

Eerie by Strange Stage Studios

In a 1955 episode of Confidential File, Horror Comic books were investigated about the impact they were having on children.

It wasn't until the comic book 'Eerie' was studied years later, that things took a dark turn.

Apparently, 'normal' children were wearing some sort of joke glasses that came free with copies of 'Eerie'. These at first seemed trivial, but soon became quite disturbing. Kids who wore them reported seeing strange figures lurking just beyond the edge of their vision-dark, shadowy beings that seemed to exist in another realm. These figures, soon dubbed 'The Shadow People', were unsettling, their forms shifting and indistinct. The kids said 'The Shadow People' began to speak to them, instructing commands and urging them to commit horrific deeds.

Parents and teachers were alarmed, as previously well-behaved children began behaving in inexplicable and violent ways. Murders and heinous acts of violence were being committed by the children, who had no prior history of bad behavior and the only common thread among them was their possession of the Super-Specs.

The comic book, amongst others, was investigated, but it was found to be the only one that contained sinister subliminal messaging that was taking over the minds of the youths of America. The said issues were banned and cited as simply entertainment, but there are those that remained unconvinced and felt that something even more sinister was at play.

To this day, old copies of 'Eerie' are rare and sought after by collectors, not for their monetary value, but for the chilling history they represent. In the dim corners of attics and basements, a few forgotten pairs of Super-Specs may still exist, waiting to reveal the shadowy secrets of a bygone era. Was it just an urban myth or was the evidence covered up? Perhaps, if you found a copy and some willing participants, you too might wish to conduct your own investigation...

Strange Stage is very proud to present '**Eerie**'.

A multi-phased and entirely modular book test with chilling revelations.

Subliminals

As an example routine - the comic can be handed to a participant, they are asked to turn to anywhere in the comic and find a word they find interesting. You ask if it's something that could be drawn, they reply it is. Now a second participant, using the power of the Super-Specs apparently reads the other participants mind and draws what they're thinking of! I must point out the comic is handed to the participant, where they can look at ANY story within the comic, and you will be able to do a drawing duplication or just name what they're thinking of. This is achieved without asking any questions whatsoever. This uses a very clever method I first saw in 'T.A Waters Mind, Myth and Magick'. It can also be repeated with different results.

Another presentation is simply by 'painting it red', almost literally! The comic book has reveals for several of the variations, so you can show them how it was used to influence young minds in the 50's!

John Morton's Baby Book Test

With very kind permission from John, the advert pages in the comic can be used to perform a variation of his 'Baby Book Test'. Using classic monsters, you can tell a participant which monster they are thinking of, from eight pages of ads, many with multiple ads on each page! Anyone who is familiar with John's work will know this method fooled Penn and Teller and the key I have implemented here is ridiculously easy to learn.

As an example for anyone unfamiliar with the concept - a participant will choose any advert from within the comic - let's say they choose some horror masks, of which there are 6 available. The former owner of the comic has circled which one they want to buy, when they get their allowance/pocket money perhaps. The participant calls these out in any order they wish, mentally focusing on the circled mask. The performer knows immediately which one they are thinking of! Is it body language giving them away, direct mind reading or some other supernatural force at play? You decide!

Long Words

It wouldn't be a 'book/comic test' without the long word principal. All the long

words in the comic are, as expected, something to do with the macabre. There is no memory work needed, the crib is hidden in plain sight.

It is neatly disguised, in alphabetical order on the back cover, which you will use to rest on as you write down their word, essentially 'Sneak Thief-ing' the information! Speaking of sneak thief, in the video instructions, I also explain a wonderful Larry Becker principle on how to get the first letter, without getting a miss. I have also added a few subtleties for anyone wanting to get a 'hit' right off the bat. I've also ensured the long words can't be confused with the 'subliminal' words.

Crossword Force

I'm rather proud of this one! The participant takes the comic and turns to the crossword page, where they are invited to look over the clues. Though they'll likely know the answer to several of the clues, they choose a monster and again you're able to read their minds and reveal which they're thinking of. Like the subliminals, this can also achieve varying outcomes, so can be repeated, if you so wish! You will likely learn this in under a minute!

The Comics

In conjunction with Haresign Press, many hours have been spent ensuring the right stock has been used, to give the best feel and handling to the comic book.

Performers Edition

This edition has been printed on a thicker more modern 'silk' stock, that with a little ageing will look like a re-print from the 1990's! The video instructions explain how you can age your comic, however, this is all personal choice. The comic works in exactly the same way as the Collectors Edition and comes with white card glasses only. This version has been designed with the gigging magician in mind. It can be rolled up and carried in your back pocket for natural ageing!