

# CIPHER SPEAK

A Two Person  
Code System

By  
R. T. Stark

## **Cipher Speak**

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## Introduction

The Cipher speak system is the two person code system that I developed for use with a partner.. The text that follows was originally released ONLY as a bonus section to my two part bizarre book, The Stark Collection.

A few people who know the hours, Days, Weeks and MONTHS that my partner and I spent on the system wondered why we abruptly gave it up. I want to say that the system was working fine, and we were coming along very well with the LONG and TEDIOUS learning phases. We were committed to debut it at the PEA Meeting of the Minds in 1994, and had every intention of doing so. But life got in the way.

It is with a bit of trepidation that I even document this system in written form, for it represents a great deal of work for me. I developed this system initially as a theory, and was overwhelmingly delighted when fate finally handed me someone who was crazy enough to try and perform this with me.

It was pointed out to me that a code act is something one never has to worry about revealing because of all the work and effort it takes to make use of one.... but it still feels as if I am laying my only child out naked to the world.

Let me say this, lest anyone get too critical of this system, as I and many have been of the Zancig, Nelson, Tucker and other codes of the past.... The only people who ever did anything with each of those codes were the people for whom they were named, that is because the codes were a personal part of THEM. ANY system, if actually learned, takes on a VERY ESP-like feel. Working such an act you feel as if you DO know what your partner is seeing, hearing and feeling, and indeed you MUST develop such a rapport, or it will never work properly.

My point is this though... Don't expect to jump into this system as we used it and be completely comfortable with it. As with all systems it has its quirks, but we believed in it and were able to make it work. You will have to believe in it as well, or CHANGE it to suit YOURSELVES, but be sure that you change what you change with a REASON... Always with a REASON.

I will include two variations that GREATLY simplify this system and make it about 5 times faster to learn. Over the years I realized that this system was meant to fool magicians, NOT lay-audiences. So, there are two variations I came up with that will make this easier to learn, understand and put in to use.

One of these variations is SO simple, you could, in theory, be familiar

enough with the mechanics of the system to use it in under 5 days (40 Hours) practice.

Should you embark on the journey to LEARN this system you will be guided through our thought patterns on many things, and you will also be guided in ways to customize things, but make sure you have some understanding of why something is the way it is before you change it, and be sure you have a valid reasoning for WHY it should be changed. Promise me that, and you have my blessings to give my child a face lift as need be.

Remember that she was born in 1993, and may not age gracefully... Few code systems do, it seems.

Uh Oh.. I think I hear the baby crying.

## FORWARD

You hold in your hand a training course that will do one of two things... Either it will take over your life for the next six months or so; or it will provide a few hours of informative reading and lots of food for thought. It was meant to do ONE of those things, or the other- NOT BOTH!

The first purpose of this however, will be to help you decide WHICH of those two objectives you will be reading it for.

The two person code system is one of the most powerful tools to the professional psychic entertainer. In the hands of the trickster, magician, occasional hobbyists or the like, it is a useless and potentially DANGEROUS thing to toy around with.

The futility of a two person code system for the group mentioned above should be obvious. This type of thing takes a TREMENDOUS amount of dedication, work, practice and study to perfect; and unlike the average sleight or psychic effect it can not be practiced by yourself; it requires an equally as dedicated PARTNER. Note I did not use the word 'assistant', because the person who will co-perform this with you will be an equal partner in the endeavors; he or she must be driven and motivated. You must be a team working as if you share a single mind and you MUST share a single goal. Believe me when I say this: you both must really WANT this to happen or it never ever will; you won't get past the first few days of study.

You might wonder why I said it can be DANGEROUS in the wrong hands... Several reasons. First, it is easy to make complete and utter fools out of yourselves if you botch this up; and that can be done by messing up the system OR BY PRESENTING IT WRONG! Second, to expose the code concept through bad performance is to expose one of the MOST valuable tools available to the mental performer... and a curse on he who doth dare to do so. BE FOREWARNED!

