

## Tomb Raider Archives Volume 2 Jurgens

Douglas Coupland’s valentine to Canada looks at how it feels to be a Canadiannow and imagines what it might feel like to be a Canadian in the future.

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.

Adventurer Lara Croft visits exotic locales in search of the world’s greatest treasures. From the archives of Top Cow Productions, one of the leading publishers of comic books in North America, Bandai Entertainment is proud to release a new series of graphic novels featuring the best of Lara Croft’s adventures! From one of DBD’s newest publishers!

**FIRST ISSUE!** Leaping from the pages of the DEVI/WITCHBLADE crossover event in January, Graphic is now re-releasing the hit series for a new generation of readers with an all-new backup story and new cover by acclaimed artist JENNY FRISON! From filmmaker, Shekhar Kapur (Elizabeth, Elizabeth: The Golden Age, The Four Feathers) comes DEVI, the warrior goddess of divine myth. Tara Mehta, an unsuspecting young woman in the futuristic city, Sitapur is the new Devi. She has no idea that she is about to become the centerpiece of a divine battle between the Gods of Light and the demon lord Bala. Devi is a story about a young woman battling for survival in a landscape of ancient legends, duty and fate. Where will she fall? Between the Divine and the Diabolical there is Devi. "Devi is the smartest and most imaginative comic on the subject of Goddess-hood since Alan Moore’s Promethea." - ComicCritique.com

Fury From the Tomb
Tomb Raider Volume 3: Queen of Serpents
Tomb Raider: Inferno #2

An Essential Reference for the Practicing Artist

Rise of the Tomb Raider: The Official Art Book

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?

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.

"This volume collects Tomb Raider #16-#24 and #26-#34, originally published by Top Cow Productions between September 2001 and November 2003."--Title page verso.

Provides advice for creating cartoon illustrations in a wide range of styles and media and includes tips on exaggerating characters, creating funny expressions, and adding backgrounds and speech balloons.

The EC Archives: Aces High

The City of Zirdai

Superman: Lois and Clark

Digging Up the Past , Defining the Future

Booster Gold

It’s up to Lara Croft and Carter Bell to stop a group of cultists from causing world-wide cataclysmic devastation! Ancient ivory artifacts hold the key to both salvation and destruction, and these rivals-turned-friends must recover them before the cultists in a race against time! Lara’s newest quest is filled with incredible action, dual pistols, and high-spirited adventure in the same universe as the Lara Croft and the Guardian of Light and Lara Croftand the Temple of Osiris games!

Experience the dangers and thrills of aerial combat with Aces High! This handsome volume collects issues #1-5 of the classic war comic, including unforgettable stories from the all-star artistic lineup of George Evans, Wally Wood, Jack Davis, Bernie Krigstein, Irv Werstein, Carl Wessler, and Jack Oleck. • Aces High issues #1-5, the complete series, in full color! • Features stories drawn by all-star comic artists George Evans, Wally Wood, Jack Davis, and Bernie Krigstein! • Dark Horse reprints the infamous comic series, including all the original ads, text pieces, and letters!

It’s suicide, Shyla. You’re the prize they want. Through her courage and tenacity, Shyla Sun-Kissed has awoken the power of The Eyes of Tamburah. But this feat only marks the beginning of the challenges that the magical order, the Invisible Sword, faces to free the underground city of Zirdai. Though they have allies among the monks and splinter cells inside the city, Shyla knows the Invisible Sword doesn’t have the strength to win. With the group fracturing due to the strain of losses from their latest ordeal, thinly veiled suspicions and endless disagreements, it’s up to Shyla to forge a new united order. When both the draconian Water Prince and brutal Heliacal Priestess learn of Shyla’s new powers, life becomes even more complicated as they will stop at nothing to capture Shyla and take the magic of The Eyes for themselves. Hunted at every turn and unable to hide, Shyla and the Invisible Sword must use every resource at their command - and unearth new ones - in their race to save the city from destruction. But their enemies always seem to be one step ahead. And the cost to win the battle may be more than Shyla would ever be willing to pay...

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.

DEVI - REBIRTH #1

Souvenir of Canada

Tomb Raider

Saga of the Medusa Mask

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?!

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

See the iconic, energetic art of Aardman Animations like never before! The Art of Aardman takes readers on an unforgettable, behind-the-scenes journey through the studio’s archives. This collection features original character sketches and never-before-seen concept art, offering a unique look inside the studio that created Chicken Run, Morph, and, of course, Wallace & Gromit. Kicking things off with forewords from founders Peter Lord and David Sproxton, this celebration of all-things Aardman is a must-have for all animation fans.

