

Paperback Deck Building Game

Get Backed
The Book of Card Games for Little Kids
Road of the King
Mental Mana
The Ultimate Book of Family Card Games
Star Trek Next Generation Customizable Card Game
Magic - The Gathering Cards
Tribal Unity (paperback)
Chaotic
Black & Decker
The Complete Guide to Decks
The Complete Guide to Building and Outfitting an Office in Your Home
Magic the Gathering Strategy and Deck Building Tips
The Complete Book of Solitaire
The Ultimate Roblox Book: An Unofficial Guide
New Tactical Games with Dice and Cards
Magic, the Gathering
Pokemon Trading Card Game Player's Guide
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The Everything Tabletop Games Book
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Stacking the Deck
The Big Fat Activity Book for Pregnant People
True to the Game
Deck Designs
Backgammon For Serious Players
The Inwo Book
Card Games for Kids

Get Backed

Presents a collection of fifty card games, organized by type and difficulty, and complete with instructions, rules, and strategies.

The Book of Card Games for Little Kids

World-renowned game designer Reiner Knizia offers 50 new easy-to-play games featuring cards and dice. These fun and novel games can be played with easily available items like standard playing cards, dice and a few counters. This book is perfect for everyone from casual game players to dedicated game designers.

Road of the King

Tackling a challenge faced by millions of business professionals every day, this handy guide shows how to create effective, visually appealing PowerPoint slides. In contrast to other books on the topic that focus on the wrong skills or read like boring technical manuals, this lighthearted book avoids jargon and provides useful information about the practical realities of creating materials in this popular application. It addresses common user concerns, such as turning facts and data into compelling visual images, generating concise project updates, creating presentation decks to be emailed or reviewed over the phone, and finding useful PowerPoint examples with minimal research. With accessible Language and 50 color illustrations, the book efficiently explains how to translate ideas into sleek presentations.

Mental Mana

The Ultimate Book of Family Card Games

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America's best-selling deck book—better than ever In this revised and expanded fourth edition of the all-time bestselling book on decks, homeowners learn, in unsurpassed detail, the process of designing, building, and maintaining a deck. Not only are all the classic deck-building techniques included, but the book also shows how to incorporate the latest contemporary options, such as how to work with eco-friendly wood and reclaimed plastic. Hiring a contractor to build a deck easily adds up to tens of thousands of dollars, but with the help of this book, readers can design and build the deck they want without the high price. For homeowners who already have a deck but are in the market to update or maintain that deck, The Complete Guide to Decks features important projects for repairs, upgrades, and major additions, such as adding full electrical service, lighting, and kitchen appliances. From design to construction, and tools, material, and planning, this is the only book consumers need to build the deck of their dreams.

Star Trek Next Generation Customizable Card Game

Phase Ten Sheet is a phase 10 score sheet book which uses for recording your scores. There are 100 blank pages of phase 10 score sheets with classic design. It contains many spaces for writing down the scores, special for adults and kids. Specifications: Matte cover 100 Pages with high quality paper Large 8.5 x 11 inches Visit our author page for more design and other game score sheets !!

Magic - The Gathering Cards

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.

Tribal Unity (paperback)

Card games offer loads of fun and one of the best socializing experiences out there. But picking up winning card strategies is a bit of a challenge, and though your buddies may think that picking up the

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rules of the game is easy, winning is a totally different story. With *Card Games For Dummies, Second Edition*, you'll not only be able to play the hottest card games around, you can also apply game-winning strategies and tips to have fun and beat your opponents. Now updated, this hands-on guide shows you everything you need to know—the basics, the tricks, and the techniques—to become a master card player, with expanded coverage on poker as well as online gaming and tournaments. Soon you will have the card-playing power to: Pin down your opponents in Texas Hold'em Show off your power in Stud Poker Hit wisely in Blackjack Break hearts ruthlessly in Hearts Mix up the night with Gin and Rummy Build yourself a victory in Bridge Send them fishing in Go Fish This straightforward, no-nonsense guide features great ways to improve your game and have more fun, as well as a list of places to find out more about your favorite game. It also profiles different variations of each game, making you a player for all seasons!

Chaotic

Black & Decker The Complete Guide to Decks

Do you want to start building winning decks? Are you worried about your weak decks that keep losing? Do you need a little push in the right direction? Do you feel your decks are slow, unorganized, and in need of change? Are you terrified of wasting tons of money and still losing? If you keep playing with weak decks,

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you'll never start winning. Is this positive for you? Magic The Gathering: Deck Building For Beginners teaches you every step, including an overview of types of decks for building winning decks. This is a book of action and doesn't just tell you to try harder. This book will get you moving in the right direction. Packed full of real-life examples for players like you, this book has proven techniques that have worked for thousands of people. These methods are backed up by countless games played, all of which will arm you with a mindset primed for deck building with winning in mind. Easy-to-implement small changes that are primed for immediate action. What happens if you ignore your weak deck? - Learn what makes a deck a winning deck. - Why should you care about your understanding of your core mana curve problem? - What bad habits you have that can quickly be broken - The consequences of ignoring your current strategy How will you learn to be free from bad decks once and for all? - Identify the type of player you are to build better decks - What you can do today to kiss your losing goodbye - Tricks for handling difficult opponents with better sideboards - How to learn which cards you need to dominate What happens when you don't let life pass you by? - Never wonder "what if" you could have had a winning deck! - Wake up every day with high energy and desire to beat even the toughest opponents - Inspire yourself and others to become a winning machine. - Feel comfortable with your game-play and strategies with your awesome deck. Find out how to let go of your flimsy deck and take flight towards mastering Magic the Gathering, period. Become the master and show them what you have! Try Magic The Gathering: Deck

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Building For Beginners today by clicking the BUY NOW button at the top right of this page! P.S. You'll be able to notice a jump in your winning within 24 hours.

The Complete Guide to Building and Outfitting an Office in Your Home

Magic the Gathering Strategy and Deck Building Tips

"Funny as hell."--Amy Morrison, founder of Pregnant Chicken The ultimate must-have for any mom-to-be with a sense of humor: an irreverent, laugh-out-loud activity book filled with quizzes, mazes, fill-in-the-blanks, journaling pages, and hysterical musings on what pregnancy is really like. Baby shower gifts don't get more perfect than this. · Word finds: Sorry, Nope (all the stuff you're not allowed to have anymore); Bad Baby Names (Murl, anyone?) · Mazes: Make it from Your Desk to the Bathroom Without Throwing Up · Lists: How to Register Without Crying; Things Every OB on the Planet Has Been Asked by Newly Pregnant Women · Journaling: Yoga Teachers (Also Your Mom Friends, Your Parents, People on Facebook, All Articles, and Everyone You Meet) Want to Tell You How to Give Birth, But You Don't Have to Listen · Quizzes: Which \$1500 Stroller is Different? "Comfort, solidarity, entertainment, and maybe even total life enlightenment."--Lauren Smith Brody, founder of The Fifth Trimester

The Complete Book of Solitaire

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33 fun, noisy, and easy card games for everyone in the family.

The Ultimate Roblox Book: An Unofficial Guide

This completely new edition from the editors of Fine Homebuilding provides all the advice you need to design and build a deck for any home. Our pros take you through every step of the process from picking out the proper materials and designing to take advantage of the views, through sizing your footings and making your ledger secure, to finishing up with custom railings and choosing the best finish for your project. In this collection you'll find the advice you need for even the trickiest of situations such as how to update that old deck to be safe or how to build a deck that stands up to a wildfire. With the site-tested tips and techniques that Fine Homebuilding is known for, All-New Building Decks will help you build the safe, secure, and beautiful deck you've always dreamed of.

New Tactical Games with Dice and Cards

“Anyone who comes to pitch on Shark Tank should read this book first!” —Barbara Corcoran, ABC's Shark Tank “I have seen literally thousands of companies trying to raise capital and know that a great pitch deck is critical. This book gives you the playbook for creating yours.” —Naval Ravikant, cofounder and CEO, AngelList “I raised twice the amount of money I set out to in a mere five weeks. I'm naming my

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firstborn child after the Evans.” —Slava Menn, cofounder and CEO, Fortified Bicycle

HOW DO YOU LAUNCH THE VENTURE OF YOUR DREAMS? Get Backed isn't just about startup fundraising. It's a handbook for anyone who has an idea and needs to build relationships to get it off the ground. Over the last 3 years, entrepreneurs Evan Loomis and Evan Baehr have raised \$45 million for their own ventures, including the second largest round on the fundraising platform AngelList. In Get Backed, they show you exactly what they and dozens of others did to raise money—even the mistakes they made—while sharing the secrets of the world's best storytellers, fundraisers, and startup accelerators. They'll also teach you how to use “the friendship loop”, a step-by-step process that can be used to initiate and build relationships with anyone, from investors to potential cofounders. And, most of all, they'll help you create a pitch deck, building on the real-life examples of 15 ventures that have raised over \$150 million. What's in the book?

- The original pitch decks and fundraising strategies of 15 ventures that raised over \$150 million
- Email scripts that will get you a meeting with angel investors, venture capitalists, and potential board members
- Pitching exercises developed by startup talent beds like Stanford University's d.school and Techstars
- A breakdown of the 10 essential pitch deck slides, how to create them, and what questions you should answer with each
- An overview of the 5 main funding sources for startups, the pros and cons of each, and who the big players are
- A crash-course in visual and presentation design that will make any deck beautiful
- Templates for 4 stories every entrepreneur should know how to tell
- The story of

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one entrepreneur who showed up in Silicon Valley with no network and six months later had investments from Fred Anderson, Bono, and Peter Thiel Get Backed will show you exactly what it takes to get funded and will give you the tools to make any idea a reality.

Magic, the Gathering

Written by the holder of several Guinness World Records for cardstacking, this is the first complete, fully illustrated guide to the art of building mind-boggling, multilevel structures with ordinary playing cards. In *Stacking the Deck*, Bryan Berg reveals the secret to successful cardstacking with his simple four-card-cell structure and expanded grid techniques. Using illustrations and step-by-step instructions, he guides readers on to more elaborate -- and incredibly strong -- creations. He covers a wide range of architectural styles, from classic to whimsical, and various types of structures, including pyramids, shrines, stadiums, churches, an oil derrick, and even the Empire State Building. Since first setting the height record in 1992, Bryan's built awe-inspiring card models of a Japanese shrine, the Iowa State Capitol building, Ebbets Field, and his latest tower, which is more than twenty-five feet tall! This book includes photographs of some of these amazing pieces, illustrating just how appealing and enduring a "house of cards" can be. *Stacking the Deck* will inspire everyone from youngsters experimenting with their first deck of cards to adults, who can create their own private skyscrapers. Once you've read *Stacking the*

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Deck, you'll never look at a deck of cards the same way again.

Pokemon Trading Card Game Player's Guide

- Exclusive Raimusa Card inside!
- Every Chaotic card revealed!
- Quick-reference tables help you find the perfect cards for your decks—fast!
- Strategies and sample decks galore—raise unstoppable armies with any Tribe!
- Discipline and Energy stat ranges for all Creature Cards revealed!

Magic The Gathering

The Everything Tabletop Games Book

Build and create your own Roblox world with this bestselling easy and fun guide! Roblox, the largest user-generated online gaming platform that allows users to create and share their own game worlds and gaming creations, has taken the digital world by storm. There are so many games and social worlds to create with the platform, and this guide gives you the advice you need to get started. With everything from instructions for playing the games to tips on creating your own games and worlds to the basics of coding, The Ultimate Roblox Book can help you to become a top Roblox designer.

The Card Games Bible

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This book will teach a systematic approach to winning tournaments that we will be able to apply to any format, independent of context. While our focus will be on winning tournaments, much of what we talk about can be applied in a broader sense and the scope of what is written extends to many disciplines. We will take from areas such as philosophy, economics, psychology, business, and many of my own personal experiences as a player. The first section of the book will introduce the framework that we will build on throughout the book. Patrick Chapin's "Theory of Everything" is commonly used as the framework for card theory. We are going to start off by taking a look at it, but then we are going to get into some of the problems with using it as a guiding framework. After discussing the problems it has, we are going to attempt to build a better guiding framework. The second section of the book will focus on self. Much of this section will focus on what it means to be rational. We will begin by ensuring that we have the proper tools to make good decisions at our disposal. Next we will explore the various biases that cloud our judgments. Then we will discuss ways we can guard ourselves against these biases and come up with some ways of thinking about things that can better guide our decisions. The final part of this section will deal with properly motivating ourselves to do what it takes to see success. The third section will focus on developing our circle. Our circle is our team. These are the people who will help us see success and who we will help see success. We are going to talk about the tools our circle will use and how to get the most out of those tools, as well as discuss the kind of people we want in our circle. In the fourth

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section we're going to get down to the ins and outs of technical play. We are going to be talking about the different kinds of resources within a game and about how our role varies within a game. Then we are going to discuss different approaches we can take with our plays to ensure that we are getting the most out of them. The final part of this section will talk about the right approach to have to tournaments to make sure we are on top of our game when the big day comes. The fifth section is going to focus on the mental aspects of the game. We are going to start off by talking about how to gauge our opponents' skill level so that we can adjust our plays and make them more effective. Then we are going to talk about how to get a read on our opponent's card and how to effectively get information out of them. After that we're going to talk about different ways of persuading our opponent into making the moves we want them to make. In the sixth section we will discuss effective deckbuilding. We will start off by discussing the deckbuilding philosophy and the first principles of deckbuilding. We will then discuss the various role cards can play in a game and talk about some shortcuts for evaluating them. Then we're going to talk about how probability affects our deckbuilding. After that we're going to build on the first principles of deckbuilding by introducing some deckbuilding rules to build consistent and powerful decks. We are also going to discuss deckbuilding curves that we can use to guide our choices. Finally we are going to discuss how to effectively side deck. In the final section we will discuss metagames. We will talk about how to identify shifts in the metagame and then move on to discussing some tournament strategies we can take

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to overcome the metagame. In the final chapter, we will come to understand how we can influence the format and plan for incremental development, so that we will be able to succeed throughout a format.

Building a Deck

This independent, uncensored, color book features an in-depth analysis of the game, including winning strategies from the world's top tournament players. Brokaw is the Webmaster for Pokegym.com, a popular Internet site for information on the game.

The Art of Game Design

Generation Decks

Magic: The Gathering is the world's most played trading card game. Now for the first time in the game's 25-year history, you can enjoy the only guide on the market to capture all the magic--and value--of thousands of cards released for MTG. Featuring 165 unique card sets, *Magic: The Gathering Cards - The Unofficial Ultimate Collector's Guide* showcases the rarest and most valuable cards on the secondary market, including an Alpha Black Lotus worth more than \$27,000! You'll also find expert tips for collecting and card investing from one of the world's leading experts in the field of Magic finance, author Ben Bleiweiss. Whether you enjoy the beauty of Serra Angel, the power of the master of the mountains of Shiv - Shivan Dragon, or collectability of the Original

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Dual Lands, Magic: The Gathering Cards - The Unofficial Ultimate Collector's Guide is sure to cast a spell on you.

Card Games For Dummies

Deck Designs, 3rd Edition provides basic design instruction on building a deck. The second part of the book takes an in-depth look at the work of four of the country's most successful deck builders. About 30 original deck designs are covered.

Power Through Presentations

Teaches and illustrates 179 variations of solitaire, grouped by game types such as tableau-clearing, pile games, combination games, and building by suit, color, or number.

Magic - The Gathering

Magic the Gathering Strategy and Deck Building Tips: A Complete Guide to Building a Magic Deck that Wins! Magic the Gathering is an amazing game to play. At its core it's a game of strategy, planning and execution. If you're deck is weak in strategy and you haven't planned correctly you'll never be able to execute a good game. If you're reading this book, then you've taken it upon yourself to learn exactly how to become a better player by learning Magic the Gathering strategy. And, by the end you will be. In this book you'll discover Magic the Gathering deck building tips and tricks that pro players use to build

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competitive decks. Through a specific set of strategies, that anyone can learn, you'll soon be able to increase your chances of winning. Guaranteed. Throughout each chapter, you'll learn key strategies that you can instantly use to build a better, more competitive deck. If you're looking to take your Magic the Gathering deck building skills to the next level, then this book is perfect for you. If you want to become a great Magic the Gathering player and learn the art of building a magic deck that rivals the most competitive opponent, then Grab your copy today. The key strategies await you. Inside You'll Discover - How to craft the optimal size deck - How much mana you should really include in your deck to harness the best advantage - What a mana curve is and why it so important to winning the game - A proven card selection strategy that increases your odds of drawing a great hand - Ways to construct a deck around key cards that can generate a win - Tips on developing a winning strategy for any type of deck - How a deck theme can work to your advantage and help you dominate your opponent - A break down of what exactly makes up a good card with numerous examples of good cards versus bad cards - Crucial game play tips you must consider if you want to win the game - And so much more! Grab your copy of this Magic the Gathering deck building and strategy guide today.

All New Building Decks

An activity book that acts as a companion to the TV series Brain games.

Phase Ten Sheets

Need some deck ideas? Look no further. This official book contains details of 120 preconstructed decks for use with the Magic: The Gathering trading card game. All tastes, price ranges, & abilities are supported: from beginner decks, made only from Fifth Edition commons & Magic: The Gathering-Portal cards, to Classic (Type I) tournament decks with cards from the early days of Magic & theme decks designed for fun rather than victory. Every decklist comes with clear, concise details of the deck type, colors, strategies, cost, card count (including sideboard), & DCI tournament rating, as well as a detailed description of how to play with the deck. The Guide also contains an introduction to the world of Magic: The Gathering & the tournament scene, & a full explanation of the DCI tournament deck rating system. This is an essential reference for every Magic: The Gathering player.

The Hochman Encyclopedia of American Playing Cards

Tabletop and board games aren't just for rainy days or awkward family events anymore. As the game industry grows, people of all ages are jumping to play "the original social network." In our ever-increasing technological world, playing old-school games is a welcome retreat from the overexposure to Instagram, Twitter, Facebook, and the rest of social media. Over the past few years, board games have become the hot new hobby. Instead of friends sitting around the same table and staring at their phones, they are now

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either working with or against each other. Millions upon millions of new fans have begun to join their friends in real life for a fun game of Pandemic, 7 Wonders, or Ticket to Ride. The Everything Tabletop Games Book shows how to play some of the best tabletop games in the world, from classic strategy games like Settlers of Catan to great new games like Gloomhaven. Throughout the book, you'll learn the different genres of tabletop and board games; how to play each game; rules and strategies to help you win; and even where to play online—including new expansions to keep your favorite games fresh and exciting. So gather up some friends, pick a game from this book, and start playing! You'll be having a blast in no time.

Brain Games

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 Sampen, 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,

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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).

Blah Blah Blah Card Game

Discusses the planning, layout, and construction of a home office, with details on determining how much space is needed and planning for utilities and communications equipment

Card Games Around the World

Based on Gene Hochman's The Encyclopedia of American Playing Cards which was originally published in six parts between 1976 and 1981. A complete cataloging of American playing card makers as well as details, types, and brands of playing cards from the late 1700s to the early 1930s.

Black & Decker Deck Codes & Standards

It's the late 1980s, and Gena, a young girl from the projects, meets Quadir, a millionaire drug dealer, and falls madly in love. Quadir builds a massive empire while fighting his rivals and enemies. Gena faces the challenges of holding onto her man, her house, her car, and the cash. Both of them find themselves caught up in a vicious yet seductive world, and learn that success in this game is no easy win. Gena and

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Quadir also learn that once you're in, there's no way out, 'cause everyone stays in forever.True.

Stacking the Deck

The Big Fat Activity Book for Pregnant People

Magic: The Gathering is a mental sport. It's a game of the mind. To perform to your maximum and achieve success as a player, you need more than just talent, skill, and ability. You need a strong mental game in order to break through to the next level. Mental Mana is the first book in the history of Magic to focus exclusively on the mental side of the game and give you, the player, the methodologies needed to master the mental game of Magic and help you fulfill your potential as a player.

True to the Game

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game

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design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

Deck Designs

"Professional carpenter and deck builder Scott Schuttner provides all the advice you need to plan and build a custom deck. He takes you through the construction step-by-step, from initial sketches to the final details. You'll learn how to construct footings for any climate; install posts, beams, and joists; and lay decking like a pro. Hundreds of clear photos and detailed instructions, along with pro tips and trade secrets, will help you building a beautiful deck that you'll enjoy for years to come" -- back cover.

Backgammon For Serious Players

Finally, a way to make practising phonics fun! Master decoding words using phonics with these three decks of increasing difficulty. Race to get rid of your cards by matching sounds and letters, and play wild cards to trip up your opponents! Blah Blah Blah is a hilariously fun card game, perfect for kids who are just starting to learn to read. Master decoding words

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using phonics with these three decks of increasing difficulty. Race to get rid of your cards by matching sounds and letters, and play wild cards to trip up your opponents! How does Blah Blah Blah work? Every card features a word consisting of three letters (or groups of letters). Each player takes seven cards. One card is placed face-up on the table with the rest of the deck in a pile, face-down. Players must play a card from their hand that contains at least one of the letters that are in the word on the table. The first player to get rid of all their cards wins. But beware! Wild cards hidden in the deck can force you to skip your turn or draw more cards. Blah Blah Blah was developed with a unique proprietary algorithm by our machine learning team to make sure it works. And it was tested with teachers and kids to make sure they love it! Why are phonics so important? English consists of about 44 phonemes (sound variations), but more than 170 graphemes (different written representations for these sounds). This means that English has no strict one-to-one correspondence between letters and sounds, but it's also not entirely irregular. It involves numerous patterns and regularities. Phonics is the method that helps children become aware of these regularities, and it's proven to be very effective.

The Inwo Book

Make sure your deck is safe for family and friends with BLACK+DECKER Deck Codes and Standards Bruce Barker, one of the country's leading authorities on building codes, has turned his eye toward one of

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his favorite subjects: building decks. Although it's one of the most popular DIY building projects, just about every deck built in the past decade (by pros as well as homeowners) falls short of current codes. In **BLACK+DECKER Deck Codes & Standards** Barker zeroes in on the main areas of concern and shows accurately and precisely how to design and build it right. Given that every year in the U.S. more than 120,000 people are injured by deck collapses, and more than 50 die, following Barker's careful and detailed advice is the surest way for a homeowner to protect against disaster. Using the same common-sense approach he used in his bestselling book **BLACK+DECKER Codes for Homeowners**, Barker isolates the aspects of deck building that are the most frequent sources of trouble and shows--with photos, illustrations, and commentary--exactly how to do it correctly. Barker's new book is not only for DIYers who are building a brand new deck. National deck building codes have changed significantly in the past five years: 4 x 4 posts are no longer allowed for structural purposes that a few years ago were deemed fine and minimum diameter requirements for concrete posts have doubled in many applications, for instance. If your existing deck is more than two or three years old, you'll want this detailed but accessible volume, too.

Card Games for Kids

The ultimate card-player's companion, crammed with over 300 pages of games to provide hours of engrossing entertainment playing in groups or by

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yourself. A tricks section provides ways to astound your friends and family with your seemingly effortless skills. Both games and tricks cater for a range of abilities so that you can progress and expand your repertoire. Bridge, Brag, Poker, Rummy and Cribbage - all the classics are here, along with all their variations, as well as lesser known games such as Red Dog, Beleaguered Castle and Quinto. With easy-to-follow explanations for each game including their origins, rules, ranking of cards and tactics, as well as clear illustrations of sample hands, scoring systems and a full glossary of terms, you can quickly make yourself familiar with games you've never tried. Tricks include sleights and shuffling tricks, tricks with prepared packs, magic tricks and mathematical tricks. Challenge yourself and have fun no matter where you are - all you need is a pack of cards and The Card Games Bible.

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