



Harry Maurer presents...
OVER 100 CARD TRICKS
THAT YOU CAN DO!

Magic is a lot of fun, but carrying a bunch of magic equipment around with you can be awkward!

Presenting tricks with a deck of cards is easy and can be performed almost anywhere by anyone! You will find that most of the tricks below can even be presented with a borrowed deck of cards -- that way you can entertain your friends and family at a moment's notice!

The card tricks contained in this book are "easy to learn" tricks that, if presented properly, will fool your family and friends. You will find that they will amaze older children as well as adults. But just because they are simple tricks does not mean that you can simply read through the instructions once and perform them! You will have to practice each trick over and over again until you can present it without thinking about what you have to do next and so that you know exactly what you are going to say at each stage of the trick.

I would recommend that you find one or two tricks that you think you would enjoy performing and practice THOSE TRICKS ONLY until you can perform

them perfectly! Only then should you start learning a few more.
Remember... it is better to perform 3 tricks well than 10 tricks badly!

Good luck with these card tricks – I know you will have fun with them.

Wishing you the very best in Magic!

A handwritten signature in black ink, appearing to read 'Harry Maurer', with a large, stylized flourish on the left side.

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(1.) Two of a Kind

Effect: The magician removes two cards from the deck. He then has a spectator cut the deck. The magician then flips over the cards that he selected, and then flips over the two cards of the deck that were cut to -- the cards match!

Method: Shuffle the deck (so the spectator doesn't think it's setup). Tell him that you will select two cards from the deck. Go through the cards making sure you look at the bottom and the top cards of the deck. Pick out the card that closely matches the bottom card. (If the bottom card is a Four of Hearts, you would pick out the Four of Diamonds to match it.) Then pick out a card that closely matches the top card.

Ask the spectator to cut the deck. Take the first card (the one on top of the original top of the deck), and flip it over. Then flip the bottom half of the deck over completely.

Turn over the cards you selected -- they all match!

(2.) Four Friendly Kings

Do the following away from your audience to prepare for the trick.

Setup:

1: Take the four Kings out of the deck, and two other cards (any cards).

2: Fan the four Kings out, and place the two other cards behind the second King. (Line them up so your audience cannot see the two other cards).

Performance:

1: Show the Kings to the spectators.

2: Place the Kings (and the two secret cards) face down on the top of the deck.

3: Tell the audience that the four kings are good friends and they don't let anything get between them.

- 4: Place the top King on the bottom of the deck. (You may show the audience this card.)
- 5: Place the next card (not a King) into the center of the deck.
- 6: Place the next card (not a King) into the center of the deck.
- 7: Leave the fourth card on the top. (You may show the audience that it is a King.)
- 8: Explain that the Kings are good friends and will soon be back together.
- 9: Cut the deck in the middle, and put the bottom half onto the top.
- 10: Search the deck for the four Kings. They have magically moved next to each other!

(3.) 49er Fools Gold

Effect: Spectator selects a card from among 49 cards lying on the table, and the magician is able to find it, and even bets some "fools gold" on it.

Card Trick:

No preparation is necessary! From an ordinary deck of cards (without the jokers) have a spectator select any three cards. Throw these aside while explaining "We will not use those three cards."

Then deal the remaining 49 cards face up in seven rows of seven cards. Overlap the cards in each column so that they're all visible and can be slid together without disarranging their order. (Deal quickly so the audience knows you can't memorize them.)

Have the spectator mentally select one of the cards and point to the column it's in. Scoop up the column, taking care not to disturb the order of the cards. Then scoop up the other columns, keeping the selected column in the middle of the group (column, column, column, selected-card column, column, column, column). Again do this quickly so that there is no time for memorization.

Deal the cards again in seven rows of seven cards and again ask which column the selected card is in. No matter which column is selected, you will know that the selected card is the middle (4th) card in that column. You can

glance at the middle card of the picked column as you scoop it up, again being careful not to disturb the order of the cards and picking up the selected-card column so that it is the middle column.

Fools Gold ending:

Start dealing the cards face up, scattering them on the table. The 25th card will be the selected card, but continue past it for about four more cards. Make it look as though you've completely screwed up the trick. Then challenge the spectator: "I'll bet you 500 pounds of fools gold that the next card I turn over is the one you chose." Since the selected card is already lying face up on the table, most people will jump at the bet and may even bet real money. Then reach into the mess on the table and turn the selected card face down. A guaranteed jaw dropper!

Ending variations:

1: Just turn over 24 cards, then issue the fools gold challenge. The 25th card will be the selected one.

2: After the second deal, the mystery column can be picked up first (mystery column, column, column, column, column, column, column), second or third. If the selected column is first, count three cards off deck and the fourth card will be the selected card. If it's second, show the 11th card; if it's third, show the 18th card.

3: After the second deal, pick up the selected -card column first (so that it's is on top of the deck). Put the deck behind your back and take the first three cards off the top of the deck and place them on the bottom. Take the selected card and flip it over, face up, and insert into middle of the deck. Then bring out the deck, place it on the table, and tap your finger on deck, saying, "Roll over, roll over, red-rover, roll over." Then pass the deck to the spectator and tell him (or her) that his card should be easy to find. The selected -card has flipped over in the middle of the deck, to his astonishment.

(4.) Ace Party

Effect: With the spectator's help, you make four piles of cards. When this is done you flip over all the piles over and all four Aces have appeared on the bottom of each pile!

Preparation: Arrange the deck so that three Aces are on the bottom of the deck and one Ace is on the top.

Presentation: Begin dealing cards face down on the table and ask the spectator to tell you when to stop dealing cards. Once they say stop, place the deck, still in your hand, under the table and take the bottom card and put it on top of the deck. (This gives you another Ace on the top.)

Repeat the above steps until you have four piles.

Then flip over all the piles to show an Ace on the bottom of each pile!

(5.) After Drinks

Effect: The audience is shown two random cards. They look at them, but the magician doesn't see them. The audience inserts the cards anywhere into the deck, and without shuffling the cards, the magician throws the deck into a chair, but somehow two cards remain at his fingertips – the selected cards!

How it's Done: The first set of cards you show the spectators at the beginning of the trick are the opposite suits of the cards you show them at the end of the trick!

Card Trick: You prepare the deck this way: pick two cards of different suits, but the same color, such as the Eight of Spades, and the Three of Clubs. These are the cards you are going to first show the audience. Next, find the "opposites" of the cards: the Eight of Clubs, and the Three of Spades. These are the cards you will fool your audience with. Put the opposite cards at the top and bottom of the deck - Eight of Clubs on top, Three of Spades on bottom. And the Eight of Spades and the Three of Clubs go on top.

Without too much explanation, deal the two top cards off the top of the deck face down, and let the audience look at them. Next, let them insert the cards back into the deck anywhere they want. (Make sure they can see that you're not doing ANYTHING to the deck.)

Hold the deck in your hand with your fingers on top of the deck, and your thumb on the bottom. Swing the deck back and forth a few times (make SURE they don't see the bottom card, though!) You can even count "1, 2, 3" and then throw the deck into a chair (or couch, or somewhere where it will be easy to pick the cards up later).

As you throw the deck, hold onto the top and bottom card with your thumb and middle finger. IMMEDIATELY hold the cards up for all to see. Although they picked the Eight of Spades and the Three of Clubs, you will be holding the Eight of Clubs and the Three of Spades – but they will think those were

the same cards! It's VERY rare that anyone notices. And you will get a lot of "Oh-my-gaaawd, how'd he DO that?" and gaping mouths... Great trick!

(6.) I Can't Believe They Don't Get It!

Effect: This is a variation of "After Dinks"

Card Trick:

1: The two bottom cards should have different values and either both should be black or one should be black and the other red. Let's say that they're the 8 of clubs and 7 of spades.

2: The card above these should match one of them in value and the other in suit. In the example above, the card above the 8 of clubs and 7 of spades should be either the 7 of clubs or the 8 of spades. The top card of the deck should be either the 8 of spades or the 7 of clubs.

3: Shuffle the deck, being sure to keep the prepared cards in the same spots.

4: Hold the deck horizontally in your left hand between thumb and index finger. With your right hand, put your thumb on the bottom card (which you know). Walk through the face down deck with index and fingers of your right hand, and ask the spectator when to stop.

5: When the spectator says, "Stop," quickly pull off the cards you've walked through, sliding back the bottom card with your thumb so that it appears to be the bottom card of the group you've just pulled off the top.

6: Hold the cards up and tell the spectator to take the bottom card of that group. Close the deck. Fan it out and tell the spectator to stick the card anywhere in the deck.

7: Repeat steps 3, 4, 5, and 6.

8: The cards the spectator selected were the 7 of Spades and 8 of Clubs. The selected cards are in the middle of the deck. The top and bottom cards of the deck in your hand are the 7 of Clubs and 8 of Spades.

9: Hold the deck vertically in your right hand between your index finger and thumb. Flick your wrist so that you catch the entire deck in your other hand, leaving the top and bottom cards in your right hand.

10: Show the two cards in your right hand to the spectator, who will mistake them for the cards he selected.

(7.) All The Aces

Effect: The spectator cuts the deck into four piles. From each pile three random cards are dealt onto each of the other piles. The top card of each pile is turned over to reveal that they are all Aces.

Preparation: Put all four aces onto the top of the deck.

Procedure:

- 1: Ask the spectator to cut the deck into two piles. Once he has done that, have them divide the two piles into four. (We will call the piles numbers one to four; four being the top pile with the Aces.)
- 2: Have the spectator pick up pile one, put the top three cards onto the bottom, and deal the (now) top three cards onto the other piles (two, three, and four. One card to each pile.)
- 3: The spectator continues, in order, to do the same with the other piles. (You just point to each pile, when you want them to use it.)
- 4: Turn over the top cards to reveal the four Aces!

(8.) Amazing Ace Stopper: Ultimate Card Trick

Effect: The magician riffles down through a borrowed deck of cards and asks a spectator to say stop at any point. The magician turns over the cards above that point and replaces them on the deck. He then spreads the deck from the top until he reaches the first face down card. The magician puts this card face down on the table. He repeats this process three times. When the four card are flipped over, they are found to be all four Aces!!!!

Preparation: Before the trick starts, remove the four Aces and any two other cards. Make two face-up piles of two Aces each. Lay one odd card on each pile. Pick up one pile of three cards, turn it face down, and lay it on top of the other pile. Pick up all six cards and lay them on top of the face-down deck. You're ready to present the trick.

Presentation: Starting below the top 6 cards, riffle your finger down the edge of the deck and ask the spectator to say stop. Keep the deck squared up so that the spectator will not see the 3 face-up cards. At the point where he says stop, remove all the cards above it and carefully turn them upside down and replace them on the deck. Then fan through the deck from the top down. When you get to the first face-down card, put it face down on the table. (It will be an Ace.) Turn the face-up cards face down and put them on the bottom of the deck.

Repeat this 3 times, being careful not to reveal the secret face-up cards, and the spectator will always stop on the 4 Aces. Don't repeat it to the same crowd!

Editor's suggestions: It's hard to keep the audience from glimpsing at one of the secret face-up cards when you're fanning down through the deck. I've found that you needn't give the audience a full view of the fan until you've found the first facedown card. You can hold the fan horizontally and look down at it so that it's edgewise to the audience. When you find the first face-down card, you can make sure that no secret cards are showing before you tip down the fan and show it to the spectators. You can also increase your safety margin by putting two odd cards on each stack of Aces rather than one. This gives you more leeway when you're fanning down through the cards.

Note that if you do this, the first face-up card will appear 8 cards above the point where you cut the deck.

(9.) Appearing Card

Effect: A spectator picks a card out of a shuffled deck. You place it along with three random cards onto the bottom of the deck, and shuffle the cards. You then take three cards from the bottom of the deck and ask the spectator if any of them are his card. None are and they are laid on the table. One of the cards just shown is flipped over, and it has magically changed into the selected card!

How It's Done: Ask someone to shuffle the cards and to choose one card from the deck and hand you the remaining cards. Take three cards from the bottom of the deck and ask the spectator to put their card on top of those three cards, then to place the four cards on the bottom of the deck.

Shuffle the deck a few times, but be sure to keep the four bottom cards in the same spot. Now take the first bottom card and place it face down on the

table. Take the new bottom card and put it at the top of the deck. Place the other two bottom cards face down on the table. The last card you put down is the spectator's card. Be sure you have that card on the top of the tabled pile. Put the rest of the deck aside.

Pick up the tabled cards and square them up. Hold the cards so the spectator can see the face of just the bottom card of the pile and ask him if this is their card. (They will say "No".)

Lower the cards so they are in dealing position and quickly deal the top card (actually their card) onto the table. If you do this naturally, without comment, they will think you dealt the card you just showed to them.

Show them the top card from those in your hand and ask if that is their card. (Again, they will say "No"). Lay this card on the table.

Finally, show them the last card in your hand and ask if it is their selection. When they say "No", put this card on top of the other two.

Ask them what their card was. When they tell you, use the other two cards (like a spatula) to flip their card face up on the table. You have just made their card appear like magic!

These next few tricks are very similar to each other, but each uses a different method which will allow you to perform the same kin of trick over and over...

(10.) Assistance Needed

Effect: Your assistant steps out of the room while you lay a bunch of cards out on the table and have a member of the audience select one. The assistant is called back into the room and knows what card the spectator selected!

Card Trick:

- 1: Have an assistant with you who knows how the trick works.
- 2: Lay out ten cards onto the table in the same layout as the spots on a 10 card (four on each side and two in the middle). The card in the upper left-hand corner must be a 10.

(Editor's suggestion: After the audience has shuffled the deck, look through it -- perhaps pretending to find and remove any jokers -- find a 10, and

casually cut the deck so that the 10 is on top. Turn the deck face down and deal the top ten cards into the layout, starting in the upper left-hand corner.)

3: Have your assistant leave the room. Ask an audience member to help you with the trick and ask him to point to one of the cards on the table.

4: Call your assistant back into the room and start pointing to cards one by one, saying "Is it this card?" until the assistant stops you. (Or the assistant might stop you and identify the card any time after you've pointed to the first few cards.) The secret is that when you point to the first card in the upper left-hand corner (which is the 10), you point to the symbol (diamond, heart, etc.) on the 10 card that corresponds to the position of the selected card on the table. Therefore, your assistant knows the person's card as soon as you've pointed to the first card, the 10.

5: If you want an even more amazed response from your audience, tell the audience member to try to trick your assistant at one point by not picking a card. When you start pointing to the cards again with your assistant, point to the empty space in between the two middle symbols on the 10 card! This will have your audience thinking for hours!

Editor's suggestion: You should probably point to the cards in the same sequence every time: start in the upper left corner and proceed through the layout from left to right and from top to bottom. Otherwise the audience can easily invent other ways the trick might work such as pointing to the selected card after pointing to any three others.

(11.) Easy Eights

Here's an alternate version of "Assistance Needed". As before, you will need someone to be an accomplice in this trick.

Arrange eight cards in the pattern of the symbols on the face of an eight. One of the eight cards must be an eight. While you look away, have a spectator choose a card.

When you look back, have your accomplice point to a few cards, saying "was it this one?". Make sure they point to the symbol on the eight representing the position of the card the spectator chose. You will get it right every time!

This trick is much more effective after perplexing the spectator by doing the trick several times. The average person will think it is something the accomplice is SAYING or how they are saying it, rather than where they are pointing!

(12.) ESP

Effect: Nine cards are laid out on the table into three rows of three cards. Your assistant leaves the room while someone selects one of the cards. When your assistant returns, he instantly knows what card was selected without even a word from you!

Card Trick: You will need someone to act as your assistant for this.

Nine cards are laid out, face down, in three rows of three cards. Once a card has been selected, have someone call your assistant back in. When the assistant returns, you are hold the rest of the deck in your left hand with your thumb on the position that represents which card was chosen.

Example: If the spectator chooses the card in the middle, your thumb would be directly in the middle of the deck. If he selected the top card in the first pile, your thumb would be on the top left corner of the deck.

The secret is to be VERY DISCRETE when holding the deck. Shuffle the deck a little so as not to draw attention to yourself. Keep a serious look on your face, and stare at the assistant, as if you actually had ESP. Let your assistant reveal the chosen card and keep the attention on him!

(13.) On Tap

Effect: You lay nine cards onto the table, in a three by three pattern. You ask an accomplice to leave the room, and then have a spectator choose one of the cards. When your accomplice returns you will have him identify the exact card chosen by the spectators!

Preparation: Get an accomplice, and tell them the trick.

- 1: Ask your accomplice to leave the room or area.
- 2: Turn nine cards face down, three by three.
- 3: Have the spectator(s) pick a card.
- 4: Once they have chosen a card, have someone tell your accomplice to return.

5: Now you make a series of taps on the cards, anywhere from five to twenty. (You can always change the amount to fool your spectators.) The signal you give your accomplice is where you tap the first card. This tells him/her which is the chosen card. If you tap the first card in the middle, that signifies the middle card in the three by three set-up; if you tap the first card in the upper right corner, it signifies the card in the upper right of the set-up, and so on.

6: Now all that is left is for your accomplice to amaze the spectators by choosing the exact card.

Editor's note: since you are the magician, you might want to perform this as a test of your "mental powers." You say that you will cause someone else to find the correct card.

(14.) Keith's Trick

Preparation: Find a volunteer and teach him how to do the trick. Inform him not to tell anyone about your secret code (see below.)

Card Trick: Split the deck into several piles and leave the room.

