

Epic Writer Tricks

Many thanks for buying this fantastic new thumb writer. Thumb (or nail) writer tricks traditionally fall into one of two categories: tricks where the thumb writer is the sole method used, and tricks where the use of the thumb writer is just one part of the method. Our preference is generally for the latter as they provide a much better logical disconnect (Thanks Mr Cassidy!) However, for a quick bit of organic mentalism that seems to use nothing more than a pen and a piece of paper, the former can be very hard to beat.

Obviously you wouldn't use more than one or two (at a push!) in a single performance, but by having a variety of effects at your disposal it puts you in a strong position.

Some of the explanations of these effects are quite lengthy, others quite short. This does not reflect how strong they are – all pack quite a punch.

Finally, a couple of handling suggestions:

1. Practice, practice, practice.
2. Practice, practice, practice.

That's it!

Impossible ESP Match

Effect:

The performer tears a piece of paper in half and draws the five ESP symbols on both of them. He hands one of the halves to a participant. He takes the other and without the participant seeing, he draws a circle around one shape as a prediction. After careful consideration the participant also circles a symbol on his piece of paper. The performer reveals his prediction and it matches perfectly.

Method:

This is a great trick to use whilst learning to use the Epic Writer, as you only need to draw a quick circle, not write numbers or a word.

And I'm sure you're ahead of me on the method!

You can use a couple of business cards, or the back of a till receipt that you tear in half; whatever paper is to hand. Draw the 5 ESP symbols on both pieces of paper as you explain briefly about their background and use. Draw these symbols quite small, so that when you need to thumb-draw the circle in shortly you don't need to make much of a movement.

Drawing them in this kind of layout will make it easier too:



Then make a big deal about hiding what you are doing from the participant as well as any other audience members. In fact what you do is simply mime circling one on the shapes. Hold your paper/card with the picture toward you so that no one can see it and then place the pen on the table. Ask him to focus on the symbols one by one and when he is drawn to one to take the pen and circle it.

As soon as he has done so, ask him if he was genuinely drawn to a specific symbol, or whether he just randomly circled one. Either way, as he is answering, you use your EW to circle the matching symbol. Whatever he replies, drop your paper to show a perfect match.

Participants As Mind-readers

Effect:

You write down your PIN and allow four members of the audience to try and read your mind. They succeed!

Method:

To make this work will require the invention of some 'process' or it will all just seem too easy, and therefore unbelievable. This should not be an opening effect, but should be performed once the audience have seen a demonstration of your skills.

Apparently write down a four-digit number whilst actually just miming it and scraping on the paper with your finger. Explain that you will help each participant in turn. Hand each participant a small piece of card or paper and hand the pen to the first one. Ask him to write the word 'High' on his piece of paper.

The pen is passed to the second participant who writes the 'Low' on his paper, then the third who writes the word 'Odd' and finally the fourth who writes the word 'Any'.

Ask them each to say out loud a single digit, using the clues you have given for guidance. As they name their numbers, when the participant says his number, write a digit one lower (or if he says '1' write '2' instead). When everyone has named their digit, return to the second participant and say "Please try again, you were so close...)

If he gets it right, great! If not, it's just as strong, so you genuinely shouldn't mind either way! The moment of uncertainty with his number allows you to remove the paper and hold it in your left hand, gesturing to him as if for emphasis. The pad and EW are out of the way in your pocket before the reveal.

Serial Thriller

Effect:

A participant removes a bank note from his wallet and reads out the serial number. He uses a pen to circle a single digit and then calls out the remaining digits in the serial number in any order. The performer immediately reveals the circled number. To follow up, the performer writes something on a piece of paper and directs the participant to remove a different bank note and add up all the digits in the serial number. They add up to 23. The performer turns over the paper to show what he wrote a moment earlier: 23!

Method:

Have the participant remove a bank note and read out the digits in the serial number. As he reads through the numbers but you **do not** need to memorise them! You simply add them up in your mind as he reads them out. You now have a total. Have him circle one of the digits and read out all the remaining ones in any order, crossing them out as he goes. You add these up too and then subtract the second total from the first. The result is the number he chose. This piece of pure bluff makes a great opening for the prediction sequence.

