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<b>ENDER'S GAME</b> -Orson Scott Card 2017-10-17 "The classic of modern science fiction"--Front cover.	<span></span>

**Rules of the Game**-Neil Strauss 2012-05-01 If you want to play the Game, you've got to know the Rules. In his international bestseller The Game, Neil Strauss delved into the secret world of pick-up artists—men who have created a science out of the art of seduction. Not only did he reveal the techniques that they had developed, but he became a master of The Game, and the world's No. 1 PUA, as Style. Now, in this bestselling companion, Strauss reduces three books of life-changing knowledge into a single-volume set. The first book, The Stylelife Challenge, breaks down the knowledge he learned and techniques he invented into simple step-by-step instructions that anyone can follow to meet and land the women of their dreams. In the second book, Strauss takes readers into the dark side of The Game. The Style Diaries offers a series of tales of seduction and sexual (mis)adventure. From accidentally getting married during a drunken night in Reykjavik, to luring a famous musician's granddaughter into a threesome; to the stress and frustration of the torturous and highly unorthodox "30 Day Sex Experiment," The Style Diaries takes you further into the seduction underworld than ever before. Finally, in the all-new, updated third volume, Strauss collects the greatest, most powerful, field-tested, word-for-word routines. You don't need money, looks, or fame to succeed with women. All you need is an understanding of how attraction works—and this thirty-day workout program for your social skills, which has already guided countless men from frustration to fulfillment.

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**The Book of Games**-Bendik Stang 2007 "Explores more than one hundred of the latest and most exciting video games, providing information of great interest to gamers and parents. Sorted by genre, each game is presented on a two-page spread including an informative game summary with challenges and hints, a description of key gameplay activities, average game score, parental age information and game complexity. Nine illustrative screen shots show the game in action; and if you like what you see, check out the list of similar games at the bottom of each page"--Publisher's website (viewed April 21, 2008).

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**Skin in the Game**-Nassim Nicholas Taleb 2018-02-27 #1 NEW YORK TIMES BESTSELLER • A bold work from the author of The Black Swan that challenges many of our long-held beliefs about risk and reward, politics and religion, finance and personal responsibility In his most provocative and practical book yet, one of the foremost thinkers of our time redefines what it means to understand the world, succeed in a profession, contribute to a fair and just society, detect nonsense, and influence others. Citing examples ranging from Hammurabi to Seneca, Antaeus the Giant to Donald Trump, Nassim Nicholas Taleb shows how the willingness to accept one’s own risks is an essential attribute of heroes, saints, and flourishing people in all walks of life. As always both accessible and iconoclastic, Taleb challenges long-held beliefs about the values of those who spearhead military interventions, make financial investments, and propagate religious faiths. Among his insights:
• For social justice, focus on symmetry and risk sharing. You cannot make profits and transfer the risks to others, as bankers and large corporations do. You cannot get rich without owning your own risk and paying for your own losses. Forcing skin in the game corrects this asymmetry better than thousands of laws and regulations.
• Ethical rules aren’t universal. You’re part of a group larger than you, but it’s still smaller than humanity in general.
• Minorities, not majorities, run the world. The world is not run by consensus but by stubborn minorities imposing their tastes and ethics on others.
• You can be an intellectual yet still be an idiot. “Educated philistines” have been wrong on everything from Stalinism to Iraq to low-carb diets.
• Beware of complicated solutions (that someone was paid to find). A simple barbell can build muscle better than expensive new machines.
• True religion is commitment, not just faith. How much you believe in something is manifested only by what you’re willing to risk for it. The phrase “skin in the game” is one we have often heard but rarely stopped to truly dissect. It is the backbone of risk management, but it’s also an astonishingly rich worldview that, as Taleb shows in this book, applies to all aspects of our lives. As Taleb says, “The symmetry of skin in the game is a simple rule that’s necessary for fairness and justice, and the ultimate BS-buster,” and “Never trust anyone who doesn’t have skin in the game. Without it, fools and crooks will benefit, and their mistakes will never come back to haunt them.”

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**The Confidence Game**-Maria Konnikova 2016-01-12 "It's a startling and disconcerting read that should make you think twice every time a friend of a friend offers you the opportunity of a lifetime." —Erik Larson, #1 New York Times bestselling author of Dead Wake and bestselling author of Devil in the White City Think you can't get conned? Think again. The New York Times bestselling author of Mastermind: How to Think Like Sherlock Holmes explains how to spot the con before they spot you. “[An] excellent study of Con Artists, stories & the human need to believe” --Neil Gaiman, via Twitter A compelling investigation into the minds, motives, and methods of con artists—and the people who fall for their cons over and over again. While cheats and swindlers may be a dime a dozen, true comen—the Bernie Madoffs, the Jim Bakkers, the Lance Armstrongs—are elegant, outsized personalities, artists of persuasion and exploiters of trust. How do they do it? Why are they successful? And what keeps us falling for it, over and over again? These are the questions that journalist and psychologist Maria Konnikova tackles in her mesmerizing new book. From multimillion-dollar Ponzi schemes to small-time frauds, Konnikova pulls together a selection of fascinating stories to demonstrate what all cons share in common, drawing on scientific, dramatic, and psychological perspectives. Insightful and gripping, the book brings readers into the world of the con, examining the relationship between artist and victim. The Confidence Game asks not only why we believe con artists, but also examines the very act of believing and how our sense of truth can be manipulated by those around us.

**The Book of Games**-Bendik Stang 2011-01-01 The third volume in this acclaimed series features more than 100 of the newest games from a variety of platforms. A complete compendium of video game synopses as well as a feast for the eyes with literally thousands of vivid, high-resolution screen shots, this comprehensive visual tour through the world of PC and video gaming is sorted by genre, with each game review containing information of interest to players, parents, and industry professionals. A two-page spread includes detailed game summaries, analysis, and strategies; nine in-game screen shots; lists of games with similar skill and strategy requirements; appropriate age range; notes Entertainment Software Rating Board (ESRB) content ratings; and complete technological specifications to supplement each game's profile. A game developers' Hall of Fame and a thorough run-down of the world's best gamers, clans, and guilds are coupled with fascinating stories about the politics of video gaming, the latest research on gaming's effects, and the world of Flash and Java games. Useful reference tools such as an illustrated glossary, an overview of game publishers, and information on current hardware platforms—such as Sony's new PlayStation 3, Nintendo's Wii, and handheld systems, including the Nintendo DS and Sony PSP—are also provided.

**Games People Play**-Eric Berne 2016-06 "The book that has helped millions of people understand the dynamics of relationships We all play games. In the workplace, in the bedroom, even when we are not aware of it. Every personal encounter is a mental contest, an opportunity to assert our will. Eric Berne's classic Games People Plays the most accessible and insightful book ever written about the psychology of relationships and the patterns of behaviour that reveal our hidden feelings and emotions. Wise and witty, it shows the underlying motivations behind our relationships and explores the roles that we try, and are forced, to play. Games People Playgives you the keys to unlock the minds of others - and yourself. You'll become more honest, more effective and a true team player."

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**Gerald's Game**-Stephen King 2016-09-27 Now a Netflix movie directed by Mike Flanagan (Oculus, Hush) and starring Carla Gugino and Bruce Greenwood. Master storyteller Stephen King presents this classic, terrifying #1 New York Times bestseller. When a game of seduction between a husband and wife ends in death, the nightmare has only begun... “And now the voice which spoke belonged to no one but herself. Oh my God, it said. Oh my God, I am all alone out here. I am all alone.” Once again, Jessie Burlingame has been talked into submitting to her husband Gerald's kinky sex games—something that she's frankly had enough of, and they never held much charm for her to begin with. So much for a “romantic getaway” at their secluded summer home. After Jessie is handcuffed to the bedposts—and Gerald crosses a line with his wife—the day ends with deadly consequences. Now Jessie is utterly trapped in an isolated lakeside house that has become her prison—and comes face-to-face with her deepest, darkest fears and memories. Her only company is that of the various voices filling her mind...as well as the shadows of nightfall that may conceal an imagined or very real threat right there with her...

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**Finite and Infinite Games**-James Carse 2011-10-11 “There are at least two kinds of games,” states James Carse as he begins this extraordinary book. “One could be called finite; the other infinite.” Finite games are the familiar contests of everyday life; they are played in order to be won, which is when they end. But infinite games are more mysterious. Their object is not winning, but ensuring the continuation of play. The rules may change, the boundaries may change, even the participants may change—as long as the game is never allowed to come to an end. What are infinite games? How do they affect the ways we play our finite games? What are we doing when we play—finitely or infinitely? And how can infinite games affect the ways in which we live our lives? Carse explores these questions with stunning elegance, teasing out his distinctions a universe of observation and insight, noting where and why and how we play, finitely and infinitely. He surveys our world—from the finite games of the playing field and playing board to the infinite games found in culture and religion—leaving all we think we know illuminated and transformed. Along the way, Carse finds new ways of understanding everything from how an actress portrays a role, to how we engage in sex, from the nature of evil, to the nature of science. Finite games, he shows, may offer wealth and status, power and glory. But infinite games offer something far more subtle and far grander. Carse has written a book rich in insight and aphorism. Already an international literary event, Finite and Infinite Games is certain to be argued about and celebrated for years to come. Reading it is the first step in learning to play the infinite game.

**Ready Player One**-Ernest Cline 2011-08-16 #1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read. . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride. . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted. . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner. . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

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**The Ballad of Songbirds and Snakes (A Hunger Games Novel)**-Suzanne Collins 2020-05-19 Ambition will fuel him. Competition will drive him. But power has its price.

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**Floor Games**-Herbert George Wells 1912 Suggests some of the games that can be created using toy soldiers and other figurines, blocks, boards and planks, and toy trains arranged in various ways on an appropriate floor.

**The Player of Games**-Iain M. Banks 2009-12-01 The Culture - a human/machine symbiotic society - has thrown up many great Game Players, and one of the greatest is Gurgeh. Jernau Morat Gurgeh. The Player of Games. Master of every board, computer and strategy. Bored with success, Gurgeh travels to the Empire of Azad, cruel and incredibly wealthy, to try their fabulous game...a game so complex, so like life itself, that the winner becomes emperor. Mocked, blackmailed, almost murdered, Gurgeh accepts the game, and with it the challenge of his life - and very possibly his death. Praise for Iain M. Banks: "Poetic, humorous, baffling, terrifying, sexy -- the books of Iain M. Banks are all these things and more" -- NME "An exquisitely riotous tour de force of the imagination which writes its own rules simply for the pleasure of breaking them." -- Time Out

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**FRANCIS WILUGHBY'S BOOK OF GAMES**-David Cram 2017-07-05 Francis Willughby's Book of Games, published here for the first time, is a remarkable work and an invaluable resource for anyone with an interest in early modern social history. Dating from the 1660s, it was left unfinished when the writer died in 1672 at the age of 36. Nevertheless, Willughby's manuscript, even in its unpolished form is a goldmine of detail providing a snapshot of mid seventeenth century life, language and culture. The manuscript itself lists a wide variety of sports, games and pastimes, including football, hurling, card games, tennis and children's games. As well as providing rules and a description of the various games (often with accompanying sketches to explain particular points) there are numerous fascinating snippets of related information (such as the care of fighting cocks), that bring the subject to life, whilst the section on children's games is particularly poignant. Besides the intrinsic interest of the subject matter, the fact that Willughby embarked on the project from a scientific perspective adds to the value of the book. Willughby had been admitted to the Royal Society in 1661 and for a number of years prior to that had been collaborating with the naturalist John Ray. It is clear that Willughby's Book of Games was highly influenced by his scientific pursuits and was an extension of his natural history work, utilising the same skills of systematic observation, description and classification. Providing not only a word-for word transcription of the Book of Games, this volume also contains a host of interpretative material to complement the original data. As well as a biography of Willughby and a detailed description of his manuscript, a substantial glossary of games and obsolete terms is provided, together with a bibliography of Willughby's literary remains and more general reference works. Taken together, this publication provides an unparalleled resource for scholars of early modern England.

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