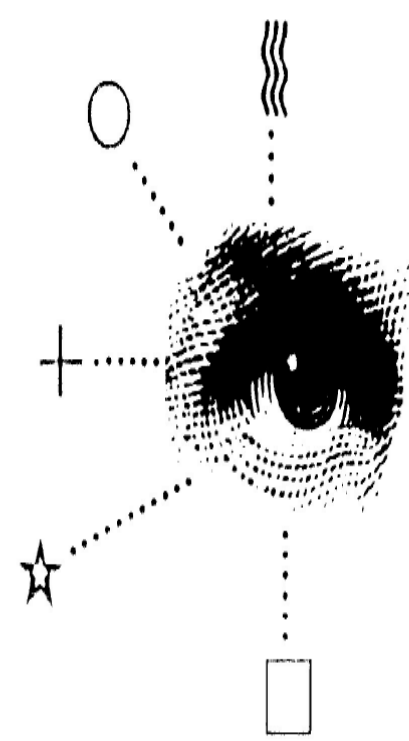


**E** NTERTAINING


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**P**



A Book of Tricks with  
The  
**ROYAL MAGIC  
ESP DECK**

Written by Patrick Page and Ken deCourcy  
Edited by John Moehring  
Illustrated by Tony Dunn

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Nimble Thimbles

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Fun-tastic Tricks

125 Tricks with Cards

101 Tricks with Trick Cards

Puzzle Fun



## THE ROYAL MAGIC ESP DECK



ESP Cards were extensively used by Dr. J.B. Rhine at Duke University for use in his experiments in Extra Sensory Perception. The cards were originally designed by Karl E. Zener in the 1930's. The ESP Deck consists of five sets of the five different ESP symbols on cards for total of 25 cards.

The five ESP symbols are

- 1 Circle: made with one line only
- 2 Cross: drawn with two lines
- 3 Waves: made of three lines.
- 4 Square: shaped by four sides
- 5 Star: symbol with five points.

There are Five classifications of Extra Sensory Perception (ESP) and four of these can be demonstrated with the use of ESP cards.

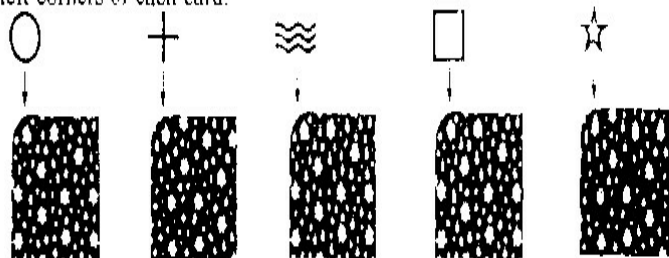
- 1 Mind Reading — The mentalist (psychic), who is sensitive to forces beyond the physical world, can tell what another person is thinking.
- 2 Telepathy — The mentalist can transmit thoughts to a spectator.
- 3 Clairvoyance — The perception of information which is unknown to anybody.
- 4 Precognition — The knowledge of a future event or happening.
- 5 Psychokinesis — The ability to move objects with the mind. Examples include bending a spoon, starting a watch, or controlling the roll of a pair of dice.

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Before learning the tricks in this booklet, you may want to test yourself for actual ESP abilities. Sit back to back with a friend and as he concentrates on one of the five symbols from a shuffled deck, you write down what he is thinking. Continue with all twenty five cards and check your results. Did you get more than 20% (1 in 5) correct? If so you may have real ESP powers of **Mind Reading**. Change places with the subject and as you look at the symbols, try to transmit them to him to test for **Telepathy**. Have the subject shuffle the cards thoroughly so neither of you knows the order. Without looking write the order on a piece of paper 1 to 25 to test for **Clairvoyance**. Now to test for **Precognition**, again write the future order of cards 1 to 25 on the paper before the deck is shuffled.

All five cards are secretly marked on the backs. Lay the five cards face down, in order 1 through 5. Notice that there are "Star Markings" in the top left corners of each card.



1. The first point (at roughly one o'clock) is missing: this is the one line symbol - the Circle.
2. The second point is missing: this is the two line symbol - the Cross.
3. The third point (at bottom of star) is missing: this is the three line symbol - the Waves.
4. The fourth point is missing: this is the four line symbol - the Square.
5. The fifth (at roughly 11 o'clock) is missing: this is the five line (or five point) symbol - the Star.

Practice reading the secret markings. First hold the cards in your hand, and then place some cards on a table and read the markings from a few feet away. Get accustomed to reading the marks quickly with a casual glance.

Many of the tricks described in this book use only a few of the marked

cards, some use the complete deck. A few of the effects do not use the secret markings and can be performed with any ESP deck.

