

A Little Giant Book Optical Illusions Little Giant Books

An incredible selection of visual trick puzzles and oddities. You'll never trust your eyes anymore after looking through this incredible selection of the world's finest vision-tricking puzzles and oddities! There are hidden objects and lost people to find, mazes to unravel, double meanings to decode, and impossible objects to comprehend--as well as spatial confusions, optical distortions, and "warped" pictures. For example: one picture shows a disk with 13 baseball players drawn on the edge. Tilt it slightly and there are only 12! Brain-bending, mind-blowing, and out-of-this-world unbelievable: you'll never trust your eyes anymore after looking through this incredible selection of the world's finest vision-tricking puzzles and oddities. There are hidden objects and lost people to find, mazes to unravel, double meanings to decode, and impossible objects to comprehend--as well as spatial confusions, optical distortions, and "warped" pictures. For example: in one puzzle, you'll see a disk with 13 baseball players drawn on the edge. Tilt it slightly and guess what--there are only 12! Another shows a variety of lamps the shop assistant has said they're all different, but if you check carefully you'll discover that two of them do have the same shape and

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pattern.

Presents a book of picture puzzles that includes brainteasers, optical illusions, fill-in-the-blanks, and riddles.

An illustrated collection of hundreds of difficult tongue twisters, arranged alphabetically.

Look closely at each illustration—what do you see?

Are you sure? Don't trust your eyes too quickly, because every picture here has an optical trick to fool you. Some-times you'll find "two objects in one"; sometimes you have to rotate drawings to solve the puzzle. Among the forms of visual magic: a bird that "flies" into a cage and a boy who changes into a monkey when the page is turned upside down. More than 300 engrossing optical illusions.

NOW YOU SEE IT! is a whimsical compilation of optical illusions and visual tricks—a carnival of colors and shapes and moving (or are they?) images that are sure to surprise and delight you as soon as you begin turning the pages. Whenever you look at something, you use both your eyes and your brain. When your eyes see something, your brain does incredible, high-speed calculations to decide on what you see. But, sometimes, your brain gets it wrong. Maybe your brain fills in the blanks incorrectly or it decides you are seeing something that isn't quite there. This charming, colorful book welcomes you into a world of trick art and optical illusions. . . and will make you think twice about how you see what

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you see. It's the perfect introduction to optical illusions for young readers. These little optical oopsies are tons of fun!

A collection of amusements and things to do alone or with friends after school, including optical illusions, puzzlers, mysteries, crosswords, word search puzzles, thinking games, mindreading tricks, and more.

Presents hundreds of silly knock-knock jokes for young readers.

A gargantuan, mind-altering comedy about the Pursuit of Happiness in America Set in an addicts' halfway house and a tennis academy, and featuring the most endearingly screwed-up family to come along in recent fiction, *Infinite Jest* explores essential questions about what entertainment is and why it has come to so dominate our lives; about how our desire for entertainment affects our need to connect with other people; and about what the pleasures we choose say about who we are. Equal parts philosophical quest and screwball comedy, *Infinite Jest* bends every rule of fiction without sacrificing for a moment its own entertainment value. It is an exuberant, uniquely American exploration of the passions that make us human - and one of those rare books that renew the idea of what a novel can do. "The next step in fiction...Edgy, accurate, and darkly witty...Think Beckett, think Pynchon, think Gaddis. Think." --Sven Birkerts, *The Atlantic*

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Provides information about the human eye and the evolution of vision as Wrinkles the Wonder Brain must travel through all of human imagination to retrieve his bosses' lost eye.

From the award-winning author of Little Pea, Little Hoot, and Little Oink comes a clever take on the age-old optical illusion: is it a duck or a rabbit? Depends on how you look at it! Readers will find more than just Amy Krouse Rosenthal's signature humor herethere's also a subtle lesson for kids who don't know when to let go of an argument. A smart, simple story that will make readers of all ages eager to take a side, Duck! Rabbit! makes it easy to agree on one thing—reading it again! Plus, this is the fixed format version, which will look almost identical to the print version. Additionally for devices that support audio, this ebook includes a read-along setting.

Collects five hundred optical illusions and picture puzzles.

Published in 1989, Can You Believe Your Eyes? is a valuable contribution to the field of Psychotherapy.

