

The background is black with numerous red splatters of varying sizes and shapes scattered across it. Several larger, circular red shapes with irregular, jagged edges are also present, resembling ink blots or paint splatters. The overall aesthetic is dark and energetic.

DEATH TO THE NO<sup>+</sup>BS  
THE SECRET TO THE WORLD'S LONGEST DRIBBLE

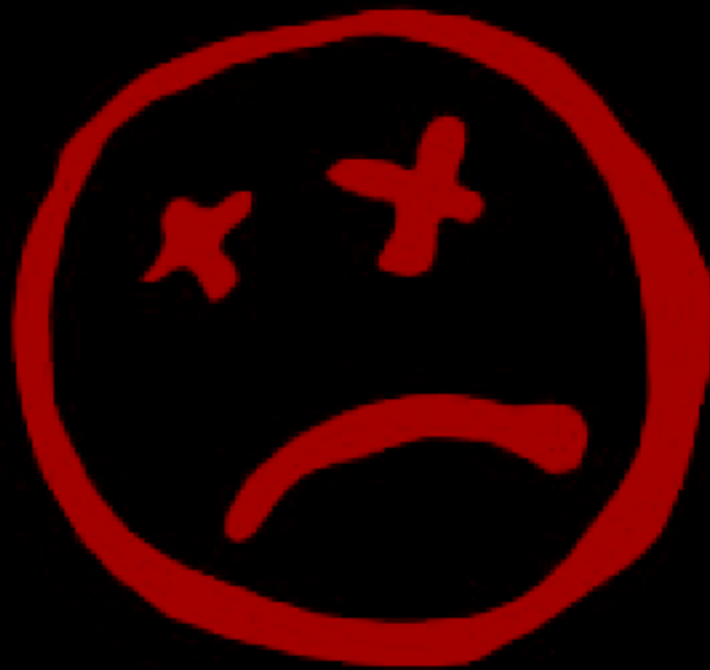
## HEY NOOBS. I QUIT.

Dear Insider (Friend really, Fellow revolutionary)

Yes, I know this looks weird.

It's a handbook with a dead smiley and blood splattered everywhere to start things off. First (and this should be obvious) – the dead smiley and the "I QUIT" statement are NOT directed at you...

**Instead, it's for....**



The **real noobs** who are screwing up your mojo!

You know the term YouNoob? It's used to describe the so called 'new generation' of card flourishers who are assumed to live on youtube churning out crappy video after crappy video.

But here's the thing.

This handbook isn't about them, because they aren't the **real noobs**.

Why?

**At least they try.**

(For goodness sake, we all started off as noobs really)

## SO WHO ARE THE REAL NOOBS?

Let me explain.

Well... I'm writing this to you in Roland's (virt's audio guy) recording studio. He is currently recording Bone doing voiceovers for the Anaconda DVD.

I know it doesn't sound like much... but to be around guys like that is probably the most humbling experience in the world.



**I know what you're thinking. Who cares? What does this have to do with me?**

Consider this. Bone's first language isn't English. And in fact, when I first met him, his English was more broken than a glass dropped from a hundred storeys. Seriously.

Now, I have entire conversations with him in English, and he's even filming the entire Anaconda DVD in English. He's not perfect at it, but to see someone learn a language from scratch in his mid-twenties and succeed is insane. As I write this, he's re-recording every line from the DVD... just so the audio will sound perfect when you experience it at home. Respect!

Take Roland for example.

He's the top dog in Singapore when it comes to sound engineering stuff like recording, mixing and composing. The thing is, just 2 years ago, he was an absolute nobody in the local music industry.

He looked at a saturated industry filled with experienced people in their 40s who did what they did for the past few decades, and dominated it within 2 years. Now he's the most sought after sound engineer in Singapore, and at 23, the youngest one as well.

The both of them set an 'impossible standard', they worked towards it... and succeeded.

That's extremely inspiring to me.

You see, this has everything to do with you, whether you're absolutely fresh to the art or if you've been around for awhile... because this determines where you'll eventually stand. =D

You see, the real noobs aren't the ones who start off as nothing and then do something about it.

The **real noobs** are the ones that just whine about their bitter lives, and do nothing to improve themselves. They definitely don't think they are noobs, which is probably a big reason why they don't improve themselves much, and when it comes to walking the talk, they've got nothing to show.

I'm sure you've met people like that before.

**So here's to set things straight.**

I don't hate youtube "YouNoobs". In fact quite the opposite. I quite respect them. But before you start on how they 'rape' moves, hear me out.

You see, I believe very much in the term "delusion begets greatness".

Let's define that a little bit.

**Delusion** - A weird belief or impression that is strongly kept despite being the opposite of what is generally accepted as reality or rational.

**Begets** - Brings about.

**Greatness** - Being awesome.

Hmmm. "Weird irrational beliefs make you awesome!"