A very IMPORTANT purpose of this is to first help you decide if you are ready, willing and able to actually ever THINK about performing this type of thing; or are you just curious to know how it works. No harm in either approach, But if you REALLY want to perform this you need to find that partner RIGHT NOW, and the TWO of you should begin reading and STUDYING this system, TOGETHER.

As with most two person telepathy acts, the Cipher Speak system is a verbal code. The two people involved are referred to as the "sender" and

"receiver."

The sender is the person who is out in the audience. This person, through seemingly innocent remarks and instructions to the audience, codes information to the receiver. The sender must have the ability to think on his or her feet as this is the person who basically Mc's the entire show. It is the SENDER who helps along the illusion that the receiver actually KNOWS what the sender is holding or looking at, as opposed to only knowing limited bits of information as sent from a set of tables.

A good sender must have a wonderful stage presence, be able to think quickly on the feet, must speak IMPECCABLY clear, and have a 100% knowledge of the system- both for sending AND receiving.

The receiver is the one who seems to be picking up on the thoughts. This person sits, usually blindfolded, listening intently and quickly decoding what is being sent. Here again showmanship is a must! The receiver must state impressions in a manner as if one actually WERE receiving fuzzy mental pictures of something, try to decipher if a mistake was made, and then give that information out in a way that builds to a climax. The receiver is VERY MUCH at the mercy of the sender. If the sender makes a mistake, it is the receiver that looks foolish, and it is only the sender who can, through showmanship, take a mistake and turn it back around.

Most code systems of the past have been based on physical codes, or words. In either instance usually lists were used, with different words corresponding with different items on various lists. In the instance of physical cues, a bodily position sent the required information. But lists are only of limited use, and so there were generally codes for letters of the alphabet to allow for secret spelling.

In the instance of this spoken code, Cipher Speak, there are 13 codes and ONLY 13 codes but, unlike MOST systems that have gone before, the codes are not words but SOUNDS! Not bodily or guttural sounds, but sounds spoken during normal conversation. The main advantage to this system is that MANY DIFFERENT words can be used to transmit the SAME information, conversely the same word can transmit many DIFFERENT pieces of information. This makes a pattern in the code almost INDETECTIBLE. It also leaves VERY little room for error. A missed inflection or pause can change a "blue business card" into a "grey life-saver."

In Cipher Speak, there are tables, oh YES there are tables, but many of

them connect with others allowing for quick and easy flow from one to the next, and there are VARIOUS ways to get from one area of the system to the other. And of course, being an alphabet based system, it allows for spelling.

If you are SERIOUSLY thinking of LEARNING this system, you need to carefully consider these points, and those that follow.

You and your partner are facing at LEAST a six month commitment of 2- 4 hours EACH DAY of what will amount to endless and boring hours of repetitive rehearsal, memorization, recitation and drills. You will feel as if you are back in pre-school again learning a new language for the first time... For indeed that is what you are doing.

You must be friends! You will need each other's dedication, commitment, encouragement and criticism- only the closest of friends could endure through what you will be going through.

You will be doing a LOT of memorizing, and though many Mnemonic systems will be taught to make this easier, (There's really no other practical way to learn a system like this) it is still a LOT of information to file away mentally. To give you an example; IF every table from the "Ground Zero" table is filled, and every table has a sub table for each entry, you are looking at OVER 13,000 pieces of information to memorize. In this manual you will find probably slightly over 3,000. (The tables printed here are far from complete, so even this number is high. There were to be name tables and such as well, but they were left open as common names change with decades passing and geography.)

If you have a partner, one who fully understand what he or she is getting themselves into, you've read and reread this, have skimmed ahead for an over view of what the system is and how it works, ask yourself this... Are you a little intimidated and scared by all this? If you answered "No" Please put the booklet down and FORGET IT, you obviously don't understand what this is all about. You should enter this with a degree of apprehension, you MUST have respect for this tool or it will hurt you!

