

*THE ART
OF
PSYCHIC DICE*

*Amp Your Untapped Paranormal Power
To Amass Casino Craps Profits*



By
Robert E. Graves

ART OF PSYCHIC DICE

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DISCLAIMER

In no event will Robert E. Graves be liable for any action taken by the reader. In short, please do not invest money you can't afford to lose.

WARNING

This book advocates an optimistic theory of applying psychokinesis while playing casino craps. All gambling is risky. Although Robert E. Graves believes that anyone who applies this theory will increase his or her chances of either winning cash or creating a moment in which psychokinesis visibly manifests, the information in this book is by no means a guarantee of what will happen at any given moment.

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DEDICATED

To our next 10,000 lifetimes.

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INTRODUCTION



“Let he who is without guilt be the rolling stone.”

Archie Bunker (Carroll O’Connor): All In The Family

Betting on dice is dangerous! I’ll repeat that. **Betting on dice is very dangerous!** Craps is the fastest of all casino games. Each time you roll the dice, you are offered more bets to consider and odds to calculate than in any other game of chance. At a nearly empty table, the pace can be laid back, almost serene. When players are three deep, the action is furious. Either way, if you let it, the House will empty your wallet. It will not give your money back. A casino is capable of taking your car, your home, and your life savings in a matter of minutes – indeed, in a matter of moments.

That is why it is imperative to practice the first rule: **Never bet money you can’t afford to lose.** Deviation is not an option. So long as all play is within your budget, you could just as easily be at the movies, a baseball game, a dinner, racing in the Daytona 500 or scaling K2 – whatever you do for fun. However, violate

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this first rule and you're poised for disaster. If you learn nothing else from this book, learn that.

Casino craps is play, and that's what first attracted me. In the summer of 1973, at the Sahara Tahoe, men dressed in slacks and jackets. I was wearing cut-offs and hiking boots. At one point, I counted \$40,000 in wagers at the table. I spent most of the night trying to decide whether to make a bet with the \$6 in my pocket.

The shooter to my left rolled the dice. His point was 6. One die bounced to 5. The other hopped on a chip, whirling like a top. It didn't stop spinning. It didn't tilt. That die commanded everybody's attention, eventually mesmerizing us all.

I don't know how long we stared, but at some point, I looked up. The table was crowding, with more people hustling in our direction. Those in the back were on their toes to see over everyone else who was peering at the amazing die. No one spoke. The dealers from several surrounding blackjack tables had stopped dealing and were focused in our direction. The players at those tables, too, were all gazing our way.

It was then that it hit me. The pirouetting die had been in violation of the laws of physics for a very long time. I looked back to it. A lady slapped the table and called out, "Six." Instantaneously, the die tumbled ace up. The shooter made his 6.

What happened? A miracle? The Devil?

I had no explanation, but I was certain of what I saw. The next day, I reflected on that die. It could not have been the work of a slight-of-hand artist. A theory came to me fairly quickly. I spent parts of the next few years researching, refining, and expanding my revelation.

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I learned that many very bright people also had brushes with the paranormal. Albert Einstein said he had experienced telepathy. Both Sigmund Freud and Carl Jung asserted they used it in their therapies.

Buckminster Fuller was the visionary engineer who invented the geodesic dome that housed the American exhibition at the 1964 Worlds Fair in Flushing, New York. He also designed a suspension system for a car in which a person could speed at 60 miles per hour across unpaved open-country and not feel the bumps or pot holes. In other words, Fuller was logical and as concerned with physical structure as anyone. He could also think out of the box. Fuller said telepathy is an undiscovered electromagnetic wave.

However, today we cannot yet weigh and measure whatever informs that which we refer to as magical, mystical or metaphysical – in general, those stories that nearly everyone knows, usually from family lore, but about which we are told we are crazy if we take seriously.

What I discovered is a method to attract and apply the energies needed to psychically influence dice to land on the numbers you want. I think of this information as an operating system for casino craps. I don't claim it to be based on anything more than observation culled from anecdotal incidents. However, I do expect that sometime in the future my theory will be proven accurate.

In fact, eventually utilizing psychic energies to influence dice could evolve to an Olympics event. I can imagine a craps table in the center of Madison Square Gardens where teams from opposing countries compete. Audiences are more hushed than at

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golf or tennis events. Huge screens magnify table layouts, so that outcomes of every roll of the dice are easily observable. Player microphones amplify everything said at a table for the audience and television. Exhilarated, viewers are dazzled by the *funny* bounces that instant replays show in slow-mo. Records for the number of consecutive passes are set and broken to the amazement of everyone. In the end, one team owns all the chips. Hollywood will cover the subject with films as diverse as *The Hustler* to *Rollerball*. These arena contests will serve psychic tug-of-wars much like football displays physical strength.

Miraculous or the Devil? Neither. The answer has to do with natural phenomena that we can't yet figure out how to hold still long enough to precisely replicate via scientific controls. This book is about the art – not the science – of shooting craps. But before you explore it, heed this caveat: **Never – ever – bet money you can not afford to lose!**

PSYCHOKINESIS: AN OVERVIEW



“I shall never believe that God plays dice with the world.”

Albert Einstein

“God not only plays dice. He also sometimes throws the dice where they cannot be seen.”

Stephen Hawking

You’re not a swami, a medium, nor a Jedi master. You don’t point to objects and float them across the room. Neither do I. When I want to read a newspaper, I have to either train a dog or fetch it myself.

However, everyone has psychic force, which is usually at such a low intensity that it rarely surfaces enough to have a practical application. Most of the time, a single person can accomplish little with it, yet when groups come together to merge and magnify those energies, the results can astonish.