Pick up the pen you loaned the participant for phase 1 and apparently write a prediction. Of course, you write nothing. Have him remove a second note and openly total the digits. Use the EW to write the correct total and then show the match.

Chance & Fate

Effect:

After asking the participant some apparently random questions you jot something on a piece of paper. The participant now selects four random playing cards and after briefly talking about cartomancy you give him a reading based on those numbers. Finally he randomly chooses one of the four cards and you show that it is the exact card that you wrote on the paper earlier.

Method:

You will need a marked deck. Bring out the deck and ask the participant to shuffle it. Commenting that you have a very specific thought about the participant and his character, apparently write something on the back of your business card, but actually write nothing, using your fingertip to mime the sound of the pen on the card. As you put the pen away, get the EW into position.

As the participant to remove any four cards and place them sight-unseen face-up into a square pattern onto the table. As soon as you see the second card you write it on the business card and drop it writing side down on to the table. All attention will be on the participant removing the cards, so there will be no heat on you.

Briefly mention cartomancy, the practice of using playing cards as an oracle and then proceed to give him a simple reading, apparently depending on whether the card is red or black (in reality it doesn't matter, you give him the same reading either way). Then as he turns the card over to confirm that it is black, you simply look at the markings on the back of the second card. If it is the opposite (red/black) of the first card then you can use that again, however if it is the same, then you can give a reading based on the suit.

For the third card – use the fact that it is either a picture card or a number card. And for the final card you should conclude the reading by being more specific about the value, either getting it spot on or very, very close.

Since the cards are in a square formation and you control the order of the readings, you can simply make sure that the fourth card you give a reading for is the one you have predicted.

Pick up all four cards and shuffle them face-down so that no one knows which is which. Deal them out into a tight square. You will now use a very simple and minimal Equivoque procedure to force the predicted card.

Hand the business card to the participant (cautioning him not to turn it over and reveal what you wrote) and ask him to place it across two of the cards. If one of them is the force card, remove the other two and replace them on the pack and then pick up the business card and again hand it to the participant.

If the force card remains uncovered, pick up the business card, hand it to the participant and then take the two cards that he covered and replace them on the deck.

Pick up both the remaining cards and hold one face down on each of your palms. Ask the participant to consider carefully and then place the business card onto either of your hands.

If he places it onto the force card drop the other one back onto the deck and hand him the force card (face-down) whilst you keep hold of the business card.

If he places it onto the other card, hand him the uncovered force card (face-down), pick up the business card with your free hand and drop the non-force card back onto the deck.

Either way, he ends up holding the card with you holding the business card. Recap that right at the beginning whilst he was still shuffling the cards you had a very specific thought about

him. Turn over the business card to show your prediction and then have him turn over his selection to match.

For those of you to whom readings are new, here are eight sample readings that you can mix and match each time:

1. RED: You are someone who always has a very positive attitude, and your response to people, situations and challenges usually tends to be positive. Because of your pleasant disposition people enjoy being around you and whilst you may occasionally wish that you had a bit more time to yourself, you generally don't mind being in company most of the time.
2. BLACK: You are someone who copes well with illness, whether your own or someone else's. Likewise any time you have an accident, even if it is quite serious, you're back in action as quickly as possible. It's not that you don't take your health seriously; it's more that you like to focus on getting things done and enjoying your life rather than focusing on things you can't change.
3. CLUBS: You have a bit of a competitive streak and whilst some of your close friends and family might know that, it would possibly come as quite a surprise to a lot of others. It might be that you hate to lose at sports or games, even when you are pretending to be gracious in defeat! Or maybe it manifests itself at work where there is someone that you have a friendly rivalry. Particularly friendly when you're winning.
4. HEARTS: Most of your friends would say that they know you quite well and have a pretty good idea what motivates you and what your ambitions are, but in fact underestimate what is actually going on in your head. You think a lot more deeply about things than people realise and have quite a few goals and interests that you would pursue if your circumstances were different.

