

666 Mentalism

Sixty Six Self-Working Mental Effects
Using 6 Cards Each

666 Mentalism
By Howard Adams

Routines and text

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A Note From The Publisher

We select books for a variety of reasons. 1– We like them. 2– The author's are people we know of and respect. 3– The ideas are just darned clever. 4– There is a niche or group out there we know will enjoy the information.

All of these reasons apply to this book, but there is another. Howard and Dolores Adams are really wonderful PEOPLE! Though I was vaguely familiar with Howard and some of his writings when he first contacted me, I have grown to look forward to our correspondences and occasional chats by phone. Howard and Dolores Adams are genuinely wonderful nice people, and work together as a team very well. Dolores transcribes most of Howard's hand written notes, and helps to edit and proof read them.

As you will find, Howard's writing style is VERY brief and to the point. It is clear, but he does not waste words or ink. His descriptions are clean cut and straight forward, and I really suggest you read his introduction before going forward as I think it sets the stage for how he thinks and writes very well. Howard is also a perfectionist! He is and was adamant that we not touch any of his words. Dolores' proof reading was so thorough, that we didn't have much we could add or change anyway!

So, what you have here are 66 (Plus a couple bonuses) self-working mentalism effects using packets of 6 cards each. You can look forward to 888 mentalism- (88 effects with 8 cards each) down the road as well. Howard has left the presentations sketchy, because he intends this to be a spring board for your own creativity and ideas. Rest assured, not ONLY have such self-working effects been done online and on television in recent years, we know of one up-and-coming mentalism star who gained some degree of fame doing a series of self working effects BY PHONE with a radio DJ while on the air. These types of effects happen, quite often, entirely in the hands of the spectator! It can make them more powerful.

Obviously, one would never do an entire act of such routines... but the simplicity of them, and the way in which they work on their own, means that wherever you do decide to do these effects, you can devote your attention to presentation and theatre!

So, THANK YOU, supporters of our published works, and THANK YOU BOTH Howard and Dolores Adams!

Publisher– 2008

INTRODUCTION

By Karl Fulves

HOWARD ADAMS INVENTS NEW TRICKS THAT ARE EASY TO DESCRIBE, EASY TO PERFORM, YET STILL SOMEWHAT ELUSIVE. ALTHOUGH MANY KNOW HOW THESE TRICKS WORK, IT IS NOT EASY TO FATHOM INNER MECHANISMS. ABOUT THIRTY YEARS AGO HOWARD MADE THE DECISION TO SPECIALIZE IN FORMULATING CARD TRICKS WITH SMALL PACKETS OF CARDS. FURTHER, THE TRICKS WOULD NOT USE SLEIGHTS OR GIMMICKS. SELF-IMPOSED LIMITS OF THIS MAGNITUDE USUALLY RESULT IN COMPLEX DEALING TRICKS OR SIMPLE MINDED GAGS. HAPPILY MR. ADAMS DID NOT SUCCUMB TO EITHER TEMPTATION.

HIS TRICKS ARE EASY TO READ, EASY TO PERFORM, AND EXTREMELY STRONG IN TERMS OF THE EFFECT ACHIEVED.

HE IS THE INVENTOR OF ONE OF THE MOST FAMOUS CARD TRICKS TO APPEAR IN THE LATTER HALF OF THE LAST CENTURY, "THE RAMASEE PROPHECY", NOW WIDELY KNOWN AS THE RAMASEE-TULEFTA PRINCIPLE. MR. ADAMS' STYLE IS SUCCINCT AND TO THE POINT. INDIVIDUAL TRICKS SELDOM TAKE MORE THAN A PAGE AND A HALF TO DESCRIBE, BUT WITHIN THESE SHORT DESCRIPTIONS ARE TRICKS THAT CAN MAKE A REPUTATION. IN THE AREA OF SMALL-PACKET CARD CONTROL, MR. ADAMS HAS NO PEER.

KARL FULVES

AUTHOR'S INTRODUCTION

All of the effects in this book are self-working with no sleights involved. This book contains 66 effects with a packet of 6 cards. Some extra cards may be added during the course of presentation. Also included are 6 gambling bets so that you may recoup the cost of the book with your winnings. The effects described use either a packet of playing cards or a packet of ESP cards. If you do not have a pack of ESP cards, they may be obtained from your local magic dealer. If you wish, you may make your own packet of ESP cards by using 4 by 6 white-sealed envelopes with ESP SYMBOLS drawn on the address sides of the envelopes. See the end of this introduction for a description of the ESP SYMBOLS.