The journey through the creation of the groundbreaking video games continues with this breathtaking volume, featuring hundreds of pieces of concept art, design notes, and creator retrospectives from the original team behind the making of Final Fantasy X, Final Fantasy XI, Final Fantasy XII, Final Fantasy XIII, and Final Fantasy XIV. Art, commentary, and lore from a transformative era in the indispensable role-playing franchise, collected in a beautifully printed 300-plus-page hardcover.

Foray into one of gaming’s most iconic properties, exploring beautiful art and incisive commentary behind five of the most memorable entries in the Final Fantasy saga. Final Fantasy Ultimania Archive Volume 3 authentically translates original Japanese source material to present unparalleled access for a Western audience. This incredible tome is a must-have addition to any Final Fantasy enthusiast’s collection.

Tomb Raider Archives Volume 2

The Eyes of Tamburah

The Official Tomb Raider Files

Lost City of the Templars

The Art of Aardman

Part of a new series of graphic novels featuring the best of Lara Croft’s adventures in which she visits exotic locales in search of the world’s greatest treasure.

A Templar legend is revealed as one man ’ s obsession takes him on a globe-spanning quest into the jungles of the Amazon in the new novel from New York Times bestselling author Paul Christopher... Retired Army Ranger John Holliday has thwarted the plots of Rex Deus, the twenty-first-century incarnation of the Templars, all over the world. Now, the lost journal of explorer Percy Fawcett leads Holliday into the South American jungles—and a Templar mystery... Trailed by an infamous tomb raider and menaced by a tribe of hostile natives, Holliday and his crew uncover a five-hundred-year-old society hidden in the cauldron of the Amazon. Descendants of the Templar Knights, they exist for one reason: to hide and protect the holy artifact taken from the original Temple of Jerusalem by the wild Templars: the legendary Ark of the Covenant.

Lara Croft battles the power-hungry D’Arseine for the Medusa Mask, which legend says was worn by Medusa herself and grants the wearer powers such as the "Gaze of Death."

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 Omnibus Volume 2

Shadow of the Tomb Raider - Path of the Apocalypse

Trouble Seekers

Lara’s Book

Tomb Raider Volume 3: Crusade

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.

Mummies, grave-robbing ghouls, hopping vampires, and evil monks beset a young archaeologist, in this fast-paced Indiana Jones-style adventure Saqqara, Egypt, 1888, and in the booby-trapped tomb of an ancient sorcerer, Rom, a young Egyptologist, makes the discovery of a lifetime: five coffins and an eerie, oversized sarcophagus. But the expedition seems cursed, for after unearthing the mummies, all but Rom die horribly. He faithfully returns to America with his disturbing cargo, continuing by train to Los Angeles, home of his reclusive sponsor. When the train is hijacked by murderous banditos in the Arizona desert, who steal the mummies and flee over the border, Rom – with his benefactor ’ s rebellious daughter, an orphaned Chinese busboy, and a cold-blooded gunslinger – must ride into Mexico to bring the malevolent mummies back. If only mummies were their biggest problem... File Under: Fantasy

Packed with exclusive art, photographs, and interviews covering all facets of the 'Tomb Raider' franchise, this is the essential guide to this game's action-packed history and a must-have for every fan

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

Tomb Raider Spore

Lara Croft and the Tomb Raider Phenomenon

20 Years of Tomb Raider

Final Fantasy Ultimania Archive Volume 3

The Art of Tomb Raider

Adventurer Lara Croft visits exotic locales in search of the world’s greatest treasures. From the archives of Top Cow Productions, one of the leading publishers of comic books in North America, Bandai Entertainment is proud to release a new series of graphic novels featuring the best of Lara Croft’s adventures!

"Collects issues #1 through 6 of the Dark Horse Comic series Tomb raider: spore"--Copyright page.

Lara is trapped. After being surprised by Trinity’s preparedness, Lara finds herself in the midst of an inconceivable phenomenon that is as equally terrifying as it is mysterious. Now, face-to-face with an entity beyond scientific understanding, not to mention an apt foe in Nadija, Lara fears she may finally be in over her head. Perfect for new and existing Tomb Raider fans! Artist Phillip Sevy returns to Tomb Raider!

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?