While you are out of the room your assistant will ask someone to pick a card from one of the piles. They call you back into the room. The assistant will have spread out the pile, face down, onto the table.

Next have the assistant point to various cards. When he points to the chosen card he will point to the middle of the card, while on every other card he will point to its corner. When you see him point to the middle of a card, you will know it is the selection. Wait until he points to a couple more cards, and then tell him to stop.

Flip the correct card face up. Listen for applause.

(15.) Back Flip

EFFECT: An audience member selects a card and inserts it back into the deck. The magician then take the deck, drops the cards onto a table-top -- and the selected card jumps out of the deck, face up!

HOW IT'S DONE:

Shuffle the deck so that everyone knows you are not using a prepared deck. (Don't comment on this, just do it.)

Fan out the cards in your hand, and have someone pick a card. While they look at the card, turn your back so they can show everyone, and while your back is turned you do two quick, easy maneuvers:

1: Quickly move the top card to the bottom, while flipping it face up. (You will now have a deck of cards with the bottom card upside down.)

2: Turn the whole deck over. You're left with an upside down deck, but because the top card is reversed, it will look like a regular deck of cards.

Turn back around and hold the deck out (making sure you don't fan the cards at all -- you don't want to reveal that you're really holding an upside down deck.) and have them insert their card. Turn around (yeah, this part is kinda cheesy, but it works fine, especially on kids.) Turn the top card back over so it faces the same as the rest of the deck. Scan through the deck to find the upside down card that the audience member just inserted.

Here's the BIG FINALE that really makes this trick worth it: put the selected card on top of the deck and hold onto the deck from above. You are about to drop it flatly onto a table top. But before you do, slide the top card off the deck about a quarter-inch (this will be covered by your hand). Then, drop the deck from about two feet up.

The deck will hit the table, and the top card will flip over and seem to "pop out" of the deck face up!

(16.) Bottoms Up

Effect: A sneaky way to make someone pick a card that you want them to pick.

The Trick: Ask a spectator to shuffle the cards. When he/she hands them back to you, note the bottom card. (That will be the card you will make them select.)

Start by fanning the cards out. Run your finger across them and ask the spectator when to stop. When he/she says to stop, put your thumb on that point.

While your thumb is on that point, use your other fingers to slowly work the bottom card under your thumb. As you pull the cards off the top of the deck with your thumb, slide the bottom card under the other cards you pull off the deck and show the spectator his/ her card. Since you already know the card, you can have the spectator cut or shuffle the card into the deck.

My Favorite Ending: Start flipping the cards from the top of the deck over onto the table. A few cards after you flip their card over say, "I'll bet you a million bucks that the next card I flip over will be yours!"

They'll think you messed up because their card is already flipped over on the table. When they say, "Make it two million and you're on!", reach down and take their card which is already on the table, and flip it over (face down). They will be dumbfounded!

(17.) Build The Houses

Deal 3 cards face up in a row, and continue dealing until you have 3 columns containing 7 cards each. Ask the spectator to remember any one of the visible cards and to point out its column. Close up each column and put them into a packet of 21 cards, placing the selected column between the other two.

Again deal the 3 columns and have the spectator point to the one with his (or her) card.

Again collect the 3 columns with the selected column between the others, and deal them out again. But this time, when the spectator points out the column, pick up that column first and put the other two on top of it.

Now it is time to build the houses. To build a house, deal one card face down at your left and another card about an inch to its right. Then deal a card horizontally at the top of the first two, and another horizontally about an inch below it. You have created a square with a little square open space in the middle.

In exactly the same way, build another house to the right of the first one, another one to its right, and so on. There will be enough cards to build 5 houses with one card left over. Put that card in the deck. (The spectator's card is the card at the right in the 5th house.)

Now here is how you make the trick seem unbelievable. There are 5 houses. To find the spectator's card you have to eliminate all the other houses and cards.

Tell the spectator to pick three houses. If his (or her) three choices include the house with the selected card, take away the other two houses. If the spectator's three choices do not include the card, take those three houses away.

Then ask him to select 2 houses (if there are 3 left), or 1 house (if there are only 2 left). Do this until there is only one house, the house with the selected card.

Ask the spectator to point to 2 cards. If he picks the top and bottom, take them away. If he picks left and right, keep them.

You know the drill now. Ask him to pick one more card. If he picks the card, keep it, if not, throw it away, and boom -- there is his card!

(18.) Calling the Shots

Card Trick: Glimpse at the bottom card of the deck and shuffle the cards keeping the bottom card in place, while you tell your friend that you are going to have him select various cards out of the deck without looking at them.

(False shuffles: If you riffle shuffle, remember which half was the bottom of the deck and drop the bottom card of this half first. If you overhand shuffle, when you lift the cards with your right hand, hold back the bottom card with your left fingers.)

Let's assume that the bottom card is the 3 of Diamonds. Set the deck on the table. Tell your friend that you want him to pull some cards out of the deck but not look at them.

Tell him to draw the top card of the deck and put it face down on the table. Act like you're concentrating and say, "It is the 3 of Diamonds." Pick it up, look at it and say, "I am right." -- At this point he probably thinks you are kidding! (Don't let your friend see the card you looked at and before you put the card face down on the table, memorize it. (We'll assume that it's the 2 of Spades).

Now ask your friend to pick any card in the middle of the deck. This one really gets them. Your guest flips eagerly through the deck and pulls out any card and lays it face down on the table. Concentrate again and say that this is the 2 of Spades. Look at it and say, "I am right again. 2 out of 2." -- again, don't let him see the card. (Let's say that the card was really a Queen of Hearts.) Place the card face down on the table next to the first one.

Tell your friend to draw the bottom card off the deck and lay it face down. Once he has done this, concentrate and say that it is the Queen of Hearts. Once again check your result and say, "I am right." At this point your friend will be very skeptical.

You then ask, "What cards did I ask you to pick out of the deck?" Grab the three cards and through a little sleight of hand rearrange them so they are in the same order as you called them.

(Editor's suggestion: If you lay the second card on top of the first, you can just scoop the third card under the other two to put them in the right order.)

As he names each of the cards, drop it in front of him. Explain that you were able to hypnotize him to make them draw those cards!

(19.) Pick For Me

Shuffle a deck of cards, getting a look at the bottom card (Don't be obvious).

Spread the cards out all over the table, face down. Keep your eye on where the bottom card ends up. Then, you ask the spectator to find for you whatever card the bottom one was.

Tell them not to pick it UP, but just to point at the card they think it is. For instance, if the bottom card was a Queen of Hearts, you would say: "Pick for me the Queen of Hearts." (Of course, you don't TELL them you know it was the bottom card!)

The spectator will point to a card, and you pick that one up, not letting the audience see what card it really is. Then, depending on the card you really picked up, tell the spectator to now choose that one. (If it was a 9 of Clubs, you would tell them to pick the 9 of clubs). They choose another card, and you pick it up.

Now you say that YOU will choose a card, and say the name of whatever card you just picked up. Pick up the original bottom card (Queen of Hearts, in our example.)

Show the audience the cards you are holding, and they will be amazed. Don't tell them how to do it, a magician never reveals her secrets.

Editor's Note: if the spectator accidentally picks your bottom card, it doesn't ruin the trick, it makes it better! If they pick it on the first try, just have them turn the card over. They seem to have found it, all by themselves! If they

pick it as their second card, just show both cards, and announce that they found them both. Very impressive!

(20.) Card Transposition

Effect: You put one card in your pocket and one card in the spectator's hand. Then magically, the two cards change places.

Card Trick: Pick up two cards from the top of the deck and make them look as if they were one (this is called a "double lift"). Show it to the audience, say the name of the card (we'll assume that it's the Queen of Spades) and put it back on the deck.

Take the card that is really on top and put it in your pocket. Do another "double lift", show this card and name it, and put it back on the deck. Take off the top card (which is actually the one that you supposedly put in your pocket), lay it on the spectator's hand, and tell him (or her) to put his other hand over it like a sandwich.

Palm the top card off the top of the deck and say, "I am going to take out the Queen of Spades." Put your hand into your pocket and take out the card you just palmed and show it as you say, "Turn your card over." When they do, it will look as if your card and their card changed places!

(21.) Eight Threatening Kings

Effect: A person chooses card from a deck and magician tells person the suit and the number of the card he selected!

Set-up: The deck is "stacked". To remember its sequence of values, memorize the following rhyme: "Eight Kings Threatened To Save Ninety-Five Queens For One Sick Knave." The words stand for the card values 8, K, 3, 10, 2, 7, 9, 5, Q, 4, A, 6, J. ("Threatened" = 3 & 10.)

To remember the sequence of suits, memorize the word "CHaSeD." Its consonants C, H, S and D stand for Clubs, Hearts, Spades, and Diamonds.

Arrange the deck so that its values and suits follow these sequences over and over. For example, the top five cards are 8-Clubs, K-Hearts, 3-Spades, 10-Diamonds, 2-Clubs, and so on.

Performance: Hold the deck and have someone select and remove any card. As he (or she) is looking at the card, cut the deck at the point where he removed it and put the top cards on the bottom. Glimpse the new bottom card. Find the word that corresponds to its value in the memorized rhyme. If the bottom card is, say, the 4 of Hearts, the word that corresponds to 4 is "for." The word following "for" in the rhyme is "one," which stands for the Ace. Next, find the bottom card's suit in the word "CHaSeD." It's H. The consonant after H in the word is S, for Spades.

So the person's card is the Ace of Spades.

(22.) Count Down

Trick Description: You shuffle the deck several times and then ask a person to tell you when to STOP when they think you have dropped about ten cards. After they say stop, you then count the number of cards that were actually dropped and tell them to memorize the top card of the pile and put it back into the deck shuffling it any way they would like.

You then spread all the cards out onto the table and pick their card out for them.

How Its Done:

- 1: Shuffle the cards and memorize the bottom card (Depending on the way you shuffle, you should be able to keep a certain card always on the bottom).
- 2: Since you now know what the bottom card is, it is a simple job to get the other person to pick the card. When you drop cards, no matter how many you actually drop, when you count them one at a time, you are reversing their order so that what used to be the bottom card will now be on top.
- 3: After they shuffle and give the cards back to you, spread the cards out on the table and reach in and pull out their card.

(23.) Criss-Cross

- 1: First, shuffle the cards (or let the spectator shuffle them).
- 2: Go through the deck and memorize the top card -- let's say it is the Ace of Clubs. (As an excuse for fanning through the deck, you can say that you need to remove the Jokers.)
- 3: Have the spectator cut the deck and place the top pile on the table. You then pick up the bottom pile and lay it across the other pile in a "criss-cross" manner.
- 4: Say something to the spectator to take his mind off what you just did, such as "You had the freedom to cut a big pile or a little pile." Make eye contact with him as you say this.
- 5: Say, "Okay, Now look at the card that you cut to." (Point to the top card of the lower pile.) You now know that the spectator's card is the Ace of Clubs.
- 6: Now you can have him shuffle or cut the cards and then present his card to him in any manner you would like.

This is an easy trick, but you'll get a great response!

(24.) Cut To It

Effect: The spectator selects a card, puts it on top of the deck, cuts the deck, and the magician finds the card.

How it's done: All you have to do is to glimpse at the bottom card of the deck!

Card Trick: Ask the spectator to select any card. After he looks at it, ask him to place it on top of the deck and to cut the deck (putting the bottom part of the deck onto the top).

You can then flip cards face up from the top, one at a time until you reach what used to be the bottom card -- the next card will be their chosen card!

(25.) Cutting to the Aces

Effect: The magician cuts a deck into four piles, turns over the top card of each pile, which turn out to be the four Aces!

Card Trick: Start with the four Aces on the top of the deck. Hold the deck from above with your right hand keeping a little bit of your thumb holding up the top two Aces just a little bit. (This is called a "break".)

With the deck face down on the table, use your right hand (which is holding a break under the top two cards) to cut about half of the deck and place that half about two inches in front of the bottom half. As you bring your hand back, bring the cards above the break back with you and place them directly onto the top of the first half.

Using both hands now, immediately cut both halves and place them to the left and right of the first halves, forming a diamond shape.

Turn the top card on both the left and right piles face up and place them on the top and bottom piles. Then turn the second card of the left and right hand piles over and place them on the left and right piles.

Although you aren't actually "cutting to the Aces", doing this quickly will be flashy and will create the illusion that you actually did!

(26.) Deck Predictor

Effect: After mixing the deck of cards, the performer holds the cards in his left hand and asks a spectator to cut off about half the deck. The spectator then places that portion of the cards onto the performer's right hand. The spectator is asked to take the top card off the portion in the performer's left hand and to look at the card without showing it to the performer. The performer uses his mind reading ability to tell him what card has been chosen.

Preparation: Rigging the deck beforehand: Place the cards in four piles starting with Spades then Hearts, Clubs, and finally Diamonds. Each of these piles should then be arranged, face up, in order from King on the bottom to Ace on top.

Now starting with the Spades count back until the King is showing (bottom card is now Queen then Jack, Ten, etc.) Next take the Hearts and count back in the same manner until the Ten of Hearts is on top. For the Clubs you need the Seven on top, and the Diamonds will have the Four on top.

One more step to complete. You will now assemble the deck in a special order: Take the King of Spades from its pile, turn it face down. Onto this put the face down Ten of Hearts, then the Seven of Spades, and finally the Four of Diamonds. Continue to place the top cards in the same order of suits on the new pile until all the cards are placed into one pile. This completes your preparation of the deck.

Action: Now practice your mind reading skills. Have someone cut the deck (as above) and take the top card off the left pile. You place the right half of the deck under the left half. While doing so, glance at the bottom card without making it obvious. Mentally count three cards up from the card you see on the bottom of the deck, and this will be the value of card that was chosen.

To remember the sequence of suits, memorize the word "CHaSeD." Its consonants C, H, S and D stand for Clubs, Hearts, Spades, and Diamonds.

So if a Spade is showing on the bottom, then the card chosen is a Diamond. (Example: Six of Hearts is the bottom card, then the Nine of Spades is the chosen card; Ten of Clubs is on the bottom, then the King of Hearts is the chosen card.

Tips - Always tell the spectator to place the chosen card back on top of the deck after the trick is completed. Mix the cards each time you perform the trick by cutting the deck in half, so as to appear to mix the cards but not to actually change the order. If the audience asks to see the cards, flip them over and quickly run through them and they will appear to be in random order.

Once you have completed the trick a couple of times, really shuffle the deck well and hand it to them. While doing this trick, you might want to first make a "mistaken" guess to throw the audience off and make them believe you are actually trying to read their mind.

(27.) Do It Yourself Discovery

Effect: The spectator discovers his own card in a mysterious manner.

Card Trick: Have the spectator shuffle the cards and take half the deck and give the rest to you.

"Now," you say, "when I turn my back, pull out a card, look at it, show it to everyone else, and put it back on top of your pile."

While your back is turned, secretly turn the bottom card and the second card from the top of the deck face up.

When the spectator is done, turn around and face him. Tell the spectator to hold out his cards and place your pile on top of his.

Even up the cards, and then direct him to place his arms behind his back saying, "Now I want to perform a little experiment with the cards behind your back." (Make sure that no one can see what happens behind the spectator's back and that he does not bring the cards forward.)

Say, "Take the top card ... no, put that onto the bottom, so that you know I'm not trying to fool you..."

"Have you done that? All right take the next card, turn it over, and stick it somewhere in the middle of the deck and even up the cards."

Then have the spectator bring the cards forward. Take the deck and run through the cards until you come to the face up card. Ask the spectator to name his card. Turn over the next card.

"As you can see you located your card yourself."

Tips: Once in a great while the spectator will stick the card between the face up card and the chosen card. When you turn up the wrong card simply say: "You missed it by one," and turn up the next card.

(28.) The Enchanted Card

- 1: Take a deck and shuffle it in front of the person.
- 2: Have him (or her) cut the deck in half and choose one of the halves.
- 3: Tell him to put it behind his back while you do the same with your pack.
- 4: Now tell him to keep the deck behind his back and pick one card, take it out and look at it. While he's looking at his card, with your cards still behind your back, flip your bottom card face up leaving it at the bottom, and then flip the second card from the top face up leaving it in the same spot.
- 5: Tell the person to put the card he chose on top of his pile.
- 6: Tell him to give his deck to you. Once you have it, put your deck on top of it and give it back to the person.

7: Tell him to put it behind his back, remove the top card, say "Abracadabra," and put it on the bottom of the deck.

8: Tell him to turn the next card face up (he'll actually be turning it face down) and insert it anywhere in the deck.

9: Tell them to give the deck to you. When you get it, find the face-up card. The very next one is the person's card. The face-up card has detected the person's card.

(29.) Double Turnover

Shuffle the deck. Glimpse at and remember the bottom card of the deck and lay the cards on the table.

Tell the spectator to remove the top half of the deck and hold it behind their back while you do the same with the bottom half. Then ask the spectator to remove any card from their pack and bring it out front face down.

You supposedly do the same, but actually:

1. Behind you back, you turn your half face up.
2. You then turn the top card (the card you glimpsed at) face down on top of the face-up pack,
3. Then you remove any other card, turn it face down, and bring it out from behind your back. (The spectator will think that this is your selected card.)

Ask the spectator to look at and remember his card while you do the same with yours. (Actually, look at your card but don't remember it.) Bring the pack from behind your back, holding it face up except for the top card (the one you glimpsed at) which will be face down.

