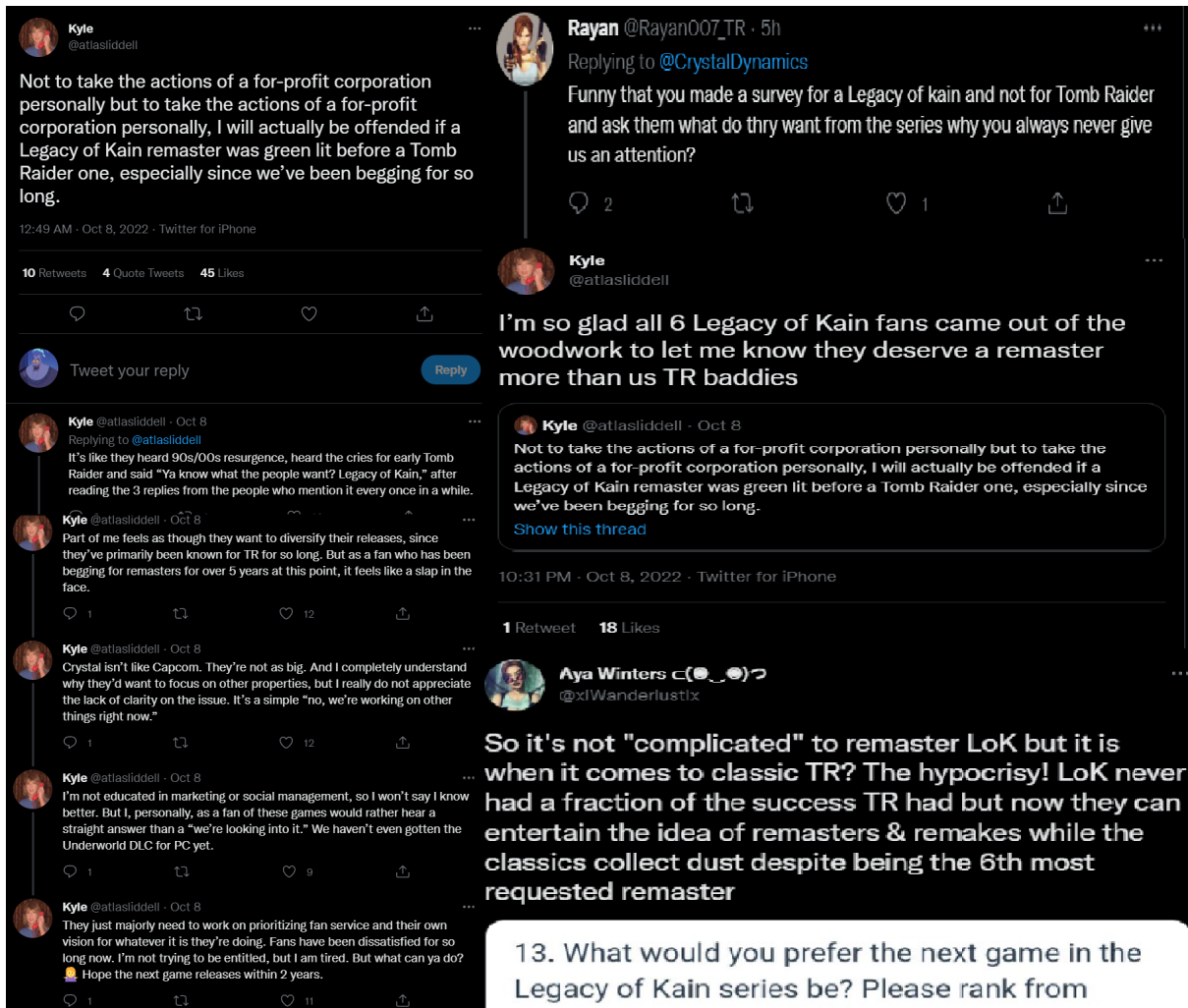


Hello Legacy of Kain & Tomb Raider fans!

Ever since this comment appeared on "Crystal Dynamics" Twitter, most Tomb Raider fans are - jealous / angry.



It is very sad how jealous you are and how much you try to exalt yourself among other titles, good example:



Most of you don't have the slightest idea what you are writing about, when I read these types of comments I couldn't find a good argument. The claiming that "LoK never had a fraction of the success TR had" - is an insanely retarded argument to try to make in the first place. "LoK never had a fraction of the success TR had" - this is not entirely true, LoK achieved a really great success thanks to the game "Soul Reaver" (where it got 9/10 & 10/10 from all reviews). BUT! Okay then why did Legacy of Kain later fall?

Since Legacy of Kain had a story that required a lot of thought and thought on certain issues (where until today some fans aren't sure about certain things), it had a very good and dark storyline that stood out from other games at the time.

So "LoK : Defiance" didn't sell well because it was hard for new players to understand the story of "Legacy of Kain" (where you had to go through the rest of the parts to understand).

As a result, work on the next final part was canceled in 2004. "The Dark Prophecy".

We've been waiting for any sign since 2004 for the return of the "Legacy of Kain" series, where you guys were getting loads of other TR titles at the time. Lots of people have been asking Crystal Dynamics/Square Enix to bring this series back.

Why has the series never returned for several years? It's not because it wasn't profitable, but because Square Enix didn't know what to do with it (Good example - Dead Sun who got a lot of hate).

They banned Crystal Dynamics from doing any work on Legacy of Kain and Square Enix focused all on YOUR GAME - Tomb Raider. They could milk (like a cow) of you and your money.

And only "Legacy of Kain" did not suffer, look at other titles too....Deus/Gex etc. all attention was usually focused on "Tomb Raider", look at older posts when the new game "Tomb Raider" was announced sounded from other people for example "Tomb Raider again?" or such a meme like this:



Embracer Group now has 100% access to all IPs, the green light has given the rest of the titles (not only Legacy of Kain). Tomb Raider is no exception. Embracer Group also wrote that they are eager to do the old style Tomb Raider (As the fans asked for it), but it's still not enough for you. You just want the focus to be on Tomb Raider again. You are sly and selfish.

Don't make Tomb Raider above all titles, because that wasn't always the case. Tomb Raider didn't even originally belong to Crystal Dynamics when Legacy of Kain did, back then Legacy of Kain: Soul Reaver was a huge success for Crystal Dynamics. So what's more, what right do some people have the audacity to write "That you deserve something first?" because what? Because Tomb Raider was the most popular series on Square Enix/Crystal Dynamics only because Square Enix did not know what to do with other IP, so they limited the possibilities of Crystal Dynamics?

Responding to Kyle's "great argument" about 3 replies - no .... there have been several thousand requests for several years for LoK to come back, the fact that you are a hypocrite and an ignorant person is another matter.

Instead of being happy that Embracer Group bought IP and that all titles have a chance for a great comeback, some prefer to be jealous/angry because their game will not be the first. From what I noticed, only the majority of people from Twitter do such posts, in other platforms they wish well for "Legacy of Kain", so this post is aimed only at such - ignorant/hypocritical.

If you have to blame someone for getting something completely different than what you asked for - blame Square Enix, not Crystal Dynamics. That's all I have to say