The "AMAZING MEMORY FEAT"

An Original "Vampire" Publication

Specially written, adapted and illustrated for
the requirements of Magicians in this Country by

MAX ANDREWS
(Member Inner Magic Circle, London)

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effective system whereby any
ordinary individual is enabled
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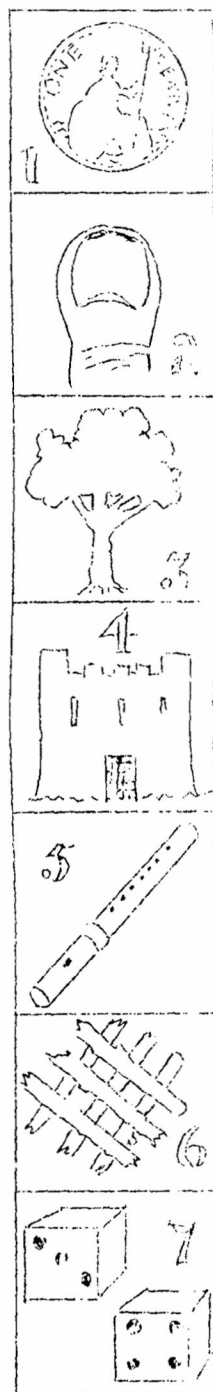as required.

Vampire AMAZING MEMORY FEAT.

This effect has been thoroughly tested and approved by professional magicians, and is, in fact not a trick so much as a genuine feat of memory which is accomplished by means of this system.

The performer has the audience call out to him various articles by name, whilst one member writes down the list numerically.   The performer memorises this list as called and having heard it called once, he afterwards is able to repeat the list in anyway requested.   Firstly he runs through it from 1 - 30 or even up to 50 if required.   He can then have any numbers or letters called at random and he will give the corresponding article associated with that number.   A check up is kept by the gentleman with the written list.   The performer may also have any word called and give back the corresponding number and finally to finish calls out the entire list backwards, together with the numbers, as fast as he can!

The effect on the audience is truly terrific, and makes grand entertainment.   Once you have learned the initial code, the balance of the effect is based on the unique principle of the association of ideas.   You form a mental picture of the article called in conjunction with picture you have learned to associate with a particular number.

The system may look formidable when you glance at the list of key words for the first time, but a short trial will convince you how easy it really is, and in time you will find you can count by words almost as quickly as by numbers.

1.	Penny	12.	Calender
2.	Toe	13.	Black Cat
3.	Tree	14.	Fortune
4.	Fort	15.	Rugby (team of 15)
5.	Fife (Musical Instrument)	16.	Sugar (Sweet 16)
		17.	Scent
6.	Sticks	18.	Girl
7.	Dice	19.	Face
8.	Gate	20.	Score Board (As at Cricket)
9.	A Stitch (In time saves nine)	21.	Boy (Of age)
10.	Tent	22.	Gun (-22 Bore)
11.	Flat Cake (Unleavened)	23.	Bullet

24. Clock
25. Quarter
26. Nurse (Sickness)
27. Heaven

28. Dinner (You Ate)
29. Wine
30. September

Do not attempt to memorise the whole list at once, but take a dozen words first, learn them off by heart, then another dozen and finally the whole 30. For the average audience 30 items is quite enough to be spectacular but if you wish to extend into what is really a sensational feat, we give the alphabet code for the final 20 numbers to bring the total up to 50.

You will note that the key words have been very carefully selected euphonically, to help the memorising by having the numbers and words of a similar sound. As you memorise the list, a glance at the diagrams will help you to form an appropriate mental picture of the article the word conveys. It is essential that the picture should be as simple as possible, and so these diagrams have been included for your guidance.

