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List of Easy Card Tricks

Trick	Description
2 of a Kind	Ok, the dealer picks out two cards of his choice. He tells you to cut the deck. he flips over the cards that he picked out then he flips over 2 cards of the deck that you cut. they are the same number.
4 Friendly Kings	Trick similiar to Kings Robbery, where 4 Kings come together.
Ace Party	You have the spectator make four piles of any number. When this is done you flip over all the piles and all four aces are there.
After Drinks	The audience is given two random cards. They look at them, but the dealer doesn't see them. The audience inserts the cards into the deck, and without shuffling, the dealer throws the deck into a chair, but somehow manages to pick up the two cards, holding them up in front of gaping audience members.
All The Aces (1 Variation)	The Spectator cuts the deck into four piles. From each pile three random cards are dealt onto each of the other piles. The spectator then turns over the top cards of each pile to reveal all four aces.
Appearing Card	A spectator picks a card out of a shuffled deck of cards and you place them on any three random cards place the cards at the bottom of the deck shuffle the deck and put three cards from the bottom of the deck and ask the spectator if any of those three cards are his then place them on the table and flip over one of the cards and there card appears on the table.
Back Flip	Audience picks a card, which the dealer does not see. The audience member inserts the card back into the deck. Next the dealer drops the card onto a table top, and the card jumps out of the deck, face up!
Bottom Card, The	You will guess the bottom card without even looking at it {or so your audience thinks so}
Chased	To guess someone's card by memorizing order of deck.
Changing Ace, The	You hold the ace of diamonds, spades, and clubs fanned out so that everyone can see them. You turn them over, then have someone tap them three times, turn them over, and now you are holding all the same cards except that the ace of diamonds has now amazingly changed to the ace of hearts!
Count Down	You shuffle the deck several times and then ask a person to tell you when to STOP when they think you drop ten cards. You then count the correct amount of cards actually dropped. You then tell them to memorize the top card and put it back into the deck shuffling anyway they want to. You then fan all the cards out in a spiral towards the middle and pick their card out for them.
Cut To It (1 Variation)	The spectator picks a card, puts it on the top of the deck, cuts it and the magician finds the card (Variation-Abacadabra)A deck is shuffled and a card is chosen. The spectator replaces the card on the top of the deck. The magician shuffles the cards. He strangely reveals the card by using an audience members hand and points out their card. (The card can be revealed by other matters)
Deck Predictor	After shuffling the deck of cards, the performer asks a friend to cut the deck that is in his left hand. The friend then places the top portion of the cards on the performer's right hand. The friend is then asked to take the top card off the portion in the performer's left hand. The friend looks at the card without showing the performer. The performer uses their mind reading capabilities to tell what card has been chosen.
Do It Yourself Discovery	The spectator discovers his own card in a mysterious manner.
Easy Eights	Need one accomplice - they tell you what card the spectator chose by pointing to it
Easy Pick	Just holding the card case and picking the card.
ESP	This trick requires a Magician's assistant. 9 cards are laid face down in three columns of three. The spectator is asked to pick a card. The assistant won't be watching when this is going on. The assistant will return, and through ESP, the assistant will pick which card the spectator picked
Find The Card The Easy Way (2 Variations)	Remember the card by remembering its position in the row
Four Islands	There are four islands in an ocean. Each has a king, queen, a son named jack (the jack will be used), and a dog named ace (the ace will be used) One day, a hurricane storms through the ocean creating complete chaos and wiping everything on the islands away. Finally, each King lands on its own island, each Queen on her own island, etc.
Four Kingdoms (2 Variations)	Simple Trick involving telling a little story and dealing 16 cards over and over.
Four Two's Jive, The	Spectator shuffles deck and cuts in half. Spectator chooses cut portion and performer takes the other. Both the spectator and performer hold cards behind their back and select a card. the cards selected are then exchanged and placed face up behind the back. this process continues one more time. When done both people bring out their pile and spread them out. All 4 2's will be face up.
Haphazard Cards	A deck of cards is haphazardly mixed up and is instantly restored.
Hotel & Motel, The	A motel with four rooms, (any 4 of any suit). Four aces, four kings, four queens, four jacks, come and mix in the same four beds. When the inspector comes to check, all the aces are in one room, the kings in another, as are the jacks and the queens. Amazing, huh?
Kathy's Prediction	Predict a card's value that is face down on a pile. Works every time.
Keith's Trick	Simple Trick, that's basically foolproof.
Kings Robbery (2 Variations)	Story Telling trick, easy to do.
Lazy Magician, The	The spectator is given the cards, which the spectator shuffles as much as they want. Next while the magician's back is turned, the spectator looks at the top card, and replaces it back on the top. The spectator is asked to place as many cards as the top card (King is 13, Queen is 12 and so on..) from the bottom to the top (still behind the magician's back). The magician turns around and takes the deck and finds out the card!
Liar, Liar	You go through a deck and tell the 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. Then, you do it 3 more times, all NOT being their card. Then you pick up one that you put down and it is magically their card.
Lucky 13	The Dealer takes a fresh deck of cards out of the box and begins to shuffle them to make sure that they are in no particular order. He then begins to deal the cards into a bunch of piles until the deck is cleared. There are 13 piles and when he is done all of them contain all Four cards of each suit in each pile.!!!
Magical Cut	Begin the trick by what I call rifling the deck. Tell the spectator to say stop. Where you stop you cut the deck. The card on top of the bottom pile is the spectator's card. Tell the spectator look at the card and put it back where it was. Now you lay the cards face up so you can see them all. You pick a card and that is the spectators.
Magic Riffle	Performer shuffles the deck and then riffles through and finds spectators card.
Mind Reader	Don't Try it on smart people.
Mirror Image	A cut and shuffled pack makes two face down piles of red and black cards.
Nice and Easy	Easy, Simple trick to do and perform.
Number's Trick	Through math, you can find out two cards that a person has chosen.
Obedient Colors	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 or black column. The column colors are then switched and more cards are placed by the audience. At the conclusion of the trick, all the cards are flipped over and all the colors in each pile are together.
O'Henry Trick	Self-Working Magic Trick
On Tap	You in front of several spectators along with an accomplice lay 9 cards, 3 x 3, onto the table. You ask the accomplice to leave the room, then have the spectators choose a card. When he returns you will have him identify the exact card chosen by the spectators!
Opnick's Dozen	Creative trick for young card trick performers
Opposite Decks	Quick trick, with a little preparation.
Order Please	You have a spectator cut the deck 13 times. Then you deal the cards onto 13 piles (as if you were playing a card game), then you turn over the piles one by one. The cards have in each pile are the same value.
Pick for Me	This is a simple trick in which all you need is a normal playing deck. The effect is surprising to an audience, but I don't recommend doing it more than a few times for the same group of people.
Pick-Up 52	A good trick to finish a performance (an informal one, anyway). Make sure you don't have to clean up.
Psychic Solution	You tell a person to pick the top card of the pile. You tell them to memorize it. You then tell them to put the card back into the pile. Take the deck, and act like you are trying to get "psychic" messages from it. Then tell them their card, while they concentrate on it.
Re-appearing Aces	You will show the audience four aces and put them on top of the deck. Then you will pick up the four aces and give the audience the four cards underneath and as you show the audience your cards they will not be the four aces; the four aces will be in the spectators hand.
Reverse the Card	Simple to do, hard to figure out
Seb's Bottom Trick	Easy to do, very basic card trick
Self-Arranging Trick, The	Shuffling a deck of cards and having it cut nine times can make every card show up in their own pile. (i.e. 2H, 2S, 2D, 2C all in one pile)
Seven Detectives	This is a whole story of Seven detectives chasing a murderer (the selected card.)
Sisters Trick, The	Simple trick with 4 Queens
Spelling Bee	The magician shuffles the deck and takes the top three cards. The magician then holds the 13 cards face down. He then proceeds to spell the first card name, ace. "A-C-E" and for each letter, he puts one card under the small deck (the 13 cards). he then flips over the next card (the fourth one) and it is an Ace. He repeats this process for each card number, Ace-King. At the end, he has all 13 cards face up on the table in sequential order.
Switcheroo	Confusion Trick with 9 & 6 of clubs & spades.
Telepathy	Magician spreads cards in hand and asks spectator to select card. Spectator then memorizes number and suit, then gives the card back to magician, who then puts it back in the deck at a random place. Then the magician counts off cards from the bottom (or top) and then stops, and holds up a card: the spectator's!
Teleporting Card, The	The spectator picks two cards from the top of the deck. The spectator then puts the two cards in the middle of the deck. Without shuffling or arranging of the cards the cards magically teleport into your hands!
Think of Your Card	Trick for beginners using the elimination shuffle
Three In a Row	Easy Trick to perform, little preparation.
Three Card Match	A person form the audience picks a card and sets it aside. After a little hocus-pocus, you flip over three cards of the same rank as the selected card.
Turn Around Card Trick, The	The performer places 8 cards face up on the table and then turns around. He then tells the spectator to turn one card upside down. when the performer turns back around he points at the card which is turned.
Turn Around Deck	Simple trick that can be done by beginners.
Vanishing Card	Performer shows a pack of cards in a case. He seemingly withdraws the deck, announces he will magically make a card leave the deck invisible. 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 in the deck. Someone now looks through the deck attempting to find the five selected. Only four are found in the deck! The performer now opens the case the cards came in...the missing card is found to have left the pack and gone back to the case.
Where's The Card	Spectator picks a card from deck and magician finds it. Magician then lays out four cards which does not correspond to the one the spectator picks and magician makes it reappear.
Who's The Magician	Self-Working Trick where the spectator does all the work.



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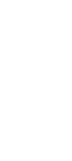
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Biddle Move: -- Move used to bring selected card to the bottom of the deck. [Click on title for complete description.](#)

Bottom Charge: -- Move used to change cards. [Click on title for complete description.](#)

Break -- A slight opening secretly held in a deck of cards.

