



E.S.P.™ The Shell Game

LOOKING FOR A NEW ACTIVITY?

E.S.P. the mind game of choice!!!

Extra

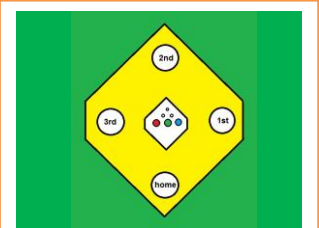
Sensory

Perception

The executive toy "Cobblestone's E.S.P.™" is a device, to demonstrate the law of probability and how it may be influenced by a person's powers of extra sensory perception.

ESP-MATCHES

STUDY FINDS EVIDENCE OF ESP PHENOMENON



THREE, FOUR-COLORED, FIXED AND SPINNING DICE ARE CONCEALED INSIDE THE E.S.P. BASE AND COVERED BY THREE SOLID AND ATTACHED WOODEN EGGS. PLAYERS RECEIVE POINTS FOR MATCHING THEIR SELECTIONS OF COLORS WITH THE COLORS, ON THE DICE, THAT THE SENDER HAS SELECTED AND CONCEALED. RECEIVERS ARE ENCOURAGED TO USE THEIR EXTRA SENSORY PERCEPTION TO TRY TO READ THE SENDER'S MIND IN ORDER TO INCREASE THEIR SCORE. THE SENDER HAS SIXTY-FOUR POSSIBLE COMBINATIONS OF COLORS TO CHOOSE FROM. THE RECEIVERS HAVE ONE CHANCE TO MATCH THAT COMBINATION, OR PART OF IT, FOR POINTS. E.S.P. IS DESIGNED TO HAVE THE SCULPTURAL LOOK OF A WORK OF ART WITH THE FUNCTION OF A VERY DYNAMIC AND CHALLENGING DICE GAME. E.S.P. IS 3.5" TALL, IT HAS A 5.5" SIX SIDED BASE, THREE WOODEN EGGS AND THREE WOODEN DICE.



E.S.P.™ an extrasensory phenomenon

ESP-MATCHES

The name of the game is Coplestone's E.S.P. - MATCHES™, a desk top dice game for 2 to 12 players, taking 1/2 hour to 3/4 hour to play and about 5 minutes to learn.

The executive toy "Coplestone's E.S.P.™" is a device to demonstrate the law of probability and how it may be influenced by a person's powers of extra sensory perception.

Three, four-colored, fixed and spinning dice are concealed inside the E.S.P. base and covered there by three solid and attached wooden eggs.

Players receive points for matching their selections of colors with the colors on the dice that the sender has selected and concealed. Receivers are encouraged to use their extra sensory perception to try to read the sender's mind in order to increase their score. The sender has sixty-four possible combinations of colors to choose from.

The receivers have one chance to match that combination, or part of it, for points.

E.S.P. is designed to have the sculptural look of a work of art with the function of a very dynamic and challenging dice game to play.

E.S.P. is 3.5" tall, it has a 5.5" X 5.5" six sided base, three wooden eggs and three wooden dice.

To start each round the sender must clearly select one of four colors on the dice to be the top facing color. The dice are concealed in three wells in the E.S.P. base. The receivers shall place, on their scorecard, the first letter of the color that they believe the sender has selected and concealed in each well.

R-red, G-green, Y-yellow, P-purple

When all players are ready, the sender will reveal the selected colors and help the players assess the points that they have earned for their matching selections.

Alternate the sender each round, and concentrate fully as both sender and receiver.

You may choose to divide up and play in teams having two or three players per team.

E.S.P. - MATCHES™

The player to score the most points in three sets wins the match.

Each player receives ½ of one point for each matching color in a non-matching location in the base.

Each player receives one point for – one matching color in a matching location in the base.

Each player receives four points for – two matching colors in their matching locations in the base.

Each player receives sixteen points for – matching all three colors in their matching locations in the base.

There are three selections per game, four games per set, and three sets per match.

One player (the sender) arranges the colors on the dice and hides them from view under the three eggs. The rest of the players (the receivers) use their extra sensory perception to try to determine which of the four colors on the dice, in each of the three locations in the base, is facing up. Write those selections on a piece of paper. When everyone is ready, the player who hid the dice will uncover them. Add up your points and pass the E.S.P. base to the next player so that he will have a chance to hide the colors. Repeat the process until you have all played three sets. Settle all ties with a sudden death game.

For Identification: When the base is viewed with the eggs in front and cords anchored behind them, from left to right the eggs are numbered 1, 2, and 3.

Players may choose to play on teams with two or three players on each team. Teams share their color choices making it much more likely that the team will have a "set match" (all three colors matching-16 points). When one team member has two colors matching, his teammate may well have the third color for a "set match." Teams need to be sure to count all of their combined matches. When it is the teams turn to be the sender, each team member may share in the color selections.