5. SPADES: You are a hard worker, in terms of how much effort you put into something that matters to you. That could be your job, your relationship or a hobby. And very likely all three. You are certainly willing to put the time in when the situation requires it and always do your very best to make sure that something happens if you want it to, with the ability to focus on something until it's done to your satisfaction.
6. DIAMONDS: You have quite a wide circle of acquaintances, although you consider those you would call a 'friend' to be far fewer in number and tend to gravitate towards one or two that you have known for a long time. Unlike some of the people you work with who are constantly making new friends and flitting between social groups you prefer the company of those you've known for a while and can trust. You are a good friend to have, although you probably don't stand up for your own opinion enough, deferring to your 'louder' friends quite a lot of the time.
7. SPOT CARD: You are quite happy to take the occasional risk in life, whether it is an investment, a career change, a relationship with someone very different from your usual 'type' or something as simple as a holiday off the beaten track. Sometimes some of your choices may shock your friends, but this never bothers you since as long as you are happy with your decision and whatever risks it involves then you are willing to take that chance.
8. PICTURE CARD: You are a person who takes good care of some aspects of their health, but sometimes at the expense of some other area. Let me explain: your physical, emotional and spiritual health are all as important as each other and whilst you know that you need to balance all three to be truly happy you can get so focused on one area that you let the other two slide a bit. You will definitely find that paying more attention to this reaps greater dividends in the long run.

Remember, you will only use four of these each time, so for the final one, the specific value, just use any one that you haven't used yet.

Wiki Prediki!

Effect:

The performer brings out an envelope and tips out the contents: 16 folded pieces of paper. The performer explains that these sheets of paper each contain prints out of random Wikipedia articles. A participant picks a number from 1 to 16 and counts down to that sheet. It is on the subject of 'Tennis'. He checks and the previous paper was on 'Asteroids' and the following one was about 'Military Service Medals'. He openly picks any random word on the chosen 'Tennis' page, e.g. 'point'.

The performer now tips something else from the envelope: a second, sealed envelope. He tears it open and it contains a single piece of paper. On it is handwritten:

"From over 5 million Wikipedia entries I picked 16 at random. From those I predict that you randomly pick TENNIS which and then POINT!"

Method:

First the papers: eight of the sheets of paper all contain the same Wiki article about Tennis. The other eight are any random Wiki articles, the more random the better. Each sheet is an A4 piece of paper, folded three times as if it was a letter. Use 90gsm (or higher) paper stock so that the printing doesn't show through. The eight Tennis sheets are alternated between the other eight. When removed from the envelope, you hold the stack vertically, so that if an odd number is named you can hand them to the participant with a Tennis page on top and at every odd number. If an even number is named, you can hand them to him with a Tennis page on the bottom and at every even number.

After he counts down to the selected number, you can show the papers either side to contain different articles/subjects. To dissuade any interest in looking at any more pages, you immediately direct him to start reading the Tennis article and deciding on a random word.

And so to the word: both envelopes have a small window cut in them. I recommend that use an A5 envelope for the outer one, and an A6 for the inner one. Both have a small window near the bottom right corner like this:



These windows are lined up by wedging the smaller envelope into the corner of the larger. The windows allow access to the handwritten note which contains a space for the final prediction word to be written in, followed by an exclamation mark (!).

Since the windows are only just big enough to allow for the writing of a word (although be careful, the participant might pick a long word!) it means that they are also small enough that they are easily covered with the thumb when you are freely handling the envelope at the beginning.

In performance, once the participant is counting down to his number to pick a page, it is an easy matter to get the EW into

play ready to write the word. The magnet is already inside the envelope, in the bottom right corner below the window and between the inner and outer envelopes. When you place the sheets of papers inside ready to perform, you place them **behind** the second envelope, the opposite side to where the window and the magnet are.

