

Blackjack Shooters Blackjack The Adventures Of Arron Day Volume 2

Outing; Sport, Adventure, Travel, Fiction- 1909

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Danger Lies East: A Doc Savage Adventure-Lester Bernard Dent 2021-08-31 "Danger Lies East: A Doc Savage Adventure" by Lester Bernard Dent. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten–or yet undiscovered gems–of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

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Ada Blackjack-Jennifer Niven 2012-02-21 From the author of The Ice Master comes the remarkable true story of a young Inuit woman who survived six months alone on a desolate, uninhabited Arctic island In September 1921, four young men and Ada Blackjack, a diminutive 25-year-old Eskimo woman, ventured deep into the Arctic in a secret attempt to colonize desolate Wrangel Island for Great Britain. Two years later, Ada Blackjack emerged as the sole survivor of this ambitious polar expedition. This young, unskilled woman—who had headed to the Arctic in search of money and a husband—conquered the seemingly unconquerable north and survived all alone after her male companions had perished. Following her triumphant return to civilization, the international press proclaimed her the female Robinson Crusoe. But whatever stories the press turned out came from the imaginations of reporters: Ada Blackjack refused to speak to anyone about her horrific two years in the Arctic. Only on one occasion—after charges were published falsely accusing her of causing the death of one her companions—did she speak up for herself. Jennifer Niven has created an absorbing, compelling history of this remarkable woman, taking full advantage of the wealth of first-hand resources about Ada that exist, including her never-before-seen diaries, the unpublished diaries from other primary characters, and interviews with Ada’s surviving son. Ada Blackjack is more than a rugged tale of a woman battling the elements to survive in the frozen north—it is the story of a hero.

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Adventure Capital-J.S. Morin 2016-04-21 There's a new crime lord in this galaxy. Time to make crime actually pay. Carl Ramsey had a derelict battleship and a hundred stranded navy veterans fall into his lap. With Earth Navy happier pretending none of them existed, it only seemed logical to turn them into a criminal empire. Of course, when 95% of your employees have clean criminal records and by-the-book instincts, there are bound to be some bumps along the way. Never one to take failure lying down, Carl enlists the help of some old squadron mates to show the newcomers how to make a living on the wrong side of the law. Unfortunately, Carl has a blind spot for his fellow Half-Devils. Will one rogue take building a dangerous reputation too far, and get them all killed in the process? Adventure Capital is the 9th mission of Black Ocean, a science fantasy series set in the 26th century. Do you wish there had been a second season of Firefly? Do you love the irreverent fun of Guardians of the Galaxy? Have you ever wondered how Star Wars would have turned out if Luke and Obi-wan had ditched the rebellion to become smugglers with Han and Chewie? Then Black Ocean is the series for you! Pick up your copy of Adventure Capital, and aim to misbehave with the crew of the Mobius.

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Adventure Fire-Glen Guy 2003-03-01 Out of habit Dusty checked his Winchester to make sure a round was in the chamber, and then eased himself forward, keeping out of view of the front window. It was obvious to Dusty, because of the ruckus Little Bear was causing on the porch, that whoever was inside--if anybody--was forewarned, so the element of surprise was not in Dusty's favor. With these thoughts in mind, Dusty said to no one in particular, "Oh well," and he leaped to the porch, with his rifle at the ready. In an instant he was through the partially open door, ready for whatever consequence awaited him inside.

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Gold Thunder: A Legendary Adventures of a Motown Bassman-

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Beat Blackjack Now!-Frank Scoblete 2010-05 With the help of numerous easy-to-master steps in this breakthrough book, readers will go from being a traditional blackjack player to being an advantage player with a real edge over the house. Insight into how the game of blackjack is really played pairs with traditional strategies for one, two, fours, six, and eight deck games, in this ultimate resources for mastering the blackjack table. Additional topics include smart betting advice for the non-advantage player, little-known secrets to minimize the house edge, which blackjack games to avoid, how to get a verifiable mathematical edge with the new easy-to-master Speed Count, unique betting techniques to increase monetary returns, why Speed Count is nothing like traditional card-counting methods, and how to play tournament blackjack to win.

