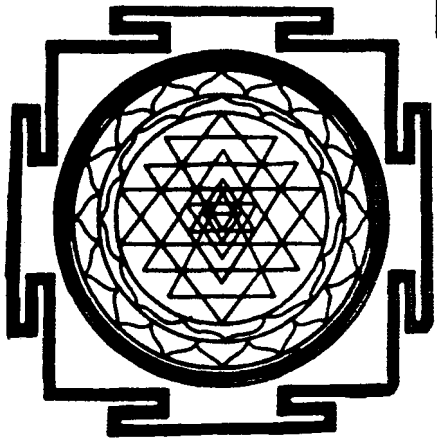
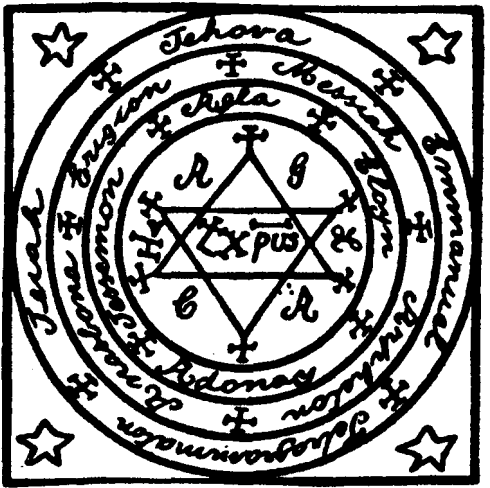
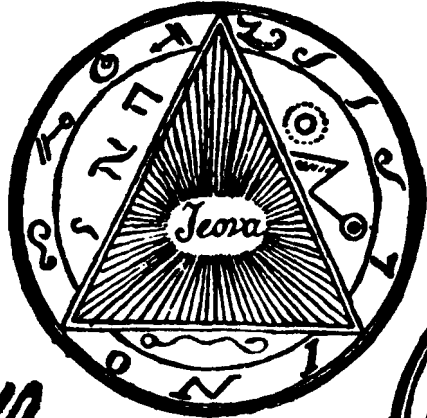


The
Seven
Seals





The Seven Seals

FOREWORD

The aim of every AME release is to offer something refreshingly new in its contents.

This treatise has several invaluable new techniques for the Mentalist.

It is not easy for the Mentalist to clearly understand just what it is about an effect that enchants an audience, simply because the Mentalist knows the easy solution to the mysteries he is presenting.

Leon Hermann (1902) stated that the addition problem (Fig. 2) known as the 16-digit effect (done with 9, 12, 16, 20 or more digits) was very popular with parlour audiences. It has a profound effect on the thinking processes. Dunninger presented a fabulous version of the 16-digit effect that took almost 15 minutes and was a feature in his program. Never underestimate its impact.

The prediction effect also intrigue an audience greatly. If trickery is suspect, they then marvel at the cunning ability of the magician and his devilish conjuring.

Card Tricks? Ay! What would the magician do WITHOUT CARD TRICKS?....There is an enchanting mystery about card tricks that entertains both the magician and his audience. Seems as though the whole world is card trick oriented as many audiences clamor to see a card trick.

Mental card tricks in the parlour exude the sheer illusion of magic. How does he do it? He never touches the deck!

Effects with the mighty dollar? The ancient art of reading sealed messages? Weigh them. They carry much weight!

Godspeed

prrt/f/r/ft



THE SEVEN SEALS

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The Talt Move

INTRODUCING THE "TALT" MOVE WITH A SEALED ENVELOPE

The contents of this chapter revolves around the "Talt" move and its variations.

It is a sealed and folded envelope that sits untouched on the center of the table and automatically reveals its secret contents to the Mentalist only!

Several methods are offered, both with gimmicked and un-gimmicked envelopes. It rests with the reader to decide which method suits his style best.

THE "TALT" MOVE! Here is the basic technique: Take a white coin envelope (2½ by 4½ inches) and cut a small window, ¾ by 2 inches, on the address side near the bottom as shown in Fig. 1.

Next, on a regular business card write out an addition problem on the blank side as shown in Fig. 2. The problem can be of any magnitude, 3-digit numbers or more.

Place the card writing side down on the table and the envelope window side down. Let us assume that you as the Mentalist does not yet know the total of the problem and the sitter across the table does not know that the envelope has a window.

Next, insert the card into the envelope and seal the envelope with a wet sponge. The envelope at all times remains flat on the table window-side down BUT in the handling you have turned the envelope so that the large flap is towards you as shown in Fig. 3.

Next do the "Talt" move, while patterning. Place your right thumb on your end of the envelope and the finger tips on the far end and squeeze the envelope folding it until it doubles with the address window-side inside and the seam-side outside as shown in Figs. 4 and 5.

The Mentalist need not look at his hands during these moves. All attention should be riveted on the sitter while giving little importance to the envelope.

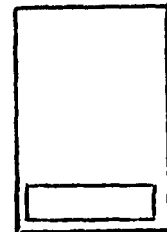


Fig. 1

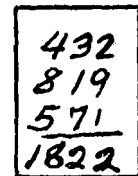


Fig. 2

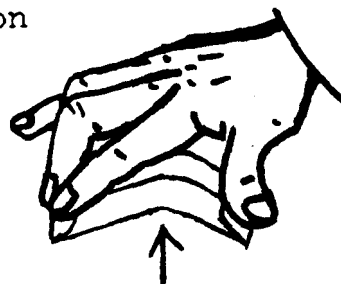
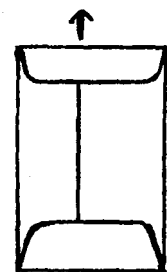


Fig. 4

Sitter



Mentalist
Fig. 3

The "Talt" Move, cont.

