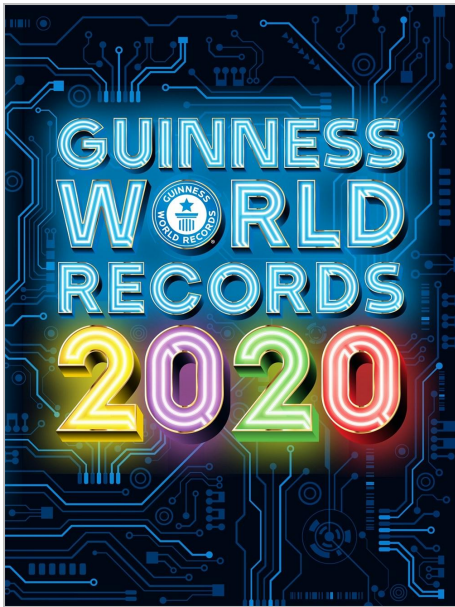




**OFFICIALLY**  
**AMAZING**



# Guinness World Records 2020

Guinness World Records

**Get ready for a new decade of record-breaking with *Guinness World Records 2020*!**

Fully revised and updated, the record-breaking compendium of superlatives is back and bursting with facts, figures and incredible stories – each one selected to inspire you to learn about the fascinating world we live in... and to break records of your own.

In a series of 11 fact-packed chapters, we introduce you to the record-holders who've pushed the boundaries of what's possible. Meet...

- The adventurers who trek, swim, ski, climb and fly to all four corners of the globe
- The real-life cyborgs who augment their bodies with cutting-edge technology
- The painters, sculptors, musicians and moviemakers taking performance art to new levels
- The stars of social media generating millions of views on YouTube, Instagram, Facebook and Twitter
- The athletic legends who continue to raise the bar in the world of sports

But it's not only human beings who set records. Explore the wilder side of life with 24 pages of record-breaking animals, and take a trip around the world to visit the most awe-inspiring sights on each continent!

Plus, we investigate 10 record-breaking robots to find out what makes them tick. And look out for our exciting new "Snapshot" feature, in which our digital artists put a unique visual spin on some iconic record-holders such as the largest ever crocodile, the richest person on Earth and the tallest living tree – prepare to be amazed!

GUINNESS WORLD RECORDS (GWR) is the global authority on record-breaking achievement. First published in 1955, the iconic annual *Guinness World Records* books have sold over 136 million copies in over 20 languages and in more than 100 countries. Additionally, the *Guinness World Records: Gamer's Edition*, first published in 2007, has sold more than 5 million copies to date.

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**We're proud to present the 13th edition of the world's  
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*Gamer's 2020* is bursting at the seams with the characters our readers love and the games making the biggest splash in gaming right now!

*Gamer's 2020* features characters and legends such as Super Mario, Spider-Man, Pikachu, Link, Master Chief, Solid Snake, Batman, Mickey Mouse, Lara Croft and Crash Bandicoot will all have their own page... and that's just the start! And, if that wasn't enough, this year a special section is dedicated entirely to the gaming sensation that is *Fortnite*. We've worked closely with the game's publisher, Epic, to obtain the most accurate facts on the best players, the most popular equipment and the biggest in-game events. We've also crafted specially designed Reader Challenges to put our readers to the test and crown all-new record holders!

The book's features will transport our readers to more legendary gaming franchises – whether they visit a galaxy far, far away in *Star Wars*, get up-to-speed on gaming's debutant heroes, catch-up on a year's worth of eSports tournaments, or explore the history of *Assassin's Creed's* locales. *Gamer's 2020* has something for every gamer on the planet and remains the ultimate guide to gaming!

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**JUVENILE NONFICTION /  
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