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KEY=OF - WESTON POLLARD

Shadow of the Tomb Raider The Official Art Book *Titan Books (US, CA)* 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 Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms Rise of the Tomb Raider: The Official Art Book *Titan Books (US, CA)* 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 Coloring Book *Dark Horse Books* Experience the world of Tomb Raider in a whole new way with he 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: The Official Cookbook and Travel Guide *Simon and Schuster* Join Lara Croft on a global journey and prepare delicious food from around the world with Tomb Raider: The Official Cookbook and Travel Guide. Tomb Raider: The Official Cookbook and Travel Guide is a thrilling and delicious tutorial on recipes based on the cultural history of the many locations Lara Croft has visited throughout her 25 years of global adventures—bringing the taste back home to you. Inspired by the hit Tomb Raider videogame franchise, this book features over 40 recipes from the many locations Lara Croft visits and explores across the globe, with food and drinks inspired by key characters and locations. Also included is expert information on the cultural history of the many beautiful cities and countries to which she travels. A global exploration, this unique cookbook and travel guide takes fans on an exclusive journey across the planet chasing the thrills and adventures of Lara Croft. Featuring beautiful full color photography as well as stunning art from the games, this is the ultimate gift for fans, travelers, and food aficionados alike. OVER 40 RECIPES: Features over 40 recipes inspired by the many locations Lara Croft visits across the world TRAVEL GUIDE: In addition to over 40 recipes, this book includes a one-of-a-kind travel guide celebrating the many beautiful countries and cities Lara visits 25TH ANNIVERSARY: Officially licensed by and created in partnership with Square Enix and Crystal Dynamics for the 25th anniversary of Tomb Raider The Making of Tomb Raider *White Owl* 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 Charmet. 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 Shadow of the Tomb Raider - Path of the Apocalypse *Titan Books (US, CA)* 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 4: Inferno *Dark Horse Comics* 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. The Art of Assassin's Creed Valhalla *Dark Horse Comics* 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: Underworld The Complete Official Guide Features comprehensive step-by-step guidance, revealing the location of various treasures. This title includes all-inclusive Extras chapter that helps discover various collectibles and other bonus features. It offers information about the cast, a Synopsis and an Art section peppered with reams of exclusive artwork. Tomb Raider Saga of the Medusa Mask *Top Cow Productions* Presents the comic book adventures of explorer Lara Croft. The Merlin Stone *Tomb Raider* Lara Croft gets more than she bargained for when she goes in pursuit of the Merlin Stone, a mystical bauble once owned by King Arthur's enchanter. Soon, Lara and her companions find themselves in a lost world full of dinosaurs, at the mercy of Morgan Le Faye. Witchblade #60 *Image Comics* Endgame, part two...As Top Cow's ENDGAME crossover continues, Sara Pezzini searches for answers to what caused the terrible fate of her friend and cohort, Lara Croft. What she discovers is an entity as old as the Witchblade itself, but much more deadly... and evil. Tomb Raider Archives *Dark Horse Comics* Armed with her iconic twin pistols, and aided by roguish playboy Chase Carver and her buttoned-up assistant Madeline Hovan, Lara criss-crosses the globe in search of adventure. Join Lara as she fights against a shadowy organization intent on her destruction, faces the ultimate betrayal and uncovers legendary treasures. Tomb raider [Playstation 3] The Art of the Last of Us Part II *Dark Horse Comics* Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: The Art of The Last of Us Part II. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, The Art of The Last of Us Part II offers extensive insights into the making of the long-awaited sequel to the award-winning The Last of Us. Marvel's Avengers The Art of the Game *Titan Books (US, CA)* Delve into the world of Marvel's Avengers in this extraordinary collection of art. Packed with concept art, final designs, storyboards, and artist commentary. Assemble your team of Earth's Mightiest Heroes, embrace your powers, and live your Super Hero dreams. In a future with Super Heroes outlawed and the Avengers disbanded, a young Kamala Khan must reassemble the Avengers to stop AIM. Marvel's Avengers is an epic, action-adventure journey with new Heroes and new narrative delivered on an on-going basis, for the definitive Avengers gaming experience. Marvel's Avengers: The Art of the Game features intimate studies of the Avengers, their designs, outfits, gear, and abilities, plus a detailed look at the different environments and missions in the game. Unmasking the artistry behind the hotly anticipated videogame, this showpiece hardback book contains exclusive concept sketches, character art, storyboards, and fully rendered scenes alongside fascinating insights into the creative process from the talented creators of the game. The Art of Cuphead *Dark Horse Comics* Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead! Lara's Book Lara Croft and the Tomb Raider Phenomenon *Prima Games* Tomb Raider's Lara Croft has become a multi-million dollar merchandising franchise. From videos to action figures to comics and an upcoming film, anything that bears the Lara Croft Image turns to gold. With Tomb Raider II sales running into the millions, and Lara Croft's Image becoming a mass market icon, it's prime time for a Collector's Edition of Lara Croft Art, News, Essays, Rumors, and Game Strategy."Tomb Raider Anthology" Outline: - The Tomb Raider Story- The Lara Phenomenon- Evolution of the Tomb Raider series Tomb Raider to Tomb Raider II -- advances in storyline and gameplay- Game Play Strategies, Walkthrough Tomb Raider I- A Lara Adventure- Story of Core and Eidos- Game Play Strategies, Walkthroughs Tomb Raider II- Tomb Raider Merchandise- Tomb Raider Movie- Game Play Strategies, Walkthroughs Tomb Raider Gold -- Exclusive!!- Lara Croft Fictional Story Tomb Raider. The art of survival Tomb Raider The Art of Survival *Brady* 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. The Art of Days Gone *Dark Horse Comics* A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it! *Cosmognights Top Shelf Productions* Pan's life used to be very small. Work in her dad's body shop, sneak out with her friend Tara to go dancing, and watch the skies for freighter ships. It didn't even matter that Tara was a princess... until one day it very much did matter, and Pan had to say goodbye forever. Years later, when a charismatic pair of off-world gladiators show up on her doorstep, she finds that life might not be as small as she thought. On the run and off the galactic grid, Pan discovers the astonishing secrets of her neo-medieval world... and the intoxicating possibility of burning it all down. *Lara Croft:Tomb Raider Simon and Schuster* THE POWER...An 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 ILLUMINATI...A 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... *Citrus Seven Seas* For fans of Girl Friends and Strawberry Panic comes a breathtaking new yuri series! Aihara Yuzu, a high school girl whose main interests are fashion, friends, and having fun, is about to get a reality check. Due to her mom's remarriage, Yuzu has transferred to a new, all-girls school that is extremely strict. Her real education is about to begin. From day one, happy-go-lucky Yuzu makes enemies, namely the beautiful yet stern student council president Mei. So what happens when a dejected Yuzu returns home and discovers the shock of her life: that Mei is actually her new step-sister who has come to live with her? Even more surprising, when Mei catches Yuzu off guard and kisses her out of the blue, what does it all mean? *Witchblade #1 Image 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. *Tomb Raider: The Art and Making of the Film Titan Books (US, CA)* From Warner Bros. Pictures and Metro-Goldwyn-Mayer Pictures, Tomb Raider follows the treacherous journey of a young Lara Croft as she takes her first steps toward becoming a global hero. Academy Award(TM) winner Alicia Vikander (Ex Machina, The Danish Girl) stars in the lead role, under the direction of Roar Uthaug (The Wave). Showcasing lavish concept art, behind the scenes photos, insight into the stunts, and fascinating contributions from cast and crew, Tomb Raider, The Art and Making of the Film, is the perfect companion to this highly-anticipated release. *Marx at the Arcade Consoles, Controllers, and Class Struggle Haymarket Books* More people are playing video games than ever before, and yet much of the work of their production remains obscured to us. Deploying a Marxist approach, Jamie Woodcock delves into the hidden abode of the gaming industry, unravelling the vast networks of artists, software developers, and factory and logistics workers whose material and immaterial labor flows into the products we consume on a gargantuan scale. Beyond this, the book