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Game On! 2016: All The Best Games: Awesome Facts And Coolest Secrets



Synopsis

Learn all about the hottest games, how they were developed, and how to beat them! Game On! will feature information and statistics about all of the hottest games, tips and tricks for gamers, and interviews from gaming's biggest personalities, including game developers and pro gamers! With the help of Imagine, the top video games publisher, learn how to dominate the biggest online multiplayer games and unlock the rarest trophies and achievements in different game worlds. Also included is a definitive list of the fifty biggest games of the year, and the ultimate guide to the biggest fifty coming in 2016. Plus, this book is full of high-res screenshots of all of the biggest games!

Book Information

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Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

My 10 year old has been begging me for this book and I have been hesitant to buy it because it seems non-purposeful and a dust collector. It is full of random facts about all sorts of games and gaming systems (some familiar games and some we've never heard of.) It does cover a wide range of games, games for children: Minecraft, Disney Infinity, Lego games, and Skylanders (just to name a few) to more mature played games: Final Fantasy, Cosplay games, HALO, and League of Legends. I believe the colorful pictures and the "exclusive" promised interview on the front cover with Joseph Garrett (AKA Stampy) is what sucks the kids in to want to read this book. There are not

so much tips on how to play as it just facts: top 10 gaming hoaxes, top 10 cutest characters, top 10 epic rivalries, best licensed games, the most influential games ever, etc. There is a 15 page section on the "coolest gaming secrets," although the games on those pages are none we've really heard or played. Overall, my son of course loved the book and had his nose buried in it for a couple of hours, however, once you read it, that's it. What do you do with it then? I don't think I could justify the \$15 full price tag and I probably wouldn't purchase it on my own. It would be an item that my son would have to use his allowance money on to purchase. It has had one negative effect, "Can we buy, can we check out, can we look at.....that game?" It's not any worse than seeing the commercials on tv, but be warned, it has opened up a more wide range of games to ask about.

More an almanac than a "how-to guide", this book is heavy on screenshots, brief paragraphs, top 5 lists and gamer profiles. A typical entry contains a 2-page spread with a brief history or description of the game, a list of stats, a top 5 list (Top 5 Characters, Top 5 Gadgets, etc.) a timeline of game releases, and an "Also Check Out" list for similar games on different systems. There are a slew of Top 10-style lists: Top 10 Funniest Lines, Top 10 Oddest Accessories, Top 10 Coolest Weapons, The Most Influential Games Ever and so on. There are 4 longer "Features" sections: 50 Greatest Gaming Moments; Glitches, Stunts, and Fails; 50 Hardest Achievements and Trophies; and The Coolest Gaming Secrets of All Time. It has a good balance of game genres (fantasy, platform, adventure, sports) with too many titles to list here. Featured games include the Mario Games (Kart, Party) the LEGO series, Minecraft, World of Warcraft, Skylanders, Madden NFL, and Grand Turismo. This is not an in-depth guide to any of the games, but a trivia and tip-packed book aimed at the upper elementary/middle school set. My 11 and 8-year-old love it. It's printed on fairly thick paper and should last through hours of page turning before it needs repair or reinforcement. This would make a great gift for any kid who loves videogames. The vocabulary/reading level is probably 5th-7th grade, but with so many illustrations, younger readers will enjoy it as well.

Overall it is a good book with a lot of good information and reviews. However, some of the sections are too "we had to stuff something here" (the top 20/50/whatever have a lot of these points and they weren't necessarily in the right order, more of just a list with some good points and some junk points thrown together). Then there are some errors on game release dates/years and reviews. (An example is someone calling Super Mario World [SNES] and Super Mario Land [GameBoy] the same game even though there were a few years between them and anyone who's actually played them would NEVER make this mistake.) Although they did have some focus on the latest fad apps, they

pay a lot more attention to the console games, and thankfully include some of the older consoles too. Yes I'm considering N64 and PSX to be older now too, FF VII is 18 years old now...and yes, Aries' scene at the end of disk-1 is thankfully among the greatest shocking moments list (trying to say that in a spoiler free way, since the remake is coming out and some of this generation might not have played it and a few out there might actually pay deeper attention to the story the way it was meant to be). Overall a very decent book with a lot of content to it.

I bought this book because my family is really BIG gamers and we want to know as much as possible about our video games! We play every different type of video game out there. This book was very entertaining to us and filled with lots of great information! My kids loved the pictures on every page! The book is a little bit long I think because the pictures are pretty big and some almost every page. I think the book is great quality and is money well spent on a great video game educating book!

My 7 year old wanted to buy this at his school book fair however it was 3 times the price as it was on ! He quite enjoys his video games so this was a no brainer for a gift. He carries it in the car all the time to have something to read. Even though some of the facts are probably more for the pre teen and teenagers, he can read this with no problems.

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