Email: copplestonegames@verizon.net

Web.: www.copplestonegames.com

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E.S.P.™ MATCHES Scorecard

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Total Match Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Total Match Points: _____

There are three selections per game, four games per set and three sets per match.

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Name: _____

1	2	3	
Selections	/	Game points:	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____
○	○	○	_____

Total
Set Points: _____

Total Match Points: _____



E.S.P. The Shell Game™

LOOKING FOR A NEW ACTIVITY?
E.S.P. the mind game of choice!!!

STUDY FINDS EVIDENCE OF ESP PHENOMENON

Author(s): David L. Chandler, Globe Staff Date: February 15, 1993 Page: 1
Section: NATIONAL/FOREIGN

A psychologist from Cornell University reported yesterday what he said was the best evidence yet for the existence of a form of ESP, or extrasensory perception, gathered from a detailed new analysis of 39 studies that were done in the 1970s and 1980s. While a person in one room stared at a picture or a video clip of anything from a Bugs Bunny cartoon to a crashing tidal wave, another person in a room isolated from the first described whatever popped into his or her mind. Far more often than could be explained by chance, the "receiver" described images very similar to what the "sender" was watching, said psychologist Daryl J. Bem of Cornell University, who was a coauthor of the study. Surveys have shown most people believe in the likelihood that some ESP phenomena -- such as telepathy, or reading the thoughts of another person; clairvoyance, or "seeing" something in a distant place; or precognition, which is knowing something before it happens -- are real. Even among natural scientists, one survey showed 55 percent think the reality of some ESP experiences is either established or likely. But among psychologists, only 34 percent think so, and research on the subject is almost never reported in mainstream psychological journals.

ESP - MATCHES

In the game Matches -

Use your powers of E.S.P. to keep your points per game average (PPGA) above 1.125.

Use your powers of E.S.P. to keep your points per set average (PPSA) above 4.5.

Use your powers of E.S.P. to keep your points per match average (PPMA) above 13.5.

PPG < 1/2 point - blocked

PPG = or > 1 point - low level of E.S.P. - guessing

PPG = or > 2 points - medium level E.S.P.

PPG = or > 2 1/2 points - high level of E.S.P.

PPG = or > 4 points - Telepathic

PPG = 16 points - Clairvoyant

PPGA < 1.125 - Blocked

PPGA > 1.125 - Open

(PPG - points per game)

(PPGA - points per game average)



Ages 5 and up



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Extra

Sensory

Perception

The executive toy “Cobblestone’s E.S.P.” is a device, to demonstrate the law of probability influenced by the powers of extra sensory perception.

Start a TOURNAMENT!!

STUDY FINDS EVIDENCE OF ESP PHENOMENON

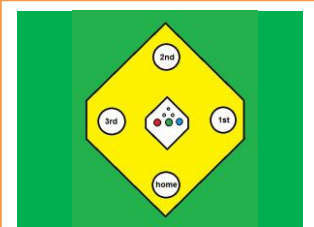
Test the Powers of Your Mind

Level One: 0 of 3 - blocked

Level Three: 2 of 3 - high E.S.P. levels! – sixteen points

Level Two: 1 of 3 - guessing – four points

Level Four: 3 of 3 - CLAIRVOYANT!!! – sixty four points



Object of the game: To correctly perceive the order and color of the three dice concealed within the wooden block. Test your extra sensory perception level.

Directions:

Sender: arrange the colors of the three dice and cover them with the shells. Concentrate on the colors and there order.

Receiver: concentrate on the object. When you sense you know the colors and there order hidden under the shells, announce that order and have the sender remove the shells.

Email: cobblestonegames@verizon.net

Web.: www.cobblestonegames.com

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E.S.P.™ an extrasensory phenomenon

RACE TO 21

The name of the game is Coplestone's E.S.P.™ - Race to 21, a desk top dice game for 2 to 12 players, taking 1/2 hour to 3/4 hour to play and about 5 minutes to learn.

The executive toy "Coplestone's E.S.P." is a device, to demonstrate the law of probability and how it may be influenced by a person's powers of extra sensory perception.

Three, four colored, fixed and spinning dice are concealed inside the E.S.P. base and covered by three solid and attached wooden eggs.

Players receive points for matching their selections of colors with the colors, on the dice, that the sender has selected and concealed. Receivers are encouraged to use their extra sensory perception to try to read the senders mind in order to increase their score. The sender has sixty four possible combinations of colors to choose from.

The receivers have one chance to match that combination, or part of it, for points.

E.S.P. is designed to have the sculptural look of a work of art with the function of a very dynamic and challenging dice game to play.

E.S.P. is 3.5" tall, it has a 5.5" X 5.5" six sided base, three wooden eggs and three wooden dice.

To start each round the sender must clearly select one of four colors on the dice to be the top color. The dice are concealed in three wells in the E.S.P. base. The receivers shall place on their scorecard the first letter of the color that they believe the sender has selected and concealed.

R-red, G-green, Y-yellow, P-purple

When all players are ready, the sender will reveal the selected colors and help the players assess the points that they have earned for their matching selections.

Alternate the sender each round and concentrate fully as both sender and receiver.

You may choose to divide up and play in teams with two or three players per team.

E.S.P. race to 21

The first player to score 21 points wins.

Each player receives ½ of one point for each matching color in a non-matching location in the base.

Each player receives one point for – one matching color in a matching location in the base.

Each player receives four points for – two matching colors in their matching locations in the base.

Each player receives sixteen points for – matching all three colors in their matching locations in the base.

One player (the sender) arranges the colors on the dice and hides them from view under the three eggs. The rest of the players (the receivers) use their extra sensory perception to try to determine which of the four colors on the dice is facing up in each of the three locations in the base. Write those selections on a piece of paper and when everyone is ready the player who hid the dice will uncover the dice. Add up your points and pass the E.S.P. base to the next player so that they will have a chance to hide the colors. Repeat the process until someone scores 21 points. Settle all ties with a sudden death round.

For Identification: When the base is viewed with the eggs in front and cords anchored behind them, from left to right the eggs are numbered 1, 2, and 3.

You may wish to warm up with a "Race to 7" or a "Race to 11".

Players may choose to play on teams, with two or three players on each team. Teams share their color choices making it much more likely that the team will have a "set match" (all three colors matching) because when one team member has two colors matching his teammate may have the third color for a "set match". Teams need to be sure to count all of their combined matches. When it is the teams turn to be the sender each team member may share in the color selections.

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E.S.P.™

The Shell Game

Name/Selections/Points – one correct: 4 points, two correct: 16 points, all three correct: 64 points

Name:		Name:		Name:	
OOO		OOO		OOO	
OOO		OOO		OOO	
OOO		OOO		OOO	
Total Points:		Total Points:		Total Points:	

Name/Selections/Points – one correct: 4 points, two correct: 16 points, all three correct: 64 points

Name:		Name:		Name:	
OOO		OOO		OOO	
OOO		OOO		OOO	
OOO		OOO		OOO	
Total Points:		Total Points:		Total Points:	

Name/Selections/Points – one correct: 4 points, two correct: 16 points, all three correct: 64 points

Name:		Name:		Name:	
OOO		OOO		OOO	
OOO		OOO		OOO	
OOO		OOO		OOO	
Total Points:		Total Points:		Total Points:	

To start each round the sender must clearly select one of four colors in each of the three wells and conceal them from view. The receivers shall place one of four letters in each of the three circles on the score card indicating which of the four colors in each of the three wells that they believe was chosen and concealed by the sender. When all players are ready the sender will reveal the colors and assess the points earned for each player's correct selections. R-red, G-green, Y-yellow, B-blue
Alternate the sender each round and concentrate fully as both sender and receiver.



E.S.P. The Shell Game™

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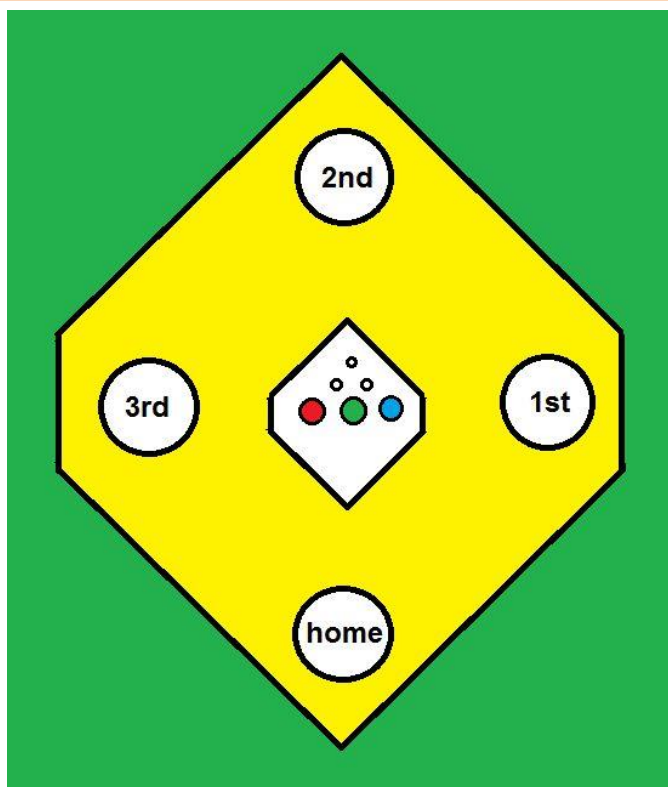
E.S.P. the mind game of choice !!!

