Conscious Monkey™ Technologies

PSI Science Lamp
Geiger Circuit
User Manual

Includes: PSI Science Lamp, 9V Wall Transformer, and optional label.

Optional accessories: USB-TTL Cable

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Introduction to the PSI SCIENCE Lamp

 The PSI SCIENCE Lamp is a thought provoking tool that allows the user to perform their own PSI experiments. The lab quality Random Number Generator (RNG) inside the PSI SCIENCE Lamp provides the platform to test and verify the current research result found in parapsychology journals and texts.

Does the human mind have the capability to influence the output of the RNG? If your test results in the positive you will be confirming the mind's ability to influence machines and probability at the quantum level that has been shown to be statistically valid .

The PSI SCIENCE Lamp also provides a reliable ESP/PSI testing platform.

The heart of the RNG is a miniature Geiger counter whose detection of radioactive particle triggers the generation of true random numbers. Each random number generated will light one of four different color LED's: red, green, blue and yellow. While this set up might appear trivial, it is not. True random numbers may be

used to accurately test for different aspects of PSI phenomena. Aside from ESP and PSI testing, the PSI Science Lamp may be used as a parlor game fortune telling device (described below) or as a nuclear bomb/fallout detector. When not being used in any of the above mentioned applications, the PSI Science Lamp may be left on to function as random color mood lamp with a high coolness factor.

The ESP /PSI testing may be used to check individuals or group's ESP / PSI potential.

PSI SCIENCE Lamp Applications:

Test for Precognition: Precognition is the knowledge of something in advance of its occurrence, especially by extrasensory perception; also called clairvoyance.

Test for Psychokinesis (PK): Psychokinesis is the movement or influence of physical objects by the mind without use of physical means, also called PK.

Test for Telepathy: Telepathy is the communication between minds by some means other than sensory perception.

Just For Fun Applications:

Fortune Telling - Ramblings of the Universe: Fortune telling is the act or practice of predicting the future.

Mood Lamp: A lamp which changes color that may depict the user's state of mind

Radioactive Fallout Detector: The slow descent of minute particles of radioactive debris in the atmosphere following a nuclear explosion will cause the PSI Science lamp to begin to change colors much faster than 2-3 color changes per minute.

History

Helmut Schmidt, a physicist for the Boeing Company Laboratory, created a number of RNG used for mind-over-machine experiments back in 1969. The use of electronic RNG and REG began with his experiments. One experiment used a RNG connected to four colored lights, in a similar manner to the PSI SCIENCE Lamp. His experiments concluded that the human mind can influence the RNG output to produce statistical deviations from chance.

The Amazing Kreskin offered a electronic ESP tester through Edmund Scientific in 1975. This ESP tester used a RNG to lit one of four different colored LEDs. In one ESP/PSI test scenario, the user would select which LED he thought would light next, then used a switch to have the RNG/REG select a light randomly. The user kept track of his hits and misses to determine if they were exhibiting any ESP / PSI potential.

Serious Science:
It's easy to be cynical about the PSI SCIENCE lamp and minimize the significance of the experiments and technology it represents.

Other scientists whom employed rigorous methodology and authored peer-reviewed materials have drawn conclusive results that show a weak but definite ESP/PSI abilities of the human mind. Studies based upon the statistical analysis of the results obtained using REG's and RNG's.

For anyone wishing to pursue further research, use the internet to search the following terms: Helmut Schmidt; Dean Radin (IONs);Global Consciousness Project; and PEAR. These searches will generate a wealth of information based on science and to form a solid foundation of this research.

Dean Radin, PhD, is the Senior Scientist at the Institute of Noetic Sciences (IONS). He has written extensively on PSI phenomena and experiments, far more eloquently than I have. His books *The Conscious Universe* and *Entangled Minds* are pivotal.

Global Consciousness Project, which started in 1998, has the premise that human consciousness can have an impact on the output of Random Event Generators (REG). The impact being that statistically the REG will become a slightly less random. If this premise is true then global events ought to have a measurable impact on a network of global REG's.

PEAR is an acronym for the Princeton Engineering Anomalies Research. The mind over machine phenomena was research extensively by PEAR led by Robert G. Jahn. This group studied the mind influencing the behavior of machines, and proved a positive undeniable correlation. The group has published a number of books detailing their research and results such as "Margins of Reality".

