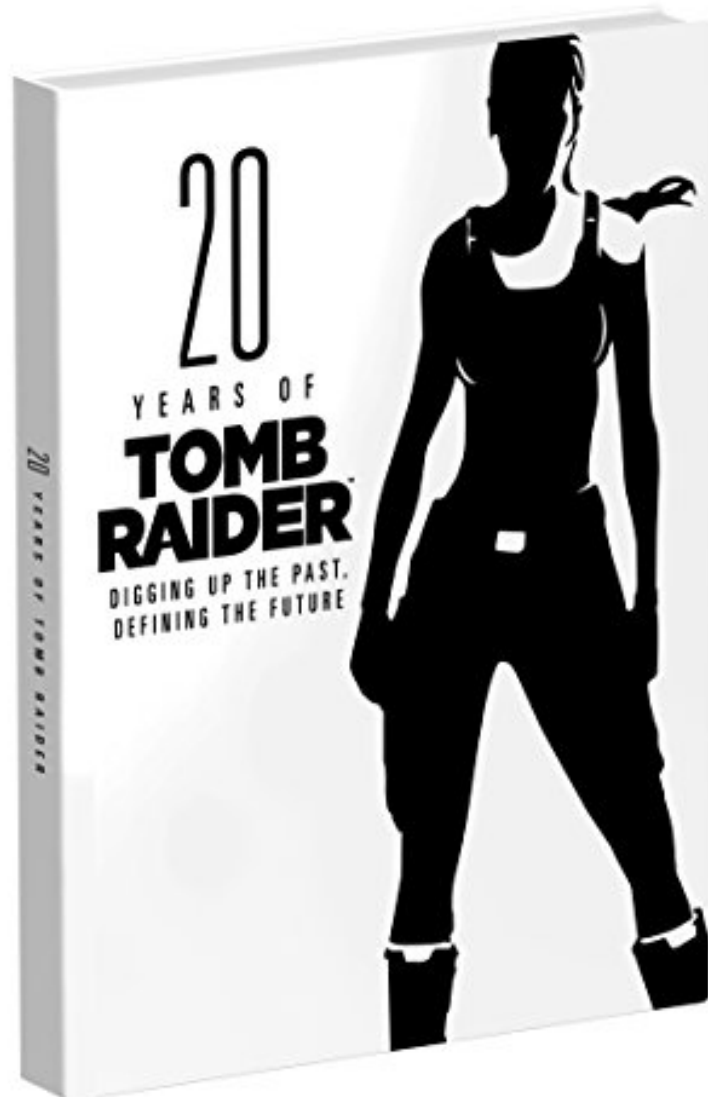


[Free] 20 Years of Tomb Raider

20 Years of Tomb Raider

Meagan Marie

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Meagan Marie : 20 Years of Tomb Raider before purchasing it in order to gauge whether or not it would be worth my time, and all praised 20 Years of Tomb Raider:

3 of 3 people found the following review helpful. Review of 20 Years of Tomb Raider By Amanda I haven't actually finished the book. The book is huge and thick. So far, it goes into every detail about how Tomb Raider came about in

the 90's and even talks about how Lara Croft was created. I haven't had a chance to continue reading from where I left off, because I moved to a new house and am still unpacking boxes like crazy but when I get a chance I'm going to get right back into it. But, I wanted to leave a review anyway, because I already know what I'm going to say....it's beyond awesome. 5 stars, definitely buy this if you're a Tomb Raider and even if you've been a fan since the beginning like me. I preordered this when the price was around \$17 and change but I haven't checked to see if the retail price became the actual price after the the book was actually out. But, I really got a good deal as far as the price goes. It should cost a lot more and I'm glad I preordered it. 0 of 0 people found the following review helpful. Excellent overview

By Tartarus This book tells all the basic stuff there is to know about the Tomb Raider franchise. Information about all the TR games (including stuff about games that were never made), and about additional forms of TR media, including books, comics, and films. There is also a lot of stuff about fans of the franchise. There was a lot of information contained within the book, including information about a number of things I'd never heard of before, such as some TR fan made films. Of particular interest to me was a section on TR games that were planned but never made, such as one where Lara finds the Fountain of Youth and one about a hidden underground world in the Himalayas. These sound like they could have been quite good games had they been made. The book is richly illustrated with photographs, drawings and paintings, as well as some screenshots in the part about the games. Overall the layout is quite well done. I was quite satisfied with this book and think it would be a great read for any TR fan. One can only wonder what the next 20 years of the franchise may hold. 1 of 1 people found the following review helpful. I personally loved the small section about the unreleased games and the ...

By EzyPzyJapaneze I grew up playing Tomb Raider games and when I heard the lovely Meagan Marie was working on a book about the series I just wanted to have it, so I could read about this fascinating game series, it's development, ideas and most importantly rich and interesting characters. I personally loved the small section about the unreleased games and the fan community part that was almost 100 pages long. It was very interesting to read and browse through. This book is a complete, definitive guide packed full of interesting read and insights to the abundant game lore of one of the successful franchises in the video games industry. I haven't read the whole book, mainly because it's so incredibly huge and thick (360 pages is no joke), it's also packed full of interesting knowledge about the Tomb Raider game series. It's a must have for any fan of the TR games and for the price is selling this book, it's an absolute steal ! Just get it, you won't be disappointed

Celebrate 20 exciting years of Tomb Raider by digging up the past and defining the future. Every Hero has an Origin: From her humble beginnings at a small studio, follow Lara Croft's incredible journey as she forever changed the landscape of gaming, and redefined what it means to be a hero. Every Legend, a History: Explore the rich history of Tomb Raider through interviews with developers, artists, and writers who have continued Lara's adventure over the past two decades. Every Icon, an Impact: Through compelling fan art, cosplay, fiction, and heartfelt letters, see the impact Lara had on fans as she grew from a ground breaking protagonist to a legendary icon.

About the Author At the age of 12, Meagan Marie wanted to be Lara Croft. After realizing that fictional character wasn't a vocation, she set her sights on working in the video game industry. Meagan attended school for Graphic Design and Journalism/Mass Communications at the University of Minnesota and secured a position at Game Informer magazine fresh out of college. She worked at Game Informer for several years, covering a variety of content such as news writing, event reporting, and long-lead original features. Highlights of her time at the publication include authoring world-exclusive cover stories for Portal 2 and the Tomb Raider reboot. The latter introduced her to the team at Crystal Dynamics. After the issue hit newsstands and the fresh take on the franchise had debuted to the world, Meagan was offered a position at Crystal Dynamics as Community Manager, relocating to California to accept the role. Now Senior Community Manager, over the past five years, Meagan has been responsible for establishing and evolving the brand presence on social media, engaging with fans online and at events worldwide, and acting as a studio spokesperson. The job has allowed her to travel everywhere from Singapore to So Paulo, feeding a flame for adventure originally ignited by Lara. Inspired to use her platform to give back, Meagan is outspoken on issues of representation in gaming and pop culture. A long time cosplayer, she is also the creator of Causeplay Shop, which brings cosplayers and geek artists together for semi-annual sales that benefit charitable causes. Meagan's passion for Tomb Raider has endured throughout her life from dressing up as Lara in her teens, to saving allowance money for variant comic covers, to keeping a constant eye out for her next outdoor adventure. She still dresses up as Lara Croft. Some things don't change.