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Blackjack-Alex Simmons 2015-11-15 Arron Day, aka Blackjack, is an African-American soldier of fortune, in the 1930s, battling powerful enemies, the ghosts of his past, and the bigotry of his times.In this new, action packed, graphic novel Blackjack faces deception and danger in three different countries! From Spain to Budapest, alone, he's pitted against a heavily armed strike force, and unseen killer, and a deadly band of hill raiders.If you enjoyed previous Blackjack tales such as, "SECOND BITE OF THE COBRA," "BLOOD & HONOR," "BURIED SECRETS," or "SHOOTERS," then this is the book for you!Created and written by Alex Simmons, and beautifully illustrated by Tim Fielder, "There Came A Dark Hunter " is 64 pages of full color retro-pulp thrills!It is the 1930s - A Good Time For A Dark Hunter!

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The Wonderful Story of Henry Sugar-Roald Dahl 2000-05-22 Seven superb short stories from the bestselling author of Charlie and the Chocolate Factory and The BFG! Meet the boy who can talk to animals and the man who can see with his eyes closed. And find out about the treasure buried deep underground. A clever mix of fact and fiction, this collection also includes how master storyteller Roald Dahl became a writer. With Roald Dahl, you can never be sure where reality ends and fantasy begins. "All the tales are entrancing inventions." —Publishers Weekly

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Blackjack-Alex Simmons 2015-07-15 A tale of blood and vengeance, this graphic novel stars Arron Day, alias Blackjack, an African-American soldier of fortune. Blackjack returns to his boyhood home in Cairo, joining forces with martial-arts expert Maryam and mercenaries Bo and Red to seek long-overdue revenge on a charismatic Bedouin warlord known as The Cobra. Includes new cover art by Scott Hanna, a new Foreword by Joe Illidge (Batman: No Man's Land), and a new Afterword by award-winning inker David Colley.

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Adventures from the Psyplex-David M. Cotner 2010-12-28 This is Tsa Sohone’s second assignment from the Psyplex (central core of the collective consciousness) and this time, the former Caddo Xinesi’s (Shaman’s) life energy is sent to the body of Logan Gortner and is directed by the Psyplex to take control of the body of the retired financial advisor after sixty-two years of being a subordinate soul within. Joining Tsa Sohone and Logan are several other life energies from the Psyplex, some familiar ones like Old Blue the mule from his first adventure, and some new and interesting ones; ones that will play important roles as Tsa Sohone struggles to carry out his assigned task, again in Arkansas, but now in the year 2012. The mission assigned to him this time revolves around the jaguar pendant that was found in little Jenny’s hand the day she was born in 1878 and was passed down in her family, all the way to its current owner and relative, Logan Gortner. The mysterious appearance of the pendant in the infant’s hand was never solved, but now, Tsa Sohone has the chance to find out the origin of the necklace and the importance it will play during the second half of the Sun’s life that starts the day after the end of the Mayan calendar on December 21, 2012. Tsa Sohone must first determine the role the pendant plays and then unlock the secret the pendant holds to successfully complete the mission assigned him by the Psyplex. As in his first adventure from the Psyplex, he encounters many obstacles and endures several trials in his quest to solve the mystery of the jaguar pendant.

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Damn, It Was an Adventure!-Rick LeKen 2013-06-05 This story takes you from the arrival of Freds Chinese grandfather and his son into a young, hostile, and discriminatory country, to the mans retirement in Montreal. I think you will find that the intervening years are worth reading about. Rick LeKen