When presenting ESP effects it is better to call them experiments, not tricks. Mentalism demonstrates the power of the mind and communication by mental cooperation. Any talk, or patter, that is used should be direct. Give directions like an instructor approaching "the experiments" in a scientific manner.

After you have learned a number of ESP effects from this book, you will want to pick out a few of your favorites and present them as a routine. It is interesting to note that a number of professional magicians were given an advanced copy of this manuscript and asked which tricks were their favorites. The results were total disagreement. Probably the reason for this is that each envisioned the effects as he would present them. In mentalism, presentation is everything. Even the simplest effect using the most direct method or principle can produce astonishing results when properly presented.



## TRICKS REQUIRING A SET OF THE FIVE ESP CARDS



### By Weight Alone

Give someone the five ESP Cards and ask him to mix them thoroughly. They choose one without looking at it and place it face down on the palm of your hand. Explain that it takes a different amount of ink to print each ESP symbol on the face of the cards. Move your hand slightly up and down, pretending to weigh the face down card, then name the symbol on the card.

Secret: Simply look at the Star Marking while doing the weighing.

### Sight Unseen

The five different ESP Cards are placed face down in a row on the table. The spectator peeks at the face of one. You ask that the five cards be mixed and handed to you. The packet is placed in the side pocket of your jacket. Ask the spectator to merely think of the ESP symbol. Showing your hand



empty, you reach into the pocket and bring forth one card. When the spectator is asked to name the selected symbol, you turn over the card and it is the same one.

**Secret:** Unknown to the spectator, you have five duplicate ESP cards in your pocket. They are stacked from top to bottom in the 1 through 5 order. Because of the Star Markings, you know which card has been selected as it is peeked at. Take the five mixed cards handed to you and place them in your pocket at a right angle to the five stacked cards as shown in figure 1. When you reach in, count to the known card. It is important that you remove that card from your pocket, holding it face down before his selection is named.

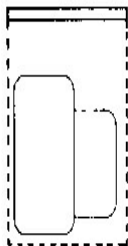


Fig. 1

## Behind the Back

A spectator selects one of the five ESP Cards while your back is turned. You name the symbol before seeing the face or back of the selected card.

**The Secret:** A table or chair should be by your side. Turn your back and instruct the spectator to mix the cards, then place them in your hands which you are holding behind your back. Spread the cards, asking the spectator to take one. As soon as one has been removed you toss the remaining four cards face down on the chair or table. While you instruct the spectator to place the chosen card in your other hand, which is still behind your back, you glimpse the Star Markings on the four cards on the table, noting which one of the cards is missing. You'll have ample time to study the Star Markings as you pretend to weigh the card behind your back, before dramatically revealing its symbol.

## ESP by Elimination

Lay the five different ESP Cards face down in a row on the table. You step back a few feet from the table and ask the spectator to pick up any one of the cards, look at it, and remember the ESP symbol. Ask them to place their

card back on the table, mix the cards, and lay them out again in a row of five. You approach the table and pick up four of the cards, without showing their faces. Ask the spectator to name the ESP symbol looked at. When he does so, ask him to turn up the remaining card. It is the chosen symbol.

**The Secret:** Unknown to the spectator, the cards are laid out from left to right in the 1 through 5 order. Because you know the position of the ESP Cards to begin with, you will know the symbol looked at as soon as a card is lifted, even though you are standing away from the table. When you approach the table, simply look at the Star Markings, as you slowly eliminate the cards except the selected one.

## Psychic Feedback

Five different ESP Cards are mixed and passed out to five different people by a spectator. The performer does not touch the cards. Now each person is handed an envelope and all are asked to seal their cards in their envelopes. They are gathered, mixed up, and handed back to you. One at a time, you hold an envelope to your forehead, then hand it to a person. When the envelopes are opened, each person is found to have the ESP Card looked at previously.

**The Secret:** You have no control over how the ESP Cards are passed out, but you do have control over the envelopes. You have previously marked the first four envelopes with a pencil dot in different corners. Start at the top right hand corner, think of it as number 1 (one o'clock), and make a light pencil dot. Going clockwise, the bottom right hand corner is envelope number 2 (actually four o'clock). The bottom left hand corner is 3 (eight o'clockish). The top left hand corner is dotted as 4. The envelope with no pencil dot is number 5. Once the different spectators have their ESP Cards, hand the envelopes out from left to right, thinking 1, 2, 3, 4, and 5. When you get the envelopes back, even though the order is mixed, you know which envelope (and consequently the correct ESP Card) goes back to its previous holder.





