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Mathematics of The Big Four Casino Table Games - Mark Bollman 2021-08-20
Mathematics is the basis of casino games, which are the bedrock of a $100 billion/year industry. Mathematics of the Big Four Casino Table Games: Blackjack, Baccarat, Craps, & Roulette takes an in-depth look at the four biggest table games in casinos: blackjack, baccarat, craps, and roulette. It guides readers through the mathematical principles that underpin these games and their different variations, providing insights that will be of huge interest to gamblers, casino managers, researchers, and students of mathematics. Features A valuable teaching resource, replete with exercises, for any course on gambling mathematics Suitable for a wide audience of professionals, researchers, and students Many practical applications for the gambling industry Mark Bollman is Professor of Mathematics and chair of the Department of Mathematics & Computer Science at Albion College in Albion, Michigan, and has taught 116 different courses in his career. Among these courses is "Mathematics of the Gaming Industry," where mathematics majors carefully study the math behind games of chance and travel to Las Vegas, Nevada, in order to compare theory and practice. He has also taken those ideas into Albion's Honors Program in "Great Issues in Humanities: Perspectives on Gambling," which considers gambling from literary, philosophical, and historical points of view as well as mathematically. Mark has also authored Basic Gambling Mathematics: The Numbers Behind the Neon, Mathematics of Keno and Lotteries, and Mathematics of Casino Carnival Games.

Essentials of Stochastic Processes - Richard Durrett 2016-11-07
Building upon the previous editions, this textbook is a first course in stochastic processes taken by undergraduate and graduate students (MS and PhD students from math, statistics, economics, computer science, engineering, and finance departments) who have had a course in probability theory. It covers Markov chains in discrete and continuous time, Poisson processes, renewal processes, martingales, and option pricing. One can only learn a subject by seeing it in action, so there are a large number of examples and more than 300 carefully chosen exercises to deepen the reader's understanding. Drawing from teaching experience and student feedback, there are many new examples and problems with solutions that use TI-83 to eliminate the tedious details of solving linear equations by hand, and the collection of exercises is much improved, with many more biological examples. Originally included in previous editions, material too advanced for this first course in stochastic processes has been eliminated while treatment of other topics useful for applications has been expanded. In addition, the ordering of topics has been improved; for example, the difficult subject of martingales is delayed until its usefulness can be applied in the treatment of mathematical finance.

Strategies for Beating Small Stakes Poker Tournaments - Jonathan Little 2015-02-24
While most poker players dream of winning $10,000,000 on poker's biggest stage, most find it impossible to win at even the smallest stakes. They usually blame bad luck for their failures whereas in reality, they are simply not skilled enough at poker. The secret to mastering poker is not in memorizing hand ranking charts or following a predetermined system. You must learn to think for yourself while at the table in order to adjust your strategy based on your specific opponents. Strategies for Beating Small Stakes Poker Tournaments will explain how. In this guide, two-time World Poker Tour champion Jonathan Little explains numerous strategies he uses that will allow you to crush your opponents, giving you the opportunity to progress to the middle and high stakes.

Fast Food Nation - Eric Schlosser 2012
Explores the homogenization of American culture and the impact of the fast food industry on modern-day health, economy, politics, popular culture, entertainment, and food production.

Illustrated Guide to Texas Hold'em - Dennis Purdy 2005-06
The Illustrated Guide to Texas Hold'em takes you from novice to skilled player fast. This low-limit Texas Hold'em book puts you in the game, giving you actual situations where a decision must be made, and you make the next move. Author and former gambling pro Dennis Purdy shows you the right answer to each hand with a clear explanation about whether you chose correctly - or not. Whether you're an absolute beginner or an experienced player looking to hone your skills, The Illustrated Guide to Texas Hold'em will have you betting smarter - and winning more money - in no time!

Winning at Internet Poker For Dummies - Mark Harlan 2005-02-04
Take poker online the fun and easy way! Five years ago, 50 million people were playing poker recreationally or professionally. Now that number is more than 100 million, including a huge influx of young people. Online betting is up nearly four-fold over the past year, with total wagers running over $30 billion. Winning at Internet Poker For Dummies provides the lowdown on the hottest game around, highlighting the best sites and virtual games and showing how to make secure online bets. The book covers setting up an account, securing funds, navigating a basic online poker game, using Internet abbreviations and lingo, observing online poker etiquette, playing popular online poker games such as Texas Hold 'Em and Omaha, devising a winning strategy, and participating in tournaments.

Game Theory through Examples - Erich Prisner 2014-12-31
Game Theory through Examples is a thorough introduction to elementary game theory, covering finite games with complete information. The core philosophy underlying this volume is that abstract concepts are best learned when encountered first (and repeatedly) in concrete settings. Thus, the essential ideas of game theory are here presented in the context of actual games, real games much more complex and rich than the typical toy examples. All the fundamental ideas are here: Nash equilibria, backward induction, elementary probability, imperfect information, extensive and normal form, mixed and behavioral strategies. The active-learning, example-driven approach makes the text suitable for a course taught through problem solving. Students will be thoroughly engaged by the extensive classroom exercises, compelling homework problems, and nearly sixty projects in the text. Also available are approximately eighty Java applets and three dozen Excel spreadsheets in which students can play games and organize information in order to acquire a gut feeling to help in the analysis of the games. Mathematical exploration is a deep form of play; that maxim is embodied in this book. Game Theory through Examples is a lively introduction to this appealing theory. Assuming only high school prerequisites makes the volume especially suitable for a liberal arts or general education spirit-of-mathematics course. It could also serve as the active-learning supplement to a more abstract text in an upper-division game theory course.

Caro's Book of Poker Tells - Mike Caro
One of the ten greatest books written on poker, this must-have book should be in every player's library. If you're serious about winning, you'll realize that most of the profit comes from being able to read your opponents. Caro reveals the the secrets of interpreting tells-physical reactions that reveal information about a player's cards-such as shrugs, sighs, shaky hands, eye contact, and many more. Learn when opponents are bluffing, when they aren't and why-based solely on their mannerisms. Over 170 photos of players in action and play-by-play examples show the actual tells. These powerful ideas will give you the decisive edge.

Poker - Frank R. Wallace 2013-05
If you have never heard about poker, then you must be wondering... "What's the big deal?" Poker is an sport out there which is purely based on skill... That over 100 million people are interested in... These people gather offline and online and play this game with real money... The guys who play it skillfully make so much money that they literally never have to work again... It is possible to join this world instantly and play with these people... What makes poker truly amazing is that it is more than just an addictive strategic game, it is an art. In poker you don't just play

the cards, you actually play against another person. Once you learn the game, you can come up with many clever ways to outsmart your opponents. The fact that you can make so much money defeating a player, just adds to its appeal. Once you learn how to play poker like a pro, you won't believe how many easy players are out there who have zero poker skill simply because they think poker is a game of luck. This is actually also one of the reasons why winning money in poker is so easy. With so many players playing poker for fun, or simply so many players just having no clue how to play the game strategically, it makes easy picking for sharks who know what they are doing. With the Advanced Concepts of Poker, that you will learn in this book, we continually earn the kind of money most people can't imagine.

Poker Essays - Mason Malmuth 1996-05
Poker is an extremely complicated game, especially if you play Texas hold 'em or seven-card stud. In addition, the typical opponent has gotten tougher as more good information has become available. As a result, those of you who just play tightly (also known as playing ABC) are able to win only at the lower limits. To win at higher limits requires not only numerous skills, but also a lot of thinking about the game. This text contains essays written before 1991, most of which originally appeared in "Card Player magazine. Topics covered include general concepts, technical ideas, structure, strategic ideas, image, tournament notes, in the cardrooms, and poker quizzes. In addition, advice is offered on jackpot games, handling pressure, why you lose, fluctuations, bankroll requirements, differences between stud and hold 'em, too many bad players, limit versus no-limit, thinking fast, weak-tight opponents, the best hold 'em seat, playing short-handed, playing loose or tight, appropriate image, being an alternate in tournaments, taking advantage of tight play in tournaments, behaving professionally, the future of poker, and much more.

Pulling the Trigger - Eli Elezra 2019-01-03

Mathematics in Games, Sports, and Gambling - Ronald J. Gould 2015-10-28
Mathematics in Games, Sports, and Gambling: The Games People Play, Second Edition demonstrates how discrete probability, statistics, and elementary discrete mathematics are used in games, sports, and gambling situations. With emphasis on mathematical thinking and problem solving, the text draws on numerous examples, questions, and problems to explain the application of mathematical theory to various real-life games. This updated edition of a widely adopted textbook considers a number of popular games and diversions that are mathematically based or can be studied from a mathematical perspective. Requiring only high school algebra, the book is suitable for use as a textbook in seminars, general education courses, or as a supplement in introductory probability courses. New in this Edition: Many new exercises, including basic skills exercises More answers in the back of the book Expanded summary exercises, including writing exercises More detailed examples, especially in the early chapters An expansion of the discrete adjustment technique for binomial approximation problems New sections on chessboard puzzles that encourage students to develop graph theory ideas New review material on relations and functions Exercises are included in each section to help students understand the various concepts. The text covers permutations in the two-deck matching game so derangements can be counted. It introduces graphs to find matches when looking at extensions of the five-card trick and studies lexicographic orderings and ideas of encoding for card tricks. The text also explores linear and weighted equations in the section on the NFL passer rating formula and presents graphing to show how data can be compared or displayed. For each topic, the author includes exercises based on real games and actual sports data.

Comp City - Max Rubin 2012-08
Every year, U.S. casinos give away more than a billion dollars worth of amenities to customers in return for their gambling action. These giveaways, known as "comps" (short for complimentaries), range from parking and drinks to gourmet meals and airfare. Are you getting your share? From nickel slot players to $500 a hand blackjack high rollers, Comp City has shown tens of thousands of gamblers how to get free casino vacations.

Hoyle's Rules of Games - Philip D. Morehead 2001
Provides rules, strategies, and odds for card, indoor, and computer games.

Idea Man - Paul Allen 2011-04-19
By his early thirties, Paul Allen was a world-famous billionaire-and that was just the beginning. In 2007 and 2008, Time named Paul Allen, the

cofounder of Microsoft, one of the hundred most influential people in the world. Since he made his fortune, his impact has been felt in science, technology, business, medicine, sports, music, and philanthropy. His passion, curiosity, and intellectual rigor-combined with the resources to launch and support new initiatives-have literally changed the world. In 2009 Allen discovered that he had lymphoma, lending urgency to his desire to share his story for the first time. In this classic memoir, Allen explains how he has solved problems, what he's learned from his many endeavors-both the triumphs and the failures-and his compelling vision for the future. He reflects candidly on an extraordinary life. The book also features previously untold stories about everything from the true origins of Microsoft to Allen's role in the dawn of private space travel (with SpaceShipOne) and in discoveries at the frontiers of brain science. With honesty, humor, and insight, Allen tells the story of a life of ideas made real.

Introductory Statistics - Barbara Illowsky 2017-12-19
Introductory Statistics is designed for the one-semester, introduction to statistics course and is geared toward students majoring in fields other than math or engineering. This text assumes students have been exposed to intermediate algebra, and it focuses on the applications of statistical knowledge rather than the theory behind it. The foundation of this textbook is Collaborative Statistics, by Barbara Illowsky and Susan Dean. Additional topics, examples, and ample opportunities for practice have been added to each chapter. The development choices for this textbook were made with the guidance of many faculty members who are deeply involved in teaching this course. These choices led to innovations in art, terminology, and practical applications, all with a goal of increasing relevance and accessibility for students. We strove to make the discipline meaningful, so that students can draw from it a working knowledge that will enrich their future studies and help them make sense of the world around them. Coverage and Scope Chapter 1 Sampling and Data Chapter 2 Descriptive Statistics Chapter 3 Probability Topics Chapter 4 Discrete Random Variables Chapter 5 Continuous Random Variables Chapter 6 The Normal Distribution Chapter 7 The Central Limit Theorem Chapter 8 Confidence Intervals Chapter 9 Hypothesis Testing with One Sample Chapter 10 Hypothesis Testing with Two Samples Chapter 11 The Chi-Square Distribution Chapter 12 Linear Regression and Correlation Chapter 13 F Distribution and One-Way ANOVA

How to Beat Three Card Poker -

Casino Gambling For Dummies - Kevin Blackwood 2011-03-03
Earn comps and avoid big losses Bet wisely, beat the house, and bring home the bucks! Crazy about casinos, but worried about losing your shirt? Relax! This hands-on guide is filled with insider secrets and tips for maximizing winnings and minimizing losses in the most popular casino games --blackjack, poker, craps, roulette, slots, and more. You get the scoop on everything from game rules and jargon to making the best bets (and knowing when to quit). Discover how to * Understand the odds * Develop winning strategies * Avoid gimmicks and bad bets * Manage your money effectively * Gamble on the Internet * Deal with the IRS

Games Without Frontiers? - Heather Wardle 2021-07-16
This open access book focuses on how and why digital games and gambling are increasingly intertwined and asks "does this matter?" Looking at how "loot boxes" became the poster child for the convergence of gambling and gaming, Wardle traces how we got here. She argues that the intersection between gambling and gaming cultures has a long lineage, one that can be traced back throughout the 20th century but also incorporates more recent trends like the poker boom of the 1990s, the development of social media gambling products and the development of skin betting markets. Underpinned by changing technology, which facilitated new ways to bet, trade and play, the intersection between gaming and gambling cultures and products has accelerated within the last decade – and shows little signs of stopping. Wardle explores what this means for our understanding of risk, how gaming and gambling entities use each other for commercial advantage, and crucially explores what young people think of this, before making recommendations for action.

Ultimate Book of Card Games - Scott McNeely 2012-01-06
Classic and comprehensive, this guide to over 350 games is sure to appeal to all ages. From Bridge to Poker and Solitaireto 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 dozensof 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.

American Casino Guide - Steve Bourie 2005-11
Listing more than 700 casinos in 36 states, this bestselling guide is jam-packed with detailed information and includes 150 coupons providing more than $1,000 in savings. Consumable.

Tournament Poker for Advanced Players - David Sklansky 2007
Tournament poker is very different from standard ring game poker. While they might appear the same from a distance, there are many differences in proper strategy that are often unknown to many experienced cash game players. Some people excel at tournament poker. This is not luck. These are players who have an advanced understanding of what the proper strategy adjustments are, and when they come into play. It is no coincidence that the same competitors make it to final tables far more than their fair share. This book explains tournament strategies that only a small number of players have mastered. It assumes you already know how to play poker well, but aren't knowledgeable of tournament-specific concepts and when and where to use them. Some of the ideas discussed include: the effect of going broke, the Gap Concept, how chips change value, adjusting strategy to rising stakes, all-in strategy, final table play, making deals, the "System," focusing on weaker opponents, unusual plays with aces and kings, moving in against the blind, and much more. This newly-expanded version contains over 100 new pages of updated material dedicated almost entirely to today's most popular form of tournament poker: no-limit hold 'em.

Introduction to Probability - Charles Miller Grinstead 2012-10-30
This text is designed for an introductory probability course at the university level for sophomores, juniors, and seniors in mathematics, physical and social sciences, engineering, and computer science. It presents a thorough treatment of ideas and techniques necessary for a firm understanding of the subject.

Play Poker Like Johnny Chan - Johnny Chan 2005
Widely regarded as the world's best poker player, Johnny Chan has been beating the highest buy-in tournaments and big money cash games everywhere for the past twenty years. He is regularly featured on such television networks as NBC, ESPN, and Fox Sports Net. He played himself in the movie "Rounders" opposite Matt Damon. Because Johnny worked his way up to the top of the poker world by starting in the smallest games, he is the perfect person to teach you how to win. Whether you are a beginning or intermediate player, this book will help you on your road to expert status. Concise and easy to understand, Play Poker Like Johnny Chan covers all the popular casino poker games.

Elements of Causal Inference - Jonas Peters 2017-11-29
A concise and self-contained introduction to causal inference, increasingly important in data science and machine learning. The mathematization of causality is a relatively recent development, and has become increasingly important in data science and machine learning. This book offers a self-contained and concise introduction to causal models and how to learn them from data. After explaining the need for causal models and discussing some of the principles underlying causal inference, the book teaches readers how to use causal models: how to compute intervention distributions, how to infer causal models from observational and interventional data, and how causal ideas could be exploited for classical machine learning problems. All of these topics are discussed first in terms of two variables and then in the more general multivariate case. The bivariate case turns out to be a particularly hard problem for causal learning because there are no conditional independences as used by classical methods for solving multivariate cases. The authors consider analyzing statistical asymmetries between cause and effect to be highly instructive, and they report on their decade of intensive research into this problem. The book is accessible to readers with a background in machine learning or statistics, and can be used in graduate courses or as a reference for researchers. The text includes code snippets that can be copied and pasted, exercises, and an appendix with a summary of the most important technical concepts.

Liar's Poker - Michael Lewis 2010-03-15
The time was the 1980s. The place was Wall Street. The game was called Liar's Poker. Michael Lewis was fresh out of Princeton and the London School of Economics when he landed a job at Salomon Brothers, one of Wall Street's premier investment firms. During the next three years, Lewis rose from callow trainee to bond salesman, raking in millions for the firm and cashing in on a modern-day gold rush. Liar's Poker is the culmination of those heady, frenzied years—a behind-the-scenes look at a unique and turbulent time in American business. From the frat-boy

camaraderie of the forty-first-floor trading room to the killer instinct that made ambitious young men gamble everything on a high-stakes game of bluffing and deception, here is Michael Lewis's knowing and hilarious insider's account of an unprecedented era of greed, gluttony, and outrageous fortune.

21: Bringing Down the House - Movie Tie-In - Ben Mezrich 2008-02
Recounts the story of how a notorious gang of MIT blackjack savants devised and received backing for a system for winning at the world's most sophisticated casinos, an endeavor that earned them more than three million dollars. Originally published as Bringing Down the House. Reissue. (A Columbia Pictures film, written by Peter Steinfeld & Allan Loeb, directed by Robert Luketic, releasing March 2008, starring Kevin Spacey, Kate Bosworth, Laurence Fishburne, Jim Sturgess, & others) (Current Affairs)

Serious Poker - Daniel Y. Kimberg 2002
A complete introduction to casino and cardroom poker, for everyone from complete poker novices to experienced players who want to take the game more seriously. It covers everything from the basics of strategy and cardroom rules and customs to more esoteric topics like tournament play, poker math, cheating, record keeping, and much more.

Poker - Ole Bjerg 2011-11-02
Poker is an extraordinary worldwide phenomenon with major social, cultural, and political implications, and Poker: The Parody of Capitalism investigates the game of poker as a cultural expression of significance not unlike art, literature, film, or music. Tracing the history of poker and comparing the evolution of the game to the development of capitalism, Ole Bjerg complicates prevalent notions of "casino capitalism" and correspondingly facile and simplistic comparisons of late capitalism and poker. By employing Slavoj Žižek's threefold distinction between imaginary-symbolic-real as a philosophical framework to analyze poker and to understand the basic strategies of the game, Bjerg explores the structural characteristics of poker in relation to other games, making a clear distinction between poker and other gambling games of pure chance such as roulette and craps. With its combination of social theory and empirical research, Poker offers an engaging exploration of a cultural trend. "Poker is a theoretically sophisticated, highly original and innovative treatment of a contemporary social phenomenon, and contributes greatly to our understanding of the nature of contemporary capitalism." —Charles Livingstone, Monash University Australia

Toxic Masculinity, Casino Capitalism, and America's Favorite Card Game - Andrew Manno 2020-02-19
Poker is a centuries-old American game. Why has it become so popular in the twenty-first century? What does current interest in the game tell us about ourselves and some of our most pressing social issues? In this timely and thought-provoking book, Andrew Manno offers important insights into the intersection of gaming, gender, and capitalism that illuminate how the shift to a casino capitalist economy—combined with a culture of toxic masculinity—impacts workers and how it has led to the rise of populism in the United States that manifested in the 2016 election of Donald Trump.

Reinforcement Learning, second edition - Richard S. Sutton 2018-11-13
The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

A First Course in Probability - Sheldon M. Ross 2002
This market-leading introduction to probability features exceptionally clear explanations of the mathematics of probability theory and explores its many diverse applications through numerous interesting and motivational examples. The outstanding problem sets are a hallmark feature of this book. Provides clear, complete explanations to fully explain mathematical concepts. Features subsections on the probabilistic method and the maximum-minimums identity. Includes many new examples relating to DNA matching, utility, finance, and applications of the probabilistic method. Features an intuitive treatment of probability—intuitive explanations follow many examples. The Probability Models Disk included with each copy of the book, contains six probability models that are referenced in the book and allow readers to quickly and easily perform calculations and simulations.

Poker For Dummies - Richard D. Harroch 2011-03-10
Poker is America's national card game, and its popularity continues to grow. Nationwide, you can find a game in progress everywhere. If you want to play, you can find poker games on replicas of 19th century riverboats or on Native American tribal lands. You can play poker at home with the family or online with opponents from around the world. Like bowling and billiards before it, poker has moved out from under the seedier side of its roots and is flowering in the sunshine. Maybe you've never played poker before and you don't even know what a full house is. Poker For Dummies covers the basics. Or perhaps you've played for years, but you just don't know how to win. This handy guide will help you walk away from the poker table with winnings, not lint, in your pockets. If you're a poker expert, you still can benefit – some of the suggestions may surprise you, and you can certainly learn from the anecdotes from professional players like T.J. Cloutier and Stu Unger. Know what it takes to start winning hand after hand by exploring strategy; getting to know antes and betting structure; knowing your opponents, and understanding the odds. Poker For Dummies also covers the following topics and more: Poker games such as Seven-Card Stud, Omaha, and Texas Hold'em Setting up a game at home Playing in a casino: Do's and don'ts Improving your play with Internet and video poker Deciphering poker sayings and slang Ten ways to read your opponent's body language Playing in poker tournaments Money management and recordkeeping Knowing when and how to bluff Poker looks like such a simple game. Anyone, it seems, can play it well – but that's far from the truth. Learning the rules can be quick work, but becoming a winning player takes considerably longer. Still, anyone willing to make the effort can become a good player. You can succeed in poker the way you succeed in life: by facing it squarely, getting up earlier than the next person, and working harder and smarter than the competition. Foreword by Chris Moneymaker, 2003 World Series of Poker Champion.

The Art of Deception - Kevin D. Mitnick 2011-08-04
The world's most infamous hacker offers an insider's view of the low-tech threats to high-tech security Kevin Mitnick's exploits as a cyber-desperado and fugitive form one of the most exhaustive FBI manhunts in history and have spawned dozens of articles, books, films, and documentaries. Since his release from federal prison, in 1998, Mitnick has turned his life around and established himself as one of the most sought-after computer security experts worldwide. Now, in The Art of Deception, the world's most notorious hacker gives new meaning to the old adage, "It takes a thief to catch a thief." Focusing on the human factors involved with information security, Mitnick explains why all the firewalls and encryption protocols in the world will never be enough to stop a savvy grifter intent on rifling a corporate database or an irate employee determined to crash a system. With the help of many fascinating true stories of successful attacks on business and government, he illustrates just how susceptible even the most locked-down information systems are to a slick con artist impersonating an IRS agent. Narrating from the points of view of both the attacker and the victims, he explains why each attack was so successful and how it could have been prevented in an engaging and highly readable style reminiscent of a true-crime novel. And, perhaps most importantly, Mitnick offers advice for preventing these types of social engineering hacks through security protocols, training programs, and manuals that address the human element of security.

Poker Tournament Strategies - Sylvester Suzuki 1998
Poker tournaments are very different from conventional poker games for many reasons. The most important ones are: The chips change value because most tournaments are "percentage payback." Rebuys are available early on. And, many players over adjust their playing strategy because they are aware that after the rebuy period you cannot purchase

more chips. Consequently, you should make many strategy changes. Sometimes you should be trying to accumulate chips, sometimes you should be on the attack, and sometimes you should just survive. Even though Sylvester Suzuki is a pseudonym, he is a real person who understands the underlying theories that govern tournament play. This text should prove helpful to anyone who is new to this form of poker.

Kill Everyone - Lee Nelson 2009-07-15
One of the most highly regarded poker books to come out in the last decade is now even better than before. The expanded and revised second edition of Kill Everyone, by Aussie Millions champ Lee Nelson (with Steve Heston and Tyson Streib), now includes hand illustrations throughout the book—and even more enticing for poker players—commentary throughout the book by internet-poker and European playing sensation Bertrand "Elky" Grospellier, World Poker Tour's 2009 Poker Player of the Year. Kill Everyone begins where Kill Phil left off. Its perfect blend of real-time experience, poker math, and computational horsepower combine to create new concepts and advanced strategies never before seen in print for multi-table tournaments, Sit-n-Gos, and satellites. It also explains how to choose the right strategy for the right game, provides the proper tactics, and introduces new weapons into a tournament-poker-player's arsenal. This book is for anyone serious about playing tournament poker, both live and online. And for cash-game players, a bonus chapter, penned by online cash-game ace and 2007 WSOP bracelet winner Mark Vos, helps you develop your short-handed no-limit hold 'em cash game.

The Lightning Thief - Rick Riordan 2010-02-02
Percy Jackson is about to be kicked out of boarding school...again. And that's the least of his troubles. Lately, mythological monsters and the gods of Mount Olympus seem to be walking straight out of the pages of Percy's Greek mythology textbook and into his life. Book #1 in the NYT best-selling series, with cover art from the feature film, The Lightning Thief.

Fortune's Formula - William Poundstone 2010-06-01
In 1956, two Bell Labs scientists discovered the scientific formula for getting rich. One was mathematician Claude Shannon, neurotic father of our digital age, whose genius is ranked with Einstein's. The other was John L. Kelly Jr., a Texas-born, gun-toting physicist. Together they applied the science of information theory—the basis of computers and the Internet—to the problem of making as much money as possible, as fast as possible. Shannon and MIT mathematician Edward O. Thorp took the "Kelly formula" to Las Vegas. It worked. They realized that there was even more money to be made in the stock market. Thorp used the Kelly system with his phenomenally successful hedge fund, Princeton-Newport Partners. Shannon became a successful investor, too, topping even Warren Buffett's rate of return. Fortune's Formula traces how the Kelly formula sparked controversy even as it made fortunes at racetracks, casinos, and trading desks. It reveals the dark side of this alluring scheme, which is founded on exploiting an insider's edge. Shannon believed it was possible for a smart investor to beat the market—and William Poundstone's Fortune's Formula will convince you that he was right.

Texas Hold'em For Dummies - Mark Harlan 2011-03-01
Want to play — and win — poker's hottest game? Turn on the TV, drop by a newsstand, or just browse the checkout your local supermarket and you'll see firsthand that Texas Hold 'Em is the poker game everyone's playing. It's a game that's deceptively simple, yet within its easy framework you'll find truth and trickery, boredom and fear, skill and misfortune—in other words, all the things that make life fun and worth living! Texas Hold'em For Dummies introduces you to the fundamental concepts and strategies of this wildly popular game. It covers the rules for playing and betting, odds, etiquette, Hold'em lingo, and offers sound advice to avoid mistakes. This handy reference guide gives new and even seasoned players winning strategies and tactics not just for playing the game, but for winning. You'll learn: Rules and strategies for limit, no-limit, tournament, and online play How to "play" the other players The importance of your bankroll—recommended sizes and more Hands you should and should not play How to camouflage your play and dodge traps When, who, and how to bluff How to maximize your win with check-raising and trapping The different approaches for playing in private games, casinos, card rooms, tournaments, and on the Internet How to use mathematics to your advantage Texas Hold 'Em is a game of both skill and chance. But it's a game that can be beaten, and whether you want to make money, sharpen your game, or just have a good time, Texas Hold 'Em for Dummies will give you the winning edge.

The Official U.S. Casino Chip Price Guide - James Campiglia

2008-12-01

"The long anticipated 4th Edition of The Official U.S. Casino Chip Price Guide is competely revised with over 2100 chips illustrated, many never published before, with updated listings for hundreds more, including updated values, variations, and recently released casino chips" -- back cover.