

tomb raider unfinished business

Tomb Raider: Unfinished Business – Exploring Lara Croft's Lingering Mysteries

Introduction:

Lara Croft's enduring legacy in the Tomb Raider franchise extends beyond her thrilling adventures and daring escapes. The concept of "unfinished business" resonates deeply within the narrative, hinting at unresolved plots, unanswered questions, and lingering mysteries that keep fans captivated. This exploration delves into the various aspects of unfinished business within the Tomb Raider games, examining specific plot points, character arcs, and lingering questions that continue to fuel speculation and discussion amongst the dedicated community.

Article Outline:

- I. The Significance of Unfinished Business in Narrative Design
- II. Unresolved Plotlines from Previous Games
 - a. The Mystery Surrounding Lara's Parents
 - b. The Ongoing Threat of Trinity and Other Antagonists
 - c. Hidden Clues and Secrets Within the Games' Lore
- III. Character Arcs and Their Unresolved Issues
 - a. Lara Croft's Psychological Journey and Trauma
 - b. The Relationships and Connections Lara Forges (and loses)
- IV. The Impact of "Unfinished Business" on Subsequent Games
- V. Fan Theories and Speculation Driven by Open Endings

Body:

- I. The Significance of Unfinished Business in Narrative Design:

Employing "unfinished business" as a narrative device enhances replayability and fosters ongoing engagement with the franchise.

By leaving certain plot threads open-ended, developers encourage players to theorize, discuss, and eagerly anticipate future installments. This strategy fuels a dedicated fanbase and allows for organic storytelling expansion across various games.

II. Unresolved Plotlines from Previous Games:

a. The Mystery Surrounding Lara's Parents:

The death of Lara's parents remains a central, unresolved trauma shaping her character arc.

This overarching mystery drives much of her early adventures and continues to cast a long shadow on her psyche, leaving space for exploration in later entries. The true nature of their expedition and the circumstances surrounding their deaths are consistently hinted at, but rarely fully explained.

b. The Ongoing Threat of Trinity and Other Antagonists:

The nefarious organization Trinity, along with other recurring antagonists, represents a continuous threat that lingers beyond individual game conclusions.

While various branches of Trinity are defeated throughout the series, the organization's vast network and enduring ideology suggest the struggle is far from over, adding tension and anticipation for future conflicts.

c. Hidden Clues and Secrets Within the Games' Lore:

Subtle clues, cryptic symbols, and hidden narratives within the games' environments create a sense of mystery and encourage repeated playthroughs.

Dedicated fans pore over every detail, piecing together fragments of information, and speculating on the potential implications of these hidden elements. The intricate lore, often intentionally vague, creates a rich tapestry of mystery.

III. Character Arcs and Their Unresolved Issues:

a. Lara Croft's Psychological Journey and Trauma:

Lara's transformation from a naïve adventurer to a hardened survivor is a core theme, but her psychological scars and ongoing trauma remain potent aspects of her character.

While she displays resilience, the lingering impact of her experiences fuels a compelling and relatable narrative, adding depth to her ongoing development.

b. The Relationships and Connections Lara Forges (and Loses):

The relationships Lara forges throughout her journeys are often fraught with complexity and loss. These unresolved emotional bonds contribute to her character development and create emotional depth within the storyline.

These relationships, whether romantic, platonic, or adversarial, leave significant marks on her personality, enriching the narrative.

IV. The Impact of "Unfinished Business" on Subsequent Games:

The lingering threads of unfinished business serve as springboards for the creation of future games, providing a foundation for new storylines and character developments.

Each new installment builds upon previous narratives, resolving some aspects while introducing new complexities. This continuous evolution keeps the franchise engaging and allows for both continuity and fresh developments.

V. Fan Theories and Speculation Driven by Open Endings:

The deliberate ambiguity present in many Tomb Raider games fuels extensive fan speculation, discussion, and the creation of compelling fan theories.

Online forums and communities buzz with discussions analyzing plot points,

deciphering clues, and predicting future developments, demonstrating the powerful impact of unresolved narratives.

Conclusion:

The concept of "unfinished business" is integral to the enduring appeal of the Tomb Raider franchise. By strategically leaving plot points and character arcs unresolved, developers successfully cultivate a persistent sense of mystery and anticipation, fostering an engaged fanbase that continues to explore, theorize, and revisit Lara Croft's thrilling adventures.

This strategy of narrative layering enhances the overall gaming experience and encourages sustained interest long after the credits roll.

Frequently Asked Questions (FAQs):

Q: Will all the mysteries surrounding Lara's parents ever be fully revealed?