## Psychic Feedback Plus

This trick is similar to the previous one, except it has a kicker. When the envelopes are returned to the spectators, they are instructed not to open the envelopes, yet. Each is told to hold their envelope to their forehead, as you did when you determined who would receive each envelope. You then describe the symbol inside each envelope before they open them. In other words, you not only return the correct envelopes to their owners, but you "divine" the ESP symbol on the card inside each envelope.

**The Secret:** You must hand out the ESP Cards. While you are apparently mixing the order, you are glimpsing the Star Markings and handing them out in the 1 through 5 order. Knowing which spectator has each card combined with the marked envelopes enables you to achieve an apparent miracle.

## Casting A Spell

Using five ESP cards, you are able to locate the chosen symbol simply by spelling it. You take the face down packet and place one card to the bottom for each letter, spelling the chosen symbol. On the last letter of the word, you are left with the chosen card.

**The Secret:** Spread the five cards and ask the spectator to touch the back of one of the cards. When you ask that the card be removed and remembered, quickly glimpse the Star Marking. Have it returned, letting the spectator mix the cards. Under the guise of mixing the card a little more, find the marked card and get that card to one of these positions for its spelling. If you place the Square or Circle on top of a five card packet, and spell S-Q-U-A-R-E or C-I-R-C-L-E, placing one card to the bottom for each letter, the last letter/ card will be the symbol card for Square or Circle. Turn it face up. If the Wave card is on top of the packet, spell T-R-I-P-L-E (for the three lines) and it will turn up on the last card/letter. If you want the Cross to turn up on the last letter, place the Cross on the bottom of the packet. For the Star, place the Star on the bottom of the five card packet and spell S-T-A-R, then turn over the next card, which will be the last card of the packet.

When you take the face down packet from him to show they are "randomly mixed" and are looking for the mark, quite often, by accident, their card will be in a position which makes it possible for you to start the spell immediately without any adjustments.

## Square Speller

Here's a different version of "Casting a Spell" to use when you know the spectator has chosen the Square symbol card.

**The Secret:** When you're sure the spectator has chosen the Square, spread the face down packet of cards and start randomly "mixing them around." In reality, arrange them in the 1 through 5 order, from the top card down (the Circle is on the top, the Star on the bottom). Once arranged, start the spelling. Deal one card at a time from the top of the packet, transferring them to the bottom, first spelling the word C-I-R-C-L-E. On the last letter, E, turn that card face up -- it will be the Circle. Place this card aside. Now spell C-R-O-S-S, one card from the top to the bottom for each letter, and when you turn over the last card it will be the Cross. Place it aside. Repeat these actions with the word W-A-V-E, and the Wave card will turn up on the last letter. Place it aside. Now spell S-T-A-R and the Star will turn up on the last letter. You are left with one card in your hand. Turn it over to reveal the chosen Square.

## Symbolic Age

The five ESP Cards are handed to a spectator. Turning your back, you ask that the cards be mixed. After this is done, request that the packet be turned face up. The spectator is asked to think of his age. He is then requested to cut the face-up packet the same number of times as the first digit of his age. For example, if he is 37, he is to cut the packet three (3) times. He is asked to remember the ESP symbol of the face-up card cut to. The spectator then turns the packet face down and is asked to again think of his age. He is requested to transfer the same number of cards singly from top to bottom of the packet as the last digit of his age. Since he is 37, he would transfer seven cards one at a time from the top to the bottom of the packet. He is then instructed



to turn the packet face up and deal the cards into a face up pile on the table. Now he is instructed to pick up the packet from the table, turn it face down, then once again transfer cards from the top to the bottom singly, the same number as the last digit of his age. You now turn around and request that he hand you the face down packet. Without looking at the faces of the cards you are able to instantly reveal the symbol.

**The Secret:** The process of transferring the cards from top to bottom (with faces down), then dealing to the table (with faces up), and again transferring the cards from top to bottom (with faces down) - regardless of the number - will result in the thought of card being atop the face down packet that is handed to you. Since it's on top, simply look at the Star Marking. Reveal it in your most dramatic manner.



## MAGICAL EXPERIMENTS



### USING TWO PACKETS OF FIVE ESP CARDS

#### Transmission Experiment

The spectator removes any symbol card from his packet of five ESP Cards. You ask him to hold it to his forehead, with its back toward you. You take your similar packet of five cards and hold them up, faces toward him, one at a time. Ask him to transmit a picture of the symbol that he's holding to his forehead the moment he sees you hold up the same symbol. After he has seen all five symbols, you hold up one card with its back toward the back of his card. Of course, when turned around they match.

**The Secret:** The Star Marking on the back of the card on his forehead has been staring you in the face since you started the experiment.