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John Wayne Adventure Comics Collection, Numbers 1, 2, 3-Yojimbo Press LLC 2014-01-30 This first gun-slinging collection of John Wayne Adventure Comics contains issues number 1, 2 and 3. It has been lovingly remastered, color corrected and formatted for your favorite reading device. Get three issues for the price of two! In issue number 1, The Mysterious Valley of Violence, we join our favorite hero in the following stories... The outlaw Blackjack Wells terrifies the Gambler's Gulch locals in "The Cowboy and the Gambler". The Duke investigates a lone gunshot in "Sudden Death at Dragon's Peak". A Boss Hog-like bad guy terrorizes the valley in "The Mysterious Valley of Violence" . In issue number 2, The Battle of the Giants, we join John Wayne in the following stories... "The Battle of the Giants", "Horses of the Old West", "The Vanishing Stage Coach", "A Man Called Bat", and "The Blue Lightnin' Twins". In issue number 3, The Claws of Death, we join The Duke in the following stories... "The Claws of Death", "The Mystery of Rhyming Range", "The Mask of Death", plus commemorative photographs. The most famous of cowboys, Hollywood actor John Wayne, The Duke, is featured in these exciting Western tales of heroes, villains and outlaws. Enjoy a nostalgic trip down memory lane with the best titles from the golden age of comics. Yojimbo Press has lovingly remastered these timeless classics with vivid color correction and image restoration.

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The Action and Adventure Cinema-Yvonne Tasker 2004-08-19 This exciting collection addresses action and adventure from the silent to the contemporary period exploring diverse questions of aesthetics, industry and ideology. Action has established itself as one of the leading commercial genres of the New Hollywood cinema, generating extensive debate in the process. Contributors consider how action might best be defined, how it has developed historically, and how it works formally. The critical reception and standing of action and adventure cinema is considered in relation to questions of national culture, violence and the 'art' of cinema. Themes explored include genre and definitions; early action, sensation and melodrama; authorship and action; national and transnational action-adventure traditions; action aesthetics; spectacle and narrative; stars and bodies; class; gender; race and ethnicity. Attempting to evaluate the significance of this type of filmmaking for both popular cinema and film studies, the book underlines the central place of action and adventure within film history.

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Let's Go Pacific Northwest Adventure 1st Edition-Let's Go Inc. 2004-12-13 The brand-new Let's Go: Pacific Northwest Adventure Guide is your must-have companion to the great outdoors of Washington, Oregon, and parts of British Columbia and Alberta. With fresh coverage of Waterton-Glacier International Peace Park, the Puget Sound islands, and Washington's Methow and Yakima Valleys, Let's Go is the best and freshest guide to the Pacific Northwest for travelers and natives alike. Let's Go's forty-five years of practical savvy inform this book's must-have information on safety, car care, wilderness survival, and nature conservation. Up-to-date advice on wilderness leadership certification, organized trips, and extreme sports caters to the most serious adventurers. Whether your tastes turn to hiking the glaciers of Banff National Park or exploring the marble canyons of Oregon Caves National Monument, all you need is adrenaline and Let's Go.

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THE GREATEST ADVENTURES SERIES - Robert Louis Stevenson Edition (Illustrated)-Robert Louis Stevenson 2017-08-07 This eBook edition of "THE GREATEST ADVENTURES SERIES - Robert Louis Stevenson Edition (Illustrated)" has been formatted to the highest digital standards and adjusted for readability on all devices. Robert Louis Stevenson (1850-1894) was a Scottish novelist, poet, essayist, and travel writer. His most famous works are Treasure Island, Kidnapped, and Strange Case of Dr Jekyll and Mr Hyde. A literary celebrity during his lifetime, Stevenson now ranks among the 26 most translated authors in the world. Table of Contents: Novels: Treasure Island Kidnapped (Adventures of David Balfour I) Catriona (Adventures of David Balfour II) The Wrecker The Ebb-Tide St Ives: Being the Adventures of a French Prisoner in England The Black Arrow: A Tale of the Two Roses Short Stories: Island Nights' Entertainments (South Sea Tales) The Adventure of the Hansom Cab The Adventure of Prince Florizel and a Detective The Misadventures of John Nicholson

