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VAUGHAN MOHAMMAD

[The Art of Uncharted 4: A Thief's End](#) Dark Horse Comics

This deluxe hardcover collects issues #1-#18 of the 2014 Dark Horse Tomb Raider series, and the never-before-collected prequel story Tomb Raider: The Beginning. Lara Croft is trying to piece her ordinary life back together after her ordeal in the Lost Kingdom of Yamatai. The other survivors of the Endurance are experiencing horrific visions as they try to put what happened behind them. Follow Lara's story after the 2013 Tomb Raider game as she embarks on a new globetrotting adventure, discovering a dangerous organization that's threatening her friends. Can she figure out what's going on in time to save a life?

[Shadow of the Tomb Raider](#) Dark Horse Comics

Back in 1994 at the game company [CORE Design] in Derby, Lara Croft was born. Through eighteen months of pure hard work from the team, Tomb Raider was released in 1996 and became the success that we see today; taking part in the mid-nineties celebrations of Brit-Pop and Girl Power. This is the story of the team who were involved in creating the first two games, then leaving the series to a new team in 1998. Lara Croft brought class, comedy, and a James Bondian role to the game, dreamt up by Toby Gard and helped to become a pitch with Paul Douglas. The game was a gamble, but because everyone at the company believed in it, it led to huge success for everyone, except for Toby and Paul. [The Making of Tomb Raider] goes into detail of how Lara and the games were born, alongside why Toby Gard and Paul Douglas left before the sequel was released. Throughout

eleven chapters of countless interviews, this book will tell you who was responsible for creating the first two games; from its levels, its music, the many voices of Lara Croft, and much more. The team also reveals all about the star of the second game; Winston the Butler, and how he came to be by Joss Charnet. Over twenty people were interviewed for this story; from the pitch for what would be Tomb Raider, alongside the challenges along the way, up until the release of Tomb Raider 2 in 1997

[Tomb Raider](#) Dark Horse Comics

Following the events of Rise of the Tomb Raider, Lara Croft's life hasn't gotten any easier! When Lara gets word that Sam Nishimura has escaped from a mental hospital, she drops everything to help her friend. But after an encounter with the Order of Trinity, she realizes that things are more complicated than she thought. Haunted by her memories of Yamati, Lara is determined to rescue her friend. But the specter of Himiko the Sun Queen looms large in Sam's life, and threatens to consume her completely! Collecting the entire second arc of the Tomb Raider comic series, issues #7-#12!

Written by Eisner Award-winning author Mariko Tamaki

Lara Croft Titan Books (US, CA)

Go Beyond Strategy--Immerse yourself in Lara's world with this Collector's Companion Tome from Prima Games! Compelling Interviews and Look Behind the Scenes: Hear from the talented minds behind Shadow of the Tomb Raider! Includes original, hand-drawn sketches from the Puzzle Designer! Orange Shadow Band Resource Pack: With the in-game resources included in this pack, totaling four gold and eight jade, you can obtain your choice of either ammunition or healing items, aiding Lara throughout your journey! Stunning Fan Art Section: Features pieces from dedicated and talented Tomb Raider fans! Custom Sticky Notes: 30 sticky notes, featuring an iconic image from the game, available only in this Collector's

Companion Tome! Bonus Comic! Includes Tomb Raider: Inferno #1 by Dark Horse Comics. Exclusive Foreword: Written by Gameplay Director, Daniel Drapeau. Premium Hardcover Book: The gorgeous, exclusive design is a must have for any fan, and features the signatures of the entire development team! Comprehensive Walkthrough: We lead the way from start to finish--experience everything! Detailed Maps: Our exclusive, custom maps reveal key locations, crucial items, and hidden secrets--never lose your way! Digital Bonus: Unlock your digital version of this guide with the free code card included inside. Access your digital guide anytime, anywhere, on any web-enabled device. Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be.

[The Art of Tomb Raider](#) Idea & Design Works LLC

v. 2: "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. 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: The Official Art Book](#)

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

[Tomb Raider: Survivor's Crusade #1](#) White Owl

Lara Croft has unfinished business. After facing Trinity in Siberia, she's more confused than ever about her father's mysterious death. She's been training and following flimsy leads, preparing herself to figure out what really happened to Lord Richard Croft. Now, she's ready to put everything on the line to uncover the truth. Writers Jackson Lanzing and Collin Kelly (Joyride, Hacktivist) and artist Ashley A. Woods (Ladycastle, Niobe), continue Lara's story after Rise of the Tomb Raider and the last Dark Horse series! A new creative team puts a new twist on Lara Croft's adventures! A great jumping-on point for new readers!