Fold the envelope once more into quarters as shown in Fig. 6, by folding the folded-center away from you so that the large flap is again showing and towards you.

Hold the quadri-folded envelope lightly at the finger tips as shown in Fig. 7, as you continue to talk to the sitter. You may feel for vibes, or place the folded envelope to your temple, etc., then place the envelope on the table, tent-fashion so that the large flap is again towards you and showing.

Release the envelope from your finger tips slowly and carefully and then the folded envelope will open up automatically under its own tension to reveal the window and the total of the numbers! This is shown in Fig. 8.

The Mentalist should not look at the envelope right away but should make sure that the envelope is correctly position and that it does not turn over. This can be done simply by feeling it with the fingers.

The information is later glanced just before the envelope is picked up again and held neatly folded and then burned or torn up or simply opened and the card taken out and given to the sitter while the envelope is discarded.

That is the "Talt" move! It is never suspected to even exist! In the sitter's mind the sealed envelope which is also folded makes it impossible for anyone to get to the secret writing. Yet, it is the folding which disguises the window and reveals the thought!

IN THE PRESENTATION, the cunning Mentalist can of course throw an ungimmicked envelope on the table, then pick it up, flash it and open it and dump the business card in front of the sitter. While the sitter writes, the Mentalist switches envelopes!

The Hidden Gate

This effect is similar to the preceeding one, except that the envelope can be shown all around as it does not have a window although it is also gimmicked.

Here we use a version of Peter Warlock's "30th Century Envelope" from his book *Patterns for Psychics*.

You will need two coin envelopes to make one gimmicked.

Exactly one inch from the bottom of the address side of one envelope, cut a slit clear across the envelope with a sharp knife. This is shown in Fig. 9. Place a piece of cardboard in-



Fig. 5

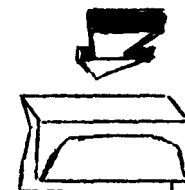


Fig. 6

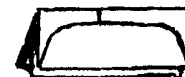


Fig. 7

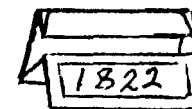


Fig. 8

THE HIDDEN GATE cont.

side the envelope to avoid cutting through the seam side.

From a second envelope, cut off the flap and discard. Then with a sharp pair of scissors, make a neat cut along the edges, but retain the bottom flap which must be unglued. Discard the seam side also.

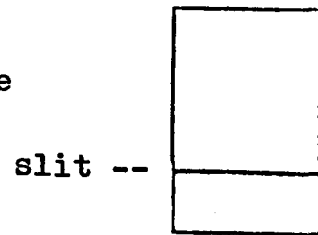


Fig. 9

This section is shown in Fig. 10.

Insert this section through the slit of the first envelope from the outside. The bottom flap of the gimmick is now cemented over the bottom flap of the first envelope.

The top of the gimmick is now trimmed, as shown by the small dash lines in Fig. 10, so that it coincides with the top of the seam side of the first envelope. Glue is now applied to the section shown by the diagonal lines in Fig. 10 and the gimmick is glued to the seam side of the first envelope on the inside. The envelope is now ready.

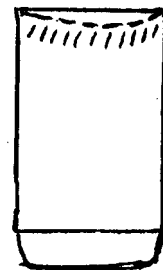


Fig. 10

Fig. 11 shows a side view of the parts of the envelope.

- A. Is the top flap
- B. Is the two tops of the gimmick and the seam side of the envelope glued together
- C. Is the address side of the envelope ending on the slit
- D. Is the insert gimmick attached at the bottom by glueing its bottom flap over the flap of the envelope.
- E. The seam side of the envelope

Now any card inserted into the envelope will automatically come out through the slit in the face of the envelope!

The slit on the face of the envelope can be disguised by simply drawing a line with a felt tip pen over the slit and writing a message on the envelope, a date, name, city, etc., Fig. 12.

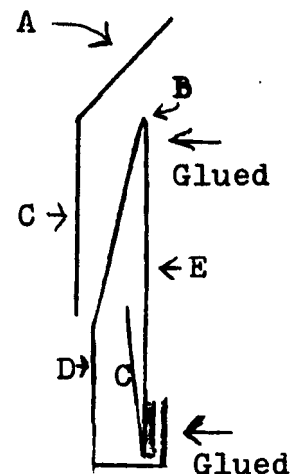


Fig.11

The envelope can be shown all around without arousing any suspicion. However once the message card is inserted, the face of the envelope can not be exposed as the card with the secret message is now showing. Just a little practice is needed to know just how far to insert the card.

NOTE: The bottom of the envelope in Fig. 11 shows as a square. That is only for the illustration and the square part is non-existent.

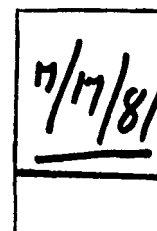


Fig. 12

THE HIDDEN GATE cont.

NOTE: The bottom sides of the gimmick and envelope can also be glued together, parts D and C in Fig. 11.

After the envelope is ready, the performer can do the "Talt" move.

Open Sesame

Here is a gimmicked envelope and effect that is beautiful as it is simple. And it can be shown freely even after the message card has been inserted!

The address side of the envelope has a flap door cut out (with a sharp knife), Fig. 13.

The cut starts at the center of the envelope 1/4 inch from the side, and is cut down and across the bottom and up the other side with a 1/4 inch margin all around.

This cut flap can be hidden if desired by drawing or printing a black margin all around the envelope as shown in Fig. 14. And the space can be filled in with your name and address or anything else.

The two blotches in Fig. 13 represent dabs of rubber cement (dried).

Now after the sitter has secretly written his message and placed the card writing side down on the table, it is inserted into the envelope and the envelope can be picked up and shown freely as there is nothing to hide.

Next after envelope is sealed it is folded in half as in Fig. 5. When this envelope is now placed on the table, large flap end towards the performer, the rubber cement picks up the flap as the envelope opens up and reveals the message as in Fig. 15.

NOTE: The envelope is folded only once, in half and not into quarters, however after the message is glimpse the performer can fold the envelope further and burn it or discard it!

With careful and proper handling the above can be done with a plain envelope as the slit flap is not easily seen.

NOTE: In using these methods, the business card must be secretly marked on the business address side with a pencil dot so that the Mentalist knows which way the card must enter the envelope.

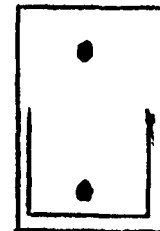


Fig. 13

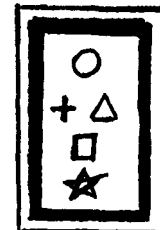


Fig. 14



Fig. 15

The Specter

Here is an effect with the "Talt" move that uses an un-gimmicked envelope. The advantage of course is that you do not have to watch your angles and the envelope can be handled by the sitter and he or she can seal the card.

THE WHITE ENVELOPES: White coin envelopes have been recommended for these effects for a number of reasons. Firstly is that the business cards are usually also white and if a gimmicked envelope is accidentally flashed, chances are that the eye of the sitter will not catch it unless he is looking right at the gimmicked.

White coin envelopes are not readily available but your local stationer can order some for you as he has them listed in his catalogue. It may be necessary to buy a minimum order of about six boxes.

Most white envelopes, coin and letter size, are partially transparent! Your author has done the following effect with all kinds of envelopes.

SECRET: Give the sitter your business card and ask her to write down a short word, a three digit number or just an ESP design secretly on the bottom fourth of the card. This is done by filling the card up with the suggestion and leaving space at the bottom of the card only. HOWEVER Give the sitter a felt-tip pen to do the marking with!

Next tell her how to insert the card into the envelope by guiding it correctly and then to seal it herself.

NOW do the "Talt" move and you will see a revelation. The short word, number or design shows right through the envelope!

The folding of the envelope into quarters like in Fig. 6 and 7 actually assists in making the envelope transparent because the tension of the folded card forces it against the skin of the envelope!

What you see is only a "Specter" of the secret message but enough to make you a mindreader!

Try the same thing with a white letter envelope. It will amaze you. Use an index card with it.

You must tear up the sealed envelope after the effect as otherwise the sitter may see through your trick.

White envelopes that are made of cheap white paper are the best. A little practice with different kinds of lighting will give you the necessary finesse. A light from behind you sometimes is better.

Picking up the folded envelope with your finger tips and squeezing it and placing it to your temples is also helpful!

THE SPECTER cont.

Fig. 16 shows how to hold the folded envelope and squeeze it. Only three folds of the sealed envelope are held at the finger-tips. The other fold is loose and acts as a cover.

Please keep in mind that the sitter across the table sees nothing and assumes that the folded envelope properly hides his thought!

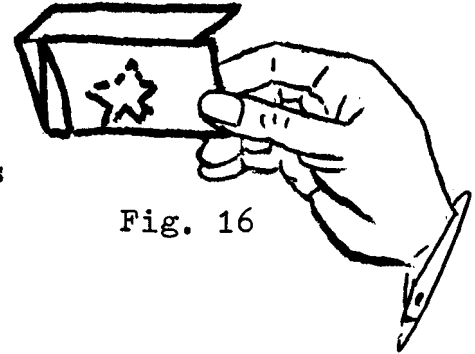


Fig. 16

Spirits

If the reader prefers the alcohol method of transparency, the "Talt" move will be an asset.

Let's assume that you have one of those thumb tips with small holes drilled into it, a tiny sponge in the inside saturated with odorless alcohol and that you are wearing it on your thumb. After the "Talt" move is made, the thumb goes over the vital part of the envelope, over the message, and squeezes the alcohol over it. Here you can put as much as you want since no one will see it. Then the envelope is placed on the table, it opens out and reveals the message to you, and you can just leave the envelope there until the alcohol dries up and then you can just forget the envelope as there is nothing to find in the form of trickery!

Be sure to use a security type of envelope, which are opaque when using this method. No one can accuse you of seeing through the envelope!

The Seal of Proteus nts/l/jb

Here it is! Gentlemen. The amazing concept with a sealed envelope that will make obsolete the carbon-paper-impression envelope and the stylus gimmick!

You do not need carbon paper because you simply write your message secretly on the outside of the envelope!

The "Proteus" envelope has the message paper (or card) on the outside! Of course no one can detect it because the message paper (or card) are part and parcel of the envelope. When the Mentalist opens the envelope, by cutting it with a pair of scissors, the message paper (or card) becomes detached from the envelope and appears as what it is supposed to be and it also appears to come from the inside of the envelope!

