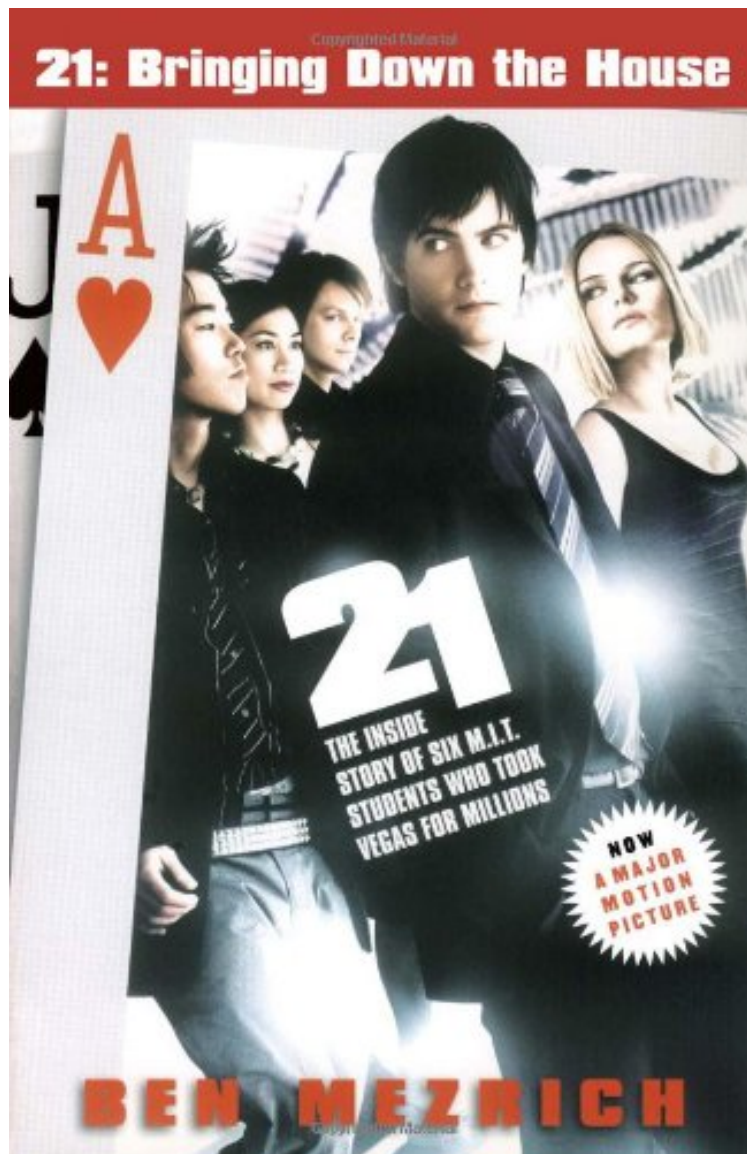


[Mobile ebook] 21: Bringing Down the House - Movie Tie-In: The Inside Story of Six M.I.T. Students Who Took Vegas for Millions

21: Bringing Down the House - Movie Tie-In: The Inside Story of Six M.I.T. Students Who Took Vegas for Millions

Ben Mezrich

*ePub | *DOC | audiobook | ebooks | Download PDF*



DOWNLOAD



+

READ ONLINE

#1413190 in Books Atria Books 2008-02-01 2008-02-01 Original language: English PDF # 1 8.44 x .70 x 5.50l, .58 #File Name: 1416564195273 pages Great product! | File size: 41.Mb

Ben Mezrich : 21: Bringing Down the House - Movie Tie-In: The Inside Story of Six M.I.T. Students Who Took Vegas for Millions before purchasing it in order to gage whether or not it would be worth my time, and all praised 21: Bringing Down the House - Movie Tie-In: The Inside Story of Six M.I.T. Students Who Took Vegas for Millions:

1 of 1 people found the following review helpful. Good But Not GrippingBy Maria Romana, Romantic Suspense AuthorI'm a huge math geek myself, so I really wanted to read this story and learn how these guys did what they did. The story definitely held my attention from start to finish, but it wasn't emotionally gripping. It's written with a fair amount of flowery language (more than necessary, I'd say), but lacks a human element. I never felt like I *knew* any of the characters or really cared about them, but from a purely informational standpoint, yes, it's all there: what they did, how they did it, how and when it all happened. Personally, I think the author could have done a lot more with it, and really brought the reader into the story, let him *feel* the tension, the nerves, the thrill of victory, and the agony of defeat, but if you just want to know the facts and events of what happened, this book will work for you.0 of 0 people found the following review helpful. Speculation vs. Gambling in 'Bringing Down the House' - Everybody WinsBy Passin' ThroughOne can hardly deny that making money runs the world today. There are the specialists in making easy money. These are broadly characterized as speculators and gamblers.Speculation and gambling have several differences.Speculation involves increasing ones chances to profit by various means such as news study, pondering, technical analysis, margin trading, hedging, options, and some have used psychics all with the aim of gaming profit from short or medium term market value fluctuations.Gambling is wagering by means of an uncertain event with the aim of gaining additional assets. It requires consideration, chance, and a prize. The striking feature is that a small fee or amount is required with a chancy large return within a short time.Bringing Down the House is the true story of how six MIT students turned gambling into speculation to fleece Las Vegas for millions. The best and brightest students are recruited by an eccentric former teacher with teeth like a picket fence of spades, diamonds, clubs and hearts to practice in a college backroom as the MIT Blackjack Team before invading the strip.The nice thing about the book is that the secrets of card counting, shuffle study, ace cutting, hi-low counting, group spotters, third base coaches, card count code words, statistic indexes, and other tips the students used and the casinos dont want you to know are revealed. Of course, one wonders the secret they did not reveal to win.MIT proved blackjack is beatable and Ben Mezrich tells it with a suitable degree of suspense.Speculation and gambling are similar in the manner in which they can acquire profit in a short time. Both methods involve risk but a speculator may learn more skills than a gamblers plain luck to lower his risk. One may invest his hard earned money in intelligence such as Bringing Down the House.0 of 0 people found the following review helpful. ReviewBy Aeries ChoiAfter reading Bringing Down the House, I was excited and fascinated by the luxury life in Las Vegas and the world of card counting. This is a story that's told through the eyes of the author about a group of math geniuses, who used the techniques of card counting. They worked as teams and legally won millions of dollars over just a few years by spending their weekends down in Vegas. The author, Ben Mezrich, wrote the book based a real life story that is almost too incredible to believe. Therefore, even though It's a real story, Its written like a realistic fiction novel. All the events that happened in the whole story were so intense that I felt like I was thrust into a roller coaster ride. Moreover, Mezrich visualized most of his sentences and sometimes made it melodramatic. He used lots of visual metaphors and descriptions of characters inside thoughts. Overall, this is a thrilling book that can be finished in a short amount of time but the scenes in the book might last forever in your head.From the book, I've learnt a lot about the world of casinos and card counting, the job of the spotters, who cover as many tables as possible and keep running card-counts at their location and help the big player to count cards and the usage of hand signals. For example, a spotter would signal the count of +11 by saying I wonder if there is a football game today. (in reference of there are eleven players on a football team). Or he might say I really suck at bowling to indicate the count of +10 because in bowling, strike is ten pins. There are also lots of other techniques that the team invented. They had their own system. They also learned about the dark side of the casino world, how greedy people are and how the Vegas corporations works. Furthermore, Mezrich always leaves suspense to the readers and stimulate readers desire to read more about the story. At the end of all the chapters, you wont know whats coming up next. Mezrich is capable of keeping the readers eyes glued to the pages. In the book, the MIT team strapped thousands of dollars to their bodies to get the cash onto planes. They used false names, always have limos waiting for them at the airports, always having personal host to escort them everywhere. Reading about their incredibly rich life and their dangerous situation of being caught by the casinos, you will never know what they are going to do next.Even though the book is a quick read, it interests a wide variety of people, from who wants to feel the thrills and adventure the gambling world to the ones that never gambled before but curious about it. However, the book doesn't related to any big history themes. From the book, it seems like over the course of a few years, gambling is all they do. I couldn't tell how was it like in the 1990s except for the casinos. The author also has too much detail about the card counting techniques and it got repetitive to create the tension between characters and a card counters life. It seems like readers can just skim through some parts that is obviously meant to stretch out the book.Moreover, there are lots of details in the book doesn't seem real. Some of the events doesn't make any sense. For example, why would they hide their cash in all kinds of ways and trying to get through the airport security when they can just use a bank box or a debit card. Moreover, the team always stays at fancy hotels with suites, champagne, limos waiting on arrival, 24-hour open swimming pool just for them. Doesn't it seems too conspicuous to the casinos? Since they wants to keep it low, they shouldn't take risks like that. Also, according to Wikipedia, some of the exciting events didn't not occur. All these over dramatic scenes seems too unrealistic. However, they can really interest the readers. After all, this is one of the

cheapest Vegas fantasy people can buy. Overall, this book contains interesting and exciting stories that keep the readers eyes on the pages. The plot goes quick enough that you wont find it long or boring. Yet, its not the best book to read if you are looking for a historically informative book.

The long-running New York Times bestseller that has become a cultural phenomenon, *Bringing Down the House* is an action-filled caper carried out by the unlikeliest of cons -- supersmart geeks. Gambling pervaded the M.I.T. campus, and genius kids with money and glittering futures were just as likely to be found in a Paradise Island casino as in the school library. A highly elite group of mathletes was recruited to join The Club, a small, secret blackjack organization dedicated to counting cards and beating the major casinos across the nation at their own game. As a successful ring of card savants, backed by a mysterious ringleader and shadowy investors, they infiltrated Vegas and won millions. The Boston Herald acclaimed it as "a suspenseful tale that portrays the players as Davids going up against Goliaths." And Bill Simmons of ESPN magazine exclaimed, "This book made me want to gamble! Vegas! Vegas!" Filled with tense action, high stakes, and incredibly close calls, *Bringing Down the House* is a nail-biting chronicle of a real-life Ocean's Eleven. It's one story that Vegas does not want you to read.

From Publishers Weekly "Shy, geeky, amiable" MIT grad Kevin Lewis, was, Mezrich learns at a party, living a double life winning huge sums of cash in Las Vegas casinos. In 1993 when Lewis was 20 years old and feeling aimless, he was invited to join the MIT Blackjack Team, organized by a former math instructor, who said, "Blackjack is beatable." Expanding on the "hi-lo" card-counting techniques popularized by Edward Thorp in his 1962 book, *Beat the Dealer*, the MIT group's more advanced team strategies were legal, yet frowned upon by casinos. Backed by anonymous investors, team members checked into Vegas hotels under assumed names and, pretending not to know each other, communicated in the casinos with gestures and card-count code words. Taking advantage of the statistical nature of blackjack, the team raked in millions before casinos caught on and pursued them. In his first nonfiction foray, novelist Mezrich (Reaper, etc.), telling the tale primarily from Kevin's point of view, manages to milk that threat for a degree of suspense. But the tension is undercut by the first-draft feel of his pedestrian prose, alternating between irrelevant details and heightened melodrama. In a closing essay, Lewis details the intricacies of card counting. Copyright 2002 Cahners Business Information, Inc. From Booklist For the first third of his nonfiction debut, novelist Mezrich craps out. Ground lights viewed from an airplane aren't just pinpricks, or even little pinpricks, but "tiny little pinpricks." Las Vegas tourism facts are crammed onto the pages like seven decks in a six-deck shoe. But Mezrich finally hits the jackpot on page 79, when M.I.T. student Kevin Lewis steps onto the floor of the Mirage. The book stays on a roll as it describes how the young gambler and his card-counting cohorts employ simple math and complex disguises to win nearly \$4 million at the blackjack tables. Bouncing from huge scores to frightening banishments, the M.I.T. team fights a winning battle against the law of averages--until they're forced to flee south like Butch and Sundance from the gaming industry's Joe LeFors. Although Mezrich's prose never rises above serviceable (and he pointlessly injects himself into the narrative at every turn), the story he tells will grip anyone who has ever hoped to break the bank at Monte Carlo. Frank Sennett Copyright American Library Association. All rights reserved Bill Simmons ESPN THE magazine This book made me want to gamble! Vegas! Vegas! Rocky Mountain News (Denver) A lively tale that could pass for thriller fiction....Mezrich's skilled yet easy writing draws sweat to the reader's brow.