

Tomb Raider The Ten Thousand Immortals

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Tomb Raider: Inferno #3

Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most

popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like Uncharted. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of Halo 2 drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in Pac-Man are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, Game On! is the book for you!

The Moon Dragon (The Secrets of Droon #26)

Follow Lara's search across the world in this dynamic story that bridges the gap between Crystal Dynamics' Rise of the Tomb Raider and Shadow of the Tomb Raider! After surviving the events of the city of Kitezh and the Deathless Prophet, Lara Croft finds herself attending an archaeology conference in America. When a man in need of help turns up dead at Lara's hotel, she becomes entwined in the search for a fabled mushroom that grants the gift of immortality. Desperate for answers, Lara hunts down Trinity at all costs, making sacrifices, and risking her life along the way. The second and final omnibus volume in this series, this collection is jam-packed with 472 pages of material. This omnibus collects issues #1-#12 of Dark Horse's 2016 Tomb Raider Volume 2 series, as well as the most recent Tomb

Raider: Survivor's Crusade and Tomb Raider: Inferno complete story arcs.

The Amulet of Power

The lines of reality are blurred and Lara is lost in a mind-altered state caused by the most improbable of circumstances. Lara is forced to face her own memories--however painful they may be and relive all of her worst experiences. However, Lara ultimately comes to a realization that may just be her salvation . . . or possibly her demise, and must make an imperative choice, once and for all. The penultimate chapter!

Tomb Raider Omnibus

Barely escaping the conquering Cham King Indravarman, Prince Jayavar and his wife build an army and plot in secret to reclaim their kingdom in this new novel from the author of Beneath a Marble Sky. Original. 40,000 first printing.

Tomb Raider Volume 1

The official tie-in novel to the Shadow of the Tomb Raider video game. In a brand-new adventure, Lara Croft must evade the agents of Trinity and discover an

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ancient secret. When a mysterious stranger offers to help Lara uncover a clue that could give her the upper hand, she embarks on an expedition to a system of caves in Colombia. However, once they learn of Lara's plans, Trinity will stop at nothing to reach the location first. Trinity believes they can turn the tables on Lara, but in the darkness of the underground caverns, there are terrors in the depths that neither Lara nor Trinity anticipated. Game is due to release on 9/14/18 across all major platforms

The Lost Cult

In the Middle East, Archaeologist, adventurer, and explorer Lara Croft is targeted by mysterious religious fanatics who believe that she has located the treasured Amulet of Mareish, a long-lost artifact rumored to grant the wearer extraordinary power, in the first volume in a series based on the new Eidos Interactive video game. Original.

Tomb Raider Volume 3: Queen of Serpents

A new story starts here, cowritten by Gail Simone and Rhianna Pratchett! Lara Croft attempts to honor the past but is dragged into a dangerous new journey. A creepy amusement park and a mysterious woman with a personal connection to

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the terrifying events of Yamatai Island throw Lara's world into peril once again! The first issue of an all new Tomb Raider arc! The events of the comic will lead into the Tomb Raider sequel! "If you're not already reading this new ongoing series from Dark Horse, then definitely hop on for an exciting, smart adventure with a young Lara Croft." —Geeks of Doom

Rise of the Tomb Raider Collector's Edition Guide

Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off—in a new ongoing comics series! Following the game acclaimed for its bold and sophisticated new vision, this series launches Lara Croft on the formative adventures that will change her life forever! The official continuation of Lara Croft's story! The 2013 video game sold over 3.5 million copies! "Tomb Raider is the quintessential example of a reboot done right."—Gaming Trend

Tomb Raider The Ten Thousand Immortals

In this prelude to the exciting new entry in the Tomb Raider video game saga, lead game writer Rhianna Pratchett reveals the untold story behind Lara Croft's earliest adventure. Join Lara and the crew of the Endurance as they prepare for a

thrilling journey to uncover the lost kingdom of Yamatai. For over fifteen years, the Tomb Raider adventures have been some the most enduring and popular in the world of video games. Now, Lara Croft's bold new re-imagining is further explored by some of comics' most talented creators in this exclusive volume.

20 Years of Tomb Raider

Lara Croft:Tomb Raider

When her mentor, Professor Frys, destroys his research into the ancient Méne cult, only to fall victim to an unknown assassin, Lara Croft heads for the mysterious cloud forests of Peru to investigate the Méne ruins and discovers that a sinister cult is trying to revive the ancient Méne religion and its mind-controlling ways, in a new volume in a series based on the new Eidos Interactive video game. Original.

Tomb Raider Omnibus

Action, horror, politics, and sensuality combine in this DEBUT EPIC FANTASY novel for fans of George R. R. Martin and Michael J. Sullivan, set in the world of the Eisner Award-nominated Artesia comic books. To find the Sword, unearth the Barrow. To

unearth the Barrow, follow the Map. When a small crew of scoundrels, would-be heroes, deviants, and ruffians discover a map that they believe will lead them to a fabled sword buried in the barrow of a long-dead wizard, they think they've struck it rich. But their hopes are dashed when the map turns out to be cursed and then is destroyed in a magical ritual. The loss of the map leaves them dreaming of what might have been, until they rediscover the map in a most unusual and unexpected place. Stjepan Black-Heart, suspected murderer and renegade royal cartographer; Erim, a young woman masquerading as a man; Gilgwyr, brothel owner extraordinaire; Leigh, an exiled magus under an ignominious cloud; Godewyn Red-Hand, mercenary and troublemaker; Arduin Orwain, scion of a noble family brought low by scandal; and Arduin's sister Annwyn, the beautiful cause of that scandal: together they form a cross section of the Middle Kingdoms of the Known World, united by accident and dark design, on a quest that will either get them all in the history books or get them all killed. From the Trade Paperback edition.

Predator: Life and Death

Celebrate 20 exciting years of Tomb Raider with this premium, hardcover tome! With stunning visuals and in-depth commentary, "20 Years of Tomb Raider" explores the ground-breaking, rich, and diverse history of this iconic gaming franchise. Including previously unpublished images and assets. Packed full of information on the rich lore, iconic characters, epic fan community, and, of

course, the games that started it all. Over 200 Contributors, including industry insiders, writers, artists, fans, and more! Exclusive interviews from Core Design, Crystal Dynamics, official voice actors, composers, live actions models, comic artists, and others. An in-depth look at all the iconic games, with insights into unreleased titles. Covers the entirety of the Tomb Raider universe - games, comics, Hollywood movies, pop culture influences, and the community."

Shadow of the Tomb Raider - Path of the Apocalypse

Collecting issues #1-6 of Tomb Raider, this first volume picks up Lara Croft's adventures where the most recent game left off. Lara and her fellow survivors of the Endurance are experiencing horrific visions after their ordeal in the Lost Kingdom of Yamatai. However, it soon becomes apparent that these visions may be more real than they first appeared. Can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together?

The Barrow

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new

novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

The Lost Cult

The Edge calls Trigger Happy a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

Lara Croft:Tomb Raider

The complete visual celebration of Lara Croft's world, all taken from the brand new

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Tomb Raider game The Art of Tomb Raider: A Survivor is Born brings the world of Tomb Raider to life through its art and graphic design. This stunning art book by BradyGames follows the journey of the brand new Tomb Raider game from page to screen. This unique book contains hundreds of images of Lara Croft, her friends and enemies, the environments she explores and the weapons she uses. Ever wondered how Lara came to look like she does? Read about her development, from drawing board to final screenshot. With extensive commentary by the game's creative director, artists and developers, there has never been a more in-depth look at how Tomb Raider is made. The Art of Tomb Raider: A Survivor is Born is full of stunning images that make it the perfect book for fans of the series. Put your controller down, take a break, and take your game further with BradyGames.

