

# Images Scientific Instruments Psi Science Lamp User Manual

[Home](#) » [Images Scientific Instruments](#) » Images Scientific Instruments Psi Science Lamp User Manual 

## Contents

- [1 Images Scientific Instruments Psi Science Lamp](#)
- [2 PSI SCIENCE Lamp Applications](#)
- [3 History](#)
- [4 Generation of Random Numbers](#)
- [5 Powering the PSI SCIENCE Lamp](#)
- [6 PSI Testing and Use](#)
- [7 Random Number Serial Output](#)
- [8 Random Number Color Chart](#)
- [9 Documents / Resources](#)
  - [9.1 References](#)

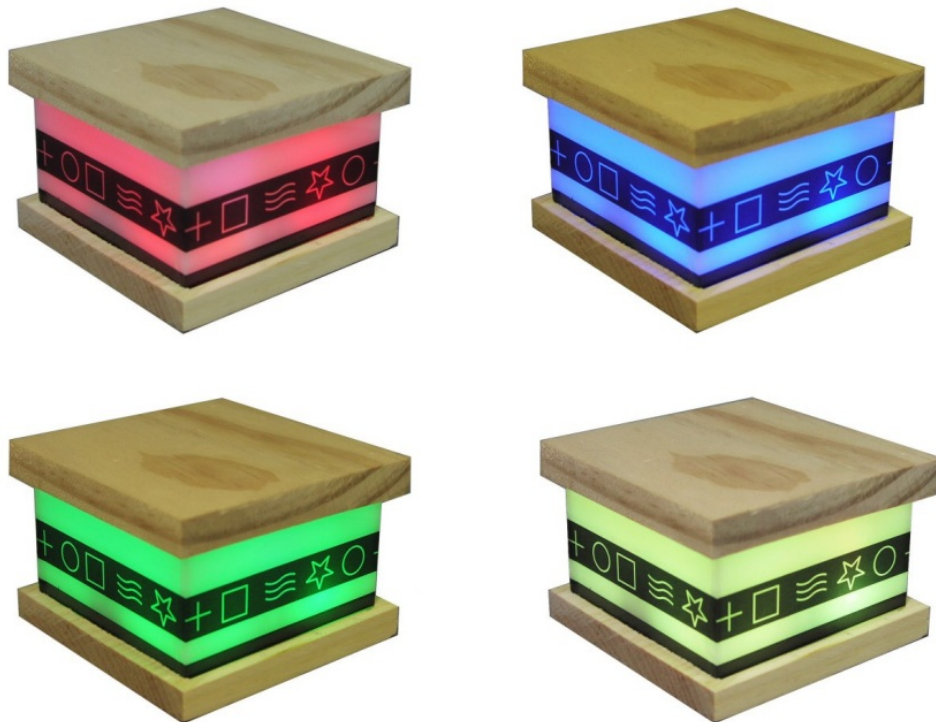


**Images Scientific Instruments Psi Science Lamp**



- **Includes:** PSI Science Lamp, 9V Wall Transformer, and optional label.
- **Optional accessories:** USB-TTL Cable

### 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 results found in parapsychology journals and texts. Does the human mind have the capability to influence the output of the RNG? If your test results the positive you will be confirming the mind's ability to influence machines and probability at the quantum level that is 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 particles triggers the generation of true random numbers. Each random number generated will light one of four different color LEDs: red, green, blue, and yellow. While this setup 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 a random color mood lamp with a high coolness factor. The

ESP / PSI testing may be used to check individuals' or groups' ESP / PSI potential.

## PSI SCIENCE Lamp Applications

- **Test for Precognition:** Precognition is the knowledge of some-thing 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 parti-cles of radioactive debris in the atmosphere following a nuclear explosion will cause the PSI Science lamp to begin to change col-ors much faster than 2-3 color changes per minute.

## History

**Helmut Schmidt**, a physicist for the Boeing Company Laborato-ry, created a number of RNG used for mind-over-machine experi-ments 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 influ-ence 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 mini-mize the significance of the experiments and technology it repre-sents. Other scientists whom employed rigorous methodology and au-thored 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.

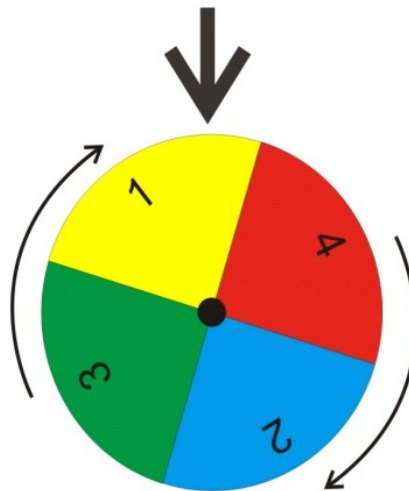
**Global Consciousness Project**, which started in 1998, has the premise that human consciousness can have an impact on the output of Random Event Generators (REG). The impact is that statistically the REG will become slightly less random. If this premise is true then global events ought to have a measurable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

**PEAR** is an acronym for the Princeton Engineering Anomalies Research. The mind over machine phenomena was researched 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 several 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 is 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 closely to the mechanical 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, 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.

If the RNG produces the same random number as is currently being displayed, for instance, the random number generator produces 2 then 2 again, The LED light associated with 2 will momentarily blink off signaling that the 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 microcontroller and LEDs are working properly. After the self-test, all the LEDs will be turned off until the first random number is generated. 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 number 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. However, any number of hits above and below this range is significant and is considered to show 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 of 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, and then the receiver tries to receive the impression of the color from the sender. Both the sender and receiver log 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 answers to the colors, for example, green for yes, red for no, yellow for unclear, and blue for ask again.

