book trade -- are not selling to Amazon.com

GhostOfToreadorPresent	Adam - any specific reason you're not selling to Amazon? Did they kick a kitten?
Adam Jury	Dave posted a thorough answer to this to the Classic BattleTech forums last year: http://forums.classicbattletech.com/index.php/topic,26887.msg643115.html#msg643115 [Clicking on that link should open in a new window and NOT boot you out of the chat. :-)]
Rotbart_van_Dainig	How far into space do the corps actually reach and how common is space travel?
Rob Boyle	Not too far -- most of the activity is still focused around Earth orbit, Luna, and the Lagrange points. As we've noted, there's an Evo base on Mars, and there's probably exploration going on of the Belt and other interesting places. There may even be some secret corp bases further out. Now that the Kiliminjaro mass driver is in operation, though, space traffic is booming, so there's a lot more going on than we had in Target: Wastelands, and it will keep growing.
paws2sky	How long does CGL expect to hold the SR license? It is bought for a certain number of years? Renewed annually? Something else?
David Stansel-Garner	Licenses in the game industry are typically 3 years with a right of first refusal.
krakjen	Will there be new metaplans then?
Peter Taylor	If you mean metaplots, then yes we have several storylines cooking right now, several others have been seeded in recent books, and we have a few surprises waiting in the wings...
Raven_Bloodeyes	[Any]: Any news or fleshing out of what happened to Tir Tairnage? (sp?)
Rob Boyle	Not in the immediate future, but we will get to that at some point.
Stevebugge	Any: I'm curious does IMR /CGL have a Brick & Mortar office and if so is it ever open to visit?
David Stansel-Garner	As a virtual company there are no real "offices" per se. All of us operate out of our homes (though my office is probably the closest you'd get to a real office since we do all of the shipping and filing from here).
Adam Jury	In my experience, game company offices look just like any other company's offices, just... messier. *eyes Sprite*
Rob Boyle	that was extremely organized clutter, thank you much.
IronSphinx	Is there going to be any push to include the IWM ShadowRun miniatures line in future books (similar to what CBT is doing) or to request that IWM produce new miniatures for SR like drones and such?
David Stansel-Garner	That hasn't been discussed at this time, though I personally would love to see more SR minis.
Fuchs	(sprite) will the focus on the plot, as announced, be more corp/tech focused, or more fantasy/magic focused?
Rob Boyle	We hope to keep a good balance. Emergence was more tech, obviously, but Ghost Cartels leans more towards magic. Either way, we'll always be making an effort to represent all facets of the game -- we're not going to be leaving hackers or magicians out in the cold.
GhostOfToreadorPresent	Any hints/teasers of what we might see in Runners Companion?
Peter Taylor	Runners Companion will feature most of the stuff people are expecting, metavariants, SURGE, unique character options, loads of new qualities, some SSG-type material and some other surprises.
Method	Rob: Are there any cities tentatively planned for "Cities of Intrigue"?
Rob Boyle	We haven't put the final book spec together or solicited to authors for this book yet, so it's still up in the air. There are a bunch of good possibilities, but I can't really say what it will be at this time. We'll try to represent all (well, most) of the continents as usual, however.

It_trolls_ **Where do you see the role of PDFs compared to paper on the gaming table now and in a year? Would you like to eventually switch to digital-only distribution (and if so, what should I use to hit my players with) ?**

Adam Jury I think PDFs have a lot of benefits and are only getting more useful as more and more people are bringing laptops and other portable computing devices to the gaming table. They're also great for research, compiling information before a game, etc. I think we're a long way away from doing digital *only* distribution, though. As a niche market, games expanded into digital distribution a little more quickly than mainstream publishing, but with print on demand/short run printing, a whole host of new/small publishers are able to publish proper printed books as well. So print isn't dying anytime soon, and there's still a lot of growth potential with electronic publishing.

Peter Taylor also you can't throw a pdf at someone's head...

Stevebugge **Any Will future Shadowrun Chat session continue to be freeform ask anything type, or will they be themed in the future (focus on a specific release etc) or some of each?**

David Stansel-Garner Likely there will be a mix of types. We'd love to get ideas on what you'd like to see.

David Stansel-Garner Ok folks, looks like we're about done here.

David Stansel-Garner I'd like to thank Rob, Peter, Adam, and the for once silent Randall for their time, and even more so I'd like to thank you all for showing up and asking such great questions.