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Hideo Kojima

[Hideo Kojima Enters the Guinness World Records Book](#)

The Gamer's Edition, of course

The people that are compiling the Gamer's Edition of the Guinness World Records Book are clearly hard at work because 2008 is set to be one of the most interesting and busy years of the videogame industry. A slew of great games is set to launch this year and there are records to be broken, either by man or by game. Recently, [Sid Meier](#) has been honored by the company and now another legendary games designer is getting the Guinness treatment. Much of the focus of the games-related media is now on [Metal Gear Solid 4: Guns of the Patriots](#), the latest game in the series and the last to feature Solid Snake. As the game is nearing its launch date, [Hideo Kojima](#), the creator of the series and the leading producer of this last one, has received two accolades from the World Record Academy. On one hand, Hideo Kojima was recognized as having created the first game in the original Metal Gear that fully utilized stealth. On the other hand, he was also awarded a Guinness World Record for being the man behind the biggest selling stealth game for the PlayStation 2 gaming platform for Metal Gear Solid 2. Keith Pullin, the editor of the Gamer's Edition of the World Records Book, is the one that presented Hideo Kojima with the record certificates, quipping that there are "hopes he breaks many more" and comes back to pick up even more. As Metal Gear Solid 4 launches, we might see Kojima receive another accolade regarding the best selling stealth game on the [PlayStation 3](#) platform. And there's even a chance he might get an award for the biggest cutscene in a videogame ever, if reports of 90-minute cutscenes in MGS 4 are anything to go by.