#### ESP for Two

Two sets of the five ESP Cards are used; one for you and one for the spectator. Both mix their cards thoroughly. Ask the spectator to lay his cards in a row

face down on the table. You carefully deal your five cards face down, forming a row opposite his row of cards. When they are turned up, the symbols match.

**The Secret:** Match the Star Markings as you "carefully" deal from your set of face down cards.

#### ESP for Two, Sight Unseen

The spectator is handed five ESP Cards and you place five ESP Cards behind your back. You ask that their cards be mixed, indicating that you are doing the same. Without looking at the faces, the spectator lays a card on the table, you then place a card on top. He is asked to lay out another card face down, and you place a card on top of that one. This is done until there is a row of five face down pairs. When they are turned over, they match.

**The Secret:** The two sets of cards must be arranged in the 1 through 5 order. As soon as your set is behind your back, and while the spectator is genuinely mixing their cards. You place the top two cards, the Circle and the Cross between your left thumb and first finger. The third card, the Waves, is placed between the first and second finger. The fourth, the Square, is placed between the second and ring finger, while the Star is held between the ring and pinky finger. When the spectator places a card from behind their back, face down on the table, you simply glimpse its Star Marking. Then with your right hand simply pull the matching card from its stacked position between your left fingers.

#### Coincidence

A row of five ESP Cards is in front of the spectator, another row of five cards is in front of you. You toss a coin in the air so that it lands on any one of the cards in your row. The spectator duplicates your actions, tossing his coin on any card in his row. You pick up your card telling him it has landed on the Square, for example. When the spectator is asked to look at the card beneath his coin, it is also the Square.



**The Secret:** The five card row is laid out in the 1 through 5 order (Remember? Circle, Cross, Wave, Square, Star). The other row (yours) is in reverse, or 5 through 1 order. When you toss your coin on a card, you know which symbol it is on as soon as it has landed (by either the position or, if you're close enough to see, its Star Marking). Likewise, when the spectator's coin lands, you know its symbol by the position or the Star Marking. If they have landed on different symbols, pick up your card, pretend to look at it, and name the symbol on the spectator's card. Simply return your card face down, without allowing it to be seen, as you ask the spectator to look at the symbol on the card underneath his coin. He will be amazed. If the coins have landed on the same symbol, allow the spectator to turn over both cards, as you have a true coincidental match.

## Noughts and Crosses

The five Circle cards and the five Cross cards are removed from the ESP Deck. The packet of Circle cards are referred to as the Noughts, the packet of Cross cards are called the Crosses. Place one packet on top of the other. Give them a couple of complete cuts. Then you ask the spectator to give a few more cuts, each time completing the cut. As they are cut, you explain that with each cut it almost impossible to know whether the cards are being cut to a Nought or a Cross. Once the packet has been cut a final time, you place the packet behind your back. Then, one at a time, you place five face down pairs of cards on the table. You explain that, by Extra Sensory Perception, you were able to divine which symbol was which. To prove it, the pairs of cards are turned face up, and each pair consists of a Nought and a Cross.

**The Secret:** The cuts, as long as they are completed each time, do not disturb the relative stack. Once the cards are behind your back, divide the cards into two packets of five, without altering their order. If you now take one card from the top of each packet, they will always be a pair, a Circle and a Cross.



## Will the Signs Match?

Two sets of the five different ESP cards are used for this speller-matcher. By spelling out the phrase "Will the signs match" the ESP Cards are paired in a surprising manner.

**The Secret:** Both sets of ESP Cards are in the 1 through 5 order and are stacked together. Deal off five cards into a face down pile, which reverses

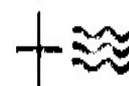


Fig. 2

then order. Hand this pile to the spectator and have him hold the cards as in figure 2. Tell your helper that, between the two of you, you will show how ESP signs have an affinity for each other. To do that, you will spell out the question, "WILL THE SIGNS MATCH." To spell each word of the phrase, a card is moved from top to bottom of a packet for each letter, and it will be the spectator who decides who will spell each letter. As an

example, to spell "WILL" he may start with the letter "W," so he transfers the top card of his packet to the bottom. He may then want you to spell "L," as with a "L," so you transfer two cards singly from the top to the bottom of your packet. Then he may wish to spell the last "L" of "WILL," so he transfers one card from the top to the bottom of his packet. When "WILL" has been spelled, the top cards of both packets are placed face down together on the table. Now, "THE" is spelled, again by whomever the spectator wishes, with the top card from each packet placed to form another face down pair. The spelling process is repeated for the words "SIGNS" and "MATCH," after which, there are four pairs of face down cards on the table. The spectator and you each hold a face down card. You ask, "Wouldn't it be a miracle if the ESP signs on these last two cards actually did match?" The spectator is bound to agree because the spelling has been done exactly as he wished. "Well, they are both the Circle (or whatever symbol is indicated by the Star Marking on your card)." You both turn the cards over and they are the Circle symbols. You continue, "If you thought that was just coincidence, what do you think of this?" Turn over the other four pairs to show that those symbols match as well.