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Winning and losing at craps is normally explained with probability. This theory predicts the outcome of dice over the long haul. It is so accurate that every casino uses it to generate profits. It is almost as if probability is able to exert a force that commands the patterns in which dice will fall.

In fact, the theory of probability is merely a descriptor. It does not physically influence dice in any way. Gravity does that.

Sir Isaac Newton discovered the law of gravity. It applies to all matter everywhere in the universe. However, no one has been able to identify why that law materially works. When a shooter rolls the dice, the best minds that have ever lived have not been able to say what the mechanism is that exerts itself on the dice. What magnetic-like energy drags dice to a resting position?

The lack of an answer to that question means that at the center of reality, the thing that literally holds the universe together – that which is the most fundamental to its nature - is still an encrypted enigma. We don't have a clue.

Scientifically, the psychic realm is problematic. Throughout recorded history, mankind has documented paranormal events, many of which have been taken seriously by millions, including the most brilliant. For example, before Catholics grant sainthood, the Vatican must prove, not guess, that two miracles occurred in that candidate's presence. Both the CIA and the KGB performed numerous experiments to discover and develop military applications for telepathy, clairvoyance, and mind-control. Police investigators have used psychics in their searches for missing persons.

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Current interest in the paranormal seems nearly insatiable. It fuels countless TV shows, movies, and books. All storytellers know that no matter how far into the future or the past or how deeply into fantasy they place their settings that their stories must connect with something inside of their audiences.

That *something* in the case of the paranormal is each individual's experience he or she has never been able to adequately explain. That *something* is each individual's brush with the fantastic for which they need an answer. This is not to say that the *X-Files* or *The Exorcist* will supply those solutions. Indeed, if popular entertainment ever can, the need for it will cease to exist.

Curiosity and angst about those moments in our lives that confound understanding hype talk-radio, seminars, weekend and week-long country retreats, archaeological digs, psychology and other university courses, investigations of the heavens, investigations of objects that have somehow moved in the night while we sleep, music, religion, carnivals, the Internet, meditation, prayer, science fiction, coffee-house conversation, fantasy novels, scientific research of ghostly sightings and photographs, campfire stories, any number of rites of passage.

Our massive interest in the paranormal confirms the need to comprehend an enormous reservoir of experiences that defy material definition. Few are sure everything can be neatly discounted as huckster hocus-pocus, mistakes of perception, superstition, or self-delusion – although those possibilities keep us on-guard.

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Most of us spend the better part of our lives working for a living. But when we play, we often gravitate toward things that make us curious, and those frequently involve the paranormal, which has a number of manifestations. At a craps table, it is mostly psychokinesis (*PK* for short) that is at issue. Webster's Third New International Dictionary defines PK as:

*the production or alteration of motion
by influence of the mind without somatic intervention
in objects discrete from the subject's body*

What we know is that when a shooter tosses the cubes, gravity weights them to a stop, but we have no idea how. We also know there is a mountain of paranormal events, many of which involve psychokinesis. Again, we have no idea how. Obviously, when an object moves without physical means, psychokinesis is in some way interacting with gravity.

No one can explain gravity or psychokinesis, but at a craps table it is the possibility of their intersection – a magical moment – that is in the back of players' minds.

When it comes to gamblers, most want to know what the bottom line is. Precisely how much can PK add to their winnings? For that we must look to J.B. Rhine, Ph.D., the world's most famous parapsychological researcher. His studies at Duke University indicate that those who practice to influence the material world with their minds can often increase that ability.

This means that if a player could control the dice with enough PK to elevate his outcomes by as little as 1.5% that he could reverse the casino advantage from 0.61% against him (on a Pass Line bet while taking Double Back Up Odds) to 0.99% in his

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favor. That's nearly 1% in his favor. In other words, he could grind 38% more profit than the House does!

That 1% player advantage is nearly the same amount that blackjack card counters depend on to beat the dealer. That 1% can hurt the House so severely at blackjack that casinos invest a great deal of man hours and money to ferret out and remove card counters from their tables.

Dr. Rhine never did a study to determine precisely how much improvement the average person could expect if he practiced to develop his own psychokinetic ability. I personally suspect that for many a 1.5% total increase is at the low end.

No matter how much PK you can produce, you must remember that casinos are not monasteries. They are not brotherhoods of cooperation where everyone has pledged to invoke man's highest nature. They are more akin to competitive sports. What it comes down to is that, at a craps table, all play is a power play.

If you hold the dice and make pass after pass, you might realize a dealer getting agitated. Then, if you continue to win he'll get annoyed. Finally, as you proceed to make numbers and Pass-Line bets, he is visibly angry (within casino propriety), usually making second-hand jibes to co-workers about your, "luck."

Why? What difference should it make to him? It's hard to be sure, but I believe his problem is territorial. You are at his table, which he needs to control. Overtly, he will claim to worship at the altar of probability. However, if that were the case, he should work his shift, collect his check, and retire to the blackjack table.

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Instead, he is peeved. The truth is he doesn't believe in just probability. You're pulling off a power play against him on his turf, and he is personally offended.

Casino craps is competitive, both against the House and other players. That arena is one of the few places where anyone can test a certain kind of mental, emotional prowess, and in doing so search for and possibly create a moment that dazzles.

But remember, when you've got hundreds or thousands on the Pass-Line, a saintly, little old grandmother is likely to walk up to the other end of the table. If she bets \$1 against you to 7-Out, she is on a power play – and the thing to never forget is that she knows it.