

World of Super Mentalism, II

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Acknowledgement

To my beautiful wife, April, my everlasting appreciation for her love and understanding during the turbulent days of writing and publishing this book. A special thanks to my friend, Lee Earle, the master mentalist and master of the Macintosh.

Larry Becker

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PSI-STEBBINS

EFFECT: A jumbo pack of playing cards is displayed. The cards are seen to be well mixed and different. Turning the cards face down, the mentalist hands batches of cards to four volunteer spectators who are standing in a row on stage. The four spectators are asked to thoroughly mix their cards. The pack is then reassembled and immediately handed to spectator number one. The mentalist removes a sealed envelope from his pocket and hands it to spectator number four. Now, spectator number one is asked to cut off approximately half of the pack and hand it to spectator number two. The mentalist takes the remaining cards from the first spectator and using the value of the top card, instructs the second spectator to deal that number of cards face down to spectator number three. The balance of the cards are placed to one side while the mentalist recaps what has transpired.

A pack of playing cards has been thoroughly shuffled by four different people. A sealed envelope has been remanded to the custody of a member of the committee. A number of cards determined by a random cut have been dealt from the shuffled pack to another member of the committee. Obviously, the mentalist points out, there is no possible way that the selection of cards could be influenced...and no one including the spectator who is holding the cards has any idea as to their identity.

The mentalist asks spectator number three to fan out the cards he is holding in front of his eyes so that he alone can see the faces of the cards. Allow your eyes to scan the cards and fix your attention on one card...the Ace of Diamonds, the mentalist states. If I am correct, remove that card and hold it up so that everyone can see it, he continues. Now, hand it to the gentleman on your right. Again and again the spectator is asked to look at the cards and time after time, the mentalist correctly identifies the cards held by the spectator until only one card remains. The spectator holding the sealed envelope is asked to open and remove a prediction the mentalist placed there earlier in the day. The mentalist asks him to read aloud what is written on the slip of paper. It reads, The last card you will look at is the Nine Of Spades. The spectator holding the one remaining card is asked to show it to the audience. It is the nine of spades.

(Note: Supreme Magic published an effect by Billy McComb and Ken De Courcy entitled Cabaret Card Divination. I loved the effect but disliked the method. I will not reveal Billy and Ken's solution, however, I can state that my method is totally different than theirs...and in my humble opinion...far superior.)

TO PREPARE:

You'll need a jumbo pack of playing cards. Also, a prediction which reads, The Last Card You Will Look At Is The Nine Of Spades. Fold the prediction and seal it in an opaque envelope. Arrange eight (8) cards in the familiar Si Stebbins order of Ace of Diamonds...Four of Clubs... Seven of Hearts...Ten of Spades...King of

Diamonds...Three of Clubs...Six of Hearts...and Nine of Spades. Turn the Ace of Diamonds face down. Place a small pencil dot in the upper left hand corner and in the lower right hand corner. Now, shuffle the remaining seven cards face down (they do not have to be in order) and place the Ace of Diamonds on the bottom of the packet. Place the eight cards on top of the jumbo pack and replace it in its case. Place the prediction envelope in your inside coat pocket and you're all set.

TO PERFORM:

The reason I use jumbo cards is two-fold. They are easier to see and better for stage use. Second, their size substantiates the use of more than one person to shuffle the pack. To begin, remove the jumbo cards from their case and fan them so the audience can see that they're all different. Have four spectators stand in a row behind you. Proceed as previously described to hand batches of cards to the four spectators for mixing. Approach spectator number four on your right and quickly thumb off cards from the top of the pack (left to right) until you spot the telltale dot on the eighth card from the top of the deck. Hand the first eight cards face down to the fourth spectator. Moving to your left, thumb off and hand about 13 cards (don't count, just estimate) to spectator number three. Divide the remainder of the pack approximately in half between spectators two and one.

Turn your back to all four spectators and request that they MIX their cards thoroughly. When they have done so, turn and collect the cards beginning with spectator number one. Add the second spectator's cards on top of the first participant's packet. Place spectator number three's cards on top of both and finally, the eight cards held by spectator number four are placed on top of all. The pack has now been reassembled. As far as the audience is concerned, the cards have been well shuffled, however, your 8 cards are now on top of the pack. Hand the deck to spectator number one for a moment. Remove the prediction envelope from your pocket explaining that it contains an impression which you have written and sealed in the envelope. You are committed. Hand the envelope to spectator number four to hold in full view. Turn to spectator number one and ask him to cut off approximately half of the pack and hand it to spectator number two on his left. Take the remainder of the pack from spectator number one. At this point, things are beginning to move fast. Don't hesitate for a second, lift up a corner of the top card and glance at the indices. Ignore the actual value of the top card and miscall it by saying, you've cut to an eight...will you sir (point to spectator number two) please deal eight cards face down to the gentleman on your left (spectator number three).

Gesture towards spectator number three and ask him to hold his hands out flat to receive the cards being dealt. As soon as the 8 cards have been dealt, take the balance of the cards from spectator number two and drop them on TOP of the cards you are holding. Casually hand the pack to spectator number one for safekeeping. (Note: The number of cards being dealt will not be considered important by the audience, therefore, you don't have to be nervous about the miscall. It goes by so

quickly, no one will suspect a thing.) Face the audience. Recap what has transpired being emphatic when you state that a randomly selected number of cards has been dealt to spectator number three from a pack of playing cards thoroughly shuffled by four different people. Now, you're all set to finish. Proceed as outlined under the description of the effect.

Ask spectator number three to fan out the cards he's holding so that only he can see the faces of the cards. Tell him to allow his eyes to scan the cards and to fix his attention on one card...(pause)...the Ace of Diamonds. (Note: It should appear to your audience that the spectator elected to look at any card and that you have correctly identified the one card that he is looking at. Actually, the way the patter is structured...he is directed to the card you call out.) Continue by stating that if you are correct, he should remove the Ace of Diamonds and show it to the audience. Then, direct him to hand the card to spectator number two. Since the 8 cards are in the Si Stebbins rotation, you simply call them in order: AD...4C...7H...10S...KD ...3C...and 6H. When only one card remains, have spectator number four open the sealed envelope and read your prediction aloud. Naturally, it matches the last card being held by spectator number three...the Nine of Spades.

That's it. A perfect stage presentation with no sleight of hand. Nothing is added or taken away. It's absolutely clean, simple and totally baffling. Try it.

ADDENDUM:

Since you are using jumbo playing cards, you can discard seven cards and work with a 45 card deck...and no one will suspect a thing. In this fashion, the batches of cards handed to the four spectators will not differ greatly in thickness. In fact, eight jumbo playing cards will feel like a handful to spectator number four.

IT'S IN THE BAG II

Those of you who have read Larry Becker's World of Super Mentalism know what a powerful piece of mentalism It's in the Bag is. Here is a fabulous follow-up to that great effect. But what's even more important, it can be performed on its own.

EFFECT:

The mentalist hands an unprepared pack of playing cards to any spectator for mixing. While the cards are being thoroughly shuffled, a small brown paper bag is handed to a second spectator for examination. The bag is then opened and placed upright on the table. The mentalist asks the first spectator to place the shuffled pack face down into the paper bag. Remember, up to this point, the mentalist has NOT touched either the cards or the paper bag. He then explains that the bag will in effect perform the same function as the shoe in Las Vegas casinos...in other words, it will preclude any possibility of manipulating the cards. Now, the mentalist picks up the paper bag and begins to remove one card at a time, dropping them face down in a pile on the table. At any time he wishes, the spectator is instructed to yell STOP. When he does so, the mentalist IMMEDIATELY hands the bag to the spectator. Turning his back, the mentalist instructs the spectator to remove the next card from the pack in the bag and to note its identity. Without asking a single question...and with his back still turned to the spectator, the mentalist correctly identifies the playing card the spectator is concentrating upon.

What a beautiful effect. The bag and cards are totally unprepared in any way. The pack is genuinely shuffled. There's no complicated sleight of hand required. All that's needed is the delightful secret that makes this fabulous effect as clean and simple as it reads.

TO PREPARE:

You'll need a jumbo index pack of playing cards and a Kraft lunch bag that measures approximately 5-1/2" wide by 3-1/4". Cut the depth of the bag down to about 7" high. Fold the bag and place it on your table.

TO PERFORM:

Begin by removing the cards from their case and handing them to a spectator for shuffling. While he is doing this, snap open the paper bag and hand it to a second spectator for examination. When he's satisfied it's unprepared, have him place the open bag on the table so that it stands upright. Ask the first spectator to place the pack of shuffled cards face down inside the bag. Now, pick up the bag and place it on the palm of your left hand as you explain that the bag serves the same purpose as the shoe used by blackjack dealers in Las Vegas. It prevents any possibility of manipulating the cards. With your right hand, reach into the bag. The bottom of

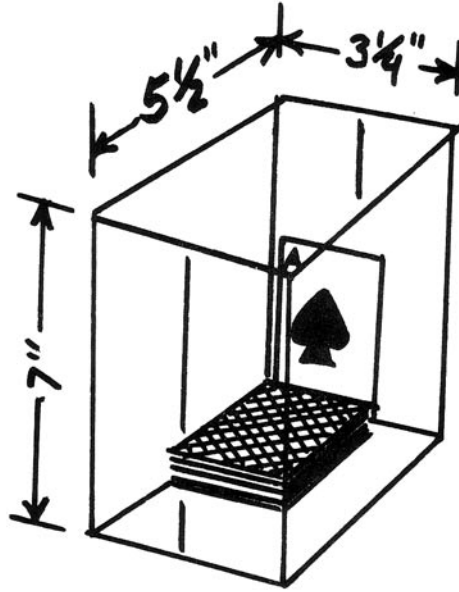
the bag should be parallel with the floor. With the fingers of the right hand, lift the top card of the pack and pivot it towards the right narrow side of the bag. Now, slightly tilt the bag towards the right and downward. The rest of the deck will slide towards the upright card...pinning it against the narrow side of the bag. (See illustration A.)

Keeping the bag slightly tilted, reach in and remove the top card of the pack with the right hand. As you do this, casually GLANCE inside the bag and note the identity of the upright card pinned against the narrow side of the bag. This takes but a split second. (The use of the jumbo index cards facilitates quickly identifying the upright card.) Once you know the identity of this card it will no longer be necessary to hold the bag below shoulder level. Gradually raise the level of the bag so that it becomes obvious as you remove the cards that you cannot see inside the bag. Continue to remove one card at a time from the top of the deck...dropping them face down in a pile on the table. Instruct the spectator to call stop at any time he wishes as you are removing the cards one at a time from the bag. When he calls stop...tilt the bag slightly to the left. This will cause the upright card (the one you spotted earlier) to drop on top of the remaining cards in the bag. Immediately, grasp the top of the bag and hand it to the spectator. Turn and walk away. With your back to the spectator, instruct him to open the bag...reach in...and remove the top card of the pack. Tell him to look at this card and to concentrate on it. Go through your most dramatic telepathic anguish...wrinkled brow and all. Then, proceed to reveal the card the spectator is concentrating upon.

There aren't too many other effects in the field of mentalism that can be performed so easily. So cleanly. And still pack such a terrific wallop. No gimmicks. No gaffs. What more could you ask for?

A slight tilt of bag to the left will cause the upright card to topple over and fall onto the top of the pack.

Illustration (A) - x-ray view of pack of cards inside paper bag with upright card in position against narrow side of bag.



PYRAMID POWER

After Al Mann saw this one, he commented, Keep this up and I'll have to go back to cards again. It's truly a different kind of card effect. Certainly it's timely and right in vogue with the King Tut craze. You'll love it.

EFFECT:

An unprepared pack of playing cards is handed out for shuffling. Taking back the pack, the mentalist explains the meaning of Pyramid Power as he deals six small piles of cards on the table in the shape of a triangle. The balance of the pack is discarded. The mentalist writes a prediction which is folded and placed aside. The cards that constitute each side of the triangle or pyramid are counted and shown to each contain 12 cards. Each card, the performer continues, represents one stone in the pyramid. The mentalist recounts how centuries ago, thieves robbed the tombs of the great Pharaohs. To illustrate, the performer removes three stones (cards) from the pyramid (triangle) and places them aside. To demonstrate the mysterious power of the pyramids...the mentalist shifts several cards in the pyramid around and proceeds to count the cards that make up each side of the triangle. Believe it or not...there are still 12 stones (cards) per side. Who knows what mysteries the shifting sands of the desert have hidden continues the mentalist. Again, the performer removes three stones (cards)...and places them aside. Pattering about the regenerative powers of the pyramid...the sides of the pyramid (triangle) are again counted and still found to contain exactly 12 stones (cards) per side. The mentalist states that he can tell by the look of disbelief on the spectators' faces that there is doubt present. This, he says, always drains the power of the pyramid. Three cards are removed and discarded. Again the cards are shifted and counted, however, only one card has been restored. Each side of the pyramid now contains 10 stones (cards). To restore the power of the pyramid will require a small miracle, the performer states. A spectator is asked how many stones (cards) each side of the pyramid contained in the beginning? Twelve, answers the spectator. The mentalist gathers up the cards and counts 12 cards onto the table. The twelfth card is turned face up. When the slip of paper placed on the table earlier is opened and read...it is seen that the mentalist predicted in advance the identity of the twelfth card. A small miracle to say the least.

TO PREPARE:

All you require is a pack of 52 playing cards, a piece of paper and a pencil.

TO PERFORM:

Hand the pack of playing cards to a spectator for shuffling. Taking them back, hold the cards face down and proceed to form the pyramid (triangle) as you patter about Pyramid Power. See the accompanying illustration. With the cards held in the left

hand, thumb off three (3) cards and place them in a pile at position (A). Thumb off six (6) cards (without reversing their order) and place them in an aligned pile at position (B). Repeat by placing three (3) cards at position (C). Place a pile of six (6) cards at position (D). Three (3) cards are placed at (E). At this point, you thumb off the last six (6) cards needed to complete the triangle...however, as soon as you do, grip the small packet of six cards from above and as if to align them, tap the long edge of the packet on the remainder of the deck held in the left hand. This natural move will result in your being able to glimpse the bottom card of the six card packet that will be placed in position (F). remember this card as it is the card you write as a prediction. When you have made your prediction (don't let anyone see what you have written)...fold the paper and place it on the table in full view of the audience.

Begin by explaining that the triangle of cards represents the ancient pyramids of Egypt. Show that each side of the pyramid contains exactly twelve (12) cards. State that each card represents a stone in the pyramid. Begin the count by picking up pile (A). Hold the three cards in the left hand. Count the cards one at a time using the right hand to pick off each card so that you do NOT change the order of the three cards. You should always count the piles in this fashion so that the bottom card of pile (F) which you have predicted, will always remain where it is. Replace pile (A) and continue the count by picking pile (B) and finally pile (C). The total number of cards on this side of the triangle will be twelve (12). Now, pick up and count the cards in the side of the triangle that is made up of piles (E) - (F) - (A). Begin the count with pile (E). This side will total twelve (12) cards also. Finally, count the cards in the three piles that make up the bottom of the triangle (E) - (D) - (C) beginning the count with pile (C). You are creating the illusion of each side containing twelve (12) cards...which they do.

Now, patter about the thieves who centuries ago broke into and robbed the tombs of the Pharaohs. Remove ONE CARD from each of the following piles (B) - (D) - (F). Discard these three cards. Now, state that through the power of the pyramids, the missing stones (the three cards just discarded) would restore themselves in the midst of the shifting sands of the desert. As you mention the shifting sands...move one card from pile (B) to pile (C). Move one card from pile (D) to pile (E). Finally, move one card from pile (F) to pile (A). Once again, count the three sides of the triangle as previously outlined. Each side of the triangle will still contain twelve cards...even though you have clearly discarded three cards.

Continue by pattering about the legendary regenerative powers of the pyramid. Illustrate by again removing and discarding three cards. Take one card from each of the following piles (B) - (D) - (F) and place them aside. Once again state that even though you have removed three more stones...the power of the pyramid in tandem with the shifting sands of the desert (shift one card from pile (B) to pile (C)...also, one card from pile (D) to pile (E) and finally, one card from pile (F) to pile (A)) will restore the stones of the pyramid as before. Once again count each side of

the triangle in precisely the same manner as the first time...and there will still be twelve stones (cards) per side.

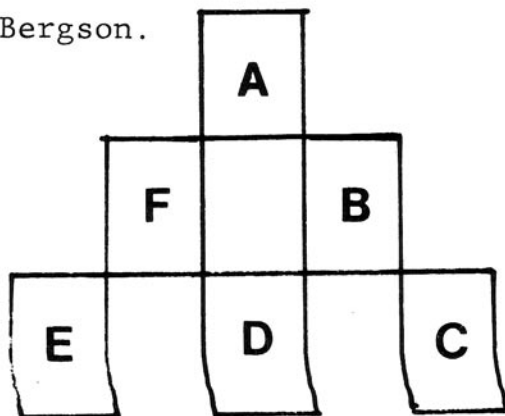
By this time, the spectators will be both puzzled and perplexed. There doesn't seem to be any logical explanation how a total of six cards could be discarded...and still each leg of the triangle totals the same number of cards as in the beginning. Now, appear to spot a look of disbelief on the face of one of the spectators. State that this lack of faith will undoubtedly weaken the power of the pyramids. To illustrate, once again remove three cards. One each from piles (B) - (D) - (F). Discard them as before. Now, unlike the previous shifts...move one card from pile (C) to pile (D). Shift one card from pile (E) to pile (F). And finally, one card from pile (A) to pile (B). Count each side of the triangle as originally outlined. The number of cards in each leg will only total TEN (10). State that in fact, the spectator's disbelief has resulted in only one of the three stones being regenerated.

To restore the power, the performer continues, will require a small miracle. Turning to the spectator, the mentalist asks how many stones (cards) made up each side of the original pyramid? The spectator should reply, twelve. As you ask the question, begin to assemble the piles on the table beginning with pile (C). Place pile (C) on top of pile (D). Piles (C) and (D) on pile (E). Piles (C), (D) and (E) on top of pile (F). Piles (C), (D), (E), and (F) on top of pile (A). And finally, place all on top of pile (B). The above procedure places your predicted card twelfth from the top of the packet. Drop the entire packet back on top of the remainder of the deck.

At this point, the spectator has replied, Twelve. Hand the entire deck to the spectator and request that he deal twelve (12) cards face down in a pile on the table. (Note: the top card will be the original bottom card of pile (F)). Now, for the miracle. Have your folded prediction opened and read. It should state, The Shifting Sands Of The Desert Will Reveal The Ace of Hearts...or whatever card you actually predicted.

This is truly a unique demonstration of pyramid power. I hope that you enjoy performing it. Incidentally, the principle is based upon an ancient puzzle that was revitalized in the 40's by Syd Bergson.

Bergson.



SYMBOLIC

EFFECT:

The mentalist places a sealed prediction envelope in full view before displaying a packet of 52 word cards. Each card contains one object word such as a shoe...hammer ...picture and so on. There are positively no duplicates. A spectator cuts off as many cards as he wishes. Absolutely no force is employed. He is then instructed to count the number of cards he cut off and to add the digits in his total together to produce a single digit. In other words, suppose the spectator cuts off and counts 32 cards. The total of the two digits (3+2=5) is five. He then deals five cards from the top of the 32 card packet and turns over the last card dealt. The object printed on the selected card is called aloud. When the sealed prediction envelope is opened, inside is a drawing of the very object freely selected by the spectator.

REQUIRED:

Using a pack of 52 blank cards, print a different object on each card. Objects such as: CHAIR, TABLE, SCISSORS, TRIANGLE, KEY, COIN, etc Be sure you include the following four objects: ZERO...CIRCLE...HOOP...BALL. The remaining 48 objects can be anything you want. (Note: I use blank playing cards obtained from Haines House of Cards and 2 bold point El Marko black permanent magic markers by Flair to print on the card stock.) Also needed is a sheet of paper bearing a boldly drawn CIRCLE...which is then folded and sealed in an opaque envelope.

TO PREPARE:

Holding the packet word side up, stack the four force cards (ZERO, HOOP, CIRCLE and BALL) in the 10th...19th... 28th...and 37th positions counting from the bottom or face card of the 52 card packet.

TO PERFORM:

Show the sealed prediction envelope and place it in full view or have a spectator hold it for safekeeping. Hold the packet of cards with the bottom word card face up. Show the spectators that each card contains a different object by dealing the cards face UP in a pile on the table. When you have finished, turn the pack word side down. The force cards will now be in the 10th, 19th, 28th, and 36th positions from the top of the packet. Place the pack on the table and invite a spectator to cut off a substantial number of cards. (Note: It is necessary for the spectator to cut off 10 or more cards. By using the word substantial, you can subliminally force him to do just that.) Ask the spectator if there is any way that you could have influenced the number of cards that he cut off. Naturally, he'll admit that there was no way that you could. Have him count aloud the number of cards he cut off by dealing them one at a time into a face down pile on the table.

At this point, explain that in the practice of numerology, multiple digit numbers must be reduced to a single digit. For example, say that the number of cards the spectator cut off is 32. Explain that by adding the two digits, 3 and 2 together, the resulting single digit sum would be 5. Have the spectator pick up the 32 cards he just dealt onto the table and deal 5 cards from the top of this packet face down on the table. When he has done this, have the spectator turn over the last card that he dealt. (It will be one of the four force cards, ZERO, CIRCLE, HOOP or BALL.) Naturally, when your sealed envelope is opened and the prediction shown (the boldly drawn circle) it will appear that you previously drew the object freely selected by the spectator.

Symbolic is a merger of two subtle principles that combine to produce a strong prediction effect. No matter which of the four force cards turns up...your drawing will apparently match it.

SNAKES ALIVE

The title of this entertaining masterpiece should be Bits and Pieces. The reason? It's a combination of Becker, Goldstein, Cassidy and Carlyle. This is a FUNNY bit of business. If that's not your cup of tea...so be it. But if entertainment is important...then SNAKES ALIVE will not only fool them...it'll crack them up. This is commercial. A real gem.

EFFECT:

The mentalist (or magician) is seen holding a large manila envelope. Asking three spectators in the audience to stand, the mentalist requests each in turn to freely select any number from one through four. The three spectators are asked to memorize the lucky number each has chosen. Now, the mentalist states that to determine the level of ESP each of the three spectator's possesses, he will attempt to mentally transmit one word to each spectator. Now, the mentalist asks the three spectators to tell the truth. Do they have any idea as to the identity of the one word he has written on a card in the envelope? Each spectator answers, no! With a sly grin, the mentalist removes a piece of posterboard from the envelope. On it, printed in large black letters, is the word "NO!" You're absolutely correct, the mentalist proclaims. When the snickering subsides, the mentalist requests the three spectators to come on stage. Now, the mentalist shows the reverse side of the card bearing his predicted (?) word, "NO." It contains the numbers one through four printed boldly in four different colors. The three spectators are asked to note the color of the digit they freely selected earlier.

The mentalist gestures towards his table where four tins of after dinner mints are sitting. Each has a different color label affixed to its lid. The spectators are asked to pick up the tin bearing the colored label that matches the color of their freely selected number. When this has been done, the mentalist takes the remaining tin and all four stand in a row facing the audience. Hold your can like this, the mentalist states (with a straight face)...holding his tin extended in his left hand. Now, the mentalist states, One of these cans contains something of value...a \$100 bill. Whoever is holding the lucky can...gets to keep the money. Open your cans, shouts the mentalist. Yep, you guessed it. Three spring snakes fly high in the air. Only the can held by the mentalist is devoid of snakes. It contains the \$100 bill.

Fun. Laughs. Mystery. Snakes Alive has it all.

TO PREPARE:

You will need an opaque, heavy duty 10" x 12" end opening manila envelope with a flap. You will also need four (4) sheets of white (both sides) poster board. Cut one piece to comfortably fit inside the envelope. It should have approximately 1/2" clearance on the sides and top. Now, cut the remaining three pieces to match the

width of the large piece ...but trim the length of one of the three...3/8" shorter than the largest piece. Cut the third piece 3/8" shorter than the second piece. And finally, cut the fourth piece 3/8" shorter than the third. Now, if you were to insert all four pieces inside the envelope with the largest piece to the rear against the address side...each succeeding piece would be 3/8" shorter than the one before it. On one side of each piece, print a large, bold NO using a bold point magic marker. For the purpose of identification, consider the smallest piece number ONE...the next largest piece, number TWO...the next, number THREE...and the largest, number FOUR. For imprinting the reverse sides, you will need four colored magic markers: RED, GREEN, ORANGE and BLUE. On the opposite side (from the word NO) print the numerals 1-2-3-4. The digit 1 should be in GREEN. The 2 should be in RED. The 3 in ORANGE and the 4 in BLUE. On the reverse side of card number two, print the 1 in RED, the 2 in GREEN, the 3 in BLUE and the 4 in ORANGE. On card number three, print the 1 in RED, the 2 in BLUE, the 3 in GREEN and the 4 in ORANGE. On card number four, print the 1 in RED, the 2 in BLUE, the 3 in ORANGE and the 4 in GREEN. You will note that the color GREEN appears as number 1 on card number one. As number 2 on card number two. As number 3 on card number three and as 4 on card number four. Place the four cards in the envelope with the number side facing the seam side.

You will also need four snake cans. S.S. Adams has produced a nice departure from the old nut can, in the form of colorful After Dinner Mint tins. They retail for \$1.59 and are available in most toy stores. But, they work in the same manner. When you remove the top, a two-foot spring snake flies into the air.

To complete the preparation of your props, obtain circular colored adhesive backed Avery labels. Naturally, they should be RED, BLUE, ORANGE and GREEN. Affix one to the top of each can. To prepare, discard one of the snakes and insert a \$100 (or a \$5 if you're the nervous type) bill inside the can with the GREEN label on its top.

TO PERFORM:

This one is practically self-working. Simply follow the effect up to the point where the three spectators have each selected a number from one through four. When they have done this, you will obviously be left with the remaining number. This number determines which of the four cards you must remove from the envelope. In other words, suppose the three spectators have selected the numbers 2-3-4. This leaves you with the number 1. That means when you remove the card from the envelope...you remove card number one...the smallest card. As you can see, any one of the four cards can easily be arrived at and removed with ease. You can even do it without looking because of the steps in the length of the cards. The first gag point is reached when you have forced each of the three spectators to respond NO to your question. (Be sure to phrase your question as previously outlined under the effect.) While you're asking the question, you should have opened the envelope (the address side should

be facing the audience) and counted to the appropriate card. Hold it slightly raised away from the others in preparation for easy removal. As soon as all three spectators have answered NO...remove the card with the NO side facing the audience. This always produces a laugh (or at least a loud groan). Toss the envelope aside as if it's REALLY empty. Have the spectators come on stage. Now, turn the card so they can see the colored numbers. Have each spectator note the color of his previously selected lucky number. Since you always remove the card that leaves you with the GREEN can...you always end up with the money and your three spectators with a heart attack. Try this. It's a fabulous piece of entertainment.

UNCANNY

EFFECT:

A packet of cards is displayed. Each card has a different word printed on it. The mentalist deals the cards onto the table one at a time to enable everyone to see that the words are diverse and that there are no duplicates. Now, with his back turned, the mentalist instructs the spectator to freely cut the pack as often as he likes. When the spectator has completed cutting the cards, he is asked to spell the words random selection by dealing one card at a time onto the table for each letter as it is called aloud by the mentalist. The spectator is then directed to look at and remember the target word printed on the last card that he dealt. The spectator is now asked to drop the remainder of the word cards onto his freely selected card...burying it in the center of the packet.

A second spectator is now given a free choice of selecting either the top card of the packet...or the bottom card. Whichever one he chooses, he is requested to look at and memorize the word printed on it. The second spectator is then told to cut the packet of cards as many times as he wishes. Both spectators are asked to concentrate upon their freely selected words.

The mentalist turns and picks up the packet of cards. Glancing through them, the mentalist, without asking one question, correctly reveals the two words the spectators are concentrating upon.

TO PREPARE:

Uncanny utilizes a most unique and seldom used principle...Homonyms. Homonyms are words that although spelled differently...sound alike. In other words, the packet of 30 cards used in this effect is actually made up of 15 pairs of homonyms. As a result, every word in the packet IS different... however, each pair sounds alike. For example: ROAD and ROWED; DAYS and DAZE; MIST and MISSED and so on. However, the way the packet is stacked, each word has its mate exactly 15 cards away so that a casual examination of the packet would give no clue as to its make-up.

The best card stock to use in making up the word cards is playing card stock. Blank playing cards can be obtained from Haines House of Cards or your local magic emporium. I usually purchase them 36 packs at a time at a cost of approximately \$1.00 per pack. Since I use them for so many effects, the investment is worthwhile. The blank playing cards handle exactly like their printed counterparts, but of course, since they're blank they're not suspect. Very few magic markers will write properly on playing card stock. The one that I use is ideal and dries almost immediately... the El Marko magic marker. To set up your packet of thirty cards, print the words listed on the following page boldly on the aforementioned cards...one word per card.

- | | |
|------------|--------------|
| 1- ROAD | 16- ROWED |
| 2- PERCHES | 17- PURCHASE |
| 3- MISSED | 18- MIST |
| 4- DAYS | 19- DAZE |
| 5- PASTE | 20- PACED |
| 6- ATE | 21- EIGHT |
| 7- HEIR | 22- AIR |
| 8- NOSE | 23- KNOWS |
| 9- TAX | 24- TACKS |
| 10- EARN | 25- URN |
| 11- CENTS | 26- SENSE |
| 12- WAY | 27- WEIGH |
| 13- WRITE | 28- RIGHT |
| 14- BROOD | 29- BREWED |
| 15- HIRE | 30- HIGHER |

Now stack the packet by arranging the homonyms in pairs as shown above. ROAD will be adjacent to ROWED. When this has been completed, pick up the cards in numerical order, 1 through 30. At this point, the packet will be properly stacked with each homonym having its mate exactly 15 cards away. Now the packet may be freely cut as often as you wish...provided each cut is a single complete cut. It is vitally important that only single, complete cuts be used throughout the routine.

TO PERFORM:

Holding the packet of cards word side down...cut it several times while pattering about mental telepathy, etc. Be sure that as you make each single cut and complete it... the spectator is watching and understands that this is the manner in which the packet should be cut. Now, turn the packet word side up and deal each card into a neat pile on the table, pointing out that the packet contains a diverse, random selection of 35 words. (Note: The reason you miscall the number of cards as 35 instead of 30 is a throw-off to someone who may later try to reconstruct the effect.) Make special note of the fact that the words are all different and that no word appears more than once. Deal the cards fairly rapid...but not so fast that it looks suspicious.

When you have gone through the entire packet, turn it word side down and place it in front of the spectator. Invite the spectator to cut the packet...and to COMPLETE the cut. Do not turn your back until you are confident the spectator knows how to cut the packet. When you see that he does... turn away and continue to give him instructions. Tell him that he may cut the packet again and COMPLETE the cut. Now, ask him to pick up the word cards and hold them in his left hand (assuming that he is right handed)...word side down, ready to deal the cards per your instructions. State that you will spell two words aloud. As you do so, he is to deal one card at a

time into a pile on the table. One card for each letter that you call out. At this point, you spell R-A-N-D-O-M S-E-L-E-C-T-I-O-N. When you have completed the spelling, ask the spectator if he has any idea which words you have just spelled? Regardless of his answer, state that you have just spelled RANDOM SELECTION because that is precisely what the spectator is about to do...make a random selection of one word out of 35. Continue by emphasizing that the packet has been repeatedly cut by the spectator. Obviously, no one, including the spectator himself could have any idea as to where any of the 35 words in the packet are located.

Now, instruct the spectator to pick up and look at the word printed on the last card that he dealt onto the pile on the table. Tell him to memorize the word on this card... and then replace it back on top of the pile on the table. Now, tell him to drop the remainder of the cards in his left hand on top of his selected word card...burying it somewhere in the center of the packet. (Note: By spelling the words RANDOM SELECTION, which contain 15 letters...you automatically bring the mate of the bottom card of the pack to the top of the tabled pile. In other words, after cutting the packet several times, if the bottom card of the packet happens to be MIST...then by spelling RANDOM SELECTION as outlined, the 15th card (MISSED is automatically brought to the top of the tabled pile. By dropping the balance of the cards ON TOP of the selected card...you place the mates (MIST and MISSED) next to one another. Try this out with the cards in hand and you'll quickly see what I mean.)

At this point, one of the spectators has apparently selected a word card at random and buried it somewhere in the packet. The mentalist now invites a second spectator to participate in the experiment. The second spectator is told that in just a second he will have an absolute free choice of selecting either the top card of the packet...or the bottom card. Whichever one he chooses, he is to memorize the word on that card and replace it exactly as it was...on top or bottom. The mentalist notes that the choice will be entirely his and no attempt will be made to influence the selection. As soon as he has noted his word and replaced the card...he is to give the packet a single complete cut burying his chosen card somewhere within the packet.

Turning towards the two spectators, the mentalist asks if either would care to cut the packet again. If so, the spectator is allowed to cut the packet. Make sure the cut is a single complete one. (Note: Because of the routine, after the first spectator has completed burying his chosen card...the top and bottom cards of the packet will be mates. In other words, when the second spectator is given a free choice of either the top or bottom card...they're mates. Even though they are spelled differently...when you later call it out loud...you've got to be correct. The apparent free choice given to spectator number two will throw even your fellow magicians and mentalists for a loop.

Now, the mentalist picks up the packet of cards and announces that he will attempt to receive an impression of the two words while glancing through the packet. While

he is doing so, he asks both spectators to concentrate intently upon their chosen word.

Holding the packet with the word sides facing you...and beginning with the bottom card of the packet...begin to go through the packet one card at a time...pushing them off from left to right. As you do so...mentally read aloud each word as you come to it. When you mentally repeat the same word twice (remember, although they're spelled differently...each pair of homonyms sounds alike) you've detected one of the selected words. Shift either one of these cards to the bottom of the packet and continue reading the words to yourself as you run through the balance of the cards. When you mentally hear another word repeated twice...you know that you've found the second chosen word. Shift either one of these two word cards to the bottom of the packet. It doesn't really make any difference which of the two words you openly place on the bottom of the packet. They may or may not be the cards actually selected by the two spectators...but, since you do not show the cards...but rather call aloud the word impressions you've received...no one will know the difference. In other words, one spectator may have selected MIST...but you have moved MISSED to the bottom of the packet. Since you don't show the word card, but rather read it or call it aloud...it is the spectator's word. At least it sounds like his chosen word. (Note: On occasion, a cut will separate one of the two pairs. If after running through the cards you can only find ONE mated pair, check the top and bottom cards of the packet. That's where you'll find the second pair.)

To reveal the words, state that you have received a strong impression from two of the 35 cards. Do not look at the two spectators as you say this...look at your audience.

At this point, you do not know which word belongs to which spectator. While you are looking towards the audience, state, "Isn't it a fact that you selected the word missed? Yes or no?" Now, turn toward the two spectators. The spectator who selected MISSED (or MIST) will be in the process of answering yes. Naturally this leaves the remaining spectator and the remaining word paired to complete your second impression. The audience will think you actually know not only the words...but the spectator who is concentrating upon each.

That's all there is to it. There's no reason to have the cards examined a second time. You started off the demonstration by doing that. So drop them in your pocket...acknowledge the applause...thank your two volunteers...and continue with your performance. UNCANNY is just that. Practice it a few times until you've got the routine down pat...then give it a try. It's one of the most baffling word tests possible. Enjoy.

MIND BLASTER

EFFECT:

The mentalist displays a packet of ESP design cards. After explaining their derivation, the mentalist places a sealed prediction envelope in full view of the audience. Now, the mentalist hands any spectator a few of the design cards for mixing. These are placed face down on the table. Again, the spectator is handed more cards for mixing and this second batch is added to the face down pile on the table. Another batch of ESP design cards is mixed by the spectator and placed face up adjacent to the face down pile. Finally, the remaining cards are shuffled and these also are placed face up on the face up pile. The mentalist places the two piles face-to-face and proceeds to deal eight cards face down in a row using a revolving method of dealing to insure a random selection of cards. The spectator is asked to call out ANY number from one through eight. Using the freely selected number, the mentalist counts to the card in the row that corresponds with the chosen number. A poker chip or coin is placed on the selected design card. The mentalist shows the cards on either side of the selected one, pointing out that had the spectator selected a number one higher or one lower, the selected design would have been entirely different. The card under the chip or coin is now turned face up and the design noted. When the sealed prediction envelope is opened a previously drawn design is shown to be identical to the design freely selected by the spectator. Everything can be examined. No gimmicks are employed and the cards are totally unprepared.

TO PREPARE:

All you need to perform this startling mystery is a 25 card pack of ESP design cards consisting of 5 circles, 5 crosses, 5 wavy lines, 5 squares and 5 stars. This little gem is original with me and one of my long time favorites. One try...and I'm sure it'll be one of yours too. To set the pack, shuffle it well and then remove any set of five designs. For example, the five crosses. Place these five duplicate designs in the 7th through the 12th positions from the top of the pack. That's all the advance preparation necessary to perform the Mind Blaster...with the exception of the sealed prediction. To prepare the prediction, draw the design you are going to force (in this case, the cross) on a sheet of paper and seal it in an opaque envelope.

TO PERFORM:

Begin by showing the sealed prediction envelope and placing it in full view on the table. Now, remove the packet of ESP design cards from their case. Display the designs to the spectator by rapidly pushing off the cards unevenly with the left thumb into the right hand without actually altering the positions of the cards. The designs will appear to be well mixed...and they are, with the exception of the five crosses near the top of the pack. When you approach the crosses, make the spreading action especially uneven so that it's not obvious that five similar design

cards are grouped together. As soon as the designs have been shown and you have pattered about the origin of the designs and their use in the Parapsychology Testing Laboratory at Duke University...turn the pack design side down and thumb off six (6) cards handing them to the spectator with a request that he mix the cards well without looking at the faces of any of the cards.

