
Six-Shooter by Richard Osterlind - Buch

Six-Shooter is book of SIX brand-new killer effects from Richard Osterlind. Each routine is guaranteed to hit your audience with a blast! Trust us, there are no misfires here!

Hands Off is an incredible card effect where you never touch the deck. Picture this. An audience member cuts the deck and looks at the top card. He then inserts it into the deck. You, the mentalist, standing across the room, announce the card's exact location in the deck! The spectator counts down to the number and, just before he turns it over, you also name the card! Both the card and the number are correct! All this from across the room!

3SP is a complete three-phase act using two ordinary and ungimmicked decks of ESP cards. In the first effect, you place a prediction card from your deck down on the table. The spectator deals down from his deck and stops whenever he wants. Your prediction card matches the card he stopped on! In the second phase the first spectator chooses a card fairly. Another person names a number from 1 to 25 and counts down in your deck to that number. Again, both cards match! Finally, you put three cards down on the table and the spectator puts the other deck in his pocket. He draws out three cards one at a time and lays them down. All three cards match your prediction cards! This is a whole act in itself, but each effect is strong enough to do on its own.

Wanted: Dead or Alive is Richard's new streamlined version of Annemann's Dead or Alive effect. Five business cards are given out. One person writes the name of someone who has passed on, the other four write living names. The cards are mixed up by the spectators and placed in a small white envelope. One by one you remove the face down cards and announce them to be living names. Each time you are correct. Finally, you announce you are holding the dead name and hand it, still face down, to the person who wrote the name. You are correct, but, to finish, you then tell the person the name on the card!

Poor Man's Book Test is anything but poor. You can be walking down the middle of the street and have someone hand you their book. You give them a free choice of a page and they remember the first word on the page. You concentrate and name the word! It's that clean and the book is given back unaltered.

Almost Real Prediction is a classic Jack London effect. Richard shows how to take the original handling and make it a masterpiece. The stagecraft and subtleties taught in this lesson will help you out in countless other routines. In this one trick Richard shows why the classics in Mentalism are still the best!

Perfected Add-a-Number is an incredibly direct way of handling this age old mystery. You show a large envelope and place it aside. Picking up a pad, you have three or four people call out three-digit numbers. These are fairly recorded on the pad in plain sight of everyone. The numbers are added and a total obtained. The pad is placed aside and the envelope picked up. The prediction is removed. It is unfolded one fold at a time and reads, with each fold, "I predict / the total / will be / 4781!" The number, of course, is the right one! Again, all the numbers used are the actual ones called out by the audience. They can see the numbers the entire time and later will verify they were their choices. And remember, the prediction is folded and the final number is shown when the last fold is opened! This is only one way to use the clever gimmick which can be adapted for all types of prediction effects!

Every effect in this book is a winner and everything, although requiring good presentation, is easy to do!

Pages: 67 - 5.5" x 8.5" - Softcover - black and white photos.