



Tomb Raider #1

*Gail Simone , Juan Gedeon (Illustrator) , Nicolas Daniel Selma (Illustrator) , Michael Atiyeh (Colors) ,
Michael Heisler (Lettering) , Dan Dos Santos (Cover Art)*

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Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off in a new ongoing comics series! Following the game acclaimed for its bold and sophisticated new vision, this series launches Lara Croft on the formative adventures that will change her life forever! * The official continuation of Lara Croft's story! * The 2013 video game sold over 3.5 million copies! Tomb Raider is the quintessential example of a reboot done right.ÂGaming Trend

Tomb Raider #1 Details

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Author : Gail Simone , Juan Gedeon (Illustrator) , Nicolas Daniel Selma (Illustrator) , Michael Atiyeh (Colors) , Michael Heisler (Lettering) , Dan Dos Santos (Cover Art)

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From Reader Review Tomb Raider #1 for online ebook

Marla Haasz says

It is rather hard to say if I like this as not a lot is happening in the first issue or a lot is crammed into this first issue.

Not sure how I feel about the art as I don't feel good or bad towards it.

Since I loved the game reboot, haven't read many Tomb Raider comics and being a fan of Simone's work, I will definitely be giving this series at least 2 more issues for the story to build and for me to be captured in the Lara Croft that I love.

Wendy says

Reviewed at Women Write About Comics

Putting Gail Simone on book with a female character of questionable purpose is usually a promise that she'll turn that character into more than just the sum of her well-endowed parts. In this case, it's Lara Croft—the adventurer who's recently undergone a significant video game reboot—whom Simone has taken back to show us how Lara got to be the confident, kick-ass woman that Angelina Jolie got to play in the movies.

It isn't entirely necessary to play the new game to get started on this comic, but you should know the basics. Lara survived a shipwreck and a dangerous island adventure that taught her a lot of things, not the least of which was learning to kill. Back home now, Lara suffers nightmares and other symptoms of PTSD, as do the few friends who made it out alive with her. Simone doesn't pull punches on how badly they are all affected, but Lara still has her wits about her and is now determined to take care of her friends, including Jonah, whom she finds babbling nonsense in his desert trailer. Things suddenly turn upside down with the introduction of a strange artifact that clearly means trouble for Lara.

I was already intrigued when it was announced that Simone would be writing the comic, and I am not the least bit disappointed. This is a Lara I want to know more about, and the mystery has already piqued my interest. 3.5 stars.

Ric Peralta says

The reboot of Tomb Raider is a spectacular game and this new book by Simone continues that hard pounding pace with another great Croft adventure

Ithlilian says

Review for full 18 issues:

I played the reboot Tomb Raider game and loved it (the sequel was excellent as well). What set it apart was the characterization. This was Lara Croft before she killed anyone or had to survive anything life threatening. We were able to travel with her as she experienced dark things and gained strength, and it was a great journey. This comic is after all that, and as such it's more of an adventure story. There are bad guys, treasures, action, the usual. What's missing is the heart and soul that the first game had. I know the authors tried, Lara is kind and cares about her friends and is willing to do anything for them. She's weak at times and cries and feels things but it just felt flat to me. As an action treasure hunting mystery comic it was fine, but I didn't feel a sense of connection to the story. Wouldn't it be great to have more background on the characters from the game I loved so much!? Maybe, but I didn't get that here. It was enjoyable, but I'm glad it's over. Onto the 2016 series now...

Jacia says

Every comic I get excited for seems to flop. This was too boring for me to enjoy.

Laura says

You know, I'm trying to figure out exactly why Sam looks lighter than Lara in this comic....

Becca Hamilton says

i read all 18 issues in a day because i have 0% control.

Alisha says

Cover: I liked the cover. To be honest, I thought that is what Lara would look like throughout the graphic novel. I was a little disappointed when she wasn't.

Things that I liked: I did like the story plot and turn of events throughout the graphic novel. I always like seeing how Lara Croft is going to get herself and others out of harm's way. Such interesting piece about bringing back someone that should come back to life. The stone girls or "daughters" were an interesting piece to this. I thought they were well made out of stone. Not sure they were or not. They seemed to be made from a stone statue or sorts I think. But interesting to see them with their glowing eyes. The 4 different calamities were elemental that was interesting.

Things that I didn't like: Again I thought Lara Croft was going to look like she did on the cover throughout the graphic novel, but the graphic novel itself looks completely different. I was a little disappointed with that. But other than that, I have nothing else.

Overall: Overall I rated this a 4 out of 5 stars. I'm iffy about recommending it to my friends but I do know a few that would enjoy it either way. So I probably will.

Kara says

Its a good graphic novel, but its not a good Tomb Raider story - at least not *my* Tomb Raider. Does that make sense? Everyone has their favorite version of a character - Superman, Dr. Who, Maid Marian, Alice Liddell, etc. - and this just wasn't version, so that's that.

As my mom said: "You never forget your first doctor."

Mangrii says

Como fan de Lara desde tiempos inmemoriales, acabo de encontrar este cómic (y varios números más) y me he puesto inmediatamente con el primero. Sigue claramente la historia justo después del primer videojuego publicado el año pasado por Crystal Dynamics, en ese aclamado reboot que a mi claramente me gusto. Con un dibujo bastante sencillo y sin nada espectacular, este primer contacto me ha parecido bastante bueno, intenso, y que tengo ganas de saber qué es lo que ocurre realmente, y a donde llevará esta historia; ya que en escasas 34 paginas, no se puede decir nada más concreto.

Callie Rose Tyler says

I was so excited....but

Amber says

I'm new to the Tomb Raider series. The Definitive Edition of the game for PS4 was the first time I had ever played it. However I loved the game immensely and was so excited to pick up the first issue of the comic.

The art style does take some getting used after the crisp clear graphics of the game. While it's not bad as an introduction it likely will not be the most enthralling comic you've ever read. If you haven't played the new game then this comic wont make much sense.

For those who did love the game and enjoy the story this works okay as an introduction. You'll need to give the series a few more issues before making a final decision.

Ellie says

kinda sad when the cover and the art in the back of the book are better then the art meant for the story..

Arlecia says

Good read - especially if you have played the game

Katie says

This was my first time reading a weekly (?) comic, ever! I've officially become a Real Comic Reader (I kid, I kid, but I feel like I've graduated). While I haven't played the game featuring this younger incarnation of Lara Croft, but my understanding is that the events in this comic follow the events that take place in that game. I don't really care, to be honest: Lara has been an admired female figure of mine since my sister and I received a Playstation for Christmas years ago, and I would read anything about her, even if it's about her as a baby in a cradle (though that's a bit less badass).

There's not too much to say about this one: Gail Simone loves Lara as much as I do (if not more), and she's done justice to Ms. Croft on the page. If you like *Tomb Raider* you'll enjoy this first comic, without a doubt.
