



THE MAGIC ROADSHOW

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<http://magicroadshow.com>

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Card Passé-Passé - A Card Effect Revised

R. Carruth

This nice effect was published in an alternate form in issue 30 of The Jinx. After reading the handling, I changed things around a bit to accommodate a seldom used device in my arsenal. This effect will require a packet of nineteen cards and a change bag or egg bag.

The magi counts fifteen cards into the hand of a spectator...Rob for short. Since there seems to be something 'off' by the magi's count, Rob is asked to count the cards back into the magi's hand. Fifteen there are...

The magi again counts the fifteen cards back into Rob's hand, again using a suspicious count that leaves Rob slightly confused.

The magus holds out the change bag and asks Rob to drop two cards into the bag. He does.

Rob is asked to count the cards into the magi's hand a second time. There are still fifteen cards in his packet.

Magi again counts the cards back into Rob's hand...again using the funny count.

Rob is asked to place two more cards into the change bag...which he does.

Rob is asked to count the cards in his hand...There are STILL fifteen.

He is now given a rubber band to place around the packet, and asked to drop the entire packet into the change bag.

After due diligence, the bag is shown empty. After a little more diligence...the packet is shown to be in Rob's pocket.....

(Note: I am leaving the patter up to you...)

This effect works best when you have access to your audience before the performance. You will have to secret a packet of fifteen cards, wrapped in a rubber band, into someone's pocket. This effect actually works well with a female carrying a large handbag. It's not hard to secretly drop a packet of cards into some of these large monstrosities. If space is a concern, you can create your own change bag out of a couple of paper bags and carry it folded in your pocket.

Hold a packet of fifteen cards in hand...with four more in your pants pocket. After re-approaching Rob, ask if he can assist you with a very special trick...Tell him you are going to count fifteen cards into his hand, and do so like this..."Fifteen, fourteen, thirteen, twelve, eleven, ten, nine, eight, and 2 are ten, and 2 makes twelve, and 3 more make fifteen.."

Rob will look at you like you're crazy.

Assure Rob that there are really fifteen, and ask him to recount the cards into your hand. Rob will discover that there ARE actually fifteen cards in the packet. While Rob is counting into your left hand, slip your right hand into your pocket and palm two of the four cards. Secret them to the top of the pack.

"Rob, I can tell you're the suspicious type, so I'll count them again, "Fifteen, fourteen, thirteen, twelve, eleven, ten, nine, eight, seven, and 3 make ten, 2 make twelve, and 3 are fifteen.."

"Let's cut the number down a tad and make the counting simpler...drop two of your cards into this bag."

After Rob does so, ask him to again count the cards into your hand. He will count fifteen...

As before, you will secret two cards from your right pocket, adding them to the packet in your left hand. Count the seventeen cards back to Rob exactly as before..."Fifteen, fourteen, thirteen, twelve, eleven, ten, nine, eight, seven, and 3 make ten, 2 make twelve, and 3 are fifteen.."

"Tell you what Rob, why don't you drop two more cards into this bag. "Rob does.

"Count your cards now, Rob, and you should have thirteen."

To Rob's surprise, he STILL has fifteen cards. Hand Rob a rubber band and ask him to wrap it around the packet.

"Every time you drop two in the bag they return to the packet. Let's drop the whole packet in the bag and see what happens."

After a little patter you can now show the change bag empty. If you're using a paper bag, simply tear down the 'other' side of the bag, showing it empty. This will be quite the surprise for Rob...but not quite as big a surprise as when you ask him to look inside his jacket pocket...or when you ask Carolyn to look inside her handbag.

Use a small rubber band that only allows one pass around the packet. You will have that one guy who wants to wrap it four or five times if possible. I know this sounds long and complicated...but it's not. It IS time consuming, which is generally a plus for most of us. Develop your own patter...something that fits your style and character. If you can vanish a couple of cards in mid air, you can remove the two cards each time instead of having Rob drop them in a bag and vanish them in any way you see fit..

This effect was originally published in an alternate form in The Jinx, issue 30, as "Oscar H. Paulson's Card Passé- Passé". Revised by Rick C.

Would you like Issue #30 of **The Jinx**? You can see the original effect, plus a number of other effects, courtesy of Mr. Annemann... <https://app.box.com/s/w7l0i5034ndenzzo6c72>

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Sir Arthur Knows - A Card Effect

I originally wrote this effect several years back for a past issue of the Roadshow. It was titled "Know Way".. I really liked this effect, but, I wasn't happy with the way I'd wrote it, which isn't unusual, and thought I would re-do it for publication in issue#150. I feared readers got lost in the original version and I wanted to try to do both my readers and this effect justice. This is a super easy effect that can be modified to play as simple or as complex as you wish...

Effect: The magi shuffles the deck and deals five cards off the top onto a table. He asks a spectator, Carolyn, to call out a number from one to five..

Carolyn says "Two"..

The magi points to the second card in the line and asks her to take the card, look at it, and show it around. As Carolyn follows his directions, the magi scoops the four remaining cards from the table and turns his back to Carolyn to assure her that he will not see her card.

After he's convinced Carolyn has memorized the card and the other spectators have seen the card, the magi turns back and extends the packet to Carolyn, asking her to please drop her card on top.

She does..

The magi shuffles the five cards, then again places all five in a line on the table.

"Carolyn.. I had you select and memorize a card. Now, I'm going to perform a small but impressive feat of detection I learned from studying the diaries of Sir Arthur Conan Doyle, who you may remember was the creator of Sherlock Holmes. Sir Arthur was a trained doctor who used his knowledge of the human body to expand the character of Sherlock and magnify his deduction abilities. I'm going to show each of these cards back to you one at a time and I'm going to look for you to give me a small sign to help me know when you've see your card..."

One quick question Carolyn, are you right-handed or left-handed ? "

Carolyn said she was left-handed..

"This is a little know fact credited to Sir Arthur... If you are asked to.. lets say.. pick someone out of a police line-up, and you are shown a group of pictures, your right eye will twitch ever-so-slightly if you see someone you recognize.. assuming you're left-handed. If you're right-handed your left eye will twitch slightly. Science didn't understand the right-brain, left brain correlation at that time, but it's obvious Sir Arthur was ahead of his time. Since you've only seen the one card, I'm betting that if you see that card again, I'll be able to tell it.."

The magi turns over one of the cards, but there's no indication it's Carolyn's card. He slowly turns over the second, third, and fourth cards... and still no indication. Turning over the fifth card, the magi tells Carolyn that either she was influenced by Sir Arthur's eye-twitch theory, and made a conscious effort to NOT twitch, or, she didn't see her card...

"Carolyn.. did you see your card?"

She said she didn't...

"Then I have one more card I want you to look at.. OK"

The magi opens the card case (that has been sitting in view on the table the entire time) and shows there is a single card in the case.. He holds the card up for Carolyn to see, confidently stating he is sure her right eye moved, ever-so-slightly, meaning that this HAS to be her card..

With her head nodding affirmatively, Carolyn asks incredulously how the card got in the case... I could tell her, but I won't... That secrets reserved for you.

Secret: This is a very simple effect that utilizes my favorite utility.. double stick tape. Get a roll if you don't already have one. Also, you will need four cards that are duplicates of four cards in your deck. Lets assume you choose to use the Eight of Spades, Two of Hearts, Jack of Clubs, and Ace of Diamonds. Get a duplicate of each.

Take two random cards and put a small piece of double sided (double stick) tape on the back of one and stick the two together to appear as one. The number or suit doesn't matter and no duplicates of these are needed. Now, put the double card on top of the Two, Eight, Jack and Ace.. and put this packet on top of the deck. (double card the top card)

A little prep work is necessary. When taking the deck out of the case, make sure one of the duplicates is left in the case. Another duplicate should be in your pants pocket. The third and fourth duplicate can be in your shirt or jacket pocket. Actually, they can be anywhere.. as long as YOU know where they are and can get your hands on them at a moments notice. Develop a little system to help you remember..

You can shuffle the deck, leaving the top five cards in place. You can show the deck as normal also. When you take the five cards from the top of the deck to begin your effect, lay the double card down first, in the one position, followed by the other four. This way, when you ask Carolyn to pick a number between one and five, if she says "one.." you can begin counting from the other end of the line. Likewise, if she says "five", you begin counting with the double. We don't want her to get the double card, now do we..

It's easy to set the small packet up so you can remember what is where.. I personally have the double card, then the Two, then the Eight, then the Jack, and the Ace on the far end. It doesn't matter that the cards are aligned smallest to largest, and it helps me to know instantly what card has been selected.

As for the duplicates, I know that my duplicate Two is in the card case, the Eight is in my pants pocket, and the Jack and Ace are in my shirt pocket... so regardless of which card Carolyn picks.. I not only know her selection, but I know where the duplicate is located.. pretty simple really..

After she picks her number and gets her card, take the remaining four cards and perform the only 'sleight', if you want to call it that.. Pick the cards up so the double card is on top of the pack again. Once your back is turned, slightly 'twist' the top card to separate the double. Casually put the top card on the bottom of the packet as Carolyn shows her card around. Now, the card with a small piece of double stick tape on it's back is on top.

Ask Carolyn to drop her card on top of the packet. Now, you can square the cards and press the packet to make her card stick to the back of the top card. All your work is now done, and you're ready to shuffle the cards a little and then re-deal them, face up, back to the table.

As you show her the five cards, you'll notice that either the Two, Eight, Jack or Ace is missing - It's stuck to the back of the indifferent card. You don't need to see it to know it's identity if you use the same little stack of cards each time. Assuming you see the Ace, the Eight, the Jack, an indifferent card, (that was stuck to the back of the double) and the double itself.. you know that the selected card was the Two of Hearts... It's the only one missing from your original stack of four. As I mentioned earlier, I will most likely know the identity of her card as soon as she selects one.. but just in case, remember the above.

Since the Two is in the card case, or your pocket, your wallet, your backpack, or whatever... you're now ready for the Reveal. Simple, simple, simple. If you're ambitious, you can utilize TWO spectators instead of one. It requires a little more concentration on your part, but you guys are the Best...