THE SEAL OF PROTEUS cont.

Fig. 17 shows an actual size outline of the "Proteus" envelope.

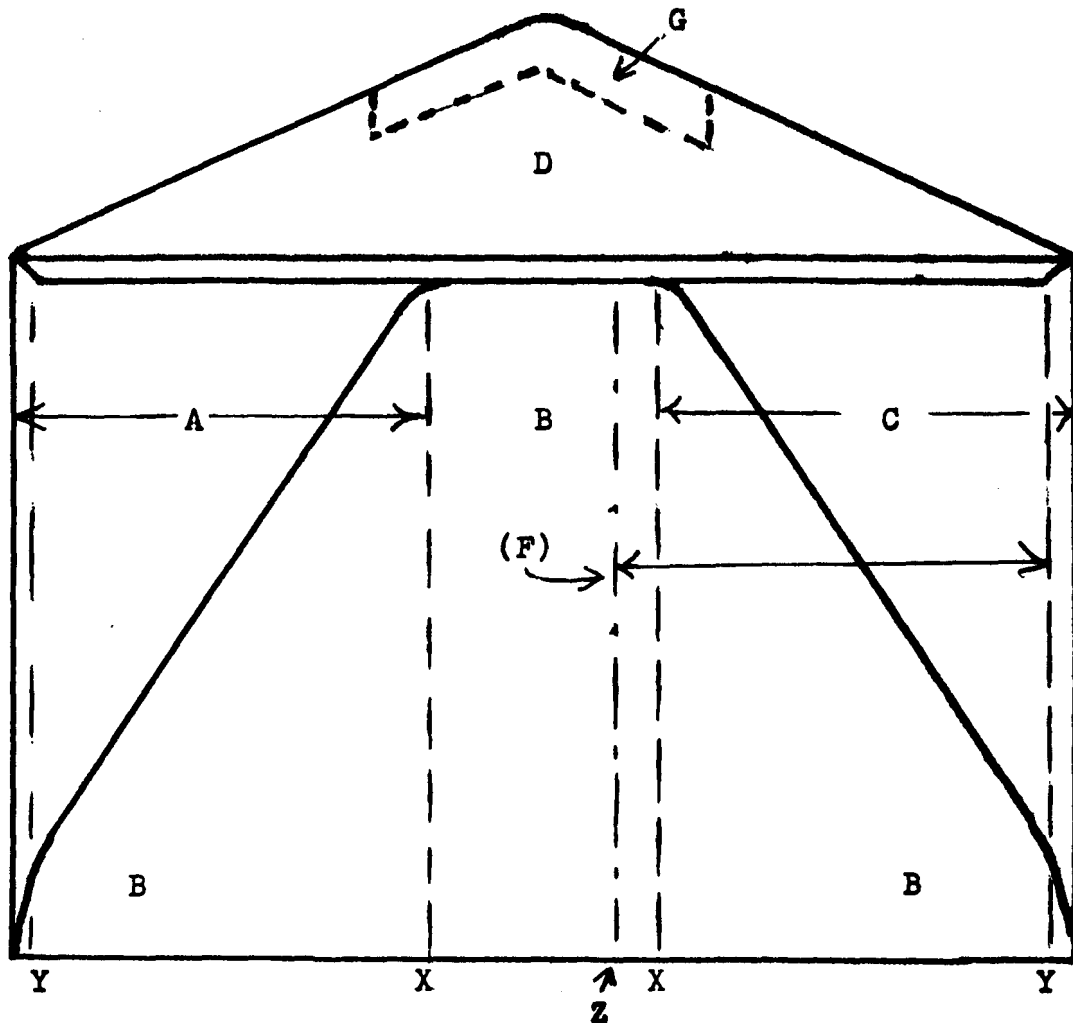


Fig. 17. The "PROTEUS" envelope. ACTUAL SIZE

Parts of the "PROTEUS" envelope:

- A. The left leaf of the back of the envelope. Extends from the dash lines at "X" to the left side of the envelope. Herein after called 'Part A'.
- B. The center leaf of the back of the envelope, here after called part B.
- C. The right leaf of the back of the envelope. Extends from "X" the right side dash lines to the right edge of the envelope. Here after called "Part C."

THE SEAL OF PROTEUS cont.

D. The sealing flap of the envelope. All the glue has been removed except for the area at "G."

E. The address side of the envelope (not shown).

F. An added piece of paper glued to the inside of Part B along the dot-and-dash line at "Z" and extending to the dash line at "Y" on the right side of the envelope. This paper is about the same size as Part C of the envelope.

THE SECRET OF THE PROTEUS ENVELOPE:

Part "A" between the dash lines "Y" and "X" is an area the exact size of a regular business card, 2 by $3\frac{1}{2}$ inches.

PART "C" between the dash lines is exactly the same size.

Parts "A" and "C" are not glued to part "B" nor to the sealing flap "D" when the envelope is sealed.

Parts "A" and "C" are part and parcel of the envelope proper but when the Mentalist cuts along the dash lines at "Y", parts "A" and "C" become detached from the envelope and are now loose.

Let us now concentrate in using only part "C" for an effect.

The envelope is sealed and can be handled by anyone or given to anyone to hold. It can even be sealed with sealing wax by sealing only the tip of the flap.

Performer states that the envelope contains a prediction.

