

LIGHTWAVE ESP DECK

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Welcome

First of all, thank you for purchasing Lightwave ESP!

In 2020 we released Darkwave ESP, a new take on the classic ESP deck and we were super proud of the response it got from the community. One question that was asked time and time again, was if there were any plans to make another version of the deck featuring lighter images. Well, you asked and we listened! The best part is that you can also combine the Lightwave and Darkwave decks to create a 60 card ESP deck featuring ESP Symbols, 30 unique images and 4 different colours.

Included, you will find a link to full video instructions for the use of your deck and the routines to get you performing it straight away. However, we decided that we wanted to give you more. What follows will serve as your quick reference guide, should you wish to play with the cards right out the box, or simply need to refresh your memory.

What is Lightwave ESP?

Apparently printed by The British Institute of Paranormal Research, Lightwave ESP gives the perfect motivation for the use of ESP cards in your act. After all, it makes sense that the only organisations that would still print and use ESP cards, would be those who believe in all manner of weird and wonderful things. This also allows you to justify the imagery featured on the cards over and above the standard ESP symbols.

Each deck contains 2 sets of 15 cards, one in green and one in purple. Each set contains 3 of each of the standard Zenner symbols (Circle, Cross, Wavy Lines, Square and Star) and 15 unique images and words. Additionally each pack contains 1 double backer, 1 blank face card and 4 double facers which will allow you to get the most out of your deck.

Now the part we're most proud of, the method. Each card is marked in such a way as to allow you to obtain information about a selected card instantly. "So what" we hear you cry, "Aren't most ESP decks are marked? How is this method any different?". Well, from the very start, the goal with Lightwave ESP, was to keep the back design minimal. The cards have been designed in such a way to allow for information to be gained as quickly as possible. It's for that reason that only the symbol and colour are marked. The image and word are then learnt by the performer, in real time, using a clever method which feels as if you are actually reading your spectator's mind.

Best of all, the entire thing requires no memory work! As the box acts as a crib, which can be used in full view of your audience.

Marking System (Colour)

First of all, let's cover the marking system for colour. As the image below, look at the eye in the centre of the card. If there is a dot in the corner of the eye, then the card is **purple**. If not, it's **green**. This may feel like a small mark, but you'll find it actually stands out very well when you know to look for it. If you need a little help remembering which is which, a dot in the **pupil is purple**, if the dots **gone its green**.



GREEN
No dot



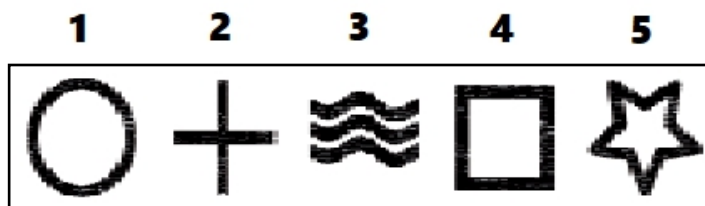
PURPLE
Dot in pupil

Marking System (Symbol)

Before we move on to the marking system for the symbol, it's important to cover the numeric values associated with each of the 5 ESP symbols used, as the marking system relies on this.

- Circle – The circle has a value of 1, as it is made up of one continuous line
- Cross – The cross has a value of 2, as it is made up of two lines that cross
- Wavy Lines – The wavy lines have a value of 3, as it is made up of three wavy lines
- Square – The square has a value of 4, as it is made up of four lines
- Star – The star has a value of 5, as it has five points

Hopefully you can see how easy this is.



(As shown on side of box)

Now let's take a look at the marks themselves;

Below you can see how the circle and cross cards are marked. The mark itself will appear as a break in the spines which surround the eye in the centre on the design. The position of this break is what tells you which symbol you are dealing with, as the number of the position will match the value of the symbol.