VanOps

The new Tomb Raider novel will broaden the world and enriches the storyline re-introduced in the highly successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

Tomb Raider

In fewer than fifty years video games have become one of the most popular forms of entertainment. But which are the best games, the ones you must play? Tony Mott, editor of popular gaming magazine Edge, presents 1001 of the best video games from around the world, from Donkey Kong to Doom, and from Frogger to Final Fantasy. Covering everything from old favourites to those breaking new ground, these are the games that should not be missed.

Lara Croft and the Frozen Omen

THE POWERAn ancient relic called the All Seeing Eye that grants the owner the ultimate power in the universe. A power so immense that those who possess it could rule the world.THE ILLUMINATIA secret brotherhood hell-bent on finding the All Seeing Eye and taking over the world. A sinister band of men who will stop at nothing to fulfill their diabolical plot.THE HEROLara Croft The greatest tomb-raiding high-flying adventurer of all time, who just so happens to hold the key to finding the All Seeing Eye.Through the living jungles of Cambodia to the frozen wasteland of Siberia, Lara Croft takes you on her greatest adventure.THE CLOCK IS TICKING AND TIME IS RUNNING OUT

The Avengers

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A novel "about an obsessive bibliophile's quest through time to discover a missing manuscript, the unknown history of an English Cathedral, and the secret of the Holy Grail"--Amazon.com.

Fiefdom

Just in time for Marvel's Avengers: Age of Ultron: an all-new, original prose novel by the New York Times-bestselling author of Rocket Raccoon and Groot: Steal the Galaxy! and Guardians 3000! The Mighty Avengers face an array of their greatest foes-all at once! In Berlin, Captain America battles the forces of Hydra. In the Savage Land, Hawkeye and the Black Widow attempt to foil A.I.M. In Washington, Iron Man fights to stop Ultron. In Siberia, Thor takes on an entire army. And in Mangapore, Bruce Banner and Nick Fury battle the High Evolutionary. Only one thing is certain: This isn't a coincidence. But what larger, deadlier threat lies behind these simultaneous att acks on Earth?

Tomb Raider: Ten Thous Imm

"This volume collects issues #1 through #5 of the Dark Horse comic-book series Lara Croft and the Frozen Omen."

Ape Escape 2

The writer of the Tomb Raider 2013 video game--Rhianna Pratchett--continues Lara Croft's story where the smash hit Tomb Raider game left off in this collection of the Tomb Raider comic's third arc, spanning issues #13-#18! Lara must save the life of a friend she thought to be dead as a dangerous organization threatens to kill this person for good! But Lara will not be alone as Sam, Jonah, and Kaz join her on this rescue mission! Danger lurks behind every shadow--can they make it in time to save a life they thought was lost?!

Tomb Raider: The Beginning

BradyGames' Ape Escape 2 Official Strategy Guide features a step-by-step walkthrough to guide players through every environment. Coverage of each delinquent monkey, and all mini-games. Expert boss tactics, plus complete item and vehicle lists. Game secrets revealed, and more!

All Our Broken Idols

This stand-alone novel is an epic Lara Croft adventure, featuring enough dual-pistol wielding action and sharp wit to please nostalgic fans of the franchise. Facing

threats from multiple fronts, Lara hunts legendary artifacts around the world in an effort to solve a mystery and avert disaster. Straddling the line between factual history and fantastical extrapolation, the intense and action-packed tale weaves together the modern and ancient worlds. Storyline written in conjunction with the game developers at Crystal Dynamics, and penned by Dan Abnett, a bestselling British novelist and comic book writer.