Are you ready to say "Knock-knock" nearly a thousand times? Then here's a collection to last you a lifetime, or until you've driven your parents and friends crazy, whichever comes first. This is the biggest knock-knock treasury you'll ever find. Since it's an encyclopedia, you start with A: Knock-Knock. Who's there? Abby and Manny. Abby and Manny who? Abby birthday and Manny happy returns. And

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you end with Z: Knock-knock. Who's there?
Zombies. Zombies who? Zombies make honey,
zombies don't. While you fill the neighborhood with
laughs (and groans), you'll also enjoy dozens of zany
cartoon drawings that show just how ridiculous a
knock-knock joke can be. Ready? You know how
they're supposed to start, so here are the endings,
and you supply what comes before: Adam up and
send me the bill. Candidate be changed to Friday?
Ferdinand is worth two in the bush. Ice pick for the
people of this country. Kansas really be happening
to me? Mary Lee we roll along. Noah good place to
eat around here? Oliver the world people are telling
knock-knock jokes. What you see is not always what
you get! Imagine bats and birds that look like faces!
Macabre skulls that appear on anything white! 3
donkeys with only 3 ears between them! And walls
that disappear! You no longer have to imagine, once
you've entered the world of optical illusions, where
nothing is as it seems and first impressions are just
that -- impressions, not the truth! Examine drawings,
some of them from designs thousands of years old
that fool the eye into believing a flat surface is three-
dimensional or that coils are rolling from left to right
across the page, and simple sentences sure to slip
you up -- plus more. Find out about closure, lines of
perspective, "the Rubin Vase," and how these tools
and techniques can help untangle the fascinating
tricks found in this mind-bending volume. After

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making your way through, try and create some puzzling pictures all your own.

In *Pocketdoodles for Girls*, Anita Wood gets girls doodling as only a girl can—about boys, clothes, sleepovers, friends, road trips, dreams, and more! Inside this fun activity book are interactive picture and word prompts that will encourage youngsters (and adults) to write, doodle, draw, and color on the pages. Kids will love the doodle pages with accompanying instructions and suggestions on how to complete the drawings. *Pocketdoodles for Girls* is a great way for kids to explore their creativity and art skills. With more than 250 pages of doodling and writing prompts, girls are guided through a fun world where only girls are allowed.

The *Giant Book of Who, What, When, Where, Why and How* is loaded with interesting information and inviting images. It answers all the questions kids really want to know! Through more than 1,000 fascinating facts and hundreds of awe-inspiring photos, kids will uncover answers to questions such as: Why are clownfish and sea anemones such close coral companions?; Why do scientists study dino poop? What is the slimiest and snottiest creature on the planet?; Where is the tallest waterfall?; What were the Vikings really like?; What is the largest living organism?; and Why does your body make so many gross noises? This must-read book includes chapters on animals, nature, amazing

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places, space, technology, history, the human body, sports, incredible inventions, and science. Kids will also discover record-breaking facts in Top 10 lists and Popular Science quizzes.

Explore, interact with, and make your own stunning illusions. Get ready to be amazed by an array of mind-boggling illusions, and even recreate them using the materials in the book. Optical Illusions 2 showcases some of the finest visual puzzles ranging from the classical pattern-based illusions and ambiguous drawings to modern 3D masterpieces. The book includes printed card material and clear step-by-step instructions on how to create some of the world's most dazzling illusions. Children aged 8+ will love making their own coin-shrinking Ames room or creating a hovering 3D dice. Make your own eye-popping illusions with Optical Illusions 2!

Provides instructions for both indoor and outdoor games, including basketball, hunters and hounds, peanut pitch, road map, and stuff the turkey.

Jam-packed with cool ideas and kooky illustrations, Pocketdoodles for Boys invites readers to design a roller coaster, turn a beauty queen into a flesh-eating zombie, create their very own masterpieces, and so much more! Filled with furballs, oddballs, and everything in between, this book will have every boy drawing with delight. Inside are interactive picture and word prompts that will encourage youngsters (and adults) to write, doodle, draw and color on the pages. For example, you'll find storyline doodle pages on which you are given picture elements and instructions on how to complete the drawings. With 272 pages, there's always a new idea for

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drawing and dreaming! Doodling Prompts Include:

Sleepwalker: Draw the weird place this sleepwalker ended up!

Draw-A-Bus: Draw the school bus driver.

Superhero: Draw yourself as a superhero with really cool powers!

Water: Draw scary fish in this fish tank!

Puke Park: Draw all the people getting sick on this roller coaster!

Cave kid: Draw yourself as a prehistoric caveman.

Kidnapped as a teenage girl, Ma has been locked inside a purpose built room in her captor's garden for seven years.

Her five year old son, Jack, has no concept of the world outside and happily exists inside Room with the help of Ma's games and his vivid imagination where objects like Rug, Lamp and TV are his only friends. But for Ma the time has come to escape and face their biggest challenge to date: the world outside Room.