While he is doing this, casually thumb off five (5) more cards in readiness to hand to the spectator. These five cards are of course, the five crosses that match your prediction. When the spectator has completed mixing the first six cards, have him place them in a face down pile on the table. Now, have the spectator mix the next few cards (the five duplicate design cards) also face down. Have the spectator place this batch face down on top of the first face down pile on the table. Now, thumb off approximately half of the remaining cards in your hand and have the spectator mix these as well. However, this time, instruct the spectator to place the batch he just shuffled face up in a pile next to the face down pile. Finally, hand him the balance of the pack for mixing. This last batch is also turned face up and placed on top of the face up pile on the table. At this point you will have two piles of shuffled design cards on the table...one face up and one face down. State that you will now use a method of dealing the cards developed by parapsychology testing laboratories to insure a random selection of a target card. Pick up the face UP pile and hold it in your left hand. With your right hand, pick up the face DOWN pile and drop it on top of the face up cards. The assembled pack is now face-to-face. (Note: The five duplicate designs, the crosses, should be on top of the face down pack.)

Hold the packet in your left hand in readiness for dealing. Deal the top card face down to your far left. Now, turn the entire pack over and deal a second card from this side of the pack face down next to the first card dealt. Again, turn the pack completely over and deal a third face down card to the right of the first two. Continue turning the pack over and alternately dealing cards in a row from left-to-right until eight (8) cards have been dealt.

The alternating deal will leave the duplicate designs (crosses) in every other position. Reading from left-to right...the first, third, fifth and seventh cards. Reading from right-to-left, the duplicate designs would appear in the second, fourth, sixth and eighth positions. All that remains is to force the spectator to choose one of the four duplicate designs. To do this, ask the spectator to call out any number from one through eight. State that all counting will be done right-to left. If the number the spectator calls out is odd...then hand a coin or poker chip to the spectator with a request that he count over to the card in the row that corresponds to his selected number. Have him place the coin or chip on this card. Naturally, this will result in the spectator placing a marker on one of the four crosses. In the event the spectator chooses an even number...hang onto the marker and do the counting yourself from your right-to-left. This will also result in placing the marker on one of the force cards.

In either case, immediately remove all the cards except the selected card and the two cards on either side of the designated card. Turn over the two flanker cards and show the designs differ from the chosen card which you now turn face up after removing the coin or chip. Naturally, when your prediction is checked it matches the design freely selected by the spectator.

To sum it up. If the number is odd...the spectator does the counting from his right-to-left. If the number is even... then you do the counting from your right-to-left. Either way the counting is accomplished as stated and the force perpetrated in an extremely subtle manner.

SPECTROMENTAL

EFFECT #1:

The mentalist opens a small cardboard, drawer-type box and dumps three different colored poker chips onto the table. Turning his back, the mentalist invites a spectator to place any one of the three chips in the box. The spectator is then instructed to secure the box with four rubber bands and to place the remaining two chips in his pocket. A sealed envelope is handed to anyone for safekeeping by the mentalist. The spectator is told to remove one of the chips from his pocket and to hold it in his clenched fist. With his back still turned, the mentalist proceeds to correctly identify the color of the chip being held by the spectator. In addition, the mentalist reveals the color of the chip still in the spectator's pocket. And finally, the sealed envelope is opened and it is seen that the mentalist correctly predicted which of the three chips the spectator would seal in the box.

EFFECT #2:

A dignitary or committeeman is asked to select one of several geometric design cards and to seal it in a small cardboard box. This is to be done in private prior to the mentalist's performance. In fact, the mentalist can be miles away as this is being done. The box is then secured shut by the spectator using four stout rubber bands. During his performance, the mentalist invites the dignitary to bring the sealed box on stage. The box is shown to be unprepared and absolutely opaque. The spectator confirms that the chosen design was sealed, writing side down, in the box while the mentalist was out of the room and furthermore, the box has not left the spectator's possession since that time. While the spectator holds the sealed box on his outstretched palm, the mentalist proceeds to correctly reveal the selected geometric design.

Believe it or not, the above effects are achieved without any gimmicks. The box is absolutely opaque and unprepared. Spectromental is one of my favorite creations. An original and baffling mental mystery that smart performers will immediately put to use. Effect number two is in the brainbuster category made popular by the one and only Dunninger.

EFFECT #1: TO PREPARE

The ideal box for this and many other effects possible with the unique principle employed is a white drawer-type drug box (No. 49 white slides) available from Henry Schein, Inc. 39-01, 170th Street, Flushing, New York, 11358. If memory serves me correctly, I paid approximately \$10 for a gross which should last a lifetime. Incidentally, this is the same box I use to present Ultraffinity...one of the effects that helped create the enthusiastic worldwide response to my first book, World of Super Mentalism, Vol I. Also needed are two rubber bands approximately 24" long

and two rubber bands approximately 3" long. Three poker chips (red, white & blue) and three manila pay envelopes. Also required are three predictions which should be printed on 3" x 3" slips of paper as follows:

Prediction (a)

You will seal the red chip in the box

Prediction (b)

You will seal the white chip in the box

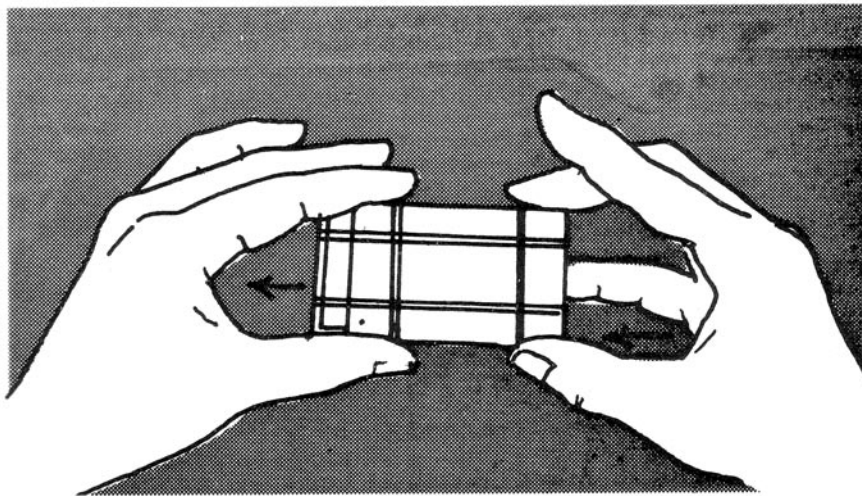
Prediction (c)

You will seal the blue chip in the box

Fold and seal each prediction slip in a manila envelope. When performing, stack them in your pocket in a RED-WHITE-BLUE order. The RED envelope should be closest to your body.

To perform EFFECT #2, you will require four DESIGN CARDS which will be described following EFFECT #1.

Place a small dot near one corner of the outer sleeve of the box so you will always know which side should be uppermost. Place the rubber bands around the box as shown in illustration (A).



TO PERFORM:

Insert the three poker chips in the cardboard box and replace the 2 long rubber bands over the drawer ends. The prediction envelopes are in your jacket pocket as previously described.

Begin by removing the long rubber bands and placing them to one side. Open the drawer approximately 3/4's of its length. Do not fully remove the drawer from the sleeve. Pour the three chips onto the table. Explain that you want the spectator to

place any one of the three chips in the box ...close the drawer...and replace the two bands around the drawer as originally shown. Then, the spectator is to place the remaining two chips in his pocket. All of this, you explain, will be done while your back is turned. While the spectator is completing his task, patter about clairvoyance, etc. As soon as the spectator has indicated that he is ready, turn and pick up the box. Show it all around, pointing out the fact that not only is the drawer tightly secured shut... but that the box is also totally opaque.

The spectator should be on your left as you face the audience. You are now holding the box in your right hand. The dot on the box is up. The long edge of the box faces the audience. The right first three fingers are on the long edge of the box that faces the audience. The right thumb is on the side closest to you. The right little finger should be resting against the right end of the drawer, between the rubber bands. Now, the right hand is going to place the left end of the box into the left hand. Just before you do this, ask another spectator to step forward and stand to your right. As he comes forward, place the left end of the box into the left hand,

Grasping the box with the first three fingers of the left hand on the long edge facing the audience. The left thumb is on the opposite long edge closest to you. Do not look at the box as you perform the following move! With the right little finger...push the drawer inward to the left until the drawer has opened a little more than 1/4" at the left end. Now, squeeze gently applying a slight pressure between the thumb and fingers of the left hand. The drawer will be trapped in an open position by the pressure. The fingers of the left hand hide this fact from the audience and besides, all attention will be focused on the spectator who is coming forward. Ask the spectator on your right to hold his right hand...palm up. As he does this, glance down into the open drawer and spot the color of the chip inside. (note: be sure you tilt the box slightly as you place it in the left hand to allow the chip to slide to the left end where it can easily be spotted.) As soon as you have the information...relax the pressure of the left fingers and thumb and presto...the drawer automatically closes thanks to the rubber bands.

Immediately hand the box to the spectator on your right to place on his outstretched palm. The dirty work is done. Quickly. Innocently. And you're set to bring this fiendish conception to a climax. While the spectator is placing the box on his hand...reach into your pocket and remove the envelope containing the proper prediction. In other words, if the chip in the box was red, remove the first envelope closest to your body. And so on. Hand the envelope to the spectator holding the box for safekeeping until the experiment is completed. Turn your back to the spectator on your left as you ask him to remove one of the two chips in his pocket. (note: you now know the color of the chip in the box. It is this information that enables you to complete the effect. Suppose the chip in the box was red, then proceed as follows: have the spectator hold the chip in his clenched fist. You know that since the red chip is in the box, then the two chips in the spectator's pocket have to be blue and white. To determine everything you need to know requires but one question. Tell the spectator to concentrate on the

color of the chip he is holding. State that you seem to be getting the impression of a light color. Ask, don't tell me the color, but are you concentrating upon the lighter of the two chips in your possession? If the spectator answers yes...then you know that he is holding the white chip in his hand and the chip in his pocket is blue. If the spectator answers, no...then you know that he is holding the blue chip, to which you answer, haven't you ever heard of light blue? This will pass as a humorous way to reveal the color of the chip he is holding. You can then proceed to reveal the color of the chip in his pocket which is naturally, white.

Before proceeding to the prediction and climax of this effect, let me further explain the revelation of the chips being removed from the spectator's pocket. Suppose the spectator originally placed the white chip in the box and the red and blue chips in his pocket. The probing question that you ask is as follows: is the chip you are holding blood colored? If it is in fact red, the spectator will answer yes...and you can continue to reveal the color of the chip in his pocket as blue. If he answers no...then you know that he is holding the blue chip and you answer humorously, what's the matter, haven't you ever heard of a blue blood? You'll get a laugh, but more important, you can now proceed to reveal the color of the chip in his pocket as red. Finally, suppose the spectator placed the blue chip in the box. This means that you have a choice between red and white. The question to ask in this case is i seem to be getting the impression that the chip you are holding has something to do with blood! Yes or no? If the spectator is holding the red chip he will agree and you can continue to reveal it as being red. If he answers no...because he[s holding the white chip...immediately counter by saying, what's the matter, haven't you ever heard of white corpuscles? This will get a chuckle...but just as important, it lets you know that the chip in his pocket is red.

You can see that no matter how the chips are dispersed, with just one simple question, you know the color of the two chips held by the spectator. When you correctly hit the color of the chip he is holding, the impact of the three revelations is tremendous. After all, you do have a 50-50 chance. But, even if you're slightly off...the humorous out is still effective since from the audience's point of view your next two impressions are direct and right on target.

Once you have successfully identified the color of the chips in the spectator's pocket...have the person who is holding the envelope hand it to the spectator with the chips. Have him open and read aloud your prediction. Everyone will be amazed that you not only determined the color of the chips being held behind your back...but that somehow you also knew in advance which of the chips would be sealed in the box.

EFFECT #2: TO PREPARE:

For this effect, you will need the box, rubber bands and the four cardboard rectangles. Since the box measures 2-3/4" long by 1-3/4" wide...the design cards should be cut

from four different colored sheets of poster board (RED, YELLOW, BLUE, GREEN) to measure 2-1/4" long by 1-3/8" wide. Incidentally, the poster board should be colored on BOTH sides. Now, with a black magic marker felt tipped pen PRINT the word CIRCLE on the yellow card. The word CROSS on the red card. The word SQUARE on the blue card and the STAR on the green card.

TO PERFORM:

Memorize the following: YELLOW - Circle/ RED - Cross/ BLUE - Square/ GREEN - Star. As soon as you have committed these pairs to memory, you're ready to proceed with this dynamite swindle. After you have selected your committeeman...take him aside and explain that when you have gone, he is to select any one of the four design cards...place it printed side down in the box...and then replace the two rubber bands that secure the drawer shut. Show him how the box looks with the bands in place, then open it (leave the 2 bands around the middle)... remove the four design cards. Say nothing about the color, at this point it means nothing and later your audience will never even know that the backs of the cards were in fact different in color. Tell the spectator that when called upon he is to bring the sealed box on stage. Oh yes, hand him a small manila coin envelope (opaque) and tell him that as soon as he has sealed his selected design card in the box...he is to place the remaining three cards in the envelope and seal it also. That's it.

Now, go back and read over the description. When you call the spectator up, be sure to emphasize that you were not in the same room when one of several design cards was selected and sealed printed side down in a box with four strong rubber bands. Ask the spectator to hand you the box. Show it all around as you call attention to the fact that the box is 100% opaque. Place the box in your left hand as previously outlined, opening the drawer secretly. At the same time, ask the spectator to hold his right hand outstretched, palm up. Sneak a peek inside the drawer and note the color of the cardboard. Naturally this tells you immediately which design the spectator sealed in the box. Allow the drawer to close and place the box on the spectator's outstretched palm. Tell him to place his left hand over the box and concentrate upon the design he sealed inside. After due concentration, proceed to draw the spectator's choice on a pad with a bold marker. Ask him to call out which of the several designs he is concentrating upon. Show your drawing and take a bow. Be sure to ask for the return of the sealed envelope along with the box as you call for a round of applause for your committeeman.

This is one effect that you can play to the hilt. The spectator can honestly confirm everything that transpired. The audience of course, doesn't know anything about the colored backs of the pieces of cardboard. The box looks so secure, the spectator will never suspect that anyone could see what's inside. And the fact that the so called design side of the cards is placed face down in the box will throw off anyone else...including magicians!

I sincerely hope you enjoy this diabolical creation as much as I have. It's a real fooler. A very large effect for a very small amount of effort on your part.

ULTRAFFINITY REVISITED

If you have Larry Becker's World of Super Mentalism, chances are you've discovered just how strong ULTRAFFINITY is. Shortly after the publication of the book, I revamped the method and improved the effect tremendously. In the revised version, the boxes are totally shown to be empty. That is, the drawer of each box is completely removed and the two parts of the box freely shown. What an improvement! For those of you who have the original version, forgive me for going through the entire modus operandi...but it's necessary for those who do not have it. In my estimation it is one of the most powerful effects ever created for the professional mentalist.

EFFECT:

The mentalist requests any three spectators having a dollar bill in their wallets to step forward. Each is requested to remove their bill and to fold it in half four times with the lighter side out.

The spectators are then requested to swap bills so that no one is holding his original bill. This is done to preclude any possibility of collusion or prearrangement, states the mentalist. At this point, the mentalist designates one of the three spectators to bring his folded bill on stage. The remaining two spectators are thanked for their assistance and allowed to return to their seats.

The mentalist picks up a small brown paper bag from his table and proceeds to turn it upside down, dumping several small white, drawer-type pill boxes onto the table. Each box is then picked up in turn and shown to be totally unprepared and empty. In fact, the mentalist completely removes the drawer of each box and shows both the drawer and the outer shell all around. The boxes are then reassembled and dropped back into the paper bag. The spectator is then requested to reach into the bag and to remove any box. He is then asked to insert his folded dollar bill in same. The box is then placed back in the bag. The mentalist explains that many people have an affinity for money. To determine just how strong the spectator's affinity is...the mentalist explains that he will conduct a brief and impartial test. The spectator is asked to invert the paper bag, dumping the boxes onto the table. No one, not even the spectator himself has any idea which box contains the folded dollar bill.

The mentalist states that he and the spectator will now eliminate all but one of the boxes using a fair and random method of elimination. The mentalist places his right and left forefingers on two of the boxes, requesting the spectator to eliminate either one of the two boxes. The designated box is immediately dropped back in the bag. Now, the spectator is asked to place his fingers on any two of the boxes and the mentalist designates which of the two is to be eliminated and returned to the paper bag. This alternating elimination process continues between the spectator and the mentalist until only one box remains on the table.

The spectator opens the freely selected box and believe it or not...it contains his folded dollar bill. An amazing demonstration to say the least. The mentalist thanks the spectator for participating in the demonstration. As the spectator turns to leave the stage, the mentalist suddenly stops him and asks if he (the spectator) has any idea what the serial number on his dollar bill happens to be? The spectator admits that he does not. The mentalist requests the spectator to unfold his bill and to concentrate on the serial number.

The mentalist turns away...picks up a pad and pen...and begins to concentrate intently. Suddenly he jots down something on the pad. When he is finished, the mentalist calls out the serial number that he has noted on the pad. To the utter amazement of all, the spectator confirms that the mentalist has correctly identified the serial number on the bill, a sure cue for applause.

TO PREPARE:

Obtain seven (7) small white drawer-type cardboard drug boxes as described in the effect SPECTROMENTAL. Also needed will be a small brown Kraft lunch bag that measures with the bottom folded...10-1/2" from top to bottom. The width of the bag should be approximately 5". The measurements (this is important) of the rectangular bottom are 3" x 5".

To prepare, simply cut off 3-3/4" of the bag, measuring down from the top edge. You'll also need a medium worn dollar bill.

To begin, pencil in the serial number of your dollar bill, very lightly and small, at the top of the first page of your pad. Now, fold the bill in half with the lighter side facing out. Fold in half again and twice more, making the bill small enough to fit in the white drawer box. Place the folded bill in one of the boxes. Close the drawer and then place a tiny pencil mark on the top and bottom of the box so that it can be easily identified. Naturally, the mark should be small enough and positioned in a way so that it is obvious only to you.

Open the paper bag and stand it upright on the table. Place the loaded box in one corner of the bag, with the long side of the box against the narrow side of the paper bag. Now, place the other six (6) empty boxes in the bag... stacking them neatly with three on the bottom and the remaining four on top. Place a small pencil mark on the outside of the bag in the corner where the loaded box resides. This will later enable you to properly pick up the bag.

The principles used to perform Ultraffinity are tried and true. The method is neat and simple. The impact is staggering.

TO PERFORM:

Have the bag containing the seven boxes on your table. Also, place the pad (with your number at the top) writing side down close by. Have a marking pen in your pocket. You're now set to perform.

Follow the spectator selection procedure outlined under the effect. The reason for using three spectators and having them fold and swap bills...is to prevent anyone from later being in a position to know that their bill has been switched. For example, if you're using a medium worn bill and you borrow one that's either brand new or very old...the spectator who loaned you the bill will immediately know that the bill that he gets back is not the one he originally loaned you. By having the three bills folded and swapped, the spectator finally designated to participate will be using a bill other than the one he removed from his wallet. And, since the bill is folded, he will be unable to readily determine its condition.

After the three bills have been folded and swapped... Designate any one of the three spectators to bring his folded bill on stage. Explain the reason for the procedure as previously outlined. Thank the remaining two spectators and have them return to their seats. Position the spectator to the left of your table as it faces the audience. Now, stand behind the table and pick up the upright paper bag with the right hand by the top. Place the bag on the outstretched palm of the left hand...as far forward on the fingers as possible. The narrow corner containing the loaded box should be closest to the heel of the upturned left hand. Now, grasp the bag (and the loaded box) between the left thumb and left little finger. Apply a slight pressure between the left thumb and left little finger, trapping the loaded box. Now, invert the bag over the table...dumping the six (6) empty boxes onto the table. The loaded box is still trapped in the bottom of the bag by the left thumb and little finger and cannot fall out. The left hand turns the mouth of the bag upright and grasps same with the right hand...placing the bag upright on the table. The innocent manner in which the bag is picked up...inverted...emptied (?) and replaced is absolutely natural. Since no one knows or cares at this point how many boxes are in use...the existence of a seventh box in the bag will never be suspected.

Now, proceed to pick up one box at a time to show them empty and unprepared. To do so, remove the drawer fully and exhibit the drawer and sleeve all around. There can be no question the boxes are empty. As each box is shown, reassemble it and drop it back into the bag...completely covering the seventh (loaded) box in the bottom of the bag. When all six boxes have been shown and replaced in the bag, request that the spectator reach into the bag...remove a box...and place his folded dollar bill in same. Due to the fact that you dumped six boxes on top of the loaded seventh box...the spectator will only be able to remove one of the empty ones.

As soon as he has inserted his bill in the drawer, have him close the box and drop it back in the bag. Patter about people's affinity to money. Ask the spectator to dump out all of the boxes onto the table making sure they're all lying flat. Now, proceed

with the elimination process as previously described. That is, the mentalist touches two of the boxes (any two other than the marked one). The spectator is then allowed to freely eliminate either of the two designated boxes. The mentalist drops the box that's eliminated back into the paper bag. Next, the spectator is directed to touch any two boxes and the mentalist eliminates one of the two designated boxes. (note: in case the spectator touches the marked box...the loaded one marked with a pencil dot...the mentalist simply eliminates the other one.) This procedure is alternated back and forth between the spectator and the mentalist until only one box remains on the table. (note: if the mentalist starts the procedure by touching the first two boxes...he will always be the one to make the final choice between the last two boxes...one of which will of course contain the mentalist's dollar bill. Naturally, when the mentalist designates two boxes, he never points to the marked box.) At this point, the mentalist asks the spectator to open the last box on the table. Surprise? There is the spectator's (?) Bill. The mentalist thanks the spectator for assisting in the demonstration, stating that he apparently has a very strong affinity with money.

As the spectator starts to return to his seat, the mentalist stops him and asks if he has any idea what the serial number on his dollar bill happens to be? The spectator states that he does not. The mentalist asks the spectator to unfold his bill and to concentrate on the serial number. Turning away, the mentalist picks up his pad and removes a pen from his pocket. While appearing to concentrate, the mentalist jots down a series of numbers boldly on the top sheet of the pad. (Actually, the mentalist simply copies the number lightly noted in pencil at the top of the pad.) When finished, the mentalist calls out the figures he has written, one at a time, asking the spectator to verify the accuracy of each number as it is called. (Note: Don't be too perfect. Have difficulty with one number...skip it...and come back to it later.) -

This can be a feature effect, so build it up for all it's worth. Oh yes, to break even, don't forget to reclaim the dollar bill from one of the boxes in the bag...after the show, of course.

Sometimes, improvements don't necessarily improve. I definitely feel this improvement is justified. You have to perform Ultraffinity to know just how great it really is.

DYNAMATION

Rarely does one have an opportunity to discover something new in magic or mentalism. The following effect is similar to Psi-Stebbins...but the method is totally different. In fact, it is applicable to many effects. Dynamation is one of those delightful ideas that will find many uses. An object that seemingly eliminates any possibility of cheating...but is instead, the means to an end. This is one of my original, pet methods. One that I debated over for some time before deciding to include it in this tome. I can safely predict that in a matter of seconds you're going to be one happy mentalist.

EFFECT:

The mentalist displays a sealed envelope which is remanded to the custody of a spectator for safekeeping. Removing a pack of playing cards from their case...the mentalist shows them to be different and well mixed. The cards are cut several times by a spectator. The mentalist shows an Electric Card Shuffler that is sold in many better gift shops and department stores. Explaining that the automatic shuffler will be used to preclude the possibility of any prearrangement or collusion ...the spectator is asked to cut the cards into two packets. The mentalist places the packets on either side of the shuffler and hands the machine to the spectator. The mentalist shows the spectator how to operate the shuffler and quick-as-a-wink ...the electric shuffler does its job. There can be no doubt that the cards are well shuffled.

The shuffled pack is removed and handed to the spectator who is instructed to deal two face down hands of poker consisting of five cards each. The mentalist turns his back and tells the spectator to place EITHER one of the two hands back in the deck. Continuing, the mentalist asks the spectator to pick up the remaining hand and to fan out the cards before his eyes so that he alone can see the faces of the cards. The mentalist tells the spectator to allow his minds eye to scan the faces of the cards. Suddenly, the mentalist states that the spectator is looking at the Ace of Diamonds. If he is correct, the mentalist continues, the spectator is to remove that card and show it to the audience. Three more times the mentalist correctly identifies the cards held by the spectator. Finally, the mentalist asks that the sealed envelope be opened and the message inside read aloud. The message states that the last card the spectator will look at is the Ace Of Hearts. Sure enough, when the spectator is asked to show the last card...it is the Ace Of Hearts.

What could be cleaner? Dynamation is a dream to work. Its simplicity of method enables you to concentrate on presentation. And without that...you've got a miracle, but not entertainment.

TO PREPARE:

To perform Dynamation you will need one of the battery operated automatic card shufflers sold in better gift shops, department stores or novelty shops. I had to hunt around for awhile until I found one that was reliable with a relatively closed in compartment to receive the shuffled cards. The model that I use is Stancraft Products Model 1150 Card Shuffler by Hoyle.

In addition, you will need a pack of playing cards...plus five extra cards. The Ace of Diamonds...Four of Clubs...Seven of Hearts...Ten of Spades...And The Ace of Hearts. To set up Dynamation...remove the mates to the above cards and arrange them in pairs...AD, AD, 4C, 4C, 7H, 7H, 10S, 10S, AH, AH. Place these 10 cards face up in the bottom of the card shuffler compartment and close the drawer. Now, proceed to remove five (5) more cards at random from the pack and discard them. The deck will now consist of 47 cards. Place the pack back in its case and prepare your written prediction, the last card you will look at is the Ace of Hearts. Seal the prediction in an opaque envelope and you're ready to perform.

TO PERFORM:

Follow the effect as previously outlined. Remove the cards and show them to be well mixed and different. Place them on the table and have the spectator cut them several times. While he is doing this, hand out the prediction envelope for safekeeping. Ask the spectator to cut the pack into two piles. Pick up the battery operated card shuffler. Be sure to hold it high enough so that no one can catch a glimpse of the stack of cards inside the drawer. Ask the spectator to hand you half the pack. Place it on one side of the shuffler...face up. Ask for the remaining half. Place it in the other side, also face up. Now, explain that by simply touching the bar at the base of the drawer, the pack of cards will automatically be thoroughly shuffled. As you say this...as if to demonstrate...touch the bar that activates the shuffler just enough to allow a few cards to be shuffled off into the inner compartment.

That's all she wrote. The dirty work is done. Now, hand the shuffler to the spectator to finish the job. Naturally, if he spots any cards inside the shuffler... he reasons that they are the ones just shuffled off during your demonstration. (How sneaky can you get?)

When the pack has been completely shuffled...remove the pack from the drawer and turning it FACE DOWN...hand it to the spectator to deal the two face down poker hands consisting of five cards each. Since you stacked the 10 cards in pairs ...each hand will be identical so it doesn't make any difference WHICH hand he returns to the pack. Naturally, you've previously memorized the five cards the spectator's holding so it's a simple matter to call off four of them leaving the Ace of Hearts for last to match your prediction. The first four cards in the stack are in the familiar Si Stebbins rotation to make the memory work easy as pie.

Dynamation is dynamite. And the use of the automatic card shuffler is a brand new innovation in mentalism. Its use eliminates a frequently encountered problem of the spectator who cannot handle a pack of cards. How many times have you seen an all thumbs volunteer from the audience mutilate your cards as he attempts to riffle shuffle them. In fact, even when it is used legitimately the battery operated automatic card shuffler lends an added air of credibility to the mixing of the cards. It can even be used by magicians performing Paul Curry's wonderful card effect, Out-of-this-World. The 13 Red - 13 Black - 13 Red - 13 Black set-up melds beautifully with only one or two mistakes which are quickly righted while removing the Jokers. I've even used it in conjunction with the unique Gilbreath Principle to produce a fabulous brain-buster publicity effort.

Prior to one of your shows, arrange to visit with a reporter who has agreed to attend your performance. Remove the pack of cards from its card case (naturally, it's been stacked in the necessary alternating red/black order). After quickly running through the cards to show that they're well mixed (an uneven spreading action will not disclose the alternating color set-up)...divide the pack in half and place one half face-down in either side of the card shuffler. Be sure that when you divide the pack you do so between two cards of contrasting color. Now, have the reporter press the activator bar, shuffling the pack automatically. Remove the pack and hand it to the reporter to alternately deal into two piles.

At this point, remove an envelope from your pocket. Allow the reporter to select either pile and ask him to seal it in the envelope...which he then signs. The sealed envelope is then locked into a metal cash box which you have provided. The reporter keeps the box...you retain the key. During your performance the reporter is invited to bring the sealed box on stage. The details of what previously transpired are related to the audience. The key is handed to the reporter who unlocks the box and removes the sealed envelope containing the well shuffled cards. Naturally the reporter will be the first to admit that not only doesn't he know the order of the cards...there's no way in the world for anyone else to know the order or have influenced the random manner in which the cards were shuffled.

The mentalist removes a second envelope which he explains contains 26 cards that he randomly selected and shuffled earlier in the evening. Opening this envelope, the mentalist calls for the assistance of a volunteer from the audience to whom he hands his 26 cards. The volunteer and the reporter are instructed to stand behind the table and to hold their respective 26 card packets face up ready for dealing. The mentalist has them simultaneously deal their cards into two piles on the table, calling aloud the color of the card they're dealing. To the amazement of all...the color order of both packets is identical. If the reporter doesn't give you a few lines of good press for that little miracle...he's a disgrace to his profession.

The modus operandi is simplicity itself. After the reporter selects the pile he wishes to seal in the envelope, you casually pick up the remaining pile and place it in your

pocket. When he has completed locking the cards in the box you retain the key and leave the box in his possession with instructions where and when he is to deliver it. At your leisure, you simply jot down the reverse of the color order of the half pack you placed in your pocket. In other words, if the top card of the packet in your pocket is BLACK...you jot down RED...and so on. When you've reversed the color order of all 26 cards, arrange a packet of 26 cards accordingly. Your 26 card packet will now perfectly match the color order of the reporter's 26 card packet sealed in the box.

Dynamation can also be used in performing the Computer Dating routine which can be found in my first book...World of Super Mentalism.

ULTIMATE PSYCHOMETRY

Ever since Ted Annemann published his version of Psychometry countless variations have appeared down through the years. The Ultimate Psychometry is just that. The ultimate! Not only does it employ one of the most unique principles ever conceived, the routine is extremely commercial. In other words, it's designed to truly entertain your audience.

EFFECT:

The mentalist hands a blank 2-1/2" x 3-1/2" white card to each of four (4) spectators. Handing the first spectator a pen, the mentalist instructs him that while his (the mentalist's) back is turned, he is to write any 3-digit number in the center portion of the card...turn it over and write the initials of a person known only to him in the center of the reverse side. But, the mentalist warns the spectator that the pen he will use is filled with...invisible ink. So, even though he doesn't actually see his thoughts being recorded on the card, they are in fact there...invisible to the naked eye. When the first spectator has completed his task, he is instructed to hand the pen to a second spectator who also records a 3-digit number on one side of his card...and the initials of a friend or relation on the opposite side. This is repeated with spectators 3 and 4. Now, one of the spectators is directed to collect the four cards...mix them up... And hand them to the mentalist. The mentalist who has been turned away during the recording of the spectator's thoughts, shows that the four cards are blank on both sides. Removing a developer pen from his pocket, the mentalist states that he will

Develop the spectator's secret thoughts. Rubbing the point of the developer pen across the surface of the four cards, one at a time, the mentalist develops the invisible numbers and initials written by the four spectators. As each card is developed...the mentalist correctly identifies the spectator who is concentrating on the initials and number on each card.

TO PREPARE:

You will need 2 white invisible ink pens and its companion orange developer pen. (see notes at the conclusion of this chapter for the source of the invisible ink pens.) Also needed are four (4) white cards, 2-1/2" x 3-1/2". A linen finish visiting card is ideal. They're available at most office supply stores in packages of 20.

As in most effects of this nature, the cards are secretly marked to identify each card...and in turn, to enable you to identify the person holding it. But what better way to mark the card invisibly than with invisible ink. And what better way to develop those secret markings than while you are apparently developing the spectator's thoughts! Now, that's downright sneaky! To complete your advance preparations, mark the four cards as illustrated using the white invisible ink pen. Be sure to

mark both sides of each card where shown.

Now that each card has been numbered with invisible ink ...be sure you keep them in a one through four order from top to bottom. Place them in your wallet in this order. Remember, you won't be able to see the markings...so be careful not to mix them up!

To perform: follow the routine as outlined under the effect. Be sure to have the spectators stand in a row so that they can easily be identified from left to right as one through four. More important, be sure you hand the secretly marked (numbered) cards to the proper spectators. Card number one to spectator number one and so on. Now, have each spectator in turn, lightly write a 3-digit number in the center of one side and the initials of a friend or relation in the center of the opposite side. After one of the spectators has collected and mixed the cards...retrieve them. Remove the orange developer pen from your pocket and explain its purpose. State that you will now develop the spectator's innermost thoughts. Rub the point of the pen gently over the center portion of one of the cards until the spectator's secret number or initials appears. Do not attempt to develop your secret mark at this point. First, show the audience the number or initials that have been developed...then, turn the card over and develop the opposite side.

State that one of the spectators is concentrating on the number (whatever he's written) and the initials (again state whatever initials have been developed). As you develop the second side of the card...do not allow anyone to see the surface of the card as you do so. The reason? Because as soon as you've developed the second side of the card...you allow the point of the developer pen to glide over the area where your secret number is located. The minute you see the number...you will immediately know to whom the card belongs. As you complete each identification...pocket the card so that at the conclusion of the effect there's nothing left to examine.

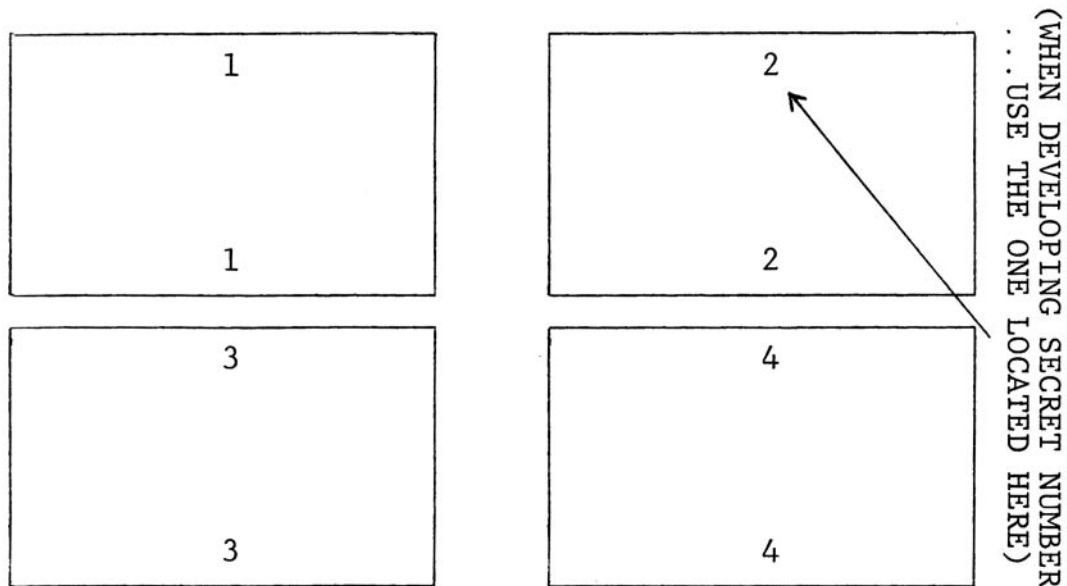
Naturally, after correctly identifying the thoughts (?) Of the first two spectators you can vary the procedure to achieve a climax by developing a third card. At this point, you call aloud the number and initials contained on this card. However, instead of immediately identifying the person who wrote it...ask both spectators to answer yes when you ask them if the number and initials belong to them. Appear to concentrate...then suddenly point at one of the two remaining spectators (the one who did not write the info on the card) and exclaim that his thoughts have betrayed him. He did not in fact concentrate on the number and initials you just called out. Without waiting for his reply...look at the remaining spectator and ask if you are correct. Ask him if he was concentrating on the initials and number contained on the card you just developed. Naturally, he will agree. Don't bother with the last spectator's card. It isn't necessary.

I sincerely hope that I have made everything clear. Even though the instructions are lengthy, the performing time is actually quite brief. At any rate, you are now

in possession of a fabulous mental effect...and a unique principle with which you can work miracles.

The principle employed in the Ultimate Psychometry can also be utilized for Living & Dead type effects as well. To do this, it is only necessary to secretly mark one of the cards...the one that you hand out to have the so-called dead name written on. After developing all of the cards used... You will immediately be able to identify the odd card.

Important: for best results when using the invisible ink pen...do not press hard when writing. Also, be sure to replace the caps tightly when they are not in use. If a cap is left off and a pen does not function properly, try immersing the tip in clean water for one minute.



The invisible ink pens used are distributed by Lee Publications, 815-825 E. Market Street, P.O. Box 32120, Louisville, Ky. 40232. If you can't locate these pens in your local toy store, contact the above company for the location of a store in your area that does carry them. The reason I suggest this, is because you will probably want to have a reserve supply. You can also speed up the performance of the Ultimate Psychometry by handing out four pens simultaneously to have the spectators record their thoughts.