Exchange the supposedly selected cards. Each of you slides the other person's card into your pack face down without looking at the card.

As you reach over to take the spectator's pack, turn your pack over without anyone noticing it. Put the spectator's pack on top of yours and cut the deck (Editor's note: a little below the middle is good).

Each of you calls out the name of your selected card (you actually name the card you glimpsed at, not the card you took from the pack).

Spread the cards out onto the table. Both selected cards are now the only face up cards in the deck!

(30.) Easy Pick

Effect: Use any full deck of cards and its case. Allow a friend to shuffle the cards. Tell him/her to keep one of the cards, look at it, and give the rest back to you. You then place the rest of the cards in the card case, but leave the flap open. Your friend inserts his card back inside the deck, and you can instantly find his card!

Card Trick: The secret to this trick is that you are holding the case! By tightening your grip on the case while your friend is pushing the card into the deck, you prevent his card from going in all the way. (Don't grip it too hard or the card will not be able to go in at all!)

Turn your back and pull out the one card that is sticking out very slightly from the rest. Take it out and reveal the card. (NOTE: If you pull the deck halfway out of the case it will be easier for you to remove their card.)

(31.) Find The Card The Easy Way

In this trick 16 cards are placed face up on a table, in four rows of four cards. Ask a spectator to look at and remember a card and to tell you which column the card is located in.

Gather up the cards, making sure to pick up the fourth vertical column first. (Take the top card in your hand, face up. Pick up the second card and put it onto the first card. The third card goes on these, and then the fourth.) Place those four cards face down in a pile. Next pick up the third vertical column in the same way and place it on top of the pile.

Repeat this process for the second and first columns.

Then deal the cards into four rows of four, but this time make sure that the first four cards go into the first row, the second four cards go into the second row and so on. You must remember which column (1,2,3 or 4) contained the card. By remembering this you now know which horizontal row contains the chosen card.

Ask the spectator to again state which vertical column (1,2,3 or 4) contains his card. The intersection of this column with the original row is the spectator's card. You can pick out the card immediately.

The spectator's answers provide you with the final row and column of the selected card!

(32.) Find The Card The Hard Way

Effect: To perform this trick, you need the help of four spectators. All five of you should be seated around a table.

Deal five hands of five cards each, starting with the person to your left and dealing clockwise. Ask each of the spectators to look at their cards and to think of one of the cards in their hand and to memorize it.

You gather up the hands. Start with the hand on your left and pick up the hands in a clockwise fashion, so that you pick up your hand last. As you pick up each hand, place one on top of the other pile.

Deal the cards again in the same way so that each person has five cards in front of him. You pick up each pile, one at a time, and fan it so that all four spectators can see its face. Each time you fan a pile of cards, ask if any of see their card. If they do, place the fan on the table (without looking at the cards), and pull their card from the pile and place it face down in front of them. (In some hands there may be two or more participants' card, in others there may not be anyone who sees their card in that pile.)

Once you have picked out cards for each spectator, go around the table turning over the four chosen cards and asking them if it is their card. Everyone will be amazed when you get all four right!

The Secret: How did you do it? Simple. Because of the way you gathered up and dealt the cards, the first spectator's card will be in the first position of the fan (that is, his original pile of five cards was dealt so that each one of his five cards became the top card of one of the final five piles), the second spectator's card will be in the second position of its fan, etc.

So if you pick up and fan a pile and spectator number four says she sees her card, then you know that her card will be the fourth card in the fan (or the fourth card from the top of the pile).

(33.) Fool-Proof Reversed Card

Effect: A spectator chooses a card, replaces it into the deck and cuts the deck three times in their own hands, and when they fan through the cards they will find that their card is reversed in the deck!

The Method: All you need for this are two duplicate cards!

Place one of the cards face down in a face down deck as the ninth card down from the top of the deck. Place the other card FACE UP anywhere near the extreme bottom of the deck! As you present this trick, be sure never to touch the cards yourself -- allow the spectator to do everything himself.

Set the deck face down on the table in front of the spectator and ask him to choose a number between 10 and 20 (20 will not work). Tell him to count that many cards off the top of the deck, one at a time (reversing the order), face down onto the table.

Then have them add the digits together and count that many cards from the top of the pile they had just dealt and place them back onto the deck.

Have them flip over the next card (This will be one of the duplicate cards). Make sure that everyone sees it -- including yourself. Have them put this card face down on top of the deck and then place the remaining cards on top of that card.

Have the spectator hold the deck in their hands and ask them to cut the deck three times. Once they do, have them fan through the cards face down and they will see that their card is the only face UP card in the entire deck!

This trick is amazing to people because you never touched the deck, and, like the name implies, it is practically foolproof!

(34.) Four in a Row

Effect: The magician shuffles a normal deck of cards and shows it to the audience. He removes three identical cards (in this case, three 6's) from the deck and places them on the table

He then takes a card from top of the deck and puts it on the table. On top of that he places a 6. After that, another card from the top of the deck, then another 6. Then another card from the top of the deck followed by a 6.

The pile of cards is placed on top of the deck and the deck is given a tap.

The spectator is handed the deck and deals the first three cards onto the table and they are the three 6's! Then, the magician asks the spectator to blow the card on top of the deck, and when he show it to the spectator, they will be amazed to see it is the other 6!!!

The Secret:

1: After shuffling the deck you fan through the cards showing that it is not a trick deck. While you do that, you look at the value of the third card from the top of the deck (lets say it's a 6). Then you turn the cards face up and remove the first three 6's (from the bottom of the deck) you come to.

2: You then deal one card from top of the deck onto table, then you place one of the 6's on top of that. Then another card from the top of the deck, then another 6. Then another card from top of deck (this will be the other 6), then you put the final 6 on top of that.

3: You place the pile of cards back on top of the deck and "tap" the deck. You can then deal the first three cards onto the table and they will be three 6's!

4: Then you can take the top card off the deck face down and ask the spectator to blow on it, and when you turn it over it will be the forth 6!

(35.) The Hotel

Description: A story is acted out with the cards.

1: You must have the four Queens on the top of the deck, four Jacks below the Queens, four Kings below the Jacks, and four Aces below the Kings.

2: Deal out the Queens, face up, in four different piles, while saying, "Four girls went to a hotel. Each stayed in a different room."

3: Deal out the Jacks onto the same four piles, while saying, "They needed their baggage, so they called up four bellboys."

4: Deal the four Kings onto the piles, while saying, "Four desk clerks came in."

5: Finally, deal the four Aces, while saying, "The girls panicked because they thought the clerks were burglars, so they called the police."

6: Set the rest of the deck aside. Put the piles together. Tell one of the audience members to cut the cards.

7: Deal the cards into four face up piles, again. Viola! They have returned to their proper places!

(36.) Four Islands

Effect: There are four islands in an Ocean. Each has a "King", "Queen", a son named "Jack" and a dog named "Ace". One day, a hurricane sweeps through the ocean, creating complete chaos and wiping everything on the islands away. Finally, all the King land on their own island, all the Queens land on their own island, etc.

Card Trick: To perform this trick, you need to remove all Kings, Queens, Jacks, and Aces from the deck and make four "rows" of cards. Each row should have a King, Queen, Jack, and Ace of the same suit. Explain the setting as you set them up on their islands.

When you talk about the hurricane, sweep the cards up from the bottom of the "island" (the Ace) up. Do this to each row, in order from left to right. Hold the cards face down. The order will be King, Queen, Jack, Ace (of each suit.)

Have a member of the audience cut the small pack of cards in half, and complete the cut (top half of deck goes beneath the bottom half.) This may be done with several audience members. (Don't let them make more than one cut at a time.)

Now simply deal them out, one at a time, onto their four different islands (four piles.) If you have done it right, each island will contain all of the same type of card!

(37.) The Jack's Party

Effect: This trick is a great crowd pleaser and will get a lot of recognition for its seemingly magical effects. Basically, you separate four sets of cards and magically bring them back together!!

Card Trick:

- 1: Take out the Kings, Queens, Jacks, and Aces.
- 2: Tell your audience that there is a story that goes along with this trick. (This will keep their attention)
- 3: Begin the story, "The jacks were having a party [Deal the four Jacks face up in four separate piles] and they invited their friends the Kings. [Deal a King face up on top of each Jack] They got a little bored so they invited the Queens to liven up the party!! [Deal the Queens on the Kings] The party got a little rowdy, so the cops came and took them all to jail. [Deal the Aces on the piles in the same way as the previous cards]".
- 4: Pick up the four piles, one on top of the other. You now have one pile with 16 cards in it.
- 5: Continue, "Along the way, the police cars got into an accident." Have the audience give the deck as many complete cuts as they wish. (In each "complete cut," the deck is cut and the bottom cards are immediately put on top.)
- 6: Deal four cards face down onto the table left to right, then four on top of those, and so on until you have four piles of four cards each.
- 7: Finish your story: "Even though they were separated in the accident, when they arrived at the station they were [as you say the next part, turn over all four piles] All Together!!!"
- 8: You will see that the aces, kings, queens, and jacks are in their own separate piles together!!!

(38.) Four Kingdoms

This is a very similar trick to the "Four Islands" trick, but with a different story.

To perform, separate all of the Aces, Kings, Queens and Jacks from a deck of cards. The rest of the cards will not be used. Begin the trick by telling this story of the greatest and most powerful wizard...

Once upon a time there were four kingdoms. In each kingdom there was a beautiful castle. (Put down the four Aces, face-up, in a row, next to each other.)

In each castle lived a wise and just King. (Put down the four Kings: the King of spades on the Ace of spades, each of the other Kings on the Ace of the same suit.)

Each King was married to an equally wise and just Queen. (Put down the four Queens, the Queen of spades on the King of spades, etc.)

One year to each family was born a healthy, happy child, and all seemed right with the world. (Put down the four Jacks, the Jack of spades on the Queen of spades, etc.) And the greatest and most powerful wizard saw just how good things were and said, "Great! Now I can take that vacation to Disney World and visit the Florida Keys to soak up some sun."

And so he began to pack. (While you are saying this, pick up the four piles and place them one on top of the other.)

In the mean time the evil wizard, Morganus, was conjuring up an evil spell to be cast on the four kingdoms. Once the good wizard left, Morganus didn't waste any time. He chanted, "Mouse tails, bat's eyes, blood from a rat. Mix it together in a great big vat." (While saying this, deal the cards into four face-down piles, one card for each word.)

His spell took hold of the four kingdoms and, leaving no stone unturned, he cast them to the four winds. (While saying this arrange the four piles in a diamond shape.)

The results were devastating. The children became lost in the forests, the Kings and Queens wandered aimlessly in the desert, and the castles were empty. (While saying this turn over the four piles to show the piles of all Aces, Kings, Queens, and Jacks.)

But soon the greatest, most powerful and most rested wizard returned, and he saw what Morganus had done. "This just cannot go on!" he said. And he cast his spell. It worked a magic much more powerful - it gathered in the Kings and Queens, children, and castles from the four corners of the earth. (While saying this, pick up the four piles and lay them on top of each other.) And he said, "Morganus is in trouble if ever he's sighted. But these families four will soon be united." (While saying this, deal the cards into four face-down piles, placing one card for each word.)

And the wizard proclaimed that all was right in the kingdoms. (While saying, turn over the four piles to reveal the four united families.)

Note: with some practice you can cut the cards during the trick, but you have to make sure that you only cut the deck after card #4 or #8.

(39.) From Here To There

Effect: The magician shuffles an ordinary deck of cards. He then asks a spectator to select a card and to memorize it. The spectator is shown three different cards and holds onto one of them and it magically changes into his card!

Procedure: This trick sounds difficult but it's really not. Just follow these simple steps:

- 1: Fan the cards out and let the spectator choose a card at random.
- 2: After he/she has memorized the card, fan the deck out again and tell him/her to place it back into the deck. Watch carefully!! After the spectator has placed their card into the deck separate the deck so his/her card is on the bottom. (It's okay if the spectator sees you do this, so don't try to perfect it.)
- 3: Now hold the deck up so the spectator can see the bottom card. Ask him/her if this is their card. They will answer, "Yes". Turn the deck face down and take two cards, one at a time, and place them on the bottom of the deck underneath the spectator's card.
- 4: Now hold the deck back up and let the spectator see the card again. When you do this hold the deck in your left hand with your thumb on the right side of the deck and your remaining fingers on the left side. Ask the spectator if this is his card. When he says no, turn the deck face down and slide off and give him the bottom card.
- 5: Hold the deck back up and let the spectator see the next card. Ask the spectator if this is his card and he will say, "No". This time when you bring the deck face down curl your pinkie and ring finger downward and pull the bottom card back a little bit so that you can take the second card from the bottom (The spectators card) and place it in his/her hand.
- 6: Now place the bottom card (The card the spectator believes is his/her) and put it on top of the deck, and repeat step 4.

7: Place the deck aside and take the three cards from the spectator. Repeat step 5. (Now the spectator holds his own card and doesn't even know it!)

8: Now show him/her that the remaining two cards are not his. Then tell him/her to look at the card in his/her hand and it will be their card!

This trick takes some practice but it will really amaze your friends.

(40.) Gemini Twins

Effect: A magician removes two cards from a deck and places them face up on the table. The deck is handed to the spectator where he starts dealing cards face down onto the table. When he stops, the magician places one face up card on top of the dealt pile and the rest of the deck is placed on top of that.

The spectator then picks up the deck and deals cards face down and when they stop, the magician places the other face up card at that point. Upon examination of the placement of the face up cards, the spectator sees he stopped dealing where the two "prediction" cards' twins were located.

Card Trick: At the beginning of the trick, take two "prediction" cards out of the deck. The prediction cards are actually the twins of the top and bottom cards of the deck (hearts is twins with diamonds, spades is twins with clubs). Remove the prediction cards and place them face up on the table.

Instruct the spectator to deal cards into a pile, face down, and to stop whenever they wish. When they stop, place the twin of the card originally on the bottom of the deck onto the dealt pile face up. The spectator then places the rest of the deck on top of that face up card.

Have the spectator pick up the deck and repeat dealing, and when they stop, place the other face up card at that point and have them put the remainder of the deck on top of that.

Run through the deck to show that the card to the right of each face up card is its twin!

(41.) Get Money

Description: You're in a room with a bunch of friends and a deck of cards. You allow a friend to pick any card, and then put it back in the deck.

After shuffling the deck, you start turning over cards one by one. You bet everybody in the room \$1, \$2, \$5, or whatever they would like, that the next card you turn over will be their card. Seeing that you've already passed it, they greedily make the bet. You turn over the card lying on top of the face-up pile. (Be sure to collect your cash!)

Card Trick

- 1: Shuffle the deck.
- 2: Fan out the cards and allow someone to pick ANY card. (Editor's suggestion: Have him or her show the card to everyone else, otherwise you won't be able to verify that it is their card later on.)
- 3: Shuffle the deck again and cut it near the middle and let the person put their card back on top of the lower half. Note the card that goes on top of their card (this will be your "Key Card").
- 4: Cut the deck as many times as you would like (single cuts only!). After the last cut, glimpse at the bottom card. (If it's the Key Card, cut the cards once more.)
- 5: With the deck face-down, start flipping cards face up onto the table one at a time. Continue until you see the card AFTER the Key Card -- this will be their card (remember it!).
- 6: While holding the next card in the deck as though you are about to flip it, bet everybody in the room a couple of dollars that the next card you TURN OVER will be their card.
- 7: After they make the bet, reach down and flip over their card, which should be lying on top of the face-up pile.
- 8: Collect your reward!

(42.) Gladlock the Great Knows All

Effect: A spectator picks a card. You dial a number on the phone, ask for "Gladlock the Great", and hand the phone to your victim, and Gladlock tells him his card!

Trick: Glimpse at and remember the bottom card of the deck. Have a spectator pick a card, memorize it, and place it on top of deck. Cut the deck (which places the bottom card on top of their card). Flip over deck so cards are face up. Search the deck. The card you see BEFORE the one you memorized is the selected card.

Pick up the phone and call a friend that you have told about the trick. Make sure he is the one to answer the phone. When he picks up, say, "Is Gladlock the Great home?" Your friend then starts to name the suits of cards, "Clubs, Hearts, Spades, Diamonds." When he has said the right suit, stop him by saying, "Yes, I'll hold."

Then friend starts counting down the cards, "Ace, King, Queen, Jack, Ten..." Stop him by saying, "Yes, he has chosen a card." Your friend then repeats the name of the card to double-check. If he's correct, say, "O.K., Gladlock, tell him his card" and hand the phone to your victim.

"Gladlock" then tells the spectator his card to him and hangs up. (If when double-checking, "Gladlock" says the wrong card, hang up and restart.)

(43.) Half and Half

You have to be quick at addition and subtraction and good at memorization to pull this next trick off smoothly.

First, let someone shuffle the deck to let them know you haven't set it up in any way. Ask someone how many cards are in a deck without jokers. If they don't know that it's 52, tell them so. After that, ask someone what half of that is. (If they don't know it's 26, this trick will stupefy them!)

Tell them you will count off 26 cards, and do so, face up, memorizing the fourth card. (This is important.) Put the remaining cards aside and pick up the face-up cards and turn them face-down. Announce that you will lay three cards on the table, and deal them face up from the top of the deck. Explain that each of those three cards has to be made equal to, or greater than, ten (Jack, Queen, King, and Ace are greater than ten) and that you will put cards on them to make them so.