See? It makes perfect sense! ;)

Let me clear things up a bit.

You see, when I mean "Delusion begets greatness".

It's not delusion not in the sense of those hilarious American Idol Auditions we love watching so much.

You see, it's **not**

"I am the best! You are all noobs! HAH!" without having anything for show.

**I'm talking about delusion in the right context.**

**Delusion in the right situation!**

Back in 2004 when my team started our journey to define Card Flourishing as an art, guess what many magicians in Singapore were calling us despite all the media attention we were getting?

Clowns. (And not clowns in a "I love clowns" sense, because I love clowns... but in a "you guys are making a fool outta yourselves" way.)

My friend Daryl Chang came up to me and went

"Hey man congrats! Virtuoso's on the front page again! John (name changed) saw the article though, and he thinks it's rubbish. He called you guys clowns."

It was the old "Card Flourishing can never be an art on its own. Nobody can see it happen, so **give it up.**" statement.

And it does make some sense. I mean, if the thousands of great card handlers before us couldn't even envision it, that's enough proof that it's impossible right?

Then again, if people go

"Yeah! I most definitely can't succeed so I quit!", then they most definitely can't succeed because they quit.

The Virts certainly could have gone

"Oh no! Sob sob! We better quit since we're clowns! ="

But we didn't.

Not because we're geniuses or anything, but as you probably already know, The Virts are a buncha weirdos who believe crazy things are possible, and that's worked out pretty damn well so far. ;)

So how does this delusion stuff work?

How can delusion beget greatness?

Think about this.

## What does an external opinion matter, if you **know** you're right?

If someone told you that your toes were growing rapidly and turning green at the same time, would you get depressed?

No, because you **know** it's not true. (I apologize in advance if your toes are growing really fast and are turning green.)

You see, I'm not telling you to block out constructive criticism, because you most definitely need it to improve. But there are times, when I recognize that another person's mindset is merely incompatible with mine. Not wrong, but incompatible.

They don't know my steps.

They don't know my plan.

They can't see what I see.

They don't understand.

(Wow this whole thing rhymes. Kinda.)

Yes, they could be right, but hey, I could be too.

And here's my personal "mantra" that keeps me going.

"I am the best card flourisher around."

By saying "I am the best card flourisher around", I really mean

"Every step I take and that I'm about to take, leads me to become the best card flourisher that I can be."

But before you go "It's easy for you to say, you're not a noob"... let me tell you about my fingers. They're messed up.

I tore my right ring-finger in 2001 whilst playing rugby, and I fell and landed on my left pinky in 2002, tearing a ligament in it as well. Now ligaments don't heal...they only fuse back through scar tissue, so the weakness in my fingers remains till today.

It's heartbreaking, but damn I love the art.

I remember how I'd see someone do something really cool. I'd freak out and feel a bit discouraged, but I'd remember my mantra, pick myself up and think "You'll see, I am the best."

Not with anger nor with vengeful emotions, but with the belief or impression about myself firmly maintained despite being contradicted by what seems to be reality or rational.

"I am the best. Maybe not now. Maybe not even tomorrow. But I will be, and as long as I work towards it with a solid plan and believe in that longer than anyone else, then I will be the best."

Think about this.

**Where else can you be, if everyone puts themselves in second place or worse to begin with?**

First! Duh!

By now, some of you guys will read this and go

"Oh! Wow!"

Most others will go

"That's rubbish!"

And to those who say to themselves

"Rubbish! I can never be the best."

I say

**"Thank you for reserving the number one spot for me".**

I think the greatest realization I ever had, was that focusing on bad stuff will never ever make you successful in what you do.

My focus resulted in my success, and my team's success.

Sure we still have a **long** journey ahead of us. But hey, it's a start. =)

But imagine if back then we went

"I'm such a noob. There are so little resources and nobody seems to share. Is it going to get worse? When, if ever, is it going to get better?"

We both know that **The Virts and Bone would be noobs till this very day.**

So let me ask you, **what is your focus?**

Is your focus on

"I am the Best!"

or

"I am a Noob – Poor me"

This matters **a lot**.

The question you ask and the stuff you focus on determines your actions.  
**Your actions determine your results.**

And here's another thing if you want to be awesome in your art.  
Do what the successful people are doing, and quit doing what the bitter people do.

Here's a little "Awesome" Versus "Noob" chart.

### **Being Awesome**

Focuses on success, and has a sense of direction

Works Hard

Finds something + Sticks with it

Takes Charge

Sets Goals

Measures Progress

Reflects

### **Noooooob** 😞

Focuses on forums filled with whining bitterness and complaints

Has Vague aspirations at best

Jumps from opportunity to opportunity

Waits for things to get better

Doesn't have goals

No accountability

Does not reflect

If you knew that your goals and efforts would make you one of the best and most respected in your art, how hard would you work?

