

INSIGHT

By the Memory Expert David Dargin

INTRODUCTION

The dictionary defines the word "INSIGHT" as penetration, mental vision. The game of INSIGHT has the charm of Memoryland plus the power of achievement. You will become the life of the party and amaze your friends, even yourself. It will sharpen your skill and imagination. It will become part of your life. This is a large order. But INSIGHT will soon prove this to be a reality. You will soon discover that as a game "INSIGHT" has no competition. INSIGHT automatically helps improve your memory while you play and it is loads of fun.

KEY TO THE CARDS

INSIGHT is, in part, a regular deck of playing cards (52 with 2 Jokers). On the back of each card is a different picture (We call it Picture-Association), that is directly related to the card's suit and number. In examining the cards, you can see that the Picture-Association for each Spade begins with the letter S, for each Heart with the letter H, for each Diamond with the letter D, and for each Club with the letter C. There is a number element to each picture description which tells the cards number.

(EXAMPLE: The Picture-Association for the Ace of Spades is Soda with One Straw. The S of Soda tells you the card is a Spade, and the One Straw tells you it is an Ace. The Picture-Association for the three of Hearts is a Hummingbird with three worms. The H of Hummingbird tells you the card is a Heart, and the three worms tell you it is the three of Hearts.)

Spread your cards out on the table, pictures up, and try to tell each card's suit and number from its Picture-Association. Turn the card over to be sure you've identified it correctly. (NOTE: To make the Jack's easier to spot, the Picture-Associations for each Jack is connected with the slang word for money, "jack".)

You will notice, too, a small number in the upper right hand corner of each card. You are to disregard them in playing INSIGHT. They will be explained in the section of this booklet devoted to Memory Aids. Right now, concentrate on learning the Picture-Associations for the cards. Once you have become thoroughly familiar with the Picture-Associations for each card, you are ready to begin the game of INSIGHT.

THE GAME

Success at the game of INSIGHT depends on your ability to remember the picture that is associated with each card when all you see is the card's suit and number. This can be done only when you have become thoroughly familiar with the cards and their Picture-Associations.

THE GAME OF BEGINNERS

The object of the game of Beginners is to identify the Picture-Associations of the thirteen cards of any one suit. To play, you must first separate the thirteen cards of one suit from the rest of the deck. Start with Spades. Shuffle and mix them, and then deal them out, face up (Picture side down). Try to name the P-A on the back of each card. If you are not certain, or you've made a mistake, start over. Keep at it until you can name all thirteen correctly. Then go on to another suit.

You can help imprint each Picture-Association in your mind if you envision it in full action. Hence, not just a Santa Claus with two bags for the two of Spades, but rather a fat, jolly Santa stuck in a chimney with his two overstuffed bags of toys. Or, for the three of Spades, not just a ship with three smokestacks, but a big, three-stacker leaving the harbor, its foghorn bellowing. You needn't use these particular illustrations, of course. Make your own up for each card. It's this extra dimension that makes memory easiest and, actually, the most fun.

When you can name the thirteen Picture-Associations in each of the four suits, you are ready to progress to the game of Professionals.

THE GAME OF PROFESSIONALS

The object of the game of Professionals is to identify the Picture-Association of any and every card in the deck when chosen at random, or when dropped in any order. You are not, as in Beginners, limited to thirteen cards in a single suit. In Professionals you must be able to name the Picture-Associations of all fifty-four cards as they are shuffled and dealt out. This is not easy, but it can be done with just a little practice, especially if you have already mastered Beginners.

Unless you feel you know the cards well, it would be better to start this game slowly by dealing out just a few cards at a time, say ten or fifteen. When you can identify their Picture-Associations without mistakes, increase the number, and keep building until you can do them all. At this stage, you will be ready to go on to the game of Experts.

THE GAME OF EXPERTS

The object of the game of experts (Sometimes called the Missing Card Game) is complete memory of the deck. To demonstrate this, you will memorize an exposed portion of the deck, and identify the cards that have not been shown, no matter how many of the fifty-four cards have been revealed and concealed.