SWINDLED

This beautiful routine was inspired by the clever and unique Kraus Principle. Starting with the original premise and adding two blatant swindles gives rise to the title of this effect.

EFFECT

A pack of playing cards is thoroughly shuffled by the mentalist. The shuffled pack is then handed to a spectator who likewise riffle shuffles it. Picking up the cards, the mentalist states that he is going to remove 8 or 10 cards at random from the shuffled pack. Quickly, the mentalist spreads the cards and does just that. The balance of the pack is handed back to the spectator for more shuffling. The mentalist states that he will total the values of the few cards he removed at random. Picking up a slip of paper and a pen, the mentalist states that he will record the total of his few cards on the slip of paper. The paper is then folded and handed to a spectator on the mentalist's right for safekeeping. The mentalist displays a paperback novel. Handing a cardboard bookmark to a spectator on his left, the mentalist instructs the spectator to push the bookmark anywhere he wishes into the pages of the novel...leaving half of the bookmark protruding from the book. The spectator does this and the book is remanded to his custody.

The mentalist instructs the spectator shuffling the cards to cut off approximately half of the deck and fanning them out with the faces towards himself, he is instructed to remove any card he wishes...placing it face down on the table.

The pack is then reassembled. The mentalist explains that by using a method of random selection developed by the Institute of Parapsychology Studies at Duke University... a number of cards will haphazardly be removed from the deck under test conditions that absolutely preclude any possibility of control by anyone. Here's what occurs: Using the value of the spectator's freely selected card (the one that's face down on the table)...a corresponding number of cards will be dealt face down from the pack equal to the value of this card. The final card dealt will then be turned face up ...placed aside and a number of cards corresponding to the value of this card will be dealt face down on the table. The last card dealt will then be turned face up...placed aside with the first face up card and the process repeated until all of the cards in the deck are exhausted. To speed things up, the mentalist states that court cards (Jacks, Queens and Kings) will count as 10. Before commencing, the mentalist points out that the cards have been thoroughly shuffled by the spectator. Also, if the original card placed down by the spectator was of a different value...then it stands to reason that all subsequent cards turned up during the process would be totally different.

The mentalist asks that the spectator's freely selected card be turned face up. Suppose it is a seven. The mentalist deals seven cards face down on the table.

The last card dealt is turned face up...and placed on top of the spectator's original card (the seven). Let's say that the card turned up at count of seven is a five. The mentalist deals five more cards on the face down pile. Then, he turns the last card dealt face _ and places it on the face up pile of two cards (the seven and the five). Suppose this card is a Queen. The mentalist then deals ten more cards face down. The last card dealt is turned face up and placed on the face up pile. This procedure is continued until a card is turned up that is higher than the number of cards that are left. When this occurs, the final card turned up is placed on the face up pile and the rest of the cards are discarded on the face down pile.

There can be no doubt in anyone's mind that the method of selecting the face up cards was absolutely fair and accomplished purely by chance.

The mentalist asks a spectator to total the values of the face up cards just relieved by random selection from the pack. Say they add up to 58. The mentalist turns to the spectator holding the paperback book. He asks the spectator if his choice as to where he would insert the bookmark was a free one? The spectator agrees that it was. The mentalist opens the book where the bookmark was inserted and asks the spectator to call out the number of that page. Believe it or not, the spectator calls out 58! While everyone is still in a state of shock, the mentalist has the other spectator open and read aloud the total of the few cards the mentalist previously removed from the pack. Pow! The number written on the slip of paper is 58! What an unbelievable coincidence. What a mind-boggling demonstration. What a swindle.

TO PREPARE

All you need is a pack of playing cards consisting of 52 cards. No jokers. Remove and stack (regardless of suit) any 9-8-7-6-5-4-3-2-A-10. The only suit you have to remember is the suit of the 9. Say it is the 9 of Spades. Place this stack of cards on the bottom of the deck. The 10 will be the bottom card of the pack. Place the cards in their card case. Now, obtain a small paperback novel. Anything around 3/4" in thickness. To prepare the book, using a bold BLACK CRAYON... DRAW A LARGE 58 ON EVERY LEFT HAND PAGE IN THE BOOK. Now, get a cardboard bookmark or make one if necessary. Have a felt tipped marker and a small slip of paper handy and you're all set to perform.

TO PERFORM

Proceed as outlined in the description of the effect. Riffle shuffle the pack a few times...making sure you do not disturb the bottom 10 or 12 cards. After two or three shuffles...split the pack into halves and invite the spectator to riffle shuffle the two halves together. Immediately take back the pack. No one can dispute that the cards have been well shuffled. The fact of the matter is that your stack at the bottom has been interspersed with other cards near the bottom...but the original stack is still in order. State that you are going to remove a few cards...8 or 10...at random. Spread the cards with the faces towards you. Look for the 9 of Spades (the

top card of your original stack). Remove it and place it on the bottom of the deck. Running the cards from left to right...quickly locate the 8 (any 8) and place it on the bottom of the pack under the nine. Continue to remove a 7-6-5-4-3-2-A and 10. This can quickly and easily be done since these cards will be close to the bottom and in order even if there are other cards in between. The whole purpose of the stack prior to the riffle shuffle is to enable you to restack the 9 through 10 on the bottom of the deck fast, as if you are truly removing a few cards at random.

When you've got the 9 through 10 stack on the bottom...separate them and hand the rest of the pack to the spectator for continued shuffling. Pretend to total up the values of the cards you are holding. Place them face down on the table in front of you. Pick up the paper and pen and write the number 58 on same. Fold it and hand to the spectator on your right. Show the paperback book (but don't riffle through it) and the bookmark. Have a spectator on your left insert the bookmark anywhere he wishes in the book. Then tell him to hold the book for safekeeping until later in the experiment. Have the spectator shuffling the cards remove one as previously outlined and place it face down on the table. Take the remainder of the cards he holds and drop them on top of the few cards you apparently totaled and placed on the table. Pick up the entire pack and proceed to shuffle off three cards to the bottom of the deck.

At this point, your stack of 9 through Ace plus a ten, plus 3 odd cards is on the bottom of the deck. That's all there is to it. Simply follow the procedure outlined under the "effect" and the cards you remove will automatically add up to 58. As soon as the spectator has totaled these cards (make sure he does so carefully) and announced the total of 58...turn to the spectator on your left who is holding the paperback book. Ask if he had a free choice as to where he inserted the bookmark. He will state that he did. Now' (here comes the swindle) hold the book up so that the back of the book faces the audience and open the book where the spectator inserted the bookmark. Hold the bookmark against the left side (his right) and with your right finger tap the page under your right hand saying, please call out the number on this page. Naturally, all he can see on that page is a gigantic black 58 almost as big as the page itself. Smile at him and he'll answer, 58. Immediately close the book and tuck it under your arm and turn to the spectator on your right. Have him open and read the number you previously wrote. It will also be 58. Now, before the shock wears off, have everyone give your assistants a nice round of applause and go on to your next miracle.

FABULOUS GYPSY SPELL

Gypsy spell is an entertaining mental masterpiece in which six gypsies combine their supernormal powers to reveal one of six Para psychological words mentally selected by a spectator. No force! No sleights! Uses six unprepared playing cards! So easy-to-do...yet so totally baffling. Larry Becker's Gypsy Spell is a brain-buster fooler of the first degree. A diabolically clever effect that seemingly has no explanation. You'll love it. The cards can be freely mixed. Everything can be examined from now to doomsday. And the beautifully conceived routine provides entertaining patter without your memorizing a word. It's all there in front of you on a specially printed, ungimmicked prompter card that apparently is there for the convenience of the spectator. If you appreciate absolute simplicity of method...with an effect that really packs a wallop...then the Fabulous Gypsy Spell is just what you've been looking for. Great for magician or mentalist. Either way, it's a professional effect that'll hold your audience's attention from start to finish.

TO PREPARE

This ingenious adaptation of two unique principles will enable you to perform a most baffling and impressive feat of telepathy. Obtain six (6) fox lake brand queen of clubs. Examine them. Look perfectly normal don't they? Well, they are! That's the beauty of Larry Becker's Fabulous Gypsy Spell. The Fox Lake design cards utilized are actually unprepared. But...because of a little known (if at all) inconsistency in design, they enable you to pull off a devilish deception. The back designs are perfectly symmetrical...but the faces are not. In other words, the illustration of the queen is actually a one way design. One half of the design differs slightly from the other half. Almost imperceptibly unless you know what you're looking for! See illustrations (A) and (B). Note that the triangular design just below the circular pendant around the Queen's neck contains a snake like design. At one end of the card, the snake's head is pointing to your left (illustration A). At the opposite end, the snake's head is pointing down (illustration B). So, if all six (6) Queens are arranged with the snake's head pointing down at one end...and one card is turned end-for-end...the odd card will stick out like a sore thumb. If you know what to look for. This one-way principle constitutes half of Gypsy Spell's secret. The second part involves the six (6) parapsychology words used to describe the powers of the six gypsies listed on the specially printed prompter card. To prepare, clip illustration (C) and (D) and glue them to each side of 2 pieces of 2-1/4" x 4" poster board.

Note that PSYCHOKINESIS is spelled with 13 letters. RETROCOGNITION is spelled with 14 letters. MENTAL TELEPATHY with 15 letters. PARANORMAL with 10 letters. PSYCHOMETRY with 11 and CLAIRVOYANCE with 12 letters. As a result, if you had an "ODD CARD" (one that's turned in opposition to the other five) on TOP of the six card packet...and proceeded to spell ANY of the six words by transferring ONE CARD AT A TIME FROM THE TOP OF THE PACKET TO

THE BOTTOM FOR EACH LETTER IN THE WORD...the "ODD CARD" would end up in a position that TELLS YOU WHICH OF THE SIX WORDS HAS BEEN SPELLED. In short, all you have to do when the spelling procedure is completed is to FAN the six cards with the faces towards you. If the "ODD CARD" (the one turned end-for-end) is in the third position from the RIGHT END of the fan or cards...then the word spelled is the THIRD WORD from the TOP of the prompter list. The routine that follows will allow you to have the cards FREELY SHUFFLED by the spectator and still enable you to SECRETLY turn one card end-for-end to become your "ODD CARD." A diabolical combination of principles. Now that you understand the concept, I'll show you how to put it all together.

TO PERFORM

Holding the cards FACE UP...arrange the six Queens with the DOWNWARD POINTING SNAKE HEADS all at one end. Square up the packet. That's all the advance preparation necessary.

Begin by placing the prompter card on the table with the Gypsy names and descriptions of their powers side UP...where you can easily refer to it. Hold the packet of cards FACE DOWN in your left hand. Run the cards from LEFT TO RIGHT showing the backs of the six cards. Turn the packet FACE UP. Again run the cards from LEFT TO RIGHT showing the cards to be six IDENTICAL Queen of Clubs.

Turn the packet FACE DOWN and hand to a spectator requesting him to thoroughly MIX THE CARDS. Since they're all the same...this usually produces a chuckle. Casually demonstrate a brief OVERHAND SHUFFLE...he'll follow your lead and do the same. As soon as the spectator has finished, take the packet of cards and hold them FACE DOWN in your left hand. With your LEFT THUMB, push off the top card slightly to the right. With your RIGHT HAND, flip the top card FACE UP... RIGHT TO LEFT. Glance at the prompter card and state that the first Gypsy Queen is MADAM MATILDA. With your right hand, grasp the upper right hand corner of the face up card as the left thumb pushes it to the right. The right thumb should go UNDER the corner while the first two fingers go on top. Without letting go, bring the top card to an upright position facing the spectator. State that MADAM MATILDA is a specialist in PSYCHOKINESIS...the control of mind over matter. It's easy to remember all this. All you have to do is read it right off of the prompter card. Now, place the card FACE DOWN UNDER the packet held in the left hand.

With the LEFT THUMB, push off the next card on top, to the right. With the right fingers, FLIP THE CARD FACE UP from RIGHT TO LEFT. Again, introduce the next Gypsy Queen as MADAM CRYSTAL. Push the face up card to the right and this time, with the right fingers FLIP THE CARD FACE DOWN RIGHT TO LEFT. Push the top card to the right slightly, using the left thumb. Grasp the LOWER RIGHT HAND CORNER of the top card with the right hand...FINGERS UNDERNEATH

and THUMB ON TOP. Bring the card to an upright position with the Queen facing the spectator. Continue pattering by stating that Madam Crystal is a master of RETROCOGNITION which is defined as knowledge of the past obtained by paranormal means. Place the card FACE DOWN on the BOTTOM of the packet. Handle the remaining four cards in the EXACT SAME MANNER AS THE SECOND CARD. As each card is shown, it is introduced by name and the ESP power each Gypsy is noted for. Just follow the order as it is printed on the prompter card.

If you have followed the procedure as outlined, the TOP card at this point will be the "ODD CARD." In other words, the "snake's head" will be POINTING TO THE LEFT...while the other five Queens will have the "snake's head" POINTING DOWN. In a sneaky, but innocent fashion you have turned one card end-for-end to act as a marked or odd card.

Now proceed by handing the packet of cards to the spectator. Turn the prompter card over so that he can easily see the six (6) parapsychological words. Ask him to glance over the ESP powers that the gypsies possess and to MENTALLY SELECT ANY ONE OF THEM. Read them off aloud one at a time. Tell him that while your back is turned, he is to CAREFULLY SPELL his mentally selected word by TRANSFERRING ONE CARD AT A TIME FROM THE TOP OF THE PACKET TO THE BOTTOM FOR EACH LETTER IN HIS CHOSEN WORD. State that this will enable him to further impress the word in his mind and possibly facilitate your reception of his thoughts. Be sure the spectator holds the packet FACE DOWN as he does this. Also, point out that he should transfer the cards as QUIETLY AS POSSIBLY so as to not give any clue to the word he is concentrating upon. To facilitate the spelling of his mentally selected word, instruct the spectator to gaze at his word on the card as he spells it. (Note: The manner in which the target words are hyphenated makes it easy for the spectator to spell his word with a minimal chance for error.) As he begins, turn your back and walk several feet away. Appear to concentrate intently. When the spectator has indicated that he has finished...approach him and take back the packet of cards.

Recap the test conditions under which the experiment has been conducted. State that you will now check the gypsies for any lingering vibrations or impressions. Turn the packet face up in the left hand. Now, fan the packet of six cards so that the upper portion of all six queens are clearly visible. Counting from right to left...note the numerical position of the odd card. Suppose the odd card is third from the right...a glance at the prompter card will tell you that the third word from the top of the list is mental telepathy. This will be the spectator's mentally selected (and spelled) word. A cute bit at this point is to tell the spectator that if he listens closely he can actually hear the girls gabbing away like crazy. Hold the fan of cards near the spectator's ear. This is always good for a laugh (and great misdirection if you want to delay your look for the odd card until you're holding the cards near the spectator's ear).

It is advisable not to look at the prompter card as soon as you have determined the number at which the chosen word appears. To get the information, remove any of the six cards and place it face down next to the prompter card. Now, flip the card face up and state, do you know who this is? As you do so, you'll have ample time to let your eyes stray over to the prompter card to learn which word the spectator is thinking of. Assuming that his choice was mental telepathy ...state that it is someone skilled in mind-to-mind communication...Madam April...and the word that you are concentrating upon is MENTAL TELEPATHY. Is that correct? Naturally he will answer in the affirmative.

I sincerely hope that you will enjoy performing the Fabulous Gypsy Spell as much as I have.

INSTRUCTIONS FOR MAKING PROMPTER CARD:

Carefully cut out the two sides of the prompter card below. Glue each piece to either side of a piece of poster board. To protect surface, laminate the card by covering both sides with adhesive backed, clear laminating film available in better stationery and art supply stores, and trim.

P-S-Y-C-H-O-K-I-N-E-S-I-S
R-E-T-R-O-C-O-G-N-I-T-I-O-N
M-E-N-T-A-L T-E-L-E-P-A-T-H-Y
P-A-R-A-N-O-R-M-A-L
P-S-Y-C-H-O-M-E-T-R-Y
C-L-A-I-R-V-O-Y-A-N-C-E

Madam Matilda...specialist
in **PSYCHOKINESIS**...
mind over matter.

Madam Crystal...master
of **RETROCOGNITION**...
knowledge of the past.

Madam Aprille...skilled in
MENTAL TELEPATHY...
mind-to-mind communica-
tion.

Madam Samantha...expert
in the **PARANORMAL**...a
supernatural occurrence.

Madam Rose...adept at
PSYCHOMETRY...the
divination of facts about
an object

Madam Fatima...gifted
with **CLAIRVOYANCE**...
the ability to "see" what
cannot be seen.



AUTO-MAGIC

Here is one of the most effective tri-thought revelations you will ever perform. It is fast. Direct. Easy-to-do. Requires no sleight of hand. And best of all, it's extremely baffling.

EFFECT

The mentalist informs a spectator that he (the spectator) is about to embark upon an imaginary shopping trip to purchase a new automobile. The spectator is asked to mentally concentrate upon the amount of money that he plans to spend on his imaginary purchase. The mentalist then proceeds to jot something on a slip of paper which is folded and dropped in a nearby glass tumbler. A second spectator is handed a pen and pad upon which he is instructed to record the first spectator's thoughts. Spectator number one is now asked to call out for the first time, the amount of money upon which he has been concentrating.

Spectator number two records the amount called out. Six (6) cards are then fanned and shown to each contain a colored spot on one side...and the make of an automobile on the reverse side. Six different colors and six different makes of automobile in all. The six cards are then dealt name sides up in a row on the table. The spectator is now asked to mentally select one of the six makes, i.e. Buick...Ford...Chevy...Olds...Dodge...or Plymouth. The mentalist jots down a second mental impression on another slip of paper and after folding it...drops it into the glass tumbler. The spectator is now asked to call out the make of automobile upon which he is concentrating. His selection is recorded on the pad by spectator number two.

Finally, the mentalist, after writing a third impression, folding it and placing it in the glass tumbler, asks spectator number one to simply touch one of the six cards. The choice of card is absolutely free. The card touched is the one picked up and the color of the spot on the reverse side is recorded by spectator number two. At this point, spectator number one has freely and mentally chosen the make...color and price of an imaginary automobile. All three of the mentalist's impressions were written and placed in full view before the spectator announced his thoughts. Still, when the three slips of paper in the glass tumbler are opened and read aloud by any spectator...the mentalist has correctly predicted the exact make, color and price of the imaginary automobile.

TO PREPARE

Needed to perform this baffling mystery are six (6) blank faced cards. Size: approximately 2-1/2" wide by 3-1/2" deep. Blank faced playing cards (blank both sides) may be used if you have them. Either way, boldly print one make of automobile on each card with a bold point black felt tipped pen. See illustration (A). The makes I suggest are: Buick...Ford...Chevrolet...Oldsmobile...Dodge...and Plymouth. On the

opposite side of each card affix two 3/4" self adhesive Avery colored dots as indicated in illustration (B). In the upper left hand corner of card number one, affix a RED dot. In the lower right hand corner of the same card, affix a BLUE dot. In the upper left hand corner of card number two, affix a GREEN dot. In the lower right hand corner of this card, affix a BLUE dot. In the upper left hand corner of card number three, place a YELLOW dot and again, in the lower right hand corner, another BLUE dot. For card number four, use a BLACK dot in the upper left and a BLUE dot in the lower right hand corner. Affix an ORANGE dot in the upper right of card number five and a BLUE dot in the lower right hand corner. On card number six, place a BLUE dot in BOTH the upper left and lower right. That takes care of all the make-up items that you will need. The only other props required are three slips of paper, approximately 4" x 4", a small pad, two black felt tipped pens, and a clear glass or plastic tumbler. If you wish, the cards can be protected from wear and tear by laminating each between two sheets of laminating film which is readily available in stationery stores. Trim when finished and you're all set to go.

TO PERFORM

Arrange the six cards in the order shown in illustration (C). The different colored spots should be in the upper left hand corners and the card containing TWO BLUE SPOTS on the face of the packet. At this point, if the cards are fanned from left to right it would appear that each card contains a different colored spot. This illusion is created by the BLUE SPOT CARD on the face of the packet (containing two blue spots) and the different colored spot showing in the upper left hand corners of the remaining five cards. The duplicate BLUE spots are hidden from view by the manner in which the cards are fanned. Snap a rubber band around the six cards and place them in your right hand jacket pocket.

As you have undoubtedly guessed by now, the effect is accomplished through the use of two well known principles, each cleverly disguised. The one ahead principle and the force. To perform, follow the effect as previously outlined up to the point where you write your first prediction. On a slip of paper, print the word BLUE. Do not allow anyone to see what you have written. Fold the slip and drop it in the tumbler. Now have the spectator call out the amount of money he is planning to spend. This is to permit the second spectator to record the information on the pad you have provided. Be sure you remember the amount called. Now, remove the packet of six cards from your pocket with the color spot sides up. Fan them from left to right as shown in illustration (C). Call off the six colors. Close the fan of cards and turning them over end for end away from you...shuffle them overhand and deal them in a row on the table with the makes of automobile sides face up. Have the spectator mentally select one of the makes. On a second slip of paper, pretend to write your impression of the spectator's thought...but actually write in the amount of money previously called out. Once again, do not allow anyone to see what you have written. Fold the slip and drop it in the tumbler containing your first prediction. Have the spectator now call out his choice of make. Ask spectator number two to record

same on the pad. Using the third slip of paper, you now write your third and last prediction or impression. Naturally, you write in the make of auto just revealed by spectator number one. Fold the slip as before and drop it in the glass.

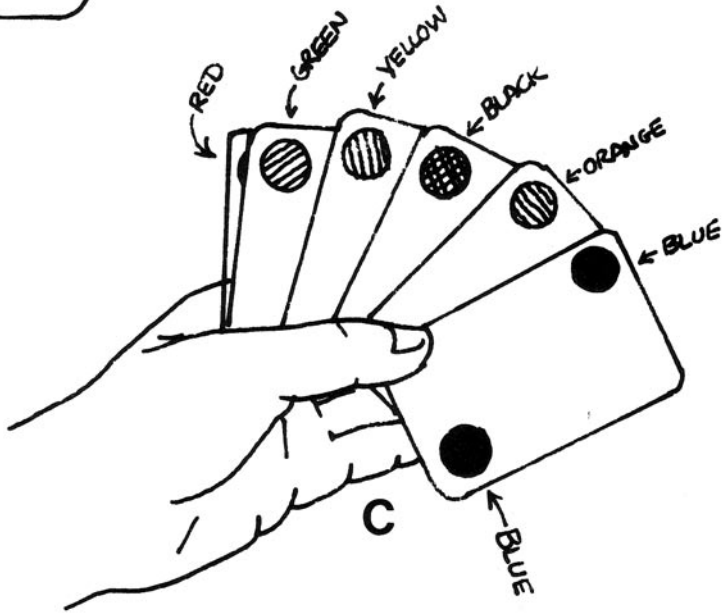
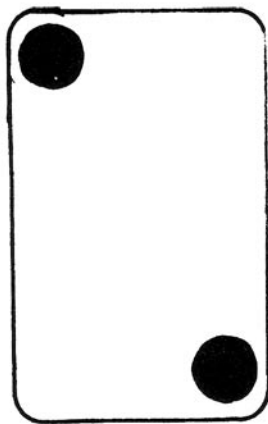
Now, ask spectator number one to freely touch any one of the six cards, noting that the card he touches is the one you'll use. As soon as he indicates which of the six cards he has selected, pick it up by grasping the lower left hand corner of the chosen card...thumb on top and first two or three fingers underneath. Raise the card so that everyone can see the color of the card selected. Because the fingers of the left hand are covering the colored dot in the lower left hand corner of the card only the BLUE DOT in the opposite corner will be visible to the spectators. In a perfectly natural fashion you have forced the color BLUE. As soon as the color has been noted by all and recorded by spectator number two, drop the selected card dot side down on the table and gather up all six cards. Snap the rubber band around the cards and drop them in your jacket pocket. Be sure you do not flash the face of the colored spot side of the cards as you do this. (Note: For those who think it necessary, a duplicate unprepared packet of cards could be made up and kept in your pocket for a subsequent switch if anyone wishes to later examine the cards. This is entirely up to you.)

Now all that remains is for you to pick up the tumbler and dump the three predictions onto the table. Naturally, this is done so no one will be able to determine which is which. When all three have been opened and compared with the make, color and price recorded by spectator number two, you'll receive a nice round of applause for successfully accomplishing an unbelievable demonstration of extrasensory perception.

That's all there is to it. Fast, clean, simple and totally baffling. The handling is so innocent and natural you can devote 90% of your effort to the presentation.

BUICK

A



SEANCE

Properly presented, this mysterious effect can easily pass as a paranormal occurrence. Performed by candlelight and supported by a haunting refrain...séance will subject your audience to a rash of goose bumps and cold, clammy hands. Haunt away.

EFFECT

Announcing that he will attempt to contact the other side through the medium of a spirit séance, the mentalist asks everyone to be seated around a table that is adorned with an ornate candlestick and a small packet of plain white cards.

The mentalist fans the packet of cards, showing both sides to be completely blank. Removing a few of the cards, the mentalist hands them to one of the spectators requesting that he examine them thoroughly. Retrieving the cards, the mentalist prints a W on the top card of the packet using a red tipped felt marker. He then places the packet on the table. A second small packet of cards is then handed to another spectator for examination. The mentalist takes these and prints an A on the top card of the packet, placing it (the packet) on the table next to the first pile. A third batch of cards is also handed out for examination. On the top card of this packet, the mentalist prints the letter L and places the packet next to the first two piles. Finally, the remaining blank cards are handed out for examination and returned to the mentalist. On the top card of this packet, the mentalist prints the letter T. Then, he places these next to the other three piles. It is now seen that the top cards of the four packets spell the name WALT. The mentalist explains that WALT is his spirit guide and it is through him that he will attempt to penetrate the great beyond. The mentalist announces that he will attempt to contact the departed spirits of three of the world's greatest magicians.

The mentalist then picks up each pile of cards, turning the lettered card on top, letter side down...and assembling all four packets into one pile. At this point, each and every card in the pile has been thoroughly examined by the spectators and found to be absolutely BLANK on both sides. Now, only the four cards containing the letters W-A-L-T have anything at all printed on them. One of the spectators is then asked to call out ANY number between five and ten, for instance, seven. The mentalist proceeds to deal seven cards onto the table. The last card dealt is placed in front of the spectator who called out seven. He is asked to place both hands on top of the card he selected...close his eyes...and concentrate upon the spirit of HARRY BLACKSTONE. Now, a second spectator is asked to call out any number between ten and fifteen.

Once again, the mentalist deals the number of cards called (for instance, 12) onto the table. The last card dealt is placed in front of the second spectator who likewise is asked to place both hands over the card and to concentrate upon the spirit of the great HARRY HOUDINI. Finally, a third spectator is asked to call out any number

between fifteen and twenty. The mentalist immediately deals that number of cards onto the table and places the final card dealt in front of the third spectator. This spectator is asked to cover his chosen card with both hands and to concentrate his thoughts upon world famous magician, HOWARD THURSTON. The remaining cards are placed aside.

The mentalist calls upon WALT to produce any manifestation that would prove beyond a shadow of a doubt that the spirits of the departed magicians had in fact, returned...if only for a brief moment. The lights are now turned up brightly. Each of the three spectators is now asked to turn over the card they are covering with their hands. Imagine everyone's shock and amazement when it is seen that the signatures of the famous magicians have somehow materialized on each of the three cards. And everything can be examined. There's nothing to reveal how this mind-boggling mystery was accomplished. Unless of course, you believe in the hereafter.

TO PREPARE

The only props you need to perform this outstanding effect are twenty-five (25) blank cards. I usually purchase mine from a printer. They are referred to as Campaign Cards, have rounded corners and measure 3-5/8" x 2-3/16". However, any blank white cards will do, including blank (both sides) playing cards. To prepare, hold the cards HORIZONTALLY and write the names HARRY BLACKSTONE...HARRY HOUDINI...and HOWARD THURSTON across three of the cards. One name to each card. Try to make the handwriting on each look different...as if written by three different people. Use a BLACK felt tipped marker to sign the cards. That's all the advance preparation required except for stacking the packet of 25 cards. To do so, simply place the BLACKSTONE card (name side down) seventh from the top of the pack. Place the HOUDINI card (name side down) twelfth from the top of the pack. Finally, place the THURSTON card (name side down) eighteenth from the top of the pack. Now, put a light pencil mark anywhere on the top card of the pack to prevent accidentally holding the packet, wrong side up. Snap a rubber band around the pack and you're all set to go. If you decide to embellish the sÈance bit, have a lit candle in the center of the table. You'll also need a red felt tipped marker in your inside jacket pocket.

TO PERFORM

Have the spectators seated around the table. Remove the rubber band (making sure the pencil dotted side is up). Patter as outlined under the "effect." Begin by making a tight fan of the cards and show both sides to be blank. (Because of the tight fan, the horizontally placed signatures will not show when the cards are fanned.) Now, thumb off six (6) cards to the right using the left thumb. Casually show both sides of the cards and hand them to a spectator for examination. As he does so, remove the red marking pen from your pocket and place it on the table. At the same time, get a little finger break under the top card of the pack held in the left hand. This is

easy to do. Simply push off the top card slightly to the right using the left thumb. Allow the tip of your left little finger to push up slightly at the lower right hand corner of the top card...separating it slightly from the rest of the packet. When the spectator has finished examining the cards, ask that they be returned to you. Place them squarely on the pack of cards held in the left hand. They will be resting on top of the seventh card which you are holding slightly raised above the other cards. Pick up the red marking pen. Remove the top and proceed to print the letter (W) on the top card of the pack held in the left hand. Now, pick off all the cards above your finger break (actually seven cards) and place them in a pile on the table. You have secretly added a seventh card to the six cards examined by the spectator.

Believe me, the way this routine develops, no one will suspect a thing. Now, thumb off four more cards and hand to a second spectator for examination. As he does so, casually get a left little finger break between the top two cards of the pack held in the left hand...same as before. Now, retrieve the examined cards placing them temporarily on top of the cards in your left hand. Pick up the red pen and print the letter (A) on the top card. Pick off all the cards above the finger break (5 cards) and place them in a pile next to the first pile. You have secretly added a fifth card to the four cards examined by the spectator. Remove five more cards and hand them to a third spectator for examination. Once again, get a finger break between the top two cards of the packet.

When he has finished, add the five cards to the top of the pack held in the left hand. Pick up the red pen and print the letter (L) on the top card. Pick off all the cards above the break (actually 6) and place them in a pile next to the first two piles. Finally, hand the remaining cards to a fourth spectator for examination. When he returns them to you simply print the letter (T) on the top card and place them adjacent to the other three piles. At this point, it will appear that every card in the pack has been examined and found to be blank on both sides. The top cards of the four piles spell W-A-L-T...which you explain is short for Walter, your spirit contact. What the spectators don't know, is the fact that the bottom card of each of the first three piles has a signature on it. Believe me, this is clean and simple to do. It takes a lot of explanation...but in practice it moves quite fast.

Now, pick up the (T) packet and place it in your left hand. Flip the (T) card only face down. Next, pick up the (L) packet. Flip the (L) face down and add this packet to the one in your left hand. Next, pick up the (A) pile. Flip the (A) face down and add this pile to the one in your left hand. Finally, pick up the (W) pile. Flip the (W) face down and add this pile to the assembled pack in the left hand.

Ask the first spectator to call out any number between five and ten. (Note: The word between will eliminate five and ten. Should either of these two numbers be called...simply emphasize that you said between five and ten.) In any case, you now proceed to count to his chosen number. How you count is what makes SÈance work.

If his number is six...count by twos. That is, without changing the order of the cards, push off two cards with the left thumb placing them on the table counting, two. Remove two more cards (without changing their order), counting four. Drop these on top of the first pair. Remove two more cards (without changing their order) counting six. Drop these on top of the pile of four. State that you will remove the next card and place it before spectator number one. (Note: This procedure of taking the next card is only used if the spectator's number happens to be six. The reason? Because your force card Blackstone is the seventh card.) As soon as you've placed this card in front of the spectator, pick up the remaining cards just dealt...and place them back on top of the pack in your left hand.

In the event the spectator calls seven...follow the same procedure of counting by twos until you've dealt six cards...then deal the seventh card in front of the spectator. Place the cards dealt back on top of the pack in the left hand.

If eight is called...deal by twos as previously outlined and place the top card of the cards dealt onto the table in front of the spectator. The remaining cards dealt are returned to the top of the pack in the left hand.

If nine is the number called...count by threes (without changing the order of the cards) and place the top card of the pile dealt on the table in front of the spectator. Replace the remaining cards dealt on top of the pack in the left hand.

As soon as you have placed the spectator's freely (?) selected card in front of him...have him place both hands over the card and concentrate on the spirit of the great HARRY BLACKSTONE.

Now, ask spectator number two to call out any number between ten and fifteen...which eliminates ten and fifteen. Proceed as before...but, this time count by fives without changing the order of the cards. Suppose the spectator calls eleven. Simply count off five cards without changing their order. Count one, two, three, four and five. Drop them on the table. Count five more without changing their order. Count six, seven, eight, nine and ten. Drop these five cards on top of the five just dealt. Now suppose the spectator's number is eleven. Simply drop one more card on top of the tabled cards, saying eleven. If his number was thirteen...then you would have simply counted off three more cards after the first ten... without changing their order...and dropping them on top of the tabled cards. After asking the spectator to concentrate on the spirit of HARRY HOUDINI, remove the top card of the tabled pile and place it in front of the second spectator. Have him place both hands over his selected card. Now, pick up the remaining cards dealt and replace them back on top of the pack in the left hand.

Ask the third spectator to call out a number between fifteen and twenty. Again, count by fives. After three batches of five cards each have been dealt onto the

table, remove the number of cards necessary to reach his selected number...without changing the order of the cards. Suppose the spectator has called out eighteen. Simply remove three more cards (without changing their order) counting sixteen, seventeen, eighteen...and drop the three cards on the tabled cards. Place the top card of the pile on the table in front of the spectator and have him cover it with his hands. Ask him to concentrate on the name HOWARD THURSTON. Replace the cards dealt back on the pack in the left hand.

At this point, the card under each spectator's hands bears the signature of the famous magician each has been trying to contact (spiritually). Call upon your spirit contact, WALT to produce some proof that the spirits have been contacted. Have each spectator in turn call out the name of the magician he has been concentrating upon. Ask all three to turn over the card each has been covering. Lo and behold, the signature of the spirits have mysteriously appeared on each card. Naturally, all can be examined.

VEGAS MENTALISM

The contemporary theme surrounding this delightful deception should make it extremely entertaining. The principle involved is an old one...but still one of the most baffling to the uninitiated. Make it up. It's easy to perform and my routine has eliminated any need for memorizing or consulting secret little charts.

EFFECT

The mentalist invites three spectators to take an imaginary junket to the gambling capitol of the world...Las Vegas. Positioning the three spectators in a row on stage, the mentalist states that the first spectator will hereafter be designated as GAMBLER NUMBER ONE. And to help him remember that fact, the mentalist hands him his stake consisting of one \$1,000 bill (phoney of course). Spectator number two is to be hereafter designated as GAMBLER NUMBER TWO...and to help him remember, the mentalist hands him his stake consisting of two \$1,000 bills (\$2,000 in all). To spectator number three, the mentalist gives three \$1,000 bills (total \$3,000) to help him remember that from now on he will be known as GAMBLER NUMBER THREE. The mentalist places a stake of \$1,000 bills on the table stating that this money represents the house or management of the casinos.

Now, the mentalist shows three poker chips. One is imprinted with the name CAESAR'S PALACE. The second is imprinted MGM GRAND. And the third, SAHARA HOTEL. The chips are placed on a table in front of the spectator and the mentalist turns his back. Facing the audience, the mentalist asks the three gamblers to approach the table one at a time...and to pick up any one of the three poker chips. Each is to memorize the hotel printed on his chip and to then place it out of sight in his pocket. When this has been done, only the three gamblers know the identity of the hotel on the chip they have hidden on their person. The mentalist now explains that each of the three spectators will take an imaginary trip to the casino imprinted on the chip in his pocket. So stating, the mentalist states that the gambler who holds the CAESAR'S PALACE chip has gone to that casino and is about to play ROULETTE. The mentalist describes the action as the wheel goes round and round. The spectator has wagered his entire stake on RED. The wheel slows down. The ball drops into a slot. It's RED! The gambler who visited Caesar's Palace has WON. The mentalist instructs the person holding the chip imprinted with the name Caesar's Palace to approach the table and pick up his winnings. Since the gambler's bet was an even money wager, he is instructed to pick up an amount of money from the table equal to the amount of his stake. In other words, if he has \$1,000 to start, he picks up \$1,000 from the table. If he had \$2,000 to start...then he picks up \$2,000 more from the table. Naturally, if he had \$3,000 to start...he picks up \$3,000.

The mentalist continues by stating that the gambler who selected the chip imprinted MGM GRAND has visited that casino and decided to play a hand of Blackjack. The

cards are dealt and the gambler receives a King and an Ace. He's hit Blackjack. Since he bet his entire stake and the pay off is two to one...the person holding the MGM GRAND chip is directed to go to the table and pick up twice the amount of his original stake. In other words, if he started with \$1,000...he picks up two times that amount or \$2,000. If he started with \$2,000 ...then he picks up two times that amount or \$4,000. If he started with \$3,000...then he wins two times that amount or \$6,000. Naturally, since the mentalist's back is turned to the three spectators there's no way he could possibly know who is holding which chip nor who has what amount of money.