## TRICKS WITH A FULL ESP DECK



### Psychic Revelation

A spectator mixes the ESP Deck of 25 cards. Spread the deck face down on the table. Have the spectator push one card off to the side without looking at it, and keep his finger on this card. You remove one each of the five ESP symbols. By holding these cards one at a time to your forehead, you name the symbol on the card underneath his fingertip.

**The Secret:** As you use your finger to show the importance of keeping his fingertip on the card, glimpse the Star Marking on the face down card.

### Revelation a la Mindreading

Once you know the symbol on the card by reading the Star Marking, here's another way to reveal your ESP abilities. Look into the spectator's eyes and explain that through mindreading you can name the symbol she is thinking of.

### Revelation via Pulse

Place your first two fingers on the spectator's wrist pulse. Slowly name all five ESP symbols. Then explain that his pulse skipped a beat when you announced one of the symbols. Name the one he selected.

### It's A Draw

Have a spectator draw his symbol on a small writing pad, without you seeing it. Pick up another pad and draw the symbol. Dramatically turn the pads around to show the same ESP symbols.

### From the Ashes

Have the spectator draw his ESP symbol on a small sheet of paper, crumple it into a loose ball, then place it in an ash tray and burn it. All of this is done with your back to the spectator. Turn around and rub some of the ashes between your fingertips and thumb, stating that you are starting to feel the symbol. Slowly name it.

### Circled

Give the spectator a large pad and a thick marking pen, and ask him to draw all five symbols on the pad. Take the pad from him and study it carefully. Draw a circle around the chosen symbol. Ask him to name the ESP symbol he was thinking of. Show that you have circled his symbol.

### Dual Control

The spectator shuffles the ESP Deck. You take it and spread the cards on the table. Ask the spectator to push one face down card, off to one side without looking at the symbol. You now take the deck, shuffle the cards, and give them to the spectator. Instruct him to spread them out as you did, so that you can now select one. You push your face down card alongside the spectator's card. When they are turned face up, the ESP symbols match.

**The Secret:** When the spectator picks a card, you know from the Star Marking which symbol it is. When the spectator spreads the cards for your selection, carefully make your pick, looking for the matching symbol.

### Australian Spell

This one uses the whole ESP Deck. The spectator's chosen card is revealed, using the Australian deal, and you don't have to be from Down Under to make it work.





**The Secret:** Have a card selected from the shuffled deck, as in Psychic Revelation explained earlier. The ESP Card that has been pushed aside is shuffled back into the deck, but only after you have glimpsed its Star Marking. Turn the deck face up, explaining that you are showing their random order. Actually, you contrive to get the chosen symbol eighth from the face (bottom) of the deck. This is not as difficult as it seems. In fact, there is a 1 in 5 chance that the ESP symbol will already be there. If not, since there are five cards with that symbol on it, the chances are that one of them will be quite near the eighth position. Turn the deck face down. Of course, you can simply use the Star Markings to get the chosen symbol eighth from the bottom, never having to turn the deck face up. Holding the deck face down in dealing position, explain that you will find his lost card using the Australian deal - a Down Under method of discovery. Deal the top card of the deck Down onto the table, then deal the next card Under, placing it on the bottom of the deck. Repeat this one down and one under deal through the entire deck, until you are left with just one card. This will automatically be the selected ESP card, the one that you secretly placed eighth from the bottom of the deck.

### Australian Deal, Mate

Again have a card selected from the deck as in Psychic Revelation, already explained. This time, when spreading the shuffled deck showing the "random order," look at the Star Markings and get one of the chosen symbol cards to the top of the deck. Remember, there's a 1 in 5 chance one is there. Quickly find a second match of the symbol and maneuver it to the top also. This means two alike symbols are on top, of course unknown to the spectator. Deal out, alternately, two hands of eight cards. This means that the bottom card of each eight-card packet will be the same symbol. Ask the spectator to pick up his hand and follow along your Down Under Australian dealing actions. Deal the top card Down to the table, then the next card goes Under the packet. This Down and Under dealing procedure is repeated until you both have one card left. When these are turned up, the symbols match, of course, mate.

### Eliminator

The spectator shuffles the full ESP deck and hands it to you. You run through cards face down and carefully select a card that is placed aside face down. The spectator then deals two hands of cards. Through a process of elimination deals he ends up with one card. Its symbol matches the ESP symbol of the card laid aside at the beginning.