Here is an explanation of the list of key words. The first number 1. is a Penny - the unit of our monetary system. 2. is Toe - picture a toe on your foot. 3. is a Tree - notice how similar the sound is to the number. 4. is a Fort - used in fighting. 5. is a Fife - a musical instrument - also the correct telephone pronunciation of that number. 6. is Sticks - a pile of wood. 7. a Dice - any two opposite sides of a dice add up to seven. 8. is a Gate. 9. a Stitch - in time saves 9 is an old proverb. 10. a Tent - the word is similar. 11. A Flat Cake - unleavened Bread. 12. is a Calender - with 12 sheets to a year. 13. the traditional unlucky number is illustrated by the Black Cat. 14. is a Fortune - keep in mind a bag of golden coins. 15. a Rugby Team which has always 15 players. 16. Sugar - a very young girl known as sweet 16. 17. Scent - similar in sound but no direct application. You will just have to remember this although the preceeding idea will help you to memorise it. 18. a Girl - sometimes regarded as coming of age at eighteen. 19. a Face - again no similarity but associated with the previous item - a girl. 20. is a Scoreboard - 20 is a Score numerically and you can picture a large scoreboard as used in cricket. 21. a Boy - who comes of age at 21 years. 22. is a Rifle - a popular one in this
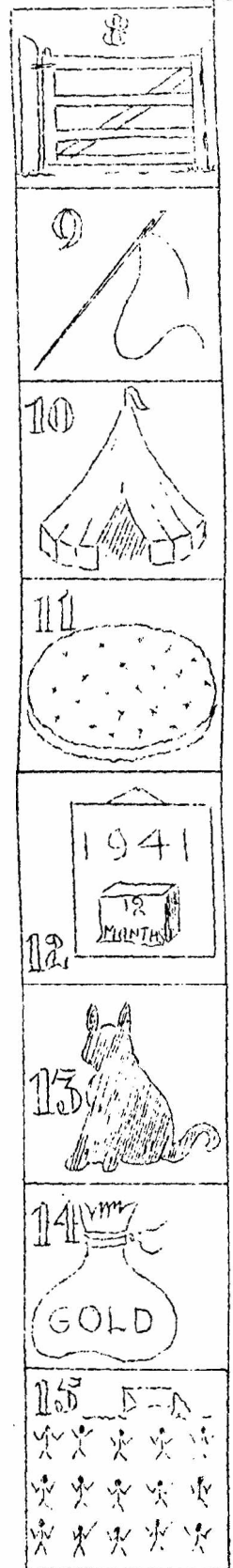
country is a - 22 bore - commonly called a 22
Rifle. 23. is a <u>Bullet</u> - no particular
association with the number but it follows·
after Rifle. 24. a <u>Clock</u> - the Continental
variety tells the complete 24 hours of the day.
In the R.A.F. they now use this 24 hour system
of time universally. 25. a <u>Quarter</u> - of a
Century. 26. <u>Nurse</u> - keep in mind a sick
person and a nurse is there.   27. <u>Heaven</u>.
28. <u>Dinner</u> - you ate and enjoyed it. 29. <u>Wine</u> -
ties up with the number and follows the dinner.
30. is <u>September</u> - remember the rhyme - 30 days
hath September.

     This completes the numerical list and it
is now time to give you the practical application
of the system as applied to a collection of words
actually taken down at a show.   One of the points
the performer should stress is that as great a
variety of objects i.e. nouns or names of articles,
should be given as possible, as that seems to
make the feat more difficult, but actually so far
as you are concerned it is easier and prevents
confusion, if a wide variety of names are given.

1. Cigarette	11. Kettle	21. Tree
2. Handkerchief	12. Carpet	22. Radio
3. Watch	13. Hairbrush	23. Gate
4. Electric Lamp	14. Bicycle	24. Clock
5. Hat	15. Gloves	25. Table
6. Teapot	16. Scarf	26. Lampost
7. Piano	17. Mower	27. Window
8. A Fur	18. Motorcar	28. Chair
9. Dog	19. Apple	29. Train
10. Shoes	20. Cat	30. Cloud

