

# TEST CARD



**SIMON EDWARDS**



The Fifth  
Column

This edition published by The Fifth Column 2010.

First published in Great Britain by  
The Fifth Column 2010

Copyright © Simon Edwards 2010

This book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, resold, hired out, or otherwise circulated without the publisher's prior consent in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser.



The Fifth Column

si@mind.hak.me

<http://mind.hak.me>

Free mailing list: <http://mind.hak.me/news/>

ALSO BY SIMON EDWARDS

### The Third Man

*"This is a powerful piece of close-up mentalism that is sure to find a place in the repertoire of serious performers."*

- Bob Cassidy

*"Simple, direct and to the point, like all good mentalism should be."*

- Banachek



### ESPsycrats

*"Good thinking. The routine plays well and is nicely constructed."*

- Greg Arce

*"Well-written, well-credited, clearly explained and the effect sits well. What more could you ask for?"*

- Jerome Finley





# TEST CARD



## **MK-MOD TEST CARD INSTRUCTION MANUAL (INCLUDING 10 BONUS EFFECTS)**

Foreword.....	7
MK-MOD test cards.....	11
Methods and principles.....	17
A very basic ESP effect.....	25
Zennerism.....	29
Obsolete Prediction.....	35
Precognosticate.....	41
Yggdrasil.....	47
Volition.....	57
Squeeze To Delay.....	63
Double Card Prediction.....	67
Divination Supreme.....	71
A Predictable Business.....	75
Credits.....	79
Index.....	81



## Foreword

Thank you for buying *Test Card*. And thank you for investing in the MK-MOD test cards. We hope that they will serve you well for years to come.

ESP cards hold a special interest for an audience. Their simple symbols make them ideal for mind-reading effects and they are different enough from playing cards to help break an audience's association with the magician's standard tool set<sup>1</sup>.

This desire by mentalists for a disassociation from traditional magic was one of the driving forces behind the design of the MK-MOD cards. They were created with a back design that looks nothing like any playing card's back in existence.

The backs look like test cards used for calibrating video equipment. This fits in with the sort of scientific test themes that many performers currently demand.

We also wanted to create a package that includes a deck of unmarked cards. Some people simply don't like marked cards and there are certainly plenty of effects that you can perform without reading the backs of them. We have included a few of these in this book.

*ESPsyncets*, which is available from The Fifth Column separately, includes a variation that works with unmarked cards.

---

<sup>1</sup> Just don't perform a waterfall shuffle. Or spring them.

Some brilliant effects require special cards. For example, you can perform a very clean force with a double-backed card (see *Double Card Prediction* on page 67) and the options available with a good set of double-faced cards are extraordinary.

Michael Murray's 3SP<sup>2</sup> and Corinda's *The Third Choice*<sup>3</sup> both need particular double-faced cards. The MK-MOD set contains all the cards you'll need to perform both effects without any further investment, except maybe some envelopes.

Instructions for both of the above effects are not included here but the time and expense you'll incur in obtaining them will, we guarantee, be well worth it.

We could simply have bundled a couple of ESP card decks together, along with an instruction leaflet. However, we wanted to make sure that even beginners are able to wring the most out of their MK-MOD cards. That is why we've compiled ten effects that use virtually every feature of the set.

You could look at the effects included here as an introduction to some of the main principles used in mentalism. They make use of the one-ahead principle, stacking, marking, one-way backs, peaking, forcing and using an 'out'. There's even a psychological force in there if you look carefully.

---

<sup>2</sup> 3SP is included in the instruction manual for the *Beyond ESP 2* cards.

<sup>3</sup> *Thirteen Steps to Mentalism*, (Corinda)

Some of the effects are modern, while others are classics over 60 years old. We've included a couple of Ted Annemann's effects because they are essentially very good, even though the original texts are now somewhat dated.

We've updated these a little and, most importantly, introduced a couple of developments in mentalism that have occurred since Annemann's death. For example, his version of magician's choice in *Volition* requires more grit than it really should. We provide an alternative handling that is more convincing.

There are many other ESP card routines available on the market:

If you've bought the *ESPycrets* book as part of this bundle then you have a full, strong routine that you can perform under a wide range of conditions (surrounded close-up or on-stage).

For an unusual method, using either marked or unmarked ESP cards, check out Paul Brook's *Killer-Hertz (Alchemical Tools)*.

Corinda details J.G. Reed's *The Million Dollar Test* in *Thirteen Steps to Mentalism*. You can see the same effect, performed in full-colour video, on Docc Hilford's *Monster Mentalism* series of DVDs. It's enormously effective.

Some will tell you that you can convert virtually any playing card trick into one that works with ESP cards. There is one significant limitation here. A deck of

playing cards contains 52 unique cards, while an ESP deck has only five. The upshot of this is that you can't easily use key-card effects with an ESP deck.

There are ways around this, however. There is at least one ESP deck on the market that has different coloured symbols. An alternative, which is available with the MK-MOD deck, is to use a one-way back design. See *One-way backs* on page 18 for more details.

Whether you use the effects we have just recommended, the ones included in this book or tricks that you invent yourself, we hope that you'll gain enormous enjoyment and satisfaction from your MK-MOD test cards.