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THE COLLECTED ADVENTURE TALES OF R. L. STEVENSON (Illustrated Edition)-Robert Louis Stevenson 2017-08-07 This beautifully illustrated collection of adventure tales by Robert Louis Stevenson has been formatted to the highest digital standards and adjusted for readability on all devices. Robert Louis Stevenson (1850-1894) was a Scottish novelist, poet, essayist, and travel writer. His most famous works are Treasure Island, Kidnapped, and Strange Case of Dr Jekyll and Mr Hyde. A literary celebrity during his lifetime, Stevenson now ranks among the 26 most translated authors in the world. Table of Contents: Novels: Treasure Island Kidnapped (Adventures of David Balfour I) Catriona (Adventures of David Balfour II) The Wrecker The Ebb-Tide St Ives: Being the Adventures of a French Prisoner in England The Black Arrow: A Tale of the Two Roses Short Stories: Island Nights' Entertainments (South Sea Tales) The Adventure of the Hansom Cab The Adventure of Prince Florizel and a Detective The Misadventures of John Nicholson

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The Adventure of Wrangel Island-Vilhjalmur Stefansson 1925 Otangel Island expedition, 1921-23.

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Adventure Guide to St. Martin & St. Barts-Lynne Sullivan 2010-09-14 Provides a detailed guide to every aspect of the destination: history, culture, foods, restaurants, hotels, sightseeing, things to do. This guide covers St. Martin and St. Barts.

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InfoWorld- 1982-01-18 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

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Adventure: The Atari 2600 at the Dawn of Console Gaming-Jamie Lendino 2018-06-04 The sprawl of Adventure. The addictiveness of Breakout. The intensity of Space Invaders. Once upon a time, you could only experience this kind of excitement at the arcade. But in 1977 that changed forever. You, and maybe a friend or a sibling, could instantly teleport from your own living room to a dazzling new world—with nothing more than a small plastic cartridge. This was the promise of the Atari 2600—and it was delivered in ways no one ever expected. No, the games it put on your TV weren’t what you saw when you plunked in your quarters at the convenience store or in the noisy, smoky business on the other side of town. But they brought the arcade home—and it hasn’t left since. With Adventure: The Atari 2600 at the Dawn of Console Gaming, Jamie Lendino takes you to the front lines of the home gaming revolution, exploring the history of the world-changing console and delves into the coin-op ports and original titles that still influence gaming today. Before your next trip to a magical universe with your Xbox One, PlayStation 4, or Nintendo Switch, see how the home gaming industry truly began.

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The Software Encyclopedia- 2000

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Casino Craps-Frank Scoblete 2010-05 The most comprehensive craps book ever written, this is the book that gives readers everything needed to get a real, verifiable edge at the game of craps. The authors, two of the greatest living dice controllers, share, in words and pictures, their secret Golden Touch technique and give the edge needed to beat the house. Readers will learn several keys to winner craps, including how the game is really played, how to develop a Golden Touch controlled throw, which are the best and worst bets and "buy" bets, how to reduce the hit of the house edge by using the five count, how to push the casino to give a better game than advertised, how to set the dice to reduce or increase the appearance of different numbers, and how to judge what a real edge means.

Outing- 1909

Handbook of Research on Immersive Digital Games in Educational Environments-Krassmann, Aliane Loureiro 2018-08-31 Education is increasingly being involved with technological resources in order to meet the needs of emerging generations, consequently changing the way people teach and learn. Game-based learning is a growing aspect of pedagogical practice, and it is important to disseminate research trends and innovations in this field. The Handbook of Research on Immersive Digital Games in Educational Environments provides emerging research exploring the theoretical and practical aspects of digital games and technological resources and applications within contemporary education. Featuring coverage on a broad range of topics such as digital integration, educational simulation, and learning theories, this book is ideally designed for teachers, pre-service teachers, students, educational researchers, and education software developers seeking current research on diverse immersive platforms and three-dimensional environments that support the creation of digital games and other applications to improve teaching and learning processes.

Outing-Poultney Bigelow 1909

Robert B. Parker's Blackjack-Robert Knott 2017-01-03 Managing an influx of carpetbaggers, gamblers, thieves and other disreputables in prosperous Appaloosa, Cole and Hitch are challenged by a flashy and womanizing casino owner who proves slippery when he is implicated in a series of murders.

Art of Making Comics-Alex Simmons 2016-11-07 Action, adventure, sci-fi and humor! These are some of the arenas artists and fans have explored for generations. The Art of Making Comics can help budding artists by introducing them to the whole process of creating comics- from idea to script, to full color art and publication. Professional writer and publisher Alex Simmons (Batman, Tarzan, Archie, Blackjack, & Race Against Time, etc.) explains jobs, terms, writing tips and more.

