

## CONROW-TESLA PSYCHICAL TESTER #7



This machine is the 7th version of Professor Conrow's Psychical Tester Apparatus. A.D. Conrow's original work was inspired by a conversation with a colleague about Tesla's High Frequency Oscillating Apparatus and the random noise that it produced when mis-tuned. To my understanding, Professor Conrow modified the circuit so that he and others could "hone" their Psychical Skills back in the 1920s and '30s. Using Prof. Conrow's original schematics, drawings and notes, this apparatus was assembled for you, the serious Steampunk Collector. It uses an original vintage rectifier tube, brass uprights, bakelite components, vintage telegraph wire and more modern parts where vintage components were not available. The machine is protected by a glass dome mounted on a solid wooden base, which can be removed for cleaning or adjustment of the control.

To operate the unit, simply plug the Psychical Tester into a standard 120VAC wall socket. The small power supply unit down-converts the 120VAC to 14.2VDC to match the output of the original 8 dry-cell power source that Conrow used on his lab bench. (*The yellow lead-in cord*

*looks frayed because I removed the cotton covering where it enters the wooden base to make it look old and original. The actual wires themselves are insulated with separate insulation.*)

With the Rate Control Knob turned completely clockwise, the relay should "click" at a fairly fast rate (1 to 2 cycles per second). If the relay does not begin to click, it may have become stuck in shipping and you will need to carefully "touch" the top contact wiper to begin its toggling action. With the relay switching between its two states, the Red and Blue Indicator Lamps will begin to blink on and off in a random fashion. Sometimes just the Red or Blue Indicator Lamp will light, while at other times, both Lamps will be lit. If either or both Lamps seem "stuck" on or off on power-up from time-to-time, it is due to the completely random nature of the internal switching circuit. Modern digital random number generators use a "seed" number or value to eliminate generator lock-up, but this original-type Psychical Tester Apparatus used a truly "random" value, which could include the number zero which will lock the generator. So, if the unit doesn't begin creating a counting sequence on power-up, just unplug the power supply unit and let the unit reset for 5 minutes and its register will randomize again.

To use your Psychical Tester, dim the lights in the room and assume a relaxed and seated position in front of it. Next, clear your mind and concentrate on the rhythm of the relay. Let your mind tell you which light will come on next, or will both come on or go off. With some practice and as you get more into "sync" with the unit, you will find that your skill will improve. A.D. Conrow never determined if it was the mind itself that was correctly "anticipating" the outcome of the sequencer, or if it was the user's mind that was influencing the machine's internal mechanism! Perhaps you can develop an experiment that will determine this using your Psychical Tester. One additional point: Conrow's Psychical Tester led directly to the development of the Psychical Predictor. The Predictor Apparatus was used to answer Conrow's own questions to the above-stated paradox. What he learned, however, was more shocking than useful, in that, he discovered the "questions" themselves were actually more important than the "answers".

If you are interested in seeing more of Professor Conrow's inventions, prototype apparatus and patent models, please visit [www.victorianmachines.com](http://www.victorianmachines.com) or e-mail me at anytime [victorianmachines@gmail.com](mailto:victorianmachines@gmail.com).

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EXPERIMENTAL RECORD LOG & NOTES: