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Have nothing but a deck of cards? With this book you'll soon be dealing out playful poker, and four-ace tricks that will make everyone say: "How did you do that?" If you can shuffle a deck, you can perform "jacks be nimble," "about face," "number nonsense," and dozens more. Clear illustrations demonstrate how to execute each move precisely. A chart gauges the difficulty of each trick. Each deck of Show What You Know® on the Common Core Reading Flash Cards includes 90+ cards. The front of each flash card presents a question aligned to a Common Core standard, which is noted on the top-left corner of the card. On the back of each card, the correct answer to the multiple-choice question is given along with an analysis explaining why each choice is correct or incorrect. Presents eighty-eight tricks which can be worked with different groupings of playing cards from the traditional deck. The true story and bizarrely brilliant art of the creative duo Mashable called "the Rembrandt and Picasso of vandalized baseball cards." Every day since 2012, brothers Beau and Bryan Abbott have drawn crude jokes on their old trading cards from the '80s and '90s and posted them on Tumblr, Twitter, and Instagram as Baseball Card Vandals. Now the fruits of this completely unnecessary labor have been collected in this stunningly absurd book. Inside you'll find a collection of over 200 "expertly" vandalized cards—including dozens of never-before-seen artworks—that blend the Vandals' signature oddball humor and artistic flair with a charming dose of sports nostalgia. Featuring an introduction on the Baseball Card Vandals history and process as well as a beautiful design inspired by vintage baseball cards, this book will be a hit with sports fans, art lovers, memorabilia collectors, pop culture watchers, Internet geeks, comedy connoisseurs, and permanent marker sniffers everywhere. DIVThe one essential guidebook to attaining the highest level of card mastery, from false shuffling and card palming to dealing from the bottom and three-card monte, plus 14 dazzling card tricks. /div “The newbie investor will not find a better guide to personal finance.” —Burton Malkiel, author of A RANDOM WALK DOWN WALL STREET TV analysts and money managers would have you believe your finances are enormously complicated, and if you don't follow their guidance, you'll end up in the poorhouse. They're wrong. When University of Chicago professor Harold Pollack interviewed Helaine Olen, an award-winning financial journalist and the author of the bestselling Pound Foolish, he made an offhand suggestion: everything you need to know about managing your money could fit on an index card. To prove his point, he grabbed a 4" x 6" card, scribbled down a list of rules, and posted a picture of the card online. The post went viral. Now, Pollack teams up with Olen to explain why the ten simple rules of the index card outperform more complicated financial strategies. Inside is an easy-to-follow action plan that works in good times and bad, giving you the tools, knowledge, and confidence to seize control of your financial life. Blackjack Card Counting is an easy-to-understand reference book for players to use to gain an advantage at casino blackjack by counting cards. The method works because if the dealer reveals more small cards than large cards, the average value of the remaining cards increases. If there are relatively more high cards remaining, the probability of a blackjack paying 3 to 2 increases, the probability of winning on a doubled-down bet increases, and the probability of the dealer busting with a 12 to 16 showing increases. Topics include blackjack basics, counting cards, the running count, the true count, betting strategy, and player decisions. The book includes charts showing the optimal blackjack strategy depending on the card count. The author is a mathematician with experience as a consultant to the gaming industry who has sold thousands of books. A leading inventor and collector of games, Sid Sackson is also an expert on game history. For this highly entertaining volume, the self-proclaimed "game addict" has selected over 60 popular games from around the world. A brief but fascinating introductory chapter to the history of card playing is followed by a valuable glossary of terms associated with this popular pastime. Additional chapters supply instructions, detailed illustrations, and an abundance of clear examples for playing such intriguing diversions as Sampan, Kowah, Kabu, Cha Kau Tsz' and Khanhoo from Asia; Skat, Blackjack, Old Maid, Fan Tan, Eights, Klondike, La Belle Loucie, Accordion, and Hearts from Europe; Whist, Blackout, Cribbage, Spoil Five, and Casino from the British Isles; Pif Paf, Samba, Bolivia, and Canasta from Latin America; and Poker, Pinochle, Contract Bridge, Rummy, and Oklahoma Gin from the United States. Most games can be played by children or adults with a common deck of 52 playing cards (a few will need additional cards from a second deck). A quirky ode to spirit, identity, and the joy of having (or being) a library card. A famous card expert demonstrates sleights-of-hand — shifts, palms, glides, false shuffles, cuts, fans, steals, and deceptions — that have left theater audiences amazed. Not for beginners. Over 300 photos. Presents instructions for a variety of card tricks along with tips on presentation, misdirection, and patter. The definitive, shocking account of the FIFA scandal—the biggest corruption case of recent years—involving dozens of countries and implicating nearly every aspect of the world's most popular sport, soccer, including the World Cup is “an engrossing and jaw-dropping tale of international intrigue...A riveting book” (The New York Times). The FIFA case began small, boosted by an IRS agent's review of an American soccer official's tax returns. But that humble investigation eventually led to a huge worldwide corruption scandal that crossed continents and reached the highest levels of the soccer's world governing body in Switzerland. “The meeting of American investigative reporting and real-life cop show” (The Financial Times), Ken Bensinger's Red Card explores the case, and the personalities behind it, in vivid detail. There's Chuck Blazer, a high-living soccer dad who ascended to the highest ranks of the sport while creaming millions from its coffers; Jack Warner, a Trinidadian soccer official whose lust for power was matched only by his boundless greed; and the sport's most powerful man, FIFA president Sepp Blatter, who held on to his position at any cost even as soccer rotted from the inside out. Remarkably, this corruption existed for decades before American law enforcement officials began to secretly dig, finally revealing that nearly every aspect of the planet's favorite sport was corrupted by bribes, kickbacks, fraud, and money laundering. Not even the World Cup, the most-watched sporting event in history, was safe from the thick web of corruption, as powerful FIFA officials extracted their bribes at every turn. “A gripping white-collar crime thriller that, in its scope and human drama, ranks with some of the best investigative business books of the past thirty years” (The Wall Street Journal), Red Card goes beyond the headlines to bring the real story to light. Can't hold two cards in your hand without dropping them—much less handle a deck? Then here's your magic book of tricks. Using methods subtle enough to fool anyone, even the clumsiest would-be magicians can put on a stylish show. Simple, casual cuts create confusion for the spectator, and your chatter will distract them while you sneak a peek. Sometimes you'll do the dirty work behind your back (an easy thumb-flip of the pack). Your skills will astound everyone. A flamboyant party host is murdered in full view of a roomful of bridge players... Mr Shaitana was famous as a flamboyant party host. Nevertheless, he was a man of whom everybody was a little afraid. So, when he boasted to Poirot that he considered murder an art form, the detective had some reservations about accepting a party invitation to view Shaitana's private collection. Indeed, what began as an absorbing evening of bridge was to turn into a more dangerous game altogether...

Presents a collection of fifty card games, organized by type and difficulty, and complete with instructions, rules, and strategies. Sometimes in these days of expensive toys and gadgets we forget that a simple pack of cards (or two) can provide hours of fun. Cards are inexpensive, easily portable and endlessly adaptable. Families can enjoy a game together, kids can play in groups on their own, and a solitary child can while away the hours playing solitaire games, practicing shuffling and dealing, or building card houses. Put a pack of cards in your pocket or handbag and this book onto your kindle and you'll always have entertainment ready! Card games also build all sorts of skills. Younger children will encounter number recognition, sorting problems, fine motor skills, taking turns, practicing patience. Older children will start to use their strategic thinking skills and can benefit from watching (and trying to remember) the cards that other players put down or play and working out odds. So get the cards out and have a go! There are easy instructions for 36 of the best card games for children and families in this book to choose from, and I know you'll find something fun - whether you are looking for a quiet game for 2 kids, a rowdy game for a family gathering, or a game which will keep a group of teenagers and younger children entertained.