Rick Carruth

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CLAIRVOYANCE WITH CARDS

From: *The Art of Magic*

T. Nelson Downs

(Editors note: I wanted to rewrite this effect, but after reading it once or twice, or ten times, I decided to let Mr. Downs tell it in his own words...)

This, in the opinion of the author, Theodore DeLand, Jr., is the most perfect method of reading cards ever invented. It is really a brilliant and bewildering trick.

The effect is as follows: A pack of cards is offered to the audience for shuffling, and while in possession of the audience a number of cards are drawn—six, eight, ten—any number, in fact, although six will be found the most effective number for the trick. These cards are replaced and the pack is held to the performer's forehead, whereupon he divines the name of each selected card. The cards are not forced, nor does the performer employ the pass or palm or any other sleight. Furthermore, the method is absolutely undetectable. The trick, we believe, is the invention of Theodore L. DeLand, Jr.

In order to accomplish this effect two packs of cards are necessary. One pack is quite unprepared, but the other is not so innocent as it appears. Two of the cards are unprepared, but each of the remaining fifty has one of its indexes cut out.

Consequently, if an unprepared card is replaced in a pack so prepared the index is plainly visible. The working of the trick will now be clear to the reader. The six cards, of course, are selected from the unprepared pack. While the cards are being marked the performer changes the unprepared pack for the prepared one, which can be done on the table or in the pocket. The faked pack has an unprepared card on top and one on the bottom, so that it does not differ in appearance from the ordinary deck.

Holding the pack with the prepared end in the crotch of the left thumb, the performer riffles the other end and invites the spectators to return their cards, calling attention to the fact that the cards are replaced in different parts of the pack, and that everything is square and aboveboard. Now slip the unprepared card from the bottom to the top of the deck, and, if the pack is placed to the performer's forehead (the back of the cards, of course, toward the audience) it is a simple matter to read the index of the first card, or, more properly, the card nearest the front of the pack.

The card should not be named immediately. The performer should press the pack to the forehead and endeavor to create the impression that the result is achieved by clairvoyance. After naming the first card the performer fans the pack, removes the card, and, handing it to spectator, requests him to identify the mark. The reader will understand that it is necessary to remove each card after it has been named, in order that the index of the card next nearest to the front may be seen. Whenever the face of the pack is exhibited cover the missing index with the flat of the thumb.

We have explained merely the bare bones of this effective trick, leaving it to the individuality of the performer to present it in as dramatic a manner as possible, and with suitable patter.

T. Nelson Downs

Use your creativity and you'll find MANY uses for this deck. DeLand knew his stuff. As the creator of DeLand's Automatic Deck, he displayed an ability to create lasting magic effects. Honestly, this deck, utilizing cut out pips and numbers, is patiently waiting for some sharp magician to re-

introduce to the magic community, complete with an accompanying DVD, and you'll see in the small print.. "adapted from an effect originally published by Robert DeLand Jr."

Let me give you a couple of tips.. making your own deck, which I promise you, will be well worth your time, may require you to buy a paper punch. You can get one at most craft stores. Here's one available from Walmart... *EK Success Nesting Paper Punch, Circle, 1.25* .. Copy and paste this description in Google and you'll see a number of places where you can buy it in-store or online. This particular punch will punch a 1.25" clean cut hole, which may be too big for your



purpose.. but other sizes are available. Trying to cut out fifty squares with an Exacto knife may leave you hating me. Finding a good paper punch that'll cut through card stock will be worth the effort. You can make yourself a couple of decks.. and then work on a couple more for your buddies.

This is the second alternative. I made a complete deck in about twenty minutes simply cutting out the pip and number as shown. The downside is.. it requires slightly more cover when performing the effect, but it WORKS. You

can still place a Joker on top and it will conceal the cut-out. This is by far the easier of the two options. I am holding a full deck in the picture.

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COIN OPENER

Paul A. Lelekis

Adults and especially children, love coin magic! The "clinking" of shiny coins draws the attention of all spectators. I've spent years practicing sleights and have found that the use of a few judicious, easy sleights is all that is needed for the majority of close-up performers to really entertain people with coins.

I use this opener as a sort of warm-up for my next routine, Metallic Attraction. Both use a few sleights that require minimal practice, but are choreographed to present a pleasing outcome.

All you need for this routine is a single coin...I use a U.S. half dollar.

EFFECT: A coin is produced (magically or otherwise) as you patter about what coins can do. My patter appears non-sensical and innocuous but draws interest.

I hold the coin in my left hand in French Drop position. (This will be explained from a right-handed point of view.) I then pretend to take the coin in my right hand as I drop it into my left hand.

I then shake my right hand and then pretend to throw the coin off to my LEFT with my right hand wide open! KEEP THE PALM SIDE OF YOUR RIGHT HAND hidden from view. This is designed to "condition" your audience for the next phase.

Now "Snap!" your right fingers and "inadvertently" turn your right palm to the audience so that they know (without bringing attention to it!) that the coin is NOT in that hand. This is important!

Now open your left hand to show the arrival of the coin! This will usually draw gasps from children (and sometimes adults) – but be prepared for those who "know" how it's done!

IF the kids are genuinely amazed, repeat the same actions as above! If you do the French Drop a second time, you will, almost assuredly, have kids screaming "Oh, you just left it in your other hand!" Show that the coin has jumped to your left hand again.

NOW you will probably receive screams from the kids claiming that you just left it in your hand! This is actually GOOD!

At this point say, "No, no kids! That's not the way it works!"

Now re-take the coin into your left hand (exactly as before) and this time perform Marlo's Spider Vanish. This will mimic the French Drop that you have just performed!

The Spider Vanish is performed as if you are going to take the coin from French Drop position (as above), however the left fingers actually push the coin into right-hand Classic Palm position.

Repeat the tossing motion with your RH to your left (you really have the coin in your RH palm!) and everyone's eyes will immediately go to your left hand!

Open your left hand to show that the coin has "vanished"! This vanish is a very strong moment for everyone – but make it quick!

I next mention that, "...the coin is still there – it's just invisible!" I then close my left hand and perform the L'Homme Masque Load as follows:

Use your right middle finger to "massage" the back of your left fist and then, as you turn your LH, palm up, drop the coin from your right palm into the small hole created at the base of your left thumb.

Continue massaging the back of your LH as you again turn your LH palm down. Now remove your RH and snap your fingers as you reveal the arrival of the coin! This is another very strong moment!

Normally I'll end this mini-routine at this point. However, sometimes I'll continue by performing a retention-of-vision pass from my right hand to my left.

I'll then bring all attention to my left hand (supposedly holds the coin) as I maneuver the coin in my RH into Tenkai/Goshman Pinch.

I then turn to my right and move my RH up and down (open palm of hand facing the audience) as I retrieve the coin by reversing the Pinch actions.

Here's a little secret: Move your right hand, up and down (palm out) and as your right hand is on the down-stroke, move your right thumb over to contact the middle phalanx of your right middle finger (the bird finger!).

At the bottom of the down-stroke, move your middle and index fingers around the coin. Your right thumb will cover this half of the exposed coin.

Continue with your up-stroke and then as you go back down to the bottom of your down-stroke, move your right pinkie and ring fingers behind the coin, fully exposing the coin.

Continue the up and down strokes a couple more times, slowing them down. AT THE SAME TIME, your right thumb will push the coin outward to the tips of your fingers and it will appear as if the coin suddenly materialized right in front of their eyes!

I have had many, many women loudly gasp when they see this! Open your left hand now, to show that the coin has apparently jumped to your right hand!

This sudden appearance of the coin gets a very strong reaction and is an excellent kicker to this mini-routine.

Paul Lelekis

Paul Lelekis is an award-winning magician and lecturer, having published many effects, one-man parades and mini-parades in respected publications like *The Linking Ring*.. Please check out some of Paul's other compilations, in easily downloadable ebooks, at:
<http://www.lybrary.com/paul-a-lelekis-m-163788.html>

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THE AMATEUR CONJUROR

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An exclusive feature for the Magic Roadshow

23. Take Your Choice: a 2-Card Emailed Trick; a 2-Card Over The Telephone Trick; or a Regular 2-Card Math Trick.

Hi. I can hear you say: Welcome back. You may have thought I was away having fun; actually I was finishing my new book: *e45 Astonishing Magic Card Tricks For Kidz Of All Ages: Family Magic IV*, available from Amazon.com and CreateSpace (please see below).

Meanwhile, I pursued my columnist duties and created, from scratch, this simple, totally baffling math trick that gives you three choices on how to perform it: emailed; over the telephone; or in person.

I included it as a telephone trick in my new book, this my favorite way to perform some tricks with my family, but I shall present it as an email trick here, a slightly easier way to perform it.

THE CARD TRICK

I send an email to a friend or relative, telling her I want to do an email card trick with her, asking her to carry out the following steps, if she wants to:

Step 1. Choose a number between 10 and 19.

EXAMPLE: Assume you chose 14.

Step 2. Add the 2 digits together.

EXAMPLE: $1 + 4 = 5$.

Step 3. Subtract that total from the original number.

EXAMPLE: $14 - 5 = 9$.

Step 4. Pick 2 cards from a deck.

EXAMPLE: Assume you picked a 7 and a Jack.

Step 5. Add their values together. (Note: Ace=1; Jack=11; Queen=12; King=13.)

EXAMPLE: $7 + 11 = 18$.

Step 6. Add the results from steps 3 and 5 together.

EXAMPLE: $9 + 18 = 27$.

Step 7. Email me the numerical result from step 6 together with the value of one of the cards.

EXAMPLE: 27 and 7.

I tell her, if she does this, I will email her the value of her other card. She emails me her information (27 and 7), and, almost immediately, I email her the value of her card. WoW. How do you suppose I did this?

THE SECRET

To discover the value of her other card, I added 9 to the value of the card she told me, and subtracted the result from step 6, which she also told me.

EXAMPLE: $7 + 9 = 16$; while $27 - 16 = 11$. Thus the other card is a Jack. WOW, and double wow.

For a change of pace, you can convert some regular card tricks into email tricks, or into telephone tricks. Such tricks often lay neglected, ignored because no one discovers their triple nature: email; telephone; and regular. Please let me know if you discover any card tricks that fit this trifecta bill.

24. RED & BLACK CARD TRICKS, SIMPLIFIED

I intend these five easy red & black card tricks for young conjurors, mainly focusing on kidz about 8 to 13 years old. Please help the younger members of your family, girls and boys, to do these simple conjuring bafflers, an example of Family Magic.

I adapted these tricks from my new book: **e45 Astonishing Magic Card Tricks For Kidz Of All Ages: Family Magic IV**, available from Amazon.com and CreateSpace. The numbers preceding the name of the trick, indicate the number I gave the trick in my book.

Trick #13. Reverse Black Queens

PREPARE BEFORE THE TRICK

Ahead of time, secretly place one red Queen on the top of the deck and the other red Queen on the bottom.

ITS SHOW BIZ TIME

Time for the trick. Give the two black Queens to the spectator-volunteer and request that she place them on the table face-up.

Hand her the deck, and ask her to deal cards face-down off the top of the deck into a tidy pile until she wishes to stop.

Ask her to put the first black Queen, face-up, on top of the dealt pile.

Then ask her to place the remainder of the deck face-down on top of the face-up black Queen.

Request that she place one of the piles on the other and cut the deck completely several times.

Then ask her where the red Queens went. Answer: the black Queens know.

(NOTE: Each red Queen now rests next to each reversed black Queen.)

Ask her to hold the deck face-down and locate the reversed black Queens. Sure enough, a red Queen rests next to each reversed black Queen. WOW.

This trick works itself using the red Queens as Key cards.

Trick #14. Red & Black Separation

PREPARE BEFORE THE TRICK

Before this trick starts, secretly separate the red and black cards into two piles. Bend the red cards so they have a slight crimp. Bend the black cards so they bend in the opposite direction. Combine the cards and shuffle the deck.

ITS SHOW BIZ TIME

Time for the trick. Looking only at the backs of the cards, separate the red and black cards into separate piles. Wow.

(NOTE: You do this by noticing which way they bend. With practice you can get them all correct.)

Trick #15. Red & Black Dual Surprise

PREPARE BEFORE THE TRICK

Secretly separate the red and black cards into two piles and place the two piles on the table top.

ITS SHOW BIZ TIME

Time for the trick. Ask two spectator-volunteers to pick a card from different piles, memorize it, write it down, and place it in the center of the other pile.

Look through each pile.

(NOTE: Select the Chosen cards by finding a red card in the black pile, and a black card in the red pile.)

Tell each participant his or her Chosen card. WOW.

Trick #16. Black Magic Cards

PREPARE BEFORE THE TRICK

To perform this trick, you will need a deck of cards and a ring. Secretly prepare an 8-card packet with seven red cards and one black card on top, and place it on the table.

ITS SHOW BIZ

Time for the trick. Explain to everyone that your black magic ring draws energy from black cards and draws black cards to itself.

Touch your ring to the 8 card packet on the table.

Point to the packet and ask a spectator-volunteer to do the elimination shuffle, that is: top card under the deck, second card down on the table, third card under the deck, fourth card down on the table, and repeat until one card remains in his hand, now his Chosen card.

Ask him to NOT to show it to the others, to memorize it, write it down, and put it on top of the packet.

Ask two other spectators to each repeat what the first person did with the packet.

Touch the packet with your ring and ask him to deal the 8-card packet face-up on the table. Surprise, the spectators see one black card with 7 red cards. Yet, each claims the black card as their Chosen card. Sure enough, the black magic ring works. WOW.

(NOTE: Of course, the ring has nothing to do with it, except as a marvelous piece of misdirection. The trick works as described.)

Trick #17. Red & Black Pairs Separate

ITS SHOW BIZ TIME

Time for the trick. Select eight red cards from the deck, and ask the spectator-volunteer to scatter them face-down on the table.

Then collect eight black cards and ask her to place each black card face-down on a separate

red card.

Request that she choose one pair of cards. Turn the Chosen pair over and state that this pair seems destined for a breakup.

(NOTE: Secretly reverse the order of the Chosen pair, so the red card rests above the black card, and not under it, as in the original pairing.)

Make a neat pile of the pairs of cards, carefully, so as not to disturb the order of each pair. Request that she deal the cards alternately into two tidy piles.

Ask her to examine each pile. In one pile, she finds 7 red cards and one black card. In the other pile, she finds 7 black cards and one red card. As predicted, the Chosen pair have separated. WOW.

Some beginning students of card magic avoid sleights. They do not want to spend the time required to learn and practice. Well, in this trick, we use a simple sleight of hand that almost anyone can learn, when you reversed the order of the single pair.

25. Mystery Card Telephone Trick

This mathematical telephone trick will baffle and surprise all who experience it. Your relative or friend will pick a card, carry out simple arithmetic, tell you the total over the telephone, and after a slight pause, you tell him his Chosen card, value and suit. WOW.

Several months ago, in this column, I presented a math card trick I created, saying it was possible to do the trick with email, over the telephone, or in person. I also said that certain other card tricks could also be converted into this trifecta of card tricks.

To show it can be done, I now convert a math trick presented in the August, 2012 issue (#134) of the Magic Roadshow by our esteemed Editor, Rick Carruth.** I present it here, with his permission, as a telephone trick, which is how I included it in my new book: 45 Astonishing Magic Card Tricks For Kidz Of All Ages: Family Magic IV, available from Amazon.com and CreateSpace (please see below).

PREPARE AHEAD OF TIME

You will need a carefully written script with clear instructions, and pencil and paper. Your friend or relative will need a deck of cards, pencil and paper.

ITS SHOW BIZ TIME

Telephone a friend or a family member and explain that you want to do a Pick-A Card trick over the telephone. Wait for her to agree.

Follow this script:

Step 1. Ask her to shuffle a deck of cards, divide the deck into two piles, and note the bottom card of one pile, now her Chosen card (Example: she chooses the seven of hearts).

Step 2. Ask her to write down her Chosen card in case she forgets it. Very important.

Step 3. Request that she assign the numerical value to her Chosen card (the seven of hearts = 7). For court cards, an Ace=1, Jack=11, Queen=12, King=13.

Step 4. Tell her to use a sheet of paper or a calculator to carry out the following...

Step 5. Double the value of her chosen card ($7 + 7 = 14$).

Step 6. Add three to the total ($14 + 3 = 17$).

Step 7. Multiply the total by five ($17 \times 5 = 85$).

Step 8. If the card is a Club, add one to the total.

If the card is a Heart, add two ($85 + 2 = 87$).

If the card is a Spade, add three.
If the card is a Diamond, add four.

Step 9. Now ask her for the total of her calculations.

(NOTE: After she tells it to you (87), write it down and subtract 15 from the total ($87 - 15 = 72$). The last number (2) indicates the suit of her Chosen card (hearts), while the first number(s) (7) indicates the value of her Chosen card (seven). Thus the 7 of hearts.)

Step 10. After a moments reflection, pretend to meditate, and then dramatically reveal to her the numerical value and suit of her Chosen card (the 7 of hearts). WOW ...

A cool telephone trick. Note that you may also perform this trick using email instead of over the telephone.

MAGICAL THOUGHTS

The MATH in this trick works because:

A.) In step 5, you multiplied the card value, 7, by 2, and in step 7 you multiplied the 7, by 5. Thus the 7 was multiplied 10 times to equal 70.

B.) Meanwhile in step 6, a 3 was added that was multiplied by 5 in step 7, to equal 15. This 15 was included in the final total, which effectively hid how the trick was carried out.

C.) In addition, the 2 from step 8 was carried along with no change.

D.) In step 9, you subtracted the 15 to reveal the value and suit of the Chosen card. Fortunately, you do not have to understand how the math works to make this trick work, so enjoy.

26. KIDZ TRICKS WITH HANDY OBJECTS

After I finished my new book 45 Astonishing Magic Card Tricks For Kidz Of All Ages: Family Magic IV, available from Amazon.com and CreateSpace (please see below), I decided to focus it entirely on card tricks, and I removed the chapter on Kidz Ticks With Handy Objects. I will use three of these tricks in this column.

I intend these tricks for 8 to 15 year olds, so you older magicians, teach the younger members of your family, boys and girls, to do these tricks, in the spirit of Family Magic.

Mental Penetration

PREPARE BEFORE THE TRICK

To perform this trick, you will need a large, clear plastic or glass container, and three large dice.

ITS SHOW BIZ TIME

Time for the trick. Tell the spectator-volunteer that you will penetrate his mind and tell him the number on each of the three dice resting in the glass.

Request that he shake the glass and look at the numbers on each of the three dice from the underneath the glass, not the top where anyone can see them.

Ask him to add the three numbers and concentrate on the total with all his mind and might. (NOTE: Meanwhile secretly peek at the tops of the dice. The top plus the bottom of each dice adds up to seven, so if you see 2, then his number is 5. If you see 3, then his number is 4, etc. Secretly add the numbers on the bottom, close your eyes, wipe your forehead, and pretend to be trying hard to enter his mind).

Come out of your pretended trance and tell him the total of his dice, and then, after a slight pause, tell him the numbers on the bottom of the three dice. WOW.

Advice for kid magicians: Mind reading tricks fall into a number of categories, one of which uses the simple chicanery illustrated in this trick. Such tricks entertain and delight, and so they should. Magicians bewilder us, and we love it.

Anti-Gravity Ring

PREPARE BEFORE THE TRICK

To do this trick, you will need: a large rubber band and a ring.

ITS SHOW BIZ TIME

Time for the trick. Thread the rubber band through the ring and hold the ends between your thumb and forefinger of both hands.

Stretch the rubber band and hold it slightly tilted.

(NOTE: Your lower hand secretly holds the middle of the rubber band, not the end. As you stretch the rubber band, slowly release the slack, and the ring, which remains stationary on the rubber band, appears to move toward the other end.)

Hold that end of the rubber band higher, and the ring will appear to move up the rubber band and to defy gravity. WOW.

Advice To Kid Magicians: Rubber bands have unique properties that allow the magician to produce remarkable magic tricks. That rubber bands can be found everywhere makes it handy, as well as useful. Can you devise other magic tricks with a rubber band?

Coin Penetrates Table

Everyone thinks it impossible to push a coin through a table top, even though they know that magical trickery makes all things possible, indeed magic makes such events happen.

PREPARE BEFORE THE TRICK

To perform this trick, you will need a paper napkin, a saltshaker, a coin, and a table and chair.

ITS SHOW BIZ TIME

Time for the trick. Announce that you will pass a coin through the table and ask a spectator-volunteer to write down the date and other identifying marks on a coin. Invite all spectators to make special marks on the coin so they can identify it later.

Sit down and place the coin on the table. Spread out a paper or cloth napkin and place it over the salt shaker to prevent anyone getting hurt should the glass break.e

Hold the napkin and saltshaker in your right hand.

(NOTE: Secretly hold it so the bottom of the napkin is open.)

Place the the napkin containing the salt shaker on top of the coin.

Tap the coin 3-4 times with the salt shaker, and place your left hand under the table to catch the coin.

Move the napkin and the salt shaker around the table top.

(NOTE: While moving the napkin covering the salt shaker, bring it casually close to the edge of the table and drop the shaker, not the napkin, from the table into your lap. Grab the shaker with your left hand. Gently maintain the shape of the napkin so the spectators will think the salt shaker is still present)

Lift up the napkin with your right hand and smash it against the coin.

The napkin collapses and the salt shaker appears to vanish. Lift your left hand from under the table; it holds the salt shaker. The coin remains on the table top.

Say that this trick has a life of its own, because the salt shaker went through the table, not the coin.

Dropping objects from the table to your lap represents a common way to do magic seated at a table. Some magicians call it lapping and find it very useful.

Advice To Kid Magicians: Do not tell anyone how you perform this trick. It is so easy, your audience will lose interest. Also, do not repeat this trick for the same audience. They may figure out how you did such an easy trick.

IMPOSSIBLE MAGIC

Magic makes the impossible happen, one reason why it entertains us. This trick seems impossible until it happened. Almost all magic tricks seem impossible at first. A little thought and magical creativity converts the impossible into the highly probable.

27. Missing Card Telephone Surprise *

This amazing and unusual mathematical telephone trick will baffle and surprise everyone who experiences it.

Several months ago, I presented a math card trick that I created, saying it was possible to do the trick with email, the telephone, or in person. I also said that some other card tricks could also be converted to this trifecta of card tricks.

This month, I convert a math trick presented in the excellent magic book *Magic Tips and Tricks* written by our esteemed Editor, Rick Carruth,* published in 2011, and available from Amazon and CreateSpace. I present it here, with his permission, as a telephone trick, which is how I included it in my new book: *45 Astonishing Magic Card Tricks For Kidz Of All Ages.. Fami;y Magic IV,*

PREPARE AHEAD OF TIME

You will need a carefully written script with clear instructions, and pencil and paper. Your friend or relative will need a deck of cards, and pencil and paper.

ITS SHOW BIZ TIME

Call a friend or a family member and explain that you want to do a card trick over the telephone. Wait for her to agree.

Follow this script:

Step 1. Ask your friend or relative to write down a 4-digit number between 1,000 and 9999.
Example: Assume she picks 3941.

Step 2. Request that she add the 4 digits together.
Example: $3 + 9 + 4 + 1 = 17$

Step 3. Tell her to subtract this total from the original 4 digit number.
Example: $3941 - 17 = 3924$ (the four digits of this number add up to a multiple of 9)

(NOTE: When you add any 4-digit number together, and subtract the resulting sum from the original 4-digit number, you will always produce a 4-digit number whose 4 digits add up to 9, or a multiple of 9.)

Step 4. Ask her to select 4 cards that resemble her total calculated 4 digit number, each card with a suit different from the other cards.
Example: (3 9 2 4) = 3 of hearts; 9 of spades; 2 of clubs; 4 of diamonds.

Step 5. Request that she select one of the four cards and write it down.
Example: She selects the 4 of diamonds.

Step 6. Ask her to tell you the identity of the remaining 3 cards and that you will tell her the card she selected.

Example: She says the 3 of hearts; 9 of spades; 2 of clubs.

Step 7. Be sure to write the 4 cards down.

NOTE: To determine the missing card...

The suit is obvious. It is diamonds.

Secretly total the three cards mentally or on paper.

Example: $3 + 9 + 2 = 14$

Subtract this sum (14) from the multiple of nine (9, 18, 27, 36) that is immediately higher than the sum.

Example: $18 - 14 = 4$, which indicates that the missing card is the 4 of diamonds.

If the 3 cards totaled 22, then $27 - 22 = 5$, and the missing card is a 5.

If the 3 cards totaled 5, then $9 - 5 = 4$, and the missing card is a 4.

Step 8. Momentarily pretend to concentrate. Then dramatically tell her the missing card.

WOW.

An awesome telephone trick. Note that you may also use email instead of the telephone to do this telephone trick.

28. BOTTOM CARD SLIDE + Variations

Taken from his book: *eFamily Magic I & II: 105 Tricks For My Family*

Available from Amazon.com and CreateSpace

Here is a simple sleight for kidz of all ages, so you older magicians, amateur conjurors, teach it to your younger family members in the tradition of Family Magic.

When I was about 12 years old, my uncle Dave gave me a copy of one of Thurston's magic books; I do not remember which one. In it was a simple sleight of hand that I quickly learned and have used ever since.

I forgot the name Thurston used, but I now call it the bottom card slide. The sleight operates like this... (It helps to casually lick the fingers of your right hand before doing this trick.)

Bottom card slide: I hold the deck in my left hand. My right thumb rests under the deck while the four fingers of my right hand rest on top of the deck and reach to the short edge.

With my right fingers, I slide the top cards into a packet, one at a time, towards me.

I stop when the spectator-volunteer says STOP.

I slowly move the packet captured by my fingers toward me. Simultaneously, I apply slight pressure on the bottom card with my right thumb and slide it towards me. I capture it as the bottom card of the packet I just removed from the top of the deck.

It appears to onlookers that I cut the deck where he said stop. In reality, I included the bottom card within the cut.

Here are some easy, yet mystifying tricks you can do to baffle and mystify your friends and relatives.

VARIATION #1. To force a card.

Place the card you want to force on the bottom of the deck. Perform the bottom card slide and capture bottom card of the deck as the bottom card of the pile. Show the bottom card of this packet and point out that this is now his Chosen card.

VARIATION #2. To reveal the Chosen card.

After the spectator-volunteer chooses a card, maneuver the Chosen card to the bottom of the deck by any method you choose. Perform the bottom card slide and reveal the captured bottom card as the Chosen card.

VARIATION #3. Four aces mystery.

Place the four aces on the bottom of the deck. Perform the bottom card slide 4 times in sequence on the same deck and each time place aside the packet you remove from the deck. Turn over the 4 packets, revealing that the random STOPS captured the aces. Ask the spectator-volunteer not to reveal how she did it.

VARIATION #4. Royal Flush mystery.

Place a spade royal flush packet (10, J, Q, K, Ace) on the bottom of the deck and perform the bottom card slide as described for the Four Aces above, except carry it out 5 times.

Of course, spectators know that chicanery creates the baffling magic tricks, not supernatural conjuring.

29. 'Double Flush'

I like this trick because it is so easy to do and so startling, just right for Kidz of all ages.

PREPARE BEFORE THE TRICK

To perform this trick, you will need:

1. A deck of cards.
2. A table.

Before the trick, secretly make up a packet containing the following cards: A, 10, J, Q, K (all spades). Place this packet on top of the deck.

Also, secretly make up a packet containing the following cards: A, 10, J, Q, K, (all hearts). Place this packet on the bottom of the deck.

IT'S SHOW BIZ TIME

Time for the trick. Place the prepared deck on the table and cut it into 3 near-even piles. Then ask the spectator-volunteer to turn the pile from the middle of the deck face-up. Request that he place the pile from the lower part of the deck face-down on top of the face-up middle deck.

Then ask him to place the pile from the upper part of the deck face-down on the combined piles. Request that he take the deck in hand and deal the cards face-down, one at a time, from left to right into five piles, and to stop when he sees the first face-up card.

Then talk about how a Royal Flush in poker represents riches, and ask him to turn over the card on top of each pile. We see a heart Royal Flush.
Say that we may do better. Ask him to turn the 5 piles over and we find a spade Royal Flush.
Wow.

This trick, though seemingly complicated, works itself automatically once you start it. The outcome surprises and baffles, just what we amateur conjurors need. Of course, spectators know that chicanery creates the baffling magic tricks, not supernatural conjuring.

30. 'Clock Trick'

Here is another self-operating card trick for young conjurors, so you older magicians help your younger family members learn to perform it.

THE TRICK

Consider this ticking trick. I ask the spectator-volunteer to remove all the cards of one suit, say hearts, from the deck, and arrange them in a clock face, with each number taking its place on a clock, and the Jack and Queen in place of 11 and 12, respectively.

I request that he choose one of the visible clock cards in his mind.

I ask him to cut the remainder of the deck into two near-equal piles. I then ask him to choose one of the two piles and place the cards used to represent the numbers on the clock face-down one at a time in sequence, starting with the ace, on top of that pile.

I ask him to deal the value of his mind-Chosen card from the other pile to the top of the pile with the 'clock' cards, while I turn away. When I turn around, I request that he put the remaining cards under the 'clock' pile, and deal the cards face-down on the table, placing the cards anywhere he desires. After a while, I point to a face-down card. Sure enough, his mind-Chosen card. Wow.

HOW MIGHT YOU DO THIS TRICKERY & DECEPTION?

Your creative thinking may benefit if you answer the following questions:

Why cut the deck into two piles after forming the clock?

Why use only one suit to form the clock numerals?

Why place the 'clock' cards in order on top of one pile.

Why deal out the value of his mind-Chosen card on the pile with the 'clock' cards?

Why put the remaining cards under the 'clock' pile.

How did I know which face-down card would match his mind-Chosen card?

Congratulations if you developed a reasonable plan to duplicate this trick. The wizard also congratulates you. I did the trick this way...

THE SECRET

This automatic trick works exactly as described (a self-working trick). After the spectator-volunteer carried out the last deal, I pointed to the 13th card dealt, his Chosen card.

By placing cards equal to the value of his mind-Chosen card on top of the clock cards in the pile, the spectator-volunteer unknowingly placed his Chosen card 13th from the top. So simple, yet appearing so complicated & mysterious.

MAGICAL PRINCIPLES

MECHANICAL ARITHMETICAL TRICKS

Arithmetical tricks, where the magician does not have to manipulate the cards, baffle and bewilder as much as much more complicated trickery, and you will find it easy to do. Still, the use of the clock face provides a pleasant background to a simple automatic trick.

MISDIRECTION

This trick contains a great deal of misdirection and distraction, from the use of only one suit to form the clock, to the clock itself, to drawing attention away from the mechanical, to the arithmetical nature of the trick. Still, everything coalesces into a marvelous trick.

WRITE DOWN YOUR THOUGHTS & PLANS TO PERFORM THIS TRICK...

31. 'KEY DISAPPEARANCE'

THE TRICK

Consider this simple and lovely magic trick presented especially for younger members of your family. So you experienced magicians, please teach it to your younger brothers and sisters. Recently, I taught it quite easily to a 9 year old.

I have one deck which I share with the spectator-volunteer. She shuffles the deck, after which I shuffle the deck. I ask her to choose a card, place her Chosen card on the table, cover her card with the deck, and cut the deck several times, burying her Chosen card in the deck.

I pick up the deck, look through it, and select a card, now my Chosen card, which I place before me on the table. I ask her to place her Chosen card before her.

She looks through the deck for her Chosen card and says she cannot find it. I tell her the identity of my card and she tells me the identity of her Chosen card. I look for her card and I also cannot find it in the deck.

I ask her to turn over my Chosen card. She does so. Apparently it changed into her Chosen card since I placed it before me on the table. Startling. WOW.

HOW DO YOU SUPPOSE YOU MAY DO THIS TRICK?

Think magically. For help in figuring it out, please answer the following questions:
Why didn't I choose my card in the same way she did?
When did my card change into her Chosen card?

Take a bow if you generated a feasible way to do this trickery. Here comes the wizard. I did this trick like way...

THE SECRET

After I shuffled the deck, I peeked at the bottom card and established it as my Key card. She cut the deck after covering her Chosen card with the deck. This placed my Key card (from the bottom of the deck) on top of her Chosen card, both located in the middle of the deck after the cut.

I then looked through the deck and extracted the card below my Key card, her Chosen card. I placed it in front of me on the table as my 'Chosen' card. I then told her that I chose an indifferent card, not her Chosen card.
The trick then proceeded as described.

FIBBING IN MAGIC

Were you dismayed because I told a fib? Magicians lie, deceive, misdirect, cheat, harass, and carry out other endeavors to achieve a magical illusion. After all, while the magician must carry out the trickery inside reality, the illusion must appear otherworldly as if derived from an outside supernatural force. Not an easy thing to do, so expect and permit a bit of truth-stretching.

This trick is taken from his book: Family Magic I & II: 105 Tricks For My Family (and yours too) available from <https://www.createspace.com/3434093>

32. 'ARITHMETICAL CHICANERY'

This trick is taken from my book: "Family Magic I & II: 105 Tricks For My Family" (and yours too) available from CreateSpace (<http://www.createpace.com/3434093>)

I am going to take some time off from writing this column and will resume in November. Before I go, I would like to share something that I discovered quite recently, though perhaps you knew it all along, that is, I get the same enthusiastic and baffled and mystified reaction whether I perform a simple-to-do trick or a very complicated one.

So why, I now wonder, did I spend all that time learning and practicing heavy sleight of hand when a parcel of simple tricks would accomplish my goal of entertaining my family and friends. Alas.

Of course this approach won't work if you want to impress and mystify magicians, but I am a simple amateur conjuror with simple goals.

A SIMPLE TRICK

Consider this straightforward and easy arithmetical trick. I ask the spectator-volunteer to hold up the deck so I can see the cards but he cannot see them. I point to a card and ask him to remove it from the deck and place it face-down before me without looking at it. I ask the spectator-volunteer to remove any card he wishes (though not a 10 or a picture card) and place it face-down before him.

I instruct him to double the value of his card, add 2, multiply the result by 5, and subtract 7. I ask him to tell his final number, and I announce that the first digit matches his card, while the second number matches my card. Sure enough. Wow.

SO HOW CAN YOU ACCOMPLISH THIS MAGICAL TRICKERY?

It will help if you answer the following questions:

How can the final number predict the value of his and my card?

Why did his calculation seem simple?

Good luck to you if your thinking produced useable ideas. The wizard flies by, waving. I did the trick this way...

THE SECRET

When I chose my card, I chose any '3' from the deck. Using the arithmetical steps I described will always produce a number with two digits. The first digit will always match the spectator-volunteer's card, the second will always equal 3, the card I chose.

This trick works itself. Just do it the way I described. The mathematics always works.

MAGICAL PRINCIPLES

ARITHMETICAL, MATHEMATICAL, SELF-WORKING TRICKS

Self-working arithmetical tricks that always work out allow the magician to rest between more demanding tricks, and provide a delight for fans of 'No Hands Card Tricks.'

Such tricks sometimes appear more eerie than they deserve, a terrific boost for the idea that easy-do-tricks can provide as impressive and baffling a trick as do more elaborate ones.

CALCULATING CHICANERY

Numbers don't lie; nor do they mislead. Calculations like the one in this trick fit into the world of 'No Hands Card Tricks.'

This trick easily converts into a telephone trick. See my book: "25 AMAZING MAGIC CARD TRICKS EASILY PERFORMED OVER THE TELEPHONE (FAMILY MAGIC-3)," available from Amazon (<http://www.amazon.com/Amazing-Tricks-Easily-Performed-Telephone/>) and CreateSpace (<https://wwwcreatespace.com/3754072>).

33. 'Simple Arithmetic Works With A Twist'

I am back. I cannot say I feel rested since I did not rest. However, I do have a very simple trick with a twist at the end to start us off again. Once again 'The Amateur Conjuror' asks you to teach it to a young member of your family.

THE TRICK

To start this trick, I make a show of writing something on paper and place it in an envelope which I give to one of the spectators to hold safe. No peeking please, I say.

I ask the spectator-volunteer to think of three numbers under 10, (say, she chooses 4, 2, 8).

I request she write them across in descending order (highest to lowest), (thus: 8, 4, 2).

Now I ask her to reverse the order and write the three numbers with the lowest first, (thus: 2, 4, 8).

Now I suggest she subtract the smaller number from the larger number,
 $842 \text{ minus } 248 = 594$

Now I ask her to add the three digits of the answer together.

$$5 + 9 + 4 = 18$$

(Her numbers add up to 18)

I request that she deal cards from the top of the deck until she reaches that number in the deck. I instruct her to turn over the 18th card, now her Chosen card. She finds the ace of hearts. I ask her to open the envelope and tell everyone what I wrote: 'You will find the ace of hearts.'
Wow.

HOW WOULD YOU DO THIS TRICK?

Please answer the following questions:

Why this computation; what does it accomplish; what does it gain?

How could I know that she would find the ace of hearts?

The wizard nods sagely. I did the trick this way...

THE SECRET

Before the trick started, I placed the ace of hearts 18 cards from the top of the deck. After that, the trick worked as described. This math always ends up with the number 18. Simple stuff, yet very effective.

Curiously, the subtraction always results in a middle number of 9, with the two outer numbers adding up to 9. Thus this trick also provides a way to force a card either 18th or 9th (and even 36th) from the top.

ABOUT THE AUTHOR

Ed Glassman has been an amateur magician since high school. When he turned 80 years old in 2009, he wrote his two Family Magic books so his family, and yours too, could have some magic in their lives.

He lives in Moore County, NC, where he once wrote a column on Creativity At Work two times

a week for the Citizens News-Record and a monthly column on Business Creativity for the Triangle Business Journal in Raleigh.

A Professor Emeritus of the University of North Carolina at Chapel Hill, he was a Guggenheim Fellow at Stanford University and a Visiting Fellow at the Center For Creative Leadership in Greensboro, NC.

He can be contacted and emailed through his website at: <http://magic-tricks-for-kidz-of-all-age.weebly.com/>

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Werner Miller - A Multi-part Series for Magic Roadshow Readers

Werner Miller is a retired math teacher living in Austria. He has created literally hundreds of math based magic tricks. His primary interest is recreational math and applying it to puzzles and magic.

He won the 1989 and 1992 *Tenyo Magic* Competition each with a Flash Dice Routine. In addition, Werner has written extensively for magic publications.. including *The Magician*, *Abracadabra*, *The Mystery Magazine*, and *Club 71*. Lybrary.com feature a number of books authored by Werner, most in English and some in German.

I enthusiastically welcome Werner to the Magic Roadshow..

Deal, Mix & Spell: A Mathemagical Medley

A series of light-weight semi-automatic tricks by Werner Miller

1. Royal Fluff

Deal a Royal Flush face up into a row: Ten - Jack - Queen - King - Ace.

Let a spectator select one of these cards.

Assemble the remaining cards, but the way you do this depends on the value of the selected card. If the spectator selected the Ten or the Jack, start at the right end and proceed to the left, i.e. take the Ace, place it on the King, both cards on the Queen, and so on. If the selected card is the Ace or the King, start at the left end and proceed to the right, i.e. take the Ten, place it on the Jack, both cards on the Queen, and so on. If the Queen was selected you may start at either end.

Turn the packet face down. Situation check: The bottom card of the packet has a value spelled with three letters (Ace or Ten), and the card next to it will has a value spelled with four letters (Jack or King).

Mix the cards by doing an Under/Down Shuffle. Once the last card in your hand is placed on top of the pack, now lying on the table, fan the cards still face down, and ask the spectator to put his card somewhere INTO the fan. Take care that the card is not placed on top or at the bottom.

Close the fan, pick up the cards, and give the cards another Under/Down Shuffle (or guide the spectator verbally through this mixing procedure).

Finally, the top card is turned face up. It is either the selected card or a card whose value can be used to locate it openly (spell aloud its value, deal off a card with each letter, and turn the last card face up).

2. Royal Liar

The spectator shuffles the twelve court cards (Jacks, Queens, Kings) and deals them back and forth into two equal piles. He notes and remembers the bottom card of either pile, then he places this pile on top of the other one.

False cut the combined packet, then perform a Klondyke Shuffle thus bringing the spectator's card automatically to the top.

Ask the spectator, if his noted card is a Jack, a Queen or a King, but stress that he is free to lie. Let's assume, the answer is King. Repeat the answer letter by letter, and with each letter shift one single card from the top of the packet to the bottom, then eliminate the next (fifth) card. Restart spelling K-I-N-G, as before transferring four cards from top to bottom, and again discard the next card.

Repeat this spelling / dealing / eliminating until you are left with one single card. Turn it face up: It is the spectator's card (no matter if a 4-letter word is used and every fifth card drops out or a 5-letter word is used and every sixth card drops out).

(Editors note.. It occurred to me that you could easily turn this into a prediction effect if you learn the bottom two cards, false cut, perform as described - perhaps using a magician's force to force the pile with the bottom card that matches your prediction..)

3. French Sandwich

The spectator gets a full suit (13 cards), shuffles them, and deals them singly back and forth into two piles on a table until only one card is left in-hand. This card is noted and remembered, and then placed on either 6-card pile. The other pile is placed on top of this pile.

Take the combined packet and perform a Monge Shuffle, i.e., slide the top card into your free hand, place the next one on top of it, the next one underneath, the next on top, the next underneath and so on.

The spectator's card will now be the tenth card down from the top.

Now, deal the cards "zig-zag" style singly into five packets as follows: Deal the top five cards side by side into a row, from left to right. Deal the next four cards onto the tabled ones, starting at the fourth and proceeding to the left (i.e., the sixth card goes on the fourth, the seventh on the third, the eighth on the second, the ninth on the first). Switch direction again, and deal the last four cards from left to right, starting at the second pair and ending flush right (the last card goes on the original fifth card).

Turn over this pair, place it face up on the fourth pile, these five cards on the third pile, these eight cards on the second pile, these eleven cards on the first pile.

Repeat this "Zig-zag Deal", then - without turning further cards over - assemble the piles from right to left as before.

Ribbon-spread the cards. At the end of the spread there are the two face-up cards sandwiching a single face-down card; it is the spectator's card.

Or: Replace the Monge Shuffle with a "Down" Monge Shuffle (i.e., slide off the top card, place the next one underneath, the next one on top, the next underneath, the next on top and so on), and at the end of the first "Zig-zag Deal" turn over the first (left most) pair. Continue as described, and the sandwich will appear at the other end of the spread.

Editors note: As with any good effect, the true entertainment is in the story. Recount how two cards are going to 'capture' the selected card.. and go from there...

4. Auto-"Mate"

Show five Hearts and five Spades, each set containing the same sequence of values (e.g. AH, 2H, 3H, 4H, 5H, and AS, 2S, 3S, 4S, 5S).

Place one set on top of the other, and turn the combined pile face down. Ask the spectator to give the cards a complete cut, then have the top card removed by the spectator.

Mix the remaining nine cards Monge style (as detailed in "French Sandwich"), then perform a Klondyke Shuffle, i.e., continuously draw off top card and bottom card together and deal these "milked"-off pairs into a new pile. (Because the number of cards is odd, the last "pair" is only a single card which goes on top of all.)

Do another Klondyke Shuffle, and the "mate" of the spectator's card (same value, opposite color) becomes automatically the new top card of the packet.

Now ask the spectator for the name of the chosen card, but stress that he is free to lie. (It has to be a Heart or a Spade, of course.) Let's assume, the 3H is named. Spell "T-H-R-E-E", dealing singly five cards into a new pile reversing their order, then drop all the remaining cards on top of them. Similarly spell "O-F" (deal two cards, put rest on top), finally "H-E-A-R-T-S" (deal six cards, put rest on top).

Turn the final top card face up: It is automatically the spectator's card (and you know whether he told the truth or not).

5. Lonely Stranger

Ten red cards and ten black cards are used. The spectator has the free choice of either color packet, the other one is yours. Deal your cards singly and alternately into two equal piles. The spectator selects any of his cards, notes and remembers it, and places it on either of your piles; finally the other pile is dropped on top of it to bury it.

The next steps depend on the color of the spectator's card. If it is red, give the 11-card packet a Reverse Faro (outjog every other card starting with the first one, then strip away all the outjog cards as a block and place them underneath). Do this mixing once more, so that the spectator's card ends up seventh from the top down. Now spell "T-H-E", "O-N-L-Y", "R-E-D", "C-A-R-D", with each letter dealing off the top a single card into a new pile, after each word dropping all the remaining cards on top of that pile. At the end, turn the top card face up: It is the spectator's card.

If the spectator's card is black, deal the cards Under/Down style into two piles (top card under the packet, next one to the left, next one underneath, next one to the right,...), finally put the left-hand pile (6 cards) on top of the right-hand pile (5 cards). The spectator's card ends up sixth from the top down. Locate it by spelling as described, using the phrase "T-H-E", "O-N-L-Y", "B-L-A-C-K", "C-A-R-D".

6. As Often As You Want

Sort out the Ace of Clubs; this is your card. The spectator gets any six cards, shuffles them, deals them singly into two equal piles, notes and remembers the top card of either pile and places the other one on top of it. Show your AC, and place it on top of all.

Deal the cards singly back and forth, then drop the right-hand pile (3 cards) on top of the left-hand pile (4 cards). Repeat this "mixing" as often as the spectator wants, giving the illusion that the selection is lost in the packet. (In fact, its position is left unchanged: No matter how often you "mix", the spectator's card ends up always fifth from the top down.) When the spectator is satisfied, spell "A-C-E", "O-F", "C-L-U-B-S" in the manner described above, and the selection is automatically brought to the top where you reveal it.

Variations: Use the King of Hearts as your card. The spectator gets any seven cards, deals them back and forth until he is left with only one card, notes and remembers that card, places it on either pile and drops the other one on top of it. Deal the cards of the combined pile singly and alternately left / right, then place the left-hand pile (4 cards) on top of the right-hand pile (3 cards). Do this dealing and assembling once more, so that the selection ends up fifth from the top down. Now show your KH, place it on top, and repeat the dealing as often as the spectator wants, always assembling the cards by placing the left-hand pile on top of the right-hand pile. Finally spell "K-I-N-G", "O-F", "H-E-A-R-T-S".

Or: Use the Queen of Diamonds as your card. The spectator gets any nine cards, deals them back and forth until he is left with only one card, notes and remembers that card, places it on either pile and drops the other one on top of it. Deal the cards of the combined pile singly and alternately left / right, then place the right-hand pile (4 cards) on top of the left-hand pile (5 cards). Do this dealing and assembling once more, so that the selection ends up sixth from the top down. Now show your QD, place it on top, and repeat the dealing as often as the spectator wants, always assembling the cards by placing the right-hand pile on top of the left-hand pile. Finally spell "Q-U-E-E-N", "O-F", "D-I-A-M-O-N-D-S".

7. Treasure Diver

The spectator gets any fifteen cards. He shuffles the cards, then he deals them singly back and forth until he is left with a single card. He notes and remembers this card, places it on either pile and puts the other one on top of it.

Turn the top card of the combined packet over and place it face up back on top. Introduce this card as a "diver", who is trained to look for sunken treasures and to raise them, and the noted card as such a "treasure" that should be found. Let the "diver" down to the "seafloor", i.e., transfer the top card - still face up - to the bottom of the packet. (The spectator's card is now seventh from the top down.)

Perform an Under/Down Deal. You end up with the face-up card on top and the spectator's card below it - the treasure has been raised!

8. Circles & Squares

From an ESP deck, remove four Circles and four Squares and deal them face up into separate piles. Ask the spectator to put either quartet onto the other (free choice), note and remember the symbol shown on the top card, then turn the combined pile face down. Let's assume your noted symbol - now at the bottom - is the Circle.

Mix the cards by performing two Klondyke Shuffles or two Monge Shuffles. The cards end up in the following order: C - S - S - C - C - S - S - C.

Ask the spectator if he prefers Circles or Squares. Let's assume he opts for Circles (your noted symbol). Spell the question "W-H-E-R-E", "A-R-E", "T-H-E", "C-I-R-C-L-E-S", with each letter shifting a card singly from top to bottom, and deal out the top card after each word. Finally hand the remaining four cards to the spectator; they are the four Circles as desired.

If the spectator names the other symbol (Squares), spell similarly "W-H-E-R-E", "A-R-E", "T-H-E", "S-Q-U-A-R-E-S", and hand over the four in-hand cards you are left with.

9. Discard Eight

Get two symbol sets of an ESP deck and stack the cards cyclically (Circle - Cross - Wave - Square - Star - Circle - Cross - Wave - Square - Star).

Ask the spectator to give these ten cards a complete cut and to remove the final top card as his selection.

State, "Originally there were two cards of each symbol in this packet. You removed one card, so obviously its duplicate is still somewhere in this 9-card packet. Simple math will help to find it. 9 minus 8 makes 1, so all I have to do is to discard eight cards and the one with your chosen symbol will remain."

Spell "O-N-E", with each letter shifting a card from top to bottom, and discard the new top card. Spell "T-W-O", shifting three cards again, and discard the next card as before. Continue this way ("T-H-R-E-E", "F-O-U-R", ... "E-I-G-H-T") until you are left with a single card. It matches automatically the spectator's selection.

10. Color Triplets

Deal any three red cards face up into a row. Place three random black cards on top of each, also face up. Assemble these three pairs by picking them up in any order, then turn the combined packet over: The order will now be, from the top.. r - b - r - b - r - b

Perform two Klondyke Shuffles. You end up with the cards in the following order: b - r - b - r - r - b (bottom).

Ask the spectator if he prefers red or black. If "black" is named, spell "T-H-R-E-E", "B-L-A-C-K", "C-A-R-D-S", with each letter shifting a single card from top to bottom, and deal out the top card after each word. At the end, turn over the three dealt cards; they are all black.

If "red" is named, reverse count the cards in pairs saying.. "2, 4, 6 cards, and three of them are red". This reverses the order of the cards: (top) r - b - b - r - b - r (bottom). Then spell similarly "T-H-R-E-E", "R-E-D", "C-A-R-D-S", and the dealt-out cards are now all red.