Generation of Random Numbers

To generate random events, our PSI Science lamp relies on the immutable randomness of background radioactivity. Quantum mechanics states that the nuclear decay of atoms, are fundamentally random and cannot be predicted. Our device contains a mini-Geiger counter that detects background radiation.

The detection of a background radioactive particle is a random event trigger for the Random Number because it is impossible to predict with any accuracy the exact moment a radioactive particle will be detected.

How Random Numbers are Generated from Background Radiation:
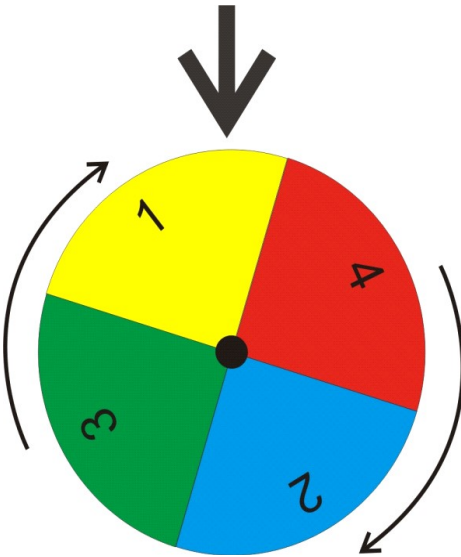
The way the trigger generates random numbers is best described by using a mechanical analogy. Imagine numbers one through four painted on the edge of a revolving carnival wheel.

There is a pointer at the top that indicates the number at the top of the wheel. The wheel is set into motion, spinning very rapidly, thousands of revolutions per second. Then the moment a random radioactive particle is detected the wheel is instantly stopped, and the number indicated under the pointer is our random number. Once the number is read, the wheel is set back into motion.

The microcontroller program follows pretty close to the mechanically analog. The microcontroller spins the sequence of numbers; one through four, in a for-next loop. The random event instantly stops the for-next loop, and the current number of the for-next loop is read, displayed via LED's and sent out serially on the TTL port. Then the program reenters the for-next.

The PSI Science Lamp's RNG will produce approximately one to three random numbers every minute from background radiation.

In the event that the RNG produces the same random number as is currently being displayed, for instances the random number generator produces 2 then 2 again, The LED light associated with 2 will momentarily blink off signaling that same random number was generated as is being displayed. Further, it is not uncommon for the same random number to be generated multiple times in sequence. Consider that a signature of a true RNG.

If most people were to look at a table of random numbers, would not choose a list of numbers that has the same number listed 6 to 10 times in a row. Nor would a person, if asked to create a random number list, sequence the same number many times in a row. But real random number tables do contain these same number runs.
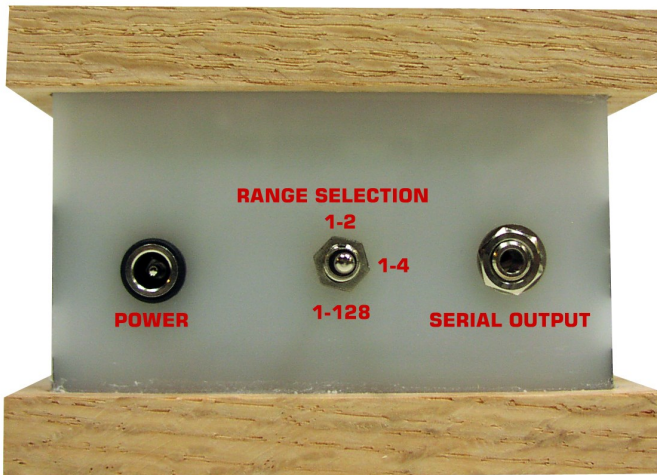
Powering the PSI SCIENCE Lamp

Plug the 9V wall adaptor into the power socket on the back of the lamp. The power switch is to the far right.

When the lamp is first turned on, each colored LED inside the lamp will blink on for one-half a second in sequence. This is the PSI SCIENCE Lamp's power on test, it lets you know the micro-controller and LED's are working properly. After the self test, all the LED's will be turned off until the first random number is gen-erated. As previously mentioned, the PSI Science lamp generates random numbers through the use of a miniature Geiger counter. The Geiger counter sensor is located just inside the front of the case of the PSI Science lamp on the left side.