Certainty and belief that **"This will work"** drives your behaviour.  
Without it, you will just keep buying into the misery of many people on the forums.

**Winning Belief:** If you're committed, there's always a way.

Let's compare that belief to a recurring activity that you see in people who don't have any success, at least not yet.

Let's take YouNoobs for example.

Well, I have to admit that some people who bash the YouNoobs have a point.

A lot of 'YouNoobs' have zero respect for creators, showcasing a flourish on videos when they obviously haven't practised it. They namedrop, and talk a lot, and then show some half-baked video on their webcam.

I know. I get it, and I've seen it before. There's no denying it.

But they aren't a loss cause. Because at least they try. And I believe that anyone who doesn't stop trying, reflecting and pushing onward, will never stay a noob.

Thus with every problem, comes opportunity.

**PROBLEM:** They mess with your day, and make you believe that perhaps what you do really sucks. They make you believe that there is no change in the art, and that it is becoming dry. They try to make you as bitter as them, always speaking in a mocking tone on the forums when you have a goal and strive for it, really only because they are upset that they've got nothing going on for themselves. The weirdest thing is that they refuse to quit.

(Once I actually had a guy laugh at me when I mentioned that I had practise time. I'd love to learn his auto-mastery system.)

**OPPORTUNITY:** This is way 'bigger' than the "problem". We know that a lot of these bitter card flourishers don't just quit. They stay around waiting and waiting, and the truth is they have good reason to. We know that deep down, a lot of people just want to be inspired and know that there's so much more to the art. They've just been given many empty promises, tons of hype, and eventually get 'jaded'.

The truth is, it's not difficult to get inspired.

There are so many amazing people working on amazing things. The reason why a lot of things are often "underground", is not because the "successful people" want to hide these things, but because they don't want to be around the resentful people out there who will go "That sucks it's old school" but secretly envy what they do inside.

Imagine if those who truly created and innovated surrounded themselves with such people. They would be screwed!

Inspiration travels, it moves. It moves from person to person, from card flourisher to card flourisher and from generation to generation.

All you gotta do is search for where the inspiration is, and

### **FOLLOW THE INSPIRATION!**

Seriously, that's the real 'secret' to it all.

I picked up 'card stuff' with Bone those many years ago. Back then, there were practically no resources, except for each other. So we set standards for each other and challenged each other every day.

Our sessions were endless and we even had a 'point system' going on to challenge each other.

It wasn't a battle of "who is better than who", but an awesome challenge that gave us a great adrenaline rush whenever it came down to our progress.

### **The best part? We improved faster than we ever expected.**

But imagine if I won Bone at a challenge and he went "you're just trying to make me look bad. You're so cocky and you have no life. You spend all your time on cards, and you make the art a piss off for everyone else. I quit."

Do you think he would have ever created the Anaconda?

Hell no!

Sure he failed tons of times when he was still developing it, but if he didn't hold on to it long enough to reap its benefits, do you think he'd be able to share it with the world today?

Too few people hold on long enough to something to know the feeling of success.

But let me tell you, the feeling of **success... is addictive.**

That feeling is something that has to be experienced to be understood. It's amazing. You get it once, and you just wanna keep going – allowing it to keep building like a snowball, pushing you further and further.

Forget wasting your time with people who extinguish your fire. They're too scared to work for anything and to keep trying, often because they can't handle failure.

**They don't realize that failure isn't an endpoint.**

I truly believe that anything is possible, which means it's really inevitable that you achieve what you set out to do, which really means everytime you fail, you're really a step closer to success.

So here we are coming to you, and telling you that we're here to help. We're here to guide you, but you have to be willing to take our hand.

You have to want to learn, you have to be willing to be taught. You have to be willing to try again even though you fail and you have the patience to wait for the crazy results to show up.

**So join me in saying now**

"I Quit!"

I quit giving a damn about some dude on the forums blaming his lack of improvement on the lack of product releases and the lack of free tutorials.

I quit listening to people that flame people who work hard, and have nothing to show for themselves.

I quit talking about or focusing on anything that doesn't make me more awesome at card flourishing.

I quit engaging in any conversation on how "bad" it is.

I quit focusing on fear and falling prey to the paralysis it causes.

My confession – I "quit" somewhere around April 2003 when I realized that the artform desperately needed a direction, and the only way to do it was to bring together a small group of like – minded people to prepare something for the art.

For me that group was Virtuoso, and now we want to bring what we've developed over the past 6 years to you along with Bone, the guy that got 2 of 3 of The Virts to start flourishing to begin with. =)

**We're starting everything with the Anaconda.**

Oh and one more thing.

Grab a knife, and kill the closest noob you can find. =D

It's about time we stood together for our art and the artists who represent it.

**Death to the Noobs!**

I'll see you at the top.

Huron Low, The Virts

DEATH TO THE NO<sup>☹</sup>BS