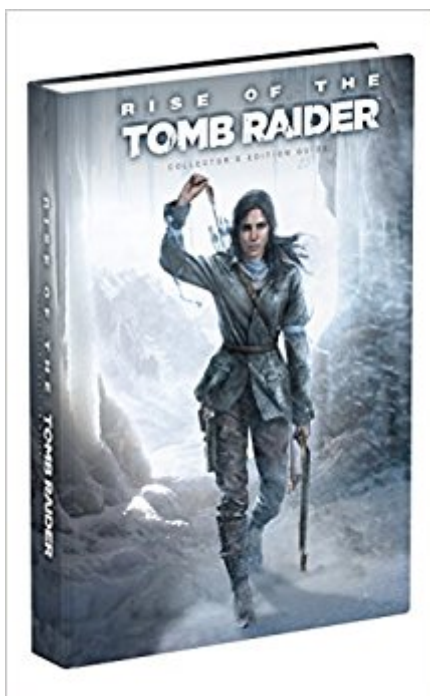


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Rise Of The Tomb Raider Collector's Edition Guide



Synopsis

Rise of the Tomb Raider Collector's Edition Strategy includes a 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

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.

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

+ Overview + *Pros: - In-depth maps - Achievement guide (Nix the achievements for all the DLC) - Character concept artwork *Cons: - Included bonus code is exclusive for the Xbox One - NO information for the DLC I bought the special edition guide since I knew that Rise Of The Tomb

Raider was going to be a lot more expansive than the previous game. Also, I bought the special edition guide for the previous game, as well, and wanted the next book to match. I will say that all the maps were really helpful, they helped me figure out what coin caches, documents, and relics I still needed to find. However, the instructions for each item wasn't always clear; I still had to look up Youtube guides for a lot of the backtracking I had to do. Also, it was really nice to have some bonus pages (roughly ten bonus pages) that included some character concept artwork and some bios. **The one big gripe I have for this guide, however, is the fact that it doesn't contain any information for the DLC. So, if you need help for Endurance Mode, Cold Darkness, and the Baba Yaga story DLC, you'll need to watch some Youtube guides - they're much more helpful, overall. If you want my honest opinion, you're probably better off just buying the art book (if that is something you're interested in); you'll have an easier (and cheaper) time having a kindle or PC nearby as you backtrack through the game collecting treasures, weapons, and documents. This guide wasn't terribly helpful, and I really hope that the folks at Square Enix - or whoever is in charge of organizing these books - does a much better job next time around.

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.

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