Continuing, the mentalist states that the gambler holding the chip imprinted SAHARA HOTEL has visited that casino and decided to shoot CRAPS. He bets his entire stake and makes four passes in a row. This spectator is instructed to approach the table and pick up his winnings which amount to four times the amount he started with. In other words, if he started with \$1,000...he picks up four times that amount or \$4,000. If he started with \$2,000...then he picks up \$8,000. If he started with \$3,000...then he wins \$12,000. As soon as all three spectators have pocketed their winnings, the mentalist asks if there is any money left on the table? Whatever amount is left is then handed to the mentalist who explains that while all three spectators were indeed very lucky...he is about to explain why you can't beat the house.

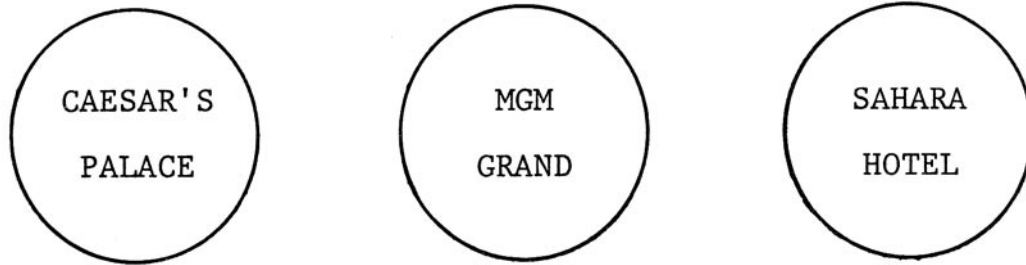
Removing an envelope from his pocket, the mentalist states that earlier in the day he had a premonition about the action that the audience has just witnessed. The mentalist states that he will wager the amount remaining on the table against everything in the possession of the three spectators. The bet? That he (the mentalist) has infallibly predicted in advance where each spectator went to gamble...what game each played ...and how much money they ended up with. Since the mentalist at no time witnessed any of the spectator's actions, this would seem to be a pretty safe bet for the three spectators. However, when the mentalist's prediction is opened and read aloud...he accurately foretold where each spectator went to gamble...what they played...and exactly how much money each has in his possession. The mentalist then proceeds to clean out each of the three would-be gamblers as the audience expresses its pleasure with a round of applause.

Vegas Mentalism is extremely easy to do. All you have to do is remember the routine. Everything else works itself.

TO PREPARE

Some magic dealers sell replicas of \$1,000 bills. If your local dealer does...then purchase 24 bills. That's how many you'll need. If not, then check your local toy store, children's play money will also do. And if realism is your thing, knock the zeros off...and use 24 one dollar bills. At any rate, you will also need three 1-1/2" poker chips. On three circular adhesive backed Dennison labels, type the names of

the three casinos...one to each label.



Affix 2 labels to each poker chip. To complete your list of props, you will have to make up six (6) predictions. Type them on 3-1/2" x 4" slips of paper.

PREDICTION #1:

PREDICTION

Gambler number one went to Caesar's Palace...won \$1,000 playing roulette... and now has a total of \$2,000 in his possession.

Gambler number two went to the MGM Grand...won \$4,000 playing Blackjack... and now has a total of \$6,000 in his possession.

Gambler number three went to the Sahara...won \$12,000 shooting craps... and now has a total of \$15,000 in his possession.

(Note: The small dot that you place under the letter P in the word PREDICTION helps identify this prediction as prediction number one should they ever get mixed up.)

PREDICTION #2:

PREDICTION

Gambler number one went to the MGM Grand...won \$2,000 playing Blackjack and now has a total of \$3,000 in his possession.

Gambler number two went to Caesar's Palace...won \$2,000 playing roulette... and now has a total of \$4,000 in his possession.

Gambler number three went to the Sahara...won \$12,000 shooting craps... and now has a total of \$15,000 in his possession.

(Note the dot under the second letter R in PREDICTION which denotes prediction number two.)

PREDICTION #3:

PREDICTION

Gambler number one went to Caesar's Palace...won \$1,000 playing roulette... and now has a total of \$2,000 in his possession.

Gambler number two went to the Sahara ...won \$8,000 shooting craps...and now has a total of \$10,000 in his possession.

Gambler number three went to the MGM Grand...won \$6,000 playing Blackjack... and now has a total of \$9,000 in his possession.

(Note the dot under the third letter E in PREDICTION which denotes prediction

number three.)

PREDICTION #5:

PREDICTION

Gambler number one went to the MGM Grand...won \$2,000 playing Blackjack and now has a total of \$3,000 in his possession.

Gambler number two went to the Sahara...won \$8,000 shooting craps...and now has a total of \$10,000 in his possession.

Gambler number three went to Caesar's Palace...won \$3,000 playing roulette... and now has a total of \$4,000 in his possession.

(Note: There is NO prediction number four. This will be explained later in the instructions.)

(Note the dot under the fifth letter I in PREDICTION which denotes prediction number five.)

PREDICTION #6:

PREDICTION

Gambler number one went to the Sahara...won \$4,000 shooting craps...and now has a total of \$5,000 in his possession.

Gambler number two went to Caesar's Palace...won \$2,000 playing roulette... and now has a total of \$4,000 in his possession.

Gambler number three went to the MGM Grand...won \$6,000 playing Blackjack... and now has a total of \$9,000 in his possession.

(Note the dot under the sixth letter C in PREDICTION which denotes prediction number six.)

PREDICTION #7:

PREDICTION

Gambler number one went to the Sahara...won \$4,000 shooting craps...and now has a total of \$5,000 in his possession.

Gambler number two went to the MGM Grand...won \$4,000 playing roulette...and now has a total of \$6,000 in his possession.

Gambler number three went to Caesar's Palace...won \$3,000 playing roulette... and now has a total of \$6,000 in his possession.

(Note the dot under the seventh letter T in PREDICTION which denotes prediction number seven.)

Seal each of the six predictions in manila pay envelopes and stack them in a ONE-TWO-THREE order in your left hand jacket pocket...and a FIVE-SIX-SEVEN order in your right hand pocket.

TO PERFORM

Follow the routine as outlined under the "Effect." At that point in the proceedings when the spectators hand you the remaining money on the table after each has taken his winnings...simply note the amount. It will be anywhere from \$1,000 to \$7,000.

Whatever the amount...that is the number that determines WHICH prediction envelope you remove from your pocket. Simple? You bet it is. Suppose when you are handed the money remaining on the table, you receive \$5,000. Immediately, you know to remove prediction envelope number 5 from your jacket pocket. The prediction in that envelope will match where each spectator went...what he played...how much he won...and how much he now has in his possession. The amounts that can be left over are \$1,000, \$2,000, \$3,000, \$5,000, \$6,000 and \$7,000.

Notice there's no \$4,000. That's the reason there's no prediction number 4.

Vegas Mentalism is so easy to perform. So automatic, you can devote most of your energy and thought to presentation. When they hand you the left over money, make a comment like, Looks as if you fellows almost broke the bank. Continue by stating, But just to prove the old adage that you can't beat the house...I'll wager the amount in my possession against everything you fellows have in yours. And just to make it interesting, I'll propose a wager that's practically impossible for me to win. If I correctly predicted earlier today where each of you would in fact gamble...what games you each would play...and exactly how much you each now have in your possession...then I win it all. However, if I'm wrong...then you'll split the amount of money I have left. Have the prediction envelope opened and your prediction read aloud. Ask the spectator reading the prediction to pause after each paragraph. In other words, after the spectator reads your prediction concerning gambler number one...stop and verify with the first spectator whether or not your prediction is correct. When all three predictions have been read and verified that you are 100% correct, collect the money and chips from each of the three would-be gamblers and call for the audience to give the losers a nice round of applause.

PHANTOM THOUGHT

If you don't perform any other effect in this book... Phantom Thought is as close to real mindreading as you can possibly get. Use it and see for yourself. To the layman, there isn't any other explanation...it's that effective.

EFFECT

The mentalist displays a small packet of design cards. Each card depicts a different object, such as a BUG...the MOON...A CHRISTMAS TREE, etc. A spectator is first asked to freely mix the design cards. The mentalist then quickly divides the packet of 16 cards into four smaller packets of four cards each. These are placed in a row, design sides down in front of the spectator. The spectator is now told to pick up any one of the four piles. His choice is an absolute free one. While the mentalist turns away...the spectator is asked to mentally select any one of the four designs or objects in the pile he has selected...after which he is to freely mix the cards before replacing them back on the table. Nothing could be more fair.

The mentalist states that he will further mix the design cards. Following the mixing procedure, the mentalist shows the design cards to the spectator one at a time. After a few cards, the mentalist asks if the spectator has seen his mentally selected design or object? If not, the mentalist shows a few more cards until such time as the spectator states that he has seen the design or object he is concentrating upon. At this point, without seeing the faces of one single card...and without asking one additional question, the mentalist proceeds to correctly reveal the one design or object which the spectator is thinking of! Remember, the mentalist always shows at least four design cards before asking whether or not the spectator has seen his mentally selected design. Believe me, your audience will be left without a clue because there are none. Nothing is gimmicked or prepared. It's one of the cleanest and most baffling mental mysteries you can perform. Here's how:

TO PREPARE

Again, I prefer to use blank playing cards which I purchase from Haines House of Cards a dozen decks at a time. Your packet should consist of 16 cards. On each, boldly draw a different object. See the illustration for suggested designs or objects. As previously noted elsewhere in this book, the el Marko black permanent marker by Flair will enable you to draw your designs beautifully on the card stock and it dries quickly without smearing. In addition, you will need a small sheet of white cardboard and a marking pen.

TO PERFORM

Freely show the 16 designs to a spectator and then have him shuffle them to his heart's content...design sides down. As soon as he's finished, take the packet and

thumb off four cards at a time...placing them face down in a row in front of the spectator. State that you want the spectator to pick up one of the four piles...look at the designs on those cards ...and to mentally think of any one of them. Hesitate just long enough to see which pile the spectator is about to pick up as you slowly turn your head away. Instruct the spectator to look at all of the designs on the cards that he holds and to mentally select one of them. As soon as he has done this, tell him to mix up the cards so that even he doesn't have any idea where his mentally selected card is. Now, have him replace his packet back in its original position on the table. To enable you to locate the spectator's design card, you will have to first mentally number the four piles on the table as 1,2,3 and 4 reading from your left to right. When the spectator picks up one of the piles...remember it by its number. After the spectator has replaced his chosen pile back in its original position on the table...turn and pick up the four piles in reverse numerical order. That is, pick up pile number 4 first and place it in your left hand. Then pick up pile number 3 and place it on top of pile number 4 in your left hand. Pick up pile number 2 and drop on top of piles 3 and 4. And finally, drop pile number 1 on top of all. At this point, you will be holding the assembled packet of 16 cards in your left hand as if ready for dealing.

With the left thumb, push off the top card to your right. The right fingers take the top card near the upper right hand corner as shown in illustration (A). The left thumb then pushes off the next card into an outjogged position under the card being held in the right hand. The fingers of the right hand hold the cards in this position, relaxing just enough to receive the cards as each is pushed off from the left hand into the right hand. The next card is pushed off by the left thumb in an injogged position...under the two cards already being held by the right fingers. This in and out...always under shuffle proceeds until all 16 cards have been transferred from the left hand to the right hand.

Now, strip out all the outjogged cards with the left hand ...and drop the injogged cards held by the right hand on top. Square up the packet.

The In/Out Shuffle is repeated a second time. Actually, once you get the knack of it, the mixing takes just a minute to complete. As you perform the mixing procedure, state that the manner in which the cards are being mixed was developed by the Parapsychology Testing Laboratory at Duke University to ensure a random mixing and spreading of the designs throughout the packet. (Who's going to argue with that?) It sounds legitimate and covers the odd method of shuffling.

Now, square the packet and hold it design side down in your left hand. At this point I want to explain that depending upon the lighting conditions where you are performing... you can finish in one of several different ways. If the light in front of you is stronger than the one in back of you...you should be able to see the designs through the back of the card. If this is so, finish as follows:

METHOD NUMBER 1 - Ask the spectator to concentrate upon his mentally selected design. Begin to show the design cards to the spectator one at a time. Depending upon which pile the spectator originally picked up (1,2,3 or 4)...remember the design on the card in a corresponding position as you show them to the spectator. In other words, as you show the first card, count one to yourself. If the spectator originally picked up pile number one...then the design on this card is the one you remember. If he picked up pile number two... then remember the second card you show as you count two to yourself. After you have shown four cards...stop and ask the spectator if he has seen his mentally selected design or object? If he has...then it's the design in the numbered position that corresponds to the number of the pile he picked up originally. If not, then show four more cards, one at a time, dealing them on top of the first four. Repeat the counting procedure and remember the design in this group that corresponds to the pile number. Continue showing four cards at a time until the spectator states that he has seen his design. Now, all that remains is to drop the remaining cards in your hand on the table...pick up your sheet of cardboard and draw the spectator's design. Do not let anyone see what you have drawn until after the spectator has revealed his mentally selected object. Then lower the boom. If the lighting conditions do not enable you to see the boldly drawn design through the back of the card, then proceed as follows:

METHOD NUMBER 2 - Perform as previously outlined until the spectator has indicated that he has seen his mentally selected design or object. Pick up the pile of cards that you have shown and dealt into a face down pile on the table. The spectator's card will be somewhere in the top four cards of this pile. Drop these cards on the remaining cards in your left hand. The mentally selected card will be in the 1st, 2nd, 3rd or 4th position from the top of the packet. If his card is on top...deal the first card under the packet and the next card onto the table. Continue alternately dealing under and out until only one card remains in your hand. It will be the spectator's mentally selected card. If the spectator's card is in the 2nd, 3rd or 4th position from the top of the pack...simply place the cards behind your back. Remove the spectator's card and turn it face up...inserting it anywhere near the center of the packet. Replace the packet on the table and ask the spectator to reveal his mentally selected object or design. As soon as he has done so, have him spread the cards out on the table and his design will be face up staring at him from the center of the packet.

If you are card-wise, you could also utilize a double-undercut. In other words, if the spectator's card is in the 2nd, 3rd or 4th position from the top of the packet...obtain a break above the spectator's card and double-undercut. This will leave the selected card on top. Then, you can use either of the two endings. Either the one under...one on the table alternating procedure which results in the last card being the spectator's chosen card...or the reversing procedure previously outlined.

THE IMPOSSIBLE DREAM

The following mental card effect is based in part upon the same principle utilized in Phantom Thought. The handling is different, but most important of all, it is one of the most baffling card effects you will ever perform.

EFFECT

An unprepared pack of playing cards is handed to anyone for a thorough shuffling. Taking the pack, the mentalist quickly spells out a phrase, dealing one card at a time for each letter in the spelling. When finished...the mentalist explains that he has just spelled, A RANDOM SELECTION... which is precisely what the spectator is about to make. The spectator is asked to pick up the 16 cards just dealt and to shuffle them. Taking the packet back, the mentalist quickly divides it into four face down piles. The spectator is invited to pick up any one of the piles...look at the faces of the cards he has picked up...merely think of any one of those cards...mix them face down so that even he has no idea where his card is located...and finally to replace the cards in a pile back on the table. When he has done this, the mentalist asks the spectator to determine the order in which he (the mentalist) is to reassemble the four piles. Now, the mentalist further mixes the cards by dealing them into two piles.

Each of these piles is then quickly dealt into two more piles ...making four piles in all. Once again the spectator directs the order in which the four piles are to be picked up. At this point there is no question that the cards have been thoroughly mixed. More important, the spectator has merely thought of a card. The mentalist now shows the spectator half of the cards, one at a time. The spectator is asked (after seeing 8 cards) whether or not he has seen his card. The mentalist now places the cards behind his back stating that he will rearrange the cards. The packet is handed to the spectator who places it face down between his hands. The mentalist asks the spectator to call out for the first time, the ONE card that he is concentrating upon. The spectator is then told to turn over the top card of the packet. It is his mentally selected card.

That's a lot of description...but believe me it all happens so fast they'll never know what hit them. It's really spooky, considering all the mixing, the apparent control of the packets by the spectator...and above all, the fact that the spectator merely thinks of his card and never reveals his choice until the cards are in his hands. The Impossible Dream is one of the strongest card effects in my repertoire. Even when the spectator is asked if he has seen his card...it occurs after he has looked at eight cards. Give this a try. Unlike many of my peers, I do not hesitate to demonstrate my psychic abilities using a pack of playing cards. After all, they know that I'm not a magician (I told them so!) and the manner in which I handle the cards proves it. I can be very sloppy. In addition, the cards do give 52 separate and distinct choices.

TO PERFORM

The main difference between this effect and Phantom Thought is the fact that at the conclusion...you have two possibilities. It is this subtle touch that will throw off even those familiar with the principle employed.

To begin, have the spectator shuffle the pack. Take it back and spell A RANDOM SELECTION, dropping one card for each letter face down in a pile on the table. This logically (?) and automatically gives you the 16 cards you need to perform the Impossible Dream. Ask the spectator to pick up the packet and to again mix them well. Now, (to speed things up) you take back the packet and quickly divide it into four face down piles consisting of four cards each. Now, tell the spectator to select any pile...pick it up...think of any card that he sees...mix the cards face down so even he doesn't know the location of his mentally selected card...and to finally replace the pile back in its original spot on the table. Once the spectator has committed himself by picking up one of the piles...you can even make a big deal about turning your head away. Later, they'll never remember that you turned away after you saw which pile was being picked up. Now, when the spectator indicates that the cards have been replaced on the table...turn and ask in which order you should pick up the four piles. Since you know which pile the spectator's card is in, it's a simple matter to remember its location in the reassembled packet. In other words, if the spectator has you pick up the pile containing his card first...then you remember the number four (4). If the spectator has you pick up the pile containing his card second...then remember the number three (3). Likewise, if you are directed to pick up the pile containing the spectator's card as a third choice...then remember the number two (2). If the designated pile is the last to be pointed to...then remember the number one (1). In other words, the secret number you must remember is determined by the order in which the piles are picked up. If the spectator's card is in the top four cards of the packet then your secret number is one. Got it? If it's in the second group of four cards from the top...then your number is two...and so on. That's all you have to remember.

After you've reassembled the packet of 16 cards...deal them face down alternately into two piles of 8 cards each. Now, pick up one of these two piles and deal it alternately into two piles of 4 cards each. Do the same with the remaining 8 card pile. Now, with four piles of 4 cards each on the table...ask the spectator to determine once again in what order you should reassemble the four piles. This time, it makes no difference, just remember your original secret number.

Now, hold the assembled packet of 16 cards face down in your left hand. Thumb off the top card and show it to the spectator. Hold it in your right hand. Thumb off another card from the packet held in the left hand and sliding it beneath the card in the right hand...show it to the spectator. Tell the spectator to look at the cards but do not give any indication that he has seen his card until you ask. Continue showing the spectator cards as outlined...until 8 cards have been shown. It should be

noted that the order of the 8 cards just shown must not be altered. In other words, the first card shown would still be the top card of the packet should the cards in the right hand be replaced on top of those held in the left hand. After the 8 cards have been viewed, ask the spectator if he has seen his mentally selected card? If he says, yes...then continue as follows:

Replace the 8 cards held in the right hand on top of those held in the left hand. Place the entire packet behind your back stating that you will rearrange the cards. At this point, let's say that your secret number is two. That means that the spectator's mentally selected card is either the second card from the top of the packet...or...the sixth card from the top. There will always be four cards between the two possibilities, therefore, the first location will be your secret number...the second, will be your secret number plus four. If your secret number was 4...then the spectator's card will be either the fourth card from the top of the packet...or ...the eighth. To finish, count off (without changing their order) a number of cards that corresponds to your secret number. Cut these cards to the bottom of the 16 card packet. In our example, that means you would count off 2 cards and cut them to the bottom of the packet. Now, continue counting cards one at a time until you arrive at the card four cards further down in the packet. In our example, you would continue counting with the next card, 3-4-5-6. Shift the sixth card to the top of the 16 card packet. Now, the two possibilities are on the top and bottom of the packet.

Hold the packet in your right hand. Extend your left hand and ask the spectator to hold his hand flat, like this. Demonstrate with your left hand. In the meantime, the right hand that's holding the packet should be held almost perpendicular to the floor so that it's an easy matter to glimpse the bottom card of the packet.

Place the packet face down on the spectator's hand and have him cover the packet with his free hand. Now, finish by having the spectator reveal his mentally selected card... and depending where it is (top or bottom)...either have the spectator turn over the entire packet...or just the top card.

Obviously, if the spectator's card is not in the first 8 cards that you show...simply place them under the remaining 8 cards in your left hand and continue as outlined. Naturally, if the spectator's card was not in the first group of 8 cards, it has to be in the second group. Try this out with cards in hand. It takes a lot of explaining...but in practice... it's quick and easy.

MULTI-PRY

EFFECT

A spectator is handed a small card and a pen. He is asked to mentally select any 3-digit number between 100 and 1,000...and to write that number on a card while the mentalist's back is turned. The spectator is told to memorize that number and to place the card out of sight in his pocket just in case he has to refer to it later should he forget the number. The mentalist then hands the spectator a small pocket calculator while patterning about the mystical significance of the numbers 7 and 13.

The spectator is instructed to enter his mentally selected 3-digit number into the calculator while the mentalist turns away. Then he is told to press the multiplication button (x), followed by the number seven (7). Again the spectator is asked to press the multiplication button (x)...and then, the number thirteen (13). Finally, he is told to press the equals (=) button and to picture the total in his mind. The mentalist now asks the spectator to clear the calculator by pressing the C button. When asked what is now showing in the window of the calculator, the spectator will reply, a zero.

The mentalist turns, retrieves the calculator and states that by using an ancient mathematical formula, he will attempt to ascertain the spectator's mentally selected 3-digit number. After pressing several buttons, the mentalist hands the calculator to a second spectator. The first spectator is now asked to remove the card from his pocket and to call out the 3-digit number he previously recorded. The mentalist has spectator number two call out the number showing in the window of the calculator. The numbers are identical.

TO PERFORM

You will need a small calculator with a memory feature. One where the memory can be activated before any digits are entered. When you are ready to perform, switch the MEMORY ACTIVATION BUTTON into an on position. Follow the routine as previously outlined up to the point where you hand the calculator to spectator number one...then proceed as follows:

1. Have him enter his mentally selected 3-digit number.
2. Tell him to press the multiplication (x) button.
3. Next, have him press the number 7.
4. Then the multiplication (x) button.
5. Now, the number 13.
6. At this point, tell him to press the equals (=) button.
7. Finally, the C button to clear the machine.

Retrieve the calculator. After patterning about the ancient mathematical

formula...press the MEMORY RECALL (usually marked MR button. The final total of the spectator's calculations will appear like magic. Now, press the DIVISION button ...followed by the number 9. Press the equals (=) button and the spectator's original 3-digit number will appear in the window of the calculator. Hand the calculator to spectator number two.

Have the first spectator call out his original, mentally selected 3-digit number. If he has a lapse of memory, simply have him remove the card in his pocket from which he can read off the number he previously recorded on same. Ask the spectator holding the calculator to call out the number in the window. Voila! They match.

You'll drive them crazy with this one. There doesn't seem to be any logical solution for this brainbuster. Even if someone is familiar with the memory feature...they'll never be able to figure out how you could ascertain the original 3-digit number from the sum total of the two multiplication operations.

Experiment with the calculator you probably have around the house. If it doesn't operate as explained, you can probably purchase one that does for as little as \$10. Incidentally, if your calculator has a dot or M or other such markings that appear in the window to signal that the memory function is working...simply place an adhesive backed GOLD or RED SIGNAL DOT (available in stationery supply stores) on the window right over the spot where the symbol appears. No one will question it. They'll simply think that it's supposed to be there and it hides the telltale symbol beautifully.

BELL...BOOK...& CANDLE

Someone once wrote to me inquiring about my favorite book test. I remember the individual stating that if Larry Becker were to utilize a book test in his act it would undoubtedly be direct...with a totally free choice of page...and an equally free choice of any word on that page. Naturally, I was flattered. Unfortunately, my favorite book test falls a trifle short of my admirer's criteria...but, it does appear to do so. Bell...Book...& Candle requires a professional presentation. In other words, the more professionally you present it...the greater the miracle you will create. It is direct! The choice is apparently a random one and logical within the context of the theme that surrounds it. But, most important of all, you can make it appear that the spectator did in fact select any word on the chosen page. Sound intriguing? It is!

EFFECT

The mentalist patters about the occult. Picking up a sheet of poster board, he proceeds to draw a pentagram on same. The pentagram, the mentalist explains, has been associated with witchcraft down through the ages. The mentalist then numbers the five points of the pentagram, one through five. Selecting a spectator at random, the performer hands him a copy of a book on the occult. Now, three different spectators are asked to freely select one point of the pentagram each. As each number is called out...the mentalist enters it within the center of the pentagram. In this fashion, a totally random 3-digit number is selected. The mentalist requests the spectator holding the book to turn to the page that corresponds to the freely selected 3-digit number. While he is doing so, the performer proceeds to light the candle in the candlestick on his table. Now, the spectator holding the book is asked to scan the page finally zeroing in on one word. The mentalist writes something on the reverse side of the poster board. When the spectator holding the book reveals the one word out of a half-million that he is concentrating upon, the mentalist turns and shows what he has written. It is the exact word that the spectator is concentrating upon.

TO PREPARE

You will need the following props:

1. A sheet of white poster board 14" wide x 17" deep.
2. A broad point black felt tipped pen.
3. A book on witchcraft or the occult containing 600 or more pages.
4. A silver candlestick holder and a white candle.
5. Five packets of book matches preferably with blank unimprinted covers. If these are not available, then small cue sheets will have to be glued to the area above the striking surface on each packet. To prepare these five matchbook covers, make a list of the first word on the last line of the following pages in your witchcraft book: 123, 124, 125, 132, 134, 135, 142, 143, 145, 152, 153, 154, 213, 214, 215, 231, 234, 235, 241, 243, 245, 251, 253, 254, 312, 314, 315, 321, 324, 325, 341, 342, 345, 351,

352, 354, 412, 413, 415, 421, 423, 425, 431, 432, 435, 451, 452, 453, 512, 513, 514, 521, 523, 524, 531, 532, 534, 541, 542 and 543.

Now, transcribe the first 12 page numbers and their corresponding words to the blank space above the striking surface on one of the packets of matches. Naturally, you must print small, however, the cover will easily accommodate them. Now, repeat the same procedure with each of the remaining four matchbook covers...printing 12 page numbers and words on each. When you're finished, each packet can be identified by the first digit, that is the 100 series can be identified as number one. . . the 200 series as number two, and so on. (Note: I prefer the boxed matches. After printing the 12 page numbers and words on each, I inserted them in transparent acrylic matchbox covers which are available from Folio, Inc., 1350 Manufacturing Street, Suite 108, Dallas, Texas 75207. A set of six covers and 12 boxes of matches costs \$16.30. Order Item #233K. Specify up to three initials if you wish them engraved. The clear plastic covers protect the matchboxes but do not obstruct your view of the 12 words.)

To set up, place packet or box number one in your left hand pants pocket. Packet number two in your left hand jacket pocket. Packet number three in your handkerchief pocket. Packet number four in your right hand jacket pocket and finally packet number five in your right hand pants pocket. Be sure to remember which pocket contains which matchbook or box.

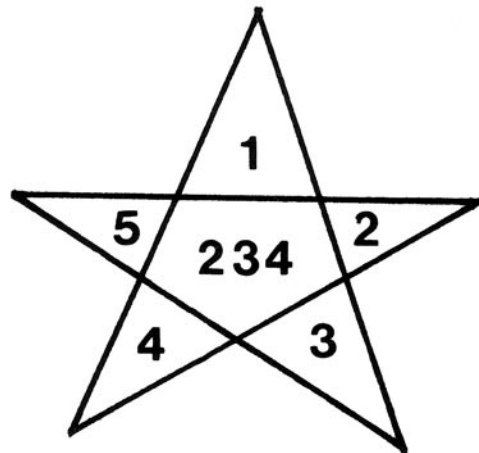
The principles utilized to perform Bell..Book...& Candle are the pentagram limited force (there are only 60 possible page numbers the spectator can arrive at following the procedure outlined) plus a beautifully disguised peek to obtain the proper word in a perfectly natural manner. The only other ingredient necessary is showmanship.

TO PERFORM

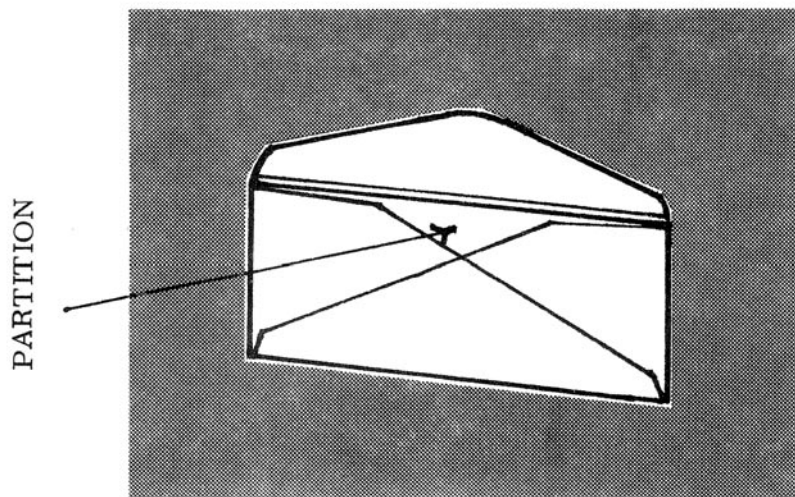
Place the book and candlestick holder and candle on your table. Pick up the sheet of poster board and proceed to draw a pentagram (see illustration) as you explain its significance and origin. Now, number the points of the pentagram one through five. Have three spectators in turn select a different point of the pentagram by calling out the corresponding number. As each number is selected and called out, enter it in the center of the pentagram as shown in the accompanying illustration. This procedure narrows the number of 3-digit numbers that can be selected to just 60 in a most logical and natural fashion. Remember, each spectator must select a different point of the pentagram. Have one of the spectators take the occult book to a far corner. Ask him to turn to the page randomly selected by the three spectators. While he is doing this, reach in the proper pocket (since you've mentally numbered them one through five...it's a simple matter to remember which box is in which pocket)...and remove the box or packet of matches. Holding the matchbox with the word and page number side facing you, remove one match and strike same. Holding the lit match in your right hand and the box in your left...light the candle. Cup the

hands around the wick as you do so. This will easily enable you to locate the proper page number and the word for that page. In fact, the light of the match makes it easy as pie even in a darkened room.

Extinguish the match and drop the box or packet back in your pocket. In a perfectly innocent fashion you have learned the first word on the last line of the page freely selected by the three spectators. Now, all that remains is to convince everyone that the spectator holding the book freely selects any word on the chosen page. Begin by asking the spectator to allow his mind's eye to scan the freely selected page... from top to bottom...much like a speed reader. As he does this, gaze into the flame of the candle. Softly begin to mutter disjointed words. Words that are not associated with one another. It should appear that as the spectator is scanning the page with his eyes...you are receiving mentally, words that he is seeing as his eyes traverse the page. What ...That...His...Wonder...wait a minute...go back to the last line on the page...something is coming through loud and clear, continues the mentalist. Picture that first word on the last line of the page again. Picture it as if you are looking at it on a television screen. At this point, pick up the poster board and felt tipped marker. On the side opposite the pentagram, print the spectator's selected word. The first word on the last line of the selected page. Now, request the spectator to call out the one word out of thousands that he is concentrating upon. When he does this...turn the poster board around so that your audience can see that you correctly received the spectator's mentally selected word.



As you can see, with proper acting, you can make it appear that the word you reveal is actually the word freely thought of by the spectator. How can you tell for sure? When you're asked by your peers how it is possible to reveal any mentally selected word on a page freely selected by a spectator.



WILL POWER

Humor in mentalism is not always advisable and seldom possible. But, if entertainment is the name of the game, this little gem truly delivers both humor and mystery.

EFFECT

The performer relates a little story about the late, great comedian, Jack Benny. In his will, the mentalist explains, Jack left several very unusual bequests. In true Benny fashion, the amounts were miniscule. In fact, they were so small (how small were they?) the recipients refused to accept them. As a result, the performer continues, he acquired these bequests as collector's items. The mentalist displays six bank checks. Each is made out for a different amount and made payable to six different celebrities. All are signed by Jack Benny. One is in the amount of \$7.00 payable to Richard M. Nixon. This, the mentalist explains, was for the purpose of buying a new roll of recording tape. The second check is in the amount of \$3.00 payable to Phyllis Diller. This check, the mentalist continues, was for the purpose of buying a Farrah Fawcett poster to paste over Miss Diller's bathroom mirror. The third check is in the amount of \$18.00 payable to Jimmy Carter for the purchase of a gag for Billy Carter. A fourth check in the amount of \$10.00 is payable to Telly Savalas to cover the cost of a six month supply of lollipops. Who loves ya baby? A fifth check in the amount of \$25.00 to Lee Majors (the six million dollar man) was for spare parts. And last, but not least, a sixth check to Dean Martin for \$35.00 to cover the cost of a backyard barbeque just in case Dean wanted to roast someone at home. At this point, the mentalist deals the checks face up in a row on the table.

Handing a sealed envelope to someone for safekeeping, the mentalist requests a spectator to call out any number from one through six. The spectator then counts to the check in the row that corresponds to the selected number, for example, the \$3.00 check to Phyllis Diller. When the mentalist opens the sealed envelope, inside is a written prediction which states that the spectator would select the \$3.00 check which Jack Benny left to Phyllis Diller.

Will Power is sheer entertainment. And to top it off, it's a real fooler as well. I remember how delighted Scotty York was after I tipped this one to him some time ago. If you're tenth the performer Scotty is...I'm sure you'll be equally pleased with this fine effect.

TO PREPARE

You'll need six (6) blank checks. I managed to extract mine from my bank only after explaining what I needed them for. It's amazing how easily bank personnel can make you feel like John Dillenger. Number the checks in the upper right hand corner, one (1) through six (6). Now, make out the checks as previously outlined,

signing each check Jack Benny. I even used a check writer to give the checks a more authentic appearance. Make check number one payable to Richard Nixon in the amount of \$7.00. Check number two payable to Phyllis Diller in the amount of \$3.00. Check number three payable to Jimmy Carter in the amount of \$18.00. Check number four to Telly Savalas in the amount of \$10.00. Check number five payable to Lee Majors in the amount of \$25.00 and check number six to Dean Martin in the amount of \$35.00.

Also needed are two (2) predictions. One should read as follows: You will select the \$3.00 check which jack left to Phyllis Diller. The other should read, You will select the \$25.00 check which jack left to Lee Majors. Make a double envelope as shown in the accompanying illustration. This is the locking type double envelope created by the late Hen Fetch of my hometown of Baltimore, Maryland. Use a large manila type envelope approximately 5" deep x 11" in length. After inserting the separator panel... place the \$25.00 prediction in the compartment backing up to the address side. Now, tuck in the flap of the envelope, locking the compartment containing the \$25.00 prediction shut. Fold and insert the \$3.00 prediction in the other compartment. The predictions can be boldly written on large 8-1/2" x 11" sheets of paper. At the conclusion of the effect...if the \$3.00 prediction is required, simply instruct the spectator to remove the folded sheet of paper in the envelope. Because of the tucked in flap, he can only reach the prediction paper you want him to. In the event the \$25.00 prediction is required, you retrieve the envelope and proceed to open the flap...after which you reach into the secret compartment and remove the \$25.00 prediction. The folded sheet is handed to the spectator to unfold and read. (Note: The handling of the Fetch envelope should be credited to Phil Goldstein who used same in his fabulous Coupon Caper.) Next, you should print the following on the outside address side of the prediction envelope:

1. PHYLLIS DILLER
2. RICHARD NIXON
3. JIMMY CARTER
4. TELLY SAVALAS
5. DEAN MARTIN
6. LEE MAJORS

Arrange the six checks in the following order using the check number in the upper right hand corner: 4-1-5-2-6-3. Place them in a wallet.

TO PERFORM

To begin, hand the envelope to someone for safekeeping with instructions not to open same. Remove the six checks from your wallet. Show them one at a time explaining their purpose as outlined under the "effect." As each is shown and explained, it should be placed in a pile on the table. When all six have been shown...deal them face up on the table in a row, 4-1-5-2-6-3. Now, ask a spectator to call out any

number from ONE THROUGH SIX. Depending upon which number the spectator calls out...proceed as follows:

If number ONE - Have the spectator holding the envelope show the listing on the address side. Ask him to call out the name next to the selected one.

If number TWO - Call attention to the fact that the checks are numbered one through six. Have the spectator pick up check number two.

If number THREE - Have spectator count to the third check. State that he may begin his count from either end of the row.

If number FOUR - Have spectator count to the fourth check in the row. State that spectator may begin his count from either end.

If number FIVE - Call attention to the fact that the checks are numbered one through six. Have the spectator pick up check number five.

If number SIX - Have spectator holding the envelope show the listing on the address side. Ask him to call out the name next to the selected number six.

No matter what number is called out from one through six... you will be able to logically cause the spectator to think that he has freely selected one check. Actually, by following the above stated procedure, you are able to force either of two checks. Either check number 2 or check number 5...the ones that match the two predictions in the envelope. Depending upon which of the two possible checks the spectator reaches...either have him open and remove the prediction...or open it yourself as previously outlined.

Try this out. You will quickly discover one irrefutable fact. Will Power is one of the most entertaining mental effects possible. Naturally, you are free to substitute your own list of gags. Make it up and use it. You'll be glad that you did.

