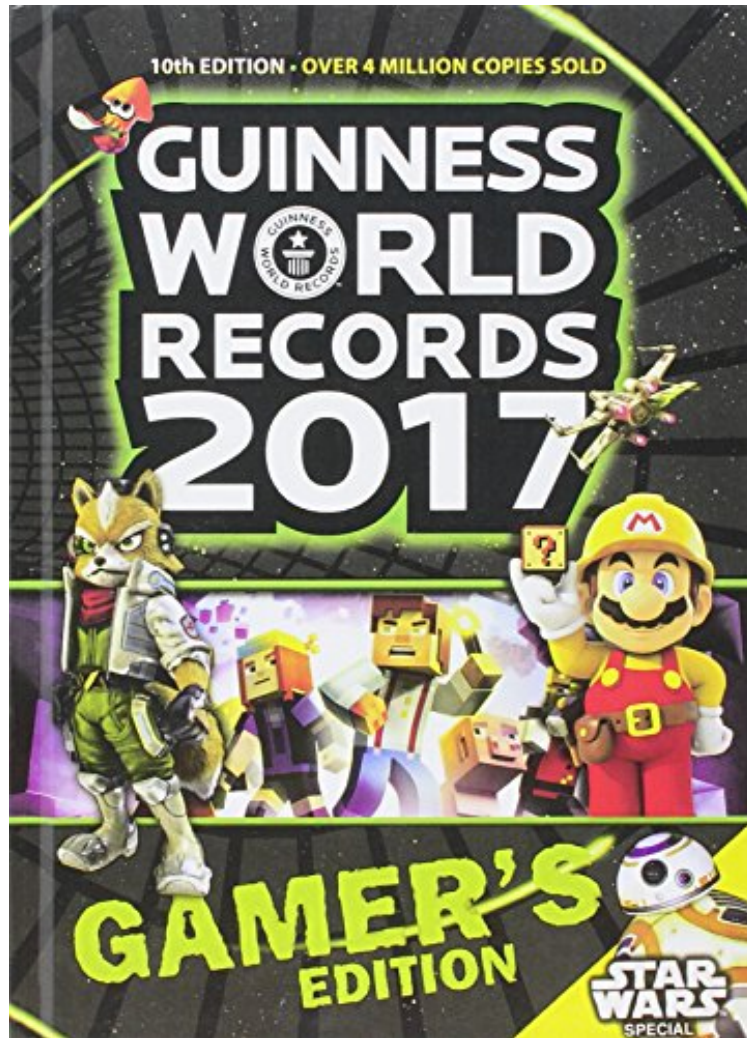


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Guinness Editors

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#873801 in Books 2016-08-30 Original language: English 10.40 x .70 x 7.50l, .0 Binding: Library Binding 216 pages | File size: 53.Mb

Guinness Editors : Guinness World Records 2017, Gamers Edition (Turtleback School Library Binding Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Guinness World Records 2017, Gamers Edition (Turtleback School Library Binding Edition):

0 of 0 people found the following review helpful. Well received by 2 gamers..By Safety CzarA 28 year old step-grandson who is a whiz computer person, and his 16 year old brother, also a whiz with computers, both remarked about this book in a very favorable manner. Both have developed games, and found this most interesting. 1 of 1 people found the following review helpful. Some of the facts in this book will stump you By TimThis is Christmas gift. It was not wrapped in any plastic. Just book. So I read it. Interesting articles. Book is hardback and bright in color. This book has

a lot of trivia in it. If anyone still gives a trivia party this book would put you leaps on everyone else. Last trivia party I went to. Everyone wrote on slips of paper different trivia questions and answers. The slips were put in hat. One person pulls slip of paper out of hat and ask question. Who ever answers it write get points.Or just leave it in bathroom to read when going 10-200 if you get my drift.0 of 0 people found the following review helpful. Fun for kids and adults. I buy these every year for my son, but everyone enjoys looking through it.By J. KellermanI get these every year for my son, even though he has kind of outgrown them, he still likes them. I almost skipped this year but he said he is really glad I got it again. He has a collection. I think it's a fun book to browse and although he is almost 14 now, during the years when he was between the ages 8-12 he excitedly went into hiding every year and read them cover to cover. They are picked up again and again throughout the year by him and his friends, so I know they were well liked. The stories peaked interest and curiosity, and prompted many interesting discussions. Some of it is downright weird, but fun and interesting for kids and adults. Some of it is a little gross, but that is probably the most appealing thing to kids, lol.

FOR USE IN SCHOOLS AND LIBRARIES ONLY. The bestselling video games annual is back! Bursting with mind-blowing records and tantalizing trivia, the Guinness World Records 2017: Gamer's Edition is a must-have for any gaming fan. Whether you're all about the latest first-person shooter, an app aficionado, an MMO master, or a die-hard retro gamer, you'll find show-stopping records, top 10 roundups, quick-fire facts and stats, and hundreds of amazing new images from all your favorite games. What's more, brand new for this year's book is a dedicated section just for Minecraft fans, with a mega-showcase of the greatest construction records, in-game tips and lots more blocky goodness. Plus, discover which tech milestones have been smashed in the last year - in both software and hardware, get all the insider secrets from industry experts, and marvel at the players who have leveled up to the very top of the leaderboards. Think you can challenge the current champions? Look inside to see how to break your very own record!

From School Library JournalGr 4-6The 2017 update to this ever-popular title provides readers with recently certified gaming records and much more. Fourteen categories encompass a wide array of gamethe rapidly growing e-sports and professional video game players, the classic arcade-style fun of Mario, fighting games, and the "user generated content" of Minecraft. Sections open with a spread highlighting a record holder in the respective category. The remaining graphic- and image-rich pages arrange other official records, interesting gaming facts, and historical details. Consistent formatting and text features will help readers discern the varied information presented amid crowded pages and mostly small font sizes. "Feature" sections offer interviews with prominent figures, a look inside the LEGO games studio, popular gaming YouTube channels, and current trends and statistics. Front matter consists of a table of contents, an introduction, an almanac of the "Year in Gaming," global awards for games, and steps to becoming a record breaker. **VERDICT** The latest installment in this reference guide to all things gaming delivers just what fans have come to expect. Consider for collections with a strong gaming community.Ernie Cox, Prairie Creek Intermediate School, Cedar Rapids, IAAbout the Author**GUINNESS WORLD RECORDS (GWR)** is the universally recognized global authority on record-breaking achievement. First published in 1955, the annual **GUINNESS WORLD RECORDS** book has gone on to become one of the best-selling titles of all time, with 2.8 million copies sold in 2013. Since its launch nearly 60 years ago over 132 million copies and 3 million e-books - have been sold in 20 languages, in more than 100 countries. The internationally renowned brand is also available across a number of platforms; **GUINNESS WORLD RECORDS** global television shows are watched by over 750 million viewers annually, over half a million subscribe to the GWR YouTube channel, the global website receives 14 million viewers annually and the brand has over 4 million fans on Facebook. In 2013, **OFFICIALLY AMAZING** became the registered trademark of Guinness World Records Limited."