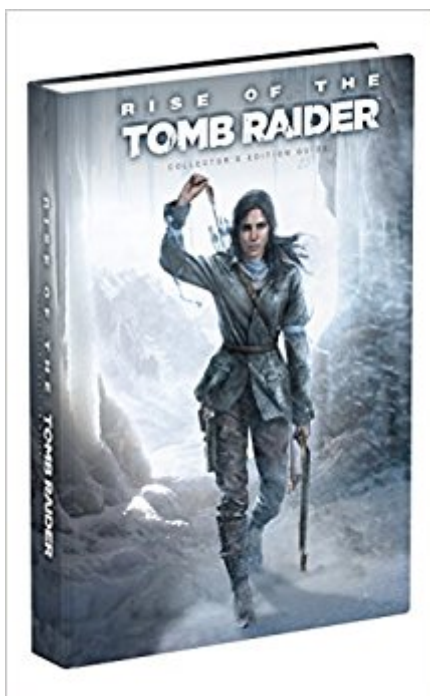


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Rise Of The Tomb Raider Collector's Edition Guide



Synopsis

Rise of the Tomb Raider Collector's Edition Strategy includes: Beautifully printed premium hardcover guide. An exclusive Rise of the Tomb Raider key chain. This collectible features Lara's signature climbing axe, with a brushed nickel finish. It will only be available in the Collector's Edition Guide. Includes a code for a bonus Expedition Card Pack! This exclusive digital pack of Expedition Cards offers a variety of modifiers for the game. Increase the challenge, enjoy humorous effects, utilize special advantages, and more! (Available later this year.) 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 look into 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! These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

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Customer Reviews

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. From the Trade Paperback edition.

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.

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.

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.

I've been a harsh critic of the Prima series of game guides in the past. This guide is well worth the money though. All Tomb Raider type games can be solved through zealous-marathon playing sessions, through forum hints or guides. I prefer guides as I only play the single player versions. This guide helps you work through the main plot and any of the side quests. It is well laid out and informative. It helped me complete the game and added to my enjoyment of it. If you like to play games but also "have a life" too then this is a great companion to Rise of the Tomb Raider. Highly recommended.

We have purchased each walk-through for all of the Tomb Raider Games. This is the first time that this guide does not help you as much as it should. It leaves off many areas that you need to go to. It also it hard to follow it. It does not show all the things you can pick up and some of the tombs are not labeled correctly. First time we have been disappointed with a walk-through

This 3 star review is a little misleading. It's a great guide that I highly recommend. It is made of high quality material and the content is thorough, and avoids giving out spoilers. The keychain is also nice, though it feels a little weird. The two things I have gripes with are that it is only for the Xbox One and that the guide's content is a little wonky. I have the 360 version of the game and the book covered most of it, except there were times that the achievements, animals, etc were only for the Xbone. It was disappointing because I didn't know what achievements I should focus on, or where certain animals were. Also, do not get this book for the DLC if you have a 360. The extra card pack is only for the Xbone and you will not get them if you have a 360. Save some money and get the

regular edition if you are playing this on your 360. The content could be a bit better. As for items, they're all covered, but the maps in the book could be a better quality. They're hard to read at times and leave out some items. I was also flipping back and forth through sections too much. It's designed well, with easy to read print and neat, clean pages, but other than the hardcover and keychain, it doesn't feel "deluxe" like a collector's edition should. Pros: Clean, pretty, thorough. Cons: Fails to cover 360 users, wonky content placement, underwhelming "Collector's edition" bonuses. 7/10

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