Contains color and black-and-white illustrations of over three hundred optical illusions, each with brief, explanatory text.

When Truly Plaice's mother was pregnant, the town of Aberdeen joined together in betting how recordbreakingly huge the baby boy would ultimately be. The girl who proved to be Truly paid the price of her enormity; her father blamed her for her mother's death in childbirth and was totally ill-equipped to raise either this giant child or her polar opposite sister Serena Jane, the epitome of feminine perfection. When he, too, relinquishes his increasingly tenuous grip on life, Truly and Serena Jane are separated--Serena Jane to live a life of privilege and Truly to live on the outskirts of town, the subject of constant abuse and humiliation at the hands of her peers. Serena Jane's beauty proves to be her greatest blessing and her biggest curse, for it makes her the obsession of classmate Bob Bob Morgan, the youngest in a line of doctors for generations. Though they have long been the pillars of the community, the earliest Morgan married the town witch, Tabitha Dyerson, and the location of her fabled

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shadow book--containing mysterious secrets for healing and darker powers--has been the subject of town gossip ever since. Bob Bob Morgan, one of Truly's biggest tormentors, does the unthinkable to claim the prize of Serena Jane, and changes the destiny of all Aberdeen forever. It is only when Truly finds her calling--the ability to heal illness with herbs and naturopathic techniques,hidden within the folds of Robert Morgan's family quilt, that she begins to regain control over her life and herself. Unearthed family secrets, however, will lead to the kind of betrayal that eventually break the Morgan family apart forever, but Truly's reckoning with her own demons allows for both an uprooting of Aberdeen County, and the possibility of love in unexpected places.

Celebrates the use of optical illusion in art, presenting the importance and uniqueness of such work, discussing such artists as Salvador Dal i, M.C. Seshar, and Istv an Orosz. A journey through a land where Milo learns the importance of words and numbers provides a cure for his boredom.

It's a little book with hundreds of pages of amazing fun—in fact, some of the most incredible and detailed mazes you'll ever see. Will you go astray in the middle of the “serpents' circle”—or will you work your way out? Or, as you look into the swirling black-and-white funnel, can you find the lines that lead from top to bottom? If you get lost along the way, the answers are your map out.

Presents a series of seemingly abstract computer-generated pictures--created with the use of the "Salinsky Dot" image-rendering system--from which a 3-D image will emerge, accompanied by instructions to help viewers discover the images

A collection of hundreds of optical illusions, including classic examples from various sources and new drawings

These challenging and brilliantly colorful puzzles will work out the brain and amaze the eye. Many of the pictures have a

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trick to fool the puzzler, from vivid optical illusions to 3-D effects that dazzle. Other problems feature a mathematical component—but even before doing the arithmetic, you've got to figure out the logic behind the question. So it's important to look hard and pay close attention. Five bright soccer balls look almost the same. Which ball isn't like the others? A group of bike racers ride across the page in an astounding array. But wait: one of the riders is wearing the wrong number. Hint: the colors of the shirts are the key to the answer.

Get smart--give your brain a super-sized workout that's fun, challenging, and mind-expanding! You'll really have to keep your wits about you as you tackle six big sections filled with puzzles and tricks of every sort, from the visual to the verbal. Try critical thinking and lateral thinking questions, where you'll have to "work outside the box," forget your assumptions, and look at the problem from a fresh viewpoint. Whodunits have all the pleasures of a mystery--but you're the detective trying to figure it out! Be "number one" at math conundrums, and open your eyes and look sharp when you tackle the picture puzzles and optical illusions. Give this a shot and find out if you can be a "toothpick architect"! Build a house using 11 toothpicks as shown in the diagram. See if you can make the house face the opposite direction by moving only one toothpick. Answer: Move one of the toothpicks in the roof. Presents a collection of thirty-two photographs, drawings, paintings and computer images that are optical illusions designed to trick the mind.

Make a giant fountain from a soda pop bottle, write messages in invisible ink, and blow monster bubbles! Use readily available items and simple step-by-step instructions to create these amazing science projects. Discover the science behind each experiment, and have fun sharing with your friends and family. It squeezes, it stretches, it flows, it makes crystals—it's

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matter!

Presents optical illusions and picture puzzles involving the science of color, or the absence of it.

Equip the next generation of scientists with a brand new series from Chris Ferrie, the #1 science author for kids!

Rainbows are beautiful! As Red Kangaroo admires one arching across the sky, she wonders where rainbows come from—luckily, Dr. Chris has the answer! With just two

ingredients and three simple steps, Red Kangaroo learns all about the science behind these wonderful, colorful sights!