Breather Crimp -- The Breather crimp is a special type of "pyramid" crimp put into a card. It's good because it's not really detectable like the standard crimp is--but it's harder to put into the card and requires a little privacy. The breather crimp is an undetectable crimp that can be put on a card at a moments notice, and is an extremely powerful weapon in the card conjurors arsenal.

Book Pass Force -- The book-pass force is where you do an overhand shuffle (take a group of cards then throw them on the other pile, you do this repeatedly) except you hold the top card and keep it on top. This will leave the selected card on top.

Bridge-Sized Deck -- A deck of cards slightly smaller than a poker deck, measuring 2-1/4' wide. Bridge-size cards are frequently used and give the magician an advantage in certain tricks because of their smaller width.

Card Discovery -- The climax or end of many card tricks during which the spectator's card is revealed or produced in a "magical" manner.

Card Location -- Any method that allows the magician to find or locate a selected card after it has been returned to the pack.

Conjurer -- A magician

Control -- Any method that allows the performer to move a particular card or cards to a specific location in the pack.

Crimp -- This involves putting a bend or crease in a playing card in such a way that you are able to locate it in the deck by feel alone. The crimp can be put anywhere on the card, but the corners or long sides are generally used. You can crimp the card simply by bending the corner slightly upwards when showing it. You can also crimp the side of a card by squeezing it gently at the side between the thumb and forefinger. Basically, any (subtle) identifying bend or crease in a playing card qualifies as a crimp.

Cut Deck -- Magician pulls a deck of cards out of a box showing that the deck is cut in half! (from upper right corner to lower left corner). Magician claims that he/she performed at a restaurant a while ago, and when he was showing a trick to the cook that required him to cut the deck, he took it literally and chopped the deck in half. Now, the spectator fans the left half and asks the spectator to point to a card. That card is removed and given to the spectator. The spectator then fans the right half and asks another spectator to point to a card. That card is removed and given to the other spectator. The spectators are then asked to place their cards face down on the table. The magician takes their cards and puts them together, showing an exact match on the back of the cards. They are flipped over and revealed to be the 2 matching sections of one card!!!!!!

Do As I Do -- When you have the spectator do the same things as you do.

Double Cut Force -- The double cut force is a way of forcing the top card of the deck. [Click on Title for complete description.](#)

Double Lift -- This is were the two top cards are drawn up to be shown as one card alone. A fingerbreak between the two top cards before the sleight is executed, is very nice. Otherwise it requires really light fingers. [Click on title for complete description.](#)

Double Sided Cards -- Simply a double sided card which you can buy or make for many good effects.

Double Undercut -- Card Control used to return a card back to the top of the deck. [Click on title for complete description.](#)

Effect -- A sleight or trick

Elmsley Count/Elmsley Pass -- This is a sleight-of-hand maneuver that can be done ambidexterously. It is not as hard as a 'parallel pull', but it takes much more grace and skill than a Hindu Shuffle, if that puts this sleights difficulty into perspective. Click on title for complete description.

Face -- The face of a card shows its value and suit.

Face Cards, Picture cards, or Court Cards -- All of the jacks, queens, and kings.

False Cut -- Any cut that leaves the deck in the same order as it was before the cut.

False Shuffle -- Any shuffle that leaves the deck in the same order as it was before the shuffle. Click on title for complete description.

Faro Shuffle -- The faro, also known as the weave shuffle is a technique that perfectly interlaces the cards. It is not a false shuffle, but properly speaking a controlled shuffle. The shuffle can be made in the hands, or on the table which gives it the appearance of a tabled riffle shuffle. The in the hands method is, by far, the easier of the two and I will describe the method that I use. Click on title for complete description.

***Finger Break** -- Move used to return to cards easily. [Click on title for complete description.](#)

Flash -- Allowing the spectator to briefly see the face of any card.

Flourish -- A display of skill with cards. Usually not a trick but an important part of a trick like one handed cut, fan, and ribbon spread.

Force -- Causing a spectator to select a particular card or cards when the spectator thinks the choice was freely made. Click on title for complete description.

List of Forces in Card Trick Central: [Glide Force](#), [Double Cut Force](#), [Dribble Force](#), [Spread Cull Force](#), [20 Count Force](#), etc... (Click on definition to go to force page...)

Free Choice -- When a spectator really has a free choice, no force.

Gimmick -- A secret device used in the execution of a magic trick.

Glide -- The glide is simply pulling back a bottom card so that the second to the bottom card is revealed a little (this is done face-down though, so no-one can see the faces) It is only revealed for touch. The second to bottom card is slipped out as if it was the bottom card. (Usually it looks 'the bottom card is shown, then the deck is facedown (no attention drawn to this), then the bottom card is slipped out. (Of course, really the 2nd the bottom is slipped out.) Click on title for complete description.

Glimpse -- Secretly noting a card while holding or shuffling the pack.

Greek Shift -- Move used to shift a card, or make a false cut. [Click on title for complete description.](#)

Greek Shuffle -- False Shuffle. Watch your angles. [Click on title for complete description.](#)

Haunted Deck -- Spectator freely selects a card, and that card is placed back onto the deck. The deck is cut and the spectator is told that the deck will remove the card by itself and then watches, as the deck removes the card!!!! The deck can then be given to the spectator to reveal no gimmick!!!!

***Hindu Shuffle** -- An effective way to keep a card or several at the bottom of the deck. Click on title for complete description.

Indicator Card -- A playing card used to identify the location, value, or suit of a different card, usually selected by the audience.

Invisible Deck -- This deck is a trick deck wherein the backs of the cards used have a thick, non-slick surface. The cards are placed back to back in certain pairs. Click on title for complete description.

Jog -- A card sleight in which a card is made to secretly protrude from the deck to a slight extent, thus enabling the magician to secretly locate it or the card next to it at a future moment. Click on title for complete description.

Key Card -- A Card, generally gimmicked, which is used to locate a particular card or cards in the deck.

Legerdemain -- A French term for magic of the hands or sleight of hand.

Marked Deck -- A deck a cards with markings on the back to identify the front. You can name any marked card by looking at the back of it.

Mechanic's Grip -- The mechanics grip is one of the most often used for false dealing. It is sort of a compromise between the erdnase grip and the full grip. The forefinger curls around the outer right corner of the deck while the other three fingers curl around the side of the deck.

Miscalling a Card -- Tin card magic, purposely giving an incorrect identification of a card. [Click on Title for complete description.](#)

One Way Deck -- Here is a deck that you dont have to buy, you arrange the back of the deck pictures all the same way and when the spectator picks his card no just switch the deck around. Then it is s the only one that is backwards. No more fake shuffles!

Overhand Shuffle -- A shuffle where you hold the cards in your right hand and you pull them off a few at a time into your left hand.

Palming a Card -- Method of concealing a card. [Click on title for complete description.](#)

Pass -- A sleight.

Patter -- The talk a magician uses to accompany a trick.

Reversed Card -- Any card that is face up in a face-down pack (or faced down in a face-up pack).

Riffle Shuffle -- Common shuffle, used often. [Click on title for complete description.](#)

Sandwiched Card -- Any card that is placed, or located, between two other pre- designated cards.

Self-Working Tricks -- Tricks that don't require sleight of hand.

Shuffle -- The process of mixing a deck of cards

Slip Force -- Quick Force. Click on title for complete description.

Spot Cards -- Any card from ace through ten in any suit.

Springing Cards -- A flourish in which you bend the cards, let go, and catch them with the other hand

Stranger Cards -- Not a card that's extra weird. A Stranger Card is a card taken from another deck, and added to the deck you're using. This allows you to perform many tricks in a much more mystifying way. For instance, cards inserted into the middle of the deck can be made to instantly reappear on the top or bottom. (See: The [Teleporting Card](#) in the Easy Trick index.) Some Stranger Cards are specially manufactured, to make things happen that couldn't, otherwise. A good example is the gag card made to look like a Three-and-a-half of Clubs! (You can find these at your local Magic store, and many novelty shops.)

Stripper -- This deck is cut in sort of a subtle 'triangular' shape. meaning the top is wider than the bottom. therefore, if a card is place in upside down, the wider end of the card now matches with the decks lower end, thus making it easy to locate or even slip the card right out of the middle of the deck. Click on title for complete description.

***Svengali** -- The Svengali Deck consists of 26 ordinary cards, all different, and 26 short cards all of the same suit and value. The latter may be narrower as well as shorter, but short duplicates only are generally used. The pack is set up by arranging the two sets alternately, thus every other card from the top is a card of the same suit and value. Click on title for complete description.

Switch -- A sleight or move in which one object is secretly substituted for another.

Vegas Shuffle -- The vegas shuffle is the same as the reno shuffle when you cut the deck into two piles and with your thumbs merge them together. It is the same except you only merge the two piles in the corners, and then you straighten them out..

Vanish -- The act of making an object suddenly become nonexistent.

--some info taken from Encyclopedia of Card Tricks, Now You See It Now You Don't <except>



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2 of a Kind

Trick Courtesy of: Mike (Mike)

Original Author: Unknown

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Effect: The magician picks out two cards. He has a spectator cut the deck. He flips over the cards that he picked, then he flips over two cards of the deck that was cut. The cards match.

1. Shuffle the deck so the specator doesn't think you've rigged it.
 - 2.) Tell them you will pick two cards. Go through the deck making sure you look at the bottom and the top cards of the deck.
 - 3.) Pick out a card that 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 is the same as the top card.
 - 4.) Ask the spectator to cut the deck.
 - 5.) Take the first card, the one on top of the original top of the deck, and flip it over.
 - 6.) Flip the bottom half of the deck over completely.
 - 7.) Flip over the cards you picked. They all match!
-

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4 Friendly Kings

Trick Courtesy of: Nick (nick@empire.net)

Original Author: Unknown

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Do the first 3 steps away from your audience or pre-prepared.

- 1) Take the four Kings out of the deck, and also two other cards.
 - 2) Fan the four Kings out, and place the two other cards you selected behind the second King. Line them up so your audience cannot see the two other cards.
 - 3) Show the Kings to the spectators.
 - 4) Place the Kings (and the two secret cards) face down on the top of the deck.
 - 5) Tell the audience that the four Kings are good friends, and they don't let anything get between them.
 - 6) Place the top King on the bottom of the deck. You may show the audience this card.
 - 7) Place the next card (not a King) into the center of the deck.
 - 8) Repeat step 7.
 - 9) Leave the fourth card on the top. You may show the audience that it is a King.
 - 10) Explain that the Kings are real good friends and will soon be back together.
 - 11) Cut the deck in the middle, and put the bottom half on the top.
 - 12) Search the deck for the four Kings. They have been magically moved next to each other. br>
-

4 Friendly Kings (Variation)

Trick Courtesy of: Jason (changkc@cadvision.com)

Effect: This trick is exactly like the 4 Friendly Kings above. However, this variation allows for less chance of making a mistake. The magician has three Kings in his hand, and tells the audience one of their friends is missing in the forest (represented by the deck.) Then he tells of how the three Kings decide to go looking for their friend. He then squares up the Kings and puts them on top of the deck. He says the first King decides to go to the back of the forest, in case their friend came out. Magician puts the first King on the bottom of the deck. Then he says that the second of the Kings will look for the missing King inside the forest, so then he puts the second card in the middle of the deck. Lastly, he tells the audience that the third King decides he will wait for the missing King at the entrance to the forest, so he leaves the King on top. He then tells the audience that the three King's decided before they started to meet in the forest if they could not find him, to discuss their next move. The magician cuts the deck, flips the cards face over and finds the Kings are all together!!

Card Trick

Before Hand:

- 1) Gather all four Kings.
- 2) Put one King on the top of the deck. Fan the other three out, and put one card (any card) behind the second King. (Make sure it is hidden.)

With the audience:

- 3) Tell the audience the story.
- 4) Square the cards and put them on top of the deck.
- 5) Put first King on the bottom.
- 6) Put second "King" (really not a King) somewhere in the center.
- 7) Leave the third King on top.
- 8) Cut the deck, putting the bottom half of the deck onto the top.
- 9) Find the Kings in the deck with their missing friend!!

This variation is a little easier because there is only one fake card to hide and to put into the deck.

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Ace Party

Trick Courtesy of: Patrick Miller (mcost@dataex.com)

Original Author: Unknown

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Effect: With the spectator's help, you make four piles of cards. When this is done you flip over all the piles and all four Aces are there.

Preperation: Arrange the deck like so: three Aces on the bottom and one on the top.

Presentation:

Ask the spectator to tell you when to stop putting down cards. Begin dealing cards face down on the table. Continue until they have you stop. After the first pile is down, stick the card deck, still in your hand, under the table and put the bottom card on top. This gives you an 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!



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After Drinks

Trick Courtesy of: Per Berge (per@calweb.com)

Original Author: Unknown

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This is a GREAT trick. And it's REALLY EASY. It is "detectable," but you get away with it most of the time. If people have had a drink or two, this is an incredible trick -- they'll think you're David Copperfield or something...

EFFECT: The audience is given two random cards. They look at them, but the magician doesn't see them. The audience inserts the cards into the deck, and without shuffling, the magician throws the deck into a chair, but somehow manages to pick up the two cards, holding them up in front of the gaping audience members.

HOW IT'S DONE: This is a trick of the mind.

- 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 give to the audience. Next, pick 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 "real" cards both go on top.

- Without too much explanation, deal the two top cards out, face down, and let the audience look at them. Next, let them insert the cards back into the deck.

- Make sure they can see that you're not doing ANYTHING to the deck. Hold the deck between your thumb on top, and your fingers on the bottom. Swing the deck back and forth a few times (make SURE they can't see the bottom card, though!) Perhaps you count 1, 2, 3, and then throw the deck into a chair (or couch, or something, where it'll be easy to pick up.) 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.

- It helps if you position yourself so that the audience doesn't turn their heads around to watch where you threw the cards. You should be close to the chair you throw the deck into, so you can draw their attention back to the two cards you held onto.

- They picked the Eight of Spades, Three of Clubs - but you are holding the Eight of Clubs, Three of Spades. It's VERY rare that anybody notices. And if the audience is drunk, you get a lot of "Ohmygaaawd, how'd he DO that?" and gaping mouths... Great trick!

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All The Aces

Trick Courtesy of: Kelvin Nishikawa (kelvin@mindless.com)

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[King of the Hill Variation](#)

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 all four Aces.

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

Procedure:

- 1) Tell the spectator to cut the deck into two piles. Once he has done that, have them divide the two piles into four.
- 2) We will call the piles numbers one to four; four being the top pile with the Aces. (Don't tell the spectator these numbers. They are just for us to keep track of things.)
- 3) 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.)
- 4) 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.)
- 5) There IS no 5, you're done! Just turn over the top cards to reveal the Aces!

Afterthought: This would be a good trick to precede the [Acrobatic Aces](#).

King of the Hill

Trick Courtesy of: Steven Hendry

hendry1@hotmail.com

Original Author: Jay Alexander

Preparation: Before you start the trick place the four Kings on top of the deck.

Procedure:

Tell your spectator(s) that this is a special royal deck and the Kings run it all. Start by making four piles: take about one-fourth the deck from the bottom, and set it on the table. Take another quarter from the bottom, and set it to the right of those. The third quarter goes to the right of the two piles, and the fourth (the rest of the cards) goes to the far right.

From the pile at far LEFT, place the top three cards on the bottom of the pile, then deal one card to each of the other three piles. Repeat this with each pile, moving from left to right.

Ok, now you're all set. Point to each pile and say "King of the Hill." Turn each top card face up, to show that the Kings have magically come to the top.



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Appearing Card

Trick Courtesy of: Matt

Original Author: Unknown

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Effect: A spectator picks a card out of a shuffled deck. You put it with three random cards, place the cards at the bottom of the deck, and shuffle. You take three cards from the bottom of the deck and ask the spectator if any of those are his. None are. These are laid on the table, one of the cards is flipped over, and the selection appears on the table.

How It's Done:

Ask a person to shuffle the cards and then choose one card. Have them give you the deck. Take three cards from the bottom. Tell the spectator to put their card on top of those three, then to place the four cards at the bottom of the deck.

Shuffle the deck, but be sure to keep the four bottom cards in the same spot. (Editor's note: There are false shuffles explained on the [Terminology Page](#).) Shuffle the cards a couple of times. 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 at the top of the tabled pile. Set the rest of the deck aside.

Pick up the tabled cards. Square them up, and hold them so the spectator can see the face of just the bottom card. Ask 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 them.

Show them the top card from those in your hand, and ask if it is theirs. Again they will say no. Lay this card on the table. Finally, show them the last card in your hand and ask if it's the selection. When they say no, put this card onto 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 made their card appear!

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Back Flip

Trick Courtesy of: Per Berge (per@calweb.com)

Original Author: Unknown

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This is a very simple trick, and works best on kids, but it can be made to look pretty impressive.

EFFECT: Audience member picks a card, which the magician does not see. The audience member inserts the card back into the deck. Next the magician drops the card onto a table top, and the card jumps out of the deck, face up!

HOW IT'S DONE:

- Shuffle the deck so that everyone can see you are not preparing the deck in any way. (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, you do two quick, easy maneuvers:

1) Quickly move the top card to the bottom, while flipping it face up. You're left with a deck with the bottom card upside down.

2) Turn the whole deck over. You're left with an upside down deck, but because the (now) top card is reversed, it looks like a regular deck.

- Now hold the deck out (make sure you don't fan the cards at all - you don't want to reveal that you're really holding onto an upside down deck.) 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 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** slide the top card back off the deck by 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 (the selected card) will flip over. This is a real crowd-pleaser.

- An alternative ending is **NOT** to turn around, but just to move the deck back to right-side-up, while moving the inverted top/bottom card back to its former position. Now, you put the deck down, do some Hocus Pocus and tell them you just made their card flip over, inside the deck. Fan the deck out, and their card is the only one reversed (it's actually better if you put the deck upside down and fan it out, so the chosen card is the only one that's right side up) However, a smart audience member will quickly figure you out this way, just because you mentioned "reversed" - it kinda gives them a clue...

Ending Variation

Instead of the last three steps tell the person to imagine their card flipping over backwards, then go through the deck and show them the card. (But be careful not to show the bottom card!)



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The Bottom Card

Trick Courtesy of: UNC (lucie@nbnet.ca)

Original Author: Unknown

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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. You can tell everyone that you aren't a very good shuffler.
 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 amongst 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 tell 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.
-

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Chased

Trick Courtesy of:Michelle (michelle@insyte.com)

Original Author: Unknown

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Effect: To guess someone's card by memorizing order of deck.

Preperation Before the performance, set the cards in this order: 8, K, 3, 10, 2, 7, 9, 5, Q, 4, A, 6, J. Also in suit order: Clubs, Hearts, Spades, Diamonds. To remember numeric order simply memorize this: "8 kings threatened to save 95 queens 4 1 sick knave*." To remember the suit order, use CHaSeD (Clubs, Hearts, Spades, Diamonds.)

Card Trick:

When someone picks a card, sneak a peek at the card above it. Now you should know what their card is. You can also let them return their card, and look for a card out of place.

Editor's note: "knave " is an old word for knight, which is the same here as the Jack.

This trick will take a lot of practice, but you'll have a real mystery when you get good at it!)



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The Changing Ace

Trick Courtesy of: Erich Gaul

Original Author: Unknown

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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 make sure that the Ace of Hearts is upside down so the point of the heart is up. Put it in the middle, but on the bottom, with the other two overlapping it enough so only a red diamond shape shows in its center. It will seem to be the Ace of Diamonds. Turn the cards 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!