Circle
Marked in the first position



Cross
Marked in the second position

- Position 1 – Break above the top point of the triangle – Circle.
- Position 2 – Moving clockwise from position 1, break will be to the right of the triangle – Cross



Wavy Lines
Marked in the third position



Square
Marked in the fourth position

- Position 3 – Moving clockwise from position 2, break will be at the bottom of the triangle – wavy Lines
- Position 4 – Moving clockwise from position 3, break will be to the left of the triangle – Square



Star
No Marking

- Position 5 – No break in the spines – Star

The easiest way to practice reading these markings, is to try to defocus your eyes and not to try to look for it. You'll find that if you look at the centre of the eye on the back of a card, the break will be picked up by your peripheral vision much easier than if you try to scan for it. You should find that even if you usually need glasses for this sort of thing, you'll find it fairly easy to read this mark. Hopefully after a little practice, you'll find them super easy to read, even at a distance.

Marking System (Lightwave Mark)

If you do decide to combine a Lightwave and Darkwave deck, you're going to need to tell which set a card is from, from the back. That's why we've added an EXTRA mark the the back design of all of the Lightwave ESP Cards (a small white dot at the tip of the pyramid). This mark denotes that the card is from the Lightwave Deck and not the Darkwave version!



DOT
Lightwave Deck



NO DOT
Darkwave Deck

Word and Image (Basic Routine)

Next we'll cover the really cool part, the real time divination of the word and image featured on the cards.

I'll explain this in the context of the basic "read routine" I perform with the cards, as I feel that this presentation is somewhat key to the method being so convincing.

First of all, as you look through the cards one at a time, you will soon notice that the words and images are directly related to each other. However, it's easy to make them feel like 2 different pieces of information as long as the correct wording is used. I usually start by having the cards mixed, as I explain to my spectator the ins and out of psychic testing, if you wish to see my full presentation it's included in the video instructions. Once the cards have been well mixed, I have them placed on the table before asking the spectator to give them a cut. It's at this point I gesture towards the card which has been cut to, and ask my spectator to take it. It's as I gesture that I peek the markings and remember the symbol and colour.

As the spectator looks at the card, I state;

"On the front of the card you have chosen, you will notice three different pieces of information. There will be a simple shape at the top, which is usually the easiest piece of information to transmit or receive. Underneath that you will find a more complex image, this is used for more advanced psychic testing. At the bottom, you will also find a word which may relate in some way to that image, this is again used for advanced testing as some people think better in words than pictures. To make this even more difficult for me, the card you have, could either be purple or green. In total we have 15 different images, 15 different words, 2 potential colours, and 5 symbols, any combination of which could be printed on one of the 30 cards we have. I'm sure you can agree, that that is potentially a lot of different information to deal with".

This wording makes it feel like each piece of information is separate and that the combination of symbol, image and word could be purely random. In reality, each symbol only has three possible word/image combinations. Don't worry about remembering these, as they are all cribbed on the box, which we will cover later.

I now set about revealing information from the chosen card in a very particular order, this is because as some point I will get one piece of information wrong, we'll call this a miss. I want this to happen very early on in the routine as I will go on to get everything else correct and I almost want the miss to be forgotten about. There is even a way to turn a good portion of those potential misses, into hits which will be covered on the video explanation so please take the time to watch all of it.

The first thing you are going to divine from your spectator is the word at the bottom of their card. As this is part of the method, I try to make it seem random that we start here. I will usually ask if they think better in words or pictures.

If they say pictures I say "Okay, we'll try the word first then. That way we can get the hard bit out of the way and if I struggle to pick up on anything, we can always move to the picture".

If they say words, I say "perfect, then we'll start with the word at the bottom".

Now I'll leave it to you to decide if they imagine writing the word or if you ask them to spell it out in their mind, as that's really not important. Again, please see the video for my performance. What is important is the letters which you apparently "receive" from them and in what order you announce them. These letters will depend solely upon the symbol that was chosen. You will only have to call out a maximum of 3 letters before you know the word, and because they directly relate to each other, the image.

