

# 666 Mentalism

Sixty Six Self-Working Mental Effects  
Using 6 Cards Each

**666 Mentalism**  
**By Howard Adams**

Routines and text  
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## **A Note From The Publisher**

We select books for a variety of reasons. 1– We like them. 2– The author's are people we know of and respect. 3– The ideas are just darned clever. 4– There is a niche or group out there we know will enjoy the information.

All of these reasons apply to this book, but there is another. Howard and Dolores Adams are really wonderful PEOPLE! Though I was vaguely familiar with Howard and some of his writings when he first contacted me, I have grown to look forward to our correspondences and occasional chats by phone. Howard and Dolores Adams are genuinely wonderful nice people, and work together as a team very well. Dolores transcribes most of Howard's hand written notes, and helps to edit and proof read them.

As you will find, Howard's writing style is VERY brief and to the point. It is clear, but he does not waste words or ink. His descriptions are clean cut and straight forward, and I really suggest you read his introduction before going forward as I think it sets the stage for how he thinks and writes very well. Howard is also a perfectionist! He is and was adamant that we not touch any of his words. Dolores' proof reading was so thorough, that we didn't have much we could add or change anyway!

So, what you have here are 66 (Plus a couple bonuses) self-working mentalism effects using packets of 6 cards each. You can look forward to 888 mentalism- (88 effects with 8 cards each) down the road as well. Howard has left the presentations sketchy, because he intends this to be a spring board for your own creativity and ideas. Rest assured, not ONLY have such self-working effects been done online and on television in recent years, we know of one up-and-coming mentalism star who gained some degree of fame doing a series of self working effects BY PHONE with a radio DJ while on the air. These types of effects happen, quite often, entirely in the hands of the spectator! It can make them more powerful.

Obviously, one would never do an entire act of such routines... but the simplicity of them, and the way in which they work on their own, means that wherever you do decide to do these effects, you can devote your attention to presentation and theatre!

So, THANK YOU, supporters of our published works, and THANK YOU BOTH Howard and Dolores Adams!

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## INTRODUCTION

By Karl Fulves

HOWARD ADAMS INVENTS NEW TRICKS THAT ARE EASY TO DESCRIBE, EASY TO PERFORM, YET STILL SOMEWHAT ELUSIVE. ALTHOUGH MANY KNOW HOW THESE TRICKS WORK, IT IS NOT EASY TO FATHOM INNER MECHANISMS. ABOUT THIRTY YEARS AGO HOWARD MADE THE DECISION TO SPECIALIZE IN FORMULATING CARD TRICKS WITH SMALL PACKETS OF CARDS. FURTHER, THE TRICKS WOULD NOT USE SLEIGHTS OR GIMMICKS. SELF-IMPOSED LIMITS OF THIS MAGNITUDE USUALLY RESULT IN COMPLEX DEALING TRICKS OR SIMPLE MINDED GAGS. HAPPILY MR. ADAMS DID NOT SUCCUMB TO EITHER TEMPTATION.

HIS TRICKS ARE EASY TO READ, EASY TO PERFORM, AND EXTREMELY STRONG IN TERMS OF THE EFFECT ACHIEVED.

HE IS THE INVENTOR OF ONE OF THE MOST FAMOUS CARD TRICKS TO APPEAR IN THE LATTER HALF OF THE LAST CENTURY, "THE RAMASEE PROPHECY", NOW WIDELY KNOWN AS THE RAMASEE-TULEFTA PRINCIPLE. MR. ADAMS' STYLE IS SUCCINCT AND TO THE POINT. INDIVIDUAL TRICKS SELDOM TAKE MORE THAN A PAGE AND A HALF TO DESCRIBE, BUT WITHIN THESE SHORT DESCRIPTIONS ARE TRICKS THAT CAN MAKE A REPUTATION. IN THE AREA OF SMALL-PACKET CARD CONTROL, MR. ADAMS HAS NO PEER.

KARL FULVES

## AUTHOR'S INTRODUCTION

All of the effects in this book are self-working with no sleights involved. This book contains 66 effects with a packet of 6 cards. Some extra cards may be added during the course of presentation. Also included are 6 gambling bets so that you may recoup the cost of the book with your winnings. The effects described use either a packet of playing cards or a packet of ESP cards. If you do not have a pack of ESP cards, they may be obtained from your local magic dealer. If you wish, you may make your own packet of ESP cards by using 4 by 6 white-sealed envelopes with ESP SYMBOLS drawn on the address sides of the envelopes. See the end of this introduction for a description of the ESP SYMBOLS.