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Behind The Back

Trick Courtesy of: Scorch (kenny_o@ix.netcom.com)

Original Author: Unknown

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Fan out the cards face down and have the spectator pick any card. When he has memorized it, have him put the card on the top of the deck (don't worry he will be fooled). Put the deck behind your back, flip the top card over so the card is face up and the rest of the deck is face down. Bring the deck from behind your back and ask the person if the card on the bottom is their card. While doing this, his card should be in plain sight of you face up in the back of the deck. He of course will tell you that that card is not his. Put the cards behind your back again and flip over the spectator's card again so that all cards are now face up. Cut the deck and show the spectator the card on the bottom again. He will tell you that it is not his card again and thinks you are a fool. Tell him to shuffle the deck anyway he wants since you already know his card. When he gives you the deck back you can go directly to his card and amaze him.

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Cut To It

Trick Courtesy of: Ittay (Ittay@cs.huji.ac.il)

Original Author: Unknown

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[Abracadabra This is Your Card !!](#)

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

How it's done

All you have to do is have a glimpse at the bottom card of the deck. Ask the spectator to take any card. After he does, ask him to put it on top of the deck, and to do a complete cut of the deck, putting the bottom part of the deck onto the top. You count off the cards from the top, flipping them face up until you reach what used to be the bottom card. The next one is the chosen card.

Abracadabra This is Your Card!

Trick Courtesy of: matthew-j@usa.net

Original Author: Unknown

1. Shuffle the deck. When you are done, square up the deck using a table to aid you. During this, glance quickly at the bottom card. REMEMBER this card.
2. Get an audience member to draw a random card from the deck.
3. Have them memorize it, then place it on the top of the deck.
4. Ask the audience member to cut the deck and complete the cut. At this point the chosen card should be directly below the card you remembered.
5. Turn the deck horizontally and shuffle the deck using the [Overhand Shuffle](#). A fast Overhand Shuffle usually will not separate the two cards. Don't riffle shuffle - this could separate the remembered card from the chosen card.
6. Spread out the deck, right to left, face up, on the table. Your card will be just to the right of the spectator's card.
7. Take hold of the spectator's hand at the wrist. (Be sure to tell them you're going to do this!) Have them point their index finger. Move their hand over the spread out deck. When you see your remembered card, move their hand to the card at the right of it and DROP their hand. All other cards should scatter leaving their finger on the chosen card.

You can also reveal the card in other ways too.

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Deck Predictor

Trick Courtesy of: [\(codring@uwindSOR.ca\)](mailto:codring@uwindSOR.ca)

Original Author: Unknown

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Effect: After mixing the deck of cards, the performer asks a spectator to cut the deck that is in his left hand. The spectator then places the top portion of the cards on the performer's right hand. The spectator is asked to take the top card off the portion in the performer's left hand. The spectator looks at the card without showing the performer. The performer uses his mind reading capability to tell what card has been chosen.

Card Trick:

Rigging the deck before hand: 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. Take the King of Spades from its pile, turn it face down, and start a new pile. 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 the rigging 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, take a 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 is the value of card that was chosen. As for the suit, 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 shuffle but not to actually change the order. If the audience asks to see the cards, flip them over and quickly run through them, as they appear to be in random order. Don't let the audience shuffle the deck. 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 first make a "mistaken" guess to throw the audience off, after all, it's 80% your game, 20% your trick.

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Do It Yourself Discovery

Trick Courtesy of: Rocky (ronny@popnet.net)

Original Author: Unknown

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

Card Trick:

Have the spectator shuffle the cards, take half the deck and give the rest to you. "Now," you say, "while I turn my back, pick out a card, look at it, show it to everybody, and put it back on top of your pile."

Turn away and secretly turn the bottom card and the second card from the top face up.

When the spectator is done turn back. 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 arm 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 this to the spectator: "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 in the middle. Even up the cards."

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.



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Easy Eights

Trick Courtesy of: Ed Stowell (stowell@students.uiuc.edu)

Original Author: Unknown

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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 eight, and to the symbol marking 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, so they probably won't figure out the trick for a while.



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Easy Pick

Trick Courtesy of: ehillsman (ehillsman@mindspring.com)

Original Author: Unknown

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Use any full deck 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. Then you place the rest of the cards in the case, but leave the flap open. Ask the friend to put the card back inside of the deck. The secret to this trick is holding the case. You prevent the card from going in all the way: tighten your grip on the case, while the friend is trying to put the card in the deck. (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 card that is different from the rest. It should be sticking out very slightly. Take it out and reveal the card. If you pull the deck halfway out of the case it will be easier for you to know which card is theirs.



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ESP

Trick Courtesy of: JJ Jones (jj@vt.edu)

Original Author: Unknown

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You will need someone to act as your assistant for this. Have your assistant leave the room during the first part.

Nine cards are laid out, face down, in three rows of three. (eh: You can have them choose a card by the method in [Find The Card The Easy Way](#).) Once a card has been selected, have someone call your assistant back in.

When the assistant returns, you are holding the rest of the deck in your left hand. Your thumb will represent which card was chosen. Example: if the spectator chooses the card in the middle, when the assistant returned, your thumb would be directly in the middle of the deck. You will have to do this once for the row the card is in, and again for the column.

The trick 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.



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Find The Card The Easy Way

Trick Courtesy of: Larry Dennis LARRY@fsulcd.physics.fsu.edu

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[Lucky Guess Variation](#)

[11th Card Variation](#)

[Sim Sala Bim Variation](#)

In this trick 16 cards are placed face up on a table, in four rows of four cards. Ask a spectator to pick a card in his mind, and to tell you only the vertical column in which the card is located. Gather up the cards, making sure to pick 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 and place it on top of the pile. Repeat this for the second and first columns.

Next deal out the cards in four rows of four, only this time make sure that the first four cards go into the top 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. In this case the spectator's answers provide us the final row and column of the card.

Most people will see through the magic in this trick in a hurry, though it might remain a mystery to first graders for a long time.

Lucky Guess Variation

Trick Courtesy of: Rogas

[\(rogas@hotmail.com\)](mailto:rogas@hotmail.com)

(1) You set up 3 rows of 7 cards each, face up.

(2) You have someone come up and think of a card (not telling you what it is)

(3) You say the row's names: A, B, and C. He or she tells you which row.

(4)-----VERY VERY IMPORTANT PART-----

Gather up the cards, but be sure to put the row they said INTO THE MIDDLE of the 3 piles. Lay the cards out again, like this. Deal three cards in a column, then the another three cards in a column next to the first. Deal the rest the same way, until you again have 3 rows of 7 cards each. Ask again which row. Gather the cards and repeat for the third time. (Remember to put their row in the MIDDLE of the pile.) The 3rd time, you know what card it is because when you ask them which row, it's the 4TH card in that row.

Here's another way to end it.

Say you will find their card. Shuffle, then flip cards into a face up pile, until you go past theirs. Say: "The next card I flip will be yours." They'll be thinking: "he/she doesn't know it went by already..." You amaze them by flipping over their card in the discard pile!

11th Card Variation

Trick Courtesy of: Anonymous

Count out 21 cards and lay them face down on a flat surface. Ask a person to take one card and memorize it, then place it back on the table without showing you (of course.) Mix the cards and then deal them, face up, into seven rows of three cards each. Ask the person to look for his/her card, and to tell you which COLUMN their card is in. Whichever column it is, gather up the cards, making sure that column goes in between the other two. Deal the cards, again 7 rows of 3, and ask again which COLUMN. Repeat this one more time. Be careful: DON'T MIX THE CARDS BY ACCIDENT. After doing that, turn the cards face down, so the backs are towards you, and count off ten cards. **THE ELEVENTH CARD IS THE PERSON'S.** (Hint: In these three times the person's card should appear twice in the same column and once in a different one.)

Sim Sala Bim

Trick Courtesy of: James Anders

[\(anders3@ix.netcom.com\)](mailto:anders3@ix.netcom.com)

Card Trick:

Deal out three piles of seven cards each. (Deal them just like dealing hands for a card game.) Have the spectator choose a pile. Hold the pile up, so the cards face the spectator. Have him/her choose a card, without telling you or pointing it out. Place the packet you hold in between the other two packets. Deal out the cards into three piles again. Hold up each pile separately, asking the spectator if his/her card is in the pile. When they say yes, place the pile with the chosen card in between the other two piles again. Repeat this step two more times (for a total of 4 times.) After the last time, hold the twenty-one cards up, and recite the magic words: "Sim Sala Bim." Next, deal the cards, one by one, spelling out Sim Sala Bim, one card for each letter. The next card (after you spell out all three words) will be the spectator's card! They will like this trick!

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Four Islands

Trick Courtesy of: [\(FigDish13@aol.com\)](mailto:FigDish13@aol.com)

Original Author: Unknown

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Effect: There are four islands in an ocean. Each has a king, queen, a son named Jack (the Jack will be used,) and a dog named Ace (the Ace will be used.) One day, a hurricane storms through the ocean, creating complete chaos and wiping everything on the islands away. Finally, each king lands on his own island, each queen on her own island, etc.

Card Trick:

To perform this trick, you need to remove all Kings, Queens, Jacks, and Aces. Create four "rows" of cards going down as you would in solitaire. Each row should have a King, Queen, Jack, and Ace all of one suit. Explain the setting as you set them up on their islands.

When you tell 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 deck 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 just deal them out, one at a time, onto their four different islands (four piles.) If you have done it right, each island will have all of one type of card.



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Four Kingdoms

Trick Courtesy of: Larry Dennis LARRY@fsulcd.physics.fsu.edu

Original Author: Unknown

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[Kings Family Variation](#)

[Kings Party Variation](#)

This card trick seems magical, but it's not. 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.