To find out which number is associated with each LED color. Watch the PSI SCIENCE lamp's self test when you turn it on. Red = 1, Blue = 2, Green = 3 and Yellow = 4. If you choose a number range 1-2, the colors are Red = 1 and Blue = 2. For num-ber ranges 1-128, please see the color chart in the appendix.

PSI Testing and Use:

Probability, Statistics and PSI: Scientists use probability and statistics to test for significant PSI phenomena. When running PSI tests that have a large number of trials it can become tedious to do the math. Images SI Inc. has a free online Probability Checker for ESP / PSI experiments. Visit our site at:

http://www.imagesco.com/psi/probability.html

Precognition: Testing for precognition is simple. Predict the next 60 colors that the PSI SCIENCE Lamp will generate on a piece of paper. Then observe the PSI SCIENCE Lamp and mark the results against your guesses. The chance of guessing the right color is one out of four (p=1/4). So chance alone will provide an average of fifteen correct hits out of sixty calls. However, any

number of hits within the range of 9 to 21 hits is NOT considered significant, because this range is within two standard deviations from chance. But any number of hits above and below this range is significant and is considered showing ESP/PSI activity.

Psychokinesis (PK): Use your mind to influence and output from the PSI SCIENCE lamp; either greater or lesser than chance. Choose a single color (or number) to intend. Try to make that color come out, write down the next sixty PSI SCIENCE Lamps' colors while trying to intend your color. Chance will provide approximately 15 hits. Anything above and below the range 9 to 21 range shows is statistically significant. It had been observed that groups of people all intending the same color or number have a higher success rate than individuals. This could be a game to try at your next party.

Telepathy: Two people in separate rooms, one is a sender the other a receiver. The sender observes the PSI SCIENCE lamp, and tries to transmit the PSI SCIENCE Lamp color changes when they occur, to the receiver. A signal must be established between the sender and receiver. The sender signals when the lamp changes color, then the receiver tries to receive the impression of the color from the sender. Both the sender and receiver logs the colors for comparison later.

Fortune Telling—Ramblings of the Universe: In this application, the lamp becomes a sophisticated "magic 8-ball" type of device. You ask a question and wait for the reply which is answered with the next lit LED. You can assign your own answers to the colors, for example, green for yes, red for no, yellow for unclear, blue for ask again.

Mood Lamp: the changing LED color output of the PSI SCIENCE lamp is unpredictable both in time and color. You can look at it as a sophisticated mood lamp, or the ramblings of the universe at large or maybe an example of God talking but no one is listening.

Radioactive Fallout / Nuclear Bomb Detector: The ESP Lamp is sensitive to increase in radioactivity. If a piece of radioactive material like uranium ore is brought close to the lamp, the LED's will start changing colors rapidly. If your lamp begins to change colors rapidly for an extended period of time, you may have an increase in background radiation.

Image of testing PSI with cards

Random Number Serial Output

The PSI SCIENCE lamp transmits the random number out from its serial port on the side of the lamp. See photograph below. Connect to the serial port using a 3.5 mm stereo jack.

Range Setting:

You can set the range of the PSI SCIENCE lamp by using the 3-position switch on the back of the PSI SCIENCE Lamp. The center position is for the range 1-4. Moving the switch up will switch the range to 1-2; down, 1-128 (refer to image below). The four colors of the PSI SCIENCE Lamp will function properly for ranges 1-4, and 1-128. For the range 1-2 only two colors will light. A color chart can be found in the appendix.

The range must be selected before powering the unit on. Changing the range while the unit is powered on will have no effect.

The serial output may be read by PC. Communication parameters are 9600 Baud—8 bits, no parity and 1 stop bit (8N1).