Regardless of the shape that is chosen, the steps you will take with the word are exactly the same, although the letters will be different. For the moment, you will need to use the table on the next page, but

this will soon be replaced by the crib. The first step in identifying the word is to take the first three letters of the shape which has been selected and in your head reverse them. So each shape would be;

- Circle = C I R = R I C
- Cross = C R O = O R C
- Wavy Lines = W A V = V A W
- Square = S Q U = U Q S
- Star = S T A = A T S

These are the letters which you will apparently “pick up on” and the order in which you will reveal them. If you refer to the table you will notice that each of the three possibilities contain the first letter which you will call, this guarantees you a hit on the first letter. Only two of the possibilities contain the first two letters, with only one of them containing all three. This is where the miss I mentioned earlier comes into play. You will call the letters in the order above, until you miss (Get told no by your spectator). At this point you can stop revealing letters as the amount of hits before the miss tells you which word they have. One hit means it’s the first possible word in the table that relates to the chosen symbol, two hits is the second, and three hits is the third. This may seem complicated at the moment but once we have run through a few examples and explained how the crib works. You’ll see that the system becomes quite intuitive.

Let’s for instance say they choose a circle card. You’re going to first of all reverse the first three letters of circle (C I R becomes R I C).

Example 1; you ask your spectator to think of the word they have chosen and exclaim

“there is definitely an R in this word”

They will agree as all three words related to the circle do. Next you say

“Vowels are always difficult as they tend to blur together but I’ll try. Is there an “I” in this word?”

Let’s imagine at this point your spectator says no, you stop here. You’ve had one hit, which means that their word must be circle possibility 1. Which if you see the table below, means it is the **WORLD** card and you can move on to reveal more information about the card as described after the examples.

Example 2; you ask your spectator to think of the word they have chosen and exclaim

“there is definitely an R in this word”

They will agree as all three words related to the circle do. Next you say

“Vowels are always difficult as they tend to blur together but I’ll try. Is there an “I” in this word?”

This time let’s imagine your spectator says yes. You say

“I thought so. I’ll be honest I’m not sure about this but phonetically there is something that feels like a “C”, is there a “C” in this word?”

If at this point your spectator says no, you stop here. You’ve had two hits, which means that their word must be circle possibility 2. Which if you see the table below, means it is the **RIGHTEOUS** card and you can move on to reveal more information about the card as described after the examples.

Example 3; you ask your spectator to think of the word they have chosen and exclaim

“there is definitely an R in this word”

They will agree as all three words related to the circle do. Next you say

“Vowels are always difficult as they tend to blur together but I’ll try. Is there an “I” in this word?”

Let’s imagine this time spectator says yes. You say

“I thought so. I’ll be honest I’m not sure about this but phonetically there is something that feels like a “C”, is there a “C” in this word?”

If at this point your spectator says yes, you stop here. You’ve had three hits, which means that their word must be circle possibility 3. Which if you see the table below, means it is the **TRICKSTER** card. You’ve had three hits in a row. At this point you’re practically a god. Move on to reveal even more information about the card and blow their mind!

| SYMBOL | POSSIBILITY | CONTAINS | WORD | IMAGE |
|------------|-------------|----------|-----------|-----------------------|
| CIRCLE | 1 (crib 1) | R | WORLD | GLOBE IN HANDS |
| CIRCLE | 2 (crib 6) | R I | RIGHTEOUS | HEART & CROSS PENDANT |
| CIRCLE | 3 (crib 11) | R I C | TRICKSTER | MAGICIAN |
| CROSS | 1 (crib 2) | O | LOVE | HEART IN HANDS |
| CROSS | 2 (crib 7) | O R | EXPLORE | HIKER OVER VALLEY |
| CROSS | 3 (crib 12) | O R S | ORCHARD | PARADE OF TREES |
| wavy LINES | 1 (crib 3) | V | VIRTUE | KNIGHT |
| wavy LINES | 2 (crib 8) | V A | VISIONARY | EYE |
| wavy LINES | 3 (crib 13) | V A W | WAVE | CHOPPY OCEAN |
| SQUARE | 1 (crib 4) | U | GUIDE | COMPASS |
| SQUARE | 2 (crib 9) | UQ | UNIQUE | SNOWFLAKE |
| SQUARE | 3 (crib 14) | UQS | SEQUENCE | WOODEN BRICKS - ABC |
| STAR | 1 (crib 5) | A | ARCHER | BOW & ARROW |
| STAR | 2 (crib 10) | AT | WATCH | POCKET WATCH |
| STAR | 3 (crib 15) | ATS | CELESTIAL | ANGEL STATUE |

As soon as I have “missed” I either take a moment to turn this miss into a hit, which as mentioned earlier, will be explained in more detail in the video section of Lightwave ESP. Or I simply carry on and use this small error to justify moving away from the word. I don’t want to reveal too much of the word to a point where I can no longer get any mileage out of the image on the card. Don’t forget the spectator holding the card may have linked the word and image, if you reveal the word too early, they may feel you already know the picture also. Similarly if you were to now tell them exactly what the picture is, they would in turn assume you know exactly what the word is. To get around this I tell me spectator that I want to come back to the word later and for the moment move to the image above it. I ask them not to think about what the image is, but instead to focus on the image and allow their thoughts to drift around it, to allow themselves to almost fall into the image. What follows is simply me playing word charades with the spectator, I know what the image is and it’s my job to tell them without saying what it is. All the while asking for them to confirm what I’m saying is correct. All the while I’m careful not to get too close with the hits as again this may tip that I know exactly what they have. Doing it this way will produce hit, after hit and make it seem like thoughts are just coming to you. Mainly, because they are. This is one of my favourite aspects of Lightwave ESP, the image allows you the freedom to use your imagination and get comfortable reading and adlibbing with a guideline to follow. Let me give you an example, let’s use our first example as above.

The **WORLD** Card - for this image I’d be likely to say something along the lines of; “Straight away I get the feeling of scale, depth and size. There is an expansiveness to it even at such a small scale. I also get this feeling of life but not how we would usually think of it, not like an animal or a person. I’d also say the image isn’t sharp, it has a smoothness to it. Overall, it’s very still and peaceful, almost awe inspiring. Does all of this make sense to you?”

I've essentially tried to cover all bases on the image with the above statement. It directly relates to the **World** card but doesn't say what it is. However, anyone who I ask will agree that all of those statements make sense and to an outsider, a spectator who hasn't seen the card. This is even more amazing because to them, there is no correlation between the image and word.

As soon as I get an agreement that what I've said makes sense, I instantly reveal the colour as if all of the information is starting to come at once. This is because I now want a series of final hits. I've got a letter from the word, described the image, now the colour. I finish by stating that I'm fairly certain I know all of the information and ask them once more just to think of the word. I pause for a moment before revealing the colour, shape, and word before asking them to confirm and show the card around.

This is the basic read routine and handling for Lightwave ESP, there are so many more routines on the video and I urge you to make sure you give them each some time. I hope you see the potential of this deck.

It was created to be more than just an ESP deck, it was created to give you more options and to have a system in place where you can get 5 minutes out of 1 selected card. It's my hope that you watch the videos included and spend the time with this deck and that you end up with something you use as much as I do.

Using The Crib

Hopefully by now you understand how the system for figuring out the words and images works. If not, then please consult the video guide. If you do however, we understand that you won't want to carry around the chart and you might not want to have to remember all of the words. This is where the crib comes in.

If you take a look at the back of your box you will notice that all of the words are featured there, numbered from 1 to 15. In order to use the crib, all you need to do is imagine this as three sets of five. The first set (1 to 5) are the 1st possibilities for the 5 shapes, with circle being 1 and star being 5. The second set (6 to 10) are the 2nd possibilities for all shapes, with circle being 6 and star being 10 and the last set (11 to 15) are the 3rd possibilities, with circle being 11 and star being 15.

LIGHTWAVE ESP Video Link

The indepth video instructions for your deck can be accessed here:

<https://vimeo.com/379272577> / Your password is: dark663

PLEASE NOTE - This video was originally created for the Darkwave Esp Deck, but all the lessons, instructions and routines are totally relevant to the Lightwave version.

You can also download an extra video detailing some new content and thoughts about the Lightwave version here:

<https://bigblindmedia.com/pages/lightwave>