Chris Ferrie offers a kid-friendly introduction to light refraction and optical physics in this installment of his new Everyday

Science Academy series. Written by an expert, with real-world and practical examples, young readers will have a firm

grasp of scientific and mathematical concepts to help answer many of their "why" questions. Perfect for elementary-aged

children and supports the Common Core Learning Standards, Next Generation Science Standards, and the Science,

Technology, Engineering, and Math (STEM) standards.

Optical Illusions Sterling Publishing Company

"When you're driving down life's highway and your vehicle is low on fuel, try not to pass any gas." These

jokes aren't just gross—they're really, REALLY gross!

Punsters of all ages will find plenty of gross-out

amusement in this monster collection, from revolting riddles to icky rhymes. And because it's a Little Giant

Book, you know that it's packed full of rambunctious and rascally entertainment.

Why did the chicken cross the road? Knock, knock.

Who's there? What do you get when you...? As kids

guess the answers, they're sure to get the giggles! With this book, little ones will look forward to sharing the jokes

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with parents, teachers, and siblings--and even coming up with some variations of their own! In addition to hundreds of rib-tickling jokes, readers will love: Head-scratching brain teasers Funny knock-knock jokes Hysterical puzzles Ridiculous riddles And much, much more! Amid the jokes, kids also find information on how to deliver the perfect punch line and how their favorite comics got started telling jokes. Every budding comic needs a little help getting started, and this book is the perfect go-to for getting laughs!

Puzzles and brain twisters to keep your mind sharp and your memory intact are all the rage today. More and more people -- Baby Boomers and information workers in particular -- are becoming concerned about their gray matter's ability to function, and with good reason. As this sensible and entertaining guide points out, your brain is easily your most important possession. It deserves proper upkeep. *Your Brain: The Missing Manual* is a practical look at how to get the most out of your brain -- not just how the brain works, but how you can use it more effectively. What makes this book different than the average self-help guide is that it's grounded in current neuroscience. You get a quick tour of several aspects of the brain, complete with useful advice about: *Brain Food*: The right fuel for the brain and how the brain commands hunger (including an explanation of the different chemicals that control appetite and cravings) *Sleep*: The sleep cycle and circadian rhythm, and how to get a good night's sleep (or do the best you can without it) *Memory*: Techniques for improving your recall *Reason*: Learning to defeat common sense; logical fallacies (including

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tactics for winning arguments); and good reasons for bad prejudices Creativity and Problem-Solving: Brainstorming tips and thinking not outside the box, but about the box -- in other words, find the assumptions that limit your ideas so you can break through them Understanding Other People's Brains: The battle of the sexes and babies developing brains Learn about the built-in circuitry that makes office politics seem like a life-or-death struggle, causes you to toss important facts out of your memory if they're not emotionally charged, and encourages you to eat huge amounts of high-calorie snacks. With Your Brain: The Missing Manual you'll discover that, sometimes, you can learn to compensate for your brain or work around its limitations -- or at least to accept its eccentricities. Exploring your brain is the greatest adventure and biggest mystery you'll ever face. This guide has exactly the advice you need.

A NEW YORK TIMES NOTABLE BOOK OF 2020
NAMED A BEST BOOK OF THE YEAR BY * THE WASHINGTON POST * THE ECONOMIST * NEW SCIENTIST * PUBLISHERS WEEKLY * THE GUARDIAN From one of the most dynamic rising stars in astrophysics, an “engrossing, elegant” (The New York Times) look at five ways the universe could end, and the mind-blowing lessons each scenario reveals about the most important concepts in cosmology. We know the universe had a beginning. With the Big Bang, it expanded from a state of unimaginable density to an all-encompassing cosmic fireball to a simmering fluid of matter and energy, laying down the seeds for everything from black holes to one rocky planet orbiting a star near

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the edge of a spiral galaxy that happened to develop life as we know it. But what happens to the universe at the end of the story? And what does it mean for us now? Dr. Katie Mack has been contemplating these questions since she was a young student, when her astronomy professor informed her the universe could end at any moment, in an instant. This revelation set her on the path toward theoretical astrophysics. Now, with lively wit and humor, she takes us on a mind-bending tour through five of the cosmos's possible finales: the Big Crunch, Heat Death, the Big Rip, Vacuum Decay (the one that could happen at any moment!), and the Bounce. Guiding us through cutting-edge science and major concepts in quantum mechanics, cosmology, string theory, and much more, *The End of Everything* is a wildly fun, surprisingly upbeat ride to the farthest reaches of all that we know. A collection of hundreds of optical illusions, including classic examples from various sources and new drawings.

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