Anyone is asked to call out a number or name or word. Performer takes back the envelope and shows it all around to be sealed. During the patter he writes the correct name or word on the exposed part of part "C". He then takes a pair of scissors and cuts along the right edge along the dash lines "Y." Actually Mentalist draws a faint pencil line on the outside of the envelope to guide the cut.

Performer then shakes the envelope and part "C" drops out with the prediction. (Performer has written the prediction, secretly, of course, with a nail writer or a double-writing gimmick). The envelope is then tore up and discarded.

THE BUSINESS CARD: By glueing the blank side of a business card to the inside of part "C" the prediction will then appear on the back of the business card. The beautiful effect here is that the audience, looking at the envelope from the address-side actually see the business card coming out!

INSPECTION: If you want to really dumbfound your magician friends, you can gimmick the envelope further and then leave it behind for them to examine!

For this we need Part "F". Part "F" is a piece of paper of the same material as the envelope and of about the same size as part "C". It is glued to the inside of the envelope along the dot-and-dash line only. Its right edge is loose and not attached to the envelope. (Here you may also glue part "A" to part "B.")

When the envelope is opened by cutting off the right edge part "C" will become detached BUT part "F" will remain in place and the envelope will now look normal!

THE SEVEN SEALS

AN AL MANN EXCLUSIVE

THE SEAL OF PROTEUS cont.

THE DOUBLE PREDICTION: It is best to use the "Proteus" envelope one-ahead. That way you will have ample time to write in the 'free choice.'

Use two sealed envelopes. One is gimmicked but not the other. The name of a force card or word is written on the back of a business card and sealed in the straight envelope. The other envelope is the "Proteus" envelope and is prepared with a business card.

THE PRESENTATION: You say that you have written some predictions on the back of two business cards which are now sealed in two envelopes. Using a force book like the Sherlock Holmes book, tell anyone to please open the book to any page and to select any short word. Here you give the spectator the straight envelope to use for a book mark. Spec selects any word and calls it out. "Great" You say. "Now please tell us what is the first word of the page which you have freely selected. "Great you say. "Please note that you are using one of the envelopes as a book mark! Will you please open it and read my prediction."

While spectator is reading the first prediction of the first word on the page, you have ample time to write in the freely chosen word, with a swami gimmick, on the "Proteus" envelope!

Next you cut open the envelope and present your miracle!

ANY ENVELOPE A PROTEUS ENVELOPE!

Fig. 17 is the actual size of the "Proteus" envelope if business cards are to be used. Mentalists know that a message penciled on a scrap of paper is just as strong or stronger.

Any letter envelope can be prepared for the effect and amazingly, the message-paper can be of any length and size!

Fig. 18, A and B, show two sizes of message-paper that are glued to any envelope at the right edge at "X", after first cutting off part "C" of the envelope.

Fig. 18A, shows a message-paper that extends all the way to the left edge of the envelope!

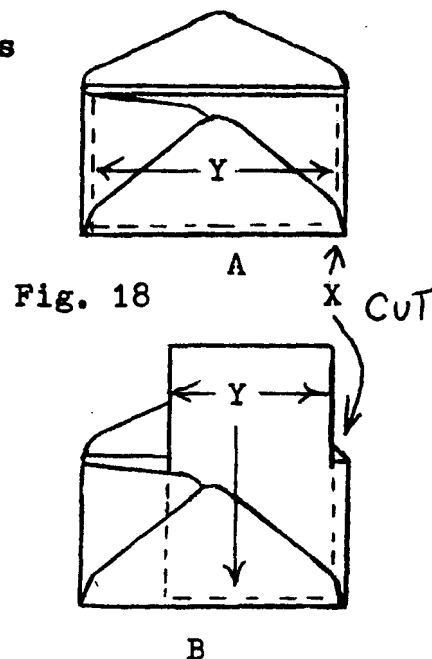
Fig. 18B, shows a message-paper that is twice as tall as the envelope. This paper is simply folded inwards into the envelope.

These message papers are of course filled with writing by the mentalist leaving the exposed part for the vital prediction.

PLEASE NOTE that the envelope is sealed when seen by the audience, so any discrepancy in the preparation is not seen.

The envelope is opened by cutting 1/2 inch at the right edge (destroying the evidence of the preparation). Cut at "X."

The message-paper is shown at "Y."



THE SEVEN SEALS

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THE SEAL OF PROTEUS cont.

If you wish to hide the glued edges on the right side of the envelope, place some sealing tape both on the right side and on the left side of the envelope. This will further impress the spectators that the envelope is truly sealed. The tip of the flap may be also sealed with sealing wax.

THE NAME AND THE PSYCHIC: The psychic says nothing until he has learned the name of the sitter through crook or hook! Then he says, "Strange that you should say that. Before you came in I wrote something and sealed it in this envelope." Here the psychic shows the sealed envelope.

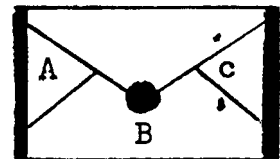
While pattering further he writes the name on the envelope and then opens it to show his prediction of the name and of future events in the life of the sitter!

NOTE: The message-paper shown in Fig. 18A can be of any length and shape. It can simply double back.

If you wish to have an examinable envelope, just fold the message-paper in pleats behind part "F" in Fig. 17!

Fig. 19 shows a "Proteus" type sealed envelope. It is sealed with sealing wax at the tip of the flap and with colored tape on the edges. Message is written on part "C." The envelope is opened by cutting off the right edge of the gimmick and removing all the tape.