Nonchalantly put down the cards you're holding and pick up the other 26-card pile. Deal face down onto each face-up card the number of cards needed. (Say one of the cards is the seven of clubs. You'd add three cards from the other pile. If it's a ten, Jack, Queen, King, or Ace, you'd add nothing to it.)

This is where the math comes in. Place the cards you're holding on top of the other pile (from which you dealt the three cards), and total up how many cards you placed on the three face-up cards. Subtract that number from 26 and tell a participant to count down the number you get. It doesn't matter whether the cards are dealt face up or down. When the person is done, flip over the top card of the counted down pile if it isn't face up, then flip over the last card placed on the three face up cards, if there were cards placed on them. Pretend to be thinking for a second, then announce that the next card the person turns over is whatever you memorized as the fourth card when originally counting down.

If you're confident enough, you can let a participant count down the 26 cards, or look away when counting.

Editor's suggestion: You can simplify the math. Instead of totaling the number of cards dealt and subtracting this sum from 26, total the values of the three face-up cards [counting 10's, Jacks, etc., as 10] and subtract 4 from this total.)

(44.) Haphazard Cards

Effect: You mix cards together face up and face down and the cards magically right themselves and face the same direction!

Card Trick: Holding a deck of cards face down in your left hand, take a small bunch of cards with your right hand. Turn the cards in your right hand face up, and put them on top of the cards in your left. Grab all of the face up cards and a bunch more from your left hand. Take this new stack of cards, turn it over and place it back on those in your left hand. Continue this process until you've exhausted the entire deck.

The cards now appear to be hopelessly mixed face up and face down. The cards are really just divided into two halves, facing each other. (But don't tell the spectators this.)

Find the place where the two piles come together, and separate them flipping one of the halves over. Put the piles on the table and give them one quick riffle shuffle. (The kind where you flip the edges of the cards so they interlace.)

Now spread the cards out, to show they have been magically restored to order!

(45.) Housing Suits

Effect: The Magician flips the top card over onto the table and puts the next card onto the bottom of the deck. He continues doing this until he forms piles of suits counting down from Ace to 2. When he finds a card out of order, the magician tells the person their card.

Method: Sit home and arrange cards so that if you took the top card and flipped it over onto the table then put the next on the bottom of the deck and continued the process, it would divide the deck into suits counting down from Ace to 2 (it's easier if you add a Joker. I would tell you the order but then you'd lose the fun of figuring it out!)

Have the spectator pick out a card and put it back into the deck. Do The process mentioned above and if you find a card out of order think to yourself: If the card is behind the card that was supposed to be there you know it is the card missing. But if it is a card that has no business there you know it is the selected card.

(46.) Impossible Card Location

Using a 52-card deck, have three people each select a card without showing it to you and ask them to memorize their cards.

Deal one pile of 10 cards face down. Next to it deal a pile of 15 cards, and next to that deal another 15-card pile. (Keep the remaining 9 cards in your hand.)

Have the first person put his (or her) card on top of the 10-card pile, cut as many cards as he wants from the second pile, and put them on his card. Have the second person put her card on the second pile, cut as many cards as she wants from the third pile, and put them on top of her card. Have the third person put his card on top of the third pile, hand him the 9 cards you're holding, and have him place them on top of his card.

Pick up the last pile, put it on the middle pile, and put both on top of the first pile. Make it clear that the cards are now lost and you will find them.

Take four cards off the top and place them on the bottom of the deck. Explain that you are going to flip a card face up and next to it one face down and keep repeating this until you don't have any cards left in your hand. Tell the spectators to say "Stop" if they see their card.

Deal the cards alternately into two piles, one face up and one face down, starting with the face-up pile. When all the cards have been dealt (the spectators won't see their card unless you mess up), push the face-up pile aside and pick up the other pile.

Deal it into two piles in exactly the same way and keep repeating this until you have only three cards left face down. Turn them over, and they will be the three selected cards!

The top one is the third person's card, the next is the second person's card, and the bottom one is the first person's card.

(47.) In My Pocket

Effect: A spectator picks a card. The magician looks for the spectator's card in the pack but can't find it. He then magically pulls the card out of his pocket.

Note: You must have two of the same cards (duplicates) to do this trick.

Preparation: Take one of the duplicate cards and put it in your pocket. Put its twin on top of the pack.

Card Trick: Flip through the pack of cards and ask the spectator to tell you when to stop. Stop at that place. Now comes the tricky part. While you remove the top half of the pack, your thumb slides the top card of the top half of the pack onto the top of the lower half of the pack (this should be the same card as the one you have in your pocket).

(Editor's note: Another method is to hold the deck in your left hand with your fingers wrapped around it so that their tips rest on the top card. Riffle the cards upward with your right hand until the spectator says to stop. Lift the cards above the break with your right hand, while your left fingers slide the top card onto the lower group of cards.)

Hold out the cards below the break and tell the spectator to take the card and memorize it.

Reassemble the pack and give it to the spectator, telling him to put his card in it and shuffle the deck. Take the pack and announce that you are going to find his card.

After looking through the pack claim that you cannot find his card (although in fact you should have seen it). Then say something like "Hang on, what's this in my pocket?" and pull out the duplicate card.

(48.) Kathy's Prediction

Shuffle a deck of cards. Place the top card face up on the table and look at its number (Jacks, Queens, and Kings all equal 10.) Put enough cards on top of the card to make the total 10. For example if a 4 is showing, then you would put 6 more cards on top of it. Put the cards on so that all are face up. Keep making piles like this, until the deck is used up. If there are remaining cards that do not exactly equal 10, hold onto them.

Ask someone in the audience to choose three piles, each with three or more cards in it, and flip them face down. Pick up the rest of the piles. Count 19 cards from those in your hand, and place them to the side, as they are unnecessary for the rest of the trick.

Ask the volunteer to flip the top card of any of the three piles over, so that it is face up. From the cards in your hand, take the number of cards that corresponds to the number of the card flipped over. For example if a 5 is flipped over, count five cards from your hand and place them aside. Repeat this for one of the other piles.

Now count out how many cards are in your hand, and tell the audience that this is the number of the top card of the final pile. Have the volunteer flip that card over. The number always matches.

(Editor's note: to make this trick seem less "mathematical," don't just count the final cards and say that is the number. Instead, have your volunteer put the cards from your hand onto the last pile. While they do this, you can quickly count the cards in your hand. Now make a production of how you announce the final number.)

(49.) Kings Robbery

Effect: Start out by telling a story of four king thieves (have the Kings separated from the rest of the deck). One day the Kings decide to rob their local store. The four Kings fly their helicopter to the roof and begin to devise their plans. (As you say this, place the four Kings on the top of the deck.)

The first King says, "I'll take the clothes from the first floor" (Place the King on the bottom of the deck). The next King says, "Okay, I'll rob the second floor (Place the King somewhere in the middle, but near the bottom." The third King says, "Then I'll rob the third floor (Place the King somewhere above the second, but not on top.) The fourth King says, "I'll be the lookout. If I see some police coming, I'll whistle and you should all come up to the roof."

The Kings begin to rob the store. However, the King on the roof sees the cops are starting to surround the store. So he gives the whistle and the four Kings all run up to the roof and fly away in their helicopter to safety (take the four cards off the top, one by one, revealing the four Kings!)

The Trick: The whole trick is done right at the very beginning. Along with the four Kings you place on the top of the deck, you also place three other cards on top of the Kings.

When you show the Kings, keep the other cards hidden behind them, so it looks like there are only four Kings. When you put these together and put them on the "roof," and then move the three Kings to the various parts of the building, you're actually moving those other three cards!

(50.) Liar, Liar

Effect: You go through a deck and ask a person to tell you when to stop. You take the first card of the pile and ask them if it is their card. It is not. You do it three more times, all NOT being their card. Then you have them put their hand on top of one of the cards that you put down and it magically changes to their card!

Card Trick: Have a card selected and returned. Control it to the top. (Editor's note: Watch where the put the card back into the deck and cut the deck at that spot to bring the card onto the top of the deck.)

Double lift the top two cards (lifting both cards as if they were one) and ask if it is their card. They will say, "No". Replace the card(s) on the deck, then take the top card (their card) and lay it on the table and cut the deck.

Show three more cards by cutting the deck and showing the top card (you don't have to do any more double lifts), putting each top card onto the table until you have four cards in a diamond shape. (Remember to cut the deck in between each card.)

Have them put their hand on top of the first card you put down (their card) and remove and show the other three cards and make the card "change" into their card!

(51.) Lucky 13

Effect: The magician takes a fresh deck of cards out of the box and shuffles them to demonstrate that they are in no particular order. He deals the cards into a bunch of piles, until the deck is cleared. There are 13 piles, and when he is done, each of them contains all four cards of each suit!

Card Trick: The cards must be a fresh deck with the Jokers removed. Make sure the deck is in order like A,2,3... of each suit.

When you shuffle, you do it end over end. Actually, you are just cutting the deck every time.

Deal out thirteen cards. Once you are at thirteen go back to the first pile and repeat. Do this until the deck is done, and you will have thirteen piles of four cards each.

Tap the cards, or make some other magical gesture, and turn over each pile. Each pile will contain four of the same value cards!

(52.) Magic Breath

Effect: Spectator chooses a card. The card is placed randomly back in the deck. The magician explains that the spectator's "magic breath" will magically make a card appear where a person wants it to.

He hands the deck to the spectator and asks him to think of a number in his head, breath on the deck, and deal off that number of cards onto the table.

The spectator flips the last card face up and finds that it's not his. The magician then deals off the exact same number and flips the last one face up showing that it is the spectator's card.

Card Trick: This trick requires a person to be able to bring a card secretly to the top of the deck. (There are a few different methods described in this book. Use whatever method you feel comfortable with.)

After shuffling the deck, let the spectator choose a card, then place it back in the deck. Secretly bring the card to the top of the deck and hand the deck to the spectator, explaining about "magic breath". Tell him to breathe onto the deck and count off the cards according to a number he chose into a neat pile on the table. Flip the last card counted to show that it's not his.

Take the deck back from the spectator, pick up the pile on the table and place it back on top of the deck (while telling the spectator that he doesn't have "magic breath" -- only "bad breath!").

The selected card will now be at the exact number into the deck that the spectator counted. Ask the spectator what his number was, breathe on the deck, and count off that many cards.

Flip the last one over to reveal his card!

(53.) Magic Flick of a Finger

Effect: After the spectator tells you that you have the wrong card 6 times, you flick two cards away from his (or her) grip and the third one magically becomes his card.

1: Start dealing cards from the top of the deck onto the table and as you do, memorize the fourth card (let's say that it's the Ace of Spades). After you've dealt five cards, tell the spectator to stop you anywhere.

(Editor's note: If you memorize the fourth card before you begin, you can deal the cards face down.)

2: After he tells you to stop, cut the leftover deck into three piles. Pick up the dealt cards and deal the first three cards onto the three piles. Nonchalantly give the spectator the next card (the Ace). Have him look at it and memorize it. Then have him put it back into any of the piles and shuffle them together.

3: Go through the deck and find the Ace. Remove and put aside the lower part of the deck so that the Ace is second from the bottom of the pile of cards you're holding.

Show the spectator the bottom card and ask "Is this your card?" He will say, "No". Turn the deck face down and with your left third finger secretly slide the bottom card toward you while your right second finger slides out the next card (the Ace) and places it face down on the table. Remove the bottom card and put it on top of the deck.

Show him the new bottom card and again ask if it is his. When he says no, put it down on the table, and remove the next bottom card and put it on top.

Repeat once more.

4: Make sure the Ace is the card in the middle of the three on the table. Show the spectator the bottom card and ask him if it is his. Secretly slide it back and put the Ace on the table, then put the bottom card on top of the other. Ask if the next card is his and put it on the table. Act discouraged. Flash the next card to him and say, "This isn't your card either." Take his mind off the card because it will be the third time he has seen it, but no one ever notices.

5: After you place it on top of the other two, ask him to hold the three cards face down between his thumb and forefinger (the Ace is on the bottom). Then flick the cards downward with your fingers (from the top) and the top two cards will fall away leaving only one card.

The Ace has magically appeared.

(54.) Magic Magnets Color Separation

Effect: The magician separates a regular deck of cards into 4 packets and shuffles them together. He (or she) cuts the deck into a row of 3 packets and extracts from the center packet a black card and a red card, which he will use as color magnets.

He places the red magnet on top of one end packet and the black magnet on top of the other end packet. After snapping his fingers, he shows that all the red cards have followed the red magnet and all the black cards have followed the black magnet.

He then removes the magnets from the packets and places one on top of the center packet and one on the bottom. Once again he snaps his fingers and shows that the packet is divided into blacks and reds.

Preparation: The deck has to be divided into reds and blacks before the trick starts.

Method: To give the audience the impression of mixing the cards, deal the prepared deck one by one into 4 facedown packets. This reverses the order of reds and blacks but keeps the color separation. (You can ask a spectator to do this.)

Riffle shuffle the two left packets together, as precisely as you can. Do the same with the right two packets. Then place the two shuffled packets together.

Now, cut one third from the top of the packet and place it to your left. Cut another third from the bottom of the packet and place it to your right. Put the remaining cards in the middle. (Note: You've just cut one color to your right and one to your left.)

Now spread the central packet so that the cards face you and say that you're going to extract two "magnets".

What you really do is make sure that the packet you are holding is separated into black and red cards and fix any stray cards while you look for two "magnets". Note which color is on the bottom of this packet, say black for this example. This tells you that the red packet is to your left and the black packet to your right. Then remove any two cards, one red and one black.

Editor's note: You won't have to figure out the colors' positions if you always start with the same color on top and cut the cards as described.

Now, let's review: You have 3 face down packets in a row. The reds are to your left and the blacks to your right. Place the black magnet face up on top of the right facedown packet and do the same with the red magnet on the left packet. Snap your fingers and fan or ribbon spread the packet, showing that the colors have separated.

Now, take the black magnet and place it face down on the bottom of the facedown center packet and place the red magnet face down on top of the same packet. Snap your fingers and fan or ribbon spread the packet, showing that the Colors have separated.

Take a bow.

(55.) Magic Partner

Effect: You fan out the cards for a spectator and have him memorize one card. You then give the spectator the cards and have him (or her) give you a card and then put one on the bottom until he ends up with one last card. That last card will be the card he mentally chose.

Card Trick: Have the spectator shuffle the cards and deal ten cards face down. Ask him to fan these out and to memorize any card and also its position from the right end of the fan (assuming that the cards are fanned from left to right).

Have the spectator give you the cards. Put them behind your back and move three cards (one at a time) from bottom to top. Return the cards to the spectator and have him tell you the position of the card from the right.

Have him move that many cards from bottom to top. Now, have him hand you the top card and put the next card on the bottom, and to repeat this until he gets to the last card. When he turns it over, it will be the card that he chose.

Editor's note: Or you might have the spectator think of any number from 1 through 10. Ask him to remember the card at that number as you slowly deal the 10 cards onto the table, counting aloud and showing him each card before you place it face down onto the pile. At the end, you ask for this number.

(56.) Harry's Favorite Ace Trick

Effect: The performer fans through a deck of cards to show that they are not in any particular order and divides the deck into two piles. The spectator takes one pile and the performer the other. Each count as many cards as they would like into a pile in front of themselves – the remaining cards are discarded. The piles are then divided into two even piles and the top card of each pile is shown to be an ace!

Preparation: Before you start, place two aces together on the top of the deck and two aces together somewhere near the center of the deck.

Card Trick: Fan the cards face up to show that they are different. When you reach the two aces in the center of the deck, continue fanning through the cards but keep one of your fingers on the back of the center ace so that when you divide the deck into two piles each pile will have 2 aces on the top of each pile.

Have a spectator select a pile (it doesn't matter which one) and demonstrate for him with your pile what you would like him to do. Count cards "one-by-one" into a pile in front of you and have him do the same. When he is finished, take the remaining cards and discard them along with your remaining cards (the aces will now be on the bottom of each of the piles).

Then demonstrating again with your cards, have him divide the cards into two piles "one-by-one" alternating cards onto each pile (this will bring the aces onto the top of each of the piles).

Turn over the top cards and reveal the four aces!

(57.) Magic Riffle

Effect: The performer shuffles the deck and then riffles through it (see below.) A spectator is asked to say stop before the end of the deck is reached. The performer separates the deck at that point, shows the card to the audience (without looking) and "guesses" the card.

The Riffle: Hold deck horizontally, place thumb on bottom of deck, and middle, ring, and index fingers on top of deck. Place unused hand around deck with thumb on the back of the deck (not the bottom, the back...) Pull top of deck back with top fingers and smoothly lift fingers from top of deck so the cards flip forward and "riffle" one by one.

The Trick: The trick is in the initial shuffle. When you shuffle, note the bottom card. As they tell you to stop while riffling, separate the cards, but use your thumb to pull the bottom card out, along with the top half of the deck. Hold the chosen half up, facing the audience. Don't look at the card. Tell them the card that you saw when you shuffled. That is their card.

This trick takes a bit of practice, but once mastered, it makes an awesome sleight of hand trick.

(58.) Magical Cut

Effect: Begin the trick by riffling through the deck (see below). Tell the spectator to say stop. Where you stop, you cut the deck and have the spectator look at the card on top of the bottom pile.

Ask the spectator to look at the card and put it back where it was. You then put the top half of the deck back on top of their card and spread the cards face up so you can see them all. You pick a card out of the deck and that is the spectator's card.