A: While some clues are provided, the complete truth likely remains intentionally ambiguous to sustain the ongoing narrative.

Q: Is Trinity truly defeated, or will they return in future installments? A: The cyclical nature of Trinity's presence in the franchise strongly suggests its continued existence as a recurring threat.

Q: How will Lara's psychological trauma continue to impact her future actions? A: This lingering trauma will undoubtedly continue to shape her decision-making and relationships in future games.

Q: What role will fan theories play in shaping future installments of Tomb Raider? A: While not directly influencing the plot, the passionate discussions and insightful theories within the fanbase provide valuable feedback and inspiration for developers.

Related Keywords:

Tomb Raider, Lara Croft, Unfinished Business, Trinity, Plot Holes, Narrative Design, Video Game Mysteries, Game Lore, Fan Theories, Psychological Trauma, Character Development, Adventure Games, Action-Adventure, Reboot, Legacy, Sequel.

tomb raider unfinished business: Lara's Book Douglas Coupland, Kip Ward, 1998 Tomb Raider's Lara Croft has become a multi-million dollar merchandising franchise. From videos to action figures to comics and an upcoming film, anything that bears the Lara Croft Image turns to gold. With Tomb Raider II sales running into the millions, and Lara Croft's Image becoming a mass

market icon, it's prime time for a Collector's Edition of Lara Croft Art, News, Essays, Rumors, and Game Strategy. Tomb Raider Anthology Outline: - The Tomb Raider Story- The Lara Phenomenon- Evolution of the Tomb Raider series Tomb Raider to Tomb Raider II -- advances in storyline and gameplay- Game Play Strategies, Walkthrough Tomb Raider I- A Lara Adventure- Story of Core and Eidos- Game Play Strategies, Walkthroughs Tomb Raider II- Tomb Raider Merchandise- Tomb Raider Movie- Game Play Strategies, Walkthroughs Tomb Raider Gold -- Exclusive!!- Lara Croft Fictional Story

tomb raider unfinished business: David Unfinished Business S C Cunningham, 2013-03-01 UNFINISHED BUSINESS Book II of The David Trilogy Exhausted with running, Tara Warr finally cracks, it's time to turn the tables on her stalker and make him suffer as she has done. UNFINISHED BUSINESS continues the roller coaster ride of psychotic David's obsession with his childhood sweetheart. With the help of her gutsy friends, fun-loving city girl Tara Warr is the only victim to survive David Howard's death list. Whilst lounging in prison the sexual tour de force enlists an eager recruit, seduces a prison warden and relocates to the sunnier climes of Mexico. A freedom short-lived when his charred remains are found in the fire of a plastic surgeons clinic. The police cease their search, finally Tara and her friends can relax, scheming David is dead. Laughter soon turns to fear when he communicates via Tara's laptop that he is very much alive, knows their every move and is ready to finish what he started. He is among them, but who? He has a brand new face. How much trouble can one man cause?

tomb raider unfinished business: Tomb Raider: The Beginning Rhianna Pratchett, 2015-08-05 In this prelude to the exciting new entry in the _Tomb Raider_ video game saga, lead game writer Rhianna Pratchett reveals the untold story behind Lara Croft's earliest adventure. Join Lara and the crew of the _Endurance_ as they prepare for a thrilling journey to uncover the lost kingdom of Yamatai. For over fifteen years, the _Tomb Raider_ adventures have been some of the most enduring and popular in the world of video games. Now, Lara Croft's bold new re-imagining is further explored by some of comics' most talented creators in this exclusive volume.

tomb raider unfinished business: Tomb Raider ,

tomb raider unfinished business: Tomb Raider Volume 3: Crusade Crystal Dynamics, Jackson Lanzing, Collin Kelly, 2018-08-14 Lara Croft has unfinished business. After facing Trinity in Siberia, she's more confused than ever about her father's mysterious death. She's been training and following flimsy leads, preparing herself to figure out what really happened to Lord Richard Croft. Now, she's ready to put everything on the line to uncover the truth. Lara's hunt for any clues about the secretive religious organization Trinity and its connection to her family takes her all over the world, from Thailand, to Italy, to the Mountains of the Moon. But the unique dangers that come with being a Tomb Raider are too much for some of her closest friends to bear, and in her fanatical crusade for answers, will Lara isolate herself from those who could help her the most? Writers Jackson Lanzing and Collin Kelly (Joyride, Hacktivist) and artist Ashley A. Woods (Ladycastle, Niobe), continue Lara's story after Rise of the Tomb Raider and the previous Dark Horse series! This volume collects issues #1-#4 of the 2017 Dark Horse Comics series Tomb Raider: Crusade.

