

The Mentalism Archives by Simon eBook - DOWNLOAD

This is not a book you read. It's a place you enter.
Some books teach you *what to do*.

Others show you *how to do* it better.

This one asks something more dangerous:

What actually happens in the mind of your audience when the impossible feels inevitable?

The **Mentalism Archives** is a private collection of weapons, structures, philosophies, and unfinished thoughts - gathered from years of real performances and refined into their most lethal form.

Not louder. Not bigger.

Sharper.

This Is Not A Collection Of Tricks

This is not a greatest-hits album. And it's not a philosophy book hiding behind theory.

It's an **archive**.

A vault of material that shows:

- How simple methods become devastating experiences
- How framing outlives technique
- How timing, silence, and structure do more damage than complexity
- How reality bends when you stop trying to prove anything

This book doesn't try to impress magicians or mentalists

It's built to **infect audiences**.

The Weapons Inside

You'll find effects that feel clean on the surface and violent underneath.

Some of these may look familiar.

You may recognize fragments from previous projects.

But here, they appear:

- rebuilt
- refined
- reframed and pushed to their most dangerous version

Each effect comes with extra ideas, framing options, psychological layers, and alternative handlings - not just "how it works", but why it lands.

Selected Weapons from the Archive

TRIPLE X-RAY

With your back turned and no apparent control, a spectator freely selects three cards, mixes them, and distributes them between their pockets and hands.

You never see the cards. You never touch the deck.

Yet, you reveal **the exact identity of all three** - and **exactly where each one is hidden**.

No forces. No setup.

Pure psychological devastation.

Just Your Imagination

A thought is written secretly. The name is revealed with precision.

Then the paper vanishes. The pen vanishes. As if the thought never existed.

The audience is left with a single question: *Did that really happen?*

Mindprint

A blank business card rests in the spectator's hands.

They think of any name.

When they turn the card over, the name that existed only in their mind is now written on it.

Intimate.

Personal.

Unforgettable.

Imaginary Friend

The spectator imagines a companion and silently names it.

You interact with something no one else can see.

Then you reveal the name.

By the end, the presence feels real and the audience isn't sure where imagination ends and reality begins.

Additional Classified Weapons

Some entries don't need explanation.

They only need to be experienced.

- Devil's Nail
- Psychic Strike
- Invisible Book Test
- Future
- Forgotten Letter
- Digital Oracle
- 1705
- And more...

Perhaps you'll recognize a few of these from previous projects - now presented in their most refined form, with expanded thinking, alternative framings, and sharper

psychological edges.

CHAPTER 6 - THE ARCHIVE

(Restricted Section)

This is the chapter most books never include.

Here, you'll find:

- Five original ideas and systems never released before
- Unfinished concepts
- Dangerous thoughts
- Fragments that were never meant to be polished

Peek systems using modern devices. Readings layered with confirmation, not revelation. Hypnosis as perception control, not theater. Put-pocketing as prophecy. Luck objects that quietly destroy probability.

This chapter doesn't explain everything.

It trusts you to read between the lines.

And that's exactly why it's powerful.

THIS BOOK IS NOT SAFE

It's not polite. It's not cute. And it's not interested in applause alone.

Because once you understand how perception actually works, you stop performing tricks...

...and start engineering memories.

WHO THIS IS FOR

This book is for:

- Mentalists who already know the tools - and want to weaponize them
- Performers tired of over-talking and under-hitting

- Creators who believe minimalism is not absence, but precision
- Artists who see mentalism as emotional architecture, not puzzles

If you want tricks, there are faster books. If you want noise, there are louder books.

If you want people to walk away quieter than when they arrived

This is your archive.

THE EFFECT THIS BOOK CREATES

After The Mentalism Archives:

- Your material feels cleaner
- Your methods feel invisible
- Your silence feels heavier
- And your audience stops asking "how"...

...because they're too busy asking "***What just happened to me?***"

FINAL NOTE This book doesn't close a door.

It closes a circle.

Everything inside already existed

in fragments, in drafts, in thoughts.

What changes now is how you assemble it.

Enter the archive. Take what you need. Then build something only you can perform.

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