Card Trick: The trick is really simple. It makes some people laugh at how simple it is. (Editor's note: but DON'T tell them!). All you do is this:

While they look at their card, turn the top pile you cut over so that you can see the face of that card. Then you'll know that when you spread the cards out, the card you're looking for is right next to it.

Riffling the Deck: Hold the deck in your left hand, in the normal position for dealing. Place your right ring, middle, and index finger on the edge of the cards that is facing outward. Place your right thumb on the middle of the top card. With your right fingers, starting at the bottom of the deck, slide your fingers up "riffling" through the cards.

(59.) Math is Beautiful

Effect: This is a mathematical trick. You make a bunch of piles and have someone choose 3 of them. Have them mix around the piles while you're not looking, then flip over the top 2 cards of 2 of the piles and then you tell them the top card of the 3rd deck.

Card Trick: You need a complete deck (52 cards). You make as many piles as you can following this pattern:

You flip a card face up. From that card number you count up to King(13). So if you flipped a 4 you'd count the next card as 5 the next as 6 up until King(13). An ACE counts as a 1. You make as many piles as possible, if your last pile cannot be made to go up to 13 you keep it in your hand.

After that you tell the person to select 3 piles (recommending them not to choose the small piles). After they choose them you take away the rest and add them to the pile in your hand. Then you tell them to move around the piles to make it harder for you (although it doesn't matter).

You flip over the top card of 2 of the 3 piles. Add the number of each of the 2 cards up, then add 10 to that number. For example: If the cards were an ACE(1) and a JACK(11) you'd add 10 and get 22.

You then fan through the cards pretending to analyze them, but actually counting out (in your head) the number you got. After you reach that number

you count the remaining cards and that will be the value of the top card! So if there were 29 cards in your hand, and you got a total of 22 from the previous step, the top card of the 3rd pile would be a 7.

Some tips:

- 1: Flip over the piles after you make them, and THEN have them choose 3 of them.
- 2: Count in your head for ALL steps, then they won't know that the trick is mathematical.
- 3: When you count through the cards for the last step, you can flip them over face up one by one so they think you're looking through them, not counting.

(60.) Math-Magic

Description: A spectator chooses a card from three columns and is then led through several steps that seem to make him (or her) find his own card from piles of face down cards.

- 1: Deal three cards face up in a horizontal row. Continue dealing three cards across, overlapping the cards so that they are all visible, until you have three vertical columns of seven cards each.
- 2: Ask the spectator to choose one of the cards mentally and to tell you only its column.
- 3: Square up the columns one at a time (without disarranging their order) and assemble them in your hand so that the pile with the spectator's card is between the other two.
- 4: Deal the cards across again into three columns.
- 5: Ask the spectator again in which column his card appears.
- 6: As in step 3, assemble the deck with the spectator's pile between the other two piles.
- 7: Repeat steps 4 through 6 once more. (The spectator's card will now be the 11th card from the top of the pack.)
- 8: Remove three cards from the deck as a group (not dealing them singly) and lay them on the table. Place another group of three to the right of the

first group, and one more group to the right of these. Directly below these, make another row of three piles of three cards each. Put the last pile of three cards under the middle column. (Note: The spectator's card will be in the first pile of the second row. In other words, the fourth pile you put down. Remember this pile!)

9: Ask the spectator to touch any three of the seven piles.

10: If the piles he touches include the spectator's pile, then pick up the other four piles and lay them aside. If the spectator's choice does not include his pile, then pick up the three that he touched and lay them aside.

11: Rearrange the remaining piles but remember where the spectator's pile ends up.

12: Ask the spectator to touch any two piles.

13: Continue removing piles according to the spectator's choices, but never removing the spectator's pile, until only the spectator's pile is left.

14: When only the PFLSHC pile is left, spread the three cards and ask the spectator to choose two.

15: Remove cards according to what is picked but always leave the middle card.

16: When only the middle card remains, turn it over. If all was done correctly it will be the card that the spectator first chose.

Hints: If the card shows up in the middle the first time that you lay the cards down by doing three across then you should pick up the middle pile first and lay the cards down by laying the first seven cards in a vertical column then the second seven in another vertical column and so on until you have three columns like you began with. The trick can then be continued from step 5.

(61.) Memory Ace's

Effect: Trick uses full or almost full card deck: one ace, one king, and one queen of any suit in ace-king-queen order at bottom of deck (ace is bottom card).

Card Trick:

- 1: Show spectator the bottom three cards (ace, king, queen). Then tilt the deck down so spectator can't see the bottom.
- 2: Tell spectator that you will take the ace, king, and queen from the bottom of the deck. Pretend to pull the ace out from the bottom with your right second finger, but actually slide it toward you with your left third finger under the deck while with your right second finger you slide out the king and lay it on the table. Slide out the next card (apparently the king but actually the ace) and lay it to the right of the king. Slide out the queen and lay it to the right of the other two cards.
- 3: Spectator believes that the order from left to right is ace-king-queen, but it is really king-ace-queen. Pick up middle card (ace), put it on the first card, and then put those two on the third card. Pick them up so that spectator can't see the faces. Spectator believes the ace is the second card, but it's actually the top card.
- 4: Deal the cards in a row again from left to right. Spectator will think the order is king-ace-queen. In fact, it is ace-king-queen.
- 5: As in step 3, put the middle card on the left card, and the two cards on the right card. Spectator believes the ace is on top; in fact, it is in the middle.
- 6: Pretend to deal the cards as before. But with the first card, do a bottom-deal: take the bottom card from the three cards and lay it down so spectator will think you dealt off the top when you actually dealt off the bottom.
- 7: Deal the next two cards to complete the row. Tell spectator to find the ace. If your bottom deal deceived the spectator, he (or she) will believe that the ace is the card at the left. If it didn't deceive him, he will believe that the ace is in the middle. But in fact, it's the third card (farthest to the right). The spectator will be wrong whether your bottom deal fooled him or not.

Editor's suggestion: At the beginning of step 3, it might be a good idea to ask the spectator to keep track of the ace, and after that you should deal and pick up the cards slowly, to make it easy for him to follow the ace. Otherwise, if he gets confused, he'll guess at random in step 7 and may accidentally find the ace. Also, it might be fun to ask other spectators where they think the ace is before you turn it over. Some will guess first card and some will guess second.

(62.) Mental Thought

Ask the spectator to think of a number between 1 and 10. and have the spectator to shuffle the deck. Then while your back is turned, have the spectator count down to the number he/she thought of and remember the card at that number (The card must be kept in the same position). When he/she is ready for you to turn around, take the deck and place it behind your back and count off 19 cards, reversing their order, and place them back on the top of the deck.

Bring the deck forward and ask the spectator the number he/she thought off. Begin your count with that number, dealing the cards one at a time. When you reach the number 20 let him/her name their card and you turn it over.

(63.) Mind Reader

- 1: Get the spectator to shuffle the deck.
- 2: Take the deck and put it in your pocket (back pocket or coat pocket), making sure you glimpse the bottom card on the deck (say its the 3 of hearts).
- 3: Ask the spectator to pick any two suits from hearts, clubs, spades or diamonds. If he picks hearts and spades, you say "Ok, hearts and spades." If he picks diamonds and clubs then you would say "Ok, that leaves the hearts and spades." No matter what they choose, make sure hearts is selected.
- 4: Ask them to pick one of the two suits (make sure hearts is the one remaining).
- 5: Tell them the cards are arranged in sequence from two to eight and nine to ace, and then ask them to pick one of the groups. (Make sure they end up choosing two to eight).
- 6: The cards in sequence two to eight are arranged two to five and six to eight, pick one (make sure they are left with two to five).
- 7: In the sequence two to five pick either the two and the three or the four and the five. (Make sure they are left with two and three.)
- 8: From the two and the three of hearts select one. (make sure they end up with the three of hearts)

Ending variations:

9a: Tell them you will produce the three of hearts but first they must pick a number from 1 to 10. Then reach into your pocket and count off from the top of the deck, the number of cards they have chosen, one at a time throwing them on the table, face up. Then tell them that the next card you throw on the table should be the three of hearts, reach into your pocket and take the three of hearts off the bottom of the deck, and throw it face up on the table.

9b: Tell them the three of hearts has a way of disappearing. Proceed to take all of the deck except the three of hearts out of your back pocket for the spectator to examine. Of course the three of hearts will not be found.

9c: Tell them the three of hearts is very much an individual. When reaching into your back pocket for the deck, take the three off the bottom and flip it over, inserting it into the middle of the deck. Present the deck to the spectator and tell him to look for himself. (You must have loose pockets for this variation to work properly)

(64.) Mirror Image

First of all: Set up the pack by alternating red, black, red, black through the whole pack. Do this before your audience arrives.

Now you are ready to start.

- 1: Tell a spectator to cut the pack as many times as they want.
- 2: You cut the pack between two cards of the same color.
- 3: Turn over the top card. If it is red, deal it to your left, face up. If it is black deal it to your right, face up.
- 4: Deal the next card face down underneath it. Repeat step 4, then this step (5) until the pack is gone.
- 5: The piles you have are mirror images. The cards underneath the red face up pile are black, and the cards underneath the black face up pile are red. Reveal this to everyone.
- 6: Take your well-deserved bow.

(65.) Mongolian Clock

Effect: The spectator chooses a card from a "clock" made by the magician. Then the clock is put on the bottom of the deck and the magician turns around while the spectator takes the same number of cards as the hour that they picked and puts that many cards onto the bottom of the deck. Then the magician turns around, throws the whole deck on the table (one by one) then mixes them up on the table and finds the exact card!!!

Card Trick: First make a clock by putting the ace through queen on the table in the shape of a clock with the 12 (queen) on top, 3 to the right 6 on the bottom 9 to the left.

Now ask the spectator to think of their favorite hour of the day and tell them to remember the card that represents that hour. After that, pick up the clock by sliding the ace under the two, the two under the three all the way around. Be sure to make sure the clock stays in order (1 to 12 with the Queen on top).

Put the clock on the bottom of the deck. Next, turn your back and ask them to take the same number of cards from the top of the deck as the hour they picked and put them on the bottom of the deck.

When they are done take the deck back and begin tossing cards one at a time one from the top and one from the bottom. Now here is the tricky part; count how many cards you throw from the BOTTOM of the deck and when you throw the 13th card, keep your eye on it (that is their card). When you have finished throwing all the cards place your thumb on their card and mix all the cards up.

Now say, "Wouldn't it be a good trick if I turn all the cards over and found your card? Well I will do it with out even turning them over!" Then pretend to concentrate real hard and flip over their card!

They will be amazed!

(66.) Mystery Ten

Effect: This is a whole story of seven detectives chasing a murderer (the selected card).

Procedure:

1. Take any four of the same face cards out of the deck, (usually the Kings).
2. Shuffle the deck and remember the bottom card of the deck.
3. Fan the cards out and ask the spectator to select one.
4. Tell the spectator to place it on the top of the deck.
5. Ask the spectator to cut the deck.
6. Explain that the card they selected was a murderer and the four face cards you took out (Kings) are detectives that will find him.
7. Look through the deck; the selected card will be to the right of the former bottom card.
8. Place the four face cards so that they're sticking out of the deck about half way in the following order: King - Bottom Card - King - Selected Card - King - Card that is after the Selected Card - King.
9. Explain that the detectives are searching in those places for the murderer.
10. Close the deck back up leaving the four cards sticking out. Hold the deck by the sides and turn the deck around so that the Kings are sticking out of the bottom of the deck (toward the table) and cards are facing the spectator.
11. Lower the deck and hit the four cards against a table so that the four kings get pushed back into the deck and three alternate cards will pop up from the top of the deck (with the selected card in the middle). Say the detectives called on these three guys to help them and show them to the spectator.
12. Turn the deck over and hit those three cards that are sticking out against the table and two Kings should pop up!
13. Turn the deck over one more time and hit those against the table and the selected card should pop up!

Note: When hitting the cards against a table, hold the deck by their sides, not the face and back. Also, don't hold it too tight or your cards will bend and not work.

(67.) Nice and Easy

Shuffle the deck and let someone choose any card, memorize it and place on TOP of deck. Behind your back, flip THAT first card over and bring out the whole deck. Hold deck face up so they see only the bottom card (don't let them see their card). With the bottom of the deck facing the audience, ask if the card that is showing is their card, to which they say, "No". At the same time you can see what THEIR card is, because you've flipped it over and it's now facing you!

Put deck behind your back (be careful they don't see the reversed card.) Flip their card over again and put it anywhere in deck. Bring out the deck, shuffle it or get them to shuffle, and now you can find their card and way you would like to!

(68.) No, I got It

Effect: Creates the illusion of a card vanishing and reappearing back on top of the deck (or being knocked through a table).

1: Hold a normal (52 card) deck in your hand. Put down 3 piles of any amount of cards. Keeping a decent sized deck left in your hand (say 20 cards).

2: Tell a member of the audience to pick a card off of any of the 3 piles and place it back onto the top of any of the 3 piles.

3: While they are all watching the person look at the card, palm a card in your hand from the remaining pack in your hands).

4: When they have put the card back. Quickly place your hand on top of their pack and say, "Would you like me to hit the cards like this? (putting the card in your hand on top of their card). Or touch it with my finger like this?" When they chose, hit all 3 piles that way. (Showing your empty hand to them after each pile).

5: Then say, "I am going to move your card to another pile." Get the card that you placed on top of their card and place it on another pack. Then pick up the other two packs placing the pack with their card on top of the other in your hand.

6: Then say, "Did you keep your eye on your card?" They will most likely say, "Yes". Then say, "Well show it to me!" When they turn over the card that they think is their card say, "NO, I GOT IT!!!!"

You may also place the deck with their card on top under the deck with the card that they believe to be there card and act like you knocked there card through the table.

(69.) Not Your Card

- 1: Shuffle the deck. Fan the cards and ask someone to pick a card and memorize it.
- 2: Cut off all the cards except the three bottom cards. Hold out the pile of three cards and tell the spectator to place her (or his) card on top of them. Replace the other cards on top.
- 3: Show the bottom of the deck, saying "This isn't your card, right?" Turn down the deck, slide out the bottom card and place it face down on the table, remove the next card and place it on top of the deck.
- 4: Show her the next card, saying "This isn't your card, right?" Turn down the deck and secretly slip this card toward you with your finger under the deck, while with the second finger of your other hand you slide out the next card and place it face down on top of the card on the table. Remove the next card (the one you slipped back) and place it on top of the deck.
- 5: Repeat step 3 until you have placed down 6 cards.
- 6: Pick up the six cards and do step 4 one time and step 3 two times.
- 7: Show her the bottom card and say, "That is your card!"

(70.) Number's Game

Effect: Through math, you can find two cards that a person has chosen.

Preparation: Make sure all Tens, Jacks, Queens, and Kings have been removed from the deck. (Aces serve as one.)

Card Trick: Have the person you are showing the trick shuffle the cards. Take a group of cards and hold them in your hand and spread them out in a fan shape. Ask him/her to pick a card from among them and to remember it and to put it back into the deck.

Ask them to double the value of the card they picked, then to add 5. Now have them multiply that number by 5. Tell them not to forget this number.

Instruct them to look at another card in the deck, and to add its value to the total that they had computed before. They are to tell you the final total of everything.

In your head, subtract 25 from the total. The two digits you get will be the same as the value of two cards they chose. Example: If they chose a Five, then a Three:

Example:

5 (doubled) = 10 plus 5 = 15. Multiply times 5 = 75.

Three added to total = 78. You subtract 25 = 53.

They picked a Five and a Three!

Editor's note: try this a few times to get the feel of the trick...

(71.) Obedient Colors

Effect: Two columns are created, a black one and a red one. Cards are drawn one at a time from the bottom of the deck and an audience member chooses whether to put it face down on the red column or the black column. The column colors are then switched and the audience member chooses whether the remaining cards are red or black. At the conclusion of the trick, all the cards are flipped over and all the colors in each pile are correct!

1: Place two random cards on the table, one black, one red, face up on the table next to each other.

2: Fan the cards out facing you and draw out only the red cards and each time ask the spectator if they want it to go on the "Black" pile or the "Red" pile. Place it face down on whatever pile they choose.

3: Continue this practice with all the red cards except one.

4: Then stop the spectator and take out the final red card and another black card and place the black card face up on the "Red" pile and the red card face up on the "Black" pile. (The "Red" pile will now be the "Black" pile and vice-versa.)

5: Take cards from various parts of the fan (all black cards) and ask the spectator which column to put it on.

6: When you complete putting all the cards on the table, take the very top face-up black card on the right hand pile and flip it face down onto the bottom of its pile (This puts it with all the other black cards).

8: Square up the piles making sure not to mess up the order, and flip the cards over in order showing the audience that they are all in color order. If you so choose you can have the spectator flip over the piles on the left – the cards will match the colors of the single cards they are on.

(72.) O'Henry Trick

Preparation: Before the trick make up a packet containing 20 black cards and one red card (we'll say the Queen of Hearts.) Put the red card 10th from the top. Place this packet on top of the rest of the deck.

Presentation: When performing the trick, explain to the audience that you will remove a random number of cards from the top of the pack, but in reality remove the top 21 cards placed there earlier and disregard the rest of the pack (you will no longer require them).

Give the packet of 21 cards to the spectator and turn your back. Tell the spectator to remove between one and ten cards from the top of the packet, count the number to themselves and put these cards into their pocket.

You tell the spectator that you will predict which card they will choose and write it on a piece of paper. Write down the Queen of Hearts (or whatever the red card was), fold the paper and give it to a member of the audience to hold.