Kings Family Variation

Trick Courtesy of: Elroy

Nmoen@lane.k12.or.us

1. Go through the deck pulling out all four Aces, Kings, Queens, and Jacks.
 2. Start by saying: "Once upon a time there were four Kings." Place the Kings in a face-up row, a few inches apart.
 3. Then say: "And each King had a daughter." Place one Queen on each King, but make sure you can still see the top of the King.
 4. "And each daughter wanted to marry a Prince." Place one Jack on each Queen.
 5. "But the kings did not want their daughters to wed the Princes. So they brought in their lawyers." Place one Ace on each Jack.
 6. Take each pile, keeping the Ace's on top, and put them on top of each other. Make sure you keep them in order.
 7. Turn the cards face-down and cut them. You may cut them for five minutes or thirty seconds.
 8. Then say: "And in the end..."
 9. Take the first card and set it down, face-down. Put the second, third, and fourth next to it. Repeat the process, putting the second row on the first. Repeat for the third and fourth rows.
 10. Finish by saying: "...They all went their own, separate ways."
 11. Fan out each pile, showing all the Aces, Kings, Queens, and Jacks together.
-

Kings Party Variation

Trick Courtesy of: Andrew Leask

David_Leask@bc.sympatico.ca

Original Author: Max Bakken

Card Trick: Take out all the face cards and all the Aces, forget the other cards. Place all the Kings in a row and say they are having a party. Next say that they are all nice Kings and they invited their wives (the Queens) to the party. Put the Queens on top of the Kings. (Make sure they are the same suit.) Then say the Queens are very proud of their sons and they invite them to the party. Place the Jacks on top of the Queens. Say: "after the party all the people went to bed, and they were afraid of someone breaking in to their bedrooms, so they put locks on their doors." Put the Aces on top of the Jacks. Say that they all got mixed up in the middle of the night. Put all the stacks of cards together, one on top of the other. Turn them face-down and single cut them three times (only three.) Then lay them out in four rows, taking from the top of the pile. "But, come morning, all were back where they belonged." Turn the piles over to show the cards unmixed.

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The Four 2's Jive

Trick Courtesy of: Nick@Empire.net

Original Author: Nick Locapo

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Effect: Deck is shuffled, and a spectator cuts in half. Spectator chooses one cut portion and performer takes the other. Both spectator and performer hold cards behind their back and select a card. The cards selected are then exchanged and placed face up behind the back. This is repeated one more time. When done, both people bring out their pile and spread them out. All four Two's will be face up.

Preparation:

Put the four Two's in your back pocket. Do this where no one can see you.

Card Trick:

Put the four Two's in your back pocket. Do this where no one can see you.

- 1) Shuffle deck. Let spectator cut in half and choose a pile; you take the other pile.
- 2) Tell spectator to do exactly what you do.
- 3) Put cards behind back, have spectator do the same. (You secretly take the four Two's from your pocket and put them on the top of your pile.)
- 4) Both of you select a card (you pick the top Two).
- 5) Then you exchange cards with out looking at them.
- 6) Tell spectator to put it, behind her back, face up, anywhere in the deck.
- 7) As she does this, put the spectator's card on the bottom of your pile, take a Two 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 Two's face up!

Editor's Note: If you like, you can have the Two's 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 Two's in place can be done while you're ending another trick.

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Haphazard Cards

Trick Courtesy of: Frankus (frankus@juno.com)

Original Author: Unknown

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Holding a deck of cards face down in your left hand, take a small bunch of cards with your right. Turn the cards in your right hand face up, and put them on top of the cards in your left. Square up the deck. 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. 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!



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The Hotel

Trick Courtesy of: Robert Collier (lalalalala@Juno.com)

Original Author: Unknown

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[The Motel](#)

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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!

The Motel Switch

Trick Courtesy of: Steve

maetansr@dublin.cel.mcgill.ca

Original Author: Unknown

Effect: A motel with four rooms, (use a Four of any suit.) Four Aces, four Kings, four Queens, four Jacks, come and mix in the same four rooms. When the inspector comes to check, all the Aces are in one room, the Kings in another, as are the Jacks and the Queens. Amazing, huh?

1. Take out the four Aces, four Queens, four Jacks, and four Kings. You also need any Four to act as the motel, and any other one card to be the inspector. Lay the Four face up on the table.
- 2.) Start your story; something along the lines of: "There are four Kings who come to a motel and ask for one room. They are separated." Lay the Kings out, face up, one at each corner of the Four. Continue the story, doing the same for the Queens, Jacks, and Aces.
- 3.) Pick up the four piles, one on top of the other. Cut these as much as you like.
- 4.) Deal the cards, one to each corner of the Four, then repeat until all the cards have been dealt.
- 5.) As the inspector (lay the extra card onto the Four) checks that all the same people (Jacks, Queens, Kings, and Aces) are separated, they really are!


Royal Hotel

Author: Unknown

Preparation:

Locate a 5 card. Arrange in piles the ACES, KINGS, QUEENS, and JACKS. (these are the only cards you need). Make one pile, in the order shown above, so that the 4 ACES are on top of the 4 KINGS, QUEENS-> so on...

Steps:

- 1) Place the 5 card onto the table in front of the audience. Tell them that this card is an imaginary Hotel, and the cards in your hands are tavelers..
- 2) Tell the audience that the travelers need to stay in the hotel for the night...
- 3) Holding the deck you prepared face down, deal the cards in a CLOCKWISE manor one after another on the 5 card: (When you are done, the cards should be arranged as follows...

- 4) Explain to the audience that none of the travelers are getting along with one another, and the Hotel manager suggests that all the ACES, JACKS, QUEENS, KINGS should all be in the same rooms together...
- 5) In a clockwise manor, pick up the piles of cards (leaving the 5 card on the table) and put the 4 decks of 4 together: A,K,Q,J + A,K,Q,J + A,K,Q,J + A,K,Q,J
- 6) Tell the audience that a fight breaks out in the main office and the whole bunch is mixed up, have one member of the audience cut the deck in half anywhere, putting the bottom half on top of the top half. Once this is done, repeat this cut once more.
- 7) Deal the deck back onto the 5 card, CLOCKWISE, and notice that all of the aces are in one room, kings, qeens, jacks as well..

**** The trick here is as long as you cut the deck an EVEN number of times, they will all file into the rooms correctly...

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Kathy's Prediction

Trick Courtesy of: Melissa Smith (msmith1@students.miami.edu)

Original Author: anonymous

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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.)



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Kings Robbery

Trick Courtesy of: Michael Drzakowski (mdrzakow@mail.win.org)

Original Author: anonymous

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[3 Robbers & a Cop Variation](#)

[The 3 Theives Variation](#)

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 Famous 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 (whistle - or scream or something, if you can't 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!)

How it's done:

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 those. When you show the Kings, keep the others hidden behind them, so it looks like there's 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 three cards.

3 Robbers and a Cop Variation

Trick Courtesy of: CurryKaTa

The magician places 3 Jacks in a deck, which he tells the audience are robbers. He places a Jack on top of the deck, one in the middle, and one at the bottom. The magician then places a King, which he says represents a cop, on the bottom of the deck. Magician asks a spectator to cut the deck. The magician explains that the deck of cards is a bank. When the deck has been cut, the magician takes it, and looks through it to show that the three Jacks (robbers,) are together with the King (cop.) The cop caught the 3 robbers that tried to rob the bank.

This trick requires preparation before performing it. Before performing, the magician secretly places a jack on the bottom of the deck. He does not let anyone see this.

The 3 Thieves Variation

Trick Courtesy of:

rcoghlant@intergate.bc.ca

Effect: A story is told about 3 thieves (Jacks,) who break into a house (deck,) and are followed by a detective (King.) After cutting the deck, a spectator looks in and sees that the thieves are all being guarded by detectives.

Preparation:

At the bottom of the deck, put a King, a Jack and another King, so that the Jack is in-between the two Kings.

1) Have 3 Jacks ready, and 1 King. Start telling the story. "There were three thieves who wanted to break into this house. One entered the house from the front door (Place a Jack on top of the deck.) One thief entered through the back door (put a Jack on the bottom), and one broke in through a window (put last Jack anywhere in the center.)

2) Then say: "A police detective (show them the King) saw this and entered the front of the house, calling for back-up (put the King on top of the deck.)

3) At this time, you will have a King, then a Jack on top, and a King, Jack, King, Jack order on the bottom. Now say "There was a scuffle between the thieves and the cops." Cut the deck several times, making sure not to mess up the order of the cards.

4) Now, somewhere in the deck, there is an order of Jack, King, Jack, King, Jack, King. Each cop has arrested a thief.

5) Search through the deck and show the spectator that the police caught the thieves in the act.

Tip: Remember that the one Jack you put in the center of the deck will not be used at the end, it is just a decoy.

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The Lazy Magician

Trick Courtesy of: (schary@vnet.ibm.com)

Original Author: Unknown

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Effect: The spectator is given the cards, which they may shuffle as much as they want. While the magician's back is turned, the spectator looks at the top card, and replaces it back on the top. The spectator is asked to place as many cards as the top card (King is 13, Queen is 12 and so on..) from the bottom to the top (still behind the magician's back). The magician turns around and takes the deck and finds the card!

Card Trick:

This works based on a mathematical principle. All the magician does is start with the second card from the top, and counts mentally as one, two, and so on, going down through the deck. The spectator's card will be at the same number as the card value that matches the magician's count! There are better methods of revealing the result, however.

To the Reader: For this trick to work you have to know the number that the spectator has counted. To do this you can simply tell them to count out loud.



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Liar, Liar

Original Author: Billy Campolo

Trick Courtesy of: kenojoe@execpc.com & Wildman

Original Author: Unknown

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Effect: You go through a deck and tell the 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. Then, you do it 3 more times, all NOT being their card. Then you pick up one that you put down and it is magically their card.

