

Marked 2.0 by Simon - eBook - DOWNLOAD

WARNING: This Isn't an Upgrade

It's an escalation.

If the first volume made you dangerous...

this one makes you unfair.

Let's get one thing straight:

This is not a sequel made to *"continue the success."*

This is where things get out of control.

Most performers use a marked deck to see cards.

This book teaches you how to weaponize perception itself.

Because in **Marked 2.0**...

you're no longer reacting to what happens.

You're deciding what reality becomes.

No filler.

No recycled ideas.

No "beginner-friendly fluff."

Only routines that:

- Feel impossible
- Hit immediately
- And stay in people's minds long after you're gone

This is not about tricks.

This is about moments where:

- A thought becomes real
- A choice was never a choice
- And reality quietly... breaks

If Volume 1 gave you control...

Volume 2 gives you dominance.

WHAT YOU'LL EXPERIENCE INSIDE

Pulse Code - Reading Life Itself

Use the spectator's pulse...

...to find the exact card they're thinking of.
No words.
No clues.
Just a heartbeat...
...and the thought is no longer theirs.

The Sure Bet - The Game You Never Lose

A simple premise.
A bet.
They shuffle.
They choose a card.
Everything is in their hands.
Before anything even begins...
you've already committed.
Money on the table.
Prediction locked in.
They turn the card.
You were right.
Always.
No Forces, No Switches
No Second Chances, No excuses.
Just one clean moment that proves: You don't gamble, you decide

Perfect Alignment - When Two Realities Match

Two decks.
Two realities.
One in their hands.
One in yours.
They choose a card freely.
No forces. No control.
You spread your deck...
One card is reversed.
Not close.
Not similar.
The exact same card.
Not found.
Not guessed.
Aligned.

Supernova - Thought Extraction at Another Level

They take a small packet from anywhere in the deck.
They look.
They think of one card.
That's it.
No writing.
No telling.
No clues.
And yet...
You don't just reveal the thought.

You reveal:

- Every card they held
- The exact one they thinking
- And do it as if you were inside their head the entire time

Built from layers of psychology, structure, and precision...
This isn't mind reading.
This is mental invasion.

Ultra Vision - Seeing Beyond Reality

An effect like nothing you've ever seen.
You're blindfolded.
From the very beginning... you see nothing.
They mix the deck. They choose a card...
and hide it inside a box.
They mix again.
Choose another...
this time, they hide it inside their wallet.
No control.
No influence.
Then for the final phase...
they just think of one.
Three selections.
Three different conditions.
All completely out of your reach.
And still...
You reveal:

- The card inside the box
- The one hidden in their wallet
- And the one that never left their mind

With precision.

Without hesitation.

And without touching the deck... at any moment.

No forces.

No switches.

No mercy

The Card That Never Was

A freely chosen card. A perfect prediction. Everything matches.

Until everything changes.

The prediction is blank. No writing. No trace.

And the card? Also blank. No mistake. No explanation.

Just one question: was it ever there?

What You'll Experience Inside

These aren't just a few ideas.

These are the moments that define this book.

Each routine was designed to feel impossible...

to hit fast... and to stay in their minds long after it's over.

From reading a thought through someone's pulse...

to predicting outcomes before they even happen...

to revealing cards you never touched... and never saw...

This is where control becomes invisible.

This is where mentalism stops looking like a trick.

And If You Don't Have a Marked Deck...

That's not a problem.

As a bonus, you'll learn how to build your own marked deck
in just minutes...

Using nothing more than a standard Bicycle deck.

No special tools.

No complicated systems.

Just a simple, powerful method

that turns any deck into a weapon.

You don't need more tools.
You need better ones.
And everything you need... is already here.

THIS IS WHERE MOST STOP

Because this level...
Requires more than technique.
It requires presence.
Control.
Precision.
And the willingness to push further than others are comfortable going.

THIS BOOK IS NOT SAFE

It wasn't designed to be.
It was designed to:

- Break patterns
- Destroy expectations
- And leave people questioning what just happened

If you're looking to impress...
This isn't for you.
If you want applause...
Look elsewhere.

But if you want:

- Silence
- Wide eyes
- And that moment where someone says

"No... that's not possible."
Then you're exactly where you need to be.

FINAL WARNING

Once you understand what's inside this book...
You won't go back.
Not to your old methods.

Not to safe routines.
Not to predictable reactions.

Because now...
You don't just perform.
You control what they believe is real.

Get **Marked 2.0**
And stop playing the game.
Start rewriting it.