Fig. 19

THE HEADLINE PREDICTION:

The envelope shown in Fig. 19 can very well replace your expensive prediction box! Let me remind you that top mentalists of the past have made headline predictions by the use of the nail writer. One, two or three word news headlines are used.

Before mailing the "Proteus" envelope, seal part "A" as it will not be used. then seal part "C" to the envelope's flap and to part "B" with two tiny pellets of wax as shown by the dots in Fig. 19. Then sealed the "Proteus" envelope in a larger envelope and mail it, by registered mail, if you wish.

The resealing of the prediction envelope prevents the receiver from stamping part "C" with 'Date Received,' or placing other marks on it.

Advise the receiver not to open the envelopes until the day of the show when you will call for the envelope. It is also a good idea to place a note inside the mailing envelope telling the receiver not to open the envelope.

On the day of the show on stage, the mailing envelope is opened and the prediction envelope is shown around. While telling the audience what has been done the Mentalist writes in the headline! Then cuts open the envelope and pulls on the prediction paper which comes loose of the wax pellets!



THE SEVEN SEALS

nts/tn/11

The Great Dollar Bill Caper

EFFECT: Saying that he has written a prediction of things and events that may soon happen, the Mentalist passes out a sealed envelope to a prominent member of the audience.

Mentalist then collects three used bills from the audience exchanging them for three new ones. The collected dollar bills are then openly marked with a water-color ink marker, with large numerals, 1, 2 and 3 respectively. The three bills are then folded and given to someone to seal in a coin envelope.

Performer then makes a second prediction on a piece of paper calling attention to it and clipping it to the sealed envelope with the three bills.

Performer now asks anyone in the audience to choose one of the bills, #1, 2 or 3. Let's say that bill #3 was chosen.

The coin envelope containing the three bills with the second prediction attached is now sealed in a larger coin envelope, performer stating that he wants to be sure that no one tempts with the sealed envelope and the marked bills.

Performer then marks a large "3" on the outside of the larger sealed envelope.

"I want to remind you that before I collected the bills, I passed out a sealed envelope which contains a prediction that I made last night. So let's see what that was."

The first prediction is now opened by the person holding it and it reads, " I predict that the dollar bill chosen will have the numbers 6397- as the first four digits of the serial number. The serial number will also contain the numeral "4" and the letter "B.""

The second person holding the sealed coin envelope is now asked to open it and to read the second prediction which reads, "You will select bill number 3," and to remove the three bills.

Performer then asks the person to please read the serial numbers on the bills that were not selected which prove to be different from the prediction. But when bill number "3" is read it contains the following numbers (for example) B-6397-1644-G. This proves the prediction correct!

NOTE: More than 3 bills may be used.

A water-color ink marker is used instead of a permanent marker so that the bills may be cleaned later and reused.

The mentalist can predict the whole of the serial number instead of just part of it. BUT I believe that by predicting only part of the numbers, the effect is stronger and

THE SEVEN SEALS

AN AL MANN EXCLUSIVE

THE GREAT DOLLAR BILL CAPER cont.

gives the audience some food for thought!

THE SECRETS: For the sake of simplicity we will use three one dollar bills. From a bank, get a dozen or more brand new dollar bills with consecutive serial numbers. These bills will all be identical except for the last digit of the serial number. If the reader wishes he can erase the last digit with a hard ink eraser and then all the bills will have the same serial number.

Next take three of the new dollar bills and "age" them.

We read in the Jinx Winter Extra 1938-39 and in "Practical Mental Effects," that Annemann aged his bills by soaking them in wine for about an hour and then crumpling them while wet with his hand and placing them between newspaper sheets under pressure to dry.

That process is supposed to age the bills about halfway between new and old bills. No doubt that if the process is repeated the bills will age further. Suggest the reader try both red and white wine to see what gives best results.

The aged bills will henceforth be called "force" bills.

YOU WILL NEED:

1. One ink marker preferably water-color
2. Three force bills (same serial number)
3. Nine old one-dollar bills of indifferent serial numbers.
4. Four coin envelopes, size $2\frac{1}{2}$ by $4\frac{1}{4}$ inches
5. Fifteen larger coin envelopes, size $3\frac{1}{4}$ by $5\frac{1}{2}$ in.
6. A letter envelope for the first prediction
7. Four paper clips and some rubber bands
8. A paper pad and pencil.

THE PREPARATION:

1. Write out the first prediction of the serial number on the Force bills and seal it in the letter envelope.

2. Prepare three stacks of the larger coin envelopes. Five envelopes to each stack and held together with rubber bands.

Place the stacks seam-side up, flaps up. Make the top envelope a flapless envelope by cutting off the flap (see "The Circean Vessels" in The Tesseract). The flap from the second envelope from the top is now pointing up and looks like it belongs to the top envelope!

3. Take one of the Force bills and mark a large numeral "1" on the green side with the ink marker. Then mark two of the old indifferent bills with numbers "2" and "3" respectively. (NOTE: The numbers inked on the bills must be about 3 inches tall and must all be similar to the numbers that will later be marked on the collected bills).

4. Seal the three bills just marked into one of the small coin envelopes. The bills must be folded into quarters before sealing.

THE GREAT DOLLAR BILL CAPER cont.

5. On a slip of paper, write out "You will choose bill number "1!" Clip this prediction to the small sealed envelope with the three bills.

6. Place the small sealed envelope with the clipped slip into the second-from-top larger envelope of the #1 stack. BUT do not seal the larger envelope. This envelope has its flap up and over the flapless envelope.