The descriptions are always brief, and because of this are sometimes repetitive. This book is not about presentation. It is about describing new principles, so you can workshop, and develop your own effects based on the many new principles described for the very first time between these pages.

Each effect begins with a small packet of cards resting on a table that can be freely cut. These effects are best performed while seated at a table, and the persons involved will always be referred to as LADY, MAN and THIRD PARTY.

At the beginning of each effect, and before LADY cuts the packet, you pick up the packet and fan it with faces towards LADY and MAN, showing a mixture of cards. Close up fan and hold packet face down in your left hand. With your right thumb and fingertip, remove a bunch of cards from top of packet, and move it to bottom of packet. Cut off another bunch of cards from top and move it to bottom. Continue moving bunches of cards from top to bottom, gradually speeding up the pace. It will appear that you are mixing the cards, but in reality they remain in rotation. Now drop packet face down onto table. From this point each effect begins. This SHOW and MIX action is used in most effects. It is explained here so that it does not have to be repeated at the beginning of each effect, saving time and printed space.

It is best to follow each description with packet in hand. It takes about 25 seconds to set up each stack. To make the predictions, a black marking pen and a sealed white envelope are all that is needed. When making the predictions on the backs of cards, it is best to use a packet of red-back cards. A slate and a piece of chalk can be used instead of the marking pen and envelope. A mouth-up glass is used in some of the effects, and must be of a size to hold a packet of 8 cards. The glass adds a third dimension to the otherwise flat playing field of most card effects performed at a table. Also, it gives spots on table to place the separated packets, i.e. - in the glass, on the rim of the glass, to the left of the glass, in front of the glass, to the right of the glass, or to the north, east, south and west of the glass. The inside of the glass is a nice place to toss unwanted cards to clear the playing field for future revelations. Another tip is to use the new SUPER STICKY POST-IT notes, instead of drawing on the backs of the cards.

MANY of the effects involve a person spelling words to select certain cards. It is best that the person spells that word aloud, and you should also spell that word aloud in unison with the person.

Some of the effects use the DOWN UNDER DEAL. If the DOWN UNDER DEAL is new to you, here is a brief description: LADY is holding a packet of 6 face-down cards in a left-hand dealing position. She deals the top card of packet face down to table. The next card goes face down underneath the packet, then the next card goes face down to table and onto the first tabled card. The next card goes face down underneath the packet. This alternating process is continued until she is left holding 1 or 2 cards. Since in most cases the cards dealt onto table will be used again, make sure LADY deals those cards into a neat pile onto table. This dealt pile will always be referred to as the 'DOWN' pile in the descriptions of the various effects. It is also a good idea for both you and person to repeat aloud DOWN, UNDER, DOWN, UNDER as the elimination dealing takes place.

As you are reading each effect, please have the necessary stack of cards in hand, and follow along with the instruction. You will even fool yourself. I call this SOLITAIRE CARD MAGIC. If you have my previous series of booklets, namely the 10 O-I-C-U-F-E-S-P Booklets, and the 12 MINDESPA Booklets, plus the hardbound book MATHCASTS ASPELLONU (144 effects), you will now have at your disposal over 500 (including this book) self-working card and mental

mysteries. The second book in this series 888 MENTALISM (88 effects with a packet of 8 cards) is now in active preparation.

Howard Adams

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# RAMASEE-TULEFTA-RETURNS

This trick is dedicated to KARL FULVES who was monumental in setting the record straight on my RAMASEE-TULEFTA principle that first appeared in my O-I-C-U-F-E-S-P #10 booklet.

This effect uses only a stack of 6 ESP cards-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR. The CIRCLE is the top card of the face-down stack resting on table. An ancient looking goblet, half filled with wine is also needed. Place goblet on table where all the action will be. A MAN will assist in this test.

TO BEGIN - Select a MAN who will play the part of RAMASEE. You then say "this story is about the ancient Egyptian High Priest named TULEFTA (played by you), who once performed this feat of palace magic in the TEMPLE OF KARNAK, before RAMASEE-the KING of ancient Egypt. RAMASEE will be played by this gentleman". Pointing to the goblet of wine on table you say, "each time TULEFTA (you) must drink from this goblet to give him the power to perform each feat of palace magic".

TO BEGIN - RAMASEE cuts packet, completes the cut, picks packet up and holds it face down in dealing position. To select a card, he removes either the top or bottom card of packet, and tosses it face down onto table to the left of goblet. TULEFTA (you) picks up the goblet, takes a sip and puts goblet back down on table in its original spot. You take packet from RAMASEE and hold it face down in dealing position. TULEFTA (you) spells T-U-L-E-F-T-A aloud, moving a card from top to bottom of packet as each letter is recited. You then remove the top card of packet, and toss it face down onto table on top of RAMASEE'S card at left of goblet. Give packet back to RAMASEE to hold face down. To select another card, RAMASEE removes either the top or bottom card of packet, and tosses it face down onto table to the right of goblet.