There are NO SHORT CUTS, and it will probably be a month before you will even be able to transmit letters to each other, which is only the very first CRAWLING step toward eventually being able to send an image of a white baseball with the letter "R" printed on it in green ink.... In fact, it will all seem impossibly frustrating at times.

Forward.... if you still dare.

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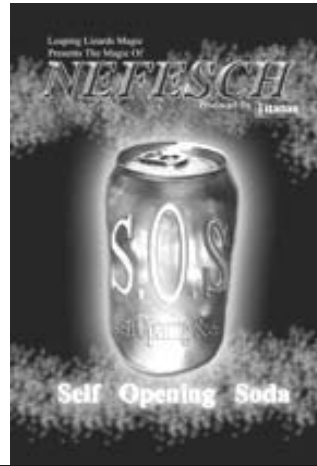
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Thomas Henry's  
**HIDDEN  
NUMERICAL  
FORCES**



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

*Hidden Numerical Forces* is truly a book of principles. Various complete effects are explained, but the emphasis is more on

developing general techniques you can apply to create new handlings of your own. Think of it as a do-it-yourself toolkit brimming with unusual ideas for compelling psychic entertainment. Writing of these methods, author Thomas Henry says,

"In my opinion, none has been pushed to its full potential. Previous accounts have typically dwelled almost entirely on mechanical procedures and not presentations. The emphasis herein is on the nuances that polish these gems and truly complete the job."

Even better is the great attention given to the research. Readers with an interest in the history of magic and mentalism or those who simply wish to chase down an idea will find the extensive bibliographic entries and exhaustive index indispensable. Numerous appendices present even more detail, including ready-to-use props material. *Hidden Numerical Forces* is a genuine one-stop reference.

You'll never look at a number the same way again...

Like most practitioners, Thomas Henry's interest in magic and mentalism dates back to childhood. In the very first book he ever checked out from a public library, he learned how to cut and restore a thread inside a soda straw. By junior high he was performing over sixty paid shows a year, but with somewhat better material.

Three key incidents from forty years ago determined his path. First was having been part of an audience committee on stage with that titan of mentalism, Dunninger. Next was being able to study privately under the elegant Dutch magician Bruno (Gerard Bruening). And the last was becoming a member of the International Brotherhood of Magicians. His current mentalism interests are the history of the craft, language deceptions and the psychology of showmanship.

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

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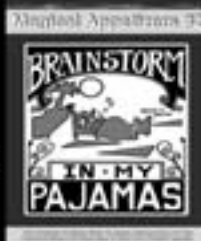
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Ronald J.  
Dayton's

BRAINSTORM  
In My Pajamas



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

Ron has compiled a series of ideas, tricks, and improvements for his creations and MUCH MORE. This book also includes an autobiographical tribute and listing of many of Ron's published works to date.

Some of the section titles and topics: 15 Tips, A Card By Any Other Name, Aint Nothin Easy (A routine with Mardi Gras coins to verse.), Bees Knees tongue twister mentalism, Card Box variations, How to dust of old chestnuts, Diablo Rope, Enigma, Ideas with a Magic Funnel, Articles on creativity, a huge reference list for the magic inventor, Variations on the Coin Pail, variations on the Egg Bag, essays on Pulls, Essays on Body Magic, Essays on Lapping, Magic off the rack, Chinese Sticks, Card Catching, Magic with Bic pens, 18 effects with rubber cement, Magic with Silks, The Pea Can, Thimbles, The Ball and Vase, The Cerebral Gym, Impromptu Bottle Levitation, Novelty Paper Plate Masks for the children's entertainer, Psychometric variations, Applications for Shiners, Slates, the Speed Reader Stack, Wands, The Warlock's Finger, The Rabbit Wringer and MUCH MUCH MORE!

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