**The Secret:** When you take the deck start to push off the cards from left to right, counting until you reach the 14th card. Pause here, stating that you are looking for the Eliminator Card. At this point glimpse the Star Marking, noting what this 14th card is, then continue to slowly push off more cards. From this point you are looking for a Star Marking identical to the 14th card. In other words, if you know that the 14th card is a Star, continue to push cards from left to right until you reach another Star. When you see this duplicate Star Marking, pause and tell the spectator that you have found the Eliminator Card. It is placed aside face down. Hand the deck to the spectator and have him deal out two hands of 12 cards, the first card going to you, the second to him. This completed, move your 12 cards to one side and ask him to pick up his 12 cards and deal them out again into two hands, this time two hands of six. Push your cards to one side and request him to deal his cards into two hands of three. Discard your cards and have him deal his hand of three - the first to you, second to himself, and the last to you. Again discard your two cards. He has one card left that is face down. Turn up the one card you laid aside at the beginning and then have him turn over his card. Their symbols, in this example the Stars, match.

### Psychic Sign

The spectator cuts off a small number of cards from the full ESP Deck. It is important to tell him to cut off "less than a dozen." He is asked to turn around and count his cards, remembering the number. The number of cards in his packet, he is told, is his "ESP Number." He keeps the packet for a moment, as you then proceed to show him some

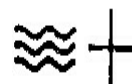


cards, one at a time, from the top of the deck. He is asked to remember the ESP symbol of the card that comes up at his ESP number, which only he knows. As you count aloud and show the cards deal them into a face down pile. Stop counting off cards when you reach the number 11. Pick up the dealt pile of cards and replace them on the top of the cards you're holding. As an afterthought, have the spectator drop his packet of cards on top. Ask the spectator to think of the symbol at his ESP Number, because it has become a "Psychic Sign." Now spell out P-S-Y-C-H-I-C-S-I-G-N, dealing down a card for each letter. The next card will be the symbol he thought of. Ask the name of his symbol. When he tells you, dramatically turn over the card.

The Secret: It is not necessary to rely on the Star Marking. Just count the cards as described above, this one works itself. Try it!

### The Force

Here's a mathematical way to "force" an ESP symbol on a spectator. This means that what the spectator assumes to be a random choice is, in fact, your choice. The symbol that is on the ninth card from the top of the ESP deck is the one that will be forced. For this example, assume that you want to force the Star, which is ninth from the top of the face down ESP Deck. Handing the spectator the deck, ask that he name a number between 10 and 20. When he does so, ask him to count that many cards into a pile on the table. Assuming that he names 16, he counts 16 cards onto the table. You then pick up the stack of 16 cards and replace them on top of the cards remaining in his hands. Now explain that if you the two digits of 16, a 1 and a 6, are added together the sum is 7. Ask him to count 7 cards from the top of the deck as before. When this is done ask him to peek at the next card, the one on top of the packet. Instruct him to remember this card, gather up the cards on the table, and shuffle the cards together. If he has followed your instructions carefully, you will have forced the Star symbol (or any card placed ninth from the top). This force will not work with the number 10 or 20. Just remember, you ask the spectator for a number "between" 10 and 20.



### May the Force Be With You

A sealed envelope is handed to a spectator who is instructed to place it in his pocket. Another spectator chooses a random ESP Card from the deck of 24 cards. This card is sealed in an envelope. When the two envelopes are torn open the two symbols match.

The Secret: The card sealed in the first envelope is a duplicate symbol of the one on the card that is ninth from the top of the slightly shorted ESP Deck. The mathematical force, as described above, assures that the match card is sealed in the other envelope.



### TRICKS WITH A STACKED ESP DECK



To stack the deck in the 1 through 5 sequence, place a Circle card face up on the table. On this lay a Cross, next a Wave, then a Square, and fifth is a Star. Continue this process until all 25 cards have been stacked. Turn the deck face down and, for most of these tricks, you're ready to start.

From the top down, the deck is in the order of circle, cross, wavy lines, square, star which corresponds to 1, 2, 3, 4, 5. The stack repeats five times, so the circle always follows the star. You can cut the deck any number of times without changing the sequence of the stack. Only the top card or first card in the sequence will change. Thus, if the cards are cut and the square is on top you immediately know that the next card is the star and that the wavy lines are the bottom of the deck. In fact, you can tell the position of every card in the deck. Since the stack repeats every five cards, cards in position 6, 11, 16 and 21 are also a square (or the same as the top card).

As long as cards are moved in groups from the top to the bottom, or from the bottom to the top, the stack will remain in sequence. You can show the cards in what appears to be a random order by turning the deck face up and transferring some cards in groups as you call attention to the different symbols.