Home & Away in Kentucky- 1992

Get the Edge at Craps-Sharpshooter 2002 This is the book craps players have been waiting for! For the first time ever, the casino's worst nightmare, the amazing player known as 'Sharpshooter', reveals his secrets for getting the edge at craps -- how to control the dice when you shoot in order to reduce the appearance of certain numbers (the 7!) and increase the appearance of other numbers. If you learn Sharpshooter's methods of dice control or 'rhythmic rolling', craps becomes not only a beatable game but a money maker for the player.

Beat the Craps Out of the Casinos-Frank Scoblete 2005 Explains the "Supersystem" strategy for succeeding at the popular gambling game, including tips for high rollers, common superstitions, and a glossary of jargon.

Everything Casino Poker-Frank Scoblete 2013-05 Aiding the average poker player to obtain above average results at the casino, this guide to some of the hottest games in poker goes beyond teaching the game itself for intelligent and direct strategies on how to win. In "Everything Casino Poker," acclaimed gambling expert Frank Scoblete looks at popular casino poker games--including video poker, Texas Hold'em, Omaha Hi-Lo, and Pai Gow--and analyzes ways to gain an edge to beat the house. Thoroughly examining the rules of each variant of poker and the statistics and strategies that surround them, the guide provides a solid foundation that will better the player's performance and experience, regardless of time spent at the casino tables.

Fighting to Survive in the Wilderness-Eric Mark Braun 2019-08 Bitter cold. Extreme heat. Dangerous terrain. Sudden storms. When you're in the wild, you're at the whim of nature, and anything can happen. Could you survive a wilderness disaster? Discover the true tales of people who did, and find out how they lived to tell their stories. The Capstone Interactive edition comes with simultaneous access for every student in your school and includes read aloud audio recorded by professional voice over artists.

Craps Underground-Frank Scoblete 2004-01-13 In a revealing, no holds barred style, America's best selling gambling author shares the exciting inside story of the new advantage players. Frank introduces us to the fascinating Runyonesque characters who are out there beating the system."

Casino Conquest-Frank Scoblete 2012-09-26 Penned by a reputable authority on casinos, this guide provides the tools of the trade in order to perform a successful climb to the top of the gaming mountain. A step-by-step instructional approach is presented, going beyond the standard handbooks on blackjack, craps, and slots to include tips and tricks on baccarat, roulette, and more. A must-have for both casual and professional gamblers throughout the nation, this invaluable companion is guaranteed to provide the winning edge to beat the house.

The Rodeo-David W. Canterbury 2007-04-01 Put yourself in the boots of every young boy or girl that would love to grow up and be a cowboy. The Adventures of Cowboy Bob, The Rodeo is the first in a series of books that will let every child live his adventures. This time, go along with David Canterbury's character, Cowboy Bob, as he comes face to face with the champion bull, Hurricane Eye and the notorious outlaw, Blackjack Jim.

George Washington's Socks-Elvira Woodruff 2008-06-12 While enjoying a innocent lakeside campout, five modern-day children are transported back in time to the days of George Washington and other American Revolutionary figures. Reprint.