Temple of a Thousand Faces

THE POWERAn ancient relic called the All Seeing Eye that grants the owner the ultimate power in the universe. A power so immense that those who possess it could rule the world.THE ILLUMINATIA secret brotherhood hell-bent on finding the All Seeing Eye and taking over the world. A sinister band of men who will stop at nothing to fulfill their diabolical plot.THE HERO
Lara Croft The greatest tomb-raiding high-flying adventurer of all time, who just so happens to hold the key to finding the All Seeing Eye.Through the living jungles of Cambodia to the frozen wasteland of Siberia, Lara Croft takes you on her greatest adventure.THE CLOCK IS TICKING AND TIME IS RUNNING OUT

Lara Croft and the Blade of Gwynnever

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A hilarious, action-packed look at the apocalypse that combines a touching tale of friendship, a thrilling war story, and an all out kung-fu infused mission to save the world. Gonzo Lubitch and his best friend have been inseparable since birth. They grew up together, they studied kung-fu together, they rebelled in college together, and they fought in the Go Away War together. Now, with the world in shambles and dark, nightmarish clouds billowing over the wastelands, they have been tapped for an incredibly perilous mission. But they quickly realize that this assignment is more complex than it seems, and before it is over they will have encountered everything from mimes, ninjas, and pirates to one ultra-sinister mastermind, whose only goal is world domination.

Tomb Raider Limited Edition Strategy Guide

With nearly 2 million books in print, this Little Apple series is H-O-T, hot. The SECRET is out -- DROON is the series that kids, parents, and teachers are talking about! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?

The Gone-Away World

Rise of the Tomb Raider Collector's Edition Strategy includes Beautifully printed premium hardcover guide. An exclusive Rise of the Tomb Raider key chain - This collectible features Lara's signature climbing axe, with a brushed nickel finish. It will only be available in the Collector's Edition Guide. This guide provides a comprehensive walkthrough for 100% game completion. Exclusive maps detail every important location and collectible. Optimize Lara's abilities to fit your play style with our detailed look into her weapons, skills, and abilities. Discover ancient artifacts and valuable treasures with our detailed tomb walkthroughs. Free mobile-friendly eGuide! Includes a code to access the eGuide, a digital version of the complete strategy guide optimized for a second-screen experience. eGuide exclusive! Get access to an interactive world map! These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

Tomb Raider #1

The starship Theodore Roosevelt is fighting on the far outskirts of a galactic war, its crew made up of retreads and raw recruits. A new first officer reports, Wilson Cole, a man with a reputation for exceeding his orders (but getting results). He's been banished to the Teddy R. for his actions, but once there he again ignores his

orders. This is the first of five novels about the starship Theodore Roosevelt. The next four will be, in order, Pirate, Mercenary, Rebel, and Flagship.

Game On!

Featuring intricate concept art and exclusive, high quality stills, sketches and renders detailing the game's production, Rise of the Tomb Raider: The Official Art Book is an essential purchase for fans of the franchise. From Lara's survival tools to the wild animals she encounters in the harsh environment, this in-depth, all-access book offers gamers a look into the visual dexterity of Rise of the Tomb Raider.

Mass Effect - Andromeda: Nexus Uprising

Colonial Marines vs. Predators! Colonial Marines on the planet Tartarus battle extraterrestrial hunters over the possession of a mysterious horseshoe-shaped spaceship of unknown origin. The Weyland-Yutani rep wants the ship, and the marine captain wants to protect her crew. But neither objective is likely when a band of Predators attacks! Collects issues #1-#4. * Chapter one in the follow-up to the acclaimed Fire and Stonestory cycle!

Starship: Mutiny

Spain 1057: During a thunderous battle, the first King of Aragon wrestles Alexander the Great's priceless Egyptian weapon from the Moors, but finds it holds a terrifying and mysterious power. A thousand years later, Maddy Marshall, and her twin brother Will Argones, re sent on an arcane quest to recover Alexander's ancient weapon.

The Lost Book of the Grail

v. 2: "After surviving the events of the city of Kitezah and the Deathless Prophet, Lara Croft finds herself attending an archaeology conference in America. When a man in need of help turns up dead at Lara's hotel, she becomes entwined in the search for a fabled mushroom that grants the gift of immortality. Desperate for answers, Lara hunts down Trinity at all costs, making sacrifices, and risking her life along the way. Follow Lara's search across the world in this dynamic story that bridges the gap between Crystal Dynamics' Rise of the Tomb Raider and Shadow of the Tomb Raider!"

Rise of the Tomb Raider

A SURVIVOR IS BORN When Lara set out to find the legendary island of Yamatai, it seemed convincing the crew of the Endurance to head into the dangerous area of

the sea known as The Dragon's Triangle would prove to be the greatest challenge. Finding the island was only the beginning. Lara must explore, fight, and, above all, survive to escape the island's relentless hold. ONLY IN THE LIMITED EDITION CUSTOM DESIGNED AMULET - This handsome 1.5" painted metal replica of Lara's amulet can be worn on any of your own adventures and is the perfect collectible for any Tomb Raider fan. DOWNLOADABLE CONTENT - CODES FOR MULTIPLAYER CHARACTERS - This Limited Edition Strategy Guide includes codes that unlock two multiplayer characters: Scavenger Scout and Scavenger Executioner PREMIUM HARDCOVER - All of the game tested strategies and multiplayer tips that are included in our Signature Series guide, packaged in a deluxe hard cover with a superior gloss finish. STRATEGY GUIDE FEATURES · COMPLETE WALKTHROUGH - We lead you step-by-step through the entire game from start to finish—locate and complete every Challenge! · HIGHLY DETAILED SINGLEPLAYER AND MULTIPLAYER MAPS - Our maps pinpoint critical locations in every area. Find each and every collectible, ammo cache, and Challenge Tomb! · COMPREHENSIVE MULTIPLAYER COVERAGE - Expert tactics for each multiplayer mode. · 100% COVERAGE - All of the Challenge Tombs, Achievements and Trophies, and all of the Secrets and Unlockables for 100% completion.

1001 Video Games You Must Play Before You Die

The new Tomb Raider novel will broaden the world and enriches the storyline re-

introduced in the highly successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

Uncharted: The Fourth Labyrinth

To the god of old things To the gods of the riverbank To the god of hunters Assyria, in the reign of Ashurbanipal. For Aurya and her daydreaming brother Sharo, every day is a struggle for survival, as they dodge the beatings of their drunken father and scabble for scraps of food. One violent evening, everything changes. Soon, they are on the barge of King Ashurbanipal, bound for the beautiful, near-mythical city of Nineveh. Their fates become inextricably bound to that of the king - and the injured lion captured by his men. Twenty-six centuries later, British-Iraqi archaeologist Katya joins a dig in Mosul to protect the ancient ruins of Nineveh from organised looters, following in the footsteps of her dead father. When she and Salim, a fellow archaeologist, discover an astonishingly beautiful and rare carving, they know their find will bring the world's attention to Mosul. But the real world crashes in to their studious idyll to catastrophic, devastating effect when ISIL storm Mosul - and take Katya, Salim and local girl Lola hostage. All Our Broken Idols is hauntingly evocative, a novel in which past and present lives intertwine and stories travel across the ages. It is a story about the importance of art and the threat it poses to those in power. And it is about bravery; standing up for what you believe

in, and who you love.

Trigger Happy

The official novel of Naughty Dog's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about the "antiquities acquisition business." Victor Sullivan needs Drake's help. Sully's old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man's daughter, Jada Hzujak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada's father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth. From the Trade Paperback edition.

Tomb Raider #7

“Gene the Hackman, top dog, him done the great Walk Around. Not for him the darkness, not for him the Time of Ice that we know today.” Evelyn War is a Believer. She knows that in the Old Time, long before the Time of Ice, the Masters fought a war with Them, great chitinous beasts that stalked the world and rended and killed. She knows that the Masters set fierce, doglike Aux like her to watch over their great sleep and to keep Them off their Lawn. She knows that the stories are not just lessons in the ways of war. Them were real. But in the frozen ruins of Berlin, Them have not been seen for many years. Now the Aux fight among themselves and say all that was just stories. They scorn Evelyn and mock her warnings. But the ice is melting, and the whistling calls of Them can be heard in the tunnels of the U-Bahn once more.

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