Once he has selected his word, use the EW to write it in (there is no heat on this as no one knows what is coming next) and then open the outer envelope and withdraw the smaller one. The magnet will hold the EW whilst you place the outer envelope away into your bag. Show the smaller envelope and then rip the top open and remove the paper, crumpling up the envelope and dropping it into your bag. It's an easy matter to keep the envelope facing you as you withdraw the prediction.

Hand the prediction to the participant and ask them to read it aloud.

A Card, A Number, YKTR!

Effect:

The performer show a small envelope which he says contains some instructions for later. A participant picks ANY card (it is a genuine free choice) which is shuffled back into the deck. He then deals through the deck turning the cards face-up and counting as he does so and calls stop when he sees his selection. It is the King of Hearts and is at position 38 in the deck. The performer tears open the envelope and inside is a blank business card which states: "You will pick the KH and it will be 38th in the deck! If I'm correct, clap now!"

Method:

Are two old friends the window envelope and a marked deck combine particularly well here. Write the prediction above on a business card, leaving space for the name of the card. Place it in a small envelope and cut a little window in the envelope to give you access to the space where you will write the card. Finally drop in the EW magnet. Place a Breather Crimp in the 37th card from the top of the deck.

Introduce the small envelope and show both sides, casually keeping your thumb over the small window. Place it into your outside jacket pocket so that it remains in view.

Bring out the deck and shuffle the top stock making that the crimped card and those below it are undisturbed. Allow a participant to cut off half the deck and shuffle them, whilst you false shuffle your half. Direct him to pick out any card he wants and get him to sign it using a Sharpie. In order to do so he hand the other cards back to you which you add back to the top of the deck.

Have the selection replaced below the crimped card, being very clear in showing that you are not controlling it or keeping a

break. Give the deck your most convincing false shuffle and false cut and place it onto the table.

Ask him to pick up the deck and deal the cards face up, counting them as he does so. As all attention is on the cards, retrieve the envelope and get the EW out of your pocket. Write 'KH' in the window and then go south with the EW.

Once the deal stops on the 38th card, tear open the envelope, then screw it up and drop it in your pocket. Turn over the card to show the prediction and the accompanying instructions to applaud.

Because the envelope is not initially introduced as a 'Prediction' there is no heat at all on it and the prediction element will come as a genuine surprise.

Synchroincidence

Effect:

Discussing the peculiar phenomenon of synchronicity, the performer writes something on a piece of card and places it on the table. He then asks a participant to take a few coins from his pocket and after making some arbitrary decisions he ends up with a coin hidden in each hand and one in his pocket. The performer announces that unbeknownst to the participant, he is also holding a coin in each hand and has one in his pocket. The coins in both hands match exactly and not only do the pocketed coins also match, they even have the same date! Finally the participant adds up the dates on all three of his coins. The performer shows what he wrote on the card earlier – the total matches exactly!

Method:

I will describe this using UK coins, and once you understand the principle you can use whatever you have where you live.

You will need to have in your rear pants pocket two £1 coins with matching dates. In a left hand jacket or hoodie pocket you need a selection of larger-sized coins: £2, 50p, 10p and 2p. You need exactly the same in a right hand pocket. You must have easy access to these coins. Do not use your trouser pocket, as this will be set with coins for Effect 3, as described shortly.

To perform, apparently write something on the card and place it to one side. Of course, you write nothing.

As you put the pen away, finger palm one of the £1 coins from your rear pocket. Ask for a participant who is carrying a pocketful of change. As he removes it from his pocket, help him look through it, saying that you need three different coins, large ones that everyone can see. Add the £1 coin to his pile,

immediately picking it up and placing it openly onto your opposite palm, whilst commenting "A £1 coin is fine..." and then tell him that you need two more different coins. He will pass you what he has. You have matching ones for all the four largest coins in your pockets so you are covered. The important thing is that he will remember that they are his coins and that he picked them all himself.

Tell him he can put the rest away. Now place the three coins (e.g. 2p, 50p, £1) onto the table with the 2p heads up and the 50p tails up. It doesn't matter which way up the £1 coin is.

You will now use a delightful little force that I have been shown by three different people: Karl Scott, Bob Ostin and Looch. After significant research none of us have been able to find the originator.