analyzes the increasingly important role the gaming industry plays in contemporary capitalism, and the broader transformations of work and economy that it embodies. Woodcock also presents game-play itself not as a "deviant activity," as it is often understood, but as a commentary of estrangement from contemporary forms of work. In so doing, it offers a fresh and much needed analysis of a sector which has for too long been neglected by scholars and labor activists alike. *Popular Music and Film Wallflower Press* The growing presence of popular music in film is one of the most exciting areas of contemporary Film Studies. Written by a range of international specialists, this collection includes case studies on Sliding Doors, Topless Women Talk About Their Lives, The Big Chill and Moulin Rouge, considering the work of populist musicians such as the Beatles, Jimi Hendrix and Sting. Contributors to the volume include Robb Wright, Lesley Vize, Phil Powrie, Anno Mungen, Anaheid Kassabian, Lauren Anderson, Antti-Ville Karja, K. J. Donnelly, Lee Barron, Melissa Carey Michael Hannan and Jaap Kooijman. *Final Fantasy VII Remake: Material Ultimania Square Enix Books* Packed with art and visual reference materials used during development of the game, this deluxe, hardcover volume is a must-have for fans of Final Fantasy VII Remake. *Final Fantasy VII Remake: Material Ultimania* presents a comprehensive collection of production art and CG art assets, including character models and illustrations, locations and backgrounds, accessories, weapons, enemies, and more, all accompanied by staff commentary. This volume also includes detailed costume references, cutscene storyboards, song liner notes from the sound staff, and Q & A interviews with the Japanese voice actors. At over 300 pages, this full-color, jacketed, hardcover book is a visual tribute to the stunning new rendition of one of the most beloved RPGs of all time. *ART OF MARVEL STUDIOS: ROAD TO AVENGERS INFINITY WAR Marvel Entertainment* The Avengers have come a long way since they first assembled to fight off an alien invasion. The past five years have brought more and more challenges, and Earth's Mightiest Heroes have always risen to face them. But have they finally met their match in the intergalactic despot Thanos, who seeks to inflict his twisted will on all of reality? Just in time for the highly anticipated event, this keepsake volume celebrates the characters and concepts that will converge in April 2018, collecting art, interviews, and photography from films leading up to Marvel's Avengers: Infinity War. *Fate: Return to Avalon Takeuchi Takashi Art Works Udon Entertainment* Celebrating 15 years of Takeuchi Takashi's artwork, Fate: Return to Avalon collects illustrations from across the Fate franchise - from the original Fate/stay night up to Fate/Grand Order. Featuring everything from game box art, to DVD/Blu-ray covers, to rare promo illustrations, no Fate fan will want to miss out on this masterpiece hardcover tome. *Marvel's Iron Man 3 - The Art Of The Movie Marvel Entertainment* Continuing their popular ART OF series of movie tie-in books, Marvel presents its latest blockbuster achievement! Featuring exclusive concept artwork, behind-the-scenes photographs, production stills, and in-depth interviews with the cast and crew, THE ART OF IRON MAN 3 provides an insider's look into the making of the highly anticipated film directed by Shane Black and starring Robert Downey Jr. This keepsake volume is co-written by comic-book authors and novelists Stuart Moore and Marie Javins! *The Lost Cult Del Rey Books* 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. Marvel's Doctor Strange - The Art Of The Movie Marvel Entertainment* Get an exclusive look at the art behind one of Marvel's most visually compelling super heroes in this latest installment of the popular ART OF series of movie tie-in books! When a terrible accident befalls extraordinary surgeon Dr. Stephen Strange, he'll do anything to regain mobility in his crippled hands. His journey will take him to unbelievable realms - and bring him face-to-face with petrifying dangers. Explore the fantastic worlds of Doctor Strange with exclusive concept artwork and in-depth analysis from the filmmakers. Go behind the scenes in this deluxe keepsake volume as Marvel once again brings its strange history to the silver screen! *ART OF MARVEL STUDIOS: BLACK PANTHER Marvel Entertainment* Following the events of Captain America: Civil War, T'Challa returns home to Wakanda to take his place as king. But when two new enemies conspire to destroy the country, the Black Panther must team up with members of the Dora Milaje-Wakanda's special forces-and CIA agent Everett Ross to