The descriptions are always brief, and because of this are sometimes repetitive. This book is not about presentation. It is about describing new principles, so you can workshop, and develop your own effects based on the many new principles described for the very first time between these pages.

Each effect begins with a small packet of cards resting on a table that can be freely cut. These effects are best performed while seated at a table, and the persons involved will always be referred to as LADY, MAN and THIRD PARTY.

At the beginning of each effect, and before LADY cuts the packet, you pick up the packet and fan it with faces towards LADY and MAN, showing a mixture of cards. Close up fan and hold packet face down in your left hand. With your right thumb and fingertip, remove a bunch of cards from top of packet, and move it to bottom of packet. Cut off another bunch of cards from top and move it to bottom. Continue moving bunches of cards from top to bottom, gradually speeding up the pace. It will appear that you are mixing the cards, but in reality they remain in rotation. Now drop packet face down onto table. From this point each effect begins. This SHOW and MIX action is used in most effects. It is explained here so that it does not have to be repeated at the beginning of each effect, saving time and printed space.

It is best to follow each description with packet in hand. It takes about 25 seconds to set up each stack. To make the predictions, a black marking pen and a sealed white envelope are all that is needed. When making the predictions on the backs of cards, it is best to use a packet of red-back cards. A slate and a piece of chalk can be used instead of the marking pen and envelope. A mouth-up glass is used in some of the effects, and must be of a size to hold a packet of 8 cards. The glass adds a third dimension to the otherwise flat playing field of most card effects performed at a table. Also, it gives spots on table to place the separated packets, i.e. - in the glass, on the rim of the glass, to the left of the glass, in front of the glass, to the right of the glass, or to the north, east, south and west of the glass. The inside of the glass is a nice place to toss unwanted cards to clear the playing field for future revelations. Another tip is to use the new SUPER STICKY POST-IT notes, instead of drawing on the backs of the cards.

MANY of the effects involve a person spelling words to select certain cards. It is best that the person spells that word aloud, and you should also spell that word aloud in unison with the person.

Some of the effects use the DOWN UNDER DEAL. If the DOWN UNDER DEAL is new to you, here is a brief description: LADY is holding a packet of 6 face-down cards in a left-hand dealing position. She deals the top card of packet face down to table. The next card goes face down underneath the packet, then the next card goes face down to table and onto the first tabled card. The next card goes face down underneath the packet. This alternating process is continued until she is left holding 1 or 2 cards. Since in most cases the cards dealt onto table will be used again, make sure LADY deals those cards into a neat pile onto table. This dealt pile will always be referred to as the 'DOWN' pile in the descriptions of the various effects. It is also a good idea for both you and person to repeat aloud DOWN, UNDER, DOWN, UNDER as the elimination dealing takes place.

As you are reading each effect, please have the necessary stack of cards in hand, and follow along with the instruction. You will even fool yourself. I call this SOLITAIRE CARD MAGIC. If you have my previous series of booklets, namely the 10 O-I-C-U-F-E-S-P Booklets, and the 12 MINDESPA Booklets, plus the hardbound book MATHCASTS ASPELLONU (144 effects), you will now have at your disposal over 500 (including this book) self-working card and mental

mysteries. The second book in this series 888 MENTALISM (88 effects with a packet of 8 cards) is now in active preparation.

Howard Adams

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RAMASEE-TULEFTA-RETURNS

This trick is dedicated to KARL FULVES who was monumental in setting the record straight on my RAMASEE-TULEFTA principle that first appeared in my O-I-C-U-F-E-S-P #10 booklet.

This effect uses only a stack of 6 ESP cards-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR. The CIRCLE is the top card of the face-down stack resting on table. An ancient looking goblet, half filled with wine is also needed. Place goblet on table where all the action will be. A MAN will assist in this test.

TO BEGIN - Select a MAN who will play the part of RAMASEE. You then say "this story is about the ancient Egyptian High Priest named TULEFTA (played by you), who once performed this feat of palace magic in the TEMPLE OF KARNAK, before RAMASEE-the KING of ancient Egypt. RAMASEE will be played by this gentleman". Pointing to the goblet of wine on table you say, "each time TULEFTA (you) must drink from this goblet to give him the power to perform each feat of palace magic".