Here's what you do: pick up the £1 coin and get ready to spin the coin by gripping the edges of the coin with the pads of the left thumb and right index finger as normal. However, instead of spinning the coin in a perfectly vertical alignment you angle the coin away from yourself slightly. You need to hold the coin so that the tails side is facing you, as the side that is visible will be face upward after spinning.

As you look at the top of the coin as it spins, you will see a small sphere. At the top of the sphere, you will see a small hole begin to open, and that hole will gradually become wider the longer the coin spins as the coin eventually slows down.

However, rather than letting the coin spin to a stop, you ask the participant to slap their hand down on the coin. Because the coin was not spinning in a true vertical, the slap will result in the coin laying the same orientation up as it was when you angled it back and started spinning.

So, spin the coin, slightly angled with the tails side facing you and then once you see the hole beginning to form at the top, turn away and ask the participant to bring his hand down and slap the coin to a standstill. Tell him that whichever way up it has landed, he is to pick up in his left hand the coin that

matches (heads or tails) from the 2p or 50p. Tell him then to pick up the £1 coin and drop it in his back pocket out of the way, so that you have no clues when you turn back around. Finally, whichever coin remains of the table he is to pick up and conceal in his right hand.

Since you have controlled the spin, as soon as you turn away it is as easy matter to reach into your pockets as you are giving the instructions and withdraw the matching coins into the correct hands, in this instance, a 2p in the left hand and a 50p in the right.

Turn to face him and explain that you have some coins in your hands too. Open your left hand and show the 2p. Ask what he has in his left hand. He will open it to reveal the 2p. Repeat with the right hand. Finally, tell him that you obviously already know that the £1 is in his back pocket as you told him to place it there. But what he doesn't know is that you also have a £1 coin in your back pocket. Invite someone else to remove the coin from your pocket (to avoid thoughts of duplicates or switches, plus, it's funny!) and have that person read out the date on your coin. The participant does the same with his coin and the dates match.

Finally, ask him to add all the dates on all three coins. You can either hand him another blank business card and the pen, or he can use the calculator on his phone. Either way, as he is adding you get the EW ready and then write the total as soon as you hear it. After all the earlier coincidences, this one is the icing on the cake!

Calculated Risk

Effect:

Several participants make random number selections and multiply them all together using the calculator app on your phone, ending with a ten-digit total. Between them they then decide on one specific digit in that number.

Method:

This uses Bob King's fantastic TOXIC calculator force, the calculator app on your phone, some business cards and the EW.

First of all, open the calculator app on your phone and enter the following: 2, 1, 6, 3, 0, 5, 9, 4, 8, +, 0, x, (

Some calculators need to be turned horizon- tally to switch them seamlessly into 'scientific mode'. This adds the bracket functions. This function comes as standard on an iPhone. Android users will need to fund a Scientific Calculator app.

Entering this sequence means that now what- ever number and symbols are typed into your calculator, once the '=' button is pressed the total will be 216305948.

To perform, remove the business cards and a pen. Without anyone seeing, write the number 216305948 on the back of one of the cards and **very** quickly flash it to everyone. Tell them that although they think that they didn't see any of the numbers/digits that subliminally they saw them all and you will do a short experiment in intuition to prove it!

Reach into your pocket, remove your phone, unlock it and hand it to a participant, asking them to open the calculator app. As all attention is on them get the EW ready.

Have someone suggest a three digit number ask the participant holding your phone to input it into the calculator the hit the multiply (x) button. Ask for another three digit number and then a third, multiplying them together each time. Finally ask the participant to hit equals (=) to find the total. Have them read it to themselves and say out loud anyone of the digits. As soon as they say it, underline it on the card using the EW. (If you're feeling bold you could instead write the number itself, much larger below the original numbers.)

Get the participants to confirm that had anyone of them made a different decision by even a single digit the outcome would have been different, maybe by millions!

Turn over the card and show that you got the number they chose, but that **they** got the exact number that they only subliminally saw!