

GUINNESS WORLD RECORDS



GAMER'S EDITION



2025



Featuring the
TOP 100
Greatest Gaming
Records

Guinness Of World Records Gamers Edition 24

The logo consists of a horizontal light blue bar with rounded ends. The text "Guinness World Records" is written in black on the left side of the bar. To the right of the bar is a red circular graphic with a white center, resembling a stylized 'G' or a target.

Guinness World Records

Guinness Of World Records Gamers Edition 24:

Guinness World Records 2016 Gamer's Edition Guinness World Records, 2015-09-01 The bestselling video games annual is back Bursting with mind blowing records and tantalizing trivia the Guinness World Records 2016 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 Guinness World Records Gamer s Editions have sold a whopping 3 million copies Find out for yourself why it s a game changer

Guinness World Records 2017 Gamer's Edition Guinness World Records, 2016-11-15 It s time to celebrate the 10th anniversary of the Guinness World Records Gamer s Edition With over four million copies sold this is the ultimate annual for every gaming fan It s bursting with the latest facts and stats on your favorite games from the futuristic soccer action of Rocket League to the psychedelic paint battles of Splatoon And as Star Wars mania explodes once again we explore everything Jedi in a special feature section Plus you ll get a sneak peek at all new games from the ever evolving gaming universe Get an inside look at the indie game scene the big money world of eSports and a celebration of 25 years of Mario Kart There s everything from space shooters such as Destiny to RPGs such as Fallout 4 to the hit sport series FIFA and Madden We ve got sims strategy games and horror titles and we also take a look at the toys to life phenomenon From League of Legends to The Legend of Zelda it s all here in the 2017 edition of Guinness World Records Gamer s Edition

[Guinness World Records 2015 Gamer's Edition](#) Guinness World Records, 2014-11-11 Now in its eighth edition Guinness World Records Gamer s Edition is the ultimate guide to videogames With all new design and photography the fresh looking 2015 edition is packed full of news and views about the most up to date achievements and developments in gaming It offers the most dazzling images from this year s top titles along with fascinating facts figures and features on the games and characters you love from Minecraft to the world beating Grand Theft Auto V from thrilling new games to all time classics The latest edition includes gameplay tips and hints interviews and features exploring gaming from different perspectives and quotes from leading figures in the industry Find out about the biggest selling games the highest scores and the world s most amazing gamers Read about the latest hardware developments in the battle of the eighth generation consoles and explore the most exciting news stories across all the major gaming genres

Guinness World Records 2018 Gamer's Edition Guinness World Records, 2017-09-18 From the global authority in record breaking comes the 11th edition of the world s best selling videogames annual Packed with the latest records coolest

stars and the biggest games the Guinness World Records Gamer's Edition is the go to bible for every gaming fan Just ask the five million readers who've made it an international sensation Inside you'll find amazing stats thrilling facts inspirational tales lightning quick speed runs and dazzling photos Read about the records behind your favorite games including Mario Overwatch FIFA WWE and Rocket League plus recap on a year of crazy Pok mon GO stories Go behind the scenes of the world's longest running eSports organizer Spook yourself silly with real life videogame mysteries Check out the fastest videogame completions And gaze in envy at the world's largest Zelda and Tomb Raider collections You'll also meet gaming heroes such as the world's oldest games YouTuber at 81 a man with a real life cyborg arm that was inspired by Deus Ex and the kingpin of eSports fighting games But the videogame stars don't get much bigger than DanTDM whose Minecraft channel has been watched nearly 10 billion times So we're thrilled he's written a special intro just for the Guinness World Records Gamer's Edition Speaking of heroes grab your cape and turn to this year's special chapter featuring superhero games It's hard to believe it's been nearly 40 years since Superman first exploded onto our consoles So we're celebrating with your favorite costumed crime battlers From Spider Man's web crawling to Batman's gadgetry they're just as powerful in pixels as they are in the movies So whether you want to know who scored the fastest goal in FIFA or achieved the fastest speed run of Final Fantasy XV or just want to see the world's biggest Game Boy this is the book for you *Guinness World Records 2018*

Guinness World Records, 2017-08-29 The record breaking records annual is back and packed with more incredible accomplishments stunts cutting edge science and amazing sporting achievements than ever before With more than 3 000 new and updated records and 1 000 eye popping photos it has thousands of new stats and facts and dazzling new features There is so much to explore inside Go on a whirlwind tour of the planet's most amazing places from the largest swamps to the deepest points on Earth Find out what happens when you give an octopus a Rubik's Cube and why all you need to defend yourself from a crocodile is a rubber band You'll also find all your favorite records and categories such as Big Stuff Collections Mass Participation and Fun with Food plus the year's most significant sporting achievements Our editors have also taken inspiration this year from the world of superheroes both fictional and real world so look out for our feature chapter charting your favorite caped crusaders in comic books TV shows and movies We also meet the real life record breakers with genuine superpowers such as the Canadian strongman vicar who can pull a jumbo jet and an actual cyborg who uses technology to augment his senses You'll also learn all about the science of superheroes such as who the fastest and strongest superheroes would be if they came to life and who would win in a royal rumble between Superman Batman Hulk and Dr Strange Also new this year is a celebration of the superlative with infographic poster pages that explore the most exciting absolutes such as the longest tallest fastest and heaviest Does the longest sofa outstretch the longest train Is the tallest Easter egg bigger than the tallest snowman Find out in this amazing new edition You'll also find these special pages available as free poster downloads at guinnessworldrecords.com From science to showbiz via stunts and sports there are real

life heroes all around us in all shapes and sizes achieving the extraordinary every day There s only one book where you ll find so many amazing facts all in one place and that s Guinness World Records 2018 **Mondo Nano** Colin Milburn,2015-04-24

In Mondo Nano Colin Milburn takes his readers on a playful expedition through the emerging landscape of nanotechnology offering a light hearted yet critical account of our high tech world of fun and games This expedition ventures into discussions of the first nanocars the popular video games Second Life Crysis and BioShock international nanosoccer tournaments and utopian nano cities Along the way Milburn shows how the methods dispositions and goals of nanotechnology research converge with video game culture With an emphasis on play scientists and gamers alike are building a new world atom by atom transforming scientific speculations and video game fantasies into reality Milburn suggests that the closing of the gap between bits and atoms entices scientists geeks and gamers to dream of a completely programmable future Welcome to the wild world of Mondo Nano **A History of Competitive Gaming** Lu Zhouxiang,2022-05-12 Competitive gaming or esports

referring to competitive tournaments of video games among both casual gamers and professional players began in the early 1970s with small competitions like the one held at Stanford University in October 1972 where some 20 researchers and students attended By 2022 the estimated revenue of the global esports industry is in excess of 947 million with over 200 million viewers worldwide Regardless of views held about competitive gaming esports have become a modern economic and cultural phenomenon This book studies the full history of competitive gaming from the 1970s to the 2010s against the background of the arrival of the electronic and computer age It investigates how competitive gaming has grown into a new form of entertainment a sport like competition a lucrative business and a unique cultural sensation It also explores the role of competitive gaming in the development of the video game industry making a distinctive contribution to our knowledge and understanding of the history of video games A History of Competitive Gaming will appeal to all those interested in the business and culture of gaming as well as those studying modern technological culture *Focus On: 100 Most Popular*

Unreal Engine Games Wikipedia contributors, [Guitar Hero Series](#) , **The Video Games Textbook** Brian J.

Wardyga,2018-08-06 The Video Games Textbook takes the history of video games to another level with visually stimulating comprehensive and chronological chapters that are relevant and easy to read for a variety of students Every chapter is a journey into a different era or area of gaming where readers emerge with a strong sense of how video games evolved why they succeeded or failed and the impact they had on the industry and human culture Written to capture the attention and interest of both domestic and international college students each chapter contains a list of objectives and key terms illustrative timelines arcade summaries images and technical specifications of all major consoles Key Features Explores the history of video games including the social political and economic motivations Facilitates learning of material with illustrative timelines arcade summaries and images Highlights the technical specifications of all major consoles Illustrates the breakthroughs and trends of the gaming market

The book delves into Guinness Of World Records Gamers Edition 24. Guinness Of World Records Gamers Edition 24 is a crucial topic that needs to be grasped by everyone, from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Guinness Of World Records Gamers Edition 24, encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:
 - Chapter 1: Introduction to Guinness Of World Records Gamers Edition 24
 - Chapter 2: Essential Elements of Guinness Of World Records Gamers Edition 24
 - Chapter 3: Guinness Of World Records Gamers Edition 24 in Everyday Life
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 5. In chapter 4, this book will scrutinize the relevance of Guinness Of World Records Gamers Edition 24 in specific contexts. The fourth chapter will explore how Guinness Of World Records Gamers Edition 24 is applied in specialized fields, such as education, business, and technology.
 6. In chapter 5, the author will draw a conclusion about Guinness Of World Records Gamers Edition 24. The final chapter will summarize the key points that have been discussed throughout the book.
- This book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Guinness Of World Records Gamers Edition 24.

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