Stack number "1" is now ready.

Stacks number "2" and "3" must be prepared in like manner except that the force bill in stack number "2" is mark with a "2" and the slip of paper reads, "You will select bill number "2."

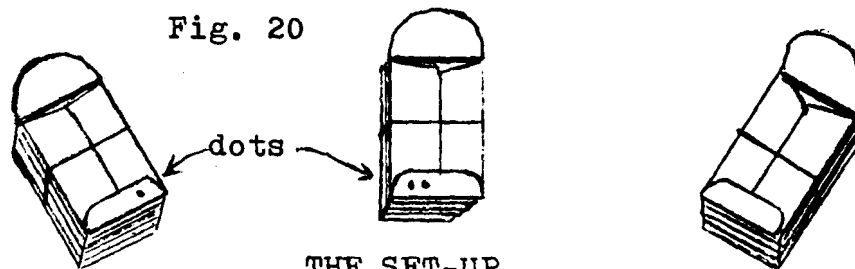
Force bill number "3" is marked with a "3" and the slip predicts the choice of bill number "3." This is stack number 3.

7. Place pencil dots on the flapless envelopes on the seam side to identify them. These envelopes will not be seen by the audience so the dots can be made large enough to see them instantly.

The audience will of course not be aware that there are three stacks of envelopes. They will only see one. The stacks are hidden in the performer's pockets or on the table and ready at hand.

(Please NOTE: This routine should be mastered by presenting it several times. Once the method is well understood the routine can be varied. The small coin envelope that contains the bills can also be marked with a large numeral.)

In Fig. 20, the three prepared stacks are shown. Only stacks number "1" and "2" are marked with dots. The unmarked stack you will know forces the number "3" bill!



THE SET-UP
THE GREAT DOLLAR BILL CAPER

THE PRESENTATION: Pass out the first sealed prediction to some prominent member of the audience.

Then take three one-dollar bills from your billfold, New ones if you have some and offer to trade with the audience.

Keep the collected bills in sight at all times by holding

THE GREAT DOLLAR BILL CAPER cont.

them high in the air. Then inform the audience that you are going to mark the bills, and mark them openly so that everyone can see, with the large numerals "1," "2" and "3."

Fold the three marked bills (in the same order that all the other force bills have been folded) into quarters and give them to anyone together with a small coin envelope, for sealing.

In the meantime pretend to write out another prediction on a slip of paper and fold it once. Take the sealed envelope from the spectator and clip the folded slip of paper to it.

Ask anyone to choose one of the bills. Say that bill #3 is chosen. Now seal the small coin envelope with the slip into the correct larger envelope, or stack number three.

Say that you are going to seal everything again, etc. and then openly mark the large envelope with a "3."

The gaff is in now except for the unveiling. Have the first prediction read first and then have them open the envelopes.

If you are rich you can pass out the three dollar bills as souvenirs.

NOTE: The effect can be worked by using only one coin envelope instead of a nest of two envelopes. With one envelope, the performer has to do the sealing of the bills with a flapless switch with the small coin envelopes.

Gentlemen, it has taken a lot of words to detail this effect but let me assure you that it is profound. Your audience, including well informed magicians, will be at a total loss as to the solution simply because they know nothing of the preparation.

The flapless envelope switch is now well known so it is not detailed here. A study of "The Circean Vessels" in the Tesseract is recommended.

Prediction Nugget

Fig. 21 shows a tiny gimmick that looks like a bi-valve shell fish. With it a prediction pellet can be introduced into any sealed envelope!

The gimmick is about $1\frac{1}{2}$ inch long. It has a short knife blade inside, Fig. 21A. And a tiny prediction pellet represented by the square. When the nugget is closed it has an opening of about $1/8$ inch where the edge of the envelope is inserted. The knife cuts an opening on the edge of the envelope of about 2 inches long and when pressure is released, the nugget opens up by spring action and drops the pellet into the envelope. The line shown in Fig. 21A on the blade is a metal rod that helps to open the envelope! Gimmick is worm on a finger ring by a hook. Fig. 21B shows the closed nugget.

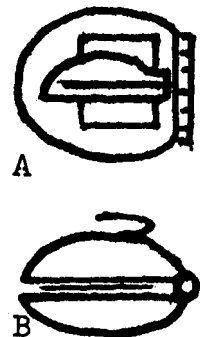


Fig. 21



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THE SEVEN SEALS

BONUS SECTION

The Wrecking Crew

A MENTAL CARD GEM FROM AME

EFFECT: Performer passes out a sealed prediction. He then deals four cards face down from his own deck (blue backs).

Spectator is then told to take a second deck (red backs) and to choose any four cards and place them on the table.

Amazingly, spectator matches everone of the performer's cards.

On the second attempt, performer deals four more cards sight unseen. Spectator is told to deal four more cards from his deck and then to open and read the prediction. The prediction reads, "You will match every card I choose but on the second attempt I will mentally control your choice so that you will choose four cards of the same value."

When all the cards are turned face up it is seen that the prediction is correct, the spectator has matched all the cards chosen by the performer and on the second try, he picked the four Aces (or the four nines, if you wish).

PREPARATION: Any two complete decks are used of contrasting backs. Place the four Aces on the top of the red-back deck. Then make out your prediction and seal it.

METHOD AND PRESENTATION: Mental misdirection plays a key role in any mental card effect. What the spectators think you did and what actually happens may not be the same thing.