Marvelous treasury of card magic presents exact details of 155 professional card tricks that anyone can learn. Card wizard John Scarne reworked these tricks to eliminate the need for sleight-of-hand. Simple instructions and clear diagrams illustrate Houdini's "Card on the Ceiling," Blackstone's "Card Trick Without Cards," Milton Berle's "Quickie Card Deal," more. Would you like to confound your friends, amaze your acquaintances, amuse and dazzle crowds at parties and gatherings? Mastering a few card tricks will allow you to do all that and more. With the help of this book, anyone can develop a versatile repertoire of first-rate card tricks. In fact, mastery of just the first chapter will enable you to perform a half-dozen astounding and entertaining sleights of hand. The authors, both noted authorities on magic, present complete, easy-to-understand explanations of shuffles, flourishes, the glide, the glimpse, false shuffles and cuts, the pass, the classic force, and many other techniques. These will enable card handlers to perform over 100 mind-boggling feats of card magic, including Thought Stealer, Gray's Spelling Trick, Do as I Do, Now You See It, Obliging Aces, Rapid Transit, Kangaroo Card, A Topsy Trick, and dozens of others. Illustrated with more than 120 clear line cuts that make the explanations easy to follow, this exciting introduction to card conjuring will enable even beginners to develop professional-level skill and the ability to perform tricks guaranteed to astound family and friends. Unabridged Dover (1999) republication of the work published by World Publishing Company, Cleveland, Ohio, 1951 (first edition, Harper & Brothers, 1948). A former executive VP of Diners Club visits the contemporary credit card scene and, with humor and incisive detail, indicts the banks for callous greed while highlighting the effect of credit cards on both individual budgets and the economy at large.. In the first decades of the twentieth century magicians filled the magic journals with articles on card tricks, giving improvements on classic tricks and inventing new ones. If you could put together a collection of these magazines you would have almost a complete course on card tricks, by some of the world's greatest magicians. But where could you find these journals now that they are probably collector's items? And even if you could find them, how much would such a collection cost? Not very much. Because all the best of these tricks are available in this one monumental book, containing nearly every practical card trick produced, invented, and improved by magicians over a span of forty years and more. A truly staggering collection, this book explains how to perform over 600 professional card tricks: impromptu card tricks, spelling tricks, "you do as I do" tricks, diachylon (a paste for gluing cards together) tricks, calculation tricks; tricks using key cards, slick cards, double-backed cards, reversed cards, short cards; tricks based on a one-way pack, prearranged pack, Svengali pack, Mene-Tekel pack, stripper pack; special packs; miscellaneous tricks including Everywhere and Nowhere, The Case of the Four Kings, Card in the Orange, The Buddha Whispers, and Inseparable Aces; and a final chapter on tricks using the famous Nikola Card System. In addition, a chapter on technique explains the most important sleights ? the overhand shuffle, riffle shuffle, false cut, palm, simple pass, double lift, glide, and force. Based on a volume compiled by Dr. Wilhelm Von Deussen and Glenn G. Gravatt, this collection was thoroughly revised by Jean Hugard and completely rewritten. It is easily the finest single compendium of classic card tricks, and the clear style makes the instructions easy to follow. An indispensable book for the professional or amateur magician, it is a magnificent source for anyone who wants just the right tricks to mystify his friends or delight his children. A fun, interactive Christmas Devotional from the "Queen of Christmas," Candace Cameron Bure The definitive guide to the smart card industry. • Will help you to keep track of the major issues affecting the market. • Will enable you to identify new business opportunities. • Includes profiles of key players, assesses market trends and drivers, comprehensive technology review. Completely revised and updated, the 8th edition of The Smart Card Report examines the smart card market and major end-use sectors, identifying their needs for smart cards, assessing growth prospects and highlighting market opportunities. The study looks at the structure of the industry, profiles key players, assesses market trends and drivers, discusses industry issues and investigates usage by geographical region and application area. A comprehensive technology review is also included. We have drawn on the expertise from our existing portfolio, Card Technology Today newsletter and ID Smart: Cards for Government & Healthcare conference to bring you vital information, analysis and forecasts that cannot be found anywhere else. For a PDF version of the report please call Sarah Proom on +44 (0) 1865 843181 for price details. Over 100 tricks that can be done with any pack of cards. This rich collection has taught thousands of magicians how to perform dozens of eye-catching, yet really workable tricks. Over 200 illustrations. The creator of the viral hit "Empathy Cards" teams up with a compassion expert to produce a visually stunning and groundbreaking illustrated guide to help you increase your emotional intelligence and learn how to offer comfort and support when someone you know is in pain. When someone you know is hurting, you want to let her know that you care. But many people don't know what words to use—or are afraid of saying or doing the wrong thing. This thoughtful, instructive guide, from empathy expert Dr. Kelsey Crowe and greeting card maverick Emily McDowell, blends well-researched, actionable advice with the no-nonsense humor and the signature illustration style of McDowell's immensely popular Empathy Cards, to help you feel confident in connecting with anyone experiencing grief, loss, illness, or any other difficult situation. Written in a how-to, relatable, we've-all-been-that-deer-in-the-headlights kind of way, There Is No Good Card for This isn't a spiritual treatise on how to make you a better person or a scientific argument about why compassion matters. It is a helpful illustrated guide to effective compassion that takes you, step by step by step, past the paralysis of thinking about someone in a difficult time to actually doing something (or nothing) with good judgment instead of fear. There Is No Good Card for This features workbook exercises, sample dialogs, and real-life examples from Dr. Crowe's research, including her popular "Empathy Bootcamps" that give people tools for building relationships when it really counts. Whether it's a coworker whose mother has died, a neighbor whose husband has been in a car accident, or a friend who is seriously ill, There Is No Good Card for This teaches you how to be the best friend you can be to someone in need. From the

archives of the Library of Congress: “An irresistible treasury for book and library lovers.” —Booklist (starred review) The Library of Congress brings book lovers an enriching tribute to the power of the written word and to the history of our most beloved books. Featuring more than two hundred full-color images of original catalog cards, first edition book covers, and photographs from the library’s magnificent archives, this collection is a visual celebration of the rarely seen treasures in one of the world’s most famous libraries and the brilliant catalog system that has kept it organized for hundreds of years. Packed with engaging facts on literary classics—from Ulysses to The Cat in the Hat to Shakespeare’s First Folio to The Catcher in the Rye—this is an ode to the enduring magic and importance of books. “The Card Catalog is many things: a lucid overview of the history of bibliographic practices, a paeon to the Library of Congress, a memento of the cherished card catalogs of yore, and an illustrated collection of bookish trivia . . . The illustrations are amazing: luscious reproductions of dozens of cards, lists, covers, title pages, and other images guaranteed to bring a wistful gleam to the book nerd’s eye.” —The Washington Post This book is designed to turn moderately good bridge players into expert players of the cards, by use of novel and entertaining methods. Spotlight on Card Play can be read just for pleasure; for the many hands in it exemplify what Dr. Paul Stern described as Darvas's 'extra-ordinary gift for discovering unusual features of bridge hands - the beautiful, the queer, the exciting, and even the comical.' Though these hands are again all that, they are this time also turned to the intensely practical purpose of making the reader a better player of the cards. The Hungarian authors - the late Robert Darvas and his close friend over the years, Paul Lukacs - were long ago ranked among the finest, most original card analysts Europe has produced. By means of a lively "question-and-answer" method they demonstrate most tellingly the way the expert mind tackles the playing of all manner of hands, directing hidden snags in some that look simple and finding solutions to others that are packed with difficulties and obstacles. Norman Hart's sole aim has been to make the book acceptable to English-speaking readers while faithfully interpreting the intentions of his Hungarian authors. Darvas and Lukacs, in fact, show as in a revealing spotlight the expert's psychological tricks of the trade and explain, without explaining away, his seemingly uncanny insight in finding the right technical device to use on each occasion. The reader who co-operates with the authors in the playing of these 67 hands can hardly fail to find life at once fuller and easier next time he sits down at a bridge table.

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