You may find it useful (and more convincing) to appear to shuffle the deck, although you wish to retain the stacked order.

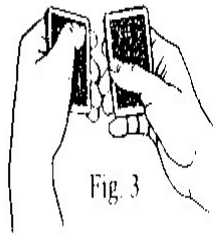


Fig. 3

Begin with the deck face down in your left hand. Your right hand takes off about half the cards leaving the bottom half in the left hand as shown in figure 3. Now, thumb a few cards off the top of the right hand packet and push them under

the cards in the left hand as shown in figure 4. Now, thumb off a few cards from the left hand and push them under the cards in the right hand as shown in figure 5. Continue this process a

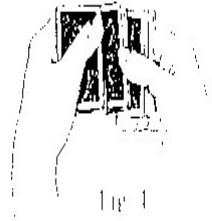


Fig. 4

few times with each hand alternately, then place the packets back together. The impression given is that the cards are being thoroughly mixed. In fact, all you have done is give the deck a cut and the sequence is intact, although, the top and bottom cards may be different.

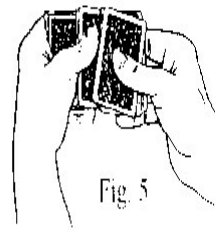


Fig. 5

### One In Six

Have the spectator cut the (stacked) deck. When he completes the cut, have him look at the top card and remember the symbol on it. Then he is asked to deal off the top six cards faces down onto the table, and mix them about. Pick up the six cards from the table looking for the one symbol that is duplicated. Place one of them face down on his upturned palm. Ask for the name of the symbol, then turn over the card.

**The Secret:** This can be done as described above without the Star Markings. To perform an even more mystifying experiment, after he has mixed about the cards, you mix them a bit more, secretly looking for the matching Star Markings. Then push aside, face down, one of the duplicates. Ask for the name of the symbol, then turn it over.

### Three Faces

Three spectators are asked to cut off random packets from the ESP Deck. The first spectator cuts off a portion (a half-dozen or so cards) of the deck. A second and third spectator repeat the procedure, taking about a half-dozen cards, leaving you the last four, five or six cards. The three spectators look at and remember the face cards of their packets, which you then divine before taking them back.

**The Secret:** With the ESP Deck in the stacked order, make a series of random cuts, showing how you will request the spectators to cut off small packets. These cuts must be completed. Even though you are preserving the relative order of the stack, it seems that the cards are being mixed with the cuts. Now ask the three spectators to cut off their packets, leaving you a small remainder pile. As they look at the face cards of their packets, you glimpse the Star Marking on the top card of your packet. It will tell you the symbol of the card on the face of the third spectator's packet. For example, if your top card is a Star, you will know his card is one-above in the stack, a Square. As you reveal the third spectator's card, take back his packet, placing it on top of your pile. Now by reading the Star Marking of the top of his packet, you know that spectator number two's card is one-above in the stack. Announce his symbol and take his packet back, adding it to the top of the deck. Glimpse the Star Marking of the new top card, and announce the symbol of one card above as the choice of the first spectator.

Note that by taking back the cards in the described order, the stack is still in order should you wish to use it for another trick.

The following two effects - Fantasy and The Power of Money - both use a simple sleight known as the "Glide". Hold the pack of cards face downwards in the palm down left hand, the thumb at one side, the fingers at the other as shown in figure 6. Rest the tip of the ring finger tightly against the middle of the face card. Press backwards with the tip of the ring finger, forcing the face card back



Fig. 6

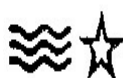


Fig. 7

less than an inch and making it protrude beyond the inner end of the deck as in figure 7. Figure 7 shows the sleight as seen from below. From above the cards appear to be in a normal dealing position. The protruding card is concealed by the back of the



Fig. 8

hand. Bring your right hand over to the packet and remove the second lowermost card as shown in figure 8 (it will appear as if you are removing the bottom card from the packet)

### Fantasy

This is a somewhat involved routine with the stacked ESP Deck, and it even requires a sleight-of-hand move, but it produces an astonishing three-way climax of ESP coincidence. Three people are seated at a table, to your right, to your left, and directly across from you as shown in figure 9. For this explanation, they will be indicated as spectators A (left), B (center), and C (right). The ESP Deck is in stacked order. However, the faces are