11. Four Black Cards

Deal any four black cards face up into a row. Place any red card on top of each, also face up. Assemble these pairs in any order, then turn the combined packet over: (top) b - r - b - r - b - r - b - r (bottom).

Perform two Klondyke Shuffles. You end up with the cards in the following order: (top) r - r - b - b - b - b - r - r (bottom).

To sort out the black cards proceed as follows: Spell "B-L-A-C-K", and with each of the first four letters shift a single card from top to bottom. The card falling on the last letter is removed, turned over and dealt out: a black card.

Repeat this until the four black cards have been located.

Or: Start with two packets - four red cards and four black cards, all cards face up. Place the black packet on top of the red packet, and turn the combined packet over: (top) r - r - r - r - b - b - b - b (bottom).

Draw off the top three cards singly and overhand style (reversing their order), and throw the remaining cards on top of this triplet. Do this again, and you get: (top) b - b - r - r - r - b - b - r (bottom).

Now spell "W-H-E-R-E", "A-R-E", "T-H-E", "B-L-A-C-K-S", with each letter shifting a single card from top to bottom, and deal out the top card after each word (as in "Circles & Squares").

12. Undo

Two spectators (A, B) are sitting side by side across the table facing you. Each spectator picks four random cards, shuffles them, squares them and places this packet face down before him. Then each spectator removes the top card of his packet, notes and remembers it, and places it back on top of the other spectator's packet.

Put the left-hand (A's) packet on top of the right-hand (B's) packet. B's card is now on top, A's card fifth from the top down.

Perform an Under/Down Deal, but deal the "down" cards not into a single pile as usual; deal them alternately into two piles: first card to the bottom of the packet, next card to A, next card underneath, next card to B,...

Finally ask the spectators to turn the top cards of the packets face up. Each spectator turns over his own card as if they were never switched.

13. Another Color Separation

Only three red cards (e.g. JH, QH, KH) and three black cards (e.g. JS, QS, KS) are used. Start with the reds and the blacks face up in two separate spreads, then place the blacks on the reds, square the cards, and turn the packet face down: (top) r - r - r - b - b - b (bottom). Mix the cards by giving them a Reverse Forward Faro (or simply deal them singly and alternately into two piles, then drop the right-hand pile on top of the left-hand pile). Result: (top) b - b - r - b - r - r (bottom).

Spell "R-E-D". Shift the top card to the bottom ("R"), also the next one ("E"), then remove the new top card ("D"), turn it over, and deal it face up to your left. Now spell similarly "B-L-A-C-K", transferring singly four cards ("B", "L", "A", "C"), and deal out the card falling on the last letter ("K") to your right. Continue this way spelling alternately "R-E-D" and "B-L-A-C-K", thus automatically separating the reds from the blacks.

To achieve the same effect with four reds and four blacks, place the face-up reds on the face-up blacks, square the cards, turn over the packet (b - b - b - b - r - r - r - r), and perform a Monge Shuffle (r - r - b - b - b - b - r - r). Start the alternate spelling with "B-L-A-C-K".

If you want to use five reds and five blacks, place the face-up reds on the face-up blacks, square the cards, turn over the packet (b - b - b - b - b - r - r - r - r - r), and false cut. Start the alternate spelling with "B-L-A-C-K".

14. Red/Black Sandwich

Openly sort out any four red cards and any four black cards. Show them, then place the red cards on top of the black cards (all cards face down). "Milk" off pairs of cards and deal these pairs alternately left and right to get two 4-card piles of mixed colors, the order of the colors identical in both piles: (top) red - black - red - black (bottom).

From the rest of the deck, have one card freely selected by the spectator. The spectator notes and remembers this card, drops it on top of either pile and places the other pile on top of it.

Now deal the cards singly back and forth and finally drop the left-hand pile (5 cards) on top of the right-hand pile (4 cards). The spectator's selection is seemingly lost. (In fact, it is now third from the top: b - b - x - r - r - r - r - b - b.)

Announce that you will need the help of any black card and any red card to find the selected one. Introduce your "helpers" as follows: With the 9-card packet in your left hand, spell "A-N-Y" and deal for each letter a single card off the top down into a new pile, then place all the remaining cards as a block on top of this 3-card pile. In exactly the same way spell/deal now "B-L-A-C-K", then "C-A-R-D", putting all the in-hand cards on top of the dealt cards after each word. Turn the final top card over and place it face up back on top: really a black card.

Repeat the spelling/dealing procedure using the phrase "A-N-Y", "R-E-D", "C-A-R-D", and turn over the final top card as before: really a red card. (The face-up black card is second from the top down, the spectator's card second from the bottom up.)

Give the cards a Klondyke Shuffle (i.e., continuously "milk" off top and bottom card and deal these pairs into a new pile), then ribbon-spread the cards and call attention to the single face-down card "trapped" between the two face-up ones; it is the spectator's card.

15. Matriarchy

Only the thirteen Hearts are used. Set the Queen aside, and hand the remaining twelve cards to a spectator. Ask the spectator to shuffle them, then have the cards rotationally dealt into three equal piles. Instruct the spectator to select any pile, to note and remember the bottom card, and to place that pile on either of the remaining two. Put this combined pile on the last one, and place the face-down Queen on top of all.

Deal the cards singly back and forth, then drop the left-hand pile (7 cards) on the right-hand pile (6 cards). Do this "mixing" as often as the spectator wants, so that the noted card seems to be lost; in fact, it's still fifth from the top down.

State that the Queen is going to bring back the chosen card. Spell "Q-U-E-E-N", "O-F", "H-E-A-R-T-S", with each letter dealing a single card off the top down into a new pile, after each word dropping all the remaining cards on top of the dealt ones. At the end, turn over the final top card: It is the spectator's card.

Or: When the Queen has been placed on top of the spectator's combined pile, perform a false cut leaving the Queen on top and the noted card fifth from the top down. Now spell/deal "Q-U-E-E-N", "O-F", "H-E-A-R-T-S" as above and turn up the QH. Remove it, then spell its full name once more and the QH is back on top!

16. Any Diamond

Three spectators (A, B, C) and the thirteen Diamonds. Spectator A shuffles these cards, sets any card aside (without seeing/showing its face), and deals the remaining twelve cards singly and rotationally into three equal piles. Spectator B selects any pile, notes and remembers the bottom card, and places that pile on either of the remaining two. Now spectator C does the same, although there is now one pile less to choose from; he notes and remembers the bottom card either of the double or the single one, then he places that pile on top of the last one.

(In the combined packet, the two noted cards are now at the positions 4 and 8. Make a mental note of the spectator whose card is now fourth from the top; this card will be located first. Let's assume, this card belongs to spectator B.)

Mix the cards by means of a Down/Under Deal, but deal the "down" cards alternately left and right making two 6-card piles (first card to the left, next card underneath, next card to the right, next card underneath,...). Then place the right-hand pile on the left-hand pile. Unknown to the audience, the former eighth card (C's) is now on top, and the former fourth card (B's) is directly below.

Ask spectator A to turn over the card selected at the beginning. Announce that the name of this card will lead to the chosen cards of B and C. Spell/deal the full name of A's card (as in "Matriarchy"), and turn the final top card face up: It is B's card. Remove it. Spell/deal the same name once more, and C's card ends up on top.

Note. You may replace the distributing Down/Under Deal with two Reverse Faros. In this case the positions of the two noted cards are switched, i.e., the card that was originally at position 8 (C's) is turned up after the first spelling/dealing, the card that was originally at position 4 (B's) is turned after the second spelling/dealing.

17. Found By the Joker

A full suit is handed to the spectator. Following your instructions, the spectator shuffles these thirteen cards, then he deals them singly and alternately into two piles until only one card remains. He notes and remembers this card, places it on either pile and drops the other one on top of it to bury it.

Show the Joker, and place it face down on top of all. False cut the packet. Then perform a distributing Under/Down Deal, dealing the "down" cards rotationally into a row of seven pairs. Simultaneously turn over the first pair and the last pair: no Joker. Turn over the second pair and the next to last pair: no Joker. Turn over the third pair and the fifth pair: still no Joker. Turn over the last (fourth) pair: here's the Joker, and the other card is the spectator's.

18. The Happy Medium

From an ESP deck, have one symbol set removed. The remaining twenty cards are cyclically stacked as usual (abcdeabcde...).

Invite two spectators (A, B) to participate. Each spectator gives the deck a complete cut, then A removes the top card and B takes the next one.

Deal the remaining 18 cards singly and rotationally into three piles. The center pile contains automatically a duplicate of A's card (second from the top down) and a duplicate of B's card (fifth from the top down.)

Point to the center pile and say, "The truth is always in between, so let's use the happy medium!" Discard the outer piles. Six cards remain. Deal them similarly, and you end up with three pairs. The outer cards are eliminated as before, and once more you are left with the "happy medium". Turn over this last pair. The symbol coming into view matches automatically A's card, the other one B's.

19. Anyone Seeing His Card?

Two spectators (A, B) are sitting side by side across the table facing you. Each spectator gets any six cards and shuffles them, then notes and remembers the final bottom card.

Place the left-hand packet (A's) on top of the right-hand packet (B's). Perform a false cut, then deal the cards singly and rotationally into three piles. Turn over the top card of each pile, and ask if anyone is seeing his card. (This question is pure misdirection; you know the answer.) B does so. Remove the top card of the third (far right) pile and place it before B.

Discard the other two face-up cards, so that each packet is now consisting of three cards.

Assemble the packets from left to right, i.e., put the first one on top of the second, then both on top of the third.

Deal the cards into three piles again, then turn the top cards face up as before and repeat your question. It's A who is seeing his card, and it is the top card of the center pile.

20. The Last Card

Have a spectator sitting across the table facing you. Openly sort out the thirteen Clubs, and hand them to the spectator who shuffles them. Retrieve them, and deal them singly and rotationally into three piles, one in front of you, two before the spectator. Deal the first card to yourself, then proceed clockwise until the cards run out. At the end, your pile consists of five cards, each of the spectator's piles contains four cards.

Ask the spectator to decide on either of his piles. He's free to shuffle it once more, then he notes and remembers the top card (leaving it there), places his other pile on top of it and drops the combined pile on top of your pile.