Turn back and face the spectator. Deal out from right to left ten cards from the remainder of the packet. Ask the spectator how many cards they have in their pocket and remind them that they had a free choice of between one and ten. Count from left to right the number they tell you. The next card to the right is theirs (it's the Queen.) Open the piece of paper and show that your prediction is correct!

To top off the trick ask them to return the cards from their pocket and tell them that not only did they pick the card on the slip of paper, but they chose the only red card in the pack. Show that all the other cards were black!

(73.) Opnick's Dozen

You will need twelve cards, with no more than three cards of the same value.

Arrange the twelve cards into three piles of four cards each (make sure there are no doubles in each pile.) Each pile needs to be put into numerical order, from lowest to highest, so when face down the lowest card will be on top.

Show a spectator the three face down piles, then move the piles around, so there is no way for you to remember what card is where. Ask the spectator to pick a pile. Fan that pile for spectator to see, and ask them to remember one card from that pile. Ask them to also remember a number from 1-4, depending on the position of the card in its pile -- 1 being the top-most card, 4 being the bottom card.

Put the piles on top of each other, with the selected pile on the very top. Deal the cards, from left to right, into three piles (1234, 1234, 1234.) When done, put the pile on the left side on top of the middle pile, and put those on top of the pile on the right.

Do the above action (deal the cards, then stack them,) three times total. You can do it fast, and say you are mixing the cards up. When you are finished for the third time, ask the spectator for the numbered position of their selected card (1-4 position). Deal that number from the bottom of the pile. The last card you deal will be the selected card!

Alternate Version: after you stack them for the third time, reverse the order of the cards. Ask spectator for the 1-4 value of the selected card. Deal that number off the TOP of the pile. The last card you deal is their selected card.

(74.) Opposite Decks

1: Before doing this magic trick you need to separate the cards into red and black piles. The black cards should all be together and the red cards should be together, making them into two small packs.

2: Separate the packs and lay them face down.

3: Ask a spectator to take one card randomly out of each "pack" (making sure he/she doesn't look at the packs of cards).

4: Ask the spectator to memorize the cards, then put each one back in the opposite pack from which they took it.

- 5: Have the spectator shuffle each pack separately.
- 6: Pick the packs up, put them together and tell them you will now find their cards.
- 7: Simply look through the red side and find the only black card in it and the same thing with the black side.

(75.) Pair 'em Up...

Effect: By picking 2 cards from the deck, you are able to match both of them with their opposite cards.

Card Trick: Have your spectator shuffle the cards to ensure they are in no particular order. Then take the deck and fan them face up toward you. Quickly glance at the two cards which are at the opposite ends of the fanned deck. (Don't be obvious in sneaking a peek at the 2 cards) If, for example, the card on the far right is the Queen of Diamonds, and on the far left is the 2 of Spades, then you will go through the deck and pretend to "pick any 2 cards", you will choose the "opposite" cards of the 2 on either end -- in this case, the Queen of Hearts and the 2 of Clubs.

Once you have the two opposite cards picked out of the deck, collect the cards and tell the spectator that you will now deal cards from the top of the deck one card at a time (face down) and he should say "stop" whenever he wants. At this point you will take the Queen of Hearts and place it face up on the pile of face down cards.

Take the remaining portion of the deck and place it on top. Now, repeat the procedure for the 2 of Clubs - dealing one cards at a time face down and have the spectator say stop whenever he wishes. (This must be before you reach the first card, the Queen of Hearts)

Place the 2 of clubs face up on the face down pile and then place the remaining deck on top. Now you should have an all face down deck, except for the 2 selected cards... the Queen of hearts and the 2 of clubs. Have the spectator cut the deck in half and then place the bottom half on the top.

Now spread the deck face down across the table so that the two selected cards are the only ones showing face up. Pick up the Queen of Hearts, plus the card to its right (Queen of Diamonds) and then pick up the 2 of Clubs, plus the cards to its right (2 of Spades).

By magic, the two cards have paired up with its opposite card. Your friends will be amazed!

(76.) Paper and Predictions

Effect: Performer makes a prediction and writes it down. The folded paper is given to a spectator who does not look at it.

Someone cuts the deck and takes a card. The performer counts off a number of cards equal to the face value of that card onto the table. The last card turned is the predicted card.

Preparation: Know what the bottom card is.

Card Trick:

- 1: Let the spectator shuffle the deck.
- 2: Take the deck back and glimpse the bottom card.
- 3: Set the cards on the table and tell the audience that you will predict a card that will appear later in the trick.
- 4: Write down on a piece of paper the name of the bottom card. Fold the paper so it cannot be seen.
- 5: Give the paper to a spectator and tell them not to look at it.
- 6: Request that the deck be cut into two piles and give the top half to the spectator.
- 7: Tell them they may shuffle their pile and then place any card from their packet face up on the table.
- 8: Count the number of symbols on the card. (i.e. 8 diamonds would be on a 6 of diamonds).
- 9: Count off that number of cards, stopping before you turn over the last card. (get ready to turn it face up on the table, but leave it on top of the deck)
- 10: Tell them to read the paper you gave them earlier and show it to everyone.

11: While they do this replace the top card with the bottom card. As long as they are reading it, they won't notice.

12: As soon as they look back at you. Flip the top card over onto the table, it will be the card you predicted.

Tip: Don't perform this in front of more than 3 or four people, they might not be reading the paper and will see you switch the card.

(77.) 52 Pick-Up

Ask member of audience if he/she wants to play "52 Pick-up". If they say "Yes", throw a pack of cards up into the air being sure to make a big mess and say: "52 Pick-up!"

Editor's note: We accept no responsibility if you actually try this!

Alternate Version: (this is actually a trick)

To Prepare:

- 1: Before you do the trick, place the Eight of Hearts on top of the deck and the Seven of Diamonds on the bottom.
- 2: Now place the Eight of Diamonds on TOP of the Eight of Hearts, and the Seven of Hearts UNDERNEATH the Seven of Diamonds, so that there are two sets of red Sevens and Eights.

To Perform:

- 3: Take the top and bottom cards from the deck (Eight of Diamonds and Seven of Hearts,) and show them quickly enough that the audience remembers red Seven and Eight, but not so quickly that they suspect what you're going to do and memorize the exact cards.
- 4: Mix the cards into the middle of the deck, in different places.
- 5: Announce that you will now bring the cards back to the outside of the deck.
- 6: Lick your left thumb and index finger. (Or, if you have a cold drink nearby, take a sip just before this part. You are trying to get your fingers slightly moistened.)

Holding the deck in your left fingers, thumb on top, fingers on bottom. Hold it at one end, very close to the edge, so the length of the deck sticks out in front. Press your thumb and index finger against the deck enough to make the top and bottom cards "stick" to those fingers.

7: With right hand, slap down on the top of the deck to knock out all of the cards EXCEPT the top and bottom ones, which you hold with your left hand. Practice this until you can do it well (i.e., hold on to ONLY the correct cards.)

8: Leave. (Let somebody else clean up the mess!)

(78.) Poker Trial

Effect: A person arrested for cheating while playing poker, bribes the court members (11 jurors and 1 judge) into playing one hand of Poker. If he wins he is a free man, but if he lost he must go to jail. All jurors and the judge end up with three of a kind. The Poker player gets four of a kind. The order of cards will vary (2,3,4,ace,8 etc.), but it will always work if done correctly.

Preparation: Within each suit, arrange the cards in order from 2 through Ace. Put the suits together to form the pack. The order of suits do not matter.

(Editor's note: The trick will work with the values in any sequence, if the sequence is the same for each suit.)

Card Trick:

1: In front of an audience, cut the deck eleven times while telling this story: Once there was a great poker player who was convicted of illegal gambling. He was tried in a court, but bribed the judge and jury into playing one hand of poker. If he won, he would be a free man. If he loses he would go to jail.

2: Deal out the deck like this (each asterisk represents one hand of cards. Note that each hand contains only four cards):

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* * * * *
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3: Deal the first two rounds of cards from left to right and from top to bottom. The third time around, deal the cards from right to left and from bottom to top. The fourth time, deal the cards from left to right, top to bottom.

4: Flip over the piles, flipping the center pile last. This pile represents the criminal and his hand. The one center pile will be four of a kind (if you didn't make a mistake).

5: Stand back and take a bow!

(79.) Psychic Hotline

Effect: You tell your volunteer that you're psychic and that you can pick out whatever card he (or she) is thinking of. Explain that this trick depends on him, so if he doesn't concentrate hard enough, it won't work.

After he has the card in mind, you pick up the deck and look through the cards. After a moment, you set the deck face down in front of the spectator and announce a card. If this is the correct one, then he is amazed (and you can start your own 900 number). Since this seldom happens, let's continue...

When he says it's not his card, tell him that he didn't concentrate hard enough. Tell him to take the top third of the deck and shuffle it. Then he is to take the whole deck and find his card. When he does, he is to put it on top of the deck. Then tell him to take the bottom third of the deck and shuffle it and put it on top of the deck. Then tell him to cut the deck.

You pick up the deck and look through the cards. After a second, you put the deck face down in front of him again and ask him what his card was. When he announces his card, you flip over the top card on the deck and it's his card!

Card Trick: When you fan through the cards the first time, count to the 26th card from the bottom (i.e., from the right end). This will be your "key card." Announce it as the spectator's card.

Usually you'll be wrong, but that's OK, it's part of the trick. Follow the pattern above completely. When you look through the deck the last time, find your key card and count to the 26th and 27th cards above it. Put one on top of the deck and one on the bottom.

Memorize their values or suits. Lay the deck face down and ask his card. When he tells you, either flip over the top card if that's the one, or flip over the deck and show the bottom card.

The reason that it's one of the two is that it all depends upon where he finds his card after you've found the 26th one. If his card is below the key card, then when he brings it to the top of the deck, it will be 27 cards beyond the key card.

(80.) Psychic Solution

Effect: You tell a person to take the top card of the pile and to memorize it, then to put the card back into the pile. Taking the deck, you act like you are trying to get "psychic" messages from it, and while they concentrate on their card, you name it.

- 1: Take an ordinary deck, and ask the spectator to shuffle it.
- 2: Spread the cards like a fan, face up, showing the spectators that the deck is in no particular order. While you are doing this, look at and remember the top card.
- 3: Have the spectator cut the deck into three piles. (Be sure you keep an eye on the card that was on top of the deck). Arrange the piles so the first cut pile (the top of the deck) is between the other two piles.
- 4: Ask them to look at the card on top of the middle pile, and to memorize it. Then they are to put it inside one of the piles. (You already know what this card is.)
- 5: Put the deck back together and shuffle the cards.
- 6: Have the spectator concentrate on the color of the card they picked, you tell them the color. Have them concentrate on the suit, you tell them the suit. Then the number, you tell them the number.

The trick is done; you should have them stunned by your psychic abilities!

(81.) Reappearing Aces

Effect: You show the audience four Aces, which you put on top of the deck. Then you pick up the four Aces and give a spectator the four cards underneath. When you show the audience your cards they will not be the four Aces; the four Aces will be in the spectator's hand.

Card Trick:

- 1: Before you start your trick, gather the four Aces. Behind the first Ace put four other cards.
- 2: Show the audience your four Aces, spread out in your hand, like a fan. (Remember to hide the four cards behind the first Ace.)

- 3: Place all eight cards on top of the deck.
- 4: Take the first four non-Ace cards, (but do not show them to anybody).
- 5: Give the spectator the next four cards (which are the Aces.) Ask him not to look at them, just yet.
- 6: While the audience thinks you have the four Aces, turn your cards over revealing that they are four other cards. Tell the spectator to turn over their cards, revealing that they have the Aces.

The trick itself is very simple, but believe me it gets the audience's brains tingling.

(82.) Reverse The Card

Start by putting one card face up on the bottom of a face down deck. Spread the cards like a fan, and have a card chosen and memorized by a spectator. (Make sure they don't see the face up card at the bottom of the deck).

While they are looking at their card, turn the entire deck over. The reversed card will make it look as if the deck is still face down.

Square up the deck and have the spectator put their card, face down, anywhere in the middle of the deck. Be careful not to move the top card and expose the face up cards underneath. Put the cards behind your back and turn the top card back over.

Bring the deck out again. Show the spectator that their card has magically turned face up in the center of a face down deck.

If you practice, you can find other ways of turning the card over, besides putting the deck behind your back. One way is to start the trick standing up. After the card has been put back into the deck, drop your left hand (with the deck in it) to the side of your body. With your thumb, push the top upside-down card to the right as if you were going to deal it. Brush the deck downward against your leg. The top card will hit your leg and flip over. Practice this until you can do it quickly. You will need to do some misdirection to take attention away from this move.

(83.) Sitting on the Card

Effect: The magician displays a normal deck of cards and asks a spectator to select a card and replace the card back on top of the deck. The magician then asks the spectator to stand up. The spectator does so and the magician deals the spectator's card, along with several others, on to the table. He asks the spectator to put his hand on that pile, to prevent the card from being tampered with. The magician then deals several other cards onto the spectator's seat. The spectator sits on those cards. The magician reveals that the spectator's card has moved, magically, from the table, to under the spectator. (Note: this trick is ideal when the magician is performing in a restaurant or during mealtimes.)

Method: When the spectator is looking at his card and showing it to his friends, the magician secretly takes the bottom half of the deck and flips it over so that it is face up, but still beneath the top half.

The spectator returns his card on top of the deck and the magician asks him to stand up. When the spectator is distracted doing this, the magician flips the deck over, so that the spectator's card is now on the bottom and an indifferent card is on top. The magician then deals these indifferent cards on top of the table. He then flips the cards over again (at a time that is convenient), and deals what the spectator think are indifferent cards onto his seat.

The rest is presentation!

(84.) Slap Happy

Effect: One of six cards is selected from the magician. It is then counted off and placed into the middle of the deck. Spectator tells magician when the pile is large enough, he then holds cards. Magician slaps cards from his hand and only one remaining is the chosen card.

Card Trick:

1: Select seven cards from the top of the deck (it does not matter what they are). Spread the card out with only six of them showing with the remaining seventh card hidden behind the top card.

2: Have a spectator select a card from the deck, look at it and put it into the fan of "six" cards while you have them spread face down.

3: After he has done this, count how many cards from the right his card is located. Then close the spread and count that number of cards face down onto the table. (Because of the extra card on top of that fan, the selected card should be left on top of the pile in your hand).

4: Then place the counted cards into the center of the deck and place the remaining cards on top of the deck. If this is performed correctly then the chosen card will actually be on top of the deck.

5: Begin dealing the cards from the deck onto the table one by one, and allow the spectator to decide when you should stop. When he does, Have the spectator make a loose fist and pick up the pile on the table and place it between two of his fingers (so that he holds the cards at the second knuckle).

6: Tell him to hold on tight. Slap down on the cards several times or until only one card is remaining. The only card he will be holding will be the card he previously selected.

(85.) Spectator Performs a Trick

Effect: The spectator is handed a deck and is asked to shuffle the cards. He is then asked to fan the cards out so that they face the magician (the backs towards himself). The magician picks one card, which the spectator removes and places on the table, never looking at it. After a free choice, the spectator ends up with two piles of cards on the table in front of him. The top card of each pile is turned face up, and one card reveals the value of the selected card while the other reveals the suit!

Card Trick: This trick is actually not difficult, but the effect is astonishing because the magician never actually handles the deck. The only real skill necessary is good verbal communication.

After the spectator shuffles the deck, have him fan them out in front of his face with the backs of the cards towards himself and the faces toward you. Tell him to start fanning slowly from the top of the deck and continue to the bottom. Meanwhile, you watch for the card that has the same value as the top card and the same suit as the card second from the top.

(Note: If these two cards have the same value or the same suit, the trick won't work. In this case, ask the spectator whether or not he cut the cards. When he says no, tell him to cut the deck and start over again.)

When you find the card that you are looking for, touch it with your finger and have the spectator pull it out and place it on the table face down without looking at it.

Then tell him to close up the deck and think of any number and to count off that many cards into a neat pile one-by-one onto the table. (This puts the two pointer cards on the bottom of the pile.)

Have him discard the rest of the cards in his hands.

Then have him pick up the pile on the table and deal the cards alternately into two piles – left, right, left, right, etc. (The two pointer cards will now end up on top of each of the new piles.) Remember that the last card he deals will show the value (ace, 2, 3, etc.) of the selected card while the next-to-last card (the top one on the other pile) will show the suit.

Explain to the spectator that if he has been concentrating on the card on the table, he will have subconsciously picked two cards that will respectively reveal the value and suit of the card that you the magician have randomly selected. The card on top of one pile will reveal the suit and the card on the other pile will reveal the value.

Flip the three cards to reveal that this is so!

(86.) Spelling Bee

Effect: The magician shuffles the deck and takes off the top thirteen cards. Holding the cards face down, he proceeds to spell the first card's name, Ace. "A-C-E," and for each letter, he puts one card under the packet of thirteen cards. He then flips over the next card (the fourth,) and it is an Ace. He repeats this process for each card's number, Ace through King. At the end, he has all thirteen cards face up on the table, in sequential order.

Preparation: Remove and arrange 13 cards in the following order (from the top card down): Three, Eight, Seven, Ace, Queen, Six, Four, Two, Jack, King, Ten, Nine, and Five. Put these on top of the deck.