Card Trick: Go through a deck, making sure not to face the deck. You will not see their card throughout the whole trick. When they say stop, you put that on top and hide it behind one more. You say, is this your card? They say no, and the "fake" card you put on the bottom (practice doing this without being noticed) of the deck while the hidden card (their card) you put down. Then you do that 3 more times until you have 4 cards in a diamond shape. Remembering the first card you put down, pick it up and say "You liar, this is your card." Simple but fun. Practice makes perfect in this trick especially.



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Lucky 13

Trick Courtesy of: Dennis.Williams@ncx.com

Original Author: Unknown

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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. You must do it thirteen times. (Make sure you count it to yourself, not out loud.) Deal out thirteen cards. Once you are at thirteen go back to one and repeat. Do this until the deck is done, and you have thirteen piles of four cards each. Tap the cards, or make some other magical gesture, and flip over each pile. They are all together!



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Magical Cut

Trick Courtesy of: Richard Sylveste (CuznTybalt@AOL.com)

Original Author: Rick Artola

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Effect: Begin the trick by what I call riffling the deck. (If you don't know what I'm talking about, see below.) Tell the spectator to say stop. Where you stop you cut the deck. The card on top of the bottom pile is the spectator's card. Tell the spectator to look at the card and put it back where it was. You put the top half of the deck back on top of their card. Now you lay the cards face up so you can see them all. You pick a card and that is the spectator's.

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 the card you're looking for is right next to it. It is always best to do this innocently so the spectator doesn't suspect anything. You don't have to lay the cards face up - it is good to customize this effect for yourself. I recommend you pretend to get it wrong the first time, to fool the spectator.

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 quickly brush your fingers up.



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Magic Riffle

Trick Courtesy of: Pjorge@dcci.com

Original Author: Unknown

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Effect: 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 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. When they ask you to do it again, which they will, do it without looking at the deck. That will amaze them.

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



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Mind Reader

Trick Courtesy of: James Blackie (lamb4ewe@nbnet.nb.ca)

Original Author: Unknown

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This card trick is very easy but it fools alot of people.

1. Shuffle the deck or get the spectator to shuffle it.
2. Take the card on top of the deck and look at it, without letting the spectator see it, and place it, face-down, in front of him.
3. Ask the spectator to pick a color: red or black.
4. (example: if the card was the Three of Hearts, a RED card.) If the spectator says black, then you say: "Well, that leaves red." If he says red, you say: "Good Choice"
5. Now you ask: "Which suit do you like better, Hearts or Diamonds?" (Remember, the card you looked at is RED.)
6. If the spectator says Hearts, you say: "Good choice." If he says Diamonds, you say: "That just leaves Hearts." Either way, you then say: "Pick five cards in that suit you like the best."
7. If the five cards he picks don't contain your card, say "Okay, now from the remaining cards pick five cards you like the best."
8. If these five cards still don't contain your card, say: "That just leaves three cards." Name the three remaining cards.
9. On the first or second try, five cards will have been selected. On the third try, only three cards. Ask him: "Out of the five (or three) cards which, two do you like the best"
10. (example: out of the five cards 2, 3, 4, 5, 6 he picks the 5 and 6.) You say: "That leaves the 2, 3, and 4."
11. Now you ask him which he likes out of those three. If he says the Three of Hearts, you turn over the card and amaze him!
12. If he does not pick the card, you ask him out of the remaining two, which one he likes the best. If he still doesn't pick it, you say, while turning over the card: "Well that just leaves the Three of Hearts," and you amaze him!

The trick seems simple, and you think any one will get it. They don't. Try it on a friend. The trick is this: the spectator gets so caught up in picking everything, he doesn't realize that you are making the choices, so he thinks he picked the card. It amazes him!



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Mirror Image

Trick Courtesy of: Jeffrey Winterbourne (winterbg@aol.com)

Original Author: Unknown

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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. Have them riffle shuffle it, but once only.
 3. You cut the pack between two cards of the same colour.
 4. 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.
 5. Deal the next card face down underneath it. Repeat step 4, then this step (5) until the pack is gone.
 6. 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.
 7. Take your well deserved bow.
-



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Nice and Easy

Trick Courtesy of: fazboy flai@mail.usyd.edu.au

Original Author: Unknown

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Shuffle deck. Let someone choose any card, memorise it and place on TOP of deck. Behind your back, flip THAT first card over and bring out the whole deck. Hold deck upright, so they see bottom card - don't let them see theirs. With the bottom of the deck showing, ask if that's 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.) 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!



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Number's Game

Trick Courtesy of: Oren Krinsky

Original Author: Unknown

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Effect: Through math, you can find out 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.)

Trick:

Have the person you are showing the trick shuffle the cards. Take a group of cards and hold them in your hand, spread out in a fan shape. Ask him/her to pick a card from among them. Tell the person to remember it and to put it back in 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 are the same as the two cards they chose. Example: they choose a Five, then a Three.

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...



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Obedient Colors

Trick Courtesy of: Phil Lorenzon (plorenzo@vt.edu)

Original Author: Unknown

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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 or black column. The column colors are then switched and more cards are placed by the audience. At the conclusion of the trick, all the cards are flipped over and all the colors in each pile are together.

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

Step 2: Have the bottom of the deck facing you and draw the first red card, ask the spectator if they want it to go on the "Black" or "Red" pile. Place it face down on the pile they choose.

Step 3: If the bottom card is black, just tell the spectator you don't like that one, and place it on the top of the pile.

Step 4: Continue this practice with as many red cards as you wish. I usually stop when I run into a big section of black cards.

Step 5: Take out another red and another black card and place the black card face up on the "Red" pile and the red card on the "Black" pile. The "Red" pile is now the "Black" pile and vice versa.

Step 6: Take a few cards off the bottom of the deck making sure they are all black and ask the spectator which column to put it on. Remember to now move the red cards to the top of the pile in your hand.

Step 7: When you feel you have enough cards on the table (I usually strive for a total of around 12 - 15) take the very top face-up black card and flip it face down to the bottom of its pile. This puts it with all the other black cards.

Step 8: Square up the piles making sure not to mess up the order, and flip the 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 second pile. When flipping over the piles, just leave the face up cards face up, they will match the colors.



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O'Henry Trick

Trick Courtesy of: Alan Coutts (alan.coutts@paisley.ac.uk)

Original Author: Unknown

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Preperation:

Before the trick make up a packet containing 20 black cards and one red (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 pack.

Presentation:

In performing the trick say to the audience you will remove a random number of cards from the top of the pack, but remove the top 21 cards placed there earlier and disregard the rest of the pack (you 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 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 to 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 your prediction to be 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.



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On Tap

Trick Courtesy of: Matt Sterling (mattwin@hsonline.net)

Original Author: Unknown

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Effect: You lay nine cards onto the table, in a three by three pattern. You ask an accomplice to leave the room, 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!

Preperation: 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 setup; if you tap the first card in the upper right corner, it signifies the card in the upper right of the setup, 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.



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Opnick's Dozen

Trick Courtesy of: Opnick (opnick@accel.net)

Original Author: Unknown

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

Arrange them into three piles of four 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 is 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. Get 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 1-4 position of their selected card. Deal that number from the bottom of the pile. The last card you deal is 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.

Present the card in any fashion.

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Opposite Decks

Trick Courtesy of: Casey McLaughlin (kccasey@geocities.com)

Original Author: anonymous

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1. Before doing this magic trick you need to separate the cards into red and black. The black cards should all be together and the red cards should be together, making them like two small decks.
 2. Separate the decks and lay them face down.
 3. Ask a spectator to take one card randomly out of each "deck", making sure he/she doesn't look at the deck.
 4. Ask the spectator to memorize the cards, then put each one back in the opposite deck from which they took it.
 5. Have the spectator shuffle each deck separately.
 6. Take the decks up and tell them you will now find their cards.
 7. Simply look through the red deck up and find the only black card in it. Same for the black deck.
-



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Order Please

Trick Courtesy of: screwball@thegrid.net

Original Author: Unknown

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Trick: A spectator cuts the deck 13 times. You deal the cards into 13 piles (as if you were playing a card game.) You turn the piles over, one by one. The cards in each pile are of the same value.

Preperation:

Be sure you are using a full deck of cards. Before the trick, with no one else there, put all the same cards of the same suit in numerical order. You should have Diamonds in Ace through King order, Clubs in Ace through King, etc. Put the four suits together, just as they are.

Performance:

Tell everyone how mysterious the number 13 is. Have a spectator cut the deck 13 times. Deal the cards into 13 piles, then turn the piles over.



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Pick-Up 52

Trick Courtesy of: Daniel Holt (rholt1@julian.uwo.ca)

Original Author: anonymous

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Pick-up 52:

1) Ask member of audience if (s)he wants to play Pick-up 52. If (s)he says yes, throw a pack of cards on the ground, being sure to make a big mess. Say: "Pick-up 52."

Editor's note: Card Trick Central accepts 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.)

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Psychic Solution

Trick Courtesy of: David (vabeach@infi.net)

Original Author: ?

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Effect: You tell a person to pick 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. 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, telling the spectators that the deck is in no particular order. While 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 in-between the other 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 at your psychic abilities.

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Re-appearing Aces

Trick Courtesy of: Adam Gress (gressle@ix.netcom.com)

Original Author: Adam Gress

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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.

Editor's note: You need to put the cards onto the deck before you give some to the spectator. So that this isn't too suspicious, you can pretend that you "just remembered" that you wanted to give them to the audience member.



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Reverse The Card

Trick Courtesy of: Dave "The Ace" of Indianapolis
FFKE01D@prodigy.com

Original Author: Unknown

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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.

While they are looking at their card, turn the entire deck over. This will show a face down card on top of a face up deck, which will look as if the cards are all 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 mis-direction to take attention away from this move. (Have someone spill a drink, sneeze, etc.) Or you may prefer to do the behind the back move. Either way the trick is very confusing to the spectator.



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Seb's Bottom Trick

Trick Courtesy of: (BBMMS@msn.com)

Original Author: Unknown

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Effect: Very easy, basic card trick.