False cut the cards. The spectator's card is still fifth from the top down.

Spell "C-L-U-B", with each letter shifting a single card from top to bottom, and discard the card falling on the last letter. Continue this way eliminating every fourth card, until you are left with only one card; it is the spectator's card.

Or: Use the thirteen Spades or Hearts. After they have been dealt as described, instruct the spectator to note and remember the bottom card of either of his piles and to place that pile on top of his other pile. Drop your pile on top of all, so that the spectator's card is now at position no. 9 from the top down.

False cut, then continuously spell "S-P-A-D-E" ("H-E-A-R-T", resp.), at the end of the word discarding the next card (i.e., every sixth card). Again, the spectator's card remains.

21. Not That Diamond

Have the thirteen Diamonds shuffled by the spectator, then deal them as in "The Last Card" into three piles. The spectator decides on either of his piles, shuffles it once more and notes and remembers the final bottom card. Then that pile is placed on top of the spectator's other pile.

Point to your pile and turn over the top card. Let's assume, it's the King. Either place it face up on the table or place it face down back on top of your pile (spectator's choice). Then put your pile on top of the spectator's combined pile. The spectator's card is now either the eighth in a 12-card packet or the ninth in a 13-card packet.

Perform a false cut.

Recall the value showed up on top of your pile (King, in our example), stating that this bit of information makes it easy to find the spectator's card. Spell "N-O-T" (deal out 3 cards into a new pile, then drop rest on top), "T-H-E" (do the same once more), "K-I-N-G" (the value can be a 3-, 4- or 5-letter word, so deal out the corresponding number of cards, then drop rest on top), "O-F" (deal 2 cards, drop rest on top), "D-I-A-M-O-N-D-S" (deal 8 cards, drop rest on top).

Turn over the final top card; it is automatically the spectator's card.

22. Another Negative Clue

Sort out the ten Heart (or Spade) spot cards, and give them to a spectator for shuffling.

Then instruct him to set the top card unviewed aside.

Request him to deal the remaining cards back and forth into two equal piles until only one card is left. Ask him to note and remember the value of this card, then have this card placed on top of either pile and the other pile dropped on top.

Take the combined pile and mix the cards by giving them a Reverse Forward Faro or a Monge (Over/Under) Shuffle or a Down/Under Shuffle, thus positioning the noted card seventh from the top.

Call attention to the card set aside at the beginning and turn it face up. It is e.g. the Five of Hearts. State, "The only fact I know about your card is that it is definitely not the Five of Hearts."

Spell aloud "N-O-T", with each letter dealing off the top a single card into a new pile, then drop the remaining cards as a block on top. In a similar manner spell "T-H-E", then "F-I-V-E", then "O-F", and finally "H-E-A-R-T-S".

Turn the top card face up and remark, "But as you can see, this information is sufficient to locate it!"

A variation: If you want to use Club cards, the spectator's card is to be positioned 8th from the top down. This can be accomplished by performing two Monge Shuffles.

23. Detour

Use any seven cards. The spectator selects any other card, notes and remembers it and places it on top of your 7-card packet. Perform a false cut to seemingly lose the spectator's card.

Say, "Probably you are expecting me to find your card. You are wrong; the card I am going to find is not your card." Spell "N-O-T" (reverse count 3 cards into a new pile, drop rest on top), "Y-O-U-R" (reverse count 4 cards into a new pile, drop rest on top), "C-A-R-D" (reverse count 4 cards into a new pile, drop rest on top). Turn the final top card face up in place, and let the spectator confirm that it is not his card. (In fact, the spectator's selection is now fifth from the top down.)

Continue, "But there is something to this card you will see soon: It will take us to your card." Ask the spectator to give the cards a complete cut, then deal the cards singly and alternately into two piles. Point to the pile containing the face-up card, and discard the other one. 4 cards remain. Deal them back and forth as before. Point to the pair containing the face-up card, and eliminate the other one. Grasp the face-up card and use it to scoop up and flip over the last face-down card: It is the spectator's selection.

A variation: Place your 7-card packet on the spectator's card so that it becomes the new bottom card, false cut, spell/deal "A-N-Y", "O-T-H-E-R", "C-A-R-D", and turn the final top card face up. Continue as described.

24. Hybrid

To prepare, sort out the twelve court cards and arrange them so that suits and values run cyclically, e.g. JC - QH - KS - JD - QC - KH - JS - QD - KC - JH - QS - KD.

When performing, ribbon-spread the cards face up, then gather them up, turn them face down, and square. Invite a spectator to give the packet one or more complete cuts. Have the final top card removed and tabled by the spectator, sight unseen.

Take the remaining eleven cards, and perform two Klondyke Shuffles. Then thumb off the top two cards as a unit, turn them face up (thus reversing their order) and fan them so that the faces of both cards are clearly visible. Name the cards, emphasizing the value of the left card and the suit of the right card, e.g. "Jack of Hearts, King of Spades". Omit the unstressed parts of the names, while pointing to the cards in turn once more ("Jack ... Spades"), then combine both getting the name of a new card: "The Jack of Spades!"

Ask the spectator to turn over the tabled card: It is really the JS!

25. Misleading

Openly sort out the four Queens and the four Kings. Take care that the Queens are in the same suit order as the Kings (e.g. QH - QS - QD - QC, KH - KS - KD - KC). Place one set on top of the other, then square the cards and turn them face down.

Ask a spectator to completely cut the packet. Then take two spot cards (e.g. a red Ace and a black Ace), and place one of them face up on top, the other one add face up at the bottom. Now perform two Reverse Forward Faros. With each RFF the face-up cards switch places; they are now both back at their starting positions, giving the impression that the original order of all the cards has been restored.

Turn over the remaining eight cards in pairs: Each pair consists of a Queen and a King of the same suit!

26. Families

Openly sort out the twelve court cards, dealing Jacks, Queen and Kings face up into three separate piles. Take care that in each pile the cards are in the same suit order (e.g. JH - JS - JD - JC, QH - QS - QD - QC, KH - KS - KD - KC).

Assemble the three sets by placing one on top of the other, square the combined packet, turn it face down, and have it completely cut by a spectator. Then thumb off the top six cards (without disturbing their order) and set this portion alongside the bottom half of the packet.

Show the Joker, hand it to the spectator, and turn your back. Ask the spectator to decide on either packet; the top card of that packet will be his chosen card. Have this card (without looking at its face) replaced with the face-up Joker, then the Joker packet put on top of the other one.

Turn back. Mix the combined packet Under/Down style, then thumb off the top three cards and spread them. The card in the middle is the face-up Joker; remove it and ask the spectator to

slide his card face down into the gap. Turn the 3-card fan face up: Jack, Queen and King of the same suit. Set this "family" down.

Give the remaining 9-card packet a Monge Shuffle, then thumb off cards in groups of three: The three other "families" are complete, too.

27. Long Distance Surprise

Imagine that I'm talking to you on the phone. Get a deck of cards and follow my instructions.

- * Shuffle the deck, then count off the top six cards. Discard the rest of the deck.
- * Deal these six cards face down into two piles of three: left - right - left - right - left - right.
- * Decide on either pile. Lift up this pile, so that you can see the face of the bottom card. Note and remember this card, then place this pile on top of the other one.
- * The value of your card is either odd or even (J and K are odd, Q even). Spell in your mind "O-D-D" or spell "E-V-E-N", with each letter dealing off the top a single card into a new pile, then put all the remaining cards on top of this pile.
- * Deal the cards singly into two piles (left - right - left - right - left - right), then place the left-hand pile on top of the right-hand pile.
- * The color of your card is either red or black. Spell in your mind "R-E-D" or spell "B-L-A-C-K", with each letter dealing off the top a single card into a new pile, then put all the remaining cards on top of this pile.
- * Deal the cards singly into two piles (left - right - left - right - left - right), then place the left-hand pile on top of the right-hand pile.
- * Turn the combined pile over. You are facing your noted card!

28. Sixpack

Sort out the values Ace through Six of two contrasting suits, each set in numerical order, e.g. AH - 2H - 3H - 4H - 5H - 6H, AS - 2S - 3S - 4S - 5S - 6S. Place one set on top of the other, square the cards, and turn them face down. Ask two spectators (A, B) to give the cards each a complete cut, then deal the cards singly and alternately into two piles, one pile for each spectator. (Because of the rotation of the values, in each pile top and fourth card are "mates", also second and fifth, third and bottom card.)

Have each pile once more completely cut by the respective spectator. Then instruct your participants to remove the top cards and to place them next to the piles without looking at their faces.

Now the remaining five cards of each pile are mixed; guide the spectators verbally step by step through an Under/Down Deal. Finally each spectator removes the top card of the mixed pile, places it next to the card removed before the mixing, and turns over both cards simultaneously: They have the same value!

Two 4-card packets remain. (In each packet top and bottom card are "mates", also second and third card.) Take either packet, thumb off the top two cards, and place both pairs side by side (face down). Split the remaining 4-card packet also into pairs, and deal these pairs onto the pairs already tabled. (Situation check: The top card of either pile and the second card of the other are "mates", also the third card of either pile and the fourth card of the other.)

Ask spectator A to designate a pile. Take the chosen pile, shift one card from top to bottom, place the pile back, remove the top cards of both piles, and place them before A. Now it's B's turn to select a pile. Take it, shift two cards singly from top to bottom, place the pile back, remove the top cards of both piles, and place them before B. Return to A, and repeat this procedure, this time transferring three times a card from top to bottom. The remaining two cards go to B.

Ask the spectators to turn all the cards face up: The values match in each pair!

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Werner Miller is a retired math teacher living in Austria. He has created literally hundreds of math based magic tricks. His primary interest is recreational math and applying it to puzzles and magic.

He won the 1989 and 1992 Tenyo Magic Competition each with a Flash Dice Routine. In addition, Werner has written extensively for magic publications.. including The Magician, Abracadabra, The Mystery Magazine, and Club 71. Lybrary.com feature a number of books authored by Werner, most in English and some in German. For more (and more elaborate) math-based magic by Werner Miller visit:

<http://www.lybrary.com/werner-miller-m-7881.html>