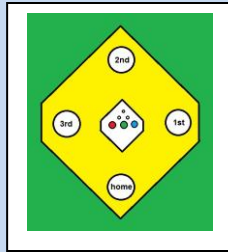
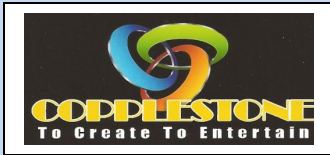
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E.S.P. Baseball Players Diamond





- O – Out ----- no matches
- S - Single ----- one match - matched color / unmatched location
- D - Double ----- one match - one matched color and location
- HR - Home Run ----- two matches - two matched colors and locations
- GS – GRAND SLAM --- three matches - three matched colors and locations

R – Red Y – Yellow P - Purple G – Green

3 choices per at bat / 1 at bat per inning / 9 innings per game.

E.S.P. Baseball™

E.S.P.™ - The Shell Game

Made By: COPPLESTONE

An extra sensory perception phenomenon.

The name of the game is Coplestone's E.S.P.™, a desk top dice game for 2 to 6 players, taking 1/2 hour to 3/4 hour to play and about 10 minutes to learn. The executive toy "Coplestone's E.S.P." is a device, to demonstrate the law of Probability influenced by the powers of extra sensory perception.

Three, four colored, fixed and spinning dice are concealed inside a base and covered by three solid and attached wooden eggs.

Using a baseball format and scorecard, players make hits and score runs by matching the colors on the dice that the pitcher has selected and concealed.

Players are encouraged to use their extra sensory perception to try to read the pitchers mind in order to increase their batting average. The pitcher has sixty four possible combinations of colors to choose from. The batters, all batting simultaneously, have one chance to match it.

E.S.P. is designed to have the sculptural look of a work of art with the function of a very dynamic and challenging dice game to play.

E.S.P. is 3.5" tall, it has a 5.5"x5.5" six sided base, three wooden eggs and three wooden dice.



E.S.P. the mind game of choice.

The pitchers make their selections. The batters try to match those selections. Then everyone counts up their hits and runs to see who has the highest level of extra sensory perception in the group.

Contents: one E.S.P. base, one scorecard, one players diamond and sixteen base running markers.

The play:

There are nine innings per game.

Each inning consists of one at bat.

Each batter has three possible color matches in each inning.

Players take turns being the pitcher.

Hitters all bat simultaneously and each has a scorecard. (Print from website coplestonegames.com)

The pitcher chooses three colors and conceals them under the three eggs.

Using their E.S.P., the batters try to match the colors that the pitcher chose.

The pitcher should try to help the batters by concentrating on his color choices.

Batters should record the first letter of their color choices in the appropriate boxes on their scorecard.

Once all batter's choices have been recorded the pitcher removes the eggs to reveal his color choices.

Batter's then record the first letter of the pitchers color choices in the appropriate boxes on their scorecard.

Batters then record any of their color matches as hits in the results box on their scorecard and move their base running markers on the player's diamond card.

Batters should also record any runs as they occur in the runs box on their scorecard.

Go on to the next inning with a new pitcher and repeat the process. Note that base runners stay in position, at the end of each inning, so that they continue to advance throughout the nine inning game.

After you have played nine innings add up all of your runs and record your total in the Run Total Box.

The player with the highest run total wins.



For Identification: When viewed with the eggs in front and cords anchored behind them, the eggs are numbered 1, 2, and 3 from left to right.

Note: A single – runners advance one base.

A double – runners advance two bases.

A home run is scored as 1 run + the number of runners on base. (Maximum possible - 4 runs.)

A grand slam is scored as 4 runs + the number of runners on base. (Maximum possible - 7 runs.)

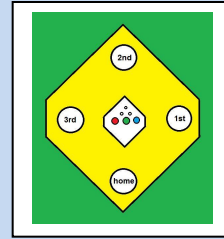
Each player needs four small and unique markers to represent his runners on the playing field. – (winks.)



E.S.P.™ The Shell Game

E.S.P. Baseball

E.S.P. Baseball™



Players Scorecard

Name:

Date:

Innings	Batter's Choice's			Pitcher's Choices			Results	Runs	Run Total
	1	2	3	1	2	3			
1									
2									
3									
4									
5									
6									
7									
8									
9									

- O – Out ----- no matches
- S - Single ----- correct color / incorrect location
- D - Double ----- one correct color and location
- HR - Home Run ----- two correct colors and locations
- GS – GRAND SLAM ---- three correct colors and locations

R – Red Y – Yellow B - Blue G – Green

3 choices per at bat / 1 at bat per inning / 9 innings per game.

Match any color that the pitcher chose and you have a HIT!

Match two and you have a Home Run!

Match three and you have a GRAND SLAM!