THE ALPHA ROUTINE

Here is an effect that I was all set to market. Instead, I decided to publish it. The props are not difficult to make up. So go to it. The Alpha Routine has all the ingredients of a fine close-up mental effect

EFFECT

The mentalist displays six alphabet cards each bearing one letter...M-E-N-T-A-L. The cards are examined and thoroughly shuffled by a spectator. The mentalist asks the spectator to gaze at the six cards...mentally select one of the letters... then shuffle the packet face down so that not even he has any idea as to where his mentally selected letter is located. The mentalist takes the face down packet and deals the cards into two piles of three each. The mentalist announces that he is going to test the spectator for extra sensory perception. The spectator is asked to point to the pile which he believes contains his mentally selected letter. The mentalist shows the three cards in the pile pointed to by the spectator. The spectator answers yes or no, depending upon whether or not his card is to be seen. Twice more the mentalist shuffles and deals the packet into two piles and twice again the spectator attempts to determine which of the two piles contains his card. Finally, the mentalist places the cards behind his back for just a second. Dropping the cards face down in front of the spectator, the mentalist asks that he call out the identity of the letter upon which he has been concentrating. When the spectator does so, the mentalist spreads the six cards, and there face up in the center of the spread is the letter the spectator was concentrating upon.

Continuing, the mentalist discards the letter card previously thought of and repeats the procedure by having the spectator mentally select one of the remaining five letters. Three times the mentalist again tests the spectator's powers of ESP. Finally, the packet is handed to the spectator who deals one card face down...the next card he ducks under. The next card is dealt face down on the table. The next is ducked. This continues until the spectator has but one card remaining in his hand. When asked to call out the letter he has mentally selected, the spectator is shocked to see that he is holding the one card upon which he was concentrating. Discarding the card just mentally selected, the mentalist turns away and marks the remaining cards using a Listo pencil. Facing the spectator, the mentalist shows the remaining four cards... face up...one at a time until stopped by the spectator. The letter mentally selected from the four possibilities is placed aside. The remaining three cards are shown to be normal front and back. The card mentally selected by the spectator is turned over...and there across its back is a large X mark.

Three times the spectator has mentally selected a letter from the word MENTAL. Three times the mentalist has correctly revealed which letter the spectator was concentrating upon.

The Alpha Routine is just that. A great close-up mental routine that builds and builds...with each segment climaxing in a different fashion.

TO PREPARE

Obtain six alphabet cards (Lexicon cards are available in Fox Lake back design and are also produced by Hoyle)... that spell the word MENTAL. Using transparent laminating film available in stationery stores...lamine each card, carefully trimming and rounding the corners with fine sandpaper. The reason for laminating the cards is to enable you to write on them with a listo pencil during the third and final segment of the Alpha Routine. That's all the advance preparation, although you will need a black Listo pencil handy for the last phase.

TO PERFORM

Hand the six cards to a spectator as outlined under the "effect." Have him mentally select one letter and then shuffle the packet face down. Take the cards back and deal them alternately into two piles of three face down cards each. Explain that you are about to test the spectator to determine the amount of his extra sensory perception. Ask him in which pile he thinks his card resides. Whichever one he points to, pick it up and spread it so that he can see all three cards. If he says that he sees his thought of card...simply drop the three cards in your hand on top of those on the table and pick up the six cards. If he did not see his card...pick up the three card pile on the table and place the three cards which do not contain his card under the three you just picked up. Then, overhand shuffle the six cards from the right hand into the left...reversing their order. Once again deal the six cards alternately into two piles of three cards each. Once more you ask the spectator to guess which pile contains his card. Whether he's right or wrong...just be sure that the three card packet that does contain his card goes on top of the remaining three cards. Now, overhand shuffle once again reversing the order of the six cards and for a third and final time...alternately deal the cards into two piles of three cards each, face down. Ask the spectator to again designate which pile he thinks contains his card. Whether he's right or not, just be sure that again, you place the three cards containing his thought of card on TOP of the other packet of three. At this stage, his mentally selected card will be the top card of the packet. Simply take the packet behind your back...reverse the top card and insert it in the middle of the packet. Place the squared packet in front of the spectator and ask that he reveal which letter he was concentrating upon. As soon as he does...have him spread the packet...and there in the middle will be his mentally selected letter staring at him face up.

Remove the letter he selected discarding it, and proceed to repeat. This time, have the spectator look at and mentally select one of the remaining five cards. Have him shuffle the five cards and hand them to you. Proceed to deal them alternately into two piles. One pile will have three cards face down, the other will have two cards, also face down. Ask the spectator to guess which of the two piles contains

his mentally selected card. Whichever one of the piles he points to, pick it up and spread them, allowing the spectator to see the cards. If the spectator states that the pile you are showing him does contain his card, simply drop it on top of the other pile and proceed to alternately deal them face down once again, into two piles. If he does not see his card, place the packet you just showed under the other packet and proceed to alternately deal them face down into two piles. In other words, the pile that contains the spectator's mentally selected card always goes on top of the other pile. Test the spectator's ESP three times as described. After the third test, hand the packet to the spectator with the cards still face down.

(Note: At this point, the mentally selected card will be second from the top.) Ask the spectator to deal the top card of the packet face down onto the table. Have him remove and place the next card underneath the packet he's holding. The next card is dealt face down onto the table. The next card underneath. This out and under procedure continues until the spectator is left with just one face down card in his hand. Ask him to call out the letter he mentally selected. When he turns the card over...it is his mentally selected card.

The second card mentally selected by the spectator is also discarded, leaving but four cards. Pick up your black Listo grease pencil and turn your back to the spectator. State that you are going to make a prediction. With your back turned to the spectator, make a bold X mark on the back of two of the four cards you are holding. The cards marked, should be every other one. In other words, say you are left with the M-N-T-L cards. You are holding them in this order. Then, the X should go on the back of the N and the L. Now, turn toward the spectator and place the Listo pencil on the table. You should be holding the four cards face up. Ask the spectator to gaze at the cards as you show them and to mentally select one of them and to call stop when you are holding the card he is concentrating upon, in your right hand. Begin to move the cards from the top of the packet to the bottom, using the right hand. When the spectator calls stop, ask if the card in your right hand is in fact the card he is thinking of. When he says, yes, place it on the table to one side, still face up.

Now, using the well known Oiram move created by Ed Marlo...proceed as follows: At this point, the remaining three cards are face up in the left hand. With the left thumb, push off the top card face up into the right hand. Keep the two cards in the left hand squared up. Simultaneously, turn the left and right hands inward and over so the spectators see the backs of the cards held in both hands. Immediately turn both hands over so that the cards are once again face up. Push off the top card of the pair held in the left hand and drop it face up on the table. At the same time, drop the card held in the right hand face up on top of the card just placed on the table. Finally, revolve the remaining card in your hand to show the back. Turn it face up and drop it on top of the two tabled cards. (Note: The previous moves will either show the backs of the three cards to appear normal...or to each have an X mark.) In either case, when you turn over the card mentally selected by the spectator...it will be the one odd card. In other words, if the backs of the three cards have X marks

on them, then the spectator's will not. If the three cards have normal backs...the spectator's card will then have an X mark on it.

The Alpha Routine is an excellent series of effects to perform close-up. The mystery deepens with each revelation.

PEEK-A-BOO-BOO

EFFECT

Spectator shuffles an unprepared pack of playing cards. He then removes any three cards and places them face down on the table. The performer turns the balance of the pack face up. The spectator has a choice of peeking at any one of the three face down cards on the table. As soon as he does so, the performer turns the remaining two cards face up. Holding the pack in his left hand, the performer inserts the three cards on the table into the pack so that half their length protrudes from the end of the pack. The spectator's card is sandwiched face down between the two face up cards. The performer states that he will cause the chosen card to flip over and emerge from the opposite end of the deck. The three protruding cards are simultaneously pushed into the deck. As this is done, a face up card emerges from the other end of the pack. The spectator states that it is not his selected card. The performer apologizes and states that he will therefore have to resort to his psychic powers. The protruding boo-boo is pushed flush with the pack and the cards are immediately placed behind the performer's back. The spectator is asked to concentrate upon his selected card. As the performer begins to reveal the color and suit of the spectator's chosen card, he brings forth packets of cards from behind his back and tosses them face down on the table. Finally, the performer correctly reveals the identity of the spectator's selected card. At this point, the magician is holding one lone face down card. Turning it face up, it is seen to be the spectator's card.

Those of you who possess a modicum of card ability can easily perform Peek-A-Boo-Boo. All you need is a pack of playing cards.

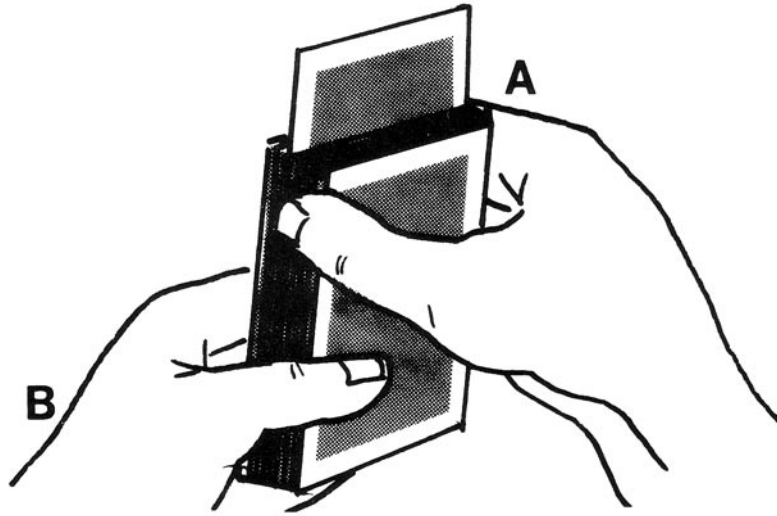
TO PERFORM

Hand the pack to a spectator and have him thoroughly shuffle same. Now, ask him to remove any three cards and place them face down on the table. Retrieve the balance of the cards from the spectator. Hold it face up in your left hand. Call attention to the three cards on the table and ask the spectator to turn any two of them face up. When he has done so...instruct him to peek at and remember the identity of the remaining face down card. With your left thumb ...riffle down the upper left hand corner of the deck, stopping at a point somewhere near the center of the pack. Hold an open break at that point with the left thumb. Pick up one of the face up cards and insert it into the break leaving half its length protruding from the outer end of the deck. As you go to pick up the spectator's card...the face down one ...allow one card to fall off the edge of your left thumb which is still holding an open break beneath the protruding card. Insert the spectator's face down card beneath the secretly dropped card, allowing it to protrude for half its length from the end of the pack. It should be aligned with the first card that was inserted. As you pick up the remaining face up card...again quietly and secretly allow a single card to slip off the edge of the left thumb which is holding an open break in the pack. Insert the

final card into the opening, also leaving it outjogged for half its length.

At this point, three cards are protruding from the end of the pack. Unknown to the spectator, you have secretly added a card between each of the protruding cards. This is the setup for the well known plunger effect. Be sure it's obvious to the spectator that there was no way you could have possibly seen his chosen card. Hold the pack in the left hand. State that you will now cause the spectator's card to slide through the pack...doing a one and a half gainer and flipping face up as it does so. Hold the packet tightly between the thumb on one side and the last three fingers of the left hand on the other. The first finger is extended and touching the top of the protruding three cards. Now, push the three cards flush with the top of the pack. As you do so, a face up card will appear protruding from the opposite end of the pack.

Ask the spectator if it is his selected card. Naturally, he will say that it is not. Look disappointed and apologize for the boo-boo. State that you will therefore have to use your psychic powers. Reach over with the right hand and grasp the pack in your left hand at the end opposite from the protruding card. Your right thumb should be on the face of the pack...the right fingers underneath on the back of the deck. Turn the right hand over towards yourself and replace the pack in the left hand. The back of the protruding card(s) will be towards you as will the back of the pack proper. Grasp the pack with the right hand as shown in illustration (A) and mask the bottom of the pack with your left hand. See illustration (B). The pack should be held so that the faces of the protruding card(s) and pack are facing the spectator. With the right first finger, push the protruding card(s) flush with the top of the pack. Secretly, the spectator's chosen card will emerge from the opposite end of the pack...behind the masking action of the left hand. A quick glimpse is all you need to learn the identity of the spectator's card. Immediately release the right hand and with the left hand...place the cards out of sight behind your back. Bring your right hand behind your back and quickly strip out the protruding card and turning it face down...place it on the bottom of the deck. Now, all that remains is to begin to reveal the color and suit of the spectator's card. As you do so...bring out batches of cards from the top of the deck and toss them face down on the table. By the time you finally reveal the spectator's card...you should have only one card left behind your back. At the moment you reveal the card...bring out the lone remaining card and triumphantly turn it face up. It is the spectator's freely selected card.



ANYTHING GOES

EFFECT

The mentalist displays a clipboard containing a sheet of paper. The audience is asked to call out three objects which the mentalist records on the paper using a magic marker. The objects used can be any related things or persons such as: numbers, colors, geometric designs, famous celebrities...in fact, anything. The mentalist then shows the opposite side of the clipboard to be blank. There, the mentalist writes a prediction, which for the time being he does not allow the audience to see. Now, someone is asked to freely select one of the three recorded items. When the clipboard is turned around...there on the reverse side is the mentalist's prediction which correctly states which of the three items the spectator would select. The sheet containing the three items is removed and handed out as a souvenir.

SECRET

Anything Goes is made possible through the use of a special white vinyl writing surface affixed to one side of the white Plexiglas clipboard...and a unique marker that performs like any felt tip...but when you run your fingers over the image, it disappears as dust, with no marks whatsoever. No rubbing, no wetting and a fresh clean surface left behind for further use. However, the very same marker writes on paper just like any other marker...permanently. It is this that makes Anything Goes so mystifying to the uninitiated. In other words, the three items you write on the paper will remain there permanently. The prediction that you write on the reverse (white vinyl) side of the board can easily be erased. Actually, the prediction is cleverly worded (thanks to Himber) to enable you to erase one of two lines in order to match the spectator's choice. For example, suppose you have asked the audience to call out any three colors and they have selected RED, YELLOW, and GREEN. Print them on paper as follows:

RED
YELLOW
GREEN

Now, turn the board over and holding it horizontally as shown in figure A...print your prediction on the white vinyl surface as follows:

RED IS
THE COLOR YOU
WILL SELECT
IS GREEN

As you can see, if the top line is erased, the prediction will read THE COLOR YOU WILL SELECT IS GREEN. If the bottom line were to be erased, the prediction

would then read, RED IS THE COLOR YOU WILL SELECT. Obviously, by using the special marker supplied it will be possible to erase either the top or bottom line with just a wipe of the thumb...enabling you to predict either red or green. What happens if the spectator selects YELLOW? Read on. After printing your prediction on the white vinyl panel (be sure no one sees what you have written) hold the board upright with the paper side facing the audience. The board should be held in the left hand. Hold the marker in your right hand (assuming that you are right handed). See figure B. Have any spectator freely select one of the three colors. If the spectator selects YELLOW...simply cross it out using the marker held in the right hand. (Note: The initial choice of the middle item will always dictate that the final selection will be by elimination. However, unlike the well known Magician's Choice...this method permits the audience to continue the elimination process in exactly the same manner each time an item is eliminated. Now, have someone eliminate one of the remaining two colors, stating that the color remaining after the next color is eliminated will be the chosen color. Be sure that you make this perfectly clear to reinforce the fairness of the elimination procedure. Regardless of which color they call out...cross it out exactly as before.

Now, suppose that RED is the color that remains. With the paper side still facing the audience, hold the board so that the top line of the prediction is near the right thumb... and the bottom line is near the left thumb. Look at the spectator who made the final selection and ask, Is there any particular reason why you chose to leave the color RED? Regardless of his answer, continue by stating, That's strange, because for some unknown reason...(allow your left thumb and hand to move downward, erasing the bottom line of the prediction (see figure C)...I had a premonition that you would in fact, select the color RED. As soon as your left thumb reaches the edge of the board (the bottom line will have been erased) grasp the upper right hand corner of the board, fingers on the side that faces you and thumb on the side facing the audience...and turn the prediction side of the board towards the audience enabling them to read the prediction, RED IS THE COLOR YOU WILL SELECT. Naturally, if the selected color is GREEN...the right thumb would have erased the top line of the prediction making it read, THE COLOR YOU WILL SELECT IS GREEN. Accordingly, the action of turning over the board would be performed by the left hand.

After a few minutes practice you'll be able to wipe out the necessary words undetectably. A smooth downward motion of the thumb and hand is all that's necessary. The board will afford ample cover.

In the event the spectator's initial choice is either RED or GREEN...the elimination process is not necessary and you will simply circle the chosen color on the sheet of paper...then proceed as outlined to erase the proper line before showing your prediction.

It is recommended that you leave the sheet of paper containing the three items

with the spectator as a souvenir. This will help dispel any suspicion that there is anything unusual about the marker.

HOW TO BROADEN THE POSSIBILITIES

On the white vinyl covered side of the board print your prediction as follows:

TWO IS
THE NUMBER YOU
WILL SELECT
IS FIVE

In addition to the clipboard, you will need the special marker and a large die. Begin by writing the number 6 4 2 5 1 3 across the sheet of paper affixed to the board by the bulldog clip. State that it is a mystical number. Ask the spectator to satisfy himself that the die is not loaded by throwing it several times. When he is satisfied, have him throw the die. As soon as he has done so, note the top number showing on the die. If it is a ONE or a SIX...continue by stating that in order to prove conclusively that the final number is chosen completely by chance...the spectator may tip the die one move in any direction...bringing an entirely different number to the top of the die (thanks to Phil Goldstein).

(Note: Obviously, your intent is to force either the TWO or the FIVE...since either of these two numbers can be predicted by erasing the proper line on the vinyl side of the board. So, if the spectator does throw a TWO or a FIVE ...either one immediately becomes the freely (?) selected number.)

If a THREE or FOUR is thrown...simply tell the spectator that you will count over to that digit starting from either the right or left end ~ whichever the spectator chooses. Obviously, if you count over 3 or 4 digits from either end of the number...you automatically end up on either the two or the five.

If the TWO or FIVE is thrown...as stated previously, just circle it and proceed with the revelation of your prediction.

In any case, as soon as you have guided the spectator's free (?) choice to either the TWO or the FIVE...circle it. Then, holding the clipboard as previously described... proceed to erase the line that will leave your prediction reading correctly. Naturally, this is done as you turn the board around to enable the spectators to see your previously written prediction.

Once again, you should make a point of leaving the paper with the spectator as a souvenir.

As you can see, Anything Goes is delightfully clean and simple to perform. It's

an excellent opening effect, but regardless of when you use it...it's always ready to go with little advance preparation. The clipboard is not gimmicked. And some performers have already written and suggested that they hand out the board to enable the spectator to write down the colors, numbers, etc. and then they retrieve the board to make their prediction on the reverse side. The fact that the board and marker can be so freely handled is just one more reason why this is one of the finest utility devices I have ever conceived for use by mentalists.

THE PERFECT MENTAL UTILITY DEVICE THE ANYTHING GOES TIC BOARD

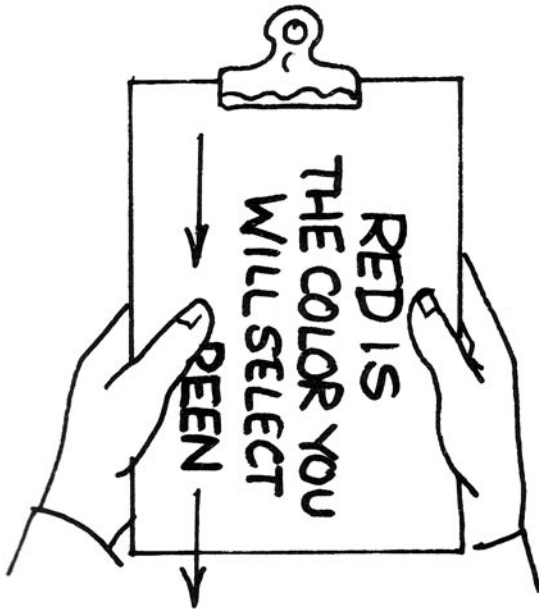
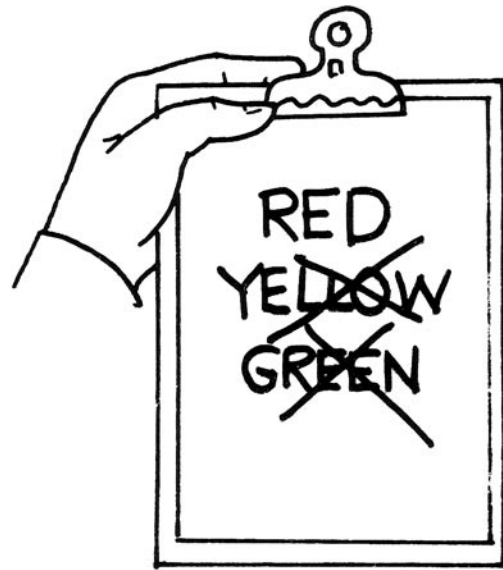
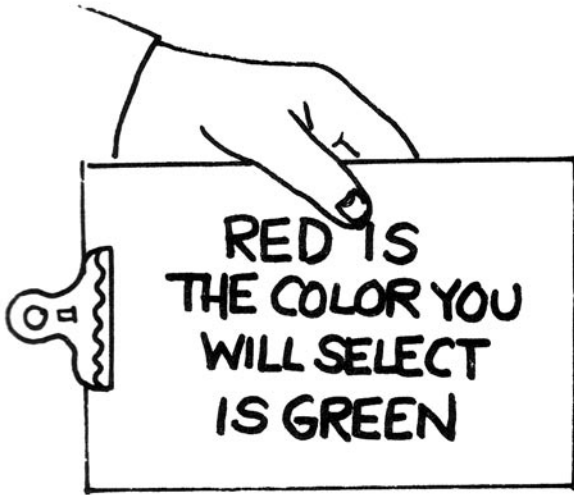
Just how versatile is Anything Goes? Extremely so. Here's how I use it in my own performances. Before the show, I print the word BINGO vertically down the vinyl side of the board. Next to each letter, I place a tic or check mark. That's all the advance preparation except for placing a sheet of plain white paper on the reverse side of the board under the bulldog clip.

During my performance, I tell the audience that we are about to play BINGO...Las Vegas style. That is, I will wager \$500 to none...that I have correctly predicted which letter in the word BINGO will be left after four members of the audience have freely eliminated four of the five letters in the word. If I fail...then the members of the audience who participate in the game can split \$500 between them.

Now, I ask various members of the audience to eliminate one letter at a time until only one letter in the word BINGO is left. As I point to them, four members of the audience each call out one letter. As each letter is called out, I check it off by placing a check mark next to it using the special marker supplied. (Note: Be sure the check marks are placed to the right of each letter in the same fashion as on the vinyl side of the board.) When only one letter is left, cap the marker and place it to one side. Hold the board in your right hand...fingers in front and the thumb to the rear. Rest your thumb just to the right of the check mark which is adjacent to the letter which was not checked off by the spectators. As you recap what has transpired it is a simple matter for the right thumb to quickly and easily wipe off the check mark. Now, all that remains is to remove the bulldog clip and hold the piece of paper in your right hand. Hold the board in the left hand and turn it so the vinyl side is facing the audience. It will be seen that both words are identical. Whichever one of the letters was not checked off by the four spectators will also be unchecked on the prediction side of the board.

That's it. Just use your imagination. Anything Goes!

(Note: I utilize white 1/8" thick Plexiglas measuring 4" wide x 6" deep as my clipboard. To hold the paper to the board, I use a bulldog clip. The special vinyl material and markers can be obtained from better art supply stores. It is available under the trade name of Velleda. Rolls cost \$14.95 and the markers come in a variety of colors @ 89¢ each.



BULLSEYE

Looking for a great comedy card effect? It's not intended to provide the optimum in mystery...and it certainly isn't a demonstration of mentalism. Why then should I include it? Well, it's great entertainment. And it's mine. If laughter is important to you...then this effect will easily score a bullseye.

EFFECT

The performer removes a pack of playing cards and fanning them with the faces towards his audience...he shows them to be different. A spectator is requested to freely select any card. The pack is fanned and held face down so that the spectator can do so. As soon as he touches a card, it is lifted and the spectator allowed to see and memorize the card of his choice. The pack is reassembled and the cards replaced in the card case. The performer has the spectator hold the pack in his outstretched hand. The performer removes a mean looking snub nosed revolver from his pocket. Staring at the spectator, the performer states that he will fire six times at the pack of playing cards...the spectator starts to leave the stage. The performer stops him and once again positions him with the pack held in his outstretched hand. The magician explains that the sonic waves created by the six shots will cause the molecules of the spectator's card to separate causing the chosen card to vanish from the pack. (Of course they will!)

In rapid succession the performer fires six shots at the pack held by the spectator. When the smoke clears, the magician reclaims the pack of cards, removing them from the card case. Triumphantly running through the cards, the performer shows the spectator that his card has, in fact, VANISHED from the deck. Suddenly the spectator says that he sees his card. Which one is it? asks the magician. That one, says the spectator, pointing to one of the cards in the deck. Oh, that one, replies the magician. Well, a few more shots and it probably would have worked. Removing the spectator's card, the magician holds it up. The audience laughs. There are six bullet holes in the chosen card. Sure, it will probably fool them...but more important, they'll enjoy the entertainment value of the effect even more.

TO PREPARE

You'll need one of Haines House of Cards gaffed decks. Hull's Pop-Eyed Popper forcing deck. A rough and smooth pack that is made up like the ageless Svengeli Deck. Twenty-six duplicates behind twenty-six odd cards...roughed so they can be fanned with only the odd cards showing. Take one dupe of the twenty-six duplicated cards and with a hole puncher... punch six holes in it at random. Place this holey card second from the bottom of the deck. In other words, next to the roughed bottom pair of the pack. Replace the pack in the card case. In addition, you will need a cap gun or starter's pistol loaded with blanks. Follow the effect as previously outlined. When the cards are first shown...run them quickly from left to right making sure

you don't flash the holes in the holey card second from the bottom of the pack. Turn the pack face down and fan for the spectator to make his selection. Ask that the spectator touch any card that he wishes.

Naturally, because the cards are roughed, he can only touch the back of one of the twenty-six force cards. Separate this card from its mate and lift it up so the spectator can see the face of the card. Ask him to memorize the card...and then proceed to replace the two mates together as they were originally. Give the pack a complete cut and replace same in its card case. Proceed as outlined in the "effect" up to the point where you spread the cards to show the spectator that his card has vanished. Due to the fact that the holey card is not roughed...it will be the only version of the spectator's card that is visible when the cards are spread in a fan. When the spectator states that he sees his card...appear to be surprised. Ask him which of the cards is his. When he identifies it...remove from the fan of cards and show to the audience. The six holes will garner a good laugh.

As stated previously, this is an entertaining card effect. It should be presented in tongue-in-cheek fashion...milking every opportunity for a laugh to the maximum.

CRAYOLA CAPER

EFFECT

Prior to his performance, the mentalist has an individual, whose credentials are beyond reproach, mentally select one of five designs. While alone in a locked room, the spectator draws his mentally selected design on a sheet of paper and seals it in an envelope that he places in his pocket for safekeeping. During his performance, the mentalist calls the spectator on stage and proceeds to outline to the audience exactly what transpired prior to the show. The spectator confirms that his mentally selected design was drawn on a piece of paper and sealed in an envelope while he was alone in a locked room. He further verifies the fact that the sealed envelope has not left his possession even for a second since that time. The mentalist asks the spectator to concentrate upon his mentally selected design as he proceeds to draw something upon a sheet of cardboard. When finished, the mentalist places the drawing face down on the table. The spectator is now asked to remove and show the design which he drew earlier. The mentalist shows what he has drawn. Both drawings are identical. The mentalist has correctly divined the spectator's thought of design.

TO PREPARE

You will need two boxes of Crayola Crayons. The smallest size consisting of eight crayons. Also, a piece of 8-1/2" x 11" drawing paper and an envelope. On a piece of 8-1/2" x 11" poster board, draw five (5) geometrical designs using five different crayons from one of the boxes. Draw a **CIRCLE** using an **ORANGE** crayon. A **CROSS** using a **RED** crayon. A **TRIANGLE** using a **BLUE** crayon. A **SQUARE** using a **BLACK** crayon and a **STAR** using a **GREEN** crayon. **DISCARD** the crayons that you used to draw the designs. For your pre-show activity, you will use only the **NEW**, unopened box of crayons.

TO PERFORM

Arrange to meet a committeeman or dignitary who will be in attendance at your show. The individual should be one with impeccable credentials. Explain that while he is alone in a locked room, you want him to select any one of five colorful geometric designs which you have drawn on a piece of poster board. He is then to duplicate the shape and color of the chosen design on a piece of paper which you will supply him. Then, he is to fold and seal his drawing in an opaque envelope which you will also supply. He is then to place the sealed envelope in his pocket and allow no one to see, open or otherwise tamper with the envelope until he is called upon during your performance. As soon as he has completed his task, he is to replace the crayons back in their box and call for the mentalist to return. At this point, hand the individual the design sheet, box of crayons, envelope and the blank sheet of drawing paper. Make sure he understands your instructions. State

that you will wait outside the room until his task is completed. When the person has signaled you that the envelope is now sealed and out of sight in his pocket, re-enter the room and casually toss the box of crayons and design sheet back in your briefcase. Thank the individual for his help and state that you will call upon him during your performance.

After the dignitary has left, all you have to do is check the points of the eight crayons in the box. The color of the crayon whose point shows the slightest bit of wear immediately tells you which design was duplicated by the dignitary. That's the reason for giving the spectator a new, unused box of Crayola Crayons. The piece of drawing paper that you give him should also be a little on the rough textured side to better wear down the point of the crayon that he uses. Obviously you will have to replace one crayon after each show...but the cost involved is just a matter of pennies. Incidentally, the slight bevel on the tip of the crayon used by the spectator will hardly be noticeable unless you know what you're looking for. As an added precaution against the spectator fouling you up...be sure that you have him recap exactly what he did while locked in the room. You want to be absolutely sure that he precisely followed your instructions. If you're still uneasy about this, then print the instructions on the back of the design sheet and suggest that should he need any prompting, he can simply read the instructions printed on the sheet

Now, all that remains is to call the spectator on stage during your performance. Have him confirm what transpired prior to the show. Be sure you emphasize the fact that the mentally selected design was drawn while the spectator was alone in a locked room. Also, that the sealed envelope containing his drawing has not left his possession, even for a second, since that time.

Ask the spectator to concentrate upon his mentally selected design. Pick up a piece of blank poster board. Request the spectator to close his eyes and to picture the selected design in his mind. This is to prevent him from seeing that the color of the crayon you are using is the same as the color of the crayon he used to make his drawing. (Naturally, after determining the color of the crayon used by the spectator during the pre-performance activity, you placed said crayon in your jacket pocket for use at this time.)

While the spectator's eyes are closed, remove the crayon and quickly duplicate his selected design. Do not let anyone see what you have drawn. Replace the crayon in your pocket and place your drawing face down on the table. Now, have the spectator open his eyes. Ask him to remove the envelope in his pocket. Have him remove his drawing and hold it up for all to see. Pick up your drawing and do the same. Naturally, they match.

GHOST IMAGE

This is one of my most closely guarded secrets. A beautiful effect based upon a principle I developed several years ago. I call it white-on-white. I believe you'll call it great!

EFFECT

The mentalist opens a small white cardboard box and removes a pack of blank cards. He shows both sides of the cards to be totally devoid of printing. Just plain white cards. As a matter of fact, they are 52 unprinted playing cards. The mentalist states that when he turns his head away, the spectator should cut off as much of the pack as he wishes and place the portion he cut off in the small cardboard box. Then, the mentalist continues, the spectator should replace the lid on the box and hold it out of sight behind his back. The spectator does as directed. Note that the mentalist positively does not see how much of the pack the spectator cuts off. In fact, when queried, even the spectator does not know how many cards he cut off and placed in the box. The mentalist immediately discards the balance of the pack in his coat pocket.

A second spectator is asked to participate in the experiment. The mentalist removes one blank card and holds it up for the spectator to look at. Imagine that you can cause this blank card to transform itself into ANY card you wish. Any card in a standard pack of 52 playing cards, states the mentalist. Now, picture the card you are thinking of as if it were actually printed on the blank card...but for now, don't tell us which card it is. The blank card is placed aside. Removing a small pad of paper, the mentalist proceeds to write something on the top sheet, which he then tears off, crumples into a ball and drops into a brandy snifter sitting on the table. For the record, the mentalist asks, which card did you see in your mind's eye as you gazed at the blank card? The spectator replies and the card he calls out is recorded on a large piece of cardboard by the mentalist. Ladies and gentlemen, the mentalist continues, I have just attempted an experiment in telepathy. Before we see how successful or unsuccessful I was, I'd like to attempt an even more difficult phenomena...extra sensory perception.

The mentalist asks the spectator with the cardboard box to hold it between his cupped hands. Moving his fingertips in an arc around the spectator's hands, the mentalist closes his eyes and appears to concentrate intently. I think I've got it! exclaims the mentalist. He quickly jots something on another sheet of paper and after crumpling it into a ball...drops it into the brandy snifter along side his first impression. Now, the mentalist removes the cards from the box and hands them to the spectator to count. When the spectator has finished, the mentalist notes the total number of cards on the sheet of cardboard containing the first spectator's mentally selected card.

A spectator is then asked to remove and read what the mentalist wrote on the two slips of paper in the brandy snifter. Believe it or not...the mentalist correctly ascertained BOTH the name of the card merely thought of...and the exact number of cards secretly cut off the deck and sealed in the box.

A beautiful effect. A diabolically simple method. And a mind boggling impact.

TO PREPARE

Obtain a blank both sides pack of playing cards (Haines House of Cards or your local magic dealer). With a Dixon White China marking pencil, print a 1/4" high numeral 2 in the lower right hand corner of one of the blank cards. (See accompanying illustration.) Continue to mark 49 additional cards in the same manner from 2 through 51. When you've finished, the 50 cards should be numbered in sequence. Hold the pack number side UP. The numeral 2 should be facing you. Now, place two blank cards (not numbered) on top of the 2. You will need a small white cardboard box with a separate lid just large enough to accommodate the pack of blank (?) cards. Also needed are a black felt-tipped magic marker...a small notepad...and a 10" x 12" sheet of white poster board. Place the pack of cards into the box numbered side up and close the lid. Place a small pencil dot on the lid in the corner directly over the corner of the cards that are numbered. This will enable you to remove the cards from the box with the numbered end closest to you by merely noting where the dot is.

TO PERFORM

Follow the "effect" as previously outlined. Hold the box in your right hand. The dotted end should be closest to your body. Remove the lid with your left hand and place it aside. Turn the box over and dump the pack into your left hand. Hand the bottom of the box to the spectator. Now, quickly thumb through the pack showing the spectator that all the cards are blank. Since the side you're showing is actually blank...you can quite freely show the cards. After showing all the cards, square them and turn the pack completely over, not end for end. Again thumb through the cards from left-to-right showing the cards to be totally blank. As you show this side, don't expose the lower right hand corners which of course, contain the numerals 2 through 51. However, you can handle the cards with relative freedom since the white-on-white markings are not easy to spot. Sort of a White Art effect. This is especially so when the cards are in motion, so you don't have to fear numbers being flashed. After you've shown this side, hold the cards squared up in your left hand. The spectator should be positioned on your left. Turn your head away to the right and request that the spectator cut off a substantial number of cards...as much of the pack as he wishes. Tell him to immediately place the cards he cut off into the box and replace the lid.

When this is done, have him hold the box out of sight behind his back. Place the

remainder of the pack directly into your left jacket pocket before you turn your head frontward again. Remember, as soon as the spectator has cut off his packet...casually drop your left hand to your side and place the remaining cards in your pocket. The reason? After the spectator lifts off his cards, the top card of the packet in your hand will have its number exposed in the lower right hand corner. But, don't panic, he'll never see a thing. Incidentally, it is this number that will immediately tell you how many cards the spectator cut off. But, don't look just yet. It isn't necessary, as you will see.

Now, call upon a second spectator to lend his assistance. Explain that you want him to look at a blank playing card and to mentally visualize any card in a pack of 52 upon its blank surface.

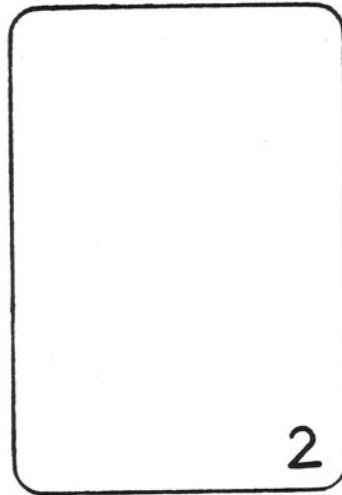
Reach into your left jacket pocket and remove the top card of the packet...the one closest to your body. Hold the card up in front of the spectator's face so that he can see that the card is totally blank. While he's doing this, glance at the lower right hand corner of the side facing you. Note the number staring at you. Let's say that it's 24. You now know that the first spectator cut off 24 cards which he then placed in the cardboard box. Ask the spectator to imagine that he can see the image of any card in a regulation pack of 52 playing cards on the blank surface of the card. Caution him not to say anything...but simply picture the card in his mind. Place the card back in your pocket. Pick up the pad and pretend to jot down your impression of the spectator's mentally selected card. Actually, you write down how many cards the first spectator cut off the pack and placed in the box, i.e. 24. Tear off the sheet and crumple it into a loose ball and drop it in the brandy snifter on the table. Now, state that you are committed. Ask the spectator to call out the card he mentally selected so that it can be recorded. Print the spectator's choice of card on a sheet of poster board boldly so that all can see it. Place it aside Now, proceed as outlined under the "effect" to receive the necessary vibrations from the box held by the first spectator. Pick up the pad and jot down your mental impression. Actually, you write down the name of the card selected by the second spectator. Rip off the sheet, crumple it into a loose ball, and drop it into the glass along with your first impression.

Take the box from the spectator. Remove the lid. Turn it over dumping the cards into your left hand This action turns the pack over so that the side with the secret white-on-white numbers is face down. Immediately hand the cards to the spectator and request that he count them aloud, one at a time, in a pile on the table. When he's finished, hand him the poster board and a marker and have him record the number of cards he cut off beneath the first spectator's mentally selected card.

Pick up the brandy snifter and dump the two balled up slips of paper onto the table. Have spectator number two open both sheets and read them aloud as the first spectator holds up the two recorded items on the poster board. Naturally, you are 100% correct.

Ghost Image is a powerhouse. The routine does it all. Every action is perfectly natural. Every bit of secret business is beautifully hidden. Without question I believe it is one of the ultimate effects possible with the one-ahead.

I'm sure you will find many other uses for the unique principle. But, for now, Ghost Image will more than provide you with a great mental effect.



SUPERCHARGED

EFFECT

The mentalist displays several different makes of 1.5 volt batteries. Brands such as Eveready...Radio Shack, etc. Also shown is an energy saving battery holder complete with cap, bolt and padlock. A spectator is asked to select any one of the batteries while the mentalist's back is turned and to place the remaining batteries out of sight in his pocket. Placing the battery holder behind his back, the mentalist asks the spectator to drop the selected battery into the metal holder and to place the cap on same. Handing the holder to the spectator, the mentalist instructs him to insert the bolt and affix the padlock. While the spectator holds the locked container in his own hands, the mentalist states that he will attempt to identify the brand of battery locked in the holder through by means of the electrical impulses being generated by the battery. Sure enough, the mentalist correctly identifies the brand of the battery the spectator sealed in the container...even though it was done behind his back.

TO PREPARE

I take great delight in converting suspicious looking magical apparatus into logical, acceptable items for use in demonstrating paranormal ability. So, dig out your old locking bill tube and put it to good use. You'll also need at least four different brands of 1.5 volt M batteries. They're just the right size to snugly fit into the bill tube. Mallory, Radio Shack, Eveready...are just a few of the available brands. Each is easily identified by its coloring.

TO PERFORM

Show the battery holder and state that it is an energy saving device designed to prolong the life of 1.5 volt batteries. See, it's logical already. Also display the four or five different makes of 1.5 volt batteries. Show that each fits snugly into the tube. As you place the last of the batteries into the container, secretly insert your little finger down into the tube as you start to invert it as if to remove the battery. The action of the little finger pressing down will force the battery to push the gimmicked portion of the tube out of the bottom. Apply only enough pressure to push the inner tube out approximately 1/4". The fingers of the left hand around the tube will hide the protruding portion of the bill tube. Immediately place your left hand (containing the tube) behind your back and turn away from the spectator. Instruct him to select any one of the batteries and to drop it into the metal container behind your back. Then, tell him to pick up the cap and to place it on the tube. As soon as he has done this, have him place the remaining batteries out of sight in his pocket. Now, turn and bring your left hand from behind your back. A quick glance at the opening of the extended portion of the bill tube will reveal the identity of the brand of battery the spectator placed in the tube. Due to the distinctive coloration of the various brands of batteries...they are easily discernable even if only a small portion of the

battery is visible. The fingers of the left hand provide plenty of masking for the peek. Immediately apply upward pressure on the protruding inner tube with the left little finger until it's flush with the bottom of the outer tube. Hand the tube to the spectator and instruct him to insert the bolt through the top and to affix the padlock through the end of the bolt.

Now all that remains is for you to pretend you are receiving and interpreting the electrical impulses being invisibly transmitted by the sealed battery. Proceed to identify the brand of battery that the spectator sealed in the container behind your back. It's advisable to do this by first writing it on a sheet of cardboard and then showing it after the spectator has announced which brand he placed in the container.

The bill tube is one of those enigmas in magic that drives me up the wall. An ingenious mechanical device that by its very appearance, excites suspicion. Used as outlined, I think it will be more readily accepted. At any rate, it's a great way to make use of one of those old discarded props no self respecting mentalist would be caught dead with.

NETWORK ESP

Normally, I shy away from effects that require the use of gaffed cards, unless the routine truly warrants it. This little gem is just such an instance. Everything is handled so freely and cleanly...it's worth making up and more important, using.

EFFECT

The mentalist displays three envelopes. Each envelope carries the boldly printed initials of the three major television networks...NBC, CBS and ABC. Also shown are three sets of three cards each. These are fanned and displayed with the BACKS of the cards toward the spectators. A paper clip and folded card bearing a single digit is placed around each set of three cards. The cards are numbered respectively, 1, 2 and 3. Now, the mentalist asks anyone to call out the call letters of any one of the three networks For example, ABC is called for. The mentalist asks the spectator to also call aloud any number from one through three. Say the spectator calls 2. The mentalist proceeds to pick up the packet of three cards designated number 2. Removing the paper clip and numbered card, the mentalist then openly places the three cards in the envelope marked ABC, just as directed by the spectator. The same procedure is followed with the remaining two envelopes and remaining two sets of cards.

Now, the mentalist shows the results of this mind boggling demonstration of mind control. Displaying the envelope marked ABC, the mentalist tears it open and removes the three cards inside. They turn out to be three alphabet cards, namely A, B and C. Showing the envelope marked NBC, the mentalist tears it open and removes three more alphabet cards, N, B and C. The third envelope is shown to be marked CBS and sure enough, it too contains the proper alphabet cards C, B and S. The envelopes are otherwise empty and may be tossed out into the audience as souvenirs of this amazing coincidence.

Sounds pretty good, doesn't it? Well, it is. A strong effect accomplished by one of the oldest principles in magic ...cleverly adapted to a contemporary theme.

TO PREPARE

You'll need nine (9) alphabet cards — A, B, C, N, B, C, C, B and S. Also any three (3) cards as long as the back designs match the nine alphabet cards. In addition, you'll need three (3) opaque mailing envelopes. Letter one boldly on the address side ABC. Letter one NBC and the third CBS. Also required are three (3) blank cards approximately the size of a business card and three paper clips.

To begin, you'll have to prepare three of the alphabet cards as shown in the accompanying illustration. To do this, u take the three odd cards with a matching back design and cut them as shown in the illustration and glue them to the backs of the three B alphabet cards as shown. Fold the three blank cards a little off center

as shown and number them 1, 2 and 3. Before performing, load the A alphabet card in the envelope marked ABC. Load an S in the envelope marked CBS. Finally, an N in the envelope marked NBC. The loaded cards should face the address side of the envelopes.

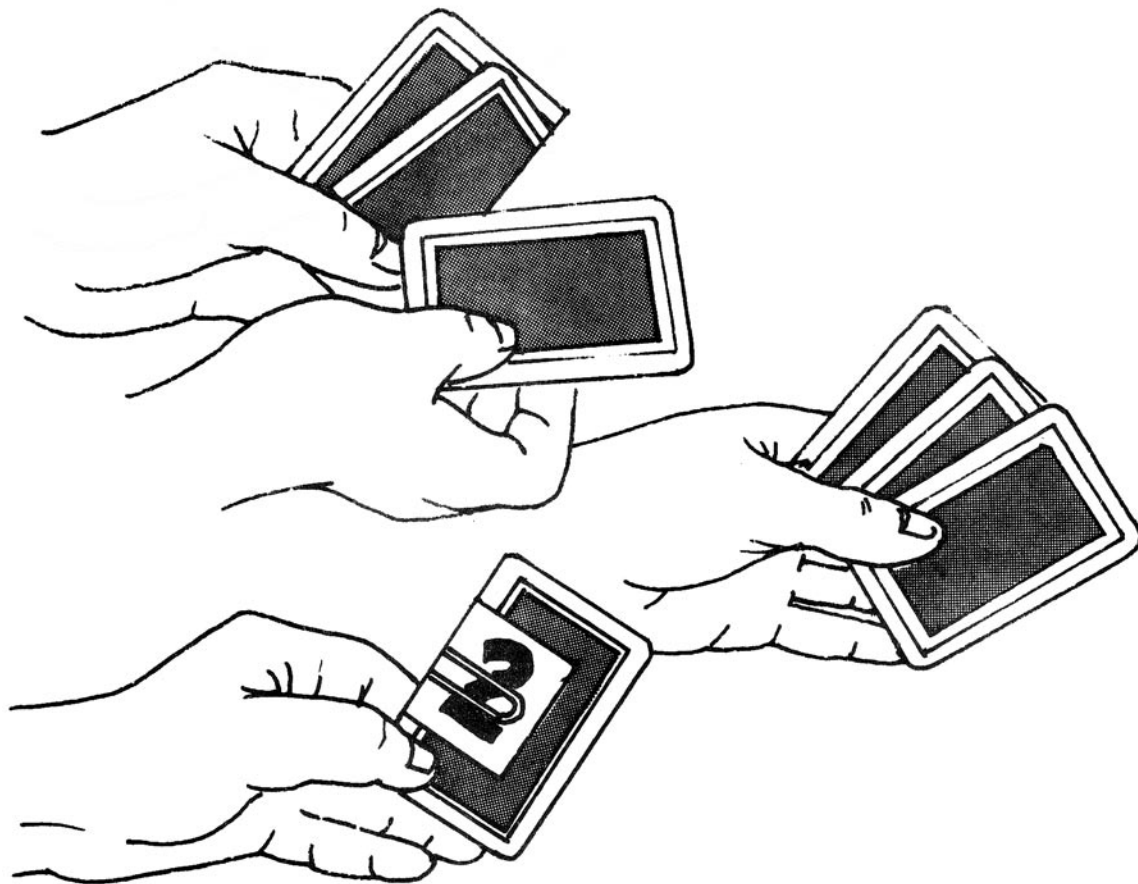
Arrange the remaining six (6) alphabet cards (3 B's and 3 C's) into three pairs of cards consisting of one B and one C in each set. In each case, the face of the C should cover the back of the B. Square them up and insert them into the folded number cards and affix a paper clip to hold them in place as shown in the illustration. The reason for the off center fold in the business card should now be apparent. It makes inserting the two alphabet cards extremely easy without fumbling. In fact, once the paper clip is in place, it is not necessary to remove it when later it is necessary to replace the alphabet cards back in the folded card. Place the three envelopes in one pile and the three packets of supposedly three cards each in a second pile...and you're all set to perform NETWORK ESP.

TO PERFORM

Patter about the three major television networks, NBC, CBS and ABC. Show the three envelopes one at a time. Pick up the clipped set of alphabet cards marked 1. The backs of the cards should face the audience. You should be slightly turned with your right side facing the audience. Remove the cards from the clipped folded number card. Carefully fan the cards from left to right until it appears that you're holding three cards in a fan. Because of the gaffed B, you create an illusion of three cards when actually you're holding but two cards. Show the three (?) cards to the audience stating that for the time being you cannot show the faces of the set marked number ONE. Squeeze the fan of cards closed and replace them inside the folded clipped card marked 1. Repeat this procedure showing the sets marked 2 and 3.

Now, you invite any spectator to freely select any one of the three network envelopes. Pick up his selected envelope clearly showing the network identification on the front of the envelope. Continue by asking the spectator to freely call out any one of the three sets of cards.. either 1, 2 or 3. Whichever set he calls for, openly pick it up and display it for all to see. Since the spectator's choices are totally free, handle everything slowly and deliberately. Now, remove the three (?) cards from the folded clipped number card and place the set of cards inside the selected envelope behind the card already loaded in same ..with the faces of the two cards you're inserting towards the address side of the envelope. Seal the envelope and hand it to the spectator for safekeeping. Repeat the same procedure with the remaining two envelopes and two sets of cards. Since each set of cards actually consists of but two cards, a B and a C, it doesn't make a bit of difference which set is chosen by the spectator. And since the key or odd letter in each network's name is already loaded in the properly marked envelope...you can't miss. When you're finished the selection process, each envelope will contain the proper three alphabet cards matching the network name on the envelope.

To conclude, recap exactly what happened and how fair the spectator's choices. Take one of the three envelopes from the spectator and tear off one end, calling attention to the network name on the face of the envelope before you do. Be sure the address side of the envelope is toward you when you then remove the three cards. The faces of the three cards must be facing the audience as they are removed and shown. Spread them out and if necessary, arrange to show that they do indeed match the network on the envelope. Drop the three cards in your pocket and hand the envelope to the spectator. Repeat with the remaining two envelopes.



DATE-A-CATION

EFFECT

The mentalist places five (5) half-dollars, tail sides up, in a row on the table. On a small pad, the mentalist then proceeds to write a prediction concerning something that is about to occur. The page containing the prediction is torn off, crumpled into a small ball, and placed on top of the pad. A spectator is now asked to concentrate on one of the five coins. The mentalist asks if the spectator is satisfied with his choice? If so, the spectator is asked to point to the coin of his choice. The selected coin is then placed on the pad next to the mentalist's prediction. The mentalist picks up a small glass and dumps both the coin and the prediction into same. The glass is immediately handed to the spectator for safekeeping. The four remaining coins on the table are turned head sides up. The spectator is asked to read aloud the date on each of the four coins. They are for example, dated 1963, 1967, 1972 and 1964. The spectator is asked to remove the coin he freely selected from the glass and to read aloud the date on same. It is dated 1966. Finally, the spectator is asked to open and read the prediction made earlier by the mentalist prior to the selection of the coin. The prediction states that the spectator will concentrate on the coin dated 1966.

Date-A-Cation is direct, fast and extremely clean. Above all else, it is extremely baffling to the uninitiated.

TO PREPARE

You will require six (6) half dollars, each containing a different year. One small plastic glass tumbler approximately 4" high with a 2" diameter. A small pad of paper approximately 3" x 4". A black felt tipped marker.

With an Xacto knife, cut out a rectangular shape through the last third of the pad...but not through the cardboard backing. See illustration (A). The cut out portion should be just large enough and deep enough to accommodate one half-dollar. Place one of the six halves into the thus formed compartment. Remember the date on this coin.

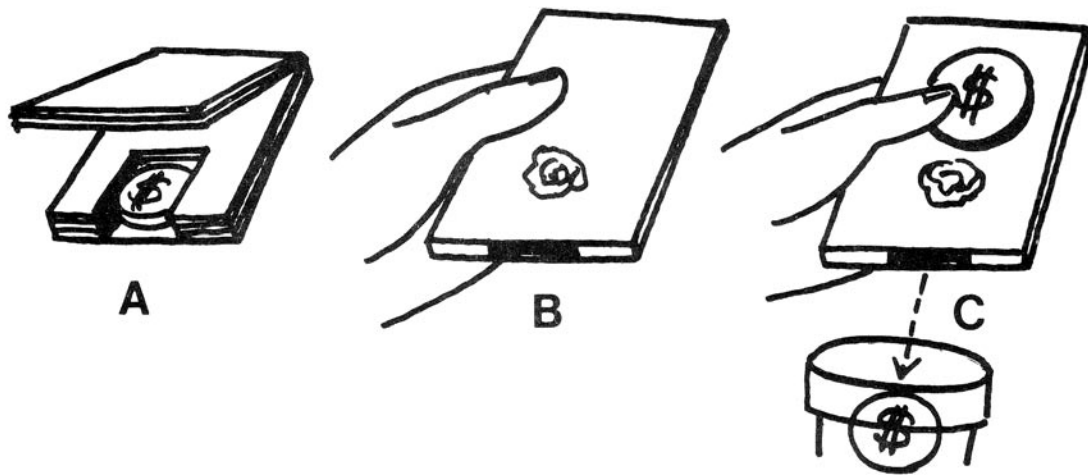
TO PERFORM

Place the pad to one side. The bottom edge, with the exposed opening of the secret compartment, should be towards you. Position the five halves date side down in a row in front of the spectator. State that you are going to make a prediction. Pick up the pad with your left hand pressing your thumb against the top page of the pad and your fingers underneath preventing the half-dollar in the compartment from prematurely falling out. Write the date you previously memorized on the top sheet of the pad. Do not let anyone see what you've written. With your right hand, tear

off the top sheet and crumple it into a small ball. Hold the pad parallel with the floor and position the ball of paper at the end of the pad near the secret opening. See illustration (B). Tell the spectator that you are committed. Ask him to touch any one of the five half-dollars on the table. Pick up the coin he has designated and place it on top of the pad near the left thumb. See illustration (C). Move the cup under the left hand and as you tilt the pad downward to let the coin and the crumpled ball of paper drop into same...pin the coin to the pad with the left thumb (See illustration C).

The illusion will be perfect. The "force" coin inside the pad will drop out into the cup, followed by the ball of paper. The coin being the heavier of the two, will drop in first. The ball of paper (your prediction) will land on top. The two items dropping into the cup simultaneously eliminates any thought of a switch in the spectator's mind.

As soon as the coin and ball of paper are in the cup... move it towards the spectator as the left hand places the pad (and coin) in your inside jacket pocket. Now, have the spectator turn over the remaining four coins on the table and read aloud the year on each. Ask the spectator to remove and read your prediction. When he checks the date on his freely selected half-dollar...it matches your prediction.



MATCHIC

This effect germinated as I watched a struggling young mentalist use a large drawer type matchbox to load cards on top of a previously shuffled deck. Naturally, he was using the ancient device of inserting the cards to be loaded between the edge of the drawer and the top of the outer sleeve. With the drawer in a half-open position, the cards are trapped and hidden from view. When the shuffled pack was inserted into the half open drawer and the drawer closed, the three or four cards dropped onto the top of the shuffled pack. I don't know if he fooled anyone, but later, I decided to tackle the problem of loading a card in the same fashion...but starting with the drawer closed. An hour or so later, MATCHIC was born.

EFFECT

A large drawer type matchbox is shown all around in a closed position. The mentalist pushes the drawer out and inverts same, dumping five ESP design cards onto the table. The drawer is reinserted halfway back into the sleeve and the box placed aside for a moment. After showing the five designs (circle, cross, wavy lines, square and star) the spectator is asked to shuffle the packet and deal the five cards face down in a row on the table. The mentalist proceeds to write a prediction which is folded and placed to one side. The spectator is now told to point to the cards one at a time, in any sequence he wishes. As each card is pointed to, it is replaced back in the box. When all cards have been returned to the box, the mentalist closes the drawer and requests that the spectator open and read the prediction slip aloud. It states that the last design the spectator would elect to place in the box is the CROSS. The spectator opens the box and removes the last card he inserted. It is the CROSS.

TO PREPARE

All you need to perform this great little effect are five (5) ESP design cards as previously described and a duplicate CROSS. Also needed are a large drawer type matchbox and a piece of paper and pencil.

TO PERFORM

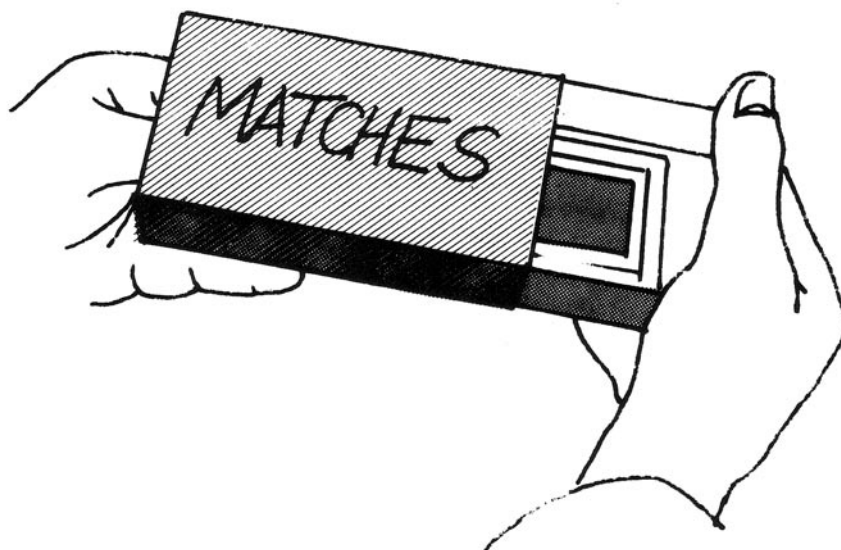
Remove the drawer from the outer sleeve. Place the five ESP design cards face down in the drawer. Insert the extra design card, the CROSS, face up inside the sleeve and re-insert the drawer. The extra card is now between the bottom of the drawer and the outer sleeve. Follow the "effect" until it's time to open the drawer. The left fingers push the drawer open from left to right. The right fingers receive the opening drawer with fingers under the drawer and thumb on top.

As the drawer emerges to the right, the fingers underneath prevent the hidden card from being pushed into the open by the action of the drawer being opened. In

the meantime, the left thumb has entered the left end of the sleeve and presses against the hidden card...holding it against the inside of the sleeve as the right hand now pulls the drawer free at the right end. As soon as the drawer has cleared the sleeve, the left hand lowers the sleeve casually as the right hand inverts the drawer dumping the five ESP design cards onto the table, face up.

Note: At this point, it is important to keep the drawer opening down to prevent the audience from seeing the card inside. As soon as the cards hit the table...ask the spectator to spread them out in a row. As he does this, re-insert the mouth down drawer halfway back into the sleeve. The edge of the drawer should now be trapping the hidden card against the side of the sleeve. Place the box down to one side with the drawer protruding half-open. Now, have the spectator mix the cards and deal them face down in a row on the table. Write your prediction as previously outlined. Fold it and place to one side. Have the spectator replace the cards one at a time back in the half open box...in any order that he wishes. When he's finished, close the drawer with your right hand...holding the left end of the sleeve with your left hand. Allow the drawer to go all the way in and slightly out the other end to insure that the hidden card drops onto the top of the five cards in the box. Now, all that remains, is to have your prediction read and allow the spectator to open and remove the top card of those in the box. Naturally the design on this card matches your prediction. Drop the card back in the box and put all away.

I have also used this principle using the small drawer type boxes described in *Ultraffinity Revisited* and colorful large postage stamps from around the world that I laminated with clear plastic.



TWIN FORECAST

Here's a simple double prediction effect that requires little work or set-up.

EFFECT

The mentalist makes a prediction on a slip of paper that is then folded and placed in a wine glass on the table. A spectator is now shown a pack of playing cards, face up and requested to think of any one of the cards that he sees. The spectator names the card that he is thinking of which the mentalist then proceeds to remove from the pack. A second prediction is now written and placed in the wine glass by the mentalist. The spectator is now handed the pack face down and told to thoroughly shuffle and cut same. Now, the spectator is requested to turn over the top card of the shuffled pack and to place it to one side. The two prediction slips are now opened and read and it is seen that the mentalist has mysteriously predicted in advance the two cards freely selected by the spectator

TO PREPARE

Obtain 26 duplicate Fox Lake design cards. Also 26 unduplicated cards. Mark the backs of the 26 duplicates by filling in the small white dot in the center of the cards with a RED or BLUE marking pen depending upon the color of the pack you are using. Now, place the duplicates on top of the face down pack and replace it in the card box. You'll also need two slips of paper, a wine glass and a pen.

TO PERFORM

Write your first prediction, naming the force card, the card that's duplicated 26 times. Fold and drop the prediction in the wine glass. Remove the cards from the card case and begin to fan the cards face up from left to right. Tell the spectator to allow his mind's eye to scan the cards and to mentally select any card that he sees. Be sure you don't spread past the center of the pack where the 26 duplicates begin. Urge the spectator hurry as you spread without being too obvious. After you've passed 10 or 12 cards, inquire as to whether or not he has mentally selected a card. When he has, ask him to call it aloud so that you can remove it from the pack. When he tells you which card he is thinking of...remove it from the pack and place it aside face up. Now, square the cards and place them face down to one side.

Make your second prediction by writing the name of the card the spectator just selected. Be sure that no one sees what you are writing. When finished, fold and drop the prediction into the wineglass along with your first prediction. Hand the pack face down to the spectator and request that he shuffle the pack thoroughly. When he stops, glance at the back of the top card and note whether or not it is a marked card. If it is...have the card turned face up since it will be one of the 26 duplicates. If not, have the spectator give the pack a complete cut. If there is still no marked

card on top...have the deck cut until one shows up. I have never gone beyond two cuts. Naturally, as soon as you see a marked card is on top, you stop the spectator and have him turn the top card face up.

Now, all that remains is to dump your prediction slips on the table and have someone read them aloud. Naturally they match the two cards freely (?) selected by the spectator.

HEADS OR TAILS

EFFECT

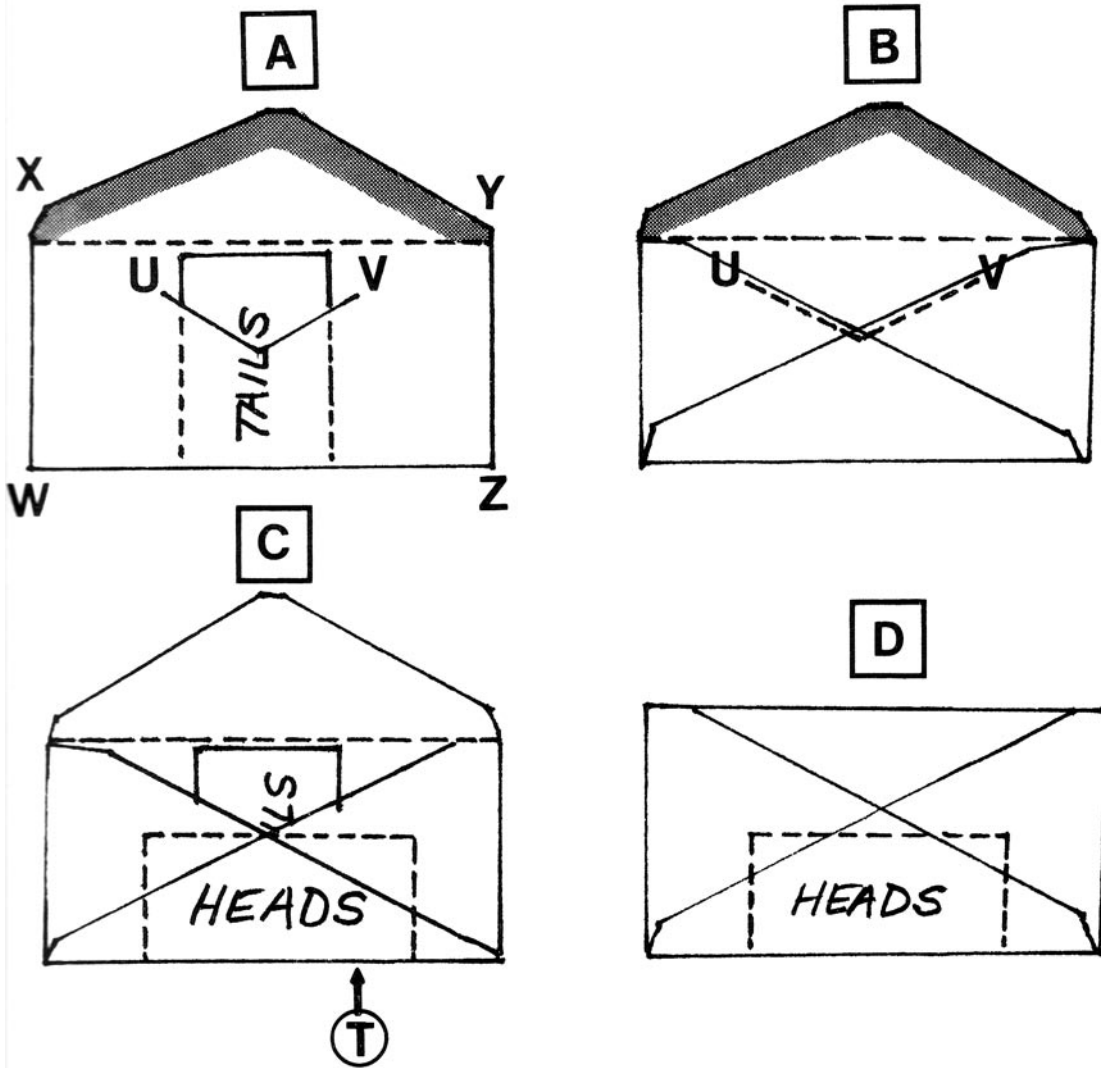
The mentalist states that the oldest wager in the history of gambling is heads or tails. Since the game is obviously a 50-50 proposition or an even money bet...the mentalist states that he will make things a little more interesting by betting the spectator \$1,000 that he can correctly predict whether a coin tossed by the spectator will land heads or tails. A prediction envelope is shown and placed aside. The mentalist states that to keep everything above board, the spectator will use an invisible coin. Pretending to hand an invisible coin to the spectator, the mentalist instructs the spectator to examine it. The mentalist points out that the coin has the word HEADS engraved on one side and TAILS on the other. The spectator is asked to toss the invisible coin in the air just for practice. The spectator does so. The mentalist explains, Don't look now sir, but you dropped the coin. The sight of the spectator picking up the invisible coin will usually evoke a laugh. Now, toss for the money, states the mentalist. The spectator pantomimes tossing and catching the coin. The mentalist asks the spectator whether the coin landed heads or tails? The spectator says heads. The mentalist opens the envelope and asks the spectator to remove a card upon which one word is boldly printed...HEADS.

TO PREPARE & PERFORM

Sure, it's a double envelope. But to the best of my knowledge, a new double envelope. Prepare two prediction cards by boldly printing HEADS on one and TAILS on the other. Cut off the address panel of an envelope as shown in illustration (A). Trim off 1/8" from sides X and Y... W and Z...and Y and Z...to enable the flap to insert easily into a matching envelope. Insert the flap and with a pencil, lightly mark a V shape from U to V. Follow the V shape of the outer envelope using it as a guide. Remove the flap and with an Xacto knife, cut a V shape slit from U to V. Now, insert panel (A) into envelope (B) and carefully glue the flap of the envelope to the back of the panel. Now, insert the TAILS card vertically into the V shaped slot so that it protrudes out of the slit as shown in illustration (B). Tuck in the envelope flap so that it covers the protruding TAILS card. Place the HEADS card horizontally into the envelope proper as shown in illustrations (C) and (D).

Naturally, if the spectator chooses HEADS, you simply spread the envelope open and allow him to remove the HEADS card. He will see nothing else inside the envelope since the TAILS card is hidden behind the flap. Should the spectator select TAILS, you simply reach into the envelope (the seam side should be facing the audience) and open out the tucked-in flap. The spectators will then see the TAILS card sticking up out of the envelope as in illustration (C). Holding the envelope between your right thumb and fingers at point (T), allow the spectator to remove the TAILS card. Either way, you create a convincing illusion that the envelope contains but one card. Most important of all, the routine is highly entertaining and contains comedy

reminiscent of Don Alan's Invisible Deck.



INCREDITABLE – THE ORIGINAL PSY-QUIK

The commercial version of Psy-Quik was an immediate success. Mentalists the world over acclaimed it for its simplicity. A truly baffling method for obtaining a spectator's written thoughts. The original version is included here for the benefit of those who did not obtain the commercial model. It requires no special apparatus and the handling is slightly different than the one I previously released.

EFFECT

The mentalist opens a leather ID case with two transparent windows. In one side is a MasterCard. The other side contains a card upon which has been typed a list of such items as shirt, socks, watch, etc. each with a retail price adjacent to it. A spectator is asked to look at the list of seven (7) items and to mentally select any item and its price as he embarks on an imaginary shopping trip. The mentalist removes the credit card and hands it together with a Listo pencil to the spectator. The spectator is then asked to jot down the price of the item he noted on the shopping list writing it on the reverse side of the credit card using the Listo pencil the mentalist has given him.

The mentalist turns away as this is being done. With his back still turned, the mentalist instructs the spectator to place the credit card, writing side down, on the palm of the mentalist's right hand. The ID case is held in the mentalist's left hand. Both of the mentalist's hands are held behind his back. Turning toward the spectator, the mentalist replaces the credit card back in the ID case while both are out of sight behind his (the mentalist's) back.

The ID case is then handed to the spectator with a request that he open the ID case and while looking at the list...mentally circle the item he is concentrating upon. The mentalist takes back the ID case and removes the list of items. Using the Listo pencil, the mentalist makes a circle around one of the items and places it writing side down on the table. The spectator is now asked to call out the item upon which he is concentrating. When he turns over the card on the table...it is seen that the mentalist has circled the very item he is concentrating upon.

TO PREPARE

You will need two identical credit cards. I simply saved my wife's and my MasterCards after they expired. Also needed are a black Listo pencil and a leather ID case. Any better leather goods store will carry the required type, which contains two clear acetate window compartments. Affix a piece of double sided scotch tape to the back of one of the credit cards and place it in one of the windows of the ID case. Cut a piece of yellow index card stock to a size that just fits into the remaining windowed compartment. On this card, type the following list of items and prices:

TIE	\$10.00
SHIRT	\$18.00
SHOES	\$30.00
PANTS	\$25.00
BELT	\$15.00
WATCH	\$90.00
SOCKS	\$ 3.00

Glue a piece of opaque white paper over the back of the remaining credit card. Now, using clear laminating film, available in all stationery supply stores, cover both sides of the yellow card...and the side of the credit card you just covered with white paper. Now, it's possible to write on the blank side of the credit card and the yellow card...with the Listo pencil. When the effect is over, all you have to do is rub off the writing with a piece of kleenex and you'll be ready to perform again. To set-up, insert the duplicate credit card underneath the yellow list card. It should be printed side up and upside down as shown in the accompanying illustration. You are now ready to perform. (Note: These days you can use a Sandford Vis-à-vis Overhead Projector pen. It writes like a permanent ink marker, but it can be erased with a damp Kleenex)

TO PERFORM

Open the ID case so the interior is visible to the spectator as shown in the accompanying illustration. The credit card is at the top. Tell the spectator to mentally select any one of the items as he embarks on his imaginary shopping trip. Be sure he notes the retail price of his selected items. Allow the ID case to close, top to bottom. Place the case on the table with the opening edge toward you. Remove the Listo pencil from your pocket and hand it to the spectator. Pick up the case and open it so that only you can see the interior (the list is in your left). Insert the fingers of the right hand behind the yellow card and remove the duplicate credit card. Allow the case to close right to left. Hand the credit card to the spectator and request that while your back is turned, he is to write the amount of his imaginary purchase on the back of the credit card using the Listo pencil. The ID case should be held in the left hand The opening of the case is to the left. If the case were to be opened at this point, the yellow card would be on the left.

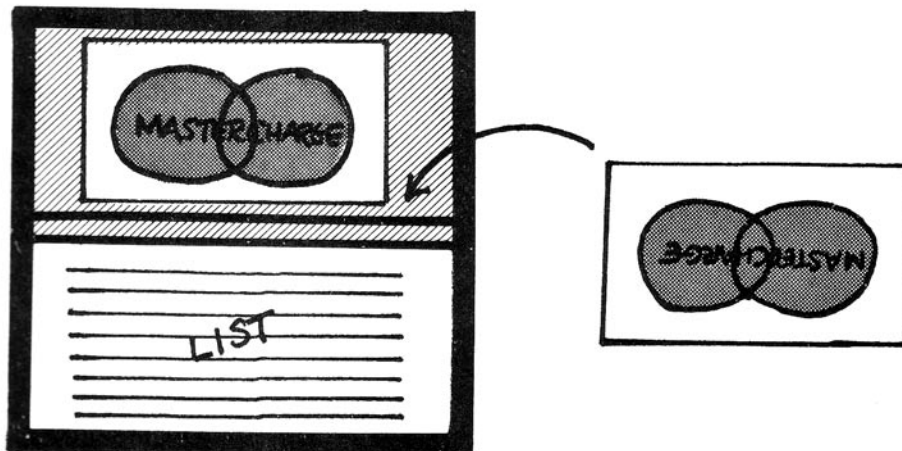
When the spectator has finished, place both hands behind your back...palms up. Instruct the spectator to place the credit card price side down on your right hand. Turn around and face the spectator. Keep both hands behind your back. Now, turn the credit card over in your right hand. With your left thumb...open the ID case in your left hand. Insert the credit card under the yellow card. Be sure you push it all the way in. Now, allow the case to close. Hand the ID case to the spectator and tell him to look once again at the list and to mentally imagine that a circle is being drawn around his mentally selected item.

As the spectator opens the case to do this, two things happen, he sees the permanently mounted credit card and thinks it's the one upon which he wrote the price of his mentally selected item. Also, since he's freely handling the ID case, it negates any possibility in his mind that the case could possibly be gimmicked.

Take back the ID case and the Listo pencil. Holding the case with the open double compartment side facing you (the yellow card is on the left) remove the yellow with your right fingers. VOILA! The spectator's secretly noted price will be visible to you in the left compartment. Because the back of the ID case is facing the spectator, he cannot see the interior of the case.

Immediately, close the case and drop it in your jacket pocket. Now, all that remains is to locate the item adjacent to the amount of money you noted on the credit card. With the Listo pencil, circle the appropriate item without letting the spectator see what you are doing. Place the list, printed side down, on the table and ask the spectator to state for the first time which item he is concentrating upon. Naturally, it's the one you circled.

As I stated previously, the handling is slightly different than the commercial version. However, as you can see, PsyQuik is one of the most potent weapons ever developed for the professional mentalist's arsenal.



ZIP

EFFECT

Anyone riffle shuffles a pack of 25 ESP design cards. The spectator then cuts off as many cards as he desires... looks at and remembers the design on the bottom card of the packet he cut off...and finally cuts the packet burying his selected design card. The pack is then reassembled and handed to the mentalist. Even though the selection procedure was totally free...the mentalist unerringly reveals the design selected by the spectator.

TO PREPARE

Stack the pack of 25 ESP design cards by placing three CIRCLE design cards on the bottom of the pack. Place one CIRCLE design card approximately in the middle of the pack and the last CIRCLE design card on top of the pack.

TO PERFORM

Remove the cards. Turn them face up and display the designs to be well mixed by running through the cards from left to right. Watch for the circle design card in the middle of the pack Cut the pack above the center circle design card, into two halves. Turn them face down on the table. (Note: Each half pack will now have a circle design on top.) Invite the spectator to riffle shuffle the two halves together. Make sure he gives the pack just one riffle shuffle. Naturally, he will end up with one of the two circle design cards on top of the pack. Now, have him cut off any number of cards he wishes. Tell him to look at and remember the design on the bottom card of the packet he just cut off. After he has done this, ask him to give the half pack he is holding one complete cut. Then, request that he replace his packet on top of the tabled half.

All that remains is for you to reclaim the pack. Turn it face up and run through the cards starting with the bottom card of the pack. Silently count the circles as you come to them. The card to the left of the fifth and final circle will be the spectator's selected design.

The things that make ZIP so perplexing are the freedom of the spectator's riffle shuffle and the duplicate make-up of an ESP design pack.

THE MATING GAME

EFFECT

The mentalist displays six manila pay envelopes. Three have RED circles drawn on them. Three have BLUE circles. Also displayed are six half-dollars. Two of them are 1971's. Two are 1972's. Two are 1973's. Any spectator is instructed to seal a 71, 72 and 73 half-dollar in the three envelopes bearing a RED circle. He is asked to do likewise with the remaining 71, 72 and 73 half-dollars, sealing each in an envelope with a BLUE circle. (Note: The spectator can place any coin in any envelope and the mentalist does not touch either the coins or the envelopes.) When the spectator has finished sealing the six envelopes, he is instructed to hand the mentalist either the RED or the BLUE set of envelopes... after he has thoroughly mixed both sets. The mentalist places his three envelopes in his jacket pocket and tells the spectator to do the same. The mentalist places an empty glass on the table.

To begin the experiment, the mentalist reaches into his pocket and withdraws one of the three sealed envelopes which he immediately hands to the spectator. The spectator is told to do likewise, handing the mentalist one of the three envelopes in his pocket. Both now tear off the end of their respective envelopes. Turning their backs to one another, the spectator and the mentalist remove the half-dollars sealed in the two envelopes. Both men check the year on the coin they have removed and after dropping same into the empty tumbler, proceed to write the date of their coin within the circle on the remainder of the envelope each is holding. The mentalist tells the spectator to fold his envelope in half with the circle inside and to place it on the table, tent-like. The mentalist does the same and places his folded envelope on top of the spectator's. The same procedure is followed with the remaining two envelopes. At this point, there are three sets of nested envelopes on the table. Each set consists of one RED circle envelope and one BLUE circle envelope. The spectator is asked to now hold up and display each set of envelopes. Believe it or not, each pair of envelopes matches. In other words, the coins have been mysteriously paired by dates...two 71's, two 72's and two 73's. An unbelievable coincidence, and remember, the spectator seals the coins in the envelopes. The spectator mixes the envelopes. The spectator selects the set to be used by the mentalist. And the mentalist removes each of his envelopes before the spectator does likewise. Naturally, everything can be left for examination. From now to doomsday.

TO PREPARE

You'll need nine (9) manila pay envelopes. With a RED magic marker, draw a circle near the bottom of the unseamed side of the three envelopes. See illustration (1). With a BLUE magic marker, draw a circle in the same manner on the remaining six (6) envelopes. Now, using a BLACK magic marker, draw a broken rule line (dotted line) on each envelope as shown in illustration (1). You'll also need a glass tumbler and nine half-dollars. Three each of three different years. For example: 3- 1971's;

3- 1972's and 3- 1973's.

Take one set of three BLUE circle envelopes. In one, seal a 1971 half-dollar. Seal a 1972 coin in another and finally a 1973 half-dollar in the third envelope. Be sure to keep track of which envelope contains which coin and snap a rubber band around them to keep them in order. Also required are two black felt tipped markers. Prior to performing, remove the rubber band and place the three envelopes in your right hand jacket pocket in their known order. The envelope containing the 1971 half-dollar should be farthest from your body.

TO PERFORM

Place the empty glass on your table. Show the red and blue circle envelopes. Place them in two piles of three each. Show the six half-dollars. Hand three of them to the spectator. A 1971, a 1972 and a 1973. Ask him to call aloud the year on each coin and then seal them, one per envelope, in the three envelopes with RED circles. When he's finished, hand him the remaining three halves and request that he call out the years on these as well and then seal each in a BLUE circle envelope.

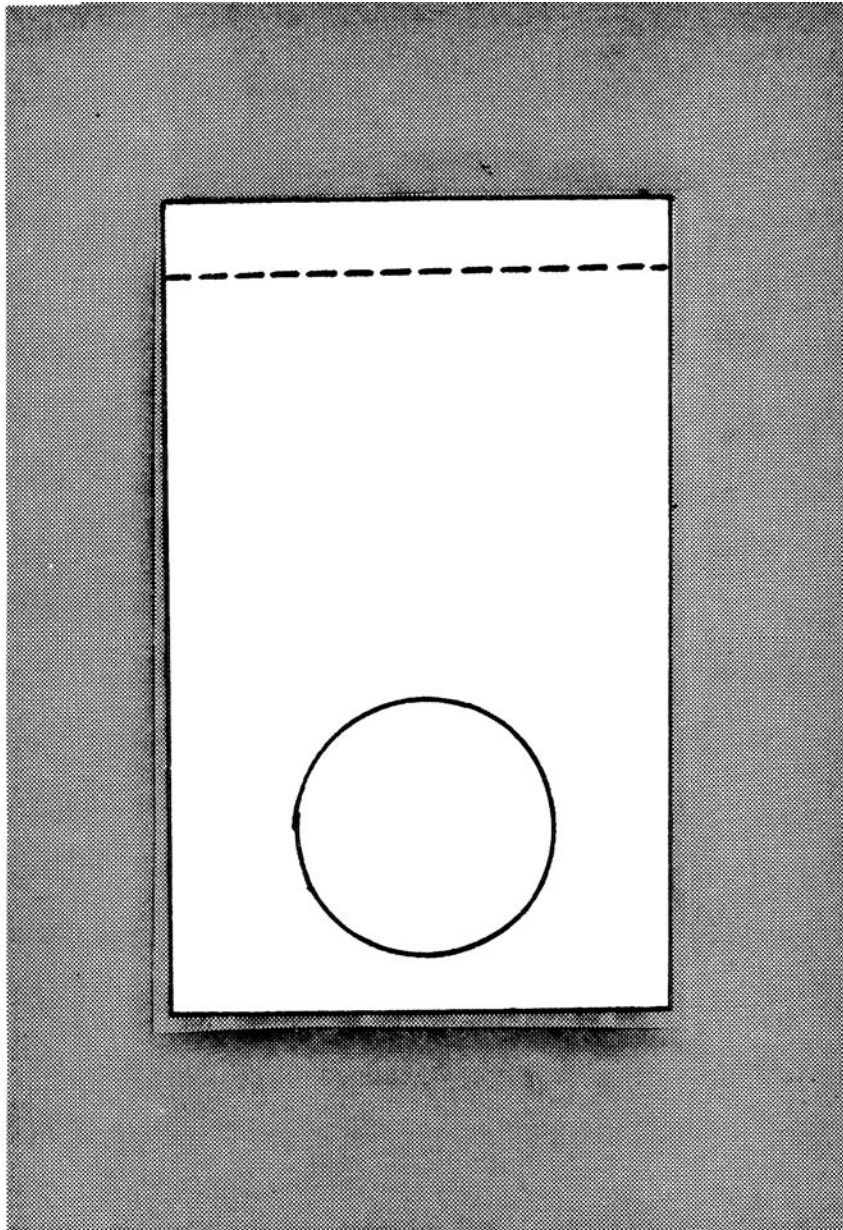
Now, ask the spectator to separately mix each set of three envelopes. Tell him to hand you either set of envelopes. This is a great throw-off. If the spectator hands you the BLUE circle envelopes, you're home free. Simply mix them and place them in your right hand jacket pocket behind the three stacked envelopes that are already there. In other words, the three stacked envelopes are still farthest from your body. If, however, the spectator hands you the RED circle envelopes, simply begin to mix them and request that the spectator do the same. Now, SWITCH sets with the spectator and place the three BLUE circle envelopes in your pocket as previously outlined. In either case, you end up with the BLUE set.

Now, emphasize the fact that the spectator has done it all. Examine the coins. Seal them in the envelopes. And mix both sets. State that you will now randomly remove one of the envelopes in your pocket. Reach into your right hand jacket pocket and remove the envelope farthest from your body, the one that contains the 1971 coin. Hand it to the spectator emphasizing the fact that you removed your envelope first. Now, request the spectator to do likewise handing you one of his envelopes. Point out the dotted line and instruct the spectator to tear off the end of the envelope. You do the same. Tell the spectator to stand back to back with you.

Now, he is to remove the coin from the envelope...note the date on same and then record it within the circle on the envelope using a magic marker you previously handed him. You do likewise. Now, tell the spectator to drop his coin in the glass and then fold his envelope in half with the circle portion inside. You do the same. Place your folded envelope on the table tent fashion. Tell the spectator to place his envelope on top of yours. Repeat the procedure with the remaining two envelopes. Be sure you remove the 72 next and finally the 73.

When you've finished, the three pairs of envelopes on the table will consist of matching pairs. The reason? You've handed the spectator the three stacked envelopes from your pocket, in order...71-72-73. And you've ignored the order of the coins in the envelopes handed to you by the spectator simply writing the years 1971,1972 and 1973 in that order on the envelopes. The fact that each time you and the spectator finish a set, you drop the coins in the glass completely destroys the evidence. From a distance of two feet, it would be impossible for the spectator or anyone else to detect the date on the half-dollars after they're dropped into the glass tumbler. The Mating Game is a fine mental effect. An amazing coincidence that will confound any audience. Naturally, everything can be left for examination.

Read the instructions carefully. Be sure that you understand the procedure thoroughly then give it a run-through. It takes a lot of explanation, but in actual performance, it moves quickly.



ESPITOME

I doubt if you will ever find a better or cleaner ESP effect than this. It will fool the living daylight out of layman in a most convincing and entertaining fashion. Just one more pet gem that I'm parting with to help make this the most practical and commercial book on mentalism ever published.

EFFECT

The mentalist opens a small wallet and removes a small packet of ten ESP design cards which consists of two matching sets of 5 designs each. The spectator is given an absolutely free choice of which of the two sets he will use. The mentalist takes the remaining set. Both the spectator and the mentalist shuffle their respective sets. Each holds their set out of sight behind their back. The mentalist states that he will remove one of his cards and place it face down on the table, first. As soon as he has done this, the spectator is invited to remove any one of his five design cards and to also place it face down on the table. Again, the mentalist places one of his cards face down on top of his first selection and invites the spectator to do likewise. After placing his five design cards in a pile on the table, the mentalist picks them up and points out that each of his selections were made before the spectator removed his. The mentalist turns over the top card of his packet. The spectator is asked to do the same. Both designs match. This is repeated with all five cards. The mentalists and spectators designs are in the same order. If that isn't a miracle. then what is?

TO PREPARE

You will need two identical sets of 5 esp design cards. Preferably those printed with Fox Lake design backs. Each set consists of a CIRCLE, CROSS, WAVY LINES, SQUARE and STAR. You will also require a DOUBLE BACK card that matches the back design of the ESP cards. Before proceeding, it will be necessary to mark the backs of BOTH sets of cards. To do this, use the point of an exacto knife and mark the CIRCLE by carefully scratching away the ink in the area shown in illustration (A). Mark the CROSS as in illustration (B). See illustration (C) and (D) for the markings on the WAVY LINES and the SQUARE. The STAR is NOT marked at all Now, you will be able to identify ANY card from some distance away. Stack the cards as follows. Place the following cards face down The STAR. Next, the SQUARE on top of the star. The WAVY LINES on top of the square. Next, the CROSS and finally the CIRCLE. Place the DOUBLE BACKED CARD on top of the face down CIRCLE. Now, continue by placing a CIRCLE face UP, followed by the CROSS, WAVY LINES, SQUARE and STAR. These five cards are face UP. Place the packet in your wallet and you're all set to perform a strong mental effect.

TO PERFORM

Remove the packet of ten cards (actually 11). Spread the face up designs and show them to the spectator. You can even spread beyond the top 5 face up cards so the spectator can see there are several face down cards. Now, turn the entire packet over and show that there are 5 duplicate designs. The fact that there is an extra card will not be apparent because it is a double backed card. As the packet is turned over it merely becomes one of the face down cards and is therefore invisible to the spectator who has clearly seen that you have but ten cards. State that as you revolve the packet over and over...the spectator can call stop at any time. The face up set of cards at that point will be his to use. This little subterfuge means nothing as far as the working is concerned since both sets of design cards are marked...yet, it seems to add to the fairness of the experiment. As soon as the spectator calls stop, hand him the five face up design cards and tell him to turn them face down. He is then instructed to shuffle his selected packet of cards. You do the same, performing two complete overhand shuffles which automatically returns the packet to its original order. Be sure to shuffle carefully so as not to get the cards out of order.

Now, place your packet of cards behind your back and instruct the spectator to do the same. State that you will place one of your cards face down on the table. . .first. Be sure to emphasize the fact that you are placing one of your cards down before the spectator follows suit. Actually, you place the double backed card down first. As soon as the spectator places one of his cards down in front of himself.. check the back of his card for your secret mark. As you are doing this, arrange the balance of the five cards behind your back in the well known piano position to help you keep better track of the cards. the circle and the cross go between the pointer and middle fingers. the wavy lines and the square go between the middle finger and the ring finger. the fifth design card, the star goes between the ring finger and the little finger. Now, thinking of the five designs as numbers...(the CIRCLE is made of ONE continuous line...the CROSS is made up of TWO lines...the THREE WAVY LINES...the FOUR sides of the SQUARE... and the FIVE points of the STAR) it's a simple matter to not only quickly reach for any on the five designs. . .it's also a simple matter to remember which cards are left after some have been removed.

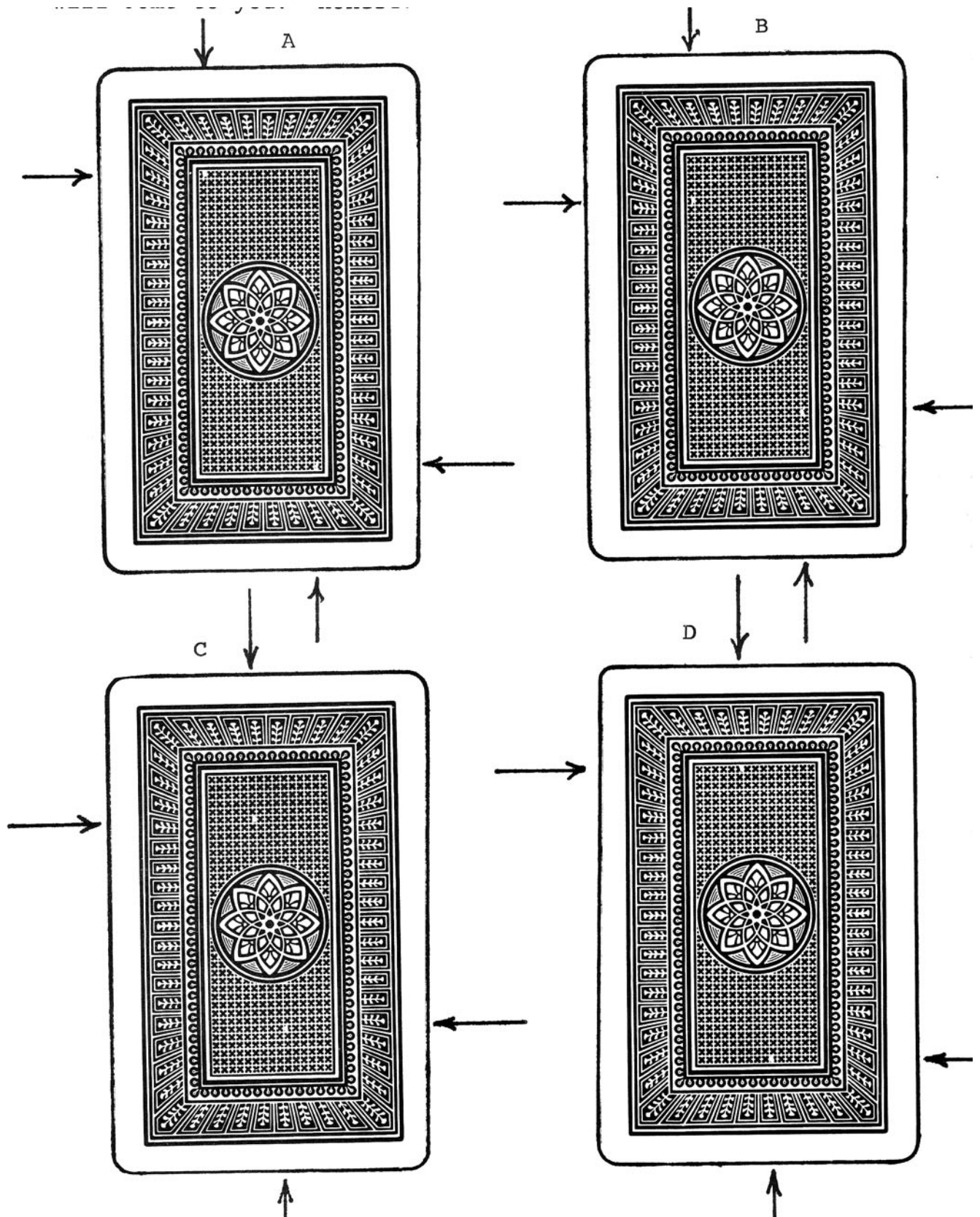
Now that you know the identity of the spectator's first card...simply remove its mate from behind your back and place it down as your second selection. Emphasize once again that you are placing your card down first. Instruct the spectator to place any one of his cards down on his pile. Once again, note the marking on his card and remove its mate as your next selection. When you have two cards left behind your back... the spectator will also have two cards, but he will think that you have but one. When he places his fourth card down you will have two cards to his one. Note the identity of his fourth selection, the one on top of his tabled packet. Behind your back, quickly place the mate of his fourth selection under the remaining card. Bring both cards out aligned as one and place it (them) on top of your pile, apparently as your final card. The spectator will then drop his fifth card on top of his pile.

Pick up your pile of cards and have the spectator do the same. Turn your top card

face up and have the spectator follow suit. Both designs will match. Tell the spectator to place the card aside and pick up his next selection. As he does this, turn your first card face down, and place it under the packet of cards you are holding. Remove the top card of your packet and turn it face up. Tell the spectator to do the same. Once again the designs match. Repeat with the remaining three cards...remembering to turn each card face down before you place it under the cards you're holding. When you've matched the final pair (you can tell without counting since the spectator's cards have been dropped on the table and he will be out of cards)...the top card of your packet will be the double backed card. The miracle match-up is over. Gather up and pocket the cards and take a well deserved bow.

I have made ESPITOME up in jumbo cards for stage work. In this version I use two poker hands...a straight flush in spades and clubs. The working is practically the same with just a slight adjustment in the handling due to the size of the cards.

Make this up and give it a try. It's a beautiful effect and easy to perform. Practice holding the cards in the piano position as this is the only part of the routine that requires work. Since the cards are divided up into sets 1 and 2...3 and 4...and 5...it's easy to keep track of the cards. For instance, if you place the 2 card down, the remaining card between those two fingers has to be the 1 when you require the 1. Sounds complicated, but one or two trials and it will come to you. Honest.



SECOND SIGHT

The mentalist removes four small coin purses from a paper bag and has his assistant hand one to each of four spectators seated in a row on stage. The spectators are instructed to open the change purses and remove the contents. Each purse holds a shiny silver dollar. Each spectator in turn is asked to call out the date on his silver dollar to show that each of the four coins contains a different year. Now, the mentalist's assistant passes from spectator to spectator allowing each in turn to drop his silver dollar into the paper bag. The bag is shaken, mixing the coins. Each spectator is now allowed to reach into the paper bag held by the assistant, and to remove one silver dollar each. The mentalist has his back turned to the four spectators during this entire procedure. The four spectators are instructed to look at the year on the silver dollar each has freely selected and to memorize same before placing the coin back in the coin purse. The committee is asked to mix the coin purses up by swapping them back and forth until no one, not even the spectators themselves have any idea as to which purse is which. The mentalist's assistant gathers the four purses and places them in a pile on the table.

The mentalist instructs his assistant to remove the coin from the top purse and to hand it to one of the members of the committee. Four times this is done while the mentalist stands well away from the table and allows his assistant to return each coin. The spectators are instructed not to look at the coin until the mentalist says to do so. Now, the first spectator is asked to call out the date he memorized. Say it is 1922. The mentalist then tells the spectator to call out the date on the silver dollar he is holding. It is dated 1922. In fact, all four spectators are left holding the coin whose date matches the one they are concentrating upon. At no time has the mentalist even come near either the spectators or the purses and coins.

Is this a great effect? You'd better believe it. Properly done, you'll leave your audience totally baffled. I prefer to use my assistant for this one. It definitely increases the mystery. Naturally with some modifications in the procedure, it could be done as a single...but believe me, done the way I've described it, it will leave them stunned.

TO PREPARE:

To perform this outstanding effect, you will require four of the spring top purses described in Book I to perform an effect entitled Mental Case. The type of purse I am referring to is 3-1/4" wide by 3" deep and is opened by squeezing or pressing in on the two top corners causing the edges or opening of the purse to buckle outward permitting coins to be dropped in or removed. Once the finger pressure is removed, the purses automatically snap shut due to strong spring action metal strips inside the top edges of the purse. These purses can be found at better department stores or leather goods stores.

Once you've got four of the proper type of purses, you will note that there is an exposed hinge at each corner consisting of three parts. Using a black, permanent

type magic marker felt tipped pen...blacken the top third of the hinges on one of the purses. Blacken the middle third of the hinges on a second purse. On a third purse, blacken the bottom third of the two hinges. Leave the fourth purse unprepared. When dry, the blackened portions of the brass hinges can be seen from a good six to eight feet away. Obviously, if you consider the top third of the hinge as number one...the middle portion as number two and the bottom portion as number three (if no portion of the hinge is blackened, consider it number four)... Then it's a simple matter to identify each purse from some distance away if they are stacked in a pile with the hinges facing you.

You will also require four silver dollars with different years such as 1922, 1923, 1924 and 1925. In a dollar in each purse and stack them inside an open paper bag with the number one purse on top followed by the second, third and fourth.

TO PERFORM:

Follow the procedure outlined under the effect. Hand the four purses to your assistant with the number one purse on top. She hands one purse to each spectator beginning with the one on the left who you will consider spectator number one...and so on down the line. Tell the spectators how to open the purses. Ask them to remove the coin in each and to call aloud the year, in turn. Now, have the coins collected by your assistant in the paper bag. She shakes them up and allows each spectator in turn to remove a coin. The spectators are instructed to remember the year on the coin each has now freely selected. The spectators are asked to replace their coin back in the purse and to swap purses as previously described. Your assistant now gathers up the purses and places them in a stack on a table located halfway between you and the spectators. Be sure that during the entire procedure you keep your eyes riveted on the audience...not on the four committeemen. Now, for the first time, turn slightly and gesture to the pile of purses as you ask your assistant to remove the coin from the first purse and to hand it to the second gentleman from the left in the row. Actually, as you gesture toward the pile of purses, note the marking on the hinge of the top purse. It immediately tells you which spectator the purse belongs to...one, two, three or four. As soon as you've noted the secret marking, immediately turn your head toward the audience. They'll never even remember that you turned away. Your assistant removes the coin...drops the purse aside and proceeds to hand it to the spectator you've designated. Be sure to tell the spectators that they are not to examine the coin just yet. Each is to hold the coin handed to them in their clenched fist.

Once again, turn your head and tell your assistant to remove the coin from the next purse. Again, you note the marking and direct your assistant to the proper spectator. Repeat with the remaining two purses without turning towards your assistant. How? Simple. Now that there are but two purses left, tell your assistant to remove the coins from both purses and to return the coin in her right hand to one of the remaining spectators, say to spectator number three and the coin in her left hand

to spectator number four. Actually, your assistant reads the marking on the two remaining hinges and places spectator number three's coin in her right hand (the smaller of the two remaining spectator numbers) and spectator number four's coin in her left hand. In this manner, even though you haven't seen a thing...the right coin goes to the proper spectator. Diabolical? You bet it is. Remember, the smaller of the two remaining numbers used to designate the spectators is always the coin she is to hold in her right hand.

Now, all that remains is to have each spectator in turn call out the year he is concentrating upon...and then the year on the coin he is holding. Naturally, each spectator's memorized year matches the year on the silver dollar he holds. You just have to perform this to see how effective it is. SECOND SIGHT is a an excellent effect.

MIND PROBE

So many times, we are called upon to demonstrate our unique abilities when we least expect it. Mind Probe is one of my favorite original creations for just such an occasion. It is easy to carry. It's available on a moments notice. It's quick and extremely baffling. The method is super clean and clever. In addition, a cute subtlety makes it seem even more difficult than it really is See if you don't agree.

EFFECT:

The mentalist removes his wallet and extracts a dollar bill. Folding it in half, he holds it up so that the spectator has a clear view of one of the bill's serial numbers. Explaining that all U.S. paper currency has an 8-digit serial number, the mentalist asks the spectator to carefully look at the serial number and to mentally select any one of the 8 digits. The spectator is asked to confirm whether or not he had an absolute free choice of several different numbers. The spectator agrees. The spectator is asked if he would like to change his mind. When he is satisfied with his choice, the mentalist asks the spectator to call out the one number he mentally and freely selected. When he does so, the mentalist immediately shows everyone that without a doubt he knew in advance precisely which of the digits the spectator would mentally select.

TO PREPARE:

The most difficult part of preparing for Mind Probe is to locate the proper type of dollar bill. You could actually have one in your possession right this very minute...or you could have to do a little searching. First, what kind of bill do you need? Well, the serial number on your dollar bill must have only 3 possibilities out of 8. In other words, even though there are 8 digits, the numerals that make up that 8-digit number must be a combination of only three numbers. For instance, in the illustration, the number 27724724 actually gives the spectator a choice of only 3 digits...2-7-4. The subtle mention of the fact that U.S. paper currency has 8 digits is what conditions the audience's mind that the spectator has a broader selection to choose from than he actually has. Since the spectator does have a choice of 3 different digits, he will be satisfied that all is fair and above board.

The easiest way to locate several bills that fill the bill (forgive the pun)...is to obtain two packages of one dollar bills (they come \$50 to a pack) from your local bank. Naturally you'll have to give them a check for \$100 in return. Be sure you specify that the bills should not be new ones. Look through them. You'll probably find several. Use one and put the others away in case you need them at some future time.

To prepare the bill, select one of the three possible numbers and circle it in the serial number in the lower left hand corner of the bill as it faces you. See illustration (1). Select one of the two remaining possible numbers and neatly print it on George's

forehead. Turn the bill over so that the lighter side faces you and print **YOU WILL THINK OF THE NUMBER ...and fill in the last of your three possibilities.** See illustration (2).

It will now be necessary to pre-fold the bill, making sharp creases to facilitate quickly folding it in the proper configuration as soon as you have removed it flat from your wallet.

FOLD NUMBER ONE: Fold the bill in half, with the darker side **IN** and the lighter side **OUT**. Crease with your finger nail.

FOLD NUMBER TWO: Hold bill with lighter side out with the folded edge to your left. Fold back the top half and crease along the line formed by the **E** in **UNITED** and the **O** in **ONE**. See illustration (1). The bill should now have its darker side up and look like a shrunken bill.

FOLD NUMBER THREE: Now, fold back the left hand side and crease. Folds 2 and 3 will be aligned. Turn the half bill over. It should look like illustration (3).

FOLD NUMBER FOUR: Move edge **A** to the left and fold down as shown in illustration (3). Fold 4 should now be aligned with fold 1.

HOW TO SHOW ANY ONE OF THE THREE POSSIBLE DIGITS: When the bill has been folded after removing same from your wallet, the spectator's view is as shown in **ILLUSTRATION (3)**. To show the numeral 2 as in our example, it is only necessary to move the edge known as fold 3, to the right like turning the page of a book. The spectator will see George's picture with a bold numeral 2 on his forehead. If the spectator should select the numeral 7...all that's necessary is to turn the folded half-bill around showing the duplicate serial number with its encircled 7. See illustration (5). Should the spectator select the third possibility, simply grasp the edges **A** and **B** at point **X**...and open the bill out fully with the lighter side facing the spectator. Have him read what you wrote across the top edge of the bill.

TO PERFORM

Have the bill folded flat in your wallet along with several other bills. To perform, patter about precognition and state that you would like to attempt a small experiment using a dollar bill. State that the bill contains a premonition you had earlier in the day. As you state this, remove the bill from your wallet and keeping it in motion, quickly fold it along the pre-creased folds so that George is hidden inside and the serial number with the encircled 7 is facing you. The half the spectator sees is shown in illustration (3). State that U.S. paper currency has an 8-digit serial number. Hold the bill up so the spectator can see the number. Have him mentally select one of the several possibilities. Note that you state several...not eight. Ask if he wishes to change his mind. When he's settled on one digit...ask which number

he's concentrating upon. Depending upon which of the three possible numbers he selected...proceed as previously outlined to prove that you have correctly predicted which number he would concentrate upon.

Immediately call for applause for your volunteer (to distract attention from the bill) and replace the bill in your wallet as you proceed to your next miracle. In the event the spectator's number is the one on George's mind, you can add a little humor by stating that it's a little known fact that George Washington had great psychic ability. In fact, if the spectator will call out the number on George's mind, you'll prove it. But, no matter which of the three revelations you use, be sure that you have the spectator call it aloud.

I'm sure you will get great pleasure out of performing this little gem. At no time does the spectator get a glimpse of the possibilities other than the one you show him. It's a fabulous semi-impromptu effect.

If spectator selects the number 7 simply turn bill over and show that you previously circled the mentally selected number. To show a third possibility, grasp edge (A) near point (X) with right fingers. Hold edge (B) with left fingers. Move right fingers to the right, opening bill with lighter side facing spectator. Have spectator read aloud your prediction printed along the top edge of the dollar bill.

Open on fold #t if spectator's choice is the number 2. Show what's on George's mind.

M I N D E R O B E

ILLUSTRATION # ONE

WRITE ONE OF THE THREE DIGITS ON GEORGE'S FOREHEAD

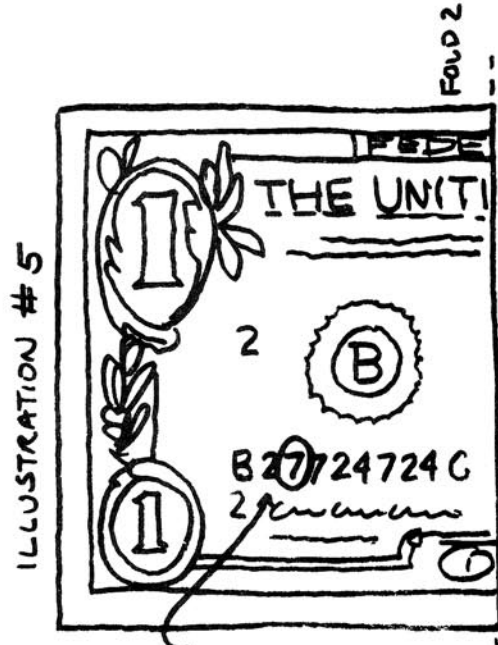
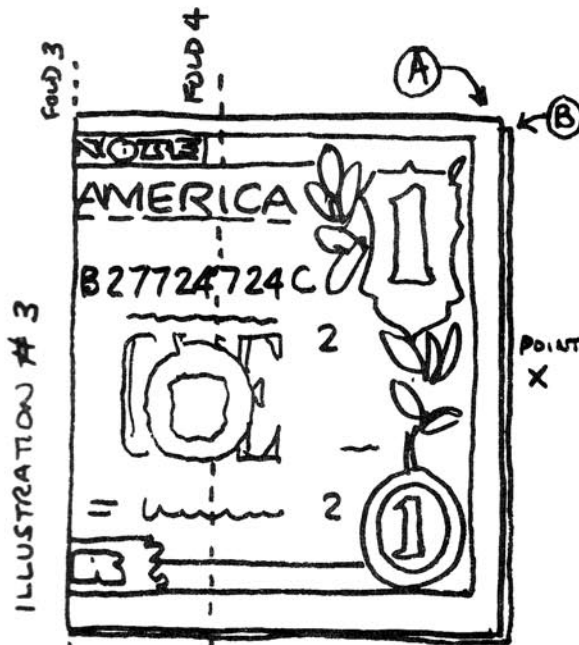
FOLD 2 FOLD 1 FOLD 3 FOLD 4

CIRCLE ANOTHER OF THE THREE POSSIBLE CHOICES

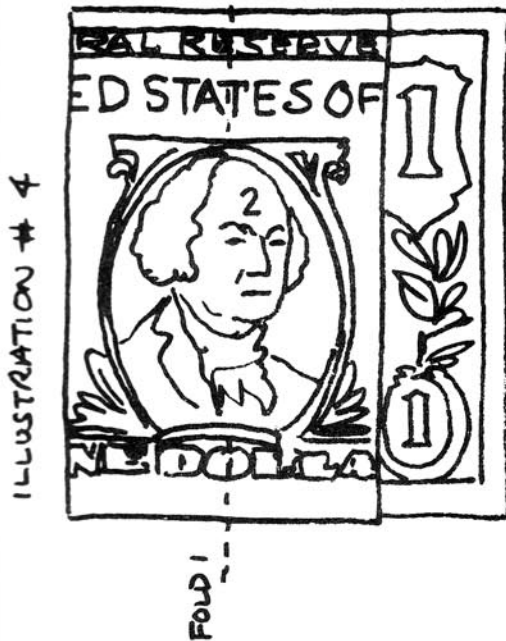
PRINT THAT POSSIBILITY HERE

YOU WILL THINK OF THE NUMBER FOUR

ILLUSTRATION # TWO



SPECTATOR'S VIEW
 ↑
 →
 ↓



Open on fold #1 if spectator's choice is the number 2. Show what's on George's mind.

If spectator selects the number 7... simply turn bill over and show that you previously circled the mentally selected number.

To show third possibility grasp edge (A) near point (X) with right fingers. Hold edge (B) with left fingers. Move right fingers to the right, opening bill with lighter side facing spectator. Have spectator read aloud your prediction printed along the top edge of the dollar bill.

FOOLETTE

If I were marketing this gem, it would probably go for \$25.00. The reason? It's a beautiful effect. A powerhouse accomplished by the simplest of methods. It began with a roulette force that caught my eye in Close-Up Cavalcade by Mentzer. Little did I realize when I began to experiment with it that Fool-Ette would result.

EFFECT: The mentalist displays a paperback book entitled WINNING CASINO GAMBLING by Terrence Reese and hands it to a spectator for examination. The spectator then inserts a playing card anywhere he wishes in the book. Half the card is left protruding. The mentalist turns his head away and opens the book to the pages bisected by the protruding card. The spectator is instructed to memorize the page number at that point. The performer then removes the card and tosses it and the book on the table. Handing the spectator a pad and pencil, the mentalist instructs the spectator to record the page number he noted. The mentalist turns away as this is done. (Note: The mentalist actually does NOT know which page the spectator peeked at!) Now, the mentalist picks up the book and turns to a section that deals with Roulette and allows the spectator to mentally select any row of three horizontal numbers as shown on a roulette table layout. The spectator actually has a free choice of three numbers. The book is cast aside.

The spectator is told to write the three numbers he mentally selected in a vertical row beneath the page number he previously recorded. As the spectator does this the mentalist jots something down on a piece of cardboard and places it writing side down on the table. The mentalist explains that in the science of numerology, it is necessary that all multiple digit numbers be reduced to a single digit in order to determine one's lucky number. The spectator is now asked to total the figures on the pad and if his answer contains more than one digit...he is to add the digits in his answer together until they result in a single digit For example: the spectator notes page 56. Then he mentally selects the numbers 25, 26 and 27. Adding these four numbers together gives him a total of 134. To reduce the sum total to a single digit, the spectator would add $1+3+4=8$. As a result, the spectator's lucky number would be 8. In spite of the fairness of the procedure...when the mentalist displays his previously written impression, it reads...YOUR LUCKY NUMBER IS EIGHT.

Go back and read the description again. The book is examined. The spectator inserts the card anywhere within the book. The page where the card is inserted is the page the spectator looks at. The numbers on the roulette layout are mentally selected. A choice of 3 numbers out of 36. Without question, this is a mind-boggling effect...and best of all, the method is diabolically simple.

TO PREPARE

The book I use is entitled WINNING CASINO GAMBLING by Terrence Reese. In addition, you will need two (2) Two of Spades playing cards. A small bulldog

clip. A pad, two markers and a 8" x 10" sheet of white cardboard. To assemble the gimmick...carefully cut off the front cover of one of the two books. Discard the rest of this book, since you'll only need the cover. Prepare this cover by covering the area marked (A) in the accompanying illustration with adhesive backed clear laminating film available from stationery stores. (Note: This is to give the cover a slick surface to facilitate later sliding a card more easily across its surface.) Now, place double-sided scotch tape along the edges indicated by shading on illustration (A). Put this cover aside for a moment. Cut out a thumb slot as shown on the right edge of the front cover. See illustration (B). With a black magic marker, coat the cut edges of the slot with black ink to help hide them later on. Now, you're ready to assemble the gaffed book.

Open the book and carefully align the extra loose cover behind the real cover of the book. As soon as all edges are carefully aligned...press the two together. You now have a double thick cover with a cut-out along the right hand edge and a secret compartment between the two covers. Now, insert one of the playing cards into the secret compartment as shown in illustration (C). Place the second card as shown in illustration (D) and hold in place against the cover using the small bulldog clip. Now, examine the book. If you've done a neat job, the book will look totally innocent and unprepared. The clip and card hide the cut-out completely. In addition, when you remove both cards and clip...the thumb slot is hard to spot from a few feet away because the second cover fills in the cut-out area. But, because of the way you handle the book, the audience never has a chance to see the cut-out area anyway.

TO PERFORM:

Show the book and hand it to a spectator. Tell him to quickly glance through the book. Ask him if he has ever read the book? Regardless of his answer, take it back and hold it in your left hand with the cover facing you. Remove the bulldog clip dropping it in your jacket pocket. The left thumb temporarily holds the playing card against the cover of the book as this is done. Hand the card to the spectator. Look at the cover and read off the title and author stating that the book contains everything you ever wanted to know about the strategies of successful betting and were afraid to ask. Turn the book over from right to left. As you do so, allow the fingers of the left hand to mask the cut-out portion. The cover is now facing the audience. Now, turn the book back left to right so that the cover is once again facing you. Hold the book in your right hand. (see illustration e.) Take the card from the spectator and holding it with its back facing you... Show the spectator how he is to insert the card halfway...anywhere in the book. Caution him to be sure and leave at least half the card protruding from the edge of the book. When he has done this, openly slide the card around to the position shown in illustration (f). Turn your head away and open the book, spreading it apart where the card was inserted. Hold the card in place against the right hand page as the spectator sees the book. Tap your right little finger against the page and ask the spectator to note the page number below the playing card. This forces him to note a left hand page number. Should

by chance the page not have a number...simply tell him to note the page number of the opposite page.

Ask the spectator if he has memorized the page number? When he says that he has, allow the book to close from left to right. However, simultaneously with the closing of the book...the fingers of the right hand which are still holding the inserted card in place...push the card all the way into the book where it will be trapped at the spine of the book between the selected pages. Immediately allow the right thumb to contact the card inside the double cover through the cutout slot. Slide this card to the right just as if you were removing it from between the pages of the book. I usually time this action to coincide with a remark that the spectator should not forget his freely selected page number. To emphasize what I have just said, I gesture with the card as it clears the edge of the book.

Fellow mentalists, the illusion is perfect. It simply looks as if you removed the card the spectator inserted in the book and since you don't actually have to know the page number at this stage of the effect. . .you can really make a big thing out of turning your head well away as the selection takes place. Now, toss the card on the table followed by the book...cover side down. At this point, the card the spectator inserted has become a secret bookmark. Hand the spectator a pad of paper and a marking pen. Tell him that while your back is turned he is to write down his freely selected page number near the top of the pad. While he is doing this, pick up the book and holding it in your left hand, state that you will now turn to the section of the book that deals with roulette. As you say this, the right thumb breaks open the book lightly and slightly at the point where the hidden card is located. This practically happens automatically. Try it and see. Quickly note and remember the left hand page number.

Continue to thumb through the pages till you come to the Roulette Table Layout on page 92. (Note: If per chance, the spectator inserted the card between pages 92 and 93 don't panic, there are additional table layout illustrations on pages 94, 96, 98, 99, 101, 102, 103, 105, 106 and 107 which can also be used.) While you are turning to page 92, you can quickly and easily determine what the spectator's eventual lucky number will be. Here's all you do. Reduce the digits in his selected page number to a single digit, by adding them together. In other words, suppose his page number is 56. Add $5+6$ and you get 11. Add $1+1$ and you get the single digit 2. Now, simply add six (6) to your answer and as long as the sum total is a single digit...you've determined what the spectator's lucky number will be. In this case...it would be EIGHT (8). Should the sum consist of two digits after you've added the 6...then simply add them together again to reduce the final answer to one digit.

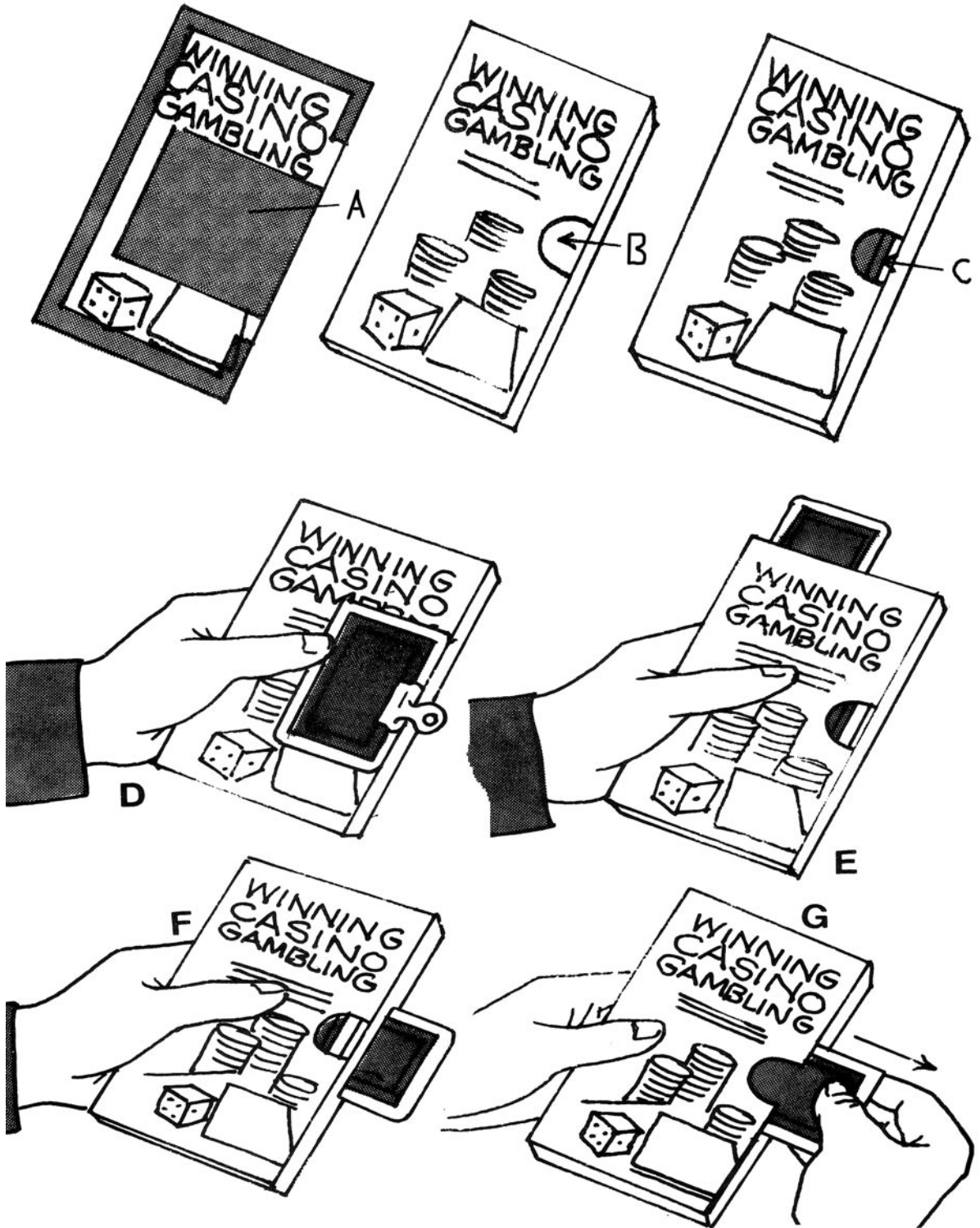
Show the roulette layout on page 92, first to the audience, and then to the spectator. Tell him to hold the pad behind his back so that no one can accidentally see the page number he previously recorded. Tell him that he is to now mentally select any horizontal row of three numbers and while your head is turned away...he is to

jot them down in a vertical row beneath the page number he noted. Make sure the spectator understands what he is to do...then turn your head away while he does it. Tell the audience that the spectator has not only had an absolutely free choice of page number...he now has a free choice of three out of thirty-six numbers on the layout. When the spectator has finished, have him draw a line beneath the four numbers and proceed to carefully add them up. While he is doing this, do not even glance in his direction. Simply pick up the piece of white cardboard from your table and with a marking pen, proceed to write... YOUR LUCKY NUMBER IS 8. Place the cardboard writing side down on the table. Now, explain that in the science of numerology, it is necessary to reduce all multiple digit numbers to a single digit in order to determine ones lucky number. Ask the spectator if his answer consists of more than one digit? If it does, have him add the digits together until he has reduced it to a single digit. When his lucky number is compared to the impression you previously wrote on the piece of cardboard...naturally, they match.

The principle used to accomplish this effect is a little known fact that all twelve horizontal rows of numbers depicted on a roulette table layout when added together will reduce down to six. Since you and the spectator are using the same page number and eventually both add six...the answers have to be identical.

Naturally, the sneaky method used to gaff the book can also be applied to any traditional book test. For example, find a book on the occult that has an illustration of a mystic sign somewhere near the back of the book. Now, you can have a spectator freely select a page by inserting a Tarot Card anywhere in the book. After he memorizes the first two or three words on the selected page...you toss the card and book aside as previously outlined while the spectator records his thoughts on a pad. Then, you pick up the book and while locating the page containing the mystic sign...you quickly note the selected words. Now, while apparently gazing at the mystic symbol you proceed to divulge the spectator's thought of words.

As per usual, I have taken great pains to give you as much performing detail as possible. However, the effect takes but a few minutes to complete, so give it a try. It is one of the most effective book tests I have ever created.



CARD FLASH

EFFECT: A sealed pack of playing cards is placed in full view on the table. It is bound by several stout rubber bands. The mentalist holds a sealed envelope and a pen. A spectator is asked to hold up his right hand and with his fist clenched. The mentalist states that when he snaps his fingers, the spectator is to hold up any number of fingers from one through five. The mentalist snaps his fingers and the spectator holds up three fingers. The mentalist writes the number three on the face of the envelope. A second spectator is also asked to hold up his right hand with his fist clenched. The mentalist states that when he snaps his fingers, the spectator is to hold up any number of fingers from one through five. The spectator holds up two fingers. The mentalist records the number two on the envelope next to the first spectator's number. Turning the envelope around, the mentalist displays the number 32 freely created by the two spectators. The envelope is placed aside. The mentalist removes the pack and turning it face up quickly shows that the cards are well mixed. The deck is then handed to a spectator with a request that he deal 32 cards face down on the table. The mentalist tears open the envelope and removes a prediction card which states that the two spectators would freely create a number which would result in a selection of the two of hearts. Sure enough, when the 32nd card dealt by the spectator is turned face up, it is the Two of Hearts.

TO PREPARE:

You'll need a prediction envelope prepared as shown with two slits cut across its un-seamed side where indicated in the accompanying illustration. Also a prediction card prepared as shown so that when the card is inserted properly in the envelope, the space at the bottom of the card will be on the outside of the envelope where you will eventually write in the name of the predicted card. To properly insert the prediction card, push the card into the envelope and out of slit (A), then back into slit (B). You will need a small pair of scissors and a pack of playing cards complete with JOKERS. Stack the deck as follows: Any 11 cards followed by the A, 2, 3, 4, 5 of DIAMONDS. Any 5 cards followed by the A, 2, 3, 4, 5 of CLUBS. Any 5 cards followed by the A, 2, 3, 4, 5 of HEARTS. Any 5 cards followed by the A, 2, 3, 4, 5 of SPADES. The 51st and 52nd cards should be the two Jokers...followed by any 2 cards.

TO PERFORM:

The nice part about this effect is that little memory work is required. The limited force of the double digit number results in only 22 possibilities (If the spectator should end up with 53, 54 or 55, which is possible, then the selection should be repeated since there are only 52 cards in the deck.) To determine the card that lies at the selected number, all you have to remember is the order of the suits as follows: DIAMONDS, CLUBS, HEARTS and SPADES. The number ONE will automatically signify DIAMONDS. TWO will signify CLUBS. THREE means HEARTS and FOUR

means SPADES. Now, when the first spectator chooses a number from one through five, it will tell you the suit of the chosen card as previously outlined. Say it is a 3. That means the predicted card will be a HEART. Follow the effect up to the point where the first spectator holds up one to five fingers. Remove the envelope from your pocket, holding it so the un-seamed side cannot be seen by the spectators. With your pen, write the number 3 near the top of the envelope...then allow your hand to drop down where you write the suit (HEARTS) in the form of the letter H where shown in the accompanying illustration... on the exposed portion of the prediction card.

Have the second spectator hold up any number of fingers from one through five. Write his number adjacent to the first spectator's number. Say it is a 2. This means that the combination of the spectator's two numbers results in the number 32. It also means that the 32nd card from the top of the pack will be the Two of Hearts. Allow your hand to drop down and write the number 2 in front of the H. The double writing is easy as pie and will not be suspected, as those of you who perform Koran's Gold Medallion well know. When you've finished, turn the envelope writing side down on your upturned left hand and with your fingers masking the protruding portion of the prediction card, show the bold number 32 to the audience. Place the envelope to one side, writing side down. Pick up the deck of cards, removing them from the box. Holding them face up...quickly and unevenly run through the cards showing them to be well mixed. Turn the pack face down and hand to a spectator requesting that he count down to the 32nd card. Pick up the envelope and with a small pair of scissors, cut the end off the envelope. Reach inside and pull the card halfway out. Let the spectator remove it the rest of the way. As he reads your prediction aloud and shows it to the audience, pocket the envelope. You're clean.

DUO-MATIC

If the principle used in the following effect had not been resurrected by others in recent years, I would not have included this little gem. It is without a doubt one of the most startling and perplexing effects I have ever performed. The principle belongs to Bob Hummer. The routine is mine. The pleasure of performing it is now yours. Duo-Matic is so clean, so baffling and more important, so simple and easy to perform, I'm sure you'll add it to your repertoire immediately.

EFFECT:

Two spectators are invited to stand on either side of the mentalist. Two envelopes are displayed. Placing one aside for a moment, the mentalist removes and displays four jumbo cards from the remaining envelope. The four cards are counted one at a time, face down. A rubber band is then snapped around the packet and it is returned to the envelope. This envelope is then handed to the spectator on the mentalist's right. The second envelope is then opened and four more jumbo cards are displayed with their backs to the audience. The cards are then handed to the spectator on the mentalist's left for mixing. Retrieving the cards, the mentalist displays the faces of the cards toward the audience and it is seen that each contains a different geometrical design...a cross, circle, square and star. The cards are then squared and handed back to the spectator on the mentalist's left who is told to hold the packet face down. Furthermore, he is asked to follow the instructions called aloud by the other spectator as he reads them aloud from the face of the envelope that he is holding.

The mentalist stands between the two spectators and watches the proceedings. (How's that for simplicity of performance?) As the spectator on the mentalist's right reads a list of 14 OPTIONAL moves...the spectator on the mentalist's left makes his choices and shifts his four cards accordingly. Upon completion, the spectator is left holding three face down cards and one face up card...the STAR design. The spectator on the right is asked to open his envelope and to remove its contents...the four rubber banded cards. The spectator is asked to carefully remove the rubber band and to fan the four cards. Believe it or not...even though the four cards were placed face down in the envelope earlier...one card has mysteriously turned face up...the STAR. Imagine the audience's surprise. The two spectators handle the cards and envelopes throughout. Everything can be examined. And to top it off, the mentalist appears to be an innocent bystander to the entire proceeding.

TO PREPARE:

The effect is practically automatic. Normally, I don't like moves in mentalism...but in this case, it's well worth it. All you need is a duplicate set of four jumbo ESP cards. Two circles, two crosses, two squares and two stars. Mark the back of one of the STARS. Two envelopes large enough to accommodate the jumbo cards will also

be needed. On one of the two envelopes, type the following instructions:

- (1) MOVE THE TOP CARD TO THE BOTTOM.
- (2) TURN THE TOP CARD OVER.
- (3) ONE AT A TIME, MOVE ONE, TWO OR THREE CARDS FROM THE TOP TO THE BOTTOM. THE CHOICE IS YOURS.
- (4) TURN OVER THE TOP TWO CARDS TOGETHER.
- (5) ONE AT A TIME, MOVE ONE, TWO OR THREE CARDS FROM THE TOP TO THE BOTTOM. THE CHOICE IS YOURS.
- (6) IF YOU WISH, YOU MAY NOW TURN THE ENTIRE PACKET OVER. THE CHOICE IS YOURS.
- (7) TURN OVER THE TOP TWO CARDS TOGETHER.
- (8) ONE AT A TIME, MOVE ONE, TWO OR THREE CARDS FROM THE TOP TO THE BOTTOM. THE CHOICE IS YOURS.
- (9) YOU MAY NOW TURN THE ENTIRE PACKET OVER, IF YOU WISH. THE CHOICE IS YOURS.
- (10) TURN OVER THE TOP TWO CARDS TOGETHER.
- (11) ONE AT A TIME, MOVE ONE, TWO OR THREE CARDS FROM THE TOP TO THE BOTTOM. THE CHOICE IS YOURS
- (12) TURN OVER THE TOP CARD AND PUT IT ON THE BOTTOM.
- (13) PLACE THE NEXT CARD ON THE BOTTOM WITHOUT TURNING IT OVER.
- (14) TURN OVER THE TOP CARD AND PLACE IT ON THE BOTTOM.

Arrange one set of four design cards as follows: Turn three cards face down and insert the face UP star third from the top of the face down packet. Place a rubber band around this set and place it in the envelope with the printed instructions on its face. Place the second set of four design cards ...including the MARKED STAR? face down in the remaining envelope.

TO PERFORM:

Follow the effect as outlined. Take the rubber-banded packet of cards from the instruction envelope. Remove the rubber band and holding the four cards face down, count the cards using the well known Elmsley Count to hide the one face up card (the star). Keep the cards in tight alignment during the count in order not to flash the reversed card. When the count of four has been completed, transfer one card from the top to the bottom of the packet. If the four face down cards were to be spread at this point, the third card from the top (the star) would be face up. Snap a rubber band around the packet and replace it in the instruction envelope. Immediately hand it back to the spectator on your right. At this point, all the hard work is done. Now, remove the four cards from the other envelope. Spread them showing the BACKS of the cards to the audience. Close the packet and hand it to the spectator on your left for mixing. When he's finished, take back the packet and this time, fan the cards with the FACES toward the audience to show the four

designs. As you do this, note where the marked star is located in the fan. If it's on the bottom (extreme left as you look at the backs of the cards) you're home free.

Simply close the fan and hand the packet back to the spectator on your left, face down. If it is not on the extreme left, you have to get it there. If the marked card is second from the left, close the fan and perform the Elmsley Count again. It will automatically deliver the marked card to the bottom of the face down packet. If it's third from the left, simply separate the four cards, holding two cards in each hand as you display them. When you bring your hands back together again, place the pair in your right hand under the pair in your left. If the star is fourth from the left...simply count the cards face down, reversing their order. In any event, it's easy to get the marked card to the bottom of the packet no matter where it ends up after the spectator has mixed the cards.

Square the packet and hand it to the spectator on your left. Tell him to hold the packet face down and to follow the instructions called out by the other spectator. Incidentally, you can patter that the instructions are part of a testing procedure developed by parapsychology testing laboratories to guarantee random actions. Have the spectator on your right read off the 14 sets of instructions one at a time, allowing the spectator on your left to move his cards as instructed. Your audience will be quick to note that the spectator has an absolutely free choice of action during steps 3, 5, 6, 8, 9 and 11. After the 14th move...point out the complete freedom of choice and emphasize that had the spectator opted to move differently at any time during the procedure...the end result would obviously have been totally different. Have the spectator spread his cards into a fan. If there are three face down cards and the star design face up...have him call out the result. If there are three face up cards and one face down card (the star)...then have the spectator hold the fan up for the audience to see so that their view will be of three face down cards and the face up star.

All that remains is to now have the spectator on your right remove the banded pack of four cards from his envelope. Have him carefully remove the rubber band, making sure that the cards are held face down. Take the cards and fan them with their backs to the audience so that everyone sees that there are three face down cards and one card (the star) face up. The Hummer principle takes care of seeing that the star design ends face up.

Give this a try. It's so easy and the impact on the audience is strong indeed.

THE \$5,000 CHALLENGE PREDICTION

The next effect is one that has caused me a great deal of anguish. It's too good. In fact, at one point in its development, I seriously considered marketing it through advertisements in such noteworthy publications as the National Enquirer. The ad that I wrote is included here for your edification. Naturally, I decided against it...for many reasons. The biggest reason of all is my dedication to the art that has served me so well for 35 years. No amount of money could make me compromise my principles or the code of ethics that I have voluntarily subscribed to for many years. At any rate, I'm sure you'll enjoy trying to dope it out from the description that I wrote. Most amazing of all...every word in the ad is TRUE! Here's the copy.

An astounding new discovery! Internationally famous mentalist reveals secret method for making infallible predictions.

Now, in just 5 minutes, you can learn to correctly predict the winners of elections, baseball, football, ice hockey, basketball games and more...Days, weeks, even months in advance without fail or your money back!

Thanks to the inventive genius of one of the world's foremost mentalists, you can now share in the secret of the century. Imagine being able to correctly predict the outcome of events, anytime...EVERY time. And that includes prize fights, baseball games, elections, football games, tennis matches, basketball games, even the flip of a coin. There's NO guesswork involved. It's INFALLIBLE! Your friends will be absolutely amazed. In fact, just for the fun of it, you can offer ridiculous odds...like 500 to 1. It doesn't really matter, there's no way you can lose.

Picture this. Several weeks before a championship game, you mail a sealed envelope containing your prediction to someone you're trying to impress with your new found powers of precognition. You've previously instructed the person not to tamper with or open the envelope until the day after the game...and then, ONLY in your presence, otherwise all bets are off. At the appointed time, your friend opens the envelope and reads your prediction. It is 100% CORRECT! You have infallibly predicted the winner of a championship game...days or weeks BEFORE the game was played. You CANNOT fail. Your prediction is GUARANTEED to be absolutely correct each and every time. Now if you're thinking this is just an ordinary magician's trick...consider the following:

1. Only ONE prediction envelope is mailed.
2. The envelope contains only ONE prediction slip with your prediction printed on ONE side.
3. You NEVER touch the envelope or the prediction slip AFTER you write and mail it days, weeks or months before the event whose outcome you're predicting.
4. The prediction NEVER leaves the possession of the person you've mailed it to until he or she opens and reads it.
5. The prediction you make and mail IS the one that's opened and read.

6. No ambiguous wording is used. Your prediction is **DIRECT** and to the point.

7. There's **NO SKILL** or **SLEIGHT OF HAND** required. **NO SWITCHES**. **NO STOOGES**. It's truly **EASY-TO-DO** and looks like an honest-to-goodness **MIRACLE!**

And there's more. You can even have your prediction notarized as to the time and date it was sealed and mailed. What else can you predict? How about making a friendly little wager that you can predict whether a number someone is thinking of is **ODD** or **EVEN**. And just to make it interesting, you agree to contribute \$5,000.00 to any worthwhile charity **IF** your prediction is **NOT** correct. Don't panic! Your prediction will be right on target no matter what they're thinking.

The Infallible Prediction will enable you to forecast whether an impending blessed event will produce a **BOY** or a **GIRL**. And, if you're a **SALESMAN**...this mind-boggling mental mystery could provide you with the perfect **DOOR OPENER**. After all, who could resist granting you an audience if it enabled him to see whether or not you can actually predict the future. This appointment making artifice alone could make The Infallible Prediction worth a **HUNDRED TIMES MORE** than you paid for it. And it's all explained in great detail in the section marked **Open Sesame**.

Now we know that all of this is hard to believe. But, it's **TRUE!** Every single word of it. Within a matter of minutes after reading our detailed manuscript...you'll be able to duplicate **EVERY** prediction feat described in this advertisement. That's a **GUARANTEED FACT!** And if this description is not **100%** accurate...**EVERY LAST CENT YOU'VE PAID FOR THIS ASTOUNDING SECRET WILL BE IMMEDIATELY REFUNDED.**

This is not a pipe dream or a come-on. The Infallible Prediction was recently developed for use by professional mentalists in their television appearances and publicity efforts. But, the inventor has decided that it would be more profitable to release it to members of the general public whom recognize the fabulous popularity and business building potential of this diabolic secret...and more important, how to **PROFIT** from it.

The Infallible Prediction could well be worth thousands of dollars to would-be psychics, professional entertainers and gamblers. But, it's available to you at an unbelievably low price.

What is the secret of infallibility worth? Just (???). A ridiculously small cost made possible because The Infallible Prediction is being sold **FOR ENTERTAINMENT PURPOSES ONLY**. But, with just a small amount of imagination on your part... you can quickly and easily recoup your miniscule investment.

To add this new and exciting dimension to your life, simply send a check or money order in the amount of (???) to **PARAPSYCHOLOGY PLUS, INC.**, Suite 610, Executive Building, 2201 Route 38, Cherry Hill, New Jersey 08002. Your Infallible

Prediction Kit will be shipped to you by return mail. There's never been anything like offered before. Be the first in your area to learn and use this unbelievable prediction secret. It's GUARANTEED to work as described...OR YOUR MONEY BACK.

(Note: Even though I declined to market The Infallible Prediction Method, I DID copyright the advertisement above and the modus operandi that follows. Marketing and manufacturing rights are absolutely reserved by Larry Becker and any infringement will be prosecuted to the fullest extent of the law.)

\$5,000.00 CHALLENGE PREDICTION

...a revolutionary NEW PRINCIPLE in mentalism.

The \$5,000.00 Challenge Prediction is worth a small fortune to the professional mentalist. It's a mind staggering demonstration of precognition unlike any other you may have performed...read...or heard about. So settle back and get set to delve into a miracle you'll treasure and perform with pleasure for years to come.

EFFECT

A week or so prior to a performance, you announce that you will make a prediction concerning the outcome of a prize fight, football game, ice hockey game, tennis match, baseball game or an election. In fact, if you are performing for a sizeable group, you could even agree to predict the outcome of a popularity poll conducted with the audience between two nationally known celebrities such as Johnny Carson and Merv Griffin. Championship games and elections however, offer the greatest publicity opportunities. In any event, your sealed prediction is mailed to anyone whose integrity is beyond reproach...a week or two in advance of the event whose outcome you are attempting to predict. The Mayor...Chief of Police ...newspaper editor...a clergyman...or an organization president are likely candidates. What's so exciting about a 50-50 prediction? Would you believe \$5,000.00? Or \$10,000.00? That's right. To heighten interest in your prediction...**YOU AGREE TO PAY \$5,000.00 (or more) TO ANY WORTHWHILE CHARITY ...IF YOUR PREDICTION IS NOT 100% CORRECT!**

The dignitary who receives your prediction brings it to your performance. He testifies that the sealed envelope has NOT been out of his possession...or tampered with...since he received it weeks prior to your performance. **HE AND HE ALONE THEN OPENS AND READS YOUR PREDICTION. IT IS 100% CORRECT!** That's right. There is only ONE prediction envelope mailed ...and it is positively the one that is opened and read.

Consider the advantages of this unbelievable swindle. You actually never touch the prediction or the envelope after it is mailed days, weeks or months prior to your performance. The sealed prediction never leaves the dignitary's possession from the time he receives it in the mail weeks prior to the event and show...until he and he alone opens and reads your prediction. The envelope is not gimmicked in any way. The envelope contains only one slip with your prediction on one side. Yet, you are always 100% correct! The prediction envelope can even be notarized as to the date it was sealed and mailed.

There are no switches at any time...no stooges or assistants (it's a one man effect)...no sleight of hand of any kind...no nail writing...no stylus/carbon writing...no body or sleeve work...no wires...pulls...batteries or electronics. It's a miracle just as though you can infallibly predict the event and it is this prediction which is opened and

read.

Challenge Prediction is one of the most baffling, mind boggling mental effects ever conceived. An absolute stunner when you consider that you are APPARENTLY RISKING \$5,000.00 (or \$100,000.00 if you look the part and drive a Rolls Royce).

But enough teasing. Obviously there has to be a method and what a method it is. The secret can be summed up in two words: invisible ink! Not the use of invisible ink...but the use of two non-compatible invisible inks to accomplish a miracle of precognition.

A great deal of experimentation went into the creation of this great effect. Not all inks worked the way i wanted them to. Not all paper finishes were compatible with the inks i preferred. In short, it took a considerable amount of time, money and patience to put it all together. But let me begin by briefly explaining the principle as it is employed in the \$5,000.00 challenge prediction.

Once you have decided on the event whose outcome you are going to predict, you prepare a prediction slip by printing both possible outcomes...one on top of the other...on one side of the paper using two different types of invisible ink. When the ink has dried, the area written upon will appear blank. The prediction is then sealed in an envelope and mailed to the dignitary who will bring it to your performance. On the day of your show, depending upon the final outcome of the contest you are predicting, you bring only the developer pen which will cause the correct prediction to appear. (if that isn't one of the most diabolical swindles ever conceived, than i give up.) The other possible outcome remains undeveloped and invisible.

You have correctly predicted the outcome of an event weeks in advance without ever coming near the prediction envelope until after it is opened, developed and read. How do you explain the blank condition of the slip once it has been removed from the envelope? That's the best part of all. It's because you wanted to ensure that your prediction was not tampered with or peeked at in advance. Therefore, you wrote it in invisible ink. (in truth, this is something that i've always wanted to do. Why do you think most predictions must be locked up in the first place. It's to prevent some inquisitive person from seeing that you can't actually predict the time of day much less a newspaper headline.) In addition, you explain that while you have faith in your own psychic ability (after all, you are betting \$5,000.00 on the outcome!) It wouldn't be fair to influence someone who might be tempted to make a wager on the basis of your prediction.

That's a brief explanation to give you a working knowledge of the method. Here is a detailed outline of the presentation:

EQUIPMENT – You will require four (4) special pens. Two are filled with invisible ink. Two are developer pens.

1. WHITE PEN ã an invisible ink pen for writing a prediction.
2. ORANGE PEN ã a developer pen that only develops a message written with the white pen.
3. TAN PEN ã an invisible ink pen for writing the second prediction.
4. RED PEN ã a developer pen that only develops a message written with the tan pen.

IMPORTANT! ã PENS NUMBER ONE (1) and TWO (2) are known as YES & KNOW INVISIBLE INK PENS that are available in many toy & hobby shops. If you cannot locate them, write to LEE PUBLICATIONS at 815-825 East Market Street (P.O. Box 1155) Louisville, Ky. for the name of the store nearest you that carries the above pens.

PENS NUMBER THREE (3) and FOUR (4) are known as MARVEY COLOR TRICKS and are available at art supply stores. If you have trouble locating them...write for information to Uchida of America Corporation, 69-34 / 51st Avenue, Woodside, NY 11377.

The special paper that I use is GRUMBACHER'S CREAM CHARCOAL/PASTEL DRAWING PAPER (1029 #1 cream) which is available at art supply stores or write M. Grumbacher, Inc., 460 West 34th Street, New York, NY 10001 for name of nearest source should you have difficulty finding it.

(Note: Following the instructions contained herein, the red pen can only develop the prediction written with the tan pen. It will NOT develop the message written with the white pen...and visa-versa.

When developed, the WHITE/ORANGE pen combination produces BROWN writing. The TAN/RED pen combination produces YELLOW WRITING AGAINST A RED BACKGROUND.

TO PREPARE

To prepare your prediction slip, copy the sample as shown in illustration (1) using a black magic marker. Now, using the WHITE PEN lightly print (it's not necessary to bear down) one of your predictions within the circle. Let's say that you're predicting the outcome of a Presidential election. PRINT the name CARTER within the circle as indicated in illustration (2). (Note: The reason for signing your name across the bottom of the prediction slip is to prevent anyone from SWITCHING predictions on YOU. In other words, you announce when making the prediction that you have also placed your signature on same. Should the paper removed by the dignitary NOT contain your signature...ALL BETS ARE OFF!)

Make a notation and post it where you won't forget it, that should Carter win...you will take the ORANGE DEVELOPER PEN to your performance. The reason? It will ONLY develop what was written by the WHITE PEN. Make sure the ink has

dried at least 5 minutes. Now, using the TAN PEN...lightly PRINT the ALTERNATE OUTCOME, in this case FORD right over the area where you printed CARTER. (See illustration 3.) Make a notation on your reminder note that if FORD wins, you will take only the RED DEVELOPER PEN to your show (since it will only develop what is written by the TAN PEN!. JUST BE SURE YOU DON'T LOSE YOUR REMINDER. WITHOUT IT, YOU COULD FORGET WHICH NAME WAS WRITTEN WITH WHICH PEN. When the ink has dried, place the slip in an opaque envelope that has been addressed as per the sample, to the dignitary who will bring the sealed prediction to your show. Be sure that he is instructed NOT TO OPEN or TAMPER with the envelope...and be sure that he brings it with him to your performance. In fact, it's a good idea to call and remind him on the day of the show. If you like, you can also arrange to have the envelope notarized as to the day it was sealed and mailed to the dignitary.

As soon as you have determined the winner of the Presidential election (Note: Your choice of event should be predicted upon the fact that it will occur within a period of 24 to 48 hours before your performance.) you consult your notation made at the time the prediction was prepared. If CARTER is the winner, then you will bring the ORANGE DEVELOPER PEN to the performance. If FORD is the winner, then you take the RED DEVELOPER PEN.

When you reach that point in your program for the presentation of the \$5,000.00 Challenge Prediction, ask the dignitary to step forward. Tell the audience that two weeks (or whenever) prior to the Presidential election you wrote a prediction concerning the winner of that election, had it sealed, notarized and mailed to (name the dignitary) for safekeeping. Introduce the dignitary and ask him to produce the envelope. Have him read the postmark on the envelope and the notary sealed sworn affidavit concerning the date it was sealed and mailed. Ask him if the envelope has been out of his possession or tampered with at any time since he received it. Have him carefully open the envelope and remove your prediction.

Ask the dignitary to read the instructions which are written on the prediction paper, to wit DEVELOP THIS SIDE ONLY! THE AREA WITHIN THE CIRCLE! SIGNED, (YOUR NAME). As he shows the slip of paper, state that, The reason the circle is blank is because I wanted to ensure that the prediction would not be tampered with or peeked at in advance...therefore, I wrote it in invisible ink. In addition, while I have faith in my own psychic abilities...even to the point of wagering \$5,000.00 on the outcome (you could display a check in the amount of \$5,000.00 at this point)...it wouldn't be fair to influence someone else who might be tempted to make a similar wager on the strength of my prediction.

Tell the dignitary that you don't want to touch the paper at all. Point to the ORANGE PEN (which you placed there earlier) on your table. Explain that it is a DEVELOPER PEN. Have the spectator remove the cap and instruct him to lightly brush the tip of the pen...back and forth across the area within the circle. When he has finished,

ask him if your prediction, which you made several weeks ago, has appeared? When he states that it has, have him call out aloud the name of the person you predicted would be elected President of the United States...14 days before the election. He will call out Carter. As you acknowledge the tumultuous applause... tear up the \$5,000.00 check and take a well deserved bow.

The \$5,000.00 Challenge Prediction is one of the finest mental effects that I have ever created. Please do it justice and guard its secret well. One final note; in the event that you choose to do a poll type of prediction at your performance, prepare a prompter card and place it on your table or in your attache case for easy reference. Naturally, you have BOTH developer pens in your case or jacket pocket. Once you have determined the winner of the poll, you consult your prompter card...and remove the proper developer pen to produce the correct prediction.

(Note: If you check the second half of Stunners Plus, you'll find an updated version of the \$5000 Prediction with the latest information on invisible inks)

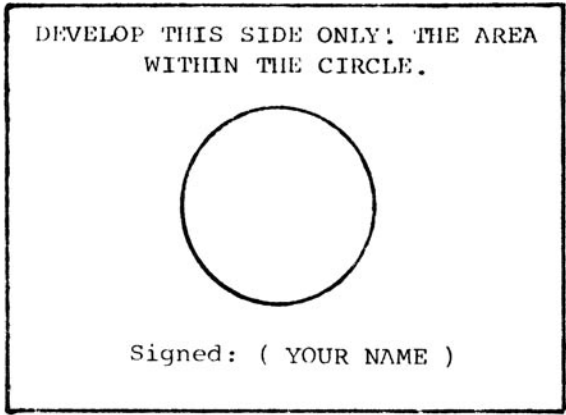


ILLUSTRATION NO. 1

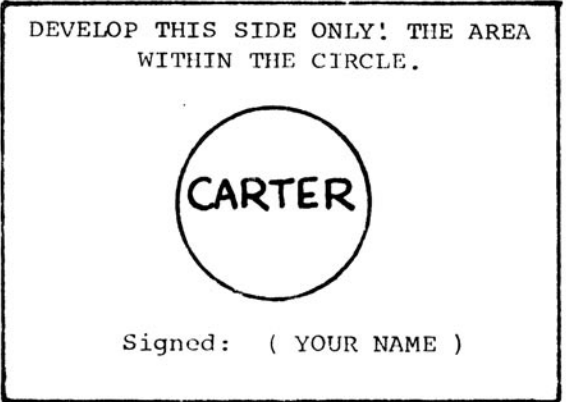


ILLUSTRATION NO. 2

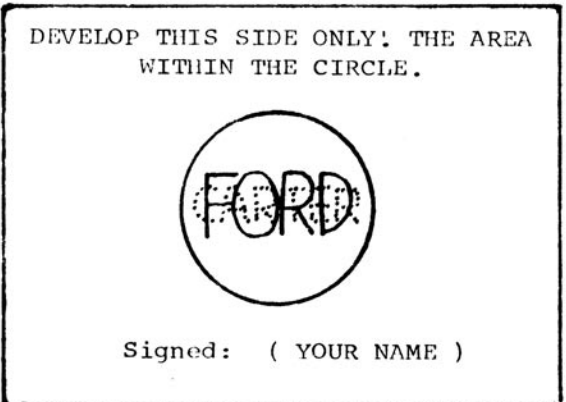


ILLUSTRATION NO. 3