tomb raider unfinished business: Tomb Raider The Ten Thousand Immortals Dan Abnett, 2014-10-20 The new Tomb Raider novel will broaden the world and enriches the storyline re-introduced in the highly successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the Tomb Raider, featuring an entirely new, fast-paced adventure.

tomb raider unfinished business: Unfinished Business Sheila Gordon, 1975

tomb raider unfinished business: Tomb Raider - Strategy Guide GamerGuides.com, 2015-11-07 Tomb Raider explores the intense and gritty origin story of Lara Croft and her ascent from a frightened young woman to a hardened survivor. Armed only with raw instincts and the ability to push beyond the limits of human endurance, Lara must fight to unravel the dark history of a forgotten island to escape its relentless hold. The mysteries of Yamatai are all unravelled in our guide which contains the following: - All of Tomb Raider's 250+ items required for 100% completion!

- The detailed location of every single GPS Cache, Relic, Document, Treasure Map, Illumination Statue etc. - Foolproof strategies to dominate the savage denizens of the Dragon Triangle. - Raid every last Tomb with ease thanks to step-by-step instructions and fully narrated videos. - Every XP opportunity, ammo cache and scavenge location detailed, you'll want for nothing. - Full Achievement and Trophy list.

tomb raider unfinished business: Tomb Raider King, Vol. 5 SAN.G, 2024-03-19 TOMB WRITER KING Determined to get his hands on the powerful Relic within, Jooheon ventures into the first of the Seven Great Tombs. However, even this seasoned raider is helpless before the Relic of Sloth's scorching flames! Just as he prepares for the worst, the fires suddenly go out, and he is...cordially greeted by Emperor Nero...?! As it turns out, Jooheon's "failed" attempt at writing a novel has garnered him some very unusual fans. Now a rising star in the Relic literature scene, he is challenged by the infamous Roman tyrant to a duel...of penmanship!

tomb raider unfinished business: *The Fortunes* Peter Ho Davies, 2016-09-06 An NPR Best Book of the Year: "The most honest, unflinching, cathartically biting novel I've read about the Chinese American experience." —Celeste Ng, #1 New York Times bestselling author of *Our Missing Hearts* Winner, Anisfield-Wolf Book Award * Winner, Chautauqua Prize *Finalist, Dayton Literary Peace Prize * A New York Times Notable Book * A Publishers Weekly Best Book of the Year Sly, funny, intelligent, and artfully structured, *The Fortunes* recasts American history through the lives of Chinese Americans and reimagines the multigenerational novel through the fractures of immigrant family experience. Inhabiting four lives—a railroad baron's valet who unwittingly ignites an explosion in Chinese labor; Hollywood's first Chinese movie star; a hate-crime victim whose death mobilizes the Asian American community; and a biracial writer visiting China for an adoption—this novel captures and capsizes over a century of our history, showing that even as family bonds are denied and broken, a community can survive—as much through love as blood. "Intense and dreamlike . . . filled with quiet resonances across time." —The New Yorker "Riveting and luminous . . . Like the best books, this one haunts the reader well after the end." —Jesmyn Ward, National Book Award-winning author of *Sing, Unburied, Sing* "A moving, often funny, and deeply provocative novel about the lives of four very different Chinese Americans as they encounter the myriad opportunities and clear limits of American life . . . gorgeously told." —Chang-rae Lee, *Buzzfeed* "A poignant, cascading four-part novel . . . Outstanding." —David Mitchell, *The Guardian*

tomb raider unfinished business: *Tomb Raider: Survivor's Crusade #4* Collin Kelly, Jackson Lanzing, 2018-04-11 Lara Croft is cornered. By visiting a remote temple discovered by her father, she walked right into Trinity's trap. But Lara knows this shrine's pitfalls like the back of her hand, and the ultimate survivor will do whatever it takes to escape and continue her search for the truth about Richard Croft's death.

tomb raider unfinished business: *The Amulet of Power* Michael D. Resnick, Mike Resnick, 2003 Trapped beneath the ruins of an Egyptian tomb, Lara faces certain death, until fate intervenes and sets her on the trail of an ancient talisman of power.