     As the member of the audience calls out the
first object, you at once make a mental picture
of it in conjunction with your key word.   For
example No.1 called is a Cigarette - think of a
lighted Cigarette laying across a <u>PENNY</u> No. 2 is
a Handkerchief - just imagine your big <u>TOE</u> (Key
word) bound round with a Handkerchief. No. 3 is
a Watch - you can quite easily hang the Watch in
your key word <u>TREE</u> . No. 4 is Electric Lamp -
place the Lamp on top of the <u>FORT</u> - lighting it
up at nightime. No. 5 a Hat - make it a Trilby
Hat with a <u>FIFE</u> lying across the top. No. 6 a
Teapot - sitting on the <u>STICKS</u> as though on an
open wood fire. No. 7 a Piano with two <u>DICE</u> on
top of it. No. 8 a Fur hanging over a <u>GATE</u>.
No. 9 Dog - <u>Stitching</u> up the back of a woolly toy

16

17

18

19

SCORE

20

21

22

23

dog. No. 10 Shoes - simply throw the shoes mentally into the empty TENT and leave them there. No. 11 A Kettle - sitting on top of a FLAT CAKE. No.12 A Carpet with a Calender lying on it. No. 13 Hairbrush - imagine a BLACK CAT being brushed with a Hairbrush. No. 14 Bicycle - with a BAG of GOLD hanging from Saddle. No. 15 Gloves - a RUGBY TEAM playing in Thick Gloves. No. 16 Scarf - lay the scarf down and have a pile of lump SUGAR in the centre of it. No. 17 Mower - cutting down flowers which give off a strong SCENT. No. 18 Motorcar - with a lovely young GIRL at the wheel. No. 19 Apple - a FACE with the mouth wide open eating an Apple. No. 20 A Cat - sitting on the top edge of your large white SCORE board. No. 21 is Tree - with a BOY climbing it. No. 22 Radio - with a RIFLE across the top of it. No. 23 Gate - with a pile of BULLETS on the ground beside it. No. 24 is a Clock - strangely enough this happened to co-inside with the key word, a 24 hour CLOCK. No. 25 is a Table - which has been cut into QUARTER'S. No. 26 a Lampost - with a NURSE leaning up against it. No. 27 is a Window, open, through which you can look up and see the sky HEAVEN. No. 28 Chair on which you sat and ate your DINNER. No. 29 is a Train - in which you sit with a glass of WINE in your hand. No. 30 is Cloud picture a SEPTEMBER day with a Cloudy Sky.

And so you will see we have successfully completed our series of pictures. It looks a long and complicated list when you read it but providing you really know your key list off by heart you will be surprised how easy it becomes after a few trials.

Here is the list for the last 20 words.

A.31	Ape	K.41	Kite
B.32	Bee	L.42	Lemon
C.33	Sea	M.43	Man
D.34	Dog	N.44	Nose
E.35	Ear	O.45	Oats
F.36	Flower	P.46	Pea
G.37	Gee-gee	Q.47	Cue (At Billiards).
H.38	House	R.48	Razor
I.39	Eye	S.49	Scissors
J.40	Jay (A bird)	T.50	Tea

You will note that in most cases the words

are in alphabetical order and the word is euphonetically the same sound as the Capital Letter. We do not recommend that you use this additional code until you have had some successful performances with the initial part.

And now for a few words of advice on presentation. You may feel that you would like to do the act blindfolded - a very good idea. It helps you to concentrate and in any case you would do well to keep your eyes shut while working.

As each word is called allow a pause until you have completely fixed your mental picture - then call out 'yes' and have the next one. Do not let them rush you or call more than one name at the time.

Do not forget to have a responsible person write down the list, and call out 'right' when you name the words successfully.

Be sure to impress upon the audience that the wider the variety of objects given the more difficult the test. Make them realize that it is a genuine feat of memory - without trickery.

You will find out from experience just about how long to keep the effect going, but be careful not to weary the audience by dragging it out too long.

A good finale is to repeat the list as quickly as you can backwards.

During the working remember you are undergoing great strain, therefore you must play your part and act accordingly.

Do not discard this system before you have given it a thorough trial several times. This affect has been worked by the World's Leading Performers, and Rupert Howard (Merlin), who is named as Dante's successor, scored a notable hit when he performed it at a Magic Circle Seance in London.

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"VAMPIRE" QUALITY SERIES.

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