**Mood Lamp:** the changing LED color output of the PSI SCI-ENCE 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 an increase in radioactivity. If a piece of radioactive material like uranium ore is brought close to the lamp, the LEDs will start changing colors rapidly. If your lamp begins to change colors rapidly for an extended period, 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 the photograph below. Connect to the serial port using a 3.5 mm stereo jack.

## Range Setting

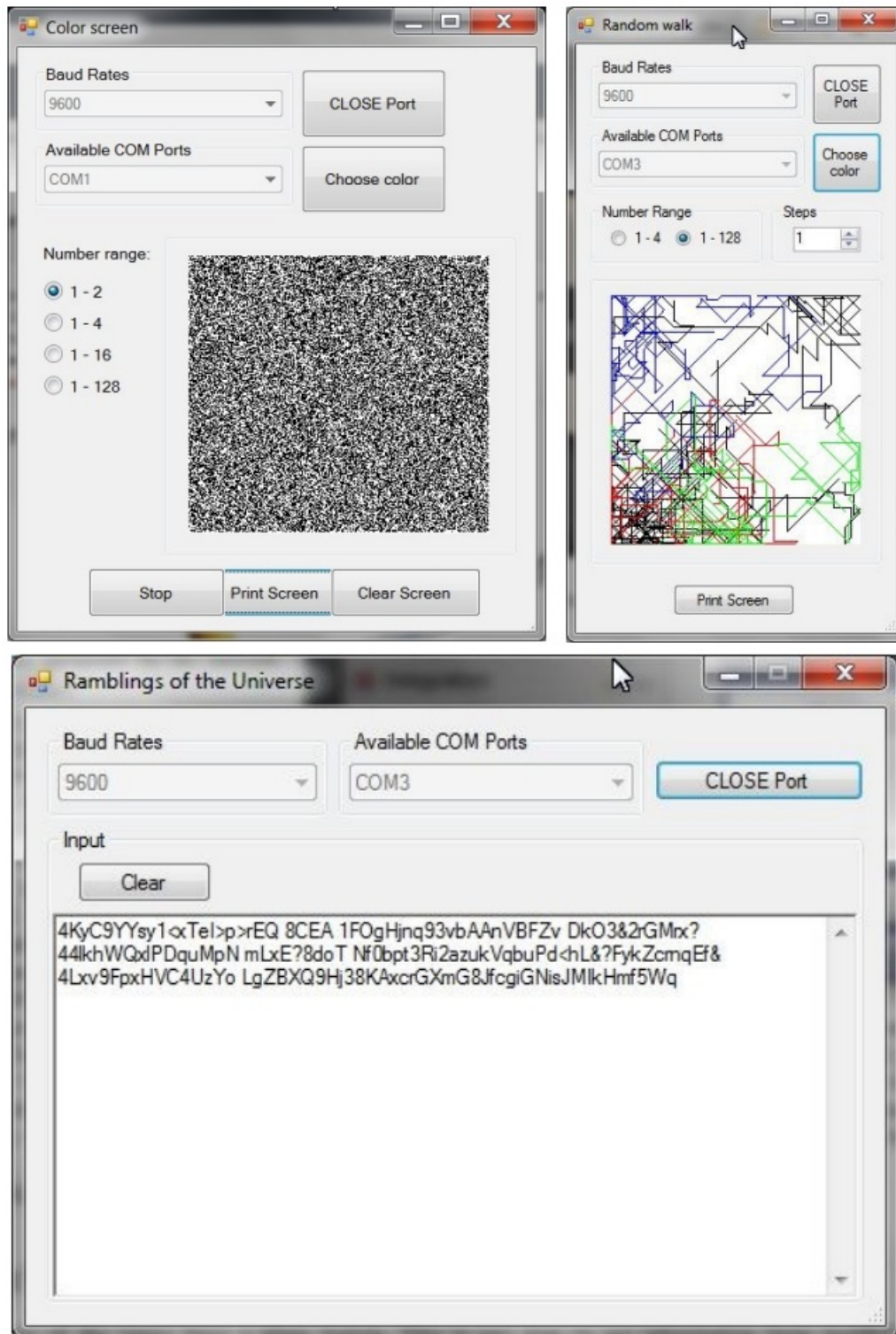
You can set the range of the PSI SCIENCE lamp by using the 3-position switch on the back of the PSI SCIENCE Lamp. The center position is for the range 1-4. Moving the switch up will switch the range to 1-2; down, 1-128 (refer to the image below). The four colors of the PSI SCIENCE Lamp will function 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 the 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 pro-grams.

<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 test-ing you PSI ability using the PSI SCIENCE Lamp.

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](mailto: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

**Images Scientific Instrumenis, Inc.**

109 Woods of Arden Road Staten Island, NY 10312 [718-966-3694](tel:718-966-3694) Fax: [718-966-3695](tel:718-966-3695) [www.imagesco.com](http://www.imagesco.com)

## Documents / Resources



[Images Scientific Instruments Psi Science Lamp \[pdf\] User Manual](#)  
Psi Science Lamp, Science Lamp, Lamp



## References

-  [Probability Checker](#)
-  [Psychic Science Home Page - PsychicScience.org](#)
- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

This website is an independent publication and is neither affiliated with nor endorsed by any of the trademark owners. The "Bluetooth®" word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. The "Wi-Fi®" word mark and logos are registered trademarks owned by the Wi-Fi Alliance. Any use of these marks on this website does not imply any affiliation with or endorsement.