tomb raider unfinished business: *Lara Croft and the Frozen Omen* Corinna Bechko, 2016-07-05 It's up to Lara Croft and Carter Bell to stop a group of cultists from causing world-wide cataclysmic devastation! Ancient ivory artifacts hold the key to both salvation and destruction, and these rivals-turned-friends must recover them before the cultists in a race against time! Lara's newest quest is filled with incredible action, dual pistols, and high-spirited adventure in the same universe as the *Lara Croft and the Guardian of Light* and *Lara Croft and the Temple of Osiris* games!

tomb raider unfinished business: *Undoing Depression* Richard O'Connor, 2021-09-28 The bestselling approachable guide that has inspired thousands of readers to manage or overcome depression — fully revised and updated for life in the 21st century. Depression rates around the world have skyrocketed in the 20-plus years since Richard O'Connor first published his classic book on living with and overcoming depression. Nearly 40 million American adults suffer from the condition, which affects nearly every aspect of life, from relationships, to job performance, physical health, productivity, and, of course, overall happiness. And in an increasingly stressful and

overwhelming world, it's more important than ever to understand the causes and effects of depression, and what we can do to overcome it. In this fully revised and updated edition — which includes updated information on the power of mindfulness, the relationship between depression and other diseases, the risks and side effects of medication, depression's effect on thinking, and the benefits of exercise — Dr. O'Connor explains that, like heart disease and other physical conditions, depression is fueled by complex and interrelated factors: genetic, biochemical, environmental. But Dr. O'Connor focuses on an additional factor that is often overlooked: our own habits. Unwittingly we get good at depression. We learn how to hide it, and how to work around it. We may even achieve great things, but with constant struggle rather than satisfaction. Relying on these methods to make it through each day, we deprive ourselves of true recovery, of deep joy and healthy emotion. Undoing Depression teaches us how to replace depressive patterns with a new and more effective set of skills. We already know how to do depression—and we can learn how to undo it. With a truly holistic approach that synthesizes the best of the many schools of thought about this painful disease, and a critical eye toward medications, O'Connor offers new hope—and new life—for sufferers of depression.

tomb raider unfinished business: Translation Flows Ilse Feinauer, Amanda Marais, Marius Swart, 2023-10-15 The genesis of this book was the 9th Congress of the European Society for Translation Studies, held in Stellenbosch, South Africa, in September 2019 – the first time the event took place outside Europe. “Living Translation – People, Processes, Products” was the Congress theme. A common thread, whether as a methodological or analytical basis, as a descriptive framework or as a subject in itself, was that of “flows” and the “flowing” nature of translation. The contributions included here draw on a productive framework of networks and flows, and foreground the inherent spatial and temporal diversity of Translation Studies. Translation as a social practice is the golden thread throughout the volume – not just “translation” in the conventional sense, between languages and cultures, but over artificial borders, into new spaces, between non-traditional agents and actors, and through various genres and mediums. Chapters are clustered loosely based on the temporality of the topic under discussion. Work on and from the Global North constitutes the first section, and the second complements this by bringing the Global South into the picture as well. This state-of-the-art research will stimulate robust scholarly discussions as we map our way forward as a living discipline.

tomb raider unfinished business: Tomb Raider: Inferno #2 Collin Kelly, Jackson Lanzing, 2018-07-11 Lara is trapped. After being surprised by Trinity's preparedness, Lara finds herself in the midst of an inconceivable phenomenon that is as equally terrifying as it is mysterious. Now, face-to-face with an entity beyond scientific understanding, not to mention an apt foe in Nadija, Lara fears she may finally be in over her head. Perfect for new and existing Tomb Raider fans! Artist Phillip Sevy returns to Tomb Raider!

tomb raider unfinished business: Bot Wars J. V. Kade, 2015-04-07 In a futuristic world where humans and robots are at war, a boy goes on a search to find his missing military father.

tomb raider unfinished business: Macworld , 1999

tomb raider unfinished business: Grassroots Jennifer Baumgardner, Amy Richards, 2005-01-12 From the authors of Manifesta, an activism handbook that illustrates how to truly make the personal political. Grassroots is an activism handbook for social justice. Aimed at everyone from students to professionals, stay-at-home moms to artists, Grassroots answers the perennial question: What can I do? Whether you are concerned about the environment, human rights violations in Tibet, campus sexual assault policies, sweatshop labor, gay marriage, or the ongoing repercussions from 9-11, Jennifer Baumgardner and Amy Richards believe that we all have something to offer in the fight against injustice. Based on the authors' own experiences, and the stories of both the large number of activists they work with as well as the countless everyday people they have encountered over the years, Grassroots encourages people to move beyond the generic three (check writing, calling congresspeople, and volunteering) and make a difference with clear guidelines and models for activism. The authors draw heavily on individual stories as examples, inspiring readers to

recognize the tools right in front of them--be it the office copier or the family living room--in order to make change. Activism is accessible to all, and Grassroots shows how anyone, no matter how much or little time they have to offer, can create a world that more clearly reflects their values.

tomb raider unfinished business: *Killing Commendatore* Haruki Murakami, 2018-10-09 NATIONAL BESTSELLER • A tour de force of love and loneliness, war and art—from one of our greatest writers. • “Exhilarating ... magical.” —The Washington Post When a thirty-something portrait painter is abandoned by his wife, he secludes himself in the mountain home of a world famous artist. One day, the young painter hears a noise from the attic, and upon investigation, he discovers a previously unseen painting. By unearthing this hidden work of art, he unintentionally opens a circle of mysterious circumstances; and to close it, he must undertake a perilous journey into a netherworld that only Haruki Murakami could conjure.

tomb raider unfinished business: *Lara Croft and the Blade of Gwynnever* Dan Abnett, 2016-09-13 This stand-alone novel is an epic Lara Croft adventure, featuring enough dual-pistol wielding action and sharp wit to please nostalgic fans of the franchise. Facing threats from multiple fronts, Lara hunts legendary artifacts around the world in an effort to solve a mystery and avert disaster. Straddling the line between factual history and fantastical extrapolation, the intense and action-packed tale weaves together the modern and ancient worlds. Storyline written in conjunction with the game developers at Crystal Dynamics, and penned by Dan Abnett, a bestselling British novelist and comic book writer.

tomb raider unfinished business: *Tomb Raider: The Official Cookbook and Travel Guide* Sebastian Haley, Tara Theoharis, Meagan Marie, 2021-10-26 *Tomb Raider: The Official Cookbook and Travel Guide* is a thrilling and delicious tutorial on recipes based on the cultural history of the many locations Lara Croft has visited throughout her 25 years of global adventures--bringing the taste back home to you. Inspired by the hit Tomb Raider videogame franchise, this book features over 40 recipes from the many locations Lara Croft visits and explores across the globe, with food and drinks inspired by key characters and locations. Also included is expert information on the cultural history of the many beautiful cities and countries to which she travels. A global exploration, this unique cookbook and travel guide takes fans on an exclusive journey across the planet chasing the thrills and adventures of Lara Croft. Featuring beautiful full color photography as well as stunning art from the games, this is the ultimate gift for fans, travelers, and food aficionados alike.--Amazon

tomb raider unfinished business: *Grand Thieves & Tomb Raiders* Rebecca Levene, Magnus Anderson, 2012-11-08 Gaming: it's the greatest British invasion of them all. Lara Croft is an international icon and the British-born Grand Theft Auto and its spin-offs have sold more than 100 million copies worldwide. The UK's games industry is now bigger than either its cinema or its music. Yet the medium's birth in Thatcher's Britain was almost accidental. While politicians championed computers like the BBC Micro and the ZX Spectrum as engines of learning, it was left to a grassroots culture of amateur programmers to unlock their true potential. And from bedrooms and classrooms across the country, a brilliant profusion of innovative and idiosyncratic games soon emerged - propelling their young creators to fame, riches and, eventually, a place on the world stage. This is the story of those teenage coders - tracing their journey from the first home computers to the age of the smartphone. A mix of oddball characters, programming miracles and moral panics, *Grand Thieves & Tomb Raiders* reveals how the unique history of British computing led to some of the greatest games of all time.

tomb raider unfinished business: *Film Review* , 2003-07

tomb raider unfinished business: *The Pale King* David Foster Wallace, 2011-04-15 The breathtakingly brilliant novel by the author of *Infinite Jest* (New York Times) is a deeply compelling and satisfying story, as hilarious and fearless and original as anything Wallace ever wrote. The agents at the IRS Regional Examination Center in Peoria, Illinois, appear ordinary enough to newly arrived trainee David Foster Wallace. But as he immerses himself in a routine so tedious and repetitive that new employees receive boredom-survival training, he learns of the extraordinary

variety of personalities drawn to this strange calling. And he has arrived at a moment when forces within the IRS are plotting to eliminate even what little humanity and dignity the work still has. The Pale King remained unfinished at the time of David Foster Wallace's death, but it is a deeply compelling and satisfying novel, hilarious and fearless and as original as anything Wallace ever undertook. It grapples directly with ultimate questions -- questions of life's meaning and of the value of work and society -- through characters imagined with the interior force and generosity that were Wallace's unique gifts. Along the way it suggests a new idea of heroism and commands infinite respect for one of the most daring writers of our time. The Pale King is by turns funny, shrewd, suspenseful, piercing, smart, terrifying, and rousing. --Laura Miller, Salon

tomb raider unfinished business: Tomb Raider Volume 1 : Season of the Witch Gail Simone, 2014-11-25 Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off in this collection of Tomb Raider #1-#6! Lara and the other survivors of the Endurance are experiencing horrific visions after their ordeal in the Lost Kingdom of Yamatai. But the visions lead to a darker fate . . . can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together?

