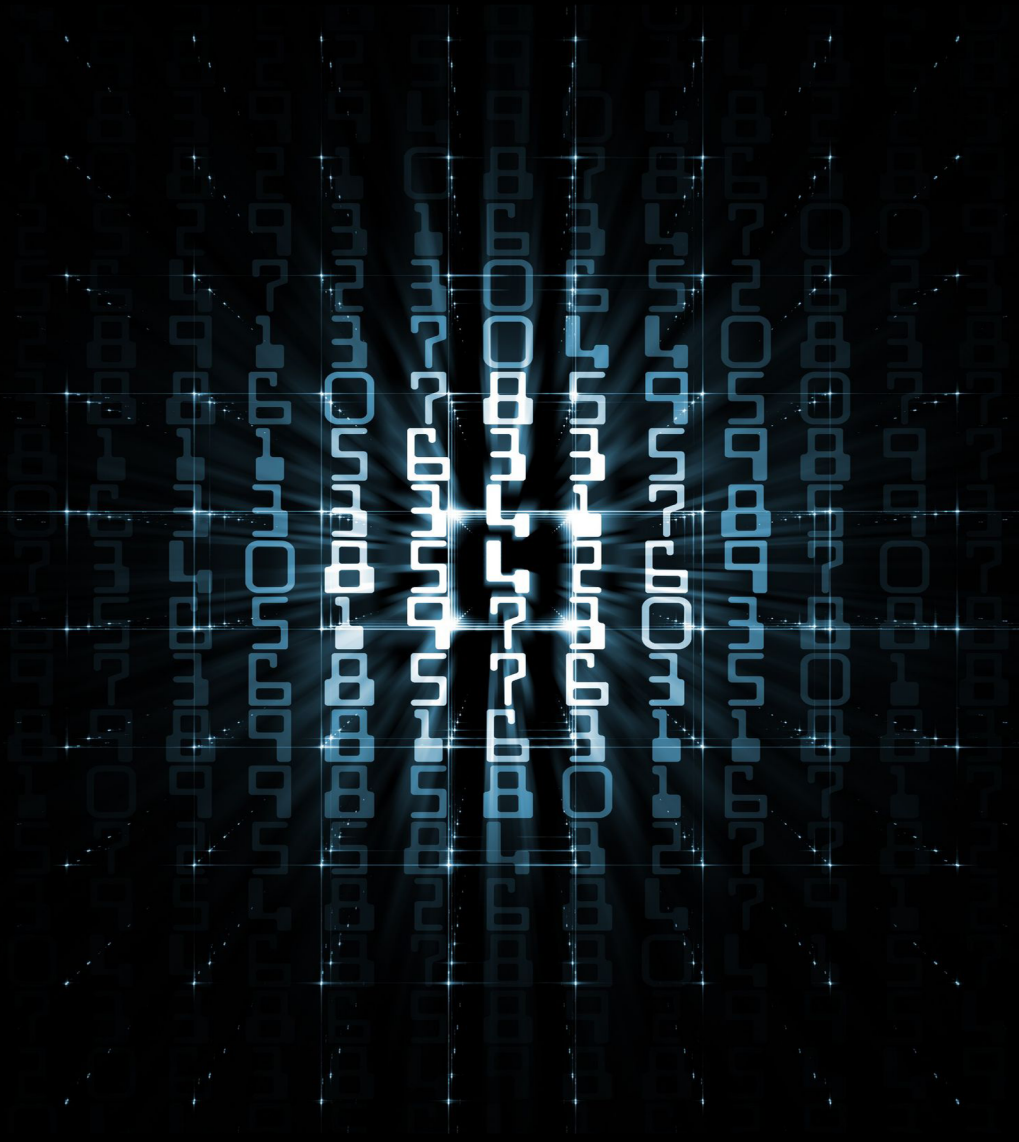


Thought-Reading Cards

PLUS MENTA-NUMBER CARDS



REVEAL A PERSON'S AGE OR OTHER NUMBER THEY ARE THINKING OF WITH UNCANNY ACCURACY!

THOUGHT-READING CARDS

THE EFFECT

You offer to demonstrate a psychological experiment. Six cards are introduced and briefly shown, each contains numbers neatly printed on one side. All of the cards, are placed printing side down, blank side up.

A spectator is asked to concentrate on their age (or any number between 1 and 60). You explain that the cards are something psychologists use to help people improve their mental faculties and better focus their attention. The person is asked to pick up and look at each of the cards, and if she sees her age (or the number she is thinking of); she should retain that card but not show it to you. If her number is not on a card, she should simply set it aside (printing side down). Mention that since not all of the numbers are in order, she should scan each card carefully before deciding whether to keep or discard it.

Your helper does this and you are immediately able to “read her mind” and reveal her age (or other number she is thinking of).

Many of you will recognize this feat is based upon the old “Fortune Telling Cards.” However, what sets this presentation apart and makes it worthy of your consideration, is how well the underlying modus operandi is concealed. This includes a casual presentation under the guise of a “psychological experiment” that gives everyone the impression that not only do you not have any idea what numbers are on what cards, you don't even care! The cards are merely a tool to help your spectator concentrate on the number she is thinking of...nothing more, nothing less.

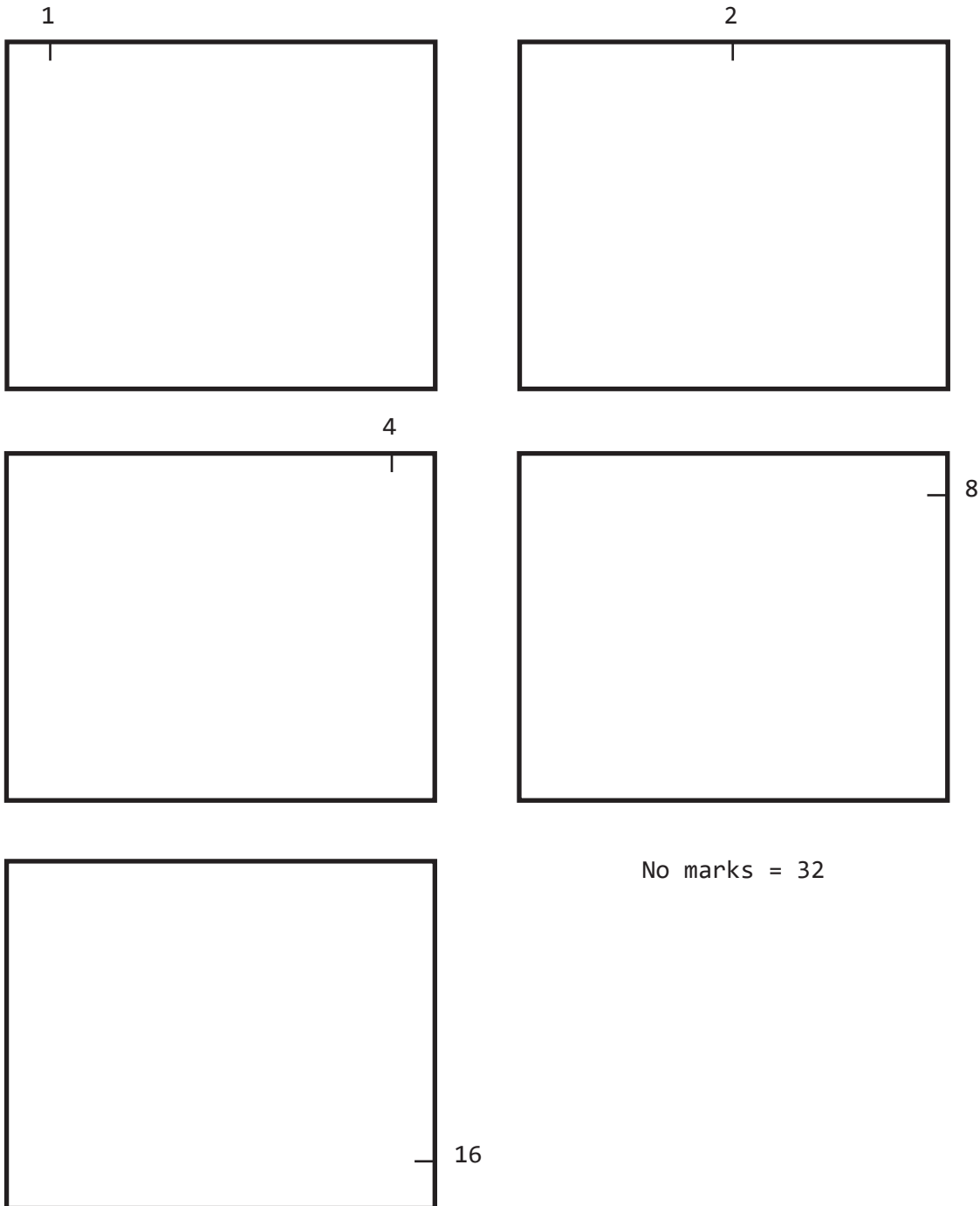
In reality, of course. You know exactly what cards she retains by knowing what cards she does not. And therein lies the secret. In the original FTC handling, the numbers in the upper right corners (1, 2, 4, 8, 16, 32) were added up to give the performer the chosen number. Everything was done openly and the performer could see the numbers on the cards that contained the person's number. Clever, but it didn't take much deductive reasoning for people to conclude, and rightly so, that the basis of the trick was mathematical in nature.

With our approach, you do not need to see the cards she keeps, just the blank side of the ones she sets aside. You see, the backs of the rectangular cards are marked using an easily spotted nail nick a la “the envelopes” in many Pseudo Psychometry presentations.

THE MARKING SYSTEM

The nick can be subtle or more pronounced, so it can be easily seen. It doesn't matter. The defect will be passed off as normal wear from the cards being in your pocket. Note, all marks are read from the top or right side of the card (with the blank side upright). If the marks appear on the bottom or left when the card is placed printing side down, you must be able to read them upside down. For clarity, the position of the nick is indicated by a short line in the illustrations below.

NAIL NICKS WITH PRINTING SIDE DOWN, BLANK SIDE UP



READING THE CARDS

All you need to do is add the values of the cards not selected by looking at the marks. Remember, there are only six possible values and each number is twice the one that precedes it starting with 1 and ending with 32 - 1, 2, 4, 8, 16 and 32. All of the cards are marked from left to right (1, 2, 4) and then, top to bottom on the right (8, 16). No nick means 32.

After adding the value of the cards the spectator did not keep, SUBTRACT THE TOTAL FROM 63. For example, if the spectator discarded the 1, 8 and 16; which adds up to 25, her number is 38 (63 - 25). If she leaves just the 8 and 32 on the table, her number is 23 (63 - 40). It's as simple as that; however with a little showmanship you can elevate this simple feat into the miracle class. Give it a try for real people and see for yourself.

ALTERNATE NON-MARKED PRESENTATION

You can, of course, forgo marking the cards altogether and simply have the spectator hand you back the cards that don't have her number. In that case, you simply add the numbers in the upper right corners of those cards and subtract from 63. If you use this approach, you should give the impression you are not paying attention. As you take those cards back, a brief glimpse at each one will give you the information you need before you set it aside (printing side down).

Don't reveal her age right away. Create some time misdirection before the revelation. Talk about how sometimes when someone has laser sharp focus and concentration, it's possible for you to zero in on their thoughts, etc.

On the pages that follow, you'll find ready-to-print artwork in two different sizes with and without borders. Have fun!

SMALL THOUGHT-READING CARD SET

3	5	7	9	11	1
13	15	17	19	21	23
25	27	29	31	33	35
37	39	41	43	45	47
49	51	53	55	57	59

5	6	7	13	12	4
14	15	20	21	22	23
28	29	30	31	36	37
23	38	39	44	45	46
47	52	53	54	55	60

9	10	11	12	13	8
14	15	24	25	26	27
28	29	30	31	40	41
42	43	44	45	46	47
56	57	58	59	60	13

3	6	7	10	11	2
14	15	18	19	22	23
26	27	30	31	34	35
38	39	42	43	46	47
50	51	54	55	58	59

17	18	19	20	21	16
22	23	24	25	26	27
28	29	30	31	48	49
50	51	52	53	54	55
56	57	58	59	30	60

33	34	35	36	37	32
38	39	40	41	42	43
44	45	46	47	48	49
50	51	52	53	54	55
56	57	58	59	60	41

SMALL THOUGHT-READING CARD SET (NO BORDER)

3 5 7 9 11 1
13 15 17 19 21 23
25 27 29 31 33 35
37 39 41 43 45 47
49 51 53 55 57 59

5 6 7 13 12 4
14 15 20 21 22 23
28 29 30 31 36 37
23 38 39 44 45 46
47 52 53 54 55 60

9 10 11 12 13 8
14 15 24 25 26 27
28 29 30 31 40 41
42 43 44 45 46 47
56 57 58 59 60 13

3 6 7 10 11 2
14 15 18 19 22 23
26 27 30 31 34 35
38 39 42 43 46 47
50 51 54 55 58 59

17 18 19 20 21 16
22 23 24 25 26 27
28 29 30 31 48 49
50 51 52 53 54 55
56 57 58 59 30 60

33 34 35 36 37 32
38 39 40 41 42 43
44 45 46 47 48 49
50 51 52 53 54 55
56 57 58 59 60 41

LARGE THOUGHT-READING CARD SET

3	5	7	9	11	1
13	15	17	19	21	23
25	27	29	31	33	35
37	39	41	43	45	47
49	51	53	55	57	59

5	6	7	13	12	4
14	15	20	21	22	23
28	29	30	31	36	37
23	38	39	44	45	46
47	52	53	54	55	60

9	10	11	12	13	8
14	15	24	25	26	27
28	29	30	31	40	41
42	43	44	45	46	47
56	57	58	59	60	13

3	6	7	10	11	2
14	15	18	19	22	23
26	27	30	31	34	35
38	39	42	43	46	47
50	51	54	55	58	59

17	18	19	20	21	16
22	23	24	25	26	27
28	29	30	31	48	49
50	51	52	53	54	55
56	57	58	59	30	60

33	34	35	36	37	32
38	39	40	41	42	43
44	45	46	47	48	49
50	51	52	53	54	55
56	57	58	59	60	41

LARGE THOUGHT-READING CARD SET (NO BORDER)

3	5	7	9	11	1	5	6	7	13	12	4
13	15	17	19	21	23	14	15	20	21	22	23
25	27	29	31	33	35	28	29	30	31	36	37
37	39	41	43	45	47	23	38	39	44	45	46
49	51	53	55	57	59	47	52	53	54	55	60
9	10	11	12	13	8	3	6	7	10	11	2
14	15	24	25	26	27	14	15	18	19	22	23
28	29	30	31	40	41	26	27	30	31	34	35
42	43	44	45	46	47	38	39	42	43	46	47
56	57	58	59	60	13	50	51	54	55	58	59
17	18	19	20	21	16	33	34	35	36	37	32
22	23	24	25	26	27	38	39	40	41	42	43
28	29	30	31	48	49	44	45	46	47	48	49
50	51	52	53	54	55	50	51	52	53	54	55
56	57	58	59	30	60	56	57	58	59	60	41

MENTA-NUMBER CARDS

by Tom Sellers

EFFECT

This clever mental effect was conceived by Tom Sellers. You show four different color, square cards. The cards have numbers on each side. You ask a person to pick up any color card and mentally select a number from it. You now take the cards and turn them over - forming a square. The numbers on this side are now seen in a circular design. You ask the spectator on which color card he sees his thought of number. As soon as he tells you, you can immediately reveal it!

THE CARDS

The four different cards are numbered as follows:

NO. 1 - THE RED CARD has the numbers 1, 2, 3, 4 in the corners on one side. On the other side, the red card is numbered 1, 5, 9, 13.

NO. 2 - THE WHITE CARD has the numbers 5, 6, 7, 8 in the corners. On the other side, the white card is numbered 2, 6, 10, 14.

NO. 3 - THE BLUE CARD has the numbers 9, 10, 11, 12 in the corners. On the other side, the blue card is numbered 4, 8, 12, 16.

NO. 4 - THE GREEN CARD has the numbers 13, 14, 15, 16 in the corners. On the other side, the green card is numbered 3, 7, 11, 15.

The only thing you must remember is the card number by its color.

<u>FRONT</u>		<u>BACK</u>	
1	2	5	6
3	4	7	8
9	10	13	14
11	12	15	16

1	5	9	13
2	6	10	14
4	8	12	16
3	7	11	15

METHOD

All you have to do is watch the color of the card the spectator picks up. If he picks up RED, remember the No. 1; WHITE, the No. 2; BLUE, the No. 3; and if GREEN, the No. 4. Now layout the four cards with the backs showing (see "Back" illustration on page 9), so the numbers form a circle. Ask him which color card the number he is thinking of is on. Whatever color card he selects, you use the original card number (1, 2, 3, 4) to find the position of his number, starting with the lowest number on the card. For example, if he selected his number from the red card (1); his number on the back will be the lowest number on whatever color card he selects. The next higher number will be the number of someone who selected their number from the white card (2). The number after that will be the number of someone who chose their number from the blue card (3). And finally, the highest number on any card will be the choice of someone that looked at the green card (4).

PRINTING CARDS

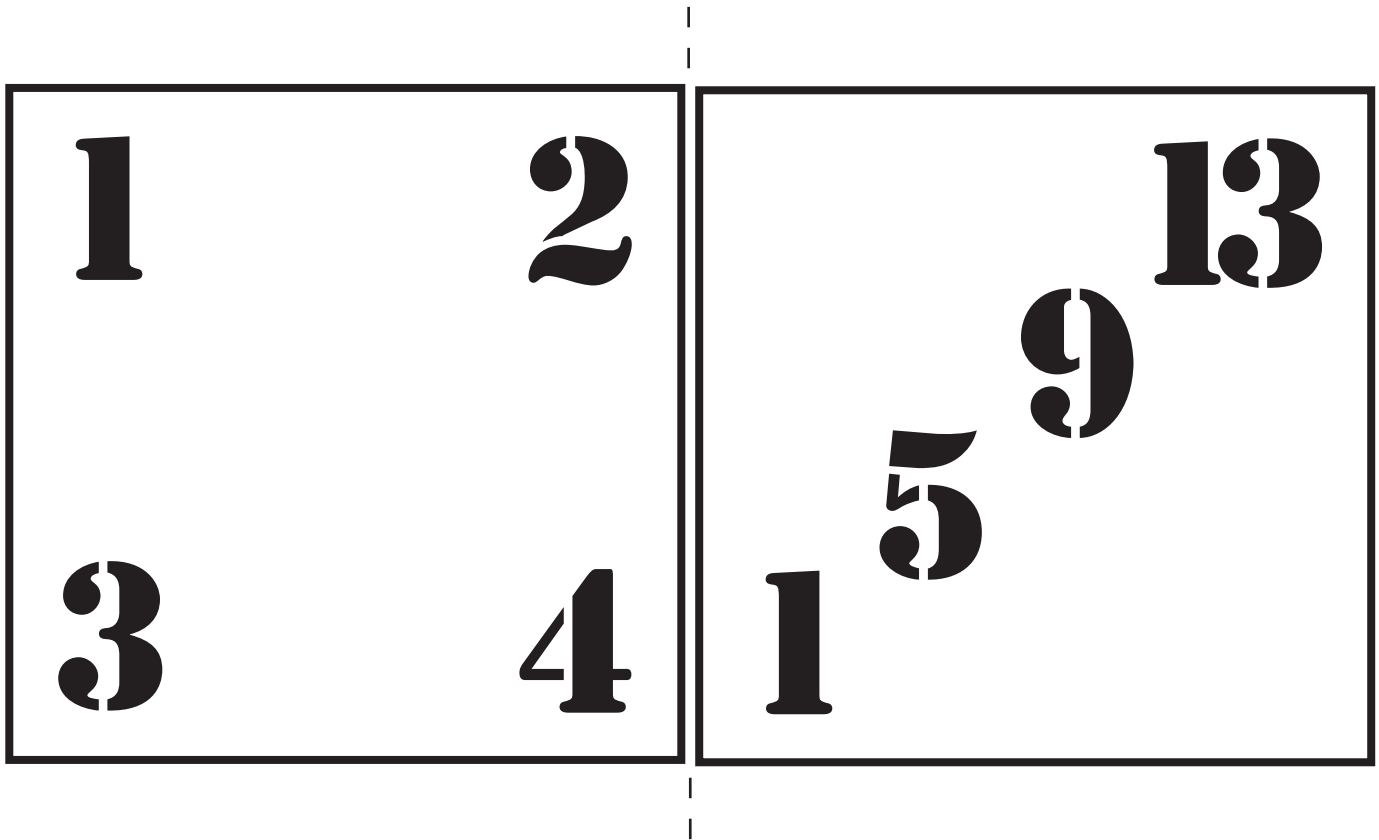
Output the artwork on the four pages that follow onto lightweight color card stock and trim per the instructions (cut out the double square as a single piece, not as two individual squares). Then, fold and glue together so you have four two-sided cards when you're done.

If you're unable to print on color stock, you can print all four on white card stock. In this case, just remember the card number by the group of four numbers. Card No. 1 has 1, 2, 3, 4. Card No. 2 has 5, 6, 7, 8. Card No. 3 has 9, 10, 11, 12. And finally, Card No. 4 has 13, 14, 15, 16.

MENTA-NUMBER CARDS

Red - No. 1

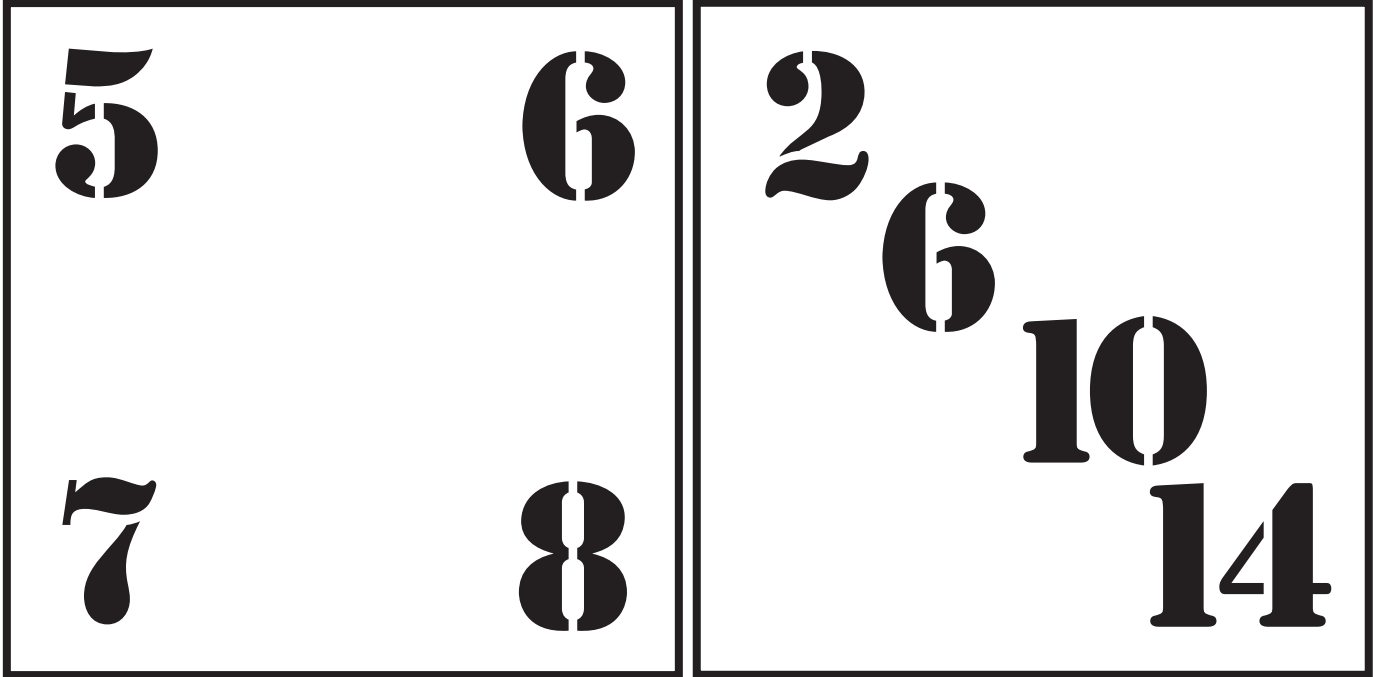
Output this page onto RED CARD STOCK. Cut out both squares along the border as a single piece. Fold in middle and glue together to form two-sided number square.



MENTA-NUMBER CARDS

White - No. 2

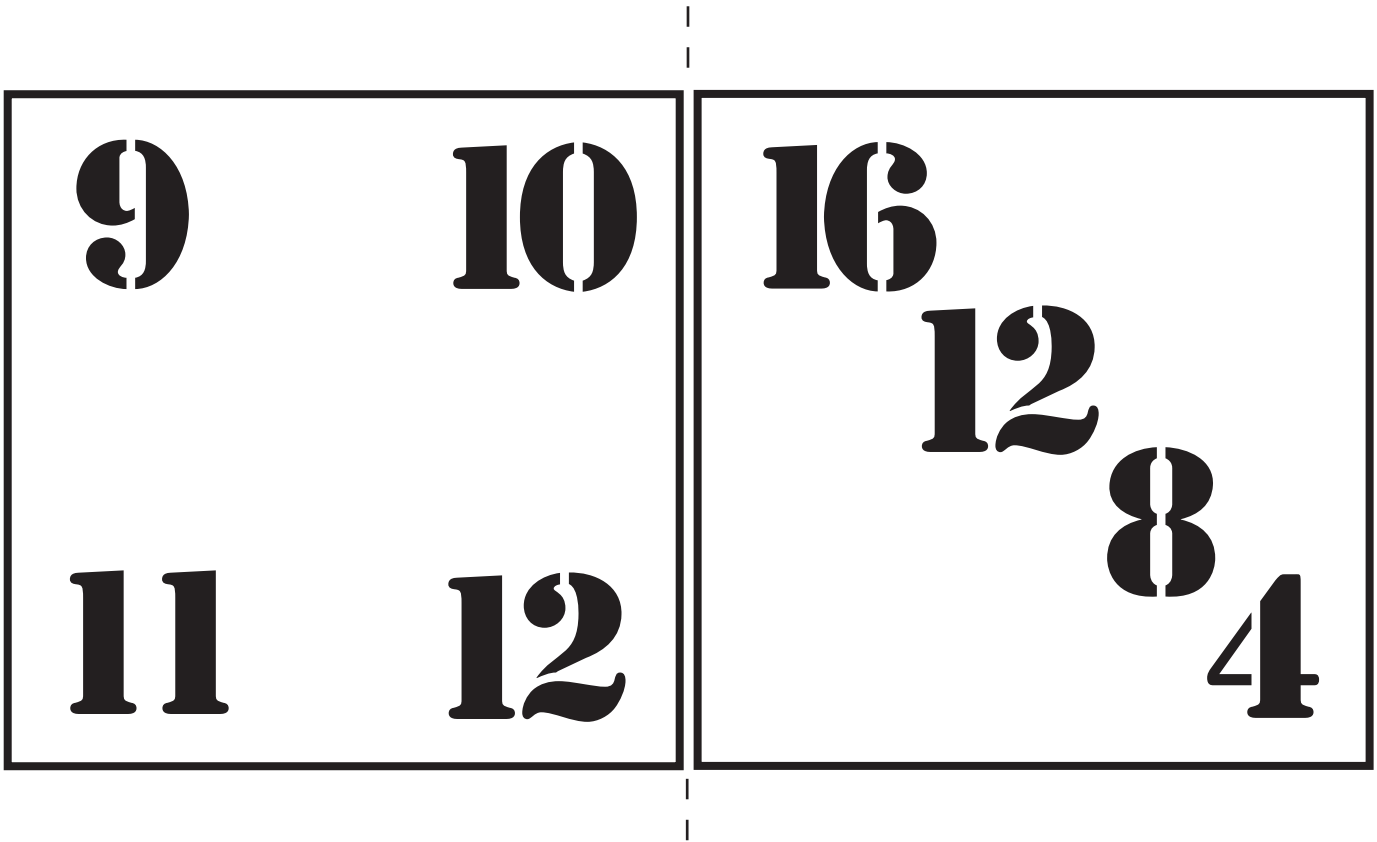
Output this page onto WHITE CARD STOCK. Cut out both squares along the border as a single piece. Fold in middle and glue together to form two-sided number square.



MENTA-NUMBER CARDS

Blue - No. 3

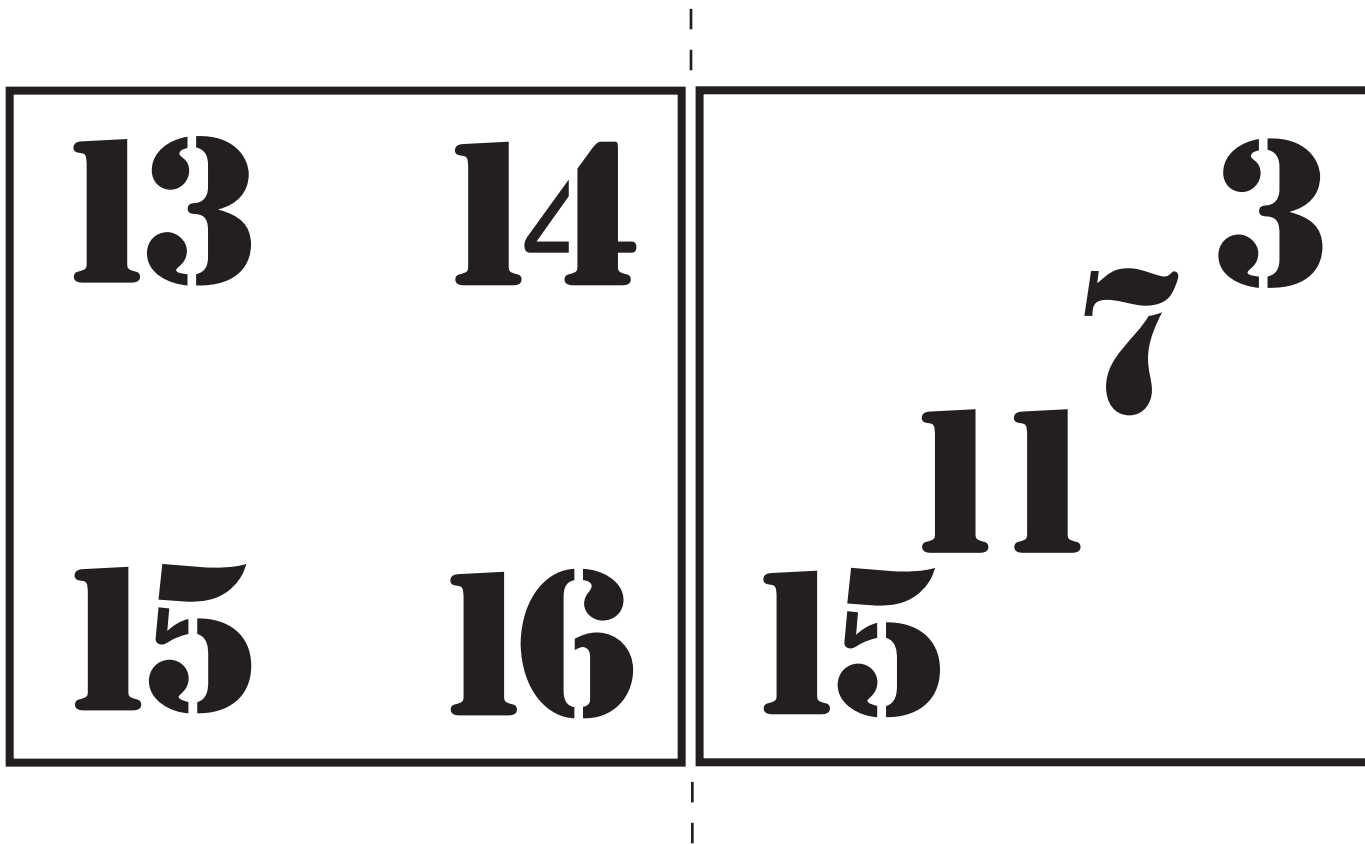
Output this page onto BLUE CARD STOCK. Cut out both squares along the border as a single piece. Fold in middle and glue together to form two-sided number square.