[Tomb Raider Emeritus: An Urban Fantasy Action Adventure](#) Prima Games

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.

[Witchblade #1](#) Simon and Schuster

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.

[Tomb Raider The Ten Thousand Immortals](#) Titan Books (US, CA)

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 Assassin's Creed Valhalla](#) Top Cow Productions

Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * The Last of Us swept the top Game Critics awards at 2012's E3 conference.

[The Art of Survival](#) Titan Books (US, CA)

The Art of Deus Ex Universe is the ultimate gallery of art from Deus Ex: Human Revolution and Deus Ex: Mankind Divided, featuring over 300 images, including sketches and concept art. With commentary throughout from the world-renowned art team, this extraordinary collection of groundbreaking game art depicts a dystopian future where mankind has evolved... at the cost of its humanity.

[Shadow of the Tomb Raider The Official Art Book](#) Del Rey

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 Volume 1 : Season of the Witch](#) Alaf 21

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."

[OPERASI BULAN MADU](#) Penguin

[Rise of the Tomb Raider: The Official Art Book](#) Titan Books (US, CA)

[Tomb Raider Volume 2 : Choice and Sacrifice](#) Prima Games

Writers Jackson Lanzing and Collin Kelly (Joyride, Hacktivist) continue Lara's story after Rise of the Tomb Raider and where Dark Horse series Survivor's Crusade left off! This volume collects issues #1-#4 of the 2018 Dark Horse Comics series Tomb Raider: Inferno. Lara succeeds in hunting down Trinity to a remote outpost in Antarctica amidst the cold and darkness of the seemingly isolated land. Seeking to discover the mystery within the icy tomb before Trinity can exploit it, Lara faces a new adversary who is more cunning and more prepared than Lara has encountered in the past. In order to stop the terror Trinity is about to release, Lara must face the conflict residing within herself and decide once and for all how far she's willing to go, and what she's willing to let go of in the process.

[Tomb Raider: The Art and Making of the Film](#) Dark Horse Comics

Police officer Sara Pezzini busts a group of drug dealers. While interrogating one of them she learns of a sinister party going on downtown. Later, at the party, Kenneth Irons, a man who has used illegal means to gain fame and fortune, is planning on giving away a powerful item called the Witchblade. He desires to find out who is the one worthy of it and to control both it and its wielder. Sara sneaks in to the party to find out what's going on, but unknown to her so does her partner, Michael. Michael is captured - Sara leaps to save him from being shot, but they both get hit by the hail of bullets. The Witchblade - seeing her heroism - latches on to her, saving her life and all its power goes to Sara Pezzini. It seems she was the one it sought.

[Lara Croft and the Tomb Raider Phenomenon](#) Dark Horse Comics

Building upon the success of 1998's Lara's Book, comes "Lara's Book II" -- a must for every Lara Croft & Tomd Raider fan or collector. Following in the footsteps of it's predecessor, "Lara's Book II" provides a mixture of popular and exclusive information about Lara Croft and the Tomb Raider series including Art, News, Essays, Rumors, Interviews and more. Learn why Lara Croft has become a multi-million dollar merchandising franchise and Lara Croft's Image is the sexiest mass-market icon yet.

[Citrus](#) Dark Horse Comics

A glimpse at the beginning of a new trilogy in the massive global gaming franchise, featuring a stunning array of concept art, character sketches and much, much more. Halo 4 is the next blockbuster installment in the iconic franchise that shaped entertainment history and defined a decade of gaming. Set in the aftermath of Halo 3, it marks the beginning of a new trilogy as the Master Chief confronts an ancient evil that threatens the fate of the entire universe. Awakening: The Art of Halo 4 will give gamers an in-depth look behind the scenes at the creation of the stunning worlds of Halo 4, with commentary from the art director and game designers throughout. Concept art, character sketches, detailed environments and an additional section on the forthcoming multiplayer game make this the definitive guide to 343 Industries' take on the Halo universe.

[20 Years of Tomb Raider](#) Brady

Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off in this collection of Tomb Raider #1-#6! Lara and the other survivors of the Endurance are experiencing horrific visions after their ordeal in the Lost Kingdom of Yamatai. But the visions lead to a darker fate . . . can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together?