Presentation: The trick almost works itself. To start, pretend to shuffle the cards, leaving the top thirteen untouched. Remove the top thirteen cards as a group and arrange them like a fan, so that your audience can see their faces (They will look like a random group of cards). Square up the cards, and hold them face down.

When you spell out each card, do it as follows: let's say you're spelling the word ACE. Spell A, remove the top card and place it on the bottom. Then spell C, and remove the top card and place that on the bottom. Next spell E, remove this top card and place it on the bottom. Flip the new top card face up and show that it's an Ace, and place it on the table.

Continue in this manner until all the cards are face up on the table. (You spell the cards in order: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K) Your audience may realize that the cards must have been set up beforehand, but this only adds to the mystery.

Editor's Note: To add to the mystery, don't use cards all of the same suit. A mixed group of suits makes it seem less like a "stacked" deck.

(87.) Stop Now

Effect: Hand a spectator a deck and tell him to shuffle it a few times, then place the cards on your left hand. With your right hand, start sliding the cards back about 1 to 5 at a time until he (or she) tells you to stop, before you get to the bottom of the deck. When he says stop, tell him the card he stopped you at, and lift the cards off the deck, revealing that the bottom card is what you said.

Card Trick: Memorize the bottom card (say, the 8 of Spades). If you can't see it when the spectator is shuffling or handing you the cards, glimpse it as you square up the deck. Lay the deck face down in your left hand. Put your right thumb under the deck and your right fingers on top (lengthwise to the deck). Start sliding the cards back from the top, 1 to 5 at a time, about 1 inch each. As you do so, secretly slide the bottom card toward you with your right thumb. Say, "Tell me when to stop before I reach the bottom of the deck." When the spectator says stop, slide off all of the cards you have already pulled back into your right hand. As you do so, slide the bottom card with your thumb under the cards you are removing. Before you reveal the bottom card of the cards in your right hand, say, "The card you told me to stop at is the 8 of Spades." Then reveal the bottom card of the pile in your right hand.

(88.) Switcheroo

Setup: Before you start the card trick, find the two black 6's and the two black 9's. (The 6 of Spades, the 6 of Clubs, the 9 of Spades, and the 9 of Clubs.)

Take the 6 of Spades and the 9 of Clubs, and place one of them on the top of the deck and the other on the bottom. Then place the 6 of Clubs and the 9 of Spades on top of the deck.

Card Trick: Show the deck of cards to your spectator and turn the top two cards face up onto the table. (The 6 of Clubs and the 9 of Spades.)

Pick up the 6 of Clubs and the 9 of Spades and hold them in front of the spectator. Ask him to tell you what cards they are. He will say, "The 6 of Clubs and the 9 of Spades, of course!" Ask him if he is sure. He will say that he is.

Hold up either of the cards and ask them what card it is. After they respond, place that card somewhere in the middle of the deck. Now do the same with the other card.

Once both cards are inside the deck, place the deck face down on the table, and tell the person to tap the deck three times.

Now rub your hands together and blow on them so your fingers are slightly moist. (This is important.) Pick up the deck by putting your thumb on top and your other fingers on bottom. Hold the deck very lightly. Swing the deck back and forth (without showing the bottom card), and on the third swing throw the deck to your other hand, but make sure you hold onto the top and bottom card. Your moistened fingers will help.

Ending: After all that, your victim will still remember the cards, but only vaguely. When you show them the 6 of Spades and 9 of Clubs, they will think that they were the same cards they saw at the start of the trick!

(89.) Teleporting Cards

This is a similar trick to "Switcheroo", but the cards will match exactly!

Effect: A spectator takes two cards from the top of the deck. The spectator then places the two cards into the middle of the deck. Without shuffling or arranging of the cards, the cards magically teleport into your hands!

Preparation: For this trick, you have to have two pairs of cards that are EXACT matches. That means same color, same number, and same suit. (Take two cards from another deck to get these.)

Let's say you're using the Ace of Hearts and Ace of Diamonds. Arrange the deck like this; take the two cards that belong to the original deck and place one on the top and one on the bottom. Take the two duplicate cards and place both on the top. Now you're ready for the trick. (Note: do not let them see the bottom card.)

Card Trick: Tell the spectator to take the top two cards (Ace of Hearts and Ace of Diamonds). Flip through the deck till you reach the middle (do not expose the bottom card). Tell him to place the two cards in the middle. With the back of the deck facing the spectator, use your thumb and pointer finger to gently hold the deck with your right hand; use your left hand to catch the deck. Swiftly push down, letting the whole deck, (but not the top and bottom cards) fall into your left hand. And there they are: the Ace of Hearts and Ace of Diamonds!

(90.) Telepathy

Effect: The Magician spreads the cards in his hands and asks a spectator to select a card. Spectator memorizes the card, and gives it back to the magician, who puts it back into the deck. The Magician counts off cards from the bottom and then stops. Magician holds up a card: the spectator's!

Preparation: You can count any number. I always use nine, ten, or thirteen. When you spread the cards in your hands, you have already counted the number you need. Push the rest of the deck up a bit so the counted cards stick out lower (so you recognize them) from the rest. When the spectator gives you the card, put it on top of the counted cards, and the rest of the deck on top of them. Then count out the number you already counted (e.g. thirteen.) The fourteenth card will be the spectator's.

You can also count cards from the top of the deck, if you like. In this case, have them return their card onto the other (larger) part of the deck, then set the smaller pile onto these. Count down from the top, and reveal their card.

(91.) The Bottom Card

Effect: You guess the bottom card without even looking at it (or so your audience thinks.)

Presentation:

- 1: Look at the bottom card of the deck.
- 2: Shuffle the cards but not the bottom one. Leave the bottom card on the bottom.
- 3: Place the deck face down on the table.
- 4: Name four numbers in the deck (making sure that the card on the bottom is among them.) Have a spectator choose two of the numbers.
- 5: Let's say your card is a Four and you named a Three, Five, Four, and Nine. They picked the Five and Nine. Say, OK pick out of the Three and Four. If they say three say okay then the bottom card is a Three.
- 6: Now ask them to pick two of the four suits. If your card is a Four of Spades and they pick Hearts and Diamonds, tell them to pick one out of Spades and Clubs. If they say Spades say OK the card should be a Three of Spades.
- 7: Now turn over the deck and your audience will be amazed.
- 8: Remember the object of the trick is to get the person to pick the card on the bottom of the deck, so make sure you lead them to the right numbers and suits.

(92.) The Changing Ace

Effect: You hold the Ace of Clubs, Diamonds, and Spades, spread out like a fan so that everyone can see them. You turn them face down, have someone tap them three times (the "magic" number,) turn them face up, and the Ace of Diamonds has now amazingly changed to the Ace of Hearts!

Card Trick: You say you are holding the Ace of Diamonds, but you are really holding the Ace of Hearts. When you fan out the cards, fan the Ace of Clubs and the Ace of Spades, then turn the Ace of Hearts so that heart in the center of the card is upside down (so the point of the heart is up). Put it underneath the other two cards so that the other cards overlap it enough so only a red diamond shape shows in its center. (It will seem to be the Ace of Diamonds.)

Show the cards and turn them face down and have someone tap them three times. Lay the cards down, separately, one at a time, and it appears that the Ace has changed!

(93.) The Changing Card

Effect: A spectator picks a card. Then he (or she) takes the rest of the pack in his hands and puts the selected card on top of the deck. The magician takes the pack of cards and takes off the top card. The magician asks the spectator what his card was. He flips over the card and it is not the selected card. The Spectator's Card has changed!

Performance: When the spectator picks the card and looks at it, secretly palm a card off the deck. Hand the deck to the spectator and tell him to place his card on top. When you take back the deck, act as if you are squaring up the deck but actually place the palmed card on top. Take off the top card and ask what his card was. Flip over the card, and it has magically changed into another card.

(94.) The Four Kings Jive

Effect: The deck is shuffled, and a spectator cuts the deck in half. The spectator chooses one half of the deck and performer takes the other half.

Both the spectator and performer hold cards behind their back and select a card. The selected cards are then exchanged and placed face up into each other's packs behind their back. This is repeated one more time. When done, both people bring out their pile and spread the cards out -- All four Kings will be face up!

Preparation: Put the four Kings in your back pocket. Do this where no one can see you.

Card Trick:

1. Shuffle the deck. Let the spectator cut the deck in half and choose a pile; you take the other pile.
2. Tell the spectator to do exactly what you do.

3. Put cards behind back and have spectator do the same. (You secretly take the four Kings from your pocket and put them on the top of your pile.)
4. Both of you select a card (you pick the top King).
5. Then you exchange cards with out looking at them.
6. Tell spectator to put your card, behind his back, face up anywhere in the deck.

7. As he does this, put the spectator's card on the bottom of your pile and take a King from the top and put it face up anywhere.
8. Repeat steps 4-7 one more time.
9. Then bring the cards out. Join the two halves together. Spread the cards to show all four Kings are face up!

Editor's Note: If you prefer, you can start the trick by having the Kings on top of the deck. In this case, YOU make the cut, and give the bottom half to the spectator. Then proceed as above. Getting the Kings in place can be done while you're ending another trick.

(95.) The Four Ace Extravaganzas

Preparation: Remove the four aces from the deck and the cards 2,3,4,5,6,7,8,9 (of any suits). Put the four aces on top of the deck. (Later they'll be found in order from the top down.) Put the other eight cards in order from 2 through 9 and place them on top of the aces. Starting with the top card, the deck should be 2,3,4,5,6,7,8,9,A,A,A,A, then the rest of the cards. Now you are ready!

Procedure:

- 1: Bet the audience that they can find all the aces. Shuffle the deck, making sure that the top 12 cards stay in order on the top. (The audience won't notice, I guarantee.)

- 2: Ask a member of the audience to name a number between 10 and 20 (not including 20). Count that many cards one at a time face down onto the table.

3: Now ask him (or her) to add the 2 digits of his number together and state the sum. Pick up the cards on the table and count that many cards back onto the deck.

4: Remove the NEXT card and lay it face up on the table (it will be the first ace). Place the remaining cards on top of the deck without disarranging them!!!

5: Shuffle again without disarranging the top 11 cards and repeat steps 2-4 TWO more times!!

6: Now place the deck face down in front of the person and tell him to think of a number between 1 and 9. Have him count that many cards face down onto the table and turn the last card dealt face up.

7: If he thought of 9, he'll turn up the Ace. When this happens it makes the trick better, but it usually doesn't. If he thought of another number, he'll turn up a 9, 8, 7, 6, 5, 4, 3, or 2. Tell him to deal off that many cards--counting the turned-up card as the FIRST--and the last card he deals will be the fourth ACE!

It's a good trick but don't do it more than once for the same audience.

(96.) The Magnetic Cards

Effect: Two cards are either chosen by the same person (or one card each by two different people). The magician then drops the deck and only those two cards remain.

The Performance:

1: Shuffle the cards, noting the bottom card.

2: Fan out the cards and tell someone to pick any card.

3: Once he (or she) has picked a card, close up the deck and tell him to memorize it.

4: Tell him to place it on the top of the deck.

5: Have him cut the cards and place the bottom half on the top, apparently losing the card in the deck.

6: Look through the cards and find the bottom card you noted. The card to its right will be the spectator's card. Remember it and keep going through the deck until you reach the end. Say something like "I am now giving your card a positive charge." Note the new bottom card.

7: Ask someone to pick another card. She will be amused and think you couldn't find his card.

8: Repeat steps 3-6, but this time say, "I am now giving your card a negative charge".

9: Now, knowing the two cards, mix the deck in such a way that one of their cards ends up on the top and the other on the bottom. (See note at end.)

10: Make sure that they don't see the bottom card, because if they do, one of them will figure out the trick.

11: Firmly grip the cards and hold them lengthwise so that the back of the top card is facing them.

12: Quickly lift the deck up and slightly release pressure on the cards and let them slide so that the top and bottom cards remain in your hand and the rest fall to the table. Show the audience that the two cards left in your hand are their cards.

Editor's suggestion: After you've found the spectator's card in step 6, casually cut the deck so that it's on the bottom. Use it for your next "bottom card." After the other spectator has chosen her card and cut the deck, look through and cut the two cards to the top and bottom. Overhand shuffle by pulling off the top card with your thumb and then shuffling down so that the bottom card ends up on top.

(97.) The Reappearing Combo

Effect: Cards are eliminated by the audience but somehow appear at the end.

Card Trick:

1: Let someone pick one card out of a deck at random.

2: Cut the deck with your right hand so that only three cards remain in your left hand. As you tell the spectator to put the card back in the deck, hold the cards in your right hand directly above the others so that he (or she) can't see clearly how many cards are in your left hand.

3: Hold up the deck and show the bottom card to the spectator. Ask if this is his card. It won't be. Turn the deck face down. With the second finger of your right hand, slide out the bottom card (the one he said wasn't his) and place it on the table. (You are starting to make a pile of five cards.) Remove the next card from the bottom and place it on top of the deck.

4: Step four is where the trick comes in. Repeat step three, but this time after you show the bottom card and apparently lay it in the card on the table, you actually slide the bottom card back slightly with your left fingers under the deck and, with your right hand, slide out the next card and put it onto the pile. This is actually his card. Then remove the next card from the bottom and put it on top of the deck.

5: Repeat step 3 until you have five cards in a pile on the table.

6: Hold up the five cards together so that the spectator sees the bottom card. Ask if this is his card. It will not be. Turn the deck face down, and as in step 4, slide the card back and instead remove the next card and lay it on the table. This is his card.

7: Repeat the above steps until it looks as though you showed him all five cards.

8: Hold these cards in your hand, face down, and tell the spectator that he just agreed that all five of these cards were not his.

9: Lay the cards down on the table, counting them out loud, 1, 2, 3, 4, and 5 (this will leave his card on top).

10: Turn the five cards FACE UP and tell the person to hold them face up, pinching them fairly tightly between his thumb and index finger.

11: Slap the cards in the person's hands. The only one that won't fall will be his card.

(98.) The Similar Pair

REQUIRED: 1 Poker deck of cards.

PREPARATION: Pull two pair of similar looking cards from the deck, i.e.. the 9 of Spades & 9 of Clubs plus the 6 of Spades & the 6 of Clubs. The cards are combined as follows: The 6 of Clubs and the 9 of Spades. The 6 of Spades

and the 9 of Clubs. Put one pair on the bottom of the deck. Put the other pair on the top.

VARIATION: Depending on your experience level you can opt to shuffle, or fake shuffle. Another interesting option is to take yet another two pair of cards, say the 8 of Hearts and Diamonds, and the 4 of Hearts and Diamonds, pair them as above, then place them prior to placing the 6 and 9 combos. This will allow the trick to be performed twice in a row.

THE TRICK: Tell the volunteer to take the first two cards from the top of the deck and show them to the crowd. After viewing, have the volunteer place the two cards back into the deck, one by one, in any location. Hand the deck of cards to the volunteer and tap the deck twice on the top, stating you have now brought the cards together. Take the cards back from the volunteer and pull the bottom two cards from the deck. They are now back together and you're famous.

THE ILLUSION: Since most people will keep in mind only the color, number and the fact that there was indeed a Spade and Club, the trick is more of a play on their memory. After seeing their cards, then placing them back into the deck, the volunteer is then presented with a similar pair which is often mistaken for the original pair. Instead of the 9S and 6C they get the 9C and 6S.

One final note: If the volunteer should happen to place one of the cards on the bottom of the deck, then simply cut the deck and fan the cards to expose the similar pair.

(99.) The Sisters Trick

Preparation: Start by putting one red Queen on top of a regular poker deck, and the other red Queen at the bottom, both face down.

Card Trick: Give the two black Queens to a spectator. Start dealing cards off the top of the deck, laying them in a face down pile on the table, until the spectator tells you to stop.

Have the spectator put the first black Queen, face up, onto the pile (opposite to all the cards you have been laying down.) Drop the remainder of the deck in your hand face down onto the black Queen. (So the only card facing up is the black Queen.)

Repeat the process above, having the spectator put in the other black Queen, face up onto the pile, and drop the remainder of the deck on top of the black Queen, again face down.

Have the spectator cut the deck, and complete the cut.

Now announce that without any help from you the spectator was able to find the black Queens' sisters. Simply go to the black Queens, take them out, and the cards immediately above each will, of course, be the red Queens.

You have shown the spectator the Sisters Trick.

Editor's note: it is easy to put the red Queens in place, while you find the black Queens. This can be done right in front of the spectator, as long as you don't tell them what you are doing. Just do it and don't make a big deal out of it.

(100.) The Six Guessed Cards

Before you begin, memorize a card and its location in the deck (preferably not at the top or bottom).

Assign someone in the audience to write down your predictions.

Say, "I will pick the...," and name the card you memorized. Remove any card from the deck except the one you memorized, and glance at it to "confirm" your guess.

Say, "I will now pick the...," naming the card you just looked at. Each time, the card you predict is the card you just looked at. Do this until you have five cards in your hand.

On the sixth card, use the name of the card you just picked and really pick up the card you memorized at the beginning.

Ask the spectator to name the cards in order and reveal that you have predicted every single one.

