

(Free and download) Guinness World Records 2008

Guinness World Records 2008

Guinness World Records
audiobook / *ebooks / Download PDF / ePub / DOC



[Download](#)

[Read Online](#)

#141942 in Books Guinness 2007-08-07 2007-08-07Original language:EnglishPDF # 1 12.00 x 1.00 x 8.88l,
#File Name: 1904994199288 pagesGreat product! | File size: 36.Mb

Guinness World Records : Guinness World Records 2008 before purchasing it in order to gage whether or not it would be worth my time, and all praised Guinness World Records 2008:

2 of 2 people found the following review helpful. Guinness has done it AGAIN says my 9 year-old son!By Erika Lyn SmithMy nine year old son ASKED Santa for this book for Christmas and was VERY excited to get it on Christmas morning. He loves the bright red sparkly cover and immediately placed his hands around his eyes and tried to squish them to the cover to see if it "glowed in the dark."The facts for the world records continue to be amazing and outrageous, just what any super energetic little boy wants to read and dream about in his youth. Perhaps on day I will see my son's name on one of those pages. The book is captivating, holds his rapt attention for long periods, which is difficult for almost anything to do, considering he is so impulsive, and rarely sits still for any length of time.My son

and I recommend this book for any one who has a fascination for the facts of world records that people have personally managed to accomplish over the years past and present. The ideas people have come up with to decide to do to make a world record is also fascinating and amazing, and kind of like the wild frivolous law suits of the current era most of the world records are ones I would NEVER, COULD never imagine on my own, lol!0 of 0 people found the following review helpful. Five StarsBy BILLY BOBgood2 of 4 people found the following review helpful. Well presented, but shallowBy Stephen HThe GWR-GE 2008 is the company's first effort to bring together a book for computer gamers, showing gaming records and facts. As such, it's a good dip of the toes into the big wide world of gaming. The book itself is well presented. Not just a list of facts, it pleases the eye with easy-to-read double page spreads, boxes for additional information and plenty of graphics. One issue with the graphics - while they're mostly linked to the text, the references are not always easy to find and the order of the links is not clear. The book itself is fairly platform-agnostic. It's split into game categories, and after providing an overview of the category history details some of the games in each category. This is where it starts falling down, with some notable gaps. Under action-adventure we read about Colossal Caves but no mention is made of Zork. And where is the Kings Quest series? Under role-playing games the Ultima series is mentioned, but not Wizardry! The section on simulation games does at least mention Flight Simulator - but neglects the fact that combat flight simulators are an enormous market. And what about space combat? Nothing on Wing Commander, no X-Wing or anything else in this category. In racing games, the Need for Speed series is mentioned briefly but really deserves more space. Hands up if you've played chess against your computer? Well sorry, but it doesn't rate a mention in the puzzle and maze section - no Chessmaster, no Kasparov or any other champion-branded games. On the weird side, there's a section dedicated to "music games". Huh? These have been around for five minutes guys - surely there are better uses of this space. So, in summary: a nicely presented overview of gaming and gaming records, but hopefully the next edition will be more thorough.

Guinness World Records 2008 continues to build on the intriguing, informative, inspiring and instructional records and superlatives that have made Guinness World Records one of the most famous brands and books in the world. This year, we've created a revolutionary new design and filled it with more records than ever before. New content areas include: * FORENSIC SCIENCE: An insight into the real-life superlatives of the crime-scene investigators... A must for CSI fans! * THE ENVIRONMENT: How real is the threat of global warming? A look at some of the recent environmental records... * HEALTH OF THE NATION: We take a snapshot of human health today and ask: who's the fittest and who's the fattest? * GAMES PUZZLES: An interactive spread that allows you to test your smarts: from the first ever crossword question to the fastest sudoku, how will you fare? * EPIC ENDEAVOURS: Our largest-ever celebration of the superheroes who head for the poles, scale the heights, cross the globe and probe the depths... * TERRORISM CONFLICT: Hard-hitting records and reportage on the deadliest threats to our modern society * BRANDS ADVERTISING: The biggest names and even bigger budgets behind the brands and adverts we're exposed to every day * HOME ENTERTAINMENT and CONSUMER TECH: The gadgets and media that we simply can't live without - from the best-selling DVDs to the most powerful computer games consoles. As well as all the updated annual favorites including; ACTION SPORTS, CUTTING EDGE SCIENCE, INCREDIBLE STUNTS and INSPIRATIONAL PEOPLE.