

Tomb Raider Ten Thousand Immortals

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Game On!

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 #16

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.

Tomb Raider Coloring Book

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 of 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.

The Lost Cult

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

Tomb Raider Omnibus

From the writer of the 2013 Tomb Raider video game, Rhianna Pratchett! Lara finds a missing child in a seemingly haunted jungle who leads her to the organization holding her friend hostage! Can Lara infiltrate their stronghold and rescue her friend? "Tomb Raider continues the exploits of our young heroine while feeling like an honest extension for the video game series. So without a doubt it easily comes recommended." —Unleash the Fanboy

Tomb Raider Volume 3: Queen of Serpents

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.

The Art of Tomb Raider

A celebration of feminine beauty, athleticism, wisdom, and skill—Women Who Dare profiles twenty of America's most inspiring women climbers ranging from legends like Lynn Hill to the rising stars of today, with stunning color photography by veteran adventure photographer Chris Noble.

Glacier Mountaineering

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?

Predator

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 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

Tomb Raider: Ten Thous Imm

Tomb Raider Omnibus

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

Lara Croft and the Blade of Gwynnever

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!

The Iliad

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.

Mass Effect - Andromeda: Nexus Uprising

"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.

Tomb Raider: Inferno #3

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!

The Tomb Robbers

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

The Odyssey of Homer

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 attacks on Earth?

Tomb Raider The Ten Thousand Immortals

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!

Shadow of the Tomb Raider - Path of the Apocalypse

Experience the world of Tomb Raider in a whole new way with the official Tomb Raider Coloring Book!! Featuring forty-five highly detailed, black-and-white images from fan favorite artists including Randy Green, Phillip Sevy, Tholia, and Katie Swindlehurst! Spanning the history of Lara Croft and her adventures, the official Tomb Raider Coloring Book is a must-have for all fans to add to their collection. After years of thrilling fans in video games, comics pages, and the silver screen, now join Lara Croft on a whole new journey that you get to color! Dark Horse Books and Square Enix are proud to present the Tomb Raider Coloring Book!

Tomb Raider #1

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!

Ape Escape 2

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 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

Lara Croft and the Frozen Omen

"Colonial Marines arrive on a planet to investigate illegal prospecting. What they find are the survivors of a battle with extraterrestrial hunters over the possession of a mysterious horseshoe-shaped spaceship"--Provided by publisher.

Rise of the Tomb Raider Collector's Edition Guide

Glacier Mountaineering provides the knowledge and skills needed to safely and self-sufficiently navigate over glacier terrain. Hundreds of hilarious and helpful illustrations by Mike Clelland complement the clear and concise text by Andy Tyson. Providing critical instruction for anyone planning to travel over glacier country—from the Cascades to the Rockies to Denali—this book will guide and entertain readers through glacier anatomy, equipment, route finding, and rescue techniques.

Tomb Raider Limited Edition Strategy Guide

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 Avengers

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 action 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."

Tomb Raider: The Beginning

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?!

Uncharted: The Fourth Labyrinth

The Lost Cult

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.

Bloodborne Strategy Guide

v. 2: "After surviving the events of the city of Kitez 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!"

High Infatuation

A collection of vivid, intimate essays and prose poetry on the universal themes of life, love, friendship, personal empowerment, and more, told through a career in climbing. 40 percent of these pieces debut for the first time in print Davis has been profiled in publications including Outside, Men's Journal, W Magazine, and Sports Illustrated. Throughout her life, Steph Davis has chosen to take risks, to trust her impulses, to make decisions based on what feels right inside--and never look back. Studying to be a concert pianist, she quit music the day she was introduced to rock climbing. Later, she abandoned the respectability of university life and pursuit of a law degree to become a "dirtbag climber," living out of her grandmother's hand-me-down Oldsmobile sedan with Fletcher, a heeler mix dog. Today, through courage and perseverance, Davis is a high-profile athlete sponsored by Mammut, Clif Bar, Five Ten and Cascade Designs. In High Infatuation, Davis writes on the universal themes of life, love, friendship, personal empowerment, and more, told through a career in climbing.

Immortal

20 Years of Tomb Raider

Returning from a long mission on a Chaos world, Commissar Gaunt finds that his old regiment - nicknamed Gaunt's Ghosts - has been disbanded and redeployed under a new commander. But when the fighting becomes bitter, Gaunt is finally reunited with his men as the Imperial forces make one last attempt to hold the line against the invaders.

Tomb Raider

The picturesque hamlet which serves the needs of the local squire and his castle is the birth place of Jimmen, growing up under his father's guidance to become a blacksmith. In such a small community word travels fast, and so does our hero Jimmen is bestowed with a supernatural force encountered in a secluded cave. Kalim, who telepathically converses with Jimmen, guides him to levels that he could not have envisaged. Jimmen's skills and quick learning serve him well, enough to gain a very high regard from Squire Godfrey Belfont. This leads to unenviable advantages that only he can demonstrate to become a born leader. Life presents its chances and Jimmen takes every one given to him, opening up a new life for him and his family.

Women Who Dare

Reluctant savior Jim Heron risks his salvation while confronting the greatest challenge of his existence, as he tries to save Sissy, the woman he freed from Hell.

Tomb Raider Volume 1

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.

A Sword Named Kalim

A new publication of the definitive translation of Homer's epic brings the ancient poem to life, chronicling the Greek siege of the Trojan city state and the war that ensued.

The Amulet of Power

His Last Command

Discusses the ancient and widespread practice of tomb robbing in Egypt and ways the Egyptians tried to protect themselves from tomb robbers.

Tomb Raider #7

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.

Fiefdom

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.

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