tomb raider unfinished business: Hell in the Pacific Jim McEnery, Bill Sloan, 2013-06-11 In what may be the last memoir to be published by a living veteran of the pivotal invasion of Guadalcanal, which occurred almost seventy years ago, Marine Jim McEnery has teamed up with author Bill Sloan to create an unforgettable chronicle of heroism and horror McEnery's Rifle Company—the legendary K/3/5 of the First Marine Division, made famous by the HBO miniseries *The Pacific*—fought in some of the most ferocious battles of the war. In searing detail, the author takes us back to Guadalcanal, where American forces first turned the tide against the Japanese; Cape Gloucester, where 1,300 Marines were killed or wounded; and bloody Peleliu, where McEnery assumed command of the company and helped hasten the final defeat of the Japanese garrison after weeks of torturous cave-to-cave fighting. McEnery's story is a no-holds-barred, grunt's-eye view of the sacrifices, suffering, and raw courage of the men in the foxholes, locked in mortal combat with an implacable enemy sworn to fight to the death. From bayonet charges and hand-to-hand combat to midnight banzai attacks and the loss of close buddies, the rifle squad leader spares no details, chronicling his odyssey from boot camp through twenty-eight months of hellish combat until his eventual return home. He has given us an unforgettable portrait of men at war.

tomb raider unfinished business: A Woman's Work Harriet Harman, 2017 When Harriet Harman started her career, men-only job adverts and a 'women's rate' of pay were the norm. Female MPs were a tiny minority and a woman couldn't even sign for a mortgage. In *A Woman's Work* Harriet, Britain's longest-serving female MP looks at her own life to see how far we've come and where we should go next. This is a refreshingly honest account of the part she played in the movement that transformed politics and women's lives.--Provided by publisher.

tomb raider unfinished business: Jarhead Anthony Swofford, 2005-11-11 Anthony Swofford's *Jarhead* is the first Gulf War memoir by a frontline infantry marine, and it is a searing, unforgettable narrative. When the marines -- or jarheads, as they call themselves -- were sent in 1990 to Saudi Arabia to fight the Iraqis, Swofford was there, with a hundred-pound pack on his shoulders and a sniper's rifle in his hands. It was one misery upon another. He lived in sand for six months, his girlfriend back home betrayed him for a scrawny hotel clerk, he was punished by boredom and fear, he considered suicide, he pulled a gun on one of his fellow marines, and he was shot at by both Iraqis and Americans. At the end of the war, Swofford hiked for miles through a landscape of incinerated Iraqi soldiers and later was nearly killed in a booby-trapped Iraqi bunker. Swofford weaves this experience of war with vivid accounts of boot camp (which included physical abuse by his drill instructor), reflections on the mythos of the marines, and remembrances of battles with lovers and family. As engagement with the Iraqis draws closer, he is forced to consider what it is to be an American, a soldier, a son of a soldier, and a man. Unlike the real-time print and television coverage of the Gulf War, which was highly scripted by the Pentagon, Swofford's account subverts the conventional wisdom that U.S. military interventions are now merely surgical insertions of

superior forces that result in few American casualties. Jarhead insists we remember the Americans who are in fact wounded or killed, the fields of smoking enemy corpses left behind, and the continuing difficulty that American soldiers have reentering civilian life. A harrowing yet inspiring portrait of a tormented consciousness struggling for inner peace, Jarhead will elbow for room on that short shelf of American war classics that includes Philip Caputo's *A Rumor of War* and Tim O'Brien's *The Things They Carried*, and be admired not only for the raw beauty of its prose but also for the depth of its pained heart.