Without a good doze of mental misdirection, a mental card trick looks like an intriguing puzzle to your audience with a possible solution.

The patter used, therefor, is most important.

Give the blue back deck to spectator for shuffling and cutting while you shuffle and cut the red-back deck keeping the four aces on top. Then exchange decks and tell the spectator to cut his deck and to criss-cross it. Placing the bottom half of the cut crossed over the top half.

Then you say that, "I am going to choose some cards from my deck and place them on the table, but before I do that I want you to place this sealed envelope in your pocket. I have written a prediction about certain cards which we will check shortly."

Take out two Aces, an indifferent card and a third Ace and

THE SEVEN SEALS

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THE WRECKING CREW cont. ...

place them in a line on the table, face-down and sight unseen. Hesitate a bit and appear uncertain about the chosen cards and then remove the indifferent card and replace it with the last ACE.

Next, tell the spectator to take the top half of the criss-crossed red-back deck and shuffle it as much as desired and then to cut it and fan it so that he can see the faces of the cards and to choose any four cards that appeal to him. To take his time about it and then to place his cards face-up in a line under your face-down cards.

"You did very well;" you say, "But you made a mistake in one of the cards. I am not going to tell you which card as I don't want you to think that I am leading you, so please look at the cards and choose one that doesn't appeal to you and discard it and then choose another one in its place."

It really doesn't matter what cards are chosen or discarded. Let's say that the spectator's final choice is, KH, 5D, 8S and QD. Tell him to criss-cross his deck again.

"That is beautiful" you say, "Now, before you read the prediction, something is going to happen that will really amaze you." "I am going to pick out four very special cards." Here, you pick out the same cards that are showing face-up and place them face-down in a third row under the face-up cards.

Now tell the spectator to take the bottom half of his criss-crossed deck and to deal four cards face-down and to not look at them as you want that as a surprise.

The spectator deals the four Aces!

Fig. 22 shows the layout as seen by the magician's eye. The top row are four Aces face down. Row 2 are the spectator's choice face-up. Row 3 are the performer's choice of the face-up duplicates face-down. The bottom row are the spectator's four Aces face-down.

Say, "I am not going to touch your cards." Then sweep the third row of cards onto your left palm and then sweep off the first row (four Aces) on top of your third row and place the cards face down in a packet on the table. Tell the spectator to please open the prediction and read it.

Then turn your pack face up and say, "Let's see How I did." Deal the four cards face up under the now first row on the table. Then tell the spectator to turn over his face down (now) third row and he will be amazed that they are the four Aces. Then tell him to look at the other four face-down cards which are also

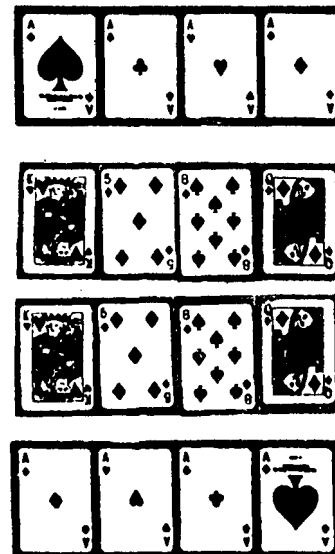


Fig. 22
Actual layout of
the cards as seen
by the magician

THE WRECKING CREW ... cont. ...

Four Aces!

Or the performer can deal his cards from the face-down packet of eight cards, by holding the packet face-down in his left hand and dealing the cards from the bottom of the pack. That will help to further hide the solution.

Fig. 23 shows the cards as they look after they are turned over and dealt face-up. The top and third row are the spectators cards. The second and bottom row are the performer's cards.

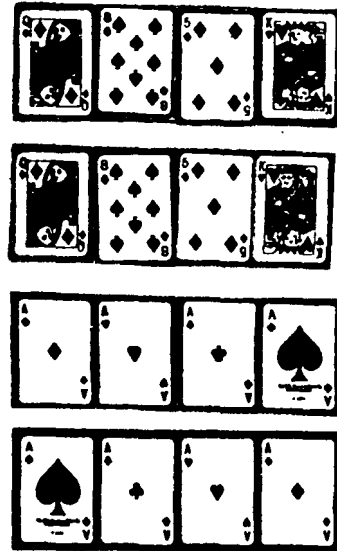


Fig. 23

The Combination Pad-Lock Mystery

Standing in the lobby of the local post office, saw a man walk up to his mail box and dial the combination, open the box, take out his mail and locking the box and then turning the dial to the right about 3 or 4 notches.

When no one was around I walked up to the same box, moved the dial counter-clock wise a notch at a time and on the fourth notch the box opened! Of course I close it again.

This only proved a point which is in Kurl Fulves 'Further Confessions of a Psychic.' That is that people are not aware that in order to securely lock a combination lock, the dial must be turned at least 360 degrees or more.

Then I went home and tried the stunt with my own combination pad-lock "Slaymaker." It worked also, except that the dial must be turned only 20 notches to the right or less, but not passed the 12 mark at the top notch. HOWEVER if the dial is turned to the left after locking it, then the lock will open even if the dial goes passed the 6 o'clock mark at the bottom.

The mystery with this particular lock is that if the mark gets passed the 12 o'clock notch at the top in either direction it will not open.

In order to open a strange lock you must watch to see which way the spectator turns the dial after you tell him to close it. Then you must come back one notch at a time. Chances are that you will open it.

This is in answer to the challenge by Mentalist Flavian that appeared in The Kolophon.