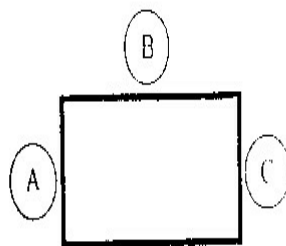


Fig. 9

displayed to show that the five ESP symbols

are repeated. Do this by pushing off pairs (without reversing their order) into the right hand. Since the actual pairs appear different, the stack is not apparent. Ask spectator B to cut the deck and complete the cut. Tell him to continue doing this until he wishes to stop. When he decides to stop, he is to remove the top card and place it face down on the table, covering it with his right hand. Take the remainder of the deck from him, and deal off 12 cards into a neat pile, reversing their order as you do so. Hand this face down packet to C. Give the remaining 12 cards to A. Ask A and C to hold their packets face down and deal the top cards face down on the table. Both are asked to put the next card on the bottom of the packet. They deal the next card on the one on the table, with the next card going under the packet. This Down and Under process continues until each holds only one card. And it

helps if they deal in unison, with you directing them, "Down... under... down... under..." and so on. Spectator C is asked to place his card face down on the table and cover it with his right hand. Spectator does the same, but cover his last card with his left hand. Now take the stack of 11 cards dealt down by spectator C and square them. Apparently pull out the bottom card of this packet, but actually remove the next-to-bottom card (This sleight is called The Slide). Lay this second-from-the-bottom card close to spectator C and ask him to cover it with his left hand. Do exactly the same thing with spectator A's packet, gliding out the next-to-bottom card onto the table, so that he can cover it with his right hand. For the climax, spectator B is asked to lift his hand and turn over the card he first chose. Spectator A is then requested to turn over the card under his left hand, which matches. Spectator C now turns over the card under his right hand and it matches. And finally the remaining cards under the hands of A and B are turned over to finish the five-way match.

### The Power of Money

Here's a seemingly impossible effect with ESP cards and coins.

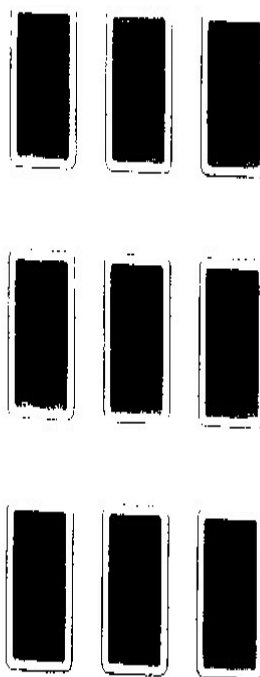


Fig. 10

The Secret: Start with the deck in stacked order. Allow the spectator to cut as often as desired, always completing the cut. Deal nine cards face down from the top of the deck in three rows of three as shown in figure 10. There are three cards across on top, three across in the middle, and three across at bottom. Hand three different coins to the spectator and ask him to lay them on any three of the nine face down cards. Turn the deck face up and start to deal, from the bottom of the face-up deck, a face-up card on each of the nine face down cards. Deal in the same three-across order that you dealt



the face down nine cards. However, when you come to a card with a coin on

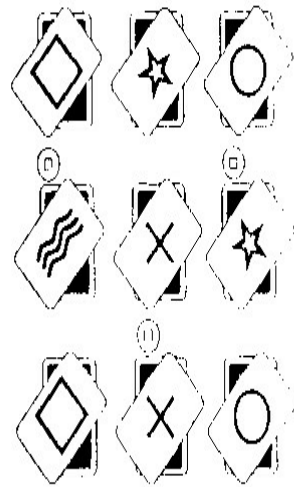


Fig. 11

top, slip the bottom card of the face-up deck back about a half-inch and pull out the next-to-bottom card (again, this is a sleight called The Glide). In other words, if there's no coin on the card, deal the bottom card face up; if there's a coin there, deal the next-to-bottom card face up. When you are done the cards will be as shown in figure 11. Quickly, pick up the pairs of cards that do not bear coins, to show that the ESP symbols

do not match. To show the magical power of money, reveal that the cards where the spectator placed the coins do indeed match.

### A Cute Intro

Here is a cute way of introducing five ESP Cards from the deck. Have the packet of 25 cards arranged from the top of the deck down: 5 Stars, then 5 Squares, 5 Waves, 5 Crosses, and at the bottom the 5 Circles. Start dealing the cards, face down, one at a time, spelling the word S-T-A-R. On the last letter R, turn this card face up and it will be a Star. Repeat this spelling-dealing with the word S-Q-U-A-R-E, and when you turn up the last card, an E, it will be a Square. Repeat the dealing, spelling W-A-V-E, then C-R-O-S-S, and finally C-I-R-C-L-E.

In this booklet you have a number of magical ESP effects and routines from which to choose. Practice them well so that you can perform them without hesitation. With your **ROYAL MAGIC ESP DECK** in your pocket, you'll be ready to entertain your friends anytime and just about anywhere.