Card Trick:

Keep the cards in a single pile. Be sure to find some way to gain knowledge of the bottom card (shuffling, dropping a card, etc.) Hold the deck in your left hand, in a normal dealing position. Put your right hand on the deck so that your right fingers are on top, thumb on bottom, as if you were going to pull the whole deck back out of your left hand.

Your right fingers begin to slide cards back, one by one, and you tell the spectator to say 'stop' at any time. When they say 'stop', use your right hand to pull off the cards that were moved. At the same time, your left thumb presses on the bottom card. As you slide the top cards away from the deck, the bottom card will come with them. (This works best if you pull the bottom card out, little by little while you go through the top cards.) Hold your right hand up so the spectator can see the bottom card of the group, but you can't.

Now announce the card that was on the bottom. To make it more mystical say something about how you can tell it isn't a black card by the expression on their face, or that you can tell it's a Heart by the way their fingers wiggle. Or come up with something better. (That shouldn't be too hard.)

Editor's note: finding out the bottom card isn't hard, especially if you are performing more than one card trick. Handling the cards, both during and between the tricks, gives you lots of chances to see the bottom card without making it obvious.



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The Self-Arranging Deck

Trick Courtesy of: John Mefford (jmefford@juno.com)

Original Author: Unknown

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First, separate all the cards by suit. Line up each suit in this order: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.

Next stack the packets on top of each other. Starting with the top card, deal off 21 cards, making sure that when you lay them down they stay in the same EXACT order. (Normally when you deal, you pile the cards one by one onto each other. This reverses their order. You cannot do that this time.) Put the 21 cards on the bottom of the pile that's left over.

Now have somebody cut the deck at any spot, 9 times. Make sure all of them are complete cuts or the trick won't work. After they have finished, deal the cards into thirteen piles. Start at one side, left or right, and deal thirteen cards across. Deal the next thirteen onto those. Repeat this two more times, until all 52 cards have been dealt.

After you are done have someone turn over all thirteen piles. Each pile will have the same card denomination in it.



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Seven Detectives

Trick Courtesy of: (Wanderer@dcez.com)

Original Author: Unknown

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

Procedure:

- 1) Take any four of the same face cards out of the deck, (Kings make good detectives.)
- 2) Shuffle the deck and memorize the bottom card.
- 3) Spread the cards like a fan, and ask the spectator to take one.
- 4) Tell the spectator to look at the card, remember it, then place it on the top of the deck.
- 5) Ask the spectator to cut the deck.
- 6) Explain that the card they selected is a murderer and the four face cards you took out are detectives to find him.
- 7) Look through the deck, the selected card will be the next card after the bottom card you peeked at.
- 8) Place the four face cards so that they're sticking out of the deck about half way and in the order of: face card, original bottom card, face card, selected card, face card, card after selection, face card. Explain that the detectives are searching in those places.
- 9) Fold the deck back up and leave the four cards sticking out. Turn it on edge and hit the four cards against a table. The three alternate cards should pop up, with the selected one in the middle. Say the detectives called on these three guys to help them and show them to the spectator.
- 10) Take those three cards sticking up and hit them against the table; two face cards should pop up. Hit those against the table and the selected card should pop up.

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

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The Sisters Trick

Trick Courtesy of: Mark J. Dianno (mdianno@rawle.com)

Original Author: Karl Fulves

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

Next, 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.)

Next, repeat the process above, having the spectator put in the other black Queen, face up, 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 - don't make a big deal of it.



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Spelling Bee

Trick Courtesy of: Preston Edmands (spire@cybertours.com)

Original Author: Unknown

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Effect: The magician shuffles the deck and takes the top thirteen cards. Holding the cards face down, he proceeds to spell the first card 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 number, Ace through King. At the end, he has all thirteen cards face up on the table, in sequential order.

Preperation: Remove and arrange 13 cards in the following setup, 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. 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 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. (eh: 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 - and you can treat it as a puzzle for them to try to figure out.

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.

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Telepathy

Trick Courtesy of: Shadow (theshado@earthlink.net)

Original Author: anonymous

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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 Magician, who puts it in the deck at a random place. The Magician counts off cards from the bottom and then stops. Magician holds up a card: the spectator's!

PREPERATION: 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.



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Teleporting Cards

Trick Courtesy of: Bran G. (wayoutwesthawaii@hotmail.com)

Original Author: anonymous

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

Preperation:

For this trick, you have to have two pairs of cards that are EXACT matches. That means same color, same number, same suit. Take two cards from another deck to get these. (**Editor's note:** these are called "Stranger Cards"; see the [Terminology Page](#).) 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 magically teleported right into your fingertips.

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Think of a Card

Trick Courtesy of: Ryan Craner (RRMMM@msn.com)

Original Author: anonymous

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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 tells the spectator to also memorize the position of the card from the top of the (face-down) packet. That done, the magician squares the packet up.

Magician divides the packet in half. He takes the top five cards and places them under the bottom five. He asks the spectator for the position of the remembered card. Magician takes a card from the top of the packet and puts it on the bottom. Do this the same number of times as the number the spectator gave you.

The magician finds the card, using the Elimination Shuffle.

The Elimination Shuffle: Take the top card off the packet and put on the bottom. Take the new top card and put it on the table. Keep doing this, one card to the bottom, next card to the table, until you hold only one card. It will be the card the spectator chose.



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Three In A Row

Trick Courtesy of: Tim McGee cheftim@ultranet.com

Original Author: anonymous

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Put one of the RED Aces on the bottom of the deck, so that the audience does not see. 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. Ask her to hand the deck back to you. Tell her you will find the three Aces, now magically together. Go through the deck and find the three Aces next to each other.

Hint: They will be near the middle.



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Three Card Match

Trick Courtesy of: [\(alienlimbo@aol.com\)](mailto:alienlimbo@aol.com)

Original Author: anonymous

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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 rank 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.



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The Turn Around Card Trick

Trick Courtesy of: KCByrnes@aol.com

Original Author: anonymous

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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.

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 center of the cards are all facing the same direction (that is, the spots in the center of the cards all face one way.)

When the spectator turns one card around, the center spot will be facing the opposite direction. (eh: Try it; you'll see what he means.)

This trick works really well with children or at parties.



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Turn Around Deck

Trick Courtesy of: SButler828 (SButler828@aol.com)

Original Author: anonymous

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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. Tell 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 down to your side and when no one looking just let 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 lace it on the top of you 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 be face up, face down, face up. He will naturally agree. Show him that all the cards are face up except two. Turn over your card and ask him what he had. He will tell you and then turn over his card.

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Vanishing Card

Trick Courtesy of: Jeff

Original Author: anonymous

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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. Read more about it on the [Terminology Page](#).



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Where's the Card?

Trick Courtesy of: [\(wushu88888@aol.com\)](mailto:wushu88888@aol.com)

Original Author: Unknown

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Effect: Spectator picks a card from deck and 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 and show the bottom card to spectator; ask if it's the same suit as their chosen card (ask any question... it's just a decoy.) Since the card chosen by the spectator is facing you, you now can glance at it and memorize it.
 3. Disappearing card: don't reveal the spectator's chosen card yet. Turn your whole body 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!
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Who's The Magician

Trick Courtesy of: Judith L. Roge (egor@tir.com)

Original Author: Unknown

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Hand a full deck of cards to a volunteer to shuffle. (Make sure it's a FULL deck.) Ask the volunteer to deal the deck into two piles. Have them choose one of the piles and remember the bottom card. Tell the volunteer to show the bottom card to the audience (anyone else who's there,) but not you. 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.

Pick up each pile and ask the volunteer if their card is in that pile. As you ask, reassemble the deck, making sure the pile with their card goes on the very top. Give the deck to the volunteer and have them deal the cards, one at a time face down on the table, spelling out the word "PRESTO". Have them turn the next card over. This is their chosen card!



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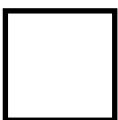
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Send Card Trick Central your Card Trick

Now Accepting Coin Tricks

Submitting a Card Trick to Card Trick Central is very simple. When sending a card trick please, give detailed instructions on how to perform the card trick. This is very important.

When submitting your card trick, please include a title for your trick, the difficulty level (Easy, Intermediate, Hard), the trick itself, and short 1 or 2 sentence description of your trick or the effect it gives. If you are sending a hard trick and it includes a skill, please send a brief description of how to do it. See the terminology page for examples. **Please do not type the trick in CAPITAL LETTERS. (Tricks in capital letters will not be submitted.)**

- When sending in your trick please include the original author, or creator of the trick (or magical effect) if known. The name beside the trick simply signifies the person who sent the trick in. **Please do not send in copyrighted material.**

Easy, Intermediate, Hard, and Other Tricks: Easy tricks are simple to do, and easy to understand. Intermediate Tricks require a little more practice to perform than easy tricks. Hard Tricks usually involve a card trick skill, like palming a card or different types of shuffles. Other Tricks can't be done with an ordinary deck of cards, and require something extra.

Card Trick Name:

Original Author of Trick:

E-Mail Address & Name You Wan't Credited for Sending in Trick:

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Due to magicians secretive nature, these tricks will only be accessible by a password. You only have to answer one of the two questions below or send me a hard card trick, that I use on this page.

How to get the hard index password

1. **Answer the question below and send it in**
2. **Send me a new hard card trick or a new intermediate card trick (That I use)**

When sending in a trick, please send me a separate message requesting the new password

3. **If you already have a trick posted on Card Trick Central (hard or intermediate) e-mail me.**

The questions are:

1. Who fooled Houdini?
2. What was the original name of the Elmsley count?

To gain access to the hard card tricks, simply place the last name to the answer of question one, or the first word of question 2 in the box.

Example for Question 1-If the answer was John Epps, type epps in the password box.
Example for Question 2-If the answer was Difficult Card Tricks Made Easy, type difficult in the password box.