tomb raider unfinished business: *When That Rough God Goes Riding* Greil Marcus, 2010 Readhowyouwant 16 point large print. Van Morrison, says Greil Marcus, remains a singer who can be compared to no other in the history of modern popular music. When *Astral Weeks* was released in 1968, it was largely ignored. When it was re-released as a live album in 2009 it reached the top of the Billboard charts, a first for any Van Morrison recording. The wild swings in the music, mirroring the swings in Morrison's success and in people's appreciation (or lack of it) of his music, make Van Morrison one of the most perplexing and mysterious figures in popular modern music, and a perfect subject for the wise and insightful scrutiny of Greil Marcus, one of America's most dedicated cultural critics. This book is Marcus's quest to understand Van Morrison's particular genius through the extraordinary and unclassifiable moments in his long career, beginning in 1965 and continuing in full force to this day. In these dislocations Marcus finds the singer on his own artistic quest precisely to reach some extreme musical threshold, the moments that are not enclosed by the will or the intention of the performer but which somehow emerge at the limits of the musician and his song.

tomb raider unfinished business: *Playing with Videogames* James Newman, 2008-08-18 *Playing with Videogames* documents the richly productive, playful and social cultures of videogaming that support, surround and sustain this most important of digital media forms and yet which remain largely invisible within existing studies. James Newman details the rich array of activities that surround game-playing, charting the vibrant and productive practices of the vast number of videogame players and the extensive 'shadow' economy of walkthroughs, FAQs, art, narratives, online discussion boards and fan games, as well as the cultures of cheating, copying and piracy that have emerged. *Playing with Videogames* offers the reader a comprehensive understanding of the meanings of videogames and videogaming within the contemporary media environment.

tomb raider unfinished business: *Ruling Culture* Fiona Greenland, 2021-03-15 A major, on-the-ground look at antiquities looting in Italy. More looting of ancient art takes place in Italy than in any other country. Ironically, Italy trades on the fact to demonstrate its cultural superiority over other countries. And, more than any other country, Italy takes pains to prevent looting by instituting laws, cultural policies, export taxes, and a famously effective art-crime squad that has been the inspiration of novels, movies, and tv shows. In fact, Italy is widely regarded as having invented the discipline of art policing. In 2006 the then-president of Italy declared his country to be the world's greatest cultural power. Why do Italians believe this? Why is the patria, or homeland, so frequently invoked in modern disputes about ancient art, particularly when it comes to matters of repatriation, export, and museum loans? Fiona Greenland's *Ruling Culture* addresses these questions by tracing the emergence of antiquities as a key source of power in Italy from 1815 to the present. Along the way, it investigates the activities and interactions of three main sets of actors: state officials (including Art Squad agents), archaeologists, and illicit excavators and collectors--

tomb raider unfinished business: *Approaching Eye Level* Vivian Gornick, 1997-09 In a collection of personal essays, the author shares her struggle to achieve both independence and connection with others, reconsiders feminism, living alone, and marriage, and reveals how we can come to know ourselves by participating in the world.

tomb raider unfinished business: *Shadow of the Tomb Raider - Path of the Apocalypse* S. D. Perry, 2018-09-18 The official tie-in novel to the *Shadow of the Tomb Raider* video game. In a brand-new adventure, Lara Croft must evade the agents of Trinity and discover an ancient secret. When a mysterious stranger offers to help Lara uncover a clue that could give her the upper hand,

she embarks on an expedition to a system of caves in Colombia. However, once they learn of Lara's plans, Trinity will stop at nothing to reach the location first. Trinity believes they can turn the tables on Lara, but in the darkness of the underground caverns, there are terrors in the depths that neither Lara nor Trinity anticipated. Game is due to release on 9/14/18 across all major platforms

tomb raider unfinished business: Darksworld Adventures Margaret Weis, Tracy Hickman, 1988 /Margaret Weis and Tracy Hickman An absolutely essential book for all role-players. Very appealing to the hundreds of thousands of kids who have read the novels and want to create gaming scenarios of their own. In addition to its value as a gaming tool, Darksworld Adventures will be of interest to anyone who wants to learn more about the world of the Darksw

