

**YOUR MIND
WILL ALWAYS BE
MY PLAYGROUND**

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TABLE OF CONTENTS

INTRODUCTION	7
EGGMAN	11
HAND IN HAND	21
TEAM PLAY.....	33
A FISTFUL OF DOLLARS.....	47
MURPHY’S SPELLING.....	63
REFLEXION: STOP BOTHERING ME	73
SIZE MATTERS	81
THE GUARANTEE.....	89
FIVE STARS.....	105
IN THE AIR TONIGHT	115
REAL ROLL	129
BELLA CIAO	137
REFLEXION: YOUR BEST IDEAS.....	147

INTRODUCTION

Welcome to this third and final volume of the *Your mind...* trilogy. The repertoire presented here adheres to the same philosophy as the two previous books. The effects are simple and direct for the audience. No expensive accessory, no need for a stooge, and the technical level remains accessible for all. The evoked themes allow you to easily create a link with the spectators. Finally, I tried to explain the creative process as well as the psychology of the provided scripts.

“Eggman” is a self-working Russian roulette, with a sneaky method and unusual accessories that will allow you to have fun with the audience.

“Hand in hand” is my variation on the classic theme of the Rock Paper Scissors game. This effect can be performed on its own, or as an introductory phase for the routine described next in the book.

“Team play” invites several spectators to play Rock Paper Scissors against you. The final surprise reveals that you had predicted their decisions.

“A fistful of dollars” is an impossible mental bet with the spectator, during which you risk losing dozens of dollars if you have not been able to guess her thoughts correctly.

In “Murphy’s spelling”, the mistakes of the spectator become an improbable coincidence, at the end of which the chosen card is discovered.

“Stop bothering me” is the first of the two theory essays of this book, and addresses the question of annoying spectators (hecklers), suggesting simple tips and advice to implement in order to prevent and avoid this kind of behaviour.

“Size matters” once again gives the power to the spectator, showing that she has, unbeknownst to her, a very effective estimation talent.

“The guarantee” is my solution for a mental poker effect imagined by Ricky Jay. During a card game, the other players are offered a variety of free choices, but this will not stop you from winning.

In “Five stars”, two spectators face each other to determine who possesses the best ESP abilities.

“In the air tonight” is, in a way, a chair test with no chairs, with a strong visual element and the participation of three members of the audience.

“Real roll” is a mental effect with two selected cards, inspired by the dowsing phenomenon.

“Bella ciao” is a close-up effect about going on a trip, but it can be adapted for the stage; the final revelation is inspired by a well-known TV show.

“Your best ideas” is the second theory essay of this book. It ends the trilogy with a discussion about sources of

inspiration and advice to help you maximise your creativity.

At several points in this volume, footnotes provide references and links to oeuvres and props mentioned in the book. These links have been shortened to make your life easier. You just have to copy them in your Internet browser (you will sometimes need to add `http://` before the link).

I invite you to read this book (and the two previous ones) while remembering the two main themes contained in the title: **mind** and **playground**. Regardless of the definition of your craft (magic, mentalism, illusionism, etc.), the effects presented here have a strong cerebral aspect; the **mind** is a domain that fascinates the audience, so all you have to do is perform a demonstration worthy of the interest that the audience gives you. Despite the fact that this field can sometimes appear too serious and solemn, I strongly urge you not to forget about the entertainment value and the idea of **playing** with the audience. Creating a nice moment for everyone does not diminish the impact on your audience; on the contrary, its human part makes it even more magical.

Vincent Hedan

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