Soap Shoes-Ryan Jaunzemis 2014-05-06 He's been called THE EVIL SEED OF SOAP SHOES, THE BAD BOY OF AGGRESSIVE INLINE, and even THE SOAP GOD himself. THE GURU OF GRIND -- RYAN JAUNZEMIS, (As seen in Soap Shoes' national sales commercials & Relate Video Productions' famous full-length Soap videos One & Two) known by Soap fans the world over -- and said to be by many quite possibly the best Soaper of all time -- is about to take you back to the late 90s -- in a time where bowl-cuts, bleached hair, visors, and JNCO jeans were the latest fashion -- on a hilariously funny, wild, no-holds-bars, raw-and-uncut, kinked-out rail of a skating and Soaping adventure in this mammoth-sized, 480 page, full-color deluxe self-published novel as Ryan (At the time), a 17-year-old professional aggressive-in-line-skater from El Segundo, California randomly stumbles onto an ad that had been recently placed in a local Southbay newspaper from a new company called SOAP SHOES who claimed they had just invented a prototype model for the world's first pair of Grind Shoes; special shoes fashioned with concaved screw-in plastic grind plates in the soles of the shoes which would allow the wearer to slide (Or "Grind") along curbs, ledges, planters, and even handrails, thereby now allowing the user to be able to mimic the same movements of Aggressive-In-line-Street-Skating without ever even having to strap up; in other words you were now able to go skateboarding -- WITHOUT A SKATEBOARD! Ryan buys a used pair of Soap Shoes from his friend Kenny for \$10 dollars, makes himself a sponsor video, and later becomes sponsored by Soap Shoes. Ryan starts bringing in \$200 dollars p/h for photoshoots, tours the country, receives free clothes, free shoes, free food, free booze, free hotel rooms, paid travel expenses, all the meanwhile brawling and duking it out with rival skate crews, and slides his way into the hearts of many beautiful young ladies, all while busting out on some of the biggest and baddest rails on the planet! Could this be the sport of the century? You decide!WHETHER YOU'RE A hardcore soaper, a rollerblader, skateboarder, BMX biker, heelys rider, razor rider, snowboarder, surfer, or anyone else involved in any other type of free-form or aggressive-like street sport you need to get this book, as some of the tips that Ryan has embedded within the confines of this book aren't just mere tips & tricks for success on the streets, THESE SECRETS are the secrets TO LIFE!Get ready for the new book "SOAP SHOES -- Secret Tips & Tricks" and get your grind on fellas, or as Ryan would say, "Soap it up baby!"

Writing for Multimedia and the Web-Timothy Garrand 2006-07-21 Learning how to write for just one type of interactive media, such as web sites or games, is not enough! To be truly successful as an interactive writer or designer, you need to understand how to create content for all types of new media. Writing for Multimedia and the Web is the most comprehensive guide available for interactive writing. It covers web sites, computer games, e-learning courses, training programs, immersive exhibits, and much more. Earlier editions have garnered rave reviews as a writing handbook for multimedia and web professionals, as well as a classroom text for interactive writing and design. New Sections and Completely Updated Chapters: *Writing a corporate web site: T. Rowe Price *Creating blogs and podcasts *Web writing tips from usability experts *Optimizing text for web search engines *Defining the user with use cases and user scenarios *Dealing with web editors *Software for organizing and writing interactive media content *Script formats for all types of multimedia and web projects *Writing careers

Level Up Your Life-Steve Kamb 2016-01-12 In 5 years, Steve Kamb has transformed himself from wanna-be daydreamer into a real-life superhero and actually turned his life into a gigantic video game: flying stunt planes in New Zealand, gambling in a tuxedo at the Casino de Monte-Carlo, and even finding Nemo on the Great Barrier Reef. To help him accomplish all of these goals, he built a system that allowed him to complete quests, take on boss battles, earn experience points, and literally level up his life. If you have always dreamed of adventure and growth but can't seem to leave your hobbit-hole, Level Up Your Life is for you. Kamb will teach you exactly how to use your favorite video games, books, and movies as inspiration for adventure rather than an escape from the grind of everyday life. Hundreds of thousands of everyday Joes and Jills have joined Steve's Rebellion through his popular website, NerdFitness.com, and leveled up their lives--losing weight, getting stronger, and living better. In Level Up Your Life, you'll meet more than a dozen of these members of The Rebellion: men and women, young and old, single and married, from all walks of life who have created superhero versions of themselves to live adventurously and happily. Within this guide, you'll follow in their footsteps and learn exactly how to: • Create your own "Alter Ego" with real-life super powers • Build your own Epic Quest List, broken into categories and difficulty levels • Hack your productivity habits to start making progress • Train your body for any adventure • Build in rewards and accountability that will actually motivate you to succeed • Travel the world freely (and cheaply) • Recruit the right allies to your side and find powerful mentors for guidance Adventure is out there, and the world needs more heroes. Will you heed the call?

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