tomb raider unfinished business: The Color Purple Alice Walker, 2011-09-20 The Pulitzer Prize- and National Book Award-winning novel is now a new, boldly reimagined film from producers Oprah Winfrey and Steven Spielberg, starring Taraji P. Henson, Danielle Brooks, and Fantasia Barrino. A PBS Great American Read Top 100 Pick Celie has grown up poor in rural Georgia, despised by the society around her and abused by her own family. She strives to protect her sister, Nettie, from a similar fate, and while Nettie escapes to a new life as a missionary in Africa, Celie is left behind without her best friend and confidante, married off to an older suitor, and sentenced to a life alone with a harsh and brutal husband. In an attempt to transcend a life that often seems too much to bear, Celie begins writing letters directly to God. The letters, spanning 20 years, record a journey of self-discovery and empowerment guided by the light of a few strong women. She meets Shug Avery, her husband's mistress and a jazz singer with a zest for life, and her stepson's wife, Sofia, who challenges her to fight for independence. And though the many letters from Celie's sister are hidden by her husband, Nettie's unwavering support will prove to be the most breathtaking of all. The Color Purple has sold more than five million copies, inspired an Academy Award-nominated film starring Oprah Winfrey and directed by Steven Spielberg, and been adapted into a Tony-winning Broadway musical. Lauded as a literary masterpiece, this is the groundbreaking novel that placed Walker "in the company of Faulkner" (The Nation), and remains a wrenching—yet intensely uplifting—experience for new generations of readers. This ebook features a new introduction written by the author on the 25th anniversary of publication, and an illustrated biography of Alice Walker including rare photos from the author's personal collection. The Color Purple is the 1st book in the Color Purple Collection, which also includes The Temple of My Familiar and Possessing the Secret of Joy.

tomb raider unfinished business: More Than a Game Barry Atkins, 2003-09-06 Taking its cue from practices of reading texts in literary and cultural studies, this book considers the computer game as a new and emerging mode of contemporary storytelling. In a carefully organized study, Barry Atkins discusses questions of narrative and realism in four of the most significant games of the last decade: Tomb Raider, Half-Life, Close Combat and SimCity. This is a work for both the student of contemporary culture and those game-players who are interested in how computer games tell their stories.

tomb raider unfinished business: *Unearthed* Amie Kaufman, Meagan Spooner, 2001-08-01 From the New York Times best-selling author duo Amie Kaufman and Meagan Spooner comes a literally breathtaking new sci-fi series about a death-defying mission on an alien planet. Now in paperback! When Earth intercepts a message from a long-extinct alien race, it seems like the solution humanity has been waiting for. The Undying's advanced technology has the potential to undo environmental damage and turn lives around, and their message leads to the planet Gaia, a treasure trove waiting to be explored. For Jules Addison and his fellow scholars, the discovery of an ancient alien culture offers unprecedented opportunity for study . . . as long as scavengers like Amelia Radcliffe don't loot everything first. Despite their opposing reasons for smuggling themselves onto the alien planet's surface, they're both desperate to uncover the riches hidden in the Undying temples. Beset by rival scavenger gangs, Jules and Mia form a fragile alliance . . . but both are keeping secrets that make trust nearly impossible. As they race to decode the ancient messages, Jules and Mia must navigate the traps and trials within the Undying temples and stay one step ahead

of the scavvers on their heels. They came to Gaia certain that they had far more to fear from their fellow humans than the ancient beings whose mysteries they're trying to unravel. But the more they learn about the Undying, the more Jules and Mia start to feel like their presence in the temple is part of a grand design -- one that could spell the end of the human race . . .

tomb raider unfinished business: 120 Days of Sodom Marquis de Sade, 2013-02-18 The 120 Days of Sodom by Marquis de Sade relates the story of four wealthy men who enslave 24 mostly teenaged victims and sexually torture them while listening to stories told by old prostitutes. The book was written while Sade was imprisoned in the Bastille and the manuscript was lost during the storming of the Bastille. Sade wrote that he wept tears of blood over the manuscript's loss. Many consider this to be Sade crowning achievement.

tomb raider unfinished business: The River in the Sky Clive James, 2018-09-11 Clive James has been close to death for several years, and he has written about the experience in a series of deeply moving poems. In Sentenced to Life, he was clear-sighted as he faced the end, honest about his regrets. In Injury Time, he wrote about living well in the time remaining, focusing our attention on the joys of family and art, and celebrating the immediate beauty of the world. When The River in the Sky opens, we find James in ill health but high spirits. Although his body traps him at home, his mind is free to roam, and this long poem is animated by his recollection of what life was and never will be again; as it resolves into a flowing stream of vivid images, his memories are emotionally supercharged 'by the force of their own fading'. In this form, the poet can transmit the felt experience of his exceptional life to the reader. As ever with James, his enthusiasm is contagious; he shares his wide interests with enormous generosity, making brilliant and original connections, sparking passion in the reader so that you can explore the world's treasures yourself. Because this is not just a reminiscence, it's a wise and moving preparation for and acceptance of death. As James realizes that he is only one bright spot in a galaxy of stars, he passes the torch to the poets of the future, to his young granddaughter, and to you, his reader. A book that could not have been written by anyone else, this is Clive James at the height of his considerable powers: funny, wise, deeply felt, and always expressed with an unmatched power for clarity of expression and phrase-making that has been his hallmark.

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