Important, answers are case sensitive. Both the answers to Question 1 and 2 need to be in all lower case letters.

If your ready to give it a try click the link below.

[Answer Question 1](#)

[Answer Question 2](#)

If your browser doesn't support javascript, you can e-mail me the password, but it will take a lot longer. Look for my address at the bottom of this page.



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Welcome to **CARD TRICK CENTRAL!!!**

♣ **The Beginning**

Getting started in magic is something that can be difficult, frustrating, and down right aggravating. However it can also be a lot of fun. It is all in how you approach magic from the outset. What I am going to try and do is relay some of my thoughts on what are some good ways to get involved in the art. I'm not trying to convey this as a set of rules, just a guideline to help you get your feet wet.

Resources: This is one of the most commonly asked questions by people who are wanting to get involved with magic. What should you buy? Not buy? My best advice is to first determine what it is you want to do in magic. Close-up magic, Stage magic, Sleight of hand magic, Mentalism, and the list can go on and on. Considering you are at a site which contains Card Magic, I will concentrate on close-up sleight of hand magic using cards. The first main hurdle you need to overcome is to decide if you want to persue magic using books or videos as a means to learn. There are advantages and disadvantages to both. What follows is only my opinion on the subject. I personally prefer books to begin learning. Books contain much more than just how to do "tricks". Knowing how to do a trick is not even half of what you need to learn about magic.

Videos: (for the most part) just show you how the trick is done. It is very important that you don't emulate the performers style and presentations from a video performance. You must have your own style and presentation skills, or you will not be received as well as you could be.

Books I recommend for the beginner:

Royal Road to Card magic- Available at most magic shops
The Amateur Magicians Handbook- Available at most bookstores
Card College- Available at magic shops
Counts, Cuts, Moves, and Subtly- Available at magic shops
Mark Wilson's Course in Magic- Available in both magic shops and bookstores

Video's I recommend for the beginner:

Daryl's Encyclopedia of card sleights
Michael Ammars easy to master card miracles

Both available only through magic shops

--Notes by: **Matthew**

♦ **Performing Card Tricks (and others, too!)**

Anyone can learn to do card tricks. If you got this far on the internet, and found this article, you can CERTAINLY learn to show a card trick. That's the easy part.

The hard part is making the trick WORTH performing. That's where your own talents and abilities come in. When you show a trick to someone, you must find a way to present it that's interesting to your audience (even if it's only one person, even a relative.) If your audience looks like they're about to go to sleep, or reach for a baseball bat, you're not doing so well!

Once you learn the mechanical part of the trick - the stuff with the cards and your hands - you still have some work to do. Now you have to decide HOW to show the trick to people. If you just let them pick a card, then find it and show it to them, that's when they'll start the yawning. Many of the easy tricks here at Card Trick Central end just that way. That doesn't mean you have to LEAVE them that way.

An example: in the easy trick "**Easy Pick**", you are given a way to find a card. Now you know what their card is. Do you just show them? Not if you ever want them to watch another from you!

One solution: when you find their card, you have your back turned. Put the card in your pocket, without letting them see you do it. Tell the person who picked the card that, if they say the name of their card, it will jump right to the top of the deck. Show them, first, the top couple of cards so they can see it isn't there yet. Have them name the card. Look confused. Say that it can't be their card, because before you started the trick you put one card in your pocket. Make a big deal of taking out the card and showing them it was theirs, all along.

Understand, this was just ONE possible ending. You could also do something where you pretend to read their mind, then find their card. There are lots of possible ways to reveal their card, and you can mix and match them. The same basic trick, with several different endings, looks like different tricks to people!

Usually, the trick, itself, will suggest some sort of ending. Like the example above: since your back is turned, it's easy to get the card into your pocket without anyone seeing. (Especially a shirt pocket.) Go over the trick several times, and watch how you do it. It won't be long before inspiration strikes.

Give it a try. You'll find it's not hard to get the ideas going. The more often you work to come up with ideas, the better you'll get at it. Soon, you may be inventing your own card tricks. (And, we hope, submitting them to Card Trick Central.)

--Notes by: **seclar@yahoo.com**

♦ **Practice**

Hey I'm not the world's best magician and neither are you, (if you were you wouldn't be here). So if your trick doesn't work the first time you do it, don't give up. Practice and eventually you will get the hang of it. If you think there is a problem in the wording of the trick itself. Don't hesitate to write. The address is below. And remember its no fun if your friends laugh at you when you get the trick wrong. So if you don't know how to do it or you haven't practiced enough, please don't try it in front of them and don't tell them you got it from Card Trick Central. Good Luck, and have fun. And remember practice, practice, practice. You are not going to learn how to preform a trick perfectly the first time you try it.

--Notes by: **chillsman@mindspring.com**

How do I practice and get the most out of it? The first thing you need to think about is this. When people are watching magic, it is your job as the person presenting it, to make them believe that what they are seeing is real. Now I realize that most people don't believe that what they are seeing is truly magic, however, if it is unexplainable to them, then you have done your job correctly. When you practice you need to keep in mind that the moves that you are trying to perfect should never be seen by the spectators. If they see something, or even think they have seen something out of the ordinary then you have failed. All sleights must look as if nothing unusual has happened while you are holding the cards in your hand. So when learning a new sleight, such as the double lift. Always remember what it is resembling. When you are turning two cards over as one, it should look the same as when you are turning just one card over. A good tip is to execute the double lift, then simply turn a single card over on top of the deck. Repeat this time after time, rotating from one card to two. When you do the double lift and it looks the same as a single card, then you are doing the sleight correctly. This holds true with most if not all sleights. When doing a side steal it should only appear as if you are squaring up the deck. When dealing the second card it should appear as if you are dealing the top card. When doing an Elmsley count it should appear as if you are counting cards from one hand to another. These are just a few examples of the point I am trying to make. When you do sleights it shouldn't appear as if you did something fishy to the spectators. Make sure that when you are going to try and learn a routine or sleight that you have no or very few distractions. Try to get a train of thought going and keep it in your mind. The more attention you pay to what you are doing the more success you will have learning. Another way to progress is to practice whenever you get an opportunity. Such as when you are watching TV, riding in the car (and I emphasize the riding part, make sure your not driving). And any time that you have few extra minutes here or there. You only need to have a few minutes to do several sleights, this isn't going to be as productive as setting down for an extended amount of time, however, you will get something from it. A phrase that was passed along to me is the following. Practice doesn't make perfect. Perfect practice makes perfect. So make sure that you are doing things correctly when you practice, this way you will progress much quicker .

--Notes by: **Matthew**

♦ **Presentation**

Presentation is very important like in anything that is done it is done in a persons own style. Find a style you like within yourself. Apply your own personality to your presentation or style. I myself need work on my presentation for some tricks i have started to remember again. When performing a effect first tink of the effect in itself and urge the effect as much as possible sometimes even performing a trick that has no warning of the effect needs to be thought out before performing it in that manner . So think of the effect you are trying to do. Sometimes if you are very unconcious of the effect that is taking place while performing you are able to astonish people by the fact that you are simply unaware of what is going on. I am very concious of my presentation side of things.

Notes by: **Shuimikeyh@aol.com**


Taken from Lecture by: **Alex Elmsley**

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♣ [Ciphre Graphic's \(Custom\)](#)--Responsible for some graphics



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♣ Card Trick Central is a site devoted to card tricks. To get around there are several indexes that you can use. If the page you are viewing is slow to load, try reloading it again. If this problem continues, please e-mail me.

♣ If you are having password problems, please try using lowercase letters in the password field. If you don't know the answer and want to get in, try looking around in magic books to get the answer.

♣ Because of the large amount of tricks on this site (over 200 at last count), I'm not sure when the site will be updated with new tricks. Check back for new additions...

Card Trick Type Index: This index divides the major categories of tricks on Card Trick Central (easy, intermediate, hard).

Magical Notes: Notes and articles on performing magic tricks.

Master List: This is a table with all of the card tricks contained in Card Trick Central.

Easy, Intermediate, and Hard Indexes: These indexes are separated into the card trick types. Easy tricks are simple to do, and easy to understand. Intermediate Tricks require a little more practice to perform than easy tricks. Hard Tricks usually involve a card trick skill, like palming a card or different types of shuffles.

Descriptive Easy, Intermediate, and Hard Indexes: These indexes give the name of the trick, the date it was posted, and a short description of the trick. You can get to these indexes from the Easy, Intermediate, and Hard Indexes.

Other Tricks: These tricks require a little something extra than an ordinary deck of cards. Right now the advanced trick section contains descriptions of different types of magic decks. Tricks that use special these types of decks are coming soon.

Impromptu Tricks: Tricks that require no preparation .

Mathematical Tricks: Tricks based on math principles.

Mental Tricks: Tricks using your mind .

Memory Tricks: Tricks that require you to remember certain things.

Self-Working Tricks: Steps to the trick are so simple to follow, that it almost works itself.

Sleight Index: Different Sleights of Hand including shuffles, passes, etc...

Card Trick Terminology: Some card tricks have different words underlined with a link to them. If you click on this link it will take you to the Card Trick Terminology Page. Here, terms for use in card tricks are defined.

Submitting A Card Trick To Card Trick Central: Try the link to the left to tell you how to submit a trick.

Card Trick Central-Amazon.com Bookstore: Bookstore with card trick and magic books for sale.

If you don't understand a trick e-mail me the author of the trick at the top of the page.

If there is a problem that you have that needs to be addressed, please e-mail me with help in the subject line. My e-mail address is ehillsman@mindspring.com

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****BOOK OF THE MONTH****

{Read & Recommended} Now You See It, Now You Don't! lessons in sleight of hand; Bill Tarr; \$16.20

A simple learn-by-picture method that makes it easy for anyone aged twelve and up to perform all the classic sleights just as they are done by the world's greatest professional magicians. Over 1,500 line drawings that describe each eye-fooling movement. Includes cards, balls, coins, flourