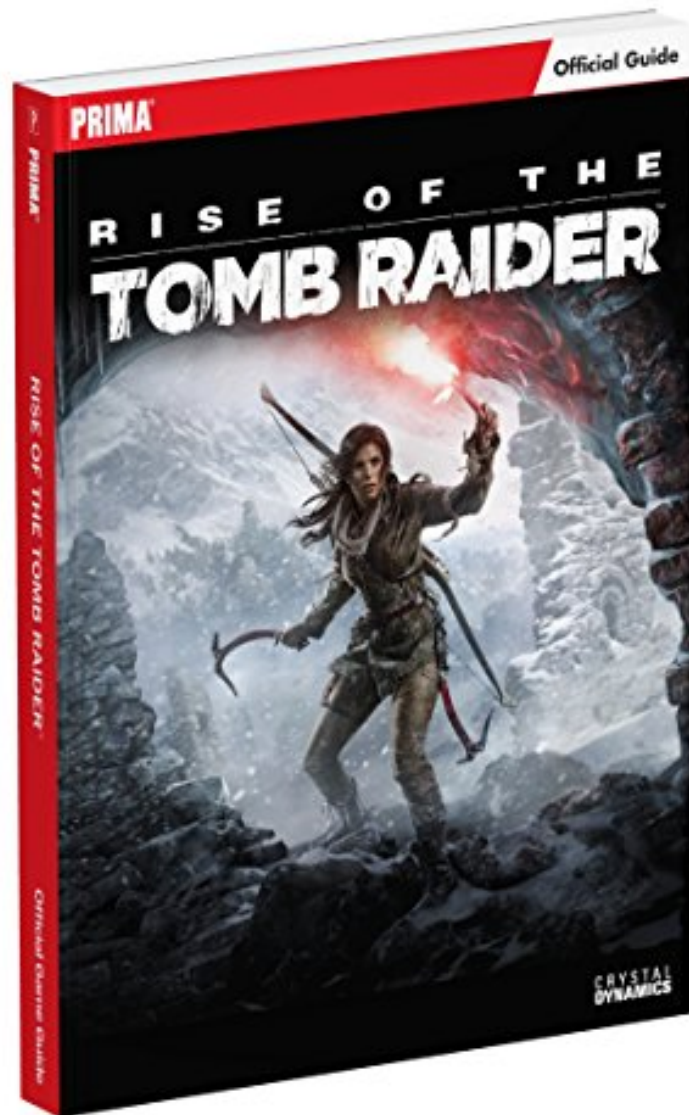


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Rise of the Tomb Raider Standard Edition Guide

Prima Games

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Prima Games : Rise of the Tomb Raider Standard Edition Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Rise of the Tomb Raider Standard Edition Guide:

14 of 14 people found the following review helpful. Only Marginally Helpful Guide By Cosmic Bob The production values of this guide are very, very good. Nicely bound and printed. It seems like they didn't have access to all the final

screen shots while producing the guide, many of the shots appear to be non-production art, or even concept art illustrations. It makes it difficult to match the guide to the game in some parts. The maps are white on black (like they are on the game) and very difficult to read. The maps are not very detailed in many parts either. All the items are listed, but not always named and of course the two dimensional map doesn't tell you if the thing you're searching for is above or below. I didn't like the flow of the book. They had the main areas that you progress through in one section and the challenges, tombs and camps associated with those areas in a whole other section of the book. I had to put little post-its so I could flip between them. The walkthroughs are fairly bare-boned, not a lot of detail. I was only able to get one good tip from them, getting through most of the game without even referring to the walkthroughs - and I'm not that good a gamer, they just weren't helpful. The listings of the skills and weapons are very helpful. You don't have to flip around on screen to compare them and decide which upgrade or skill you might want. The book is probably worth it just for these sections. I didn't need this book to get through the game, but I like having it, even though it's not the most useful. It's not as hefty as the guide for the last TR game, but being a hardcover I like it more. It doesn't have any information on the non-campaign parts of the game. I don't consider that a loss, since I'm unlikely to do any of those parts. 9 of 10 people found the following review helpful. Pictures worth a 1000 words? By Frosty Cold One Honestly, if you've been following these Prima guides since forever, you know they're kind of a racket. Mostly fluff, with some maps and such thrown in to maybe ease your journey. Let's take the way-back machine to Prima's Diablo Official Strategy Guide from 1997 (holy cow, that's like 20 years ago! man I am old). That was in a time when game tips were much more difficult to come upon via a simple web search (do you remember Netscape in 1998? And how slow it was?) Although much of the information in the guide was not terribly useful to anyone who played regularly, there were some pages worth their weight in gold (e.g., the skinny on shrines that permanently damage your character). Furthermore, the Diablo guide contained an interview with the game designers. Why doesn't Prima still add features like that in their guides (content that can't be found elsewhere)? Despite always not being as helpful as we'd like, I still buy Prima guides sometimes if I *love* a game and/or if the artwork is appealing. Glad this was available in hardcover, because that's how I like my books. Final note: The key chain in this collector's edition is basically for decorative purposes only. Designed by an evil physicist, it's heavy but has a wimpy little chain; it would last about 2 minutes in Lara's life, and about 2 weeks in mine. 1 of 1 people found the following review helpful. It offers great details about every things and hints on every map ... By Wong Chun Wah I am big fan of the Tomb Raider Games since Sega Saturn era (yes, the very first Tomb Raider game). I am also big fan of strategy guides from PRIMA GAMES. This "Rise of the Tomb Raider" Collector's Edition comes with "Free eGUIDE and exclusive in-game-item. It offers great details about every things and hints on every map (or chapter). However, I would recommend to try to play through the game without the guide first. Then re-play it with the help of the guide. I personally collect PRIMA GAME books for its beautiful artworks, and provide some backgrounds of the story.

Rise of the Tomb Raider Standard Edition Strategy includes... 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 analysis of 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!

About the Author Prima Games, an imprint of DK and a division of Penguin Random House Inc., is the world's leading publisher of strategy content for PC and console video games. Prima Games understands what gamers both casual and hardcore want and need from strategy guides. Every guide features in-depth content, detailed screen captures, quick-reference tips, and professional strategy. Prima Games is also a leader in the digital strategy realm, offering interactive maps, streaming video, searchable online guides and apps, and a full website at primagames.com.