MENTA-NUMBER CARDS

Green - No. 4

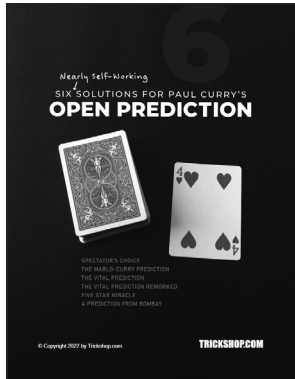
Output this page onto GREEN CARD STOCK. Cut out both squares along the border as a single piece. Fold in middle and glue together to form two-sided number square.





TRICKSHOP.COM

MAGIC AND MENTALISM THAT WILL SET YOU APART.



THE OPEN PREDICTION

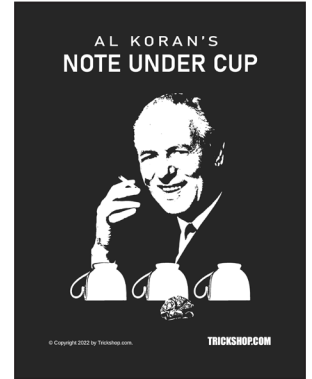
Six nearly self-working methods for performing Paul Curry's Open Prediction or a reasonable facsimile thereof. The methods are all quite easy to execute, although they may require some preparation, a set up or move, or even other stuff. Material includes: two Francis Haxton handlings – one with a single deck and one with two; Bill Simon's clever solution

along with our own sleight-free version of it; Al Koran's Five Star Miracle as performed for large audiences as well as on television; and finally, our own direct two-deck solution that we think comes as close as any to "resolving Paul Curry's card problem." Plus, we provide some background on the early history of the effect as well as a snippet on each handling. 24 pages, photo-illustrated.

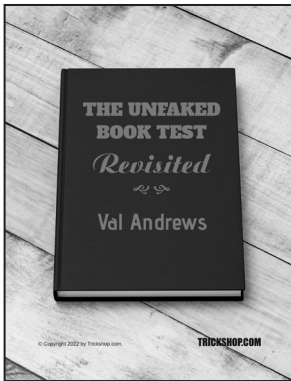
The real work on...

AL KORAN'S NOTE UNDER CUP

Shortly after its release in 1951, Al Koran adapted Bob Hummer's Mathematical Three Card Monte to locate a crumpled up banknote secretly placed under one of three cups, which were then well mixed – all while the performer's back was turned. The reworked presentation delighted and confounded audiences. It was pure genius...pure Koran. By 1952, Harry Stanley's Unique Magic was already marketing the innovative effect. In these new instructions, we break down the handling for the routine Koran performed professionally for many years along with his patter, as well as the shortened version many are familiar with. Plus, we even include the original 1951 instructions for Bob Hummer's monte, published by Frank Werner; not to mention, background information, tips, using Starbucks paper cups, and more. 14 pages, illustrated.



THE UNFAKED BOOK TEST



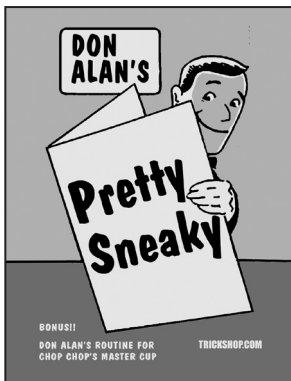
Revisited

In this new manuscript, we take a fresh look at one of the simplest and most direct book tests you can perform...The Unfaked Book Test, originated by Val Andrews. The closely-guarded secret of a handful of professionals for over 30 years, we explain Andrews' original handling along with options that make it even easier to perform. Works with a regular newsstand paperback or hardcover that is completely free of any preparation. 12 pages, photo-illustrated.



PHANTINI'S ACAAN

With the assistance of his friend Barrie Richardson, Gene "Phantini" Grant began performing ANY CARD AT ANY NUMBER in the 1980s. In this new manuscript, we break down the handling for this mental card miracle, step-by-step, along with Phantini's original instructions. In addition, we offer Jack Yates' easy-to-master set-up as a new option to get you up and running soon after you learn it. This is one of the most direct and powerful ACAAN solutions ever devised and uses only a single deck which is in full view from the start. Set-up takes just minutes with any full deck. 16 pages with photo illustrations.



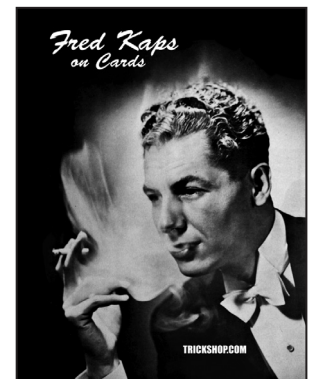
DON ALAN'S PRETTY SNEAKY

Pretty Sneaky highlights include a Darker Shade of Malini, his three-phase MacDonald Four Ace Routine (It Can't Be...), his Bowl or Cup Loading method, Flaming Han Ping Chien (Alan's presentation for the classic effect), Ashes, Wot Hoppended (two card transpo), Card on Wall (or Ceiling, different version than his first book), and much more. Plus, a number of clever presentations and twists for standard effects, like the stack

of quarters, folding coin, linking safety pins, the blank deck, his hilarious mechanical card duck routine, and more. As a bonus, we've also included Don Alan's signature Chop Cup routine including his patter. 44 pages, illustrated.

FRED KAPS ON CARDS

This package includes Fred Kaps printed lecture supplement, "KAPS ON CARDS," in PDF format along WITH STREAMING VIDEO ACCESS to Kaps' companion instructional film, "EXPERT CARD MANIPULATION." Fred Kaps teaches 16 different card moves. See web page for a complete list. Intermediate to advanced skills recommended. 6 pages.



ALSO AVAILABLE...THE "KAPS ON COINS" SUPPLEMENT, ALSO WITH STREAMING VIDEO ACCESS, AS WELL AS FRED KAPS' LECTURE NOTES.

The Living End

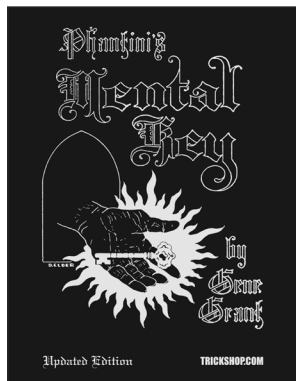


A must-have resource for anyone who does card magic! J.G. Thompson puts over 200 take-a-card endings at your fingertips. Denouements are organized into eight chapters (and distinct categories) along with a ninth chapter explaining a range of helpful utility moves, techniques and sleights. Originators include Vernon, LePaul, Marlo, Daley, James, Judah, Kosky, McMillen, Braue, and other top card workers of the last century. 134 pages, 25 B&W photos.