TO BEGIN - RAMASEE cuts packet, completes the cut, picks packet up and holds it face down in dealing position. To select a card, he removes either the top or bottom card of packet, and tosses it face down onto table to the left of goblet. TULEFTA (you) picks up the goblet, takes a sip and puts goblet back down on table in its original spot. You take packet from RAMASEE and hold it face down in dealing position. TULEFTA (you) spells T-U-L-E-F-T-A aloud, moving a card from top to bottom of packet as each letter is recited. You then remove the top card of packet, and toss it face down onto table on top of RAMASEE'S card at left of goblet. Give packet back to RAMASEE to hold face down. To select another card, RAMASEE removes either the top or bottom card of packet, and tosses it face down onto table to the right of goblet.

You pick up goblet from table, take a sip, and then place it back down on table in its original spot. You take packet from RAMASEE and hold it face down in

dealing position. TULEFTA (you) spells T-U-L-E-F-T-A aloud, moving a card from top to bottom of packet as each letter is recited. You then remove the top card of packet, and toss it face down on top of RAMASEE'S card on table at right of goblet. You are left holding 2 cards. Let RAMASEE touch the pair, and then you touch the pair with your index finger. Place this pair face down onto table in front of goblet. When each pair is turned face up and revealed, each pair will contain matching symbols.

PYRAMID OF IMHOTEP

For you would be EGYPTOLOGISTS, IMHOTEP was known as the engineer behind the building of the pyramids of EGYPT. Stack 6 different cards of mixed suits in this order-6-2-4-A-5-3. The 6 is the top card of the face-down stack resting on table. ACE counts as one. You will also need a marking pen and a mouth-up glass. A LADY will assist in this test.

TO BEGIN - LADY cuts packet and completes the cut. You pick packet up, and hold it face down in dealing position as you say "we must program the name IMHOTEP into this packet". You spell I-M aloud, dealing a card from the top of packet, as each letter is recited, into a face-down pile onto the rim of glass. Then with the packet you are still holding, you spell H-O aloud, moving a card from top to bottom of packet as each letter is recited. You then spell T-E-P aloud, dealing a card as each letter is recited, face down onto the dealt pile on rim of glass. You are left with a single card, which you drop face down onto table. Pick up the marking pen, and draw the name IMHOTEP on the back of this card as in Figure 1.

LADY picks up the packet of cards from rim of glass, and holds it face down in dealing position. Point to IMHOTEP on card on table. To select 2 cards, LADY spells I-M-H-O-T-E-P aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile on table beneath the IMHOTEP card as in Figure 2, starting a pyramid. To select 2 more cards, LADY again spells I-M-H-O-T-E-P aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile on table

beneath the IMHOTEP card as in figure 3, completing the pyramid. LADY is left holding a single card, which she slides face down under the IMHOTEP card on table. At this point there are 3 face-down freely selected pairs of cards on table forming an EGYPTIAN pyramid as in figure 3.

Someone, as directed by you, counts the number of letters in the name IMHOTEP, and calls out the total 7. When each pair of cards forming the pyramid are turned face up, each pair of cards will total to 7, which also just happens to be the number of letters in the word PYRAMID.

ESP VERSION - If you stack 6 ESP cards in rotating order-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR, and follow the original directions, each pair of cards forming the pyramid will contain matching symbols.

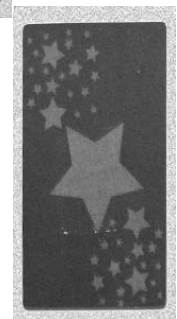
FIG. 1



FIG. 2



FIG. 3



EZTO MATCH

This is a very EZ to do matching effect with just 6 ESP cards. Stack 6 ESP cards in rotating order-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR. The CIRCLE is the top card of the face-down stack resting on table. You will also need a marking pen. A LADY will assist in this test.

TO BEGIN - LADY cuts packet and completes the cut. She leaves packet on table. You pick up packet from table, and hold it face down in dealing position. To further mix the cards, and at the same time to select a card at random, upon which you will draw a prediction, you do the DOWN UNDER DEAL (D-U-D-U-D-U-D-U-D), until you are left holding a single card. Pick up the marking pen, and on the back of this card, draw the prediction word MATCH as in figure 1. Place this card on top of the 'DOWN PILE' on table so that the word MATCH is visible to everyone.