The Institute for Singular Antiquities Book I

Featuring Lara Croft

Shadow of the Tomb Raider The Official Art Book

Lara Croft and the Frozen Omen

Tomb Raider Library Edition Volume 1

(W) Michael turner/Bill O’Neil (P) Michael Turner/Keu Cha (I) Joe Weems (C) Jonathan D. Smith Lara and Sara are back in a few of their most celebrated crossover events! Containing the first ever meeting of these two ultra-beauties, the Tomb Raider/Witchblade special and their second historic meeting in the Witchblade/Tomb Raider Special, you can now relive these classic adventures all over again!! Also including the hard-to-find Witchblade/Tomb Raider #1 / 2 issue, all encompassed with an all-new cover by artist Michael Turner, this great trade paperback is sure to go fast!! SC, 7x10, 80pg, FC

The complete visual celebration of Lara Croft’s world, all taken from the brand new Tomb Raidergame The Art of Tomb Raider- A Survivor is Bornbrings the world of Tomb Raiderto 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 Bornis 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.

**2020 PRISM Award Winner: Fantasy** He thinks you are the thief. . . Shyla is a researcher who resides in the underground desert city of Zirdai, which is ruled by the wealthy Water Prince and brutal Heliacal Priestess. Even though Shyla is sun-kissed - an outcast, considered cursed by the Sun Goddess - she is still renowned for uncovering innumerable archaic facts, lost artefacts, ancient maps, and obscure historical documents. Her quiet life is about to change when Banqui, an archaeologist, enlists her services to find The Eyes of Tamburah: legendary gemstones that bestow great magic on their wielder. These ancient objects can tip the balance of power and give whoever possesses them complete control of the city. But chaos erupts when The Eyes are stolen soon after they’re found - and Shyla is blamed for the theft. Forced to flee, with the Prince’s soldiers and the Priestess’ deacons on her trail, Shyla must recover the jewels and clear her name. A quest that will unearth secrets even more valuable than The Eyes of Tamburah themselves...

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. Lara’s hunt for any clues about the secretive religious organization Trinity and its connection to her family takes her all over the world, from Thailand, to Italy, to the Mountains of the Moon. But the unique dangers that come with being a Tomb Raider are too much for some of her closest friends to bear, and in her fanatical crusade for answers, will Lara isolate herself from those who could help her the most? 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 previous Dark Horse series! This volume collects issues #1-#4 of the 2017 Dark Horse Comics series Tomb Raider: Crusade.

Tomb Raider Archives

Tomb Raider Volume 2 : Choice and Sacrifice

The Makers of Wallace & Gromit, Chicken Run, and More

Cartoonist’s Bible

Tomb Raider Volume 1 : Season of the Witch

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

**ROAD TO REBIRTH** The Superman and Lois Lane of the pre-New 52 DC Universe return in SUPERMAN: LOIS AND CLARK, from the creative team of Dan Jurgens and Lee Weeks! THE LAST SON OF KRYPTON— AND THE LAST DAUGHTER OF EARTH They were the first couple of truth and justice, the Man of Steel and the tough-as-nails reporter who was the love of his life. Then came the Flashpoint...the Convergence...and their world was wiped from reality, replaced with the New 52 worlds that make up the Multiverse. Now Lois and Clark, as well as their young son, Jonathan, have been transported to an Earth much like the one they left behind, yet radically different. An Earth with familiar heroes, familiar faces, familiar names, but entirely different ages and attitudes. An Earth with its own Lois Lane, its own Clark Kent—its own Superman. An Earth where Superman is distrusted—and where two Supermen could cause a disaster. For years they ’ ve stayed below the radar, with Clark fighting evil under the cover of darkness and Lois crusading against crime as an anonymous journalist. But now all their secrets are about to be exposed to a world far harsher than the one they left behind—and Jonathan is caught in the crossfire. Now only one question remains: Has the time come for the original Man of Tomorrow to reveal himself? Collects SUPERMAN: LOIS AND CLARK #1-8.

"Completely shameless and obsessed with wealth and fame, 25th century thrill seeker Michael Jon Carter decided to build his future in the past. Armed with a flight ring, force field and other weapons "borrowed" from the Space Museum, Carter travels back to the twentieth century and uses his knowledge of things to come to build an empire, which funds his super-heroic activities as Booster Gold. Offending the heroic community with his unabashed self-promotion, Booster becomes his own kind of adventurer -- but that’s not necessarily a good thing. Fame and fortune come at a price -- a lesson Booster Gold will learn the hard way. When it’s time to pay those dues, will Michael Carter remain a scoundrel, or become a true hero?"--P. [4] of cover.

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

The Art of Survival

Lara Croft and the Blade of Gwynnnever

From the archives of Top Cow Productions, Bandai Entertainment is proud to release a new series of graphic novels featuring the best of Lara Croft’s adventures! Adventurer Lara Croft visits exotic locales in search of the world’s greatest treasure.