To start, shuffle and divide the deck in half. Put one half aside. Spread the remaining twenty-six cards out on the table, face up. Memorize them (The Picture-Association of each card will make it easy). Then, with paper and pencil, list the cards in the section of the deck you put aside. These are the "missing cards". Check them to see how accurate you were. Try dividing the deck in different ways, memorizing the section you spread out, trying to list the missing cards. This may take a while to do, but keep at it. The results will be worth the effort.

To achieve success at Experts, you must be systematic. First, arrange the suits in order in your mind: Spades, Hearts, Diamonds, and Clubs. Review them several times to make sure you know them in order. Second, call upon your knowledge of Beginners and review the cards in each suit, from Ace through King, recalling each Picture-Association. Do not attempt Experts until you know the Picture-Association of every card in the deck.

Once you've mastered Experts, you will be able to amaze and entertain your family and friends, using an ordinary unmarked deck of cards. You can use any deck because the Picture-Associations of Memory Cards, once learned, will stay with you. Have someone slowly call off the cards in part of the deck. You then name the cards left uncalled. It makes a remarkably effective demonstration.

MEMORY CONTEST GAME

Played by two people who have mastered the cards of "INSIGHT". Dealer shuffles deck, divides cards equally. Each player spreads cards on his side of the table, card side up. Dealer selects one card from his side of the table, for example the 8 of clubs and calls to his opponent, "What is the picture on the back of the 8 of clubs? If his opponent answers correctly "Cave man" then he has won the card and it counts for five points. If he fails to remember, then the dealer has to give the correct answer to win the card. If both players fail to remember, the card is placed aside and no one scores on that particular card. Each card one is worth five points. When one player has no more cards on the table, shuffle the entire deck and continue to play, until score of 250 is reached by any one player.

MISSING PICTURE GAME

Played by four people two on each team. Shuffle deck, divide equally in half. Lay cards on table in full view with picture side up. Memorize pictures of opposite players. When both teams are satisfied that they have memorized each other's cards, each player reshuffles the cards. Put 10 cards out of sight. Spread remaining cards on table and each team tries to name the 10 cards that their opponents discarded. Each picture called correctly is 10 points. Total of 250 points is the winner.

The Game Of Marked Cards

This will develop your skill and prove very exciting. Select any player or players who have mastered the deck of "INSIGHT". Now each player by memory of the pictures, knows exactly what you are holding in your hand. The object is now that you know the hidden cards of your opponent, let us discover who will play a better game. Select your favorite game such as Bridge, Casino, Gin Rummy or any other game pertaining to a deck of cards. You will know what your opponent has in his hand. You can readily see, it's like playing with Marked Cards. You will experience the same sensation the Racket guy has when he indulges with an innocent stranger in a game of cards, using a more hidden symbol, than the pictures of "INSIGHT". You realize however the effect is identical. You will increase the skill of any game immensely. You'll have to think, you won't throw away a card and trust to luck. This will be an excellent mental tonic.

The Game of Story Telling Time

You will notice that each card has a number in the right hand corner. Assume your party consists of five people. Shuffle up the deck. Each person is dealt ten cards. The remaining deck is discarded. Now each person looks over the number in the right hand corner. The pictures while playing this game are of no interest or use. The number found in the right hand corner is the object. Assume the first player decided on number 35. He must then relate the most amusing story that he can recall, that happened when he was thirty five years of age, or as close to that number of years as possible. Each number as you can see, represents years in a person's life. He or she can select any year number, that appears in any of the ten cards they are holding. Allow three minutes of thinking time, with complete silence while the players are concentrating. If younger people are playing assume they draw high cards, as 49 - 34 - 32 - 29 they can then arrive at their most interesting experience by simply adding the two numbers example card number 49 becomes 4 plus 9 equals 13 - - When each player relates his or her most amusing narrative, the one telling the most amusing story by popular vote wins.