LADY picks up the 'DOWN PILE' from table and holds it face down in dealing position. LADY sees the word MATCH. So to select 2 cards, LADY spells M-A-T-C-H aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile onto table to her left. To select 2 more cards, LADY again spells M-A-T-C-H aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile onto table to her right. LADY is left holding 2 cards, which she drops face down onto table in between her 2 previous selections.

When LADY turns each pair face up on table, each pair will contain matching ESP symbols.

EZTO MARRY - If you stack 6 KINGS and QUEENS in this order-KC-QH-KS-QC-KH-QS and draw MARRY on card instead of MATCH as in figure 2 and then spell M-A-R-R-Y instead of M-A-T-C-H, and follow the above directions, each

KING will marry his proper QUEEN such as the KING of HEARTS marrying the QUEEN of HEARTS.

Fig.

1



Fig.

2



EZ12 TOTAL

This is a variation on the previous EZTO MATCH using playing cards. Stack 6 different cards of mixed suits in this order-7-4-9-5-8-3. The 7 is the top card of the face-down stack resting on table. You will also need a marking pen, and a mouth-up glass. A LADY will assist in this test.

TO BEGIN - LADY cuts packet, completes the cut, and leaves packet on table. You pick packet up and hold it face down in dealing position. To further mix the cards, and at the same time to select a card upon which you will draw your prediction, you do the DOWN UNDER DEAL (D-U-D-U-D-U-D-U-D), until you are left holding a single card. You then place this card face down onto table. Pick up the marking pen, and on the back of this card, draw the prediction words TWELVE TOTAL as in figure 1. Now pick up this card and place it face down across the rim of glass so all can see the prediction words.

You then point to the first prediction word TWELVE on rim card. To select 2 cards, LADY spells T-W-E-L-V-E aloud, moving a card from top to bottom of her packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down onto table to the left of glass. Now point to the second prediction word TOTAL on rim card. To select 2 more cards, LADY spells T-O-T-A-L aloud, moving a card from top to bottom of packet as each letter is

recited. She then removes the top 2 cards of packet, and tosses them face down onto table to the right of glass.

LADY is left holding a single card, which she slides face down beneath the prediction card on rim of glass. Point to the 2 words on the prediction card saying, "our prediction TOTAL is TWELVE". When each selected pair is turned face up including the rim pair, each pair will contain cards that total to 12.

Fig. 1



EZ3 MATCH

Three persons are involved in this matching test of 3 pairs of ESP symbol cards. Stack 6 ESP cards in rotating order-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR. The CIRCLE is the top card of the face-down stack resting on table. Using any type of playing card, draw the words ALL WILL MATCH on its back as in figure 1. Place this card in your pocket. A mouth-up glass is also used. A LADY, a MAN, and a THIRD PARTY will assist in this test.

TO BEGIN - LADY cuts packet and completes the cut. She leaves packet on table. You pick up packet from table and hold it face down in dealing position. To further mix the cards, you do the DOWN UNDER DEAL (D-U-D-U-D-U-D-U-D) until you are left with a single card, which you then drop face down on top of the 'DOWN' pile on table. Now you remove the prediction card from your pocket and pass it to LADY. She looks at the back of this card, and remembers the prediction word ALL. LADY passes this card to MAN who remembers the prediction word WILL. MAN passes the card to THIRD PARTY who remembers the prediction word MATCH.

You then take card from THIRD PARTY, and drop it face down on top of the 'DOWN' pile on table. LADY picks up the 'DOWN' pile from table, and holds it face down in dealing position. To select 2 cards, LADY spells her word A-L-L aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down onto table to the left of glass. LADY is left holding a packet of 5 cards, which she then passes to MAN to hold face down in dealing position. To select 2 cards, MAN spells his word W-I-L-L aloud, moving a card from top to bottom of packet as each letter is recited. He then removes the top 2 cards of packet, and tosses them face down onto table to the right of glass. MAN is left holding a packet of 3 cards, which he then passes to THIRD PARTY to hold face down in dealing position.