The serial output is suitable to be read by an upcoming line of peripheral devices by Images SI Inc. that will use random numbers.
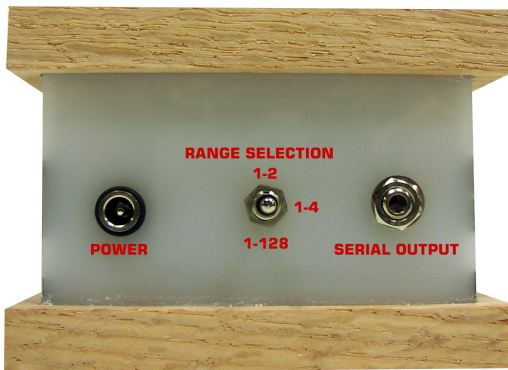
Hardware and Software
for the PSI SCIENCE Lamp

Images SI Inc. now has PC Windows software to read the output of the PSI SCIENCE Lamp's RNG.
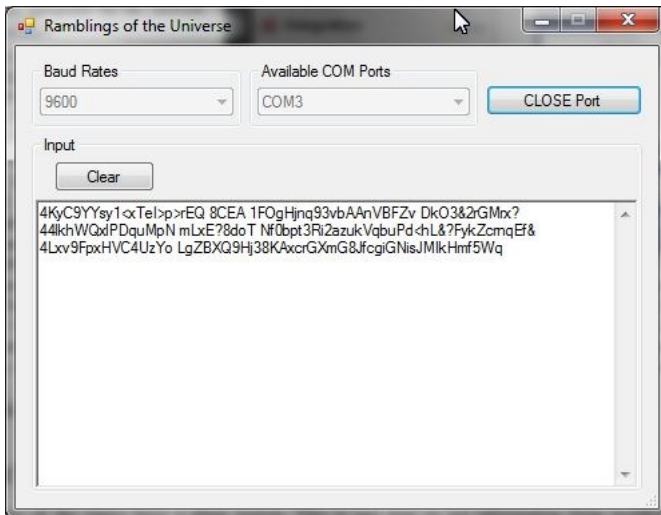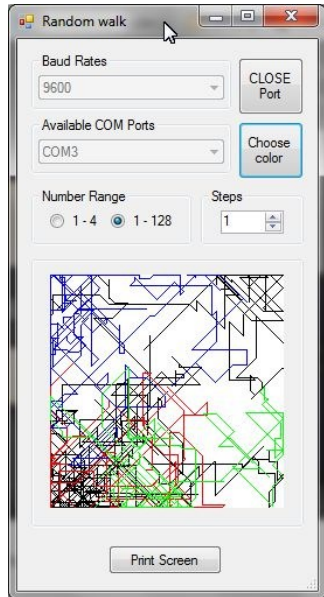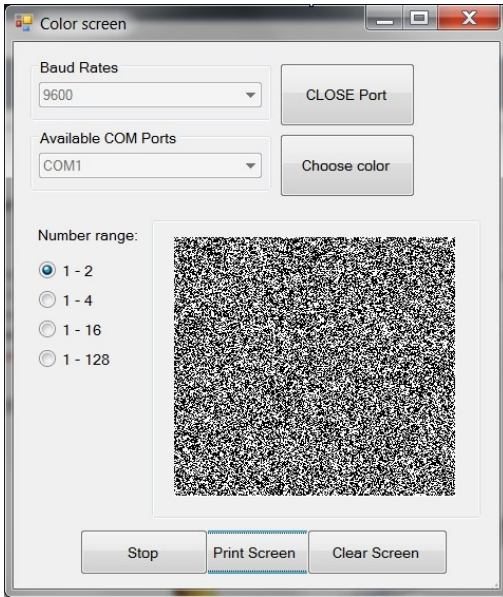
The images on the previous page are examples of some of the new PC programs available to work with the PSI Science Lamp's RNG.

Check our website for more information on these and other programs.

http://www.imagesco.com/psi/psi-science-lamp-geiger.html

Additional Resources:

The internet contains a wealth of information on PSI phenomena. Be careful, there are many fringe groups and out right looney tunes on the Internet. So when researching these topics stay close to real science. We recommend the following site:

http://www.psychicscience.org/

You should be able to use our website's PSI calculations for testing you PSI ability using the PSI SCIENCE Lamp.

http://www.imagesco.com/psi/probability.html

Let us know your suggestions and comments, both good and bad, what you think we got right and perhaps not. We are always looking to improve our products and performance.
Email comments and suggestions to us at:

sales@imagesco.com

Random Number Color Chart

RED	BLUE (+1)	GREEN (+2)	YELLOW (+3)
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	100
101	102	103	104
105	106	107	108
109	110	111	112
113	114	115	116
117	118	119	120
121	122	123	124
125	126	127	128