PHANTINI'S MENTAL KEY

First published in 1956 by Ed Mellon, Phantini's Mental Key remains one of the most sought after publications in mentalism today. That's why, we are pleased to bring you an updated edition of this important work. It is faithful to the original publication (with Gene Grant's instructions), except we've eliminated the outdated section on Ed Mellon's Instru-Mental gimmick.

This item is long off the market and no longer obtainable, so we've replaced it with Grant's handling for several mental card classics. Material includes: Phantini's Mental Key, A Mind and a Magazine, Incredible Insight, Miracrypto Advanced, Psychorama, Divino, The Eyes of the Prophet, Miracelimitation, The Open Prediction, Think-a-Card, Miracle Discernment, Phantini's Delusion Deck, and much more! 28 pages.



Bewitched, Bottled & Bewildered

An innovative solution for this classic Maurice Fogel effect. After five different drinks are covered and mixed by both you and a spectator, his "mentally selected" beverage is discovered at the exact location you predicted. You

now bring out a glass and bottle opener, and invite your helper to enjoy some of his chosen beverage. Your prediction is placed in full view at the beginning of the effect. No switches. No duplicate bottles or fake shells. No multiple outs. Works with ordinary paper lunch bags and real bottled drinks of your choice.

SERIAL DECEPTION

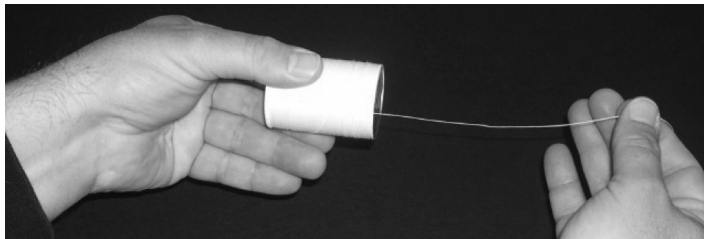
Whether working impromptu or on stage or platform, the ability to divine the serial number on a borrowed bill or banknote is one of the most devastating feats in the entire realm of mentalism. And yet, there is relatively little information on this important topic in magical literature. That's why, we are pleased to bring you a collection of deceptive bill reading methods from top thinkers like Dr. E.G. Ervin, Bob Nelson, Eric Mason, Ed Mellon, U.F. Grant, and Ted Annemann. Over a half dozen methods in all. Plus, all are direct and 100% practical.



Bob Hummer's Poker Chip Mystery

A baffling, yet easy to perform Bob Hummer mind reading effect. Six chips bearing the numbers 0 to 10 distributed on their twelve sides, are given for inspection and thorough mixing. A spectator places the chips on the table. The performer turns his back and again the chips

are given a mixing. Now a spectator selects any three of the chips – and the performer announces the total of the numbers on these three chips! Repeat as often as desired, the total being different each time. Our illustrated instructions explain how to make up and perform with cardboard discs, squares, or even your business cards! 5 pages.



GYPSY THREAD TRICK

A beautiful and mystifying close-up magic classic. A long length of thread is unraveled and broken off a spool. The spool is set aside and your hands, apart from the piece of thread, are seen to be unmistakably empty. Slowly and deliberately, you now proceed to break this long piece of thread into many smaller pieces. You continue until you are left with one small strand. Gathering up all of the broken pieces, you roll them into a small ball, which you place against the remaining strand. The ball of broken pieces clings to the center of the strand. You now slowly pull the ends of the strand apart and the ball gradually unravels until you are holding a single, long length of thread again. Photo-illustrated instructions, 8 pages.

THE BOXES OF CHANG

Jack Miller's acclaimed handling for "The Three Article Test." Objects are placed into different color boxes after performer leaves room. Upon re-entering the room, the performer INSTANTLY tells each spectator the color of the box which he has hidden in his pocket and also names the article it contains. A beautiful and mysterious effect. No assistants required. 6 pages.



SEE ALL OF OUR THREE ARTICLE TEST SOLUTIONS.

BUSINESS CARD MIRACLES IV

In this latest installment, we bring you seven more self-promoting magic and mentalism effects you can perform with your business cards. These include: a Gerald Kosky gem – My Name's Mine; The Francis Carlyle Business Card Move; ESP Matching; plus instructions, patter, and ready-to-print artwork for the one of the most popular pocket tricks of all time – Out to Lunch (The Vest Pocket Hindu Rope Trick); and more. 18 pages, illustrated.



FOX MIRACLE GIMMICK

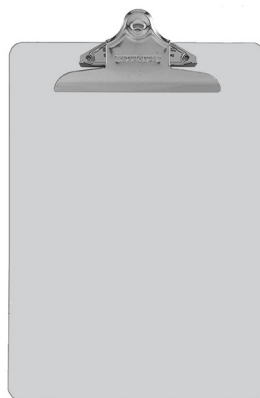
Perform absolute mind reading miracles with a deck of cards. For years, this was Paul Fox's best kept secret. A small gimmick that allowed him to ascertain the identity of cards merely thought of by one or more spectators. Nothing except the deck, is ever seen by the spectators. The gimmick does everything except whisper the names of the chosen cards in your ear. Easy to do. 10 pages with ready-to-print Paul Fox Gimmick artwork.

THE THREE CARD MONTE FOR MAGICIANS

Master the 3 Card Monte quickly with our concise how-to guide – from what types of cards to use and why to practice sequences that break down the mechanics and handling behind this classic swindle. Plus, we also provide the standard monte spiel which you can use as a basis for your patter along with the bent corner dodge, torn corner, and more. 19 pages with 24 color photos that detail the action step-by-step.



SEE ALL OF OUR MONTE EFFECTS.

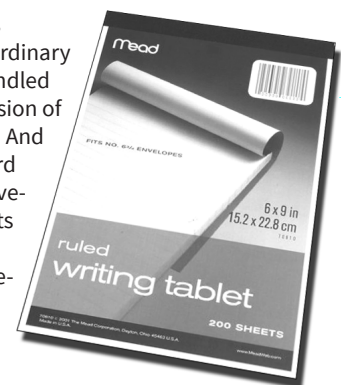


CLEAR CLIPBOARD IMPRESSION SYSTEM

The Amazing Dr. Maurice's original Clear Clipboard Impression System gives you the ability to capture a clear, legible impression of anything a spectator writes or draws using just a transparent acrylic clipboard, a sheet of paper, and a pencil. Properties you can handle freely and look so innocent that they're above suspicion. Fast, easy set-up. 8 pages.