The game is endless. One time it can be played as follows:

1. The Most Amusing Story
2. The Most Thrilling Story
3. The Most Adventurous Story
4. The Most Unusual Story
5. The Most Exaggerated Story
6. Your Secret Ambition

Each story by popular vote will declare the winner. Think up other stories that will make interesting stimulating thoughts. Suggestions: your school days, your first job, etc. You can readily see that this game could even be played by fifty-two people. It would simply mean that each person would be dealt only one card and the number in the right hand corner of each card would represent the year with which the player works. Divide the cards according to the amount of players. There is no set rule as to the amount. This game will give many people an opportunity to get up before an audience and tell a story. Your guests will love it.

The New Game Of Solitaire

This game is played exactly as the game of Story Telling. Deal yourself ten cards and follow the same instructions as in Story Telling Game. Be fair and honest as you look back over the years. You will review to yourself many of your past experiences and you will profit from it, as you take inventory of the years, admit your mistakes, if any, look up old acquaintances that you had forgotten. You will avoid making the same mistakes and it could bring you a happy and wonderful future. Sit down and think. It's quite wonderful.

Game Of Charades

.....For a family group, play charades with the pictures of "INSIGHT". Divide deck evenly among players, this will be highly amusing as everyone enjoys playing charades, however the charades should consist of linking a group of three pictures or more to convey your story. It will take a little thought, you and your family will enjoy it immensely.

Game of Personal Challenge

The author of "INSIGHT" is aware that insight can be played many other ways in addition to the ones explained. It is your challenge to find them by creating your own games. This will be a wonderful challenge. Make up your own rules, give the game a title and convince your friends of the merit of the game you have discovered. And play it.

MEMORY AIDS: HOW MEMORY PLAYING CARDS CAN BE USED TO HELP IMPROVE YOUR ABILITY TO REMEMBER NAMES, TELEPHONE NUMBERS, SHOPPING LISTS, ETC.

Examine your deck of cards, now, with an eye to the small number in the upper right hand corner of each card (On the picture side). These numbers run from one through fifty two, starting with the Ace of Spades as one and ending with the King of Clubs as fifty-two. Since the suits are arranged Spades, Hearts, Diamonds and Clubs, and each

runs from Ace through King, it is easy to place each number against a card in your mind. Hence, if the Ace of Spades is one, then the Ace of Hearts must be fourteen, and the Ace of Diamonds twenty seven, and the Ace of Clubs forty. And if you know your Picture-Associations, you will be able to match them against the numbers assigned to the cards. Since the key to memory is association, these cards give you a ready made set of associations that you can apply to everyday situations.

SHOPPING LISTS

Number the items you need. 1-Eggs, 2-Milk, 3-Butter, 4-Bread, 5-Meat. In this case you have only five items to remember. Once again bring your Memory Card pictures to mind and make up your own simple Picture-Associations. (EXAMPLE: See the Eggs being broken into a Soda, number one. See Santa carrying cartons of milk, number two. See a ship filled with cases of butter, number three. . . and so on. If you have mastered the game of INSIGHT, you will be able to recall fifty-two separate items.

TELEPHONE NUMBERS

Here, too, the Picture-Associations of your Memory Cards can come in handy. Suppose you wish to remember the number, ORegon 5-3647. First, for the exchange word, ORegon, you must make your own Picture-Association. Make it a large map with but one state, Oregon. Now, break the number down into 5, 36, 47. Your Memory Cards corresponding to these numbers are Salmon (5), December (36), Caveman (47). Then tie them together, thus: In the state of Oregon, schools of Salmon swim in December's icy waters, sought after by a caveman fishing on an ice floe. With but a little practice you will have no trouble creating your own picture stories, and you will see quickly how easy they are to recall, and consequently, how easy it is to remember phone numbers.