To select 2 cards, THIRD PARTY spells his word M-A-T-C-H aloud, moving a card from top to bottom of packet as each letter is recited. He then removes the top 2 cards of packet, and tosses them face down onto table in front of glass. THIRD PARTY is left holding the prediction card, which he then places across rim of glass with prediction side up.

You then say as you point to this prediction card, "the prediction card reads ALL WILL MATCH meaning the ESP symbol pairs of selected cards". Each person then proceeds to turn his 2 selected cards face up on table. Each pair of cards will contain matching symbols.

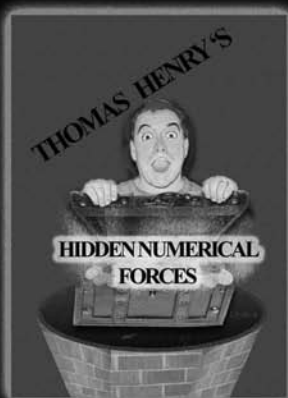
MARRY VERSION - If you stack 6 cards in this order-KC-QH-KD-QC-KH-QD, and the words ALL WILL MARRY are drawn on prediction card as in figure 2 and each word is spelled as in ALL WILL MATCH, each pair will contain a KING and QUEEN of matching suits. Just follow the original directions.

Fig. 1



Fig. 2





Hidden Numerical Forces Prepare to be surprised...

Within these pages lies a thorough investigation of the mathematics, psychology and subtleties of numerical methods in mentalism and mental magic. Despite the theme, Hidden Numerical Forces is not a book of number tricks. While numerical quantities and operations do figure in, they take a back seat to the unexpected twists in presentation.

Hidden Numerical Forces is truly a book of principles. Various complete effects are explained, but the emphasis is more on developing general techniques you can apply to create new handlings of your own. Think of it as a do-it-yourself toolkit brimming with unusual ideas for compelling psychic entertainment.

Thomas Henry has had over 130 articles published on a variety of subjects. Among these are several on mentalism, including a One-Man Parade, which appeared in The Linking Ring

Magictales "Magictales" - The Definitive Book of Storytelling Magic!

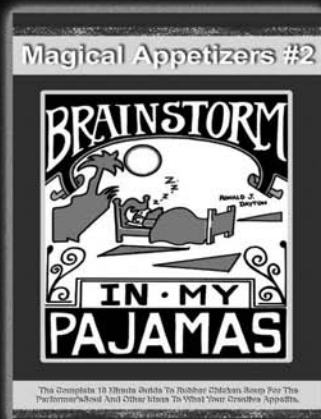
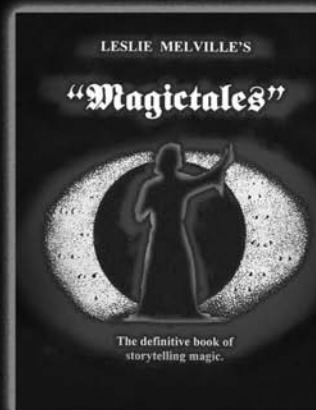
Do YOU want to perform Magic routines that are memorable, magic that people will talk about for days?

Do you want to learn entertaining routines that don't require knuckle-busting sleights or complicated mechanical equipment? You will find all of the above in Leslie Melville's new book, entitled: 'MAGICTALES' - The Definitive Book of Storytelling Magic! Author of the recently acclaimed book, "Kismet or the Enchanted Stepping Stones!" Leslie has written another, more comprehensive work in the field of Storytelling Magic!

The material includes seventeen complete storytelling routines.

Finally, we have included the entire text of my previous work. "Kismet - or The Enchanted Stepping Stones!" So you will have two major books in one about a subject of which little so far has been written!" 'MAGICTALES' - The Definitive Book of Storytelling Magic!

Is a collection of magical routines with entertaining story presentations that YOU WILL PERFORM! No pipe dreams! - No difficult moves! - No complicated apparatus!



Brainstorm In My Pajamas

Here we have Ronald Dayton's newest book, "Brainstorm In My Pajamas" a humorous title for one heck of an idea book. Ron Dayton is one of the most prolific mind in magic, and his alter ego-KOTAH as been popular on the bizarre scene for years as well.

Well, Ron has compiled a series of ideas, tricks, improvements for his creations and MUCH MORE. We offer it here as the second in our "Magical Appetizer" series! Within two months the book will be available for preview, but we wanted to share it with you now so you could get excited!