You pick up goblet from table, take a sip, and then place it back down on table in its original spot. You take packet from RAMASEE and hold it face down in

dealing position. TULEFTA (you) spells T-U-L-E-F-T-A aloud, moving a card from top to bottom of packet as each letter is recited. You then remove the top card of packet, and toss it face down on top of RAMASEE'S card on table at right of goblet. You are left holding 2 cards. Let RAMASEE touch the pair, and then you touch the pair with your index finger. Place this pair face down onto table in front of goblet. When each pair is turned face up and revealed, each pair will contain matching symbols.

## **PYRAMID OF IMHOTEP**

For you would be EGYPTOLOGISTS, IMHOTEP was known as the engineer behind the building of the pyramids of EGYPT. Stack 6 different cards of mixed suits in this order-6-2-4-A-5-3. The 6 is the top card of the face-down stack resting on table. ACE counts as one. You will also need a marking pen and a mouth-up glass. A LADY will assist in this test.

TO BEGIN - LADY cuts packet and completes the cut. You pick packet up, and hold it face down in dealing position as you say "we must program the name IMHOTEP into this packet". You spell I-M aloud, dealing a card from the top of packet, as each letter is recited, into a face-down pile onto the rim of glass. Then with the packet you are still holding, you spell H-O aloud, moving a card from top to bottom of packet as each letter is recited. You then spell T-E-P aloud, dealing a card as each letter is recited, face down onto the dealt pile on rim of glass. You are left with a single card, which you drop face down onto table. Pick up the marking pen, and draw the name IMHOTEP on the back of this card as in Figure 1.

LADY picks up the packet of cards from rim of glass, and holds it face down in dealing position. Point to IMHOTEP on card on table. To select 2 cards, LADY spells I-M-H-O-T-E-P aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile on table beneath the IMHOTEP card as in Figure 2, starting a pyramid. To select 2 more cards, LADY again spells I-M-H-O-T-E-P aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile on table

beneath the IMHOTEP card as in figure 3, completing the pyramid. LADY is left holding a single card, which she slides face down under the IMHOTEP card on table. At this point there are 3 face-down freely selected pairs of cards on table forming an EGYPTIAN pyramid as in figure 3.

Someone, as directed by you, counts the number of letters in the name IMHOTEP, and calls out the total 7. When each pair of cards forming the pyramid are turned face up, each pair of cards will total to 7, which also just happens to be the number of letters in the word PYRAMID.

ESP VERSION - If you stack 6 ESP cards in rotating order-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR, and follow the original directions, each pair of cards forming the pyramid will contain matching symbols.

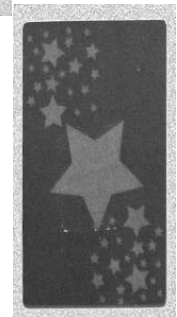
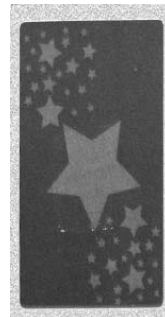
**FIG. 1**



**FIG. 2**



**FIG. 3**



# EZTO MATCH

This is a very EZ to do matching effect with just 6 ESP cards. Stack 6 ESP cards in rotating order-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR. The CIRCLE is the top card of the face-down stack resting on table. You will also need a marking pen. A LADY will assist in this test.

TO BEGIN - LADY cuts packet and completes the cut. She leaves packet on table. You pick up packet from table, and hold it face down in dealing position. To further mix the cards, and at the same time to select a card at random, upon which you will draw a prediction, you do the DOWN UNDER DEAL (D-U-D-U-D-U-D-U-D), until you are left holding a single card. Pick up the marking pen, and on the back of this card, draw the prediction word MATCH as in figure 1. Place this card on top of the 'DOWN PILE' on table so that the word MATCH is visible to everyone.

LADY picks up the 'DOWN PILE' from table and holds it face down in dealing position. LADY sees the word MATCH. So to select 2 cards, LADY spells M-A-T-C-H aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile onto table to her left. To select 2 more cards, LADY again spells M-A-T-C-H aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down into a pile onto table to her right. LADY is left holding 2 cards, which she drops face down onto table in between her 2 previous selections.

When LADY turns each pair face up on table, each pair will contain matching ESP symbols.

