

Read Online Jonny Magic And The Card Shark Kids How A Gang Of Geeks Beat The Odds And Stormed Las Vegas Pdf For Free

Jonny Magic & the Card Shark Kids Jonny Magic and the Card Shark Kids Jonny Magic and the Card Shark Kids Card Sharks A Card Shark's World Phantoms of the Card Table Let's Play Cards! Sharks Cards The Magician and the Cardsharp On the Cards: The Complete Series The Annotated Erdnase Ultimate Book of Card Games Shark Christmas Cards AMORALMAN Card Sharks Wild Cards IX: Jokertown Shuffle The Everything Card Games Book The Hockey Card Big Shark, Little Shark Go to School Expressing America The Art of Playing Cards The Books of Wonder The Expert at the Card Table House of Cards Killtopia Inner Skiing Death Draws Five Baby Shark: Meet Baby Shark Games For Your Brain Baby Shark: Happy Valentine's Day! Casino Infernale The Three Little Fish and the Big Bad Shark On the Cards Book One The Pocket Picker The \$12 Million Stuffed Shark Web Security, Privacy & Commerce Playing the Cards You're Dealt Hungry for Fun! Black Trump The Shark Book

Revenge isn't best served cold - it's best served by someone else. In one moment, Nadine's destiny changes. She's snatched from her life and thrown into the police to work for the twisted but handsome Tom Walker. He has a plan for her, and it will start with solving a murder. As Nadine is pushed into a tangled mess of intrigue and danger at Tom's side, she learns one thing. He wants her for something - revenge. And she doesn't mind. For now. The further she falls into this game - and his arms - the more she'll struggle to escape. On the Cards follows a snarky magical card shark and the lying detective she's indentured to as they fight to unify their broken city. If you love your urban fantasies with action, wit, and a splash of romance, grab On the Cards Book One today and soar free with an Odette C. Bell series. If you find yourself coming down with a case of rainy-day boredom or "I can't watch another rerun on TV" syndrome, grab the closest deck of cards and get ready for some serious fun! The Everything Card Games Book is packed with loads of variety to keep you entertained for hours with games you can play solo or with a group of people. Wow your friends and family with your card-shark skills by mastering these basic games - along with a handful of more advanced ones, too! In addition to key rules and instructions for play, The Everything Card Games Book provides tips on shuffling and dealing, essential etiquette, and knowing when to hold and when to fold. Learn how to play: Classic games, such as bridge and whist Team games, such as pinochle and spades Variations of games, such as Mexican Stud and Pai Gow Poker Games from abroad, such as Black Maria and Scopone Scientifico Kids' games, such as Go Fish and Memory and more! The perfect way to get you up to speed on more than fifty popular games, The Everything Card Games Book is your wild card for scoring big. Pull up a seat, gather your friends, and let the games begin! Walter Irving Scott may have been the greatest card shark ever. In 1930, Scott bamboozled a room full of New York's finest card manipulators by dealing himself winning poker hands from a shuffled deck, one of his many tricks. He liked to say that he "cheated the cheats." His skill with cards was extraordinary and he soon became known as "The Phantom of the Card Table." That's why Gazzo, a magician from England, decided to track Scott down some 60 years later. The two became friends and Scott openly discussed his work with a view to its finally being published. "I don't care what you say," said Scott, "as long as you tell the truth." This is the truth about Walter Irving Scott and other phantoms of the card table who spent years practicing a craft they rarely talk about - cheating at cards. A special chapter revealing master card tricks is also included. A magnet for bullies at school, Jon Finkel grew up heckled and hazed until he discovered the trading-card game Magic: The Gathering. As Magic exploded from nerdy obsession into the mainstream, the teenage Finkel emerged as its first world champion. The young shark - now known to his friends and rivals as Jonny Magic - moved on to storm poker rooms, from the underground clubs of New York City to high-stakes tables online, until he landed on the largest card counting blackjack team in the country, taking Vegas for millions and becoming one of the biggest players in town. Finally, they took on the biggest game of all - the World Series of Poker... Let your imagination and

creativity soar with these cute do-it-yourself Shark Christmas cards. A fun holiday activity for all ages, sure to create lasting memories. Each book has 12 cards to color - 2 different designs. The pictures are hand drawn and the child is encouraged to draw more holiday items on each card, truly making them one-of-a-kind. The inside of each card reads " Wishing You A Merry Christmas and a Happy New Year!" There are 12 envelopes to color, address, cut out and fold, adding to the fun. Each envelope has one picture to color. You'll find a Christmas List to keep track of who you have mailed a Christmas card to. These cards make for a special holiday greeting from a child or yourself. Edited by bestselling author George R. R. Martin, in the next Wild Cards adventure we follow John Fortune, son of two of the most powerful and popular Aces the world has ever seen. In *Death Draws Five*, John Fortune's card has finally turned. He's an Ace! And proud of it . . . except that his new powers put him on a collision course with enemies he never knew he had. Is he the new messiah? Or the Anti-Christ? Or is he just a kid who's in over his head and about to drown? It's really quite simple. Mr. Nobody wants to do his job. The Midnight Angel wants to serve her Lord. Billy Ray, dying from boredom, wants some action. John Nighthawk wants to uncover the awful secret behind his mysterious power. Fortunato wants to rescue his son from the clutches of a cryptic Vatican office. John Fortune just wants to catch Siegfried and Ralph's famous Vegas review. The problem is that all roads, whether they start in Turin, Italy, Las Vegas, Hokkaido, Japan, Jokertown, Snake Hill, the Short Cut, or Yazoo City, Mississippi, lead to Leo Barnett's Peaceable Kingdom, where the difference between the Apocalypse and Peace on Earth is as thin as a razor's edge and where Death himself awaits the final, terrible turn of the card. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. "With a deft hand, Johnson shows us there's no such thing as "too young" when it comes to questioning big ideas like manhood, or even family." -Jason Reynolds, New York Times bestselling author of *Look Both Ways* and *Stamped* Literary powerhouse and Coretta Scott King Honor- and Boston Globe / Horn Book Honor-winning author of *The Parker Inheritance* Varian Johnson explores themes of toxic masculinity and family legacy in this heartfelt, hopeful story of one boy discovering what it really means to be a man. **SECRETS ARE ALWAYS A GAMBLE** Ten-year-old Anthony Joplin has made it to double digits! Which means he's finally old enough to play in the spades tournament every Joplin Man before him seems to have won. So while Ant's friends are stressing about fifth grade homework and girls, Ant only has one thing on his mind: how he'll measure up to his father's expectations at the card table. Then Ant's best friend gets grounded, and he's forced to find another spades partner. And Shirley, the new girl in his class, isn't exactly who he has in mind. She talks a whole lot of trash -- way more than his old partner. Plus, he's not sure that his father wants him playing with a girl. But she's smart and tough and pretty, and knows every card trick in the book. So Ant decides to join forces with Shirley -- and keep his plans a secret. Only it turns out secrets are another Joplin Man tradition. And his father is hiding one so big it may tear their family apart... Why would a smart New York investment banker pay \$12 million for the decaying, stuffed carcass of a shark? By what alchemy does Jackson Pollock's drip painting No. 5, 1948 sell for \$140 million? Intriguing and entertaining, *The \$12 Million Stuffed Shark* is a Freakonomics approach to the economics and psychology of the contemporary art world. Why were record prices achieved at auction for works by 131 contemporary artists in 2006 alone, with astonishing new heights reached in 2007? Don Thompson explores the money, lust, and self-aggrandizement of the art world in an attempt to determine what makes a particular work valuable while others are ignored. This book is the first to look at the economics and the marketing strategies that enable the modern art market to generate such astronomical prices. Drawing on interviews with both past and present executives of auction houses and art dealerships, artists, and the buyers who move the market, Thompson launches the reader on a journey of discovery through the peculiar world of modern art. Surprising, passionate, gossipy, revelatory, *The \$12 Million Stuffed Shark* reveals a great deal that even experienced auction purchasers do not know. If you think a gang of real-life geeks can't take on the world and win big . . . think again. And whatever you do, don't sit down across a gaming table from Jon Finkel, better known as Jonny Magic. *Jonny Magic and the Card Shark Kids* is his amazing true story: the jaw-dropping, zero-to-hero chronicle of a fat, friendless boy from New Jersey who found his edge in a game of cards--and turned it into a fortune. The ultimate bully-magnet, Finkel grew up heckled and hazed until destiny came in the form of a trading-card game called *Magic: The Gathering*. Magic exploded from nerdy obsession to mainstream mania and made the teenage

Finkel an ultracool world champion. Once transformed, this young shark stormed poker rooms from the underground clubs of New York City to the high-stakes tables online, until he landed on the largest card-counting blackjack team in the country. Taking Vegas for millions, Finkel's squad of brainy gamers became the biggest players in town. Then they took on the town's biggest game, the World Series of Poker, and walked away with more than \$3.5 million. Thrilling, edgy, and ferociously feel-good, the odyssey of these underdogs-turned-overlords is the stuff of pop-culture legend. And David Kushner, acclaimed author of *Masters of Doom*, masterfully deals out the outrageous details while bringing to life a cast of characters rife with aces, kings, knaves . . . and more than a few jokers. If you secretly believe every player has his day, you're right. Here's the proof. Change the way you ski with this accessible, step-by-step classic skiing guide—part of the bestselling Inner Game series, with more than one million copies sold! "Tim Gallwey is one of the great teachers of our time."—Peter M. Senge, author of *The Fifth Discipline: The Art and Practice of the Learning Organization*

Have you been searching for a way to overcome your fear, trust your instincts, and ski to your greatest potential? Inner Skiing will help you do all this and more. In this updated edition of the skiing classic, W. Timothy Gallwey and Robert Kriegel offer advice on and examples of how to gain the "inner" self-confidence needed to ski well and have fun on the slopes. From understanding basic terminology and learning how to fall to nailing black diamond runs, Inner Skiing will help you:

- Focus on each step of a particular technique—like the parallel turn—then put it all together so the motion seems effortless.
- Analyze your fears to distinguish between healthy fear and unnecessary fear that you can overcome.
- Achieve "breakthrough" runs in which you experience natural and coordinated movements.
- Move to the next level in your skiing ability and feel in control on the slopes.

Gallwey and Kriegel are two of the leading innovators in sports, and this revised edition refines the techniques they have perfected over their long careers. Their easy-to-follow examples and anecdotes will help skiers of all abilities—from beginner to expert. Grade level: 1, 2, 3, k, p, e.

Paranormal secret agent Eddie Drood has never been one to shy away from risk. But in New York Times bestselling author Simon R. Green's seventh Secret Histories novel, the smart-aleck spy is going to gamble far more than he can afford to lose... Eddie Drood (aka: "Shaman Bond") is on the outs with his capricious family. Nothing too disturbing, mind you. Just some old grudges, long-simmering lies, and the occasional assassination attempt. So, in the name of his own longevity, Eddie's taking his talents freelance (a man's got to earn a living). But earning a living can get a lot closer to dying than Eddie would like. Under the auspices of the Department of the Uncanny, Eddie and his witchy love Molly Metcalf have been assigned to attend the Casino Infernale—a gathering of the most powerful, wealthy, and sinister supernatural super criminals hosted by the ever-enigmatic Shadow Bank. Eddie and Molly are to infiltrate the affair, toss some wrenches into the works, and take down the Bank once and for all. The stakes are high, the competition lethal. And while Eddie might be able to buy his way into this game, he won't be able to buy his way out to save his life... An under-the-sea retelling of *The Three Little Pigs* in a chunky, hands-on board book! "Little fish, little fish, let me come in." "Not by the skin of my finny fin!" "Then I'll munch, and I'll crunch, and I'll smash your house in!" Mama tells her three little fish that it's time to make their own homes. Jim builds his house of seaweed, but the big bad shark munches it up. Tim builds his house of sand, but the shark crunches it up. It's smart Kim who sets up house in an old sunken ship! Children will delight in this silly whale of a tale with funny, eye-popping illustrations in a sturdy, shiny new board book edition! Safe for all ages. This innovative text focuses on an American icon, central to United States culture, that is rapidly becoming a global expression of prosperity - the credit card. George Ritzer explains what the credit card tells us, both good and bad, about the essence of the modern US and why and how the credit card is helping to transform much of the world. Drawing on the insights of both classic and contemporary social thinkers, including Georg Simmel, C Wright Mills, Karl Marx and Max Weber, as well as micro-macro, agency-structure and Americanization theories, Ritzer also reveals to students the powerful insights gained from using the sociological 'imagination' applied to a topic that students know about and are interested in. A blistering narrative account of the negligence and greed that pushed all of Wall Street into chaos and the country into a financial crisis. At the beginning of March 2008, the monetary fabric of Bear Stearns, one of the world's oldest and largest investment banks, began unraveling. After ten days, the bank no longer existed, its assets sold under duress to rival JPMorgan Chase. The effects would be felt nationwide, as the country suddenly found itself in the grip of the worst financial mess since the

Great Depression. William Cohan exposes the corporate arrogance, power struggles, and deadly combination of greed and inattention, which led to the collapse of not only Bear Stearns but the very foundations of Wall Street. Provides a simple introduction to playing cards and directions for the games of War, Concentration, Go Fish, Crazy Eights, and Clock Solitaire. Sports cards, invented in the 1880s, originally served as free advertising space & premiums to boost sales. No longer a premium for another product, sports cards now are the product. More than 10 million Americans collect sports cards, hoping one day to reap their "investment" benefits. Williams takes us from the birth of trading cards to the present, when the buying & selling of cards has become everyman's stock market. At the center of the industry is the Upper Deck Co., with sales of 1 billion cards since 1990. Williams' account is the first solid investigative look at what goes on at Upper Deck. He reveals the tactics they use to dominate the trading card market. "Web Security, Privacy & Commerce" cuts through the hype and the front page stories. It tells readers what the real risks are and explains how to minimize them. Whether a casual (but concerned) Web surfer or a system administrator responsible for the security of a critical Web server, this book will tell users what they need to know. As the saying goes, nine losses in ten bets, everything depends on fate. However, this was not the case. In reality, many of the 'victorious generals' did not rely on so-called 'luck', but rather had mastered some unknown and absolutely unfair 'gambling techniques'. To put it bluntly, they were called 'Thousand Arts'. "Qian" was a person who knew how to use a thousand techniques, and an organized group was known as the Qian Sect! As for me, I'm an idiot. Based on the global phenomenon, this official Pinkfong Baby Shark shaped board book is perfect for sharing with the youngest Baby Shark fans in your life! Experience the magic all over again with this adorable Baby Shark story told through the lyrics of the hit song--Baby Shark, doo doo doo doo doo doo! This official title is fully endorsed by Pinkfong and is based on characters from the YouTube global phenomenon with over 2.4 billion views. Classic and comprehensive, this guide to over 350 games is sure to appeal to all ages. From Bridge to Poker and Solitaire to Hearts, card games are a beloved source of entertainment and competition (and they are recession proof!). This authoritative book is ideal for every household, college dorm, family cabin, or neighborhood bar that has a pack of cards. Designed in the style of the popular Ultimate Bar Book, this essential resource provides the rules to dozens of variations of your favorite games, and a few you've probably never heard of (Bezique, anyone?). With simple instructions and clear illustrations to guide the way, this volume will be a welcome addition to any gamer's library. A famous magician's journey to find the greatest cardsharp ever evokes the forgotten world of magic where Americans found escape during the Great Depression. It has the nostalgic quality of an old-fashioned fable, but Karl Johnson's *The Magician and the Cardsharp* is a true story that lovingly re-creates the sparkle of a vanished world. Here, set against the backdrop of America struggling through the Depression, is the world of magic, a realm of stars, sleight of hand, and sin where dreams could be realized - or stolen away. Following the Crash of '29, Dai Vernon, known by magicians as "the man who fooled Houdini," is tramping down Midwestern backroads, barely making ends meet. While swapping secrets with a Mexican gambler, he hears of a guy he doesn't quite believe is real - a legendary mystery man who deals perfectly from the center of the deck and who locals call the greatest cardsharp of all time. Determined to find the reclusive genius, Vernon sets out on a journey through America's shady, slick, and sinful side - from mob-run Kansas City through railroad towns that looked sleepy only in the daytime. Does he find the sharp? Well, Karl Johnson did - after years of research into Vernon's colorful quest, research that led him to places he never knew existed. Johnson takes us to the cardsharp's doorstep and shows us how he bestowed on Vernon the greatest secret in magic. *The Magician and the Cardsharp* is a unique and endlessly entertaining piece of history that reveals the artistry and obsession of a special breed of American showmen. If you think a gang of real-life geeks can't take on the world and win big . . . think again. And whatever you do, don't sit down across a gaming table from Jon Finkel, better known as Jonny Magic. *Jonny Magic and the Card Shark Kids* is his amazing true story: the jaw-dropping, zero-to-hero chronicle of a fat, friendless boy from New Jersey who found his edge in a game of cards--and turned it into a fortune. The ultimate bully-magnet, Finkel grew up heckled and hazed until destiny came in the form of a trading-card game called *Magic: The Gathering*. Magic exploded from nerdy obsession to mainstream mania and made the teenage Finkel an ultracool world champion. 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landed on the largest card-counting blackjack team in the country. Taking Vegas for millions, Finkel's squad of brainy gamers became the biggest players in town. Then they took on the town's biggest game, the World Series of Poker, and walked away with more than \$3.5 million. Thrilling, edgy, and ferociously feel-good, the odyssey of these underdogs-turned-overlords is the stuff of pop-culture legend. And David Kushner, acclaimed author of *Masters of Doom*, masterfully deals out the outrageous details while bringing to life a cast of characters rife with aces, kings, knaves . . . and more than a few jokers. If you secretly believe every player has his day, you're right. Here's the proof. The complete *On the Cards* series. Follow Nadine and Tom on their witty fight to fix their city in this four-book boxset. Revenge isn't best served cold – it's best served by someone else. In one moment, Nadine's destiny changes. She's snatched from her life and thrown into the police to work for the twisted but handsome Tom Walker. He has a plan for her, and it will start with solving a murder. As Nadine is pushed into a tangled mess of intrigue and danger at Tom's side, she learns one thing. He wants her for something – revenge. And she doesn't mind. For now. The further she falls into this game – and his arms – the more she'll struggle to escape.

On the Cards follows a snarky magical card shark and the lying detective she's indentured to as they fight to unify their broken city. If you love your urban fantasies with action, wit, and a splash of romance, grab *On the Cards: The Complete Series* today and soar free with an Odette C. Bell boxset. 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

How big is the biggest shark in the world? Can a shark glow in the dark? Find out the answers to these questions and more in this fascinating book about sharks! Exposed by a reporter and her joker sidekick, the *Cardshark Conspiracy* plots to unleash the Black Trump, a biological weapon that destroys anyone with a wild card genetic structure, and time is running out for ace Mark Meadows. Original. Packed with fascinating facts, this card deck turns the human body into games for your brain! Play this version of games you know and love, including Crazy Eights, Gin Rummy, War, and Go Fish, and learn fun facts at the same time! *The Art of Playing Cards* is your tour guide to a standard deck. This handbook covers the classic games, tricks, and skills you'll need to become an expert card shark. There's something about opening a new pack of cards. It doesn't matter whether you buy them at a filling station to while away a few hours on the road or if they're a classic deck of Bicycle cards bought specifically for a poker night—they smell the same. There's the same whiff of possibility, of hands to play or chances to take, of bets to win and of fun just waiting to be had.

THE GAMES: There are thousands of games we could have included, but along with some of the most popular, we've also chosen those we think are the most fun, the most challenging, and the most exasperating. Also, much of the beauty of card games is that they vary so much, and we've included plenty of tips for trying something a bit different. Of course, when faced with so many variations and different games, it would be impossible to include them all here; we only hope that you like the ones we have squeezed in.

THE SKILLS: Shuffles, cuts, ribbon spreads, fans, flourishes, false cuts, forces, false shuffles, finger lifts, double lifts... they're all here, explained in a simple step-by-step fashion that makes it easy for anyone to pick them up.

THE TRICKS: Here we've concentrated on tricks we think are easy and approachable because there are few things more frustrating than trying to do something that's simply out of your league or utterly beyond your physical abilities. Thus, you won't find any magician's glue or funny specialized decks of cards; there are few props, and no fiendishly complex sleights and palms... and there are definitely no cards up anyone's sleeves. We hope the result is a book that you'll be able to come back to again and again, whether it's to brush up on your shuffling or because you want to learn a new game or a new trick for the holidays. If you do that, then this book has served its purpose. Oh, and always remember, it's not the cards in your hand that count, it's how you play them. Soon to be a show on Hulu! Rights to develop *Wild Cards* for TV have been acquired by Universal Cable Productions, the team that brought you *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass as executive producer.

George R. R. Martin's *Wild Cards* classic adventure, in trade paperback for the first time: a dangerous superpowered gang rises to power and threatens the citizens of New York City. Bloat, the boy-governor of the Rox, wanted to make Ellis Island a safe haven for Jokers, and made a choice to recruit the Jumpers, superpowered teen outcasts who could steal a man's body in the blink of an eye. But under the leadership of Dr. Tachyon's psychotic grandson, the Jumpers grow more vicious and uncontrollable every day, becoming the greatest

threat the Wild Cards have ever faced.... Edited by #1 New York Times bestselling author George R. R. Martin, Jokertown Shuffle features the writing talents of Walton Simons, Chris Claremont, Lewis Shiner, William F. Wu, Victor Milan, Stephen Leigh, Melinda M. Snodgrass, and John Jos. Miller, along with previously unpublished stories from Carrie Vaughn and Cherie Priest. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Based on the global phenomenon, this official Pinkfong Baby Shark book is perfect for sharing with the Baby Shark fan in your life! It's Valentine's Day and Baby Shark is hard at working making Valentine's Day cards for each of his friends and family. This official title is fully endorsed by Pinkfong and is based on characters from the YouTube global phenomenon with over 4.4 billion views. Killtopia is set in future Japan, and follows a salvage hunter called Shinji and his robot sidekick, Crash. Japan's about to get WRECKED! The bounty on Crash's head has gone public, and Killtopia's deadliest Mech hunters are ready to collect. Leading the charge is King Kaiju; a mechanised corporate mascot of death, who belongs to the evil Kaiju Cola Mega-Corporation. There's just one problem: the world's greatest Wrecker - Stiletto - has gotten to Crash first. Their explosive showdown sends Stiletto's peak celebrity status into a flaming tailspin that threatens to change Japan forever. Meanwhile: Rookie Wrecker Shinji and his sister Omi have been blackmailed by crazy Yakuza crime lord Saitoh. He 's given them 24-hours to find Crash and deliver him to his gang, or he'll kill them both. Together with underground hacker group Koshiro-23, our heroes plan a dangerous heist to save Crash from Stiletto's clutches. The explosive battle for Crash has begun. Who will get to him first, and what do they plan to do with him? Whatever happens, it's going to tear Japan a new asshole.

A Field Guide to Procuring and Profiting in Fine Art. Truth and lies are two sides of the same coin. But who's flipping it? A thought-provoking and brilliantly entertaining work of nonfiction from one of the world's leading deceivers, the creator and star of the astonishing theater show and forthcoming film *In & Of Itself*. Derek DelGaudio believed he was a decent, honest man. But when irrefutable evidence to the contrary is found in an old journal, his memories are reawakened and Derek is forced to confront--and try to understand--his role in a significant act of deception from his past. Using his youthful notebook entries as a road map, Derek embarks on a soulful, often funny, sometimes dark journey, retracing the path that led him to a world populated by charlatans, card cheats, and con artists. As stories are peeled away and artifices are revealed, Derek examines the mystery behind his father's vanishing act, the secret he inherited from his mother, the obsession he developed with sleight-of-hand that shaped his future, and the affinity he felt for the professional swindlers who taught him how to deceive others. And once he finds himself working as a crooked dealer in a big-money Hollywood card game, Derek begins to question his own sense of morality, and discovers that even a master of deception can find himself trapped inside an illusion.

A M O R A L M A N is a wildly engaging exploration of the fictions we live as truths. It is ultimately a book about the lies we tell ourselves and the realities we manufacture in others. Join the crew from Hungry Shark in this collection of activities that comes with a jaw-some shark tooth necklace! Dive into these fin-tastic activities from Hungry Shark! From Great White and Hammerhead, to Porgbeagle and Mako, the biggest and baddest sharks are here in this action-packed activity book. With puzzles, drawings, jokes, and more, this fun-filled book packs a serious bite. Plus, it comes with a shark-tooth necklace! This is one activity collection that's sure to make a splash with shark fans everywhere.

A silly school-themed sequel to the popular Step 1 Reader Big Shark, Little Shark! Everyone's favorite odd couple (of sharks) returns in this funny Step 1 book! And now it's time for school! Big Shark and Little Shark continue to be opposites in every way. Little Shark is excited for school and shows up to the bus stop early. Big Shark...doesn't show up at all! Will Big Shark and Little Shark be late on their first day? Step 1 Readers feature big type and easy words for children who know the alphabet and are eager to begin reading. Rhyme and rhythmic text paired with picture clues help children decode the story. This fact-filled deck makes learning fun! Now with more than 250,000 decks sold, the

popular Games for Your Brain series has filled many young minds with fascinating facts and trivia. Kids can play a variety of card games, read the facts for fun, astound family and friends with impressive new knowledge, or even use the cards as a research method for school reports. And with their handy compact size, these cards make a terrific travel game for families on the go. Someone is trying to wipe out the jokers--those shadowy behind-the-scenes global players--and they must fight back before they are completely destroyed. Original.

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