Best of all, this book will include a reprint of the long unavailable Dayton Razor Blade Miracle! Ron's version of the razor blade trick is superb in that it uses only ONE set of razors, and nothing need be concealed in the mouth at the beginning or the end. Yes, the EXACT same razors that go in to the mouth separate, are the exact same ones that emerge strung together at the end!

180 Plus full sized pages, with illustrations!

Dustin It Off! By Julie Sobanski and Dean Montalbano

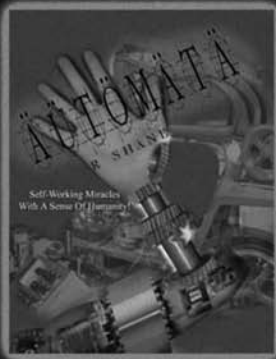
This book is the first in our magical appetizers series. This series will be dedicated to a set of small "idea" books and single effect manuscripts. The idea is to spark creativity or offer powerful clever thinking in small packets to get your creative juices flowing.

In "Dustin' It Off", Julie Sobanski and Dean Montalbano revisit their 1980/90's Genii column Tarbell Treasures. In that old chestnut, the authors would take an old outdated item from the Tarbell Course In Magic and dust it off with a new twist, idea or presentation. Here, for the first time in once place are many of those routines, plus some new ones never seen before and several articles dedicated to magical thinking.

Dustin It Off features routines based on Rope and Tape Principle, One Ahead, Thumb Tips, Coin Penetrations and so much more. There are children's routines, bizarre magic, stand up, close-up and more. But more importantly, there is inspiration to encourage YOU to take some old outdated magic, and give it a face lift!

This 6 X 9 Soft Cover 128 page book is only \$25.00





AUTOMATA Automata is a collection of effects based on self working magic- WAIT- I know what yer thinking.... Counting and math, OH NO!

No Indeed!!! Yes, the principles behind most of these are based on tried and true mathematical principles which, in their original form are not particularly performable, but WOW what R. Shane has done with them.

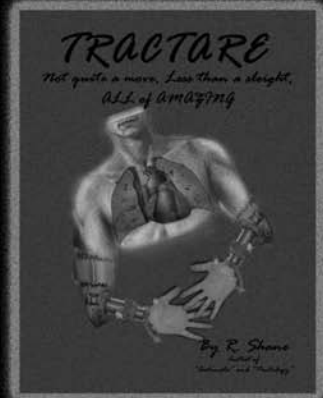
The subtitle of this book is Self-working magic with HUMANITY! That says it all. Here are simple methodologies enshrouded in AWESOME presentations that make the "tricks" into magic theatre that entertains, amazes and inspires. R. Shane begins each effect with a treatise on the original method and effect and then explores variations on the theme. R. Shane is also a master at finding a hole and plugging it up. He finds the "flaw" in a method that prevents it from being a masterpiece, and finds a way to seal that hole so the mystery won't escape.

In this 140 Plus page book, you will find over a dozen plus principles, PLUS complete performable routines based on each of them and literally DOZENS of variations on each one.

In Tractare, Shane takes a series of simple effects. Many of which you may know. He starts by sharing the original effect, talking about why he liked or in some cases DISliked the original. Then he starts "Shane-Ifying" it.... He talks about the psychology behind the trick, why it works. He talks about the weaknesses and strengths of it. Sometimes he runs off on tangents (and Oh yeah it sounds JUST like Shane talking... That makes it fun to read- even if sometimes mind spinning) and brings in other effects.

The thing about the material in Tractare is it uses no real sleights. There are some moves, little movements or things one does to make the magic happen, but in some cases they are as simple as turning over a stack of business cards. Yes- THAT little of a move.

Finally, Shane shows you what HE did with it all. Like mixing ingredients together for a cake, (Ever taste vanilla by itself? BLECHA!) the end is MUCH more delightful than the parts. Often the final routine and indeed EFFECT are not recognizable from the original, but ALWAYS Shane weaves a well thought out audience tested plot, with simple magic to leave you with Miracles. I HATE reading the word Miracle in magic descriptions, but that's all I can call much of his magic.



More Food For Your Bizarre Mood

For those who enjoyed Ron Dayton's HIT "A Darker Light" we present this sequel, "By Darkness Influenced."