EZTO MARRY - If you stack 6 KINGS and QUEENS in this order-KC-QH-KS-QC-KH-QS and draw MARRY on card instead of MATCH as in figure 2 and then spell M-A-R-R-Y instead of M-A-T-C-H, and follow the above directions, each

KING will marry his proper QUEEN such as the KING of HEARTS marrying the QUEEN of HEARTS.

Fig.

1



Fig.

2



## EZ12 TOTAL

This is a variation on the previous EZTO MATCH using playing cards. Stack 6 different cards of mixed suits in this order-7-4-9-5-8-3. The 7 is the top card of the face-down stack resting on table. You will also need a marking pen, and a mouth-up glass. A LADY will assist in this test.

TO BEGIN - LADY cuts packet, completes the cut, and leaves packet on table. You pick packet up and hold it face down in dealing position. To further mix the cards, and at the same time to select a card upon which you will draw your prediction, you do the DOWN UNDER DEAL (D-U-D-U-D-U-D-U-D), until you are left holding a single card. You then place this card face down onto table. Pick up the marking pen, and on the back of this card, draw the prediction words TWELVE TOTAL as in figure 1. Now pick up this card and place it face down across the rim of glass so all can see the prediction words.

You then point to the first prediction word TWELVE on rim card. To select 2 cards, LADY spells T-W-E-L-V-E aloud, moving a card from top to bottom of her packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down onto table to the left of glass. Now point to the second prediction word TOTAL on rim card. To select 2 more cards, LADY spells T-O-T-A-L aloud, moving a card from top to bottom of packet as each letter is

recited. She then removes the top 2 cards of packet, and tosses them face down onto table to the right of glass.

LADY is left holding a single card, which she slides face down beneath the prediction card on rim of glass. Point to the 2 words on the prediction card saying, "our prediction TOTAL is TWELVE". When each selected pair is turned face up including the rim pair, each pair will contain cards that total to 12.

Fig. 1



## **EZ3 MATCH**

Three persons are involved in this matching test of 3 pairs of ESP symbol cards. Stack 6 ESP cards in rotating order-CIRCLE, SQUARE, STAR, CIRCLE, SQUARE, STAR. The CIRCLE is the top card of the face-down stack resting on table. Using any type of playing card, draw the words ALL WILL MATCH on its back as in figure 1. Place this card in your pocket. A mouth-up glass is also used. A LADY, a MAN, and a THIRD PARTY will assist in this test.

TO BEGIN - LADY cuts packet and completes the cut. She leaves packet on table. You pick up packet from table and hold it face down in dealing position. To further mix the cards, you do the DOWN UNDER DEAL (D-U-D-U-D-U-D-U-D) until you are left with a single card, which you then drop face down on top of the 'DOWN' pile on table. Now you remove the prediction card from your pocket and pass it to LADY. She looks at the back of this card, and remembers the prediction word ALL. LADY passes this card to MAN who remembers the prediction word WILL. MAN passes the card to THIRD PARTY who remembers the prediction word MATCH.

You then take card from THIRD PARTY, and drop it face down on top of the 'DOWN' pile on table. LADY picks up the 'DOWN' pile from table, and holds it face down in dealing position. To select 2 cards, LADY spells her word A-L-L aloud, moving a card from top to bottom of packet as each letter is recited. She then removes the top 2 cards of packet, and tosses them face down onto table to the left of glass. LADY is left holding a packet of 5 cards, which she then passes to MAN to hold face down in dealing position. To select 2 cards, MAN spells his word W-I-L-L aloud, moving a card from top to bottom of packet as each letter is recited. He then removes the top 2 cards of packet, and tosses them face down onto table to the right of glass. MAN is left holding a packet of 3 cards, which he then passes to THIRD PARTY to hold face down in dealing position.

To select 2 cards, THIRD PARTY spells his word M-A-T-C-H aloud, moving a card from top to bottom of packet as each letter is recited. He then removes the top 2 cards of packet, and tosses them face down onto table in front of glass. THIRD PARTY is left holding the prediction card, which he then places across rim of glass with prediction side up.

You then say as you point to this prediction card, "the prediction card reads ALL WILL MATCH meaning the ESP symbol pairs of selected cards". Each person then proceeds to turn his 2 selected cards face up on table. Each pair of cards will contain matching symbols.

MARRY VERSION - If you stack 6 cards in this order-KC-QH-KD-QC-KH-QD, and the words ALL WILL MARRY are drawn on prediction card as in figure 2 and each word is spelled as in ALL WILL MATCH, each pair will contain a KING and QUEEN of matching suits. Just follow the original directions.

Fig. 1



Fig. 2