NUMBERS

To remember the number, 2832461931, break it down into single and paired numerals. Thus: 28 32 46 19 31. Now, assign a Picture-Association to each based on your Memory Cards. Keep in mind the small number in the right hand corner of each card. So, 28 is two donkeys, 32 is a Dodge car, 46 is coconuts, 19 is the hospital, and 31 is the delivery man. Now, if you can tie them all together in a simple way, the number will be easy to remember. (EXAMPLE: Two donkeys pulling a Dodge auto up to a coconut tree, which is next to a hospital, where a delivery man is leaving his packages.) Merely link the key pictures to the number on your Memory Card, and you can't help but remember the total number, 2832461931.

* To help you remember the numeral, zero (0), we use the Picture-Associations of owls, as seen on the reverse side of the jokers. (EXAMPLE: Owl with one eye stands for a single zero, Owl with two eyes stands for double zero (00), odd owl with three eyes stands for triple zero (000).

- HOW TO REMEMBER NAMES.

You have the knowledge of how a playing card, given a picture to associate the actual card itself works. Now in names you must do exactly the same. This is a little more difficult but loads of fun, because here you must provide, with your own imagination a picture or symbol for the name of the person you wish to remember. Names that have meaning are easy. Example. If you meet the following:

Obvious names.

Mr. Carmel — Visualize his mouth chewing away rapidly and he's eating one caramel candy after another.

Mr. Redman — Visualize him wearing a large Indian head-dress with red feathers.

Mr. Tallman — Visualize him standing on stilts, he appears to be 15 feet tall.

Mr. Lipton — Visualize him with a tremendous large lip, it is so big you can refer to it by thinking "I'll bet his lip can weigh almost a ton." Silly, of course, but this stands out, and brings the correct name, when you want to remember.

Mr. Fundunski — This name you can create a little story. Visualize him as you look upon his face and you can bring the name into action.

Mr. Fundunski - Fun under the sky. This will aid you when you meet Mr. Fundunski.

These simple hints you must apply to people you meet daily. Work for it and it will reverse itself and will work for you.

EXERCISE - Take ten names a day out of the phone book, associate the names with some vivid, odd association. Have fun and improve tremendously. You've seen it worked out with playing cards. Do the same not only for names, but anything you want to remember.

how to remember songs and speeches —

Here is something worth remembering. I'll teach you how. This is a memory working tool. (From a letter by David Hartely Dec. 4, 1789.)

Benjamin Franklin on Universal Understanding. — "God grant that not only the love of liberty but a thorough knowledge of the rights of man may pervade all the nations of the earth, so that a philosopher may set his foot anywhere on it's surface and say: 'This is my country.'"

Here is a method which you will employ. First, it's fun and you'll grow aware that you will be able to master any song or speech you are desirous of learning by following a similar system.

Benjamin Franklin on Universal Understanding. Visualize Ben eating a Frank. Visualize Universal Pictures shooting a scene under a Grand Stand. God grant that not only the love of liberty

Visualize religious item bought in Grant's Dept. Store. — Visualize: You are thrilled on Excursion boat and you love it. You are sailing toward the Statue of Liberty.

but a thorough knowledge of the rights of men may prevade.

Visualize a complete set of the Books of Knowledge — Visualize a man walking on extreme right in a May parade. all the nations of the earth

Visualize the U. N. building — suggests all notions where flowers are budding from the earth, on the lawn of the grounds.

So that a philosopher may set his foot anywhere on it's surface

Visualize a play by Shakespeare (suggests a philosopher) playing at a New Hollywood Theater where the custom is to have celebrities setting their foot prints in concrete. A band is playing and say "This is my country."

Everybody sings "The Star Spangled Banner."

By going over the associations, you are able to grasp the actual speech, quickly. When you no longer need the little associations, review the speech several times and the reward will be that you will be able to recite it correctly, word for present additional memory games under the auspices of Memory Cards, Inc.

Conclusion

.....If "INSIGHT" has been pleasurable and helpful we suggest that you obtain a copy of David Dargin's next game entitled "Composer" the game that can bring you fame now in the creative stage.