Over 120 pages of bizarre poems, stories, effects and more. Bizarre magic is NOT for every audience nor for every performer, but every performer WILL benefit from learning how to take simple methods, sometimes only hinted at- wrap them in a dramatic or disturbing story, and make them in to something WONDERFUL. Some food for thought, some food for performance, and some, well- just down right disturbing!

By Darkness Influenced features Magick stories, poems and effects that range from necrophiliac paranoids who are killed by giant spiders, to paper butterflies that flap to life in a flash of fire. Poems about children who turn parents into living Mister Potato Heads, to clever card tricks used to illustrate a story of an old western shootout! From the Beautiful to the disgusting... it's all here!

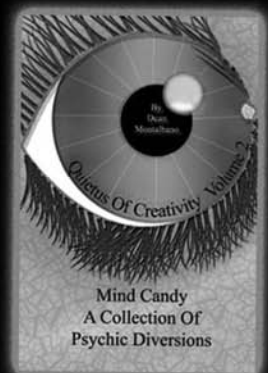
MIND CANDY!

Contained herein are over 50 original effects and presentations for the Psychic Entertainer or Metnalist.

Mind Candy is over 150 pages of material, some never before published, glossy hard cover book filled with clever, off beat, actually performed mind reading material.

How often do you hear an ad for a magic book say, "This one effect ALONE is worth the price of the book." Well, we could certainly say that several times over. Consider this: What would you pay for an effect where instead of bending spoons, you bend WRENCHES! How about an effect where a deck of cards is hurled into the audience and random spectators merely THINK of a card that they catch... the performer is able to name those! A randomly selected cassette tape among hundreds ends up correctly predicting a randomly selected card, using an ordinary cassette player and ordinary cassettes! A Russian Roulette effect using Deadly Snakes!

All this and more in MIND CANDY!





The Stark Collection

If you like your magic Bizarre, and you like your books out of the ordinary, then this book set is for you.

Imagine a long lost Diary and sketch book which chronicles the life and times of a man named Stark. In this diary you read of the amazing, bizarre, dark, magical goings on that Mister Stark put his old friend Strombil Trodworthy through, and are left to guess how he did it.

NOW, imagine that diary fell into the hands of Dean Montalbano who has written a follow up book entitled "Stark- The Man And His Methods"- in which he teaches you how to do all 30+ of the miracles found within this old diary.

Imagine this second volume includes BONUS material in the form of "Cipher Speak" a two person code act system developed by Dean many years ago, presented here for further development for the FIRST TIME to the public.

Volume 1 hard covered "reproduction" of the original "Diary." 6 X 9 over 115 Pages

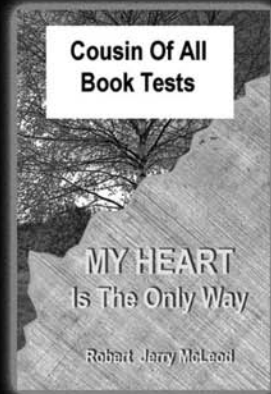
Volume 2 is soft covered 6 X 9 over 80 Pages

Cousin Of All Book Tests

There are two basic effects possible with this book.

The book itself, a normal looking novel, can be forced from a stack of others, or you can order several and recover them (We will be releasing other versions and titles with the SAME force pages and phrases at a later date) If you wish to use the Chuck Hickock Subtlety this is also a good book to include.

Effect A- Similar to Max Maven's Autome, but using a different book and offering 6 different force phrases, rather than one. The performer makes a sketch of his impressions which will later be shown to match the images and thoughts suggested by the phrase read by the spectator. This book allows SIX different sets of force phrases so that YOU decide in advance EXACTLY what phrase the spectator will choose. But remember, they MENTALLY choose a page, and SILENTLY read it- but before they ever open the page, you will KNOW what they are thinking. This can be used as a prediction OR a mind reading effect.



Close Up Conundrums Quietus Of Creativity Volume 1

How often do you hear an ad for a magic book say, "This one effect ALONE is worth the price of the book." Well, we could certainly say that several times over. Consider this:

CONSIDER: What would you pay for a virtually sleight free card effect that can play for over 5 minutes, is topical, and can be done virtually under the spectator's nose? With UPC miracle II, you cause blank cards to become printed duplicates of freely selected cards, entire blank decks to print themselves and much more- but that is only ONE effect in Quietus Of Creativity volume One.