protect his home from being dragged into a world war. Go behind the scenes with exclusive concept artwork and in-depth analysis from the filmmakers in this keepsake volume! *Comics and Videogames From Hybrid Medialities to Transmedia Expansions Routledge* This book offers the first comprehensive study of the many interfaces shaping the relationship between comics and videogames. It combines in-depth conceptual reflection with a rich selection of paradigmatic case studies from contemporary media culture. The editors have gathered a distinguished group of international scholars working at the interstices of comics studies and game studies to explore two interrelated areas of inquiry: The first part of the book focuses on hybrid medialities and experimental aesthetics "between" comics and videogames; the second part zooms in on how comics and videogames function as transmedia expansions within an increasingly convergent and participatory media culture. The individual chapters address synergies and intersections between comics and videogames via a diverse set of case studies ranging from independent and experimental projects via popular franchises from the corporate worlds of DC and Marvel to the more playful forms of media mix prominent in Japan. Offering an innovative intervention into a number of salient issues in current media culture, *Comics and Videogames* will be of interest to scholars and students of comics studies, game studies, popular culture studies, transmedia studies, and visual culture studies. *The Road To Marvel's Avengers Endgame - The Art Of The Marvel Cinematic Universe Marvel Entertainment* The fourth installment in the blockbuster Avengers saga is about to hit theaters! An action epic like no other, it will be the culmination of 22 interconnected films and audiences will witness the finale of this epic journey across the length and breadth of the Marvel Cinematic Universe! This collectible volume features art from the films leading up to this thrilling event including additional behind-the-scenes images, interviews and photography from Avengers: Infinity War! Relive the road to the fourth Avengers film, and prepare yourself for the cinematic experience of a lifetime! *Doom 64 Official Game Secrets Prima Games* DOOM 64 can be described as "THE definitive DOOM." With 32 completely new levels, you'll need Prima's DOOM 64 Official Game Secrets to blast your way to gory glory! Inside you'll find: Maps and walkthroughs for every level--step by treacherous step Each weapon and secret item location revealed Details on the intense new weapons and monsters Comprehensive combat tips Cheats, the history of DOOM, online connections, and more! Hit the ground running with DOOM 64 Official Game Secrets. It's your only chance! About the Author Prima Creative Services is a team of gaming experts that has produced over 60 strategy guides for Prima Publishing, and collectively has two decades of experience in the gaming magazine field. *Marvel Studios' The Falcon & The Winter Soldier The Art Of The Series Marvel Entertainment* Faced with a new super-threat in the radical movement called the Flag Smashers, and the conflicting emotions generated by John F. Walker, the government's newly appointed replacement for Captain America, Sam Wilson (the Falcon) and Bucky Barnes (the Winter Soldier) team up to go on a globe-trotting adventure that tests their abilities...and their patience for one another. Go behind the scenes of the smash-hit Disney+ series with exclusive concept art, and interviews with cast and crew, in this one-of-a-kind volume! *Jim Lee's X-Men Artist's Edition IDW Publishing* Jim Lee has been drawing comics for more than 30 years and is one of the most popular comic book artists of all time. The impact his dynamic artwork has had on the comics industry--to his legions of fans and the artists who have been inspired and emulate him--is truly immeasurable. And, in a career filled with highlights, his work on the X-Men is arguably his most popular and enduring. This very special Artist's Edition features Jim's stellar work on the X-Men, including the complete oversized X-Men #1--still the bestselling comic book of the modern era! Additionally, there will be covers, splash pages, pin-ups, and interior pages by Lee doing what he does best--creating great comics. Each page has been meticulously scanned from Jim's original art for this book... affording the reader a keen insight into his creative process never before available outside of original art collectors. Produced in the one-and-only, accept-no-imitations, multi-Eisner Award-winning Artist's Edition format. For any fan of Jim Lee, this book will soon become a cherished centerpiece of your collection!