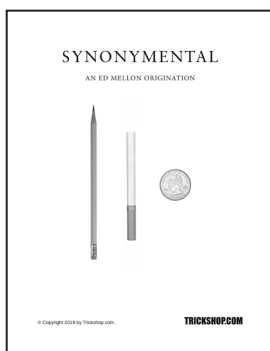
The gimmick? You're looking at it! THE MENTALIST'S PAD

At last, an impression pad that defies detection. The Mentalist's Pad is an ordinary looking writing tablet that can be handled freely, yet will capture a clear impression of anything a spectator writes or draws. And while it rivals any well-made clipboard in terms of performance and deceptiveness, this innovative, new device costs just a few dollars and takes less than 10 minutes to construct. Use it for pre-show work, design duplication, and much more.



SYNONYMENTAL

Ed Mellon's mental mystery with a packet of 18 business-size cards – each with name of a different common object people carry in their pocket. Cards are now dealt in three rows of six cards each. Spectator places a pen or pencil on a card in the first row, a cigarette on a card in second row, and finally a coin on a card in the third row. As each card is turned over it is seen to bear the name of the object that the spectator placed on it! 8 pages.



Marked Thought

Bob Mason's seemingly impossible matching effect! From a mixed pack, ten cards are dealt face down on a table and a spectator freely marks several with a coin or poker chip. Ten more cards are dealt on top of these – forming ten pairs. When the cards are turned over, only the pairs marked by the spectator match! No marked cards. No gaffs. Plus, our new instructions explain how do it with a standard ESP deck (symbols match) or regular playing cards (with mates of same value and color matching)! Ingenious, just one easy move accomplishes everything. Keep in mind, after the cards are mixed, no one ever sees the faces of the cards until the end of the test. 6 pages, illustrated.



DR. Q's GREAT HYPNOTIC ACT

No real hypnotism. No pre-arrangement with assistants or stooges. Nothing to carry around. Do it any time. Seemingly you control the actions of four or five committeemen and make the do all sorts of absurd stunts. You can do this act immediately after you have read William Larsen's clear directions. Originally, a Thayer manuscript. 7 pages.



ALSO SEE...THE JOLT – COMEDY ELECTRIC CHAIR ROUTINE.

The New Standard IMPRESSION CARD CASE

Construct an Impression Card Case with Bicycle's new "Standard" card case IN LESS THAN 10 MINUTES! An Impression Card Case that works as well as Annemann's original! 10 pages.



AIR TIGHT PREDICTION

As seen at Mel Mellers' Blackpool lecture! Now you can perform one of today's hottest mentalism effects with ease! Audience members choose different features of their dream vacation. The answers they provide are ultimately discovered to match those written on your prediction slip – a slip which was sealed inside a balloon and safeguarded by a spectator from the start of the presentation.



NO SHILLS OR ASSISTANTS • NO FORCES, PSYCHOLOGICAL OR OTHERWISE • NO CARBONS
NO SWAMI GIMMICKS OR NAIL WRITING • NO SUSPICIOUS OR EXTRA PEN MOVEMENTS

Real People. Real Numbers. No Forces,
Switches or Gimmicked Pads.

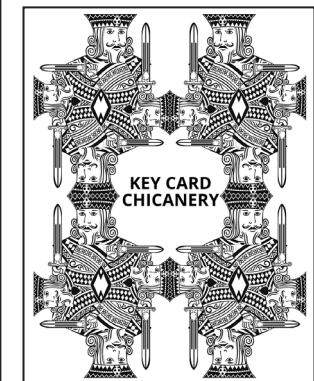
ALMOST REAL PREDICTION

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The card trick that made Ralph Hull famous! Spectator shuffles the deck and is requested to mentally select (think of) any card. He does not write it down – just remembers it. Performer asks him no questions but runs through the cards without looking at the faces and picks out the one spectator is thinking of. As close to real mind reading as it gets. Hull's subtle

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Seven Keys to Baldpate

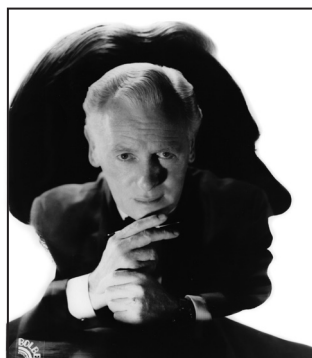
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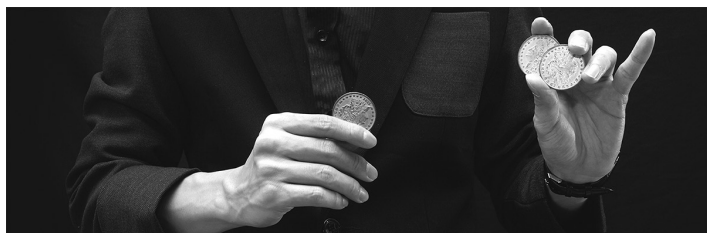
Reveal the identity of a card merely looked at by a spectator. As impossible as it seems, apart from fanning the cards at the beginning of the effect, you never need touch or go near the deck again! Keep in mind, nothing is written down. There are no sleights, glimpses, or other moves to worry about. No stooges, marked cards, or gimmicks. 11 pages.

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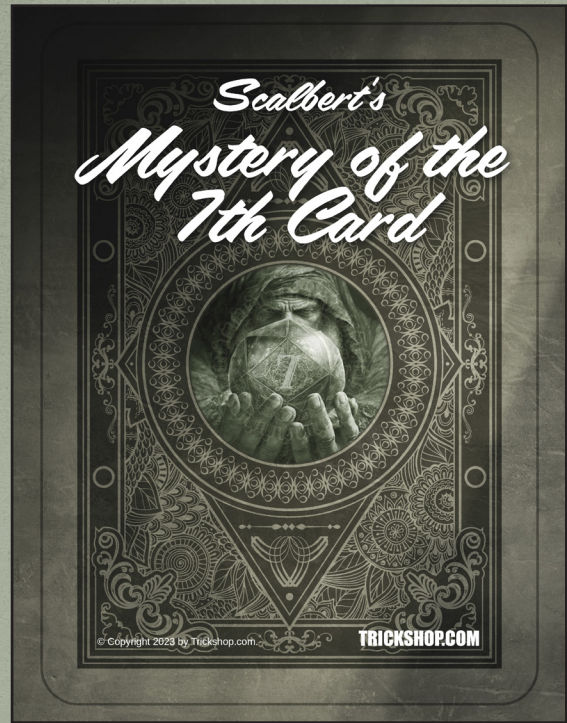
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