

MindCraft: Perceptions

Let's enjoy this, shall we?



Written by *Me*, *Myself*, and *I*

Forward

Normally I hate it when someone writing a short ebook sticks in a forward and an introduction, and a copyright page, and a table of contents page, and a conclusion, and a back cover etc., because it makes it seem like they are just trying to add to their page count. I guess I'm technically doing that now, so my apologies for my hypocrisy in advance.

I just wanted to say that these are effects and ideas I've been mulling over the last couple years and just recently (past 6 months or so) got into print. I'm afraid I haven't developed most of the effects even half as much as they could be, but I have no doubt that there are those among you who will take the concepts and ideas and build upon them.

Thoughts from both Ran Pink and Decomposed on the Magic Cafe forums have been greatly appreciated and used. Big thanks to them.

Part 1: Hacking the Mind is about effects that involve stealing thoughts from a spectator's mind, where as Part 2: Bending the Will, involve effects where you force your spectator to think of a predetermined word, card, number, etc. These can be presented as if you were "hacking their mind", but their methodology involves forcing.

In the Table of Contents, I bolded some of my, and reviewer's favorite effects in the book.

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