(101.) The Sun

- 1: Count out 30 cards face up. Remember the 10th card. (Lets say that it is the joker.)
- 2: Deal five cards in a vertical row on the table, starting a couple of feet away and dealing toward yourself. Then deal the other 25 cards in a circle around the five cards. Assuming that the circle is a clock face, you deal the first card at 7 o'clock and continue clockwise until you deal the last card at 5 o'clock. Leave empty the space corresponding to 6 o'clock.
- 3: Have a spectator name any number between 6 and 29 (let's say 13).
- 4: Count to that number, beginning with the top card in the vertical row and counting toward yourself. When you reach the bottom of the vertical row, continue the count onto the card at 5 o'clock and counter-clockwise up the right side of the circle. When you complete the count, start the count again with that same card, this time moving clockwise. But when you reach the bottom of the circle, instead of going up the vertical row, continue counting around the circle up its left side. No matter what number they named, you'll always complete the count at the 5th card from the bottom of the circle on the left side. This 5th card will be the 10th card that you remembered from the start (the Joker in this case).
- 5: Let them see the card (you know it is the Joker) and let them shuffle the cards.
- 6: Make 3 rows of 10 cards face up and ask which row their card is in. When they point to the row put away the other 2 ones. Remember the card's position in its row (lets say that it's the 4th card). Put the 10 cards on top of each other without changing their positions. Deal them face down on the table in any way you like, but remember the position of the 4th card.
- 7: Ask someone to point out a card. Remove any card except the 4th one. (Make it look like you have a system.) This way you let them think that they pick the cards, but you do it for them.
- 8: When only one card is left it will be the 4th one, which is the Joker!

This trick works great!

(102.) The Turn Around Card Trick

Effect: The performer places eight cards face up on the table and then turns his back. He tells the spectator to turn one card around. When the performer turns back around he points at the card which was turned.

Card Trick: Place eight cards on top of the deck in this order: Three of Clubs, Six of Spades, Five of Clubs, Nine of Spades, Seven of Clubs, Six of Hearts, Three of Hearts, and the Seven of Hearts.

Deal the eight cards off the top of the deck, face up. You must be sure that the spots in the center of the cards are all facing the same direction. When the spectator turns one card around, the center spot will be facing the opposite direction.

Try it -- you'll see what we mean.

(103.) The Year Game

Before you begin, place one of the jokers on the bottom of the deck. Now ask the spectator to take a card. Have her place it on top of the deck and cut the cards. (You can have her cut the deck a few times.) Then say you have to have the joker on the bottom. Look for the joker. When you find it, the card after it is the spectator's card. Cut the deck so that her card is on top of the deck, and the joker is on the bottom.

Now you ask:

1: Ask how many weeks are in a year. When the spectator answers 52, deal 5 cards onto the table in a pile, and then deal 2 cards in a separate pile.

2: Put the 2-card group onto the 5 card group, pick them both up and put them back onto the deck.

3: Ask how many months there are in a year. When the spectator answers 12, deal 12 cards onto the table. Pick them up and replace them onto the deck.

4: Ask how many days there are in a week. When the spectator answers 7, deal 7 cards onto the table and then replace them onto the deck.

5: Take the top card and bury it into the deck. Take the joker from the bottom and touch the top card with it. Then turn over the top card, which will be the spectator's card.

Editor's Note. Instead of moving the top card to the bottom at the end, you may do a double lift instead. The double lift is more difficult but looks a little better than taking the top card off of the deck.

(104.) Think About It

Effect: After shuffling the deck of cards, the performer holds the deck in his left hand and asks a friend to cut the deck and place the top portion of the cards in the performer's right hand. The friend is then asked to take the top card from the portion in the performer's left hand. The friend looks at the card without showing the performer. The performer uses his (or her) mind reading capabilities to tell what card has been chosen.

Card Trick: Set up the deck beforehand: Separate the suits into four piles. Sort each pile in order from king on top to ace on the bottom. Lay the piles face up so that from left to right they show the aces of spades, hearts, clubs and diamonds. Cut the spade pile so that the king is showing (with the ace beneath it). Cut the hearts so that the 10 is showing. Cut the clubs so that the 7 is showing. Cut the diamonds so that the 4 is showing. Turn the cards face down on top of each other to make one pile, starting with the king of spades, then the ten of hearts, the seven of clubs, and finally the four of diamonds. Continue with the rest of the cards in the same order of suits. The deck is now set in a special order that only you will be able to follow.

While introducing the trick, cut the deck in half several times to appear to shuffle the cards without actually changing the order. Now practice your mind reading skills: Hold out the deck and have someone cut it and remove the top card from the left pile. Place the right half of the deck under the left pile. Glance at the bottom card without making it obvious. Add 3 to the value of the bottom card. This tells you the value of the chosen card. For example, if the bottom card is a 9, the chosen card is a queen. If the bottom card is a queen, the chosen card is a 2 (queen, king, ace, two).

To determine the suit, remember the sequence CHSD. The letters represent Clubs, Hearts, Spades, and Diamonds. (Think of the word "CHaSeD.") If a Spade is showing on the bottom, then the card chosen is a Diamond. If the 6 of Diamonds is the bottom card, the 9 of Clubs is the chosen card. If the 10 of Clubs is on the bottom, the King of Hearts is the chosen card.

Hints - You can repeat the trick, but always replace the chosen card on top of the deck and cut the deck once or twice before going on to each new card. If the audience asks to see the cards, flip them over and quickly run through them, as they appear to be in random order.

Once you have performed the trick a couple of times, really shuffle the deck well and hand it back to them.

(105.) Think of a Card

Effect: The magician takes a packet of ten cards from the top of a shuffled deck. A spectator thinks of one of those cards and memorizes it. The magician asks the spectator to also memorize the position of the card from the top of the (face-down) packet.

That done, the magician squares up the cards and divides the packet in half. He takes the top five cards and places them under the bottom five. The magician then asks the spectator for the position of the remembered card. The magician then takes that number of cards from the top of the packet and puts them on the bottom.

The magician finds the card, using the following method:

The magician takes the top card off the packet and puts it on the bottom. He then takes the next card and put it on the table. He keeps doing this, one card to the bottom, next card to the table, until he holds only one card -- it will be the card the spectator selected!

(106.) Three Card Match

Effect: A person from the audience picks a card and sets it aside. After a little hocus-pocus, you flip over three cards of the same value as the selected card.

Preparation:

- 1: Take all four cards of two suits from the deck (for this we will say Aces and Kings.)
- 2: Put all four Aces on top of the deck, and all the Kings on top of them. Now you are ready.

Card Trick:

- 1: Deal the cards into two face down rows of four: Ace, Ace, Ace, Ace; King, King, King, King.
- 2: Ask a spectator to point at one row of cards. Remove this row and place it on the bottom of the deck (It is no longer needed. For this, we will say that the Kings remain.)
- 3: Have the spectator touch, but not look at, a single card in the row.
- 4: Place this card aside, and put the remaining three cards on top of the deck. (That gives you one King on the table and the other three Kings on top of the deck.)
- 5: Deal the cards out into three piles (one King will be on the bottom of each.) Continue to deal out the cards until your spectator tells you to stop.
- 6: Now you can use any elimination process to bring each of the piles down to one card (which will be the King that was on the bottom.)
- 7: The only cards that should be left on the table are the one King that was set aside and the three Kings that were dealt into the piles. Flip the single card face up, reminding everyone that the spectator selected it. Now flip the other three cards face up, revealing that they all match.

(107.) Three In A Row

Effect: Three Aces are taken from a deck and placed in different parts of the pack and they all end up together!

Preparation: Put one of the RED Aces on the bottom of the deck, so that the audience does not see it.

Card Trick: Gather the other three Aces and show them.

Then ask a spectator to put one on the top of the deck, one on the bottom, and one in the middle.

Have her cut the deck, putting the bottom half onto the top half and have her to hand the deck back to you. Tell her you will find the three Aces, now magically together.

Go through the deck and the three Aces will be next to each other.

Hint: They will be near the middle.

(108.) Triple Threat

Ask a spectator to shuffle the cards. Take them back, saying you forgot to remove the jokers, and while you remove the jokers from the deck, remember the names of the 3 cards UNDER the top card. Shuffle leaving the top 4 cards on the top of the deck.

Put the deck on the table and ask the spectator to cut the deck into two smaller decks. Say that you will take one deck and ask him to touch one. If he touches the top portion containing the top 4 cards, keep that deck. If he picks the other deck, remove it. In any case the spectator must get the deck containing the top 4 cards.

Instruct him to take the top card of this deck and put it in the middle of the deck. Have him do the same with the bottom card.

Then have him take the top three cards and place them on the table face down.

Reveal the cards.

(109.) Turn Around Deck

Take an ordinary deck of cards and memorize the bottom card. Before you start the trick turn the bottom card upside down and place it back on the bottom of the deck.

Give the top half of the deck to a spectator and keep the bottom half for yourself. Tell them you will remove one card from the deck you are holding and do so. Look at the card but do not memorize it, the card you need to remember the bottom one. Place it on the table in front of you.

Ask them to remove one card from their deck but do not let you see. When they do this put the hand with the deck in it down to your side and when no one looking, flip the deck over. When the spectator has removed one card and looked at it, tell him to place it on the table face down next to yours.

Now tell him to put your card face down in his deck without looking, that way it is lost and no one knows what it was. Now take his card and place it in your deck face down so that it is the only card, except for your card, that is face down.

Now take half of his deck and turn it face up and place it on the top of your deck. Take the other half of his deck and place it face up on the bottom of your deck.

Now tell him that the deck should now contain packets of cards that are now face up, face down and face up. (He will agree.)

Show him that all the cards are face up except two. Turn over your card and ask him what card he had selected. He will tell you and you then turn over his card.

(110.) Vanishing Card

The performer shows a pack of cards in its case. He withdraws the deck and announces he will magically make a card leave the deck invisibly. He requests that five cards be drawn. These cards are placed face down on the table so no one can see them.

Performer now picks them up and asks someone in the audience to write down their names as he calls them off. After the cards are listed, he puts them back in the deck. Someone now looks through the deck trying to find the five selections. Only four are found in the deck! The performer opens the case the cards came in... the missing card is found to have left the pack and gone back into the case.

Explanation: When performer withdrew pack from the case, all he did was to leave one card in it, secretly learning its suit and number. When performer reads the names of the five cards, he says the name of this card instead of one of the drawn cards.

Editor's note: This is known as "Miscalling" a card.

(111.) Was There Now It's Here

Effect: You trick the person into believing that the card you gave him (or her) is a different card.

Card Trick: Show a deck of cards and ask someone to verify that it is not a trick deck.

Fan the cards and ask a person to take a card and show it to everyone except you. Put the card second from the bottom of the deck, making sure that nobody can see the bottom card, and shuffle the cards. BE CAREFUL NOT TO SHUFFLE THE LAST TWO CARDS! Then ask the person if the bottom card is her card. Naturally she will say no. Act like "Oops, I messed it up."

While you are saying or acting that, slide the bottom card toward you a little bit so that you can grab the card above it, and say "You're sure that that was not your card?" She will say yes. Then say, "OK, hold out your hand flat, palm up," and hand her her card face down. Tell her to place her other hand on top of it.

There are two ways of finishing this trick:

Finish Number 1: Tell the person to hold her hands out in front of you, and while she is doing that, quickly slip the bottom card (the one that is supposed to be in her hands) to the top of the deck. Say "OK, now that you have that card in your hands [showing her the bottom of the deck], I'm going to shuffle these cards." While you are shuffling, keep the top card on top! When you finish shuffling, take the top card and give it a little rub (face down) on the person's hand and say something like "Your card has now appeared in your hands." Then show her that the card she thought she was holding is now in your hand.

Finish Number 2: This is a little bit harder. Slip the bottom card to the top, and keep the tip of your little finger under it. Remove any other card from your deck and lay it face up on top of the deck. Then pick up both cards, pretending that they are one, put down the rest of the pack, and hold the two cards together from the corners with your second finger at 11:00 o'clock and your thumb at 5:00. (Your hand is above the cards.) With your other hand beneath the cards, take hold of the other two corners so that your thumb is at 1:00 and your second finger is at 7:00. With your right hand, bend the corners down a little. Bend the card back and forth a couple of times, and when you feel ready to make their heart skip a beat flip the cards over fast. Now they see that the card that is supposed to be in their hands is actually in yours.

(112.) What's on Your Mind?

Preparation: Before you start, conceal three cards in your pocket (facing inward).

Card Trick: Have someone shuffle the deck. Take the deck back and deal the top four cards onto the table. (Since you're going to memorize the cards,

make sure you don't have two of the same value.) "While I look away," you say, "I'd like you to think of one of these cards." When they're done, gather up the cards, remembering their value from top to bottom.

Suppose the cards are nine, jack, three, five. Repeat this to yourself several times and place the cards, face inward, into your pocket, on top of the three already there. Tell them to concentrate on their card. Reach into your pocket and pull out one of the three cards you originally placed there. Don't let anyone see its face. After studying it for a moment shake your head, and place it in the middle of the deck. Do the same with the other two cards you have previously placed in your pocket.

Return your hand to your pocket. Ask, "What was your card?" (Separate the cards so you can quickly grasp whichever card is named.) and when the card is named, produce that card.

You can even repeat the trick since you are left with three cards in your pocket!

(113.) Where's the Card?

Effect: Spectator picks a card from the deck and the magician finds it. Magician then lays out four cards, which are different from the one the spectator picked. Finally, magician causes selected card to reappear.

Card Trick:

- 1: Finding the card: tell spectator to pick a card and put it back on top of deck. Then take deck and put it behind your back. Turn top card over.
- 2: Bring deck out with the bottom card facing the spectator and ask if it is the same suit as their chosen card (ask any question... it's just a decoy.) Since the card chosen by the spectator is now facing you, you can glance at it and memorize it.
- 3: Disappearing card: don't reveal the spectator's chosen card yet. Place the deck behind your back so the spectator can't see what you're doing and take the chosen card from the deck and place it at either the 2nd, 4th, 6th, or 8th position from the bottom of the deck. (Let's say the 2nd.)
- 4: Turn around again and show the bottom card (which is not spectator's card,) and ask if that's their card. They'll say no. Take that card and place it on top. Take their chosen card (which is the 2nd card,) and put it on the table.

Do this until you have 3 more cards laying on the table. Spectator will think their card is not on the table.

5: After a big build-up, reveal that the spectator's card is now among those on the table. They will be surprised!

(114.) Who's The Magician?

Hand a full deck of cards to a volunteer to shuffle. (Make sure it's a FULL deck of 52 cards.)

1. Ask the volunteer to deal the deck into two piles one by one alternating each pile as they go along so that the piles are even.
2. Have them choose one of the piles and remember the bottom card.
3. Tell the volunteer to show the bottom card to the audience but not to you.
4. Ask them to place the pile containing the bottom card on top of the other pile.

Then ask the volunteer to deal the deck into four piles from left to right one card at a time so that the piles are even. Fan through each pile and ask the volunteer if their card is in that pile. As you ask, reassemble the deck making sure that the pile with their card goes on the very top of the deck.

Give the deck to the volunteer and have him deal the cards, one at a time face down on the table, spelling out the word "P-R-E-S-T-O".

Have them turn the next card over. This will be their chosen card!

(115.) In the Bag!

Effect: A spectator shuffles a deck of cards and the performer has one card selected. The selected card along with the deck and the card box is tossed into a paper bag and the spectator mixes the cards together by shaking the bag. The performer reaches into the bag to find the selected card and comes out holding the card box! The box is opened and the selected card is found inside the card box – the bag was shaken so hard that the card was shaken into the box!

Preparation: You will need a duplicate playing card. Place the duplicate card on the top of the deck and place the deck in the box and place the card you will have selected into your pocket with the face of the card toward your body.

Card Trick: Remove the deck from the box, but leave the duplicate card inside the card box (unknown to the audience) and close the box up. After presenting a few card tricks, have the deck thoroughly shuffled and place the deck into your pocket on top of the card that you will force.

Reach into your pocket and start removing cards from the top of the pile one by one until the spectator says "stop", then take the bottom card (the duplicate of the card that its in the box) and place it in front of the spectator and have him remember it.

Take out the paper bag and have him drop his card into the bag, then drop the cards on the table into the bag and the cards in your pocket into the bag and finally the card case. Close up the bag and hand it to the spectator to shake together.

Reach into the bag and pull out the card case. Look puzzled and open up the case and remove the "selected" card!

(116.) Magic Pockets

Effect: A spectator inserts a card upside down into a deck and memorizes the 2 cards next to it. The performer pulls both cards out of his pockets without ever looking at the cards!

Card Trick: You need a packet of 20 cards and a joker. Give the packet to a spectator and have him (or her) shuffle to ensure that the cards are not in any order.

Tell the spectator to slide the joker anywhere into the packet face up. Have him fan the cards with the faces toward himself and memorize the 2 cards at the right and left of the joker. Have him square up the deck and give it back.

Deal the top card onto the table. Deal the next card to the right of the first. Deal the third card on the left pile, the fourth card on the right pile and so on, alternating piles until you run out of cards. The last card should be on the left pile (because you're holding an odd number of cards).

Pick up the right pile and place it on the left pile. Repeat this entire procedure once: deal the cards into two piles, starting on the left, and then place the

right pile on top of the left. Saying "We don't need this joker any more" look through the face-down pack until you find the joker and throw it aside.

Casually put the cards that were above the joker onto the bottom of the deck, making sure they stay in the exact same order. Have the spectator cut the deck approximately in half.

Take the top half and put it in your right pocket facing toward your body. Take the bottom half and put it in your left pocket facing away from your body.

Put a hand in each pocket and count off 4 cards in each pile, starting from the outside. The 5th card of each pile will be the spectator's card.

Bring them out of your pockets and watch the amazement.

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