CONSIDER: A Magical Money Making effect which uses a plain sheet of notebook paper and ends with a REAL US LEGAL TENDER dollar printed right in the middle of the notebook paper... lines and all!

CONSIDER: Effects where popcorn visible pops itself, then moves back in time to become an unpopped kernel yet again..... With no sleights!

Hatching

Suppose you could take an egg (Which CAN be borrowed- though where the heck are you going to borrow an egg.) and a coin (which can be borrowed and more likely.) and have both of them marked by a spectator.

You then cause the coin to magically penetrate INSIDE the egg. A small hole is chipped in the egg, big enough to pour out some of the egg goo, but small enough that a coin, which will be found INSIDE the egg, cannot escape. Spectator can look inside the hole and verify they see the coin AND their mark. Spectator can reach through the hole and grab the coin with tongs or tweezers and pull it out THROUGH the shell themselves AND can immediately verify that it IS the same coin they marked earlier.

Yes, there is a gimmick which you will have to create, but this takes less than 10 minutes once you have the knack, and many can be made at once and saved. You receive a manuscript giving you two versions of this effect, one totally impromptu, and another which thoroughly explains the gimmick. All this is a nice 45 page booklet, complete with over 50 illustrational photo's.





FROZEN

Ok, you will HAVE to see the video to believe this, but here is a 100% honest description:

The performer walks up to a total stranger and asks them if they have a coin which the magician will use. Spectator initials or marks the coin. Spectator drops the coin in the performer's hand.

The performer steps back a few feet, holds his hands at arms length and then blows toward his hand. Billows of "cold breath" puff forth with a cloud of (safe) smoke, like when you breath on a cold day.

The performer holds his hands over the spectator's, and cold drops of water drip forth. The performer slowly opens his hands, and a chunk of ice falls out into the spectator's awaiting hands. The spectator can then take the ice with them and wait for it to thaw to retrieve his coin.. yes it is the same one.

It is that clean, and THAT amazing

SOS, Self Opening Soda

Imagine, you show the spectators a (real) can of soda, or other canned beverage. (Such as Tea for instance.) You place the can on the table, or even in the palm of the spectator, hold your hands a foot or more AWAY from the can, and have everyone concentrate on the can. As everyone watches, the tab of the can visible and loudly cracks open and pulls upward! You then pour the beverage out of the can (Yes, really) and show the can to the audience for inspection!

This is a monograph of a little over 40 pages, and over a hundred photographs! It is soft cover and written in a conversational tone so the learning process is very personal as similar to watching a video as the step by step pictures unfold.

Real can, real soda, really amazing! Can even be done while the can is held by a spectator. Several versions, PLUS a bonus effect of a self opening beer bottle. This will work with almost any beverage can in an aluminum tab container.



The Devil Of A Bar And Pub is known to readers of Linking Ring, Members of the exclusive Shadow Network and elsewhere. The Scribe has long written reports about the goings on of this pub, and the peculiar cast of characters that frequents it. Those people are the alter egos of a veritable Who's Who of the magic, bizarre and storytelling world!

Who are they and who is The Scribe? Well, that has never been made publicly known... Until now! Yes, in addition to over 60 of the scribe's reports- in addition to never before published reports- in addition to reprints of the Linking Ring Pub specials, here you will learn the identity of the Scribe and his cohorts!

Leaping Lizards Magic is proud to have been chosen to bring this VERY exclusive hard cover collection of storytelling, bizarre and psychically entertaining magic together for the first and ONLY time. This dust jacketed book will top out close to 300 pages and is sure to become a collector's item.

Theatrical Magic, in the simplest terms, is magic that is character and story driven.

Whether it is known as Story Telling Magic, Bizarre Magic, Gospel Magic, or some other title, it is magic is that is used by the performer to accomplish several goals. 1) To tell a story, 2) to establish or showcase their character, 3) to solve a problem, 4) to make a statement, or 5) to instruct/educate.

Often, magic accomplishes several of these goals at once. Of course it should go without saying that a fundamental purpose of theatrical magic is to entertain, amaze, and create wonder within the story.

You want new routines, there are here. But John, in his wisdom, has instead focused upon theatre and philosophy, using the routines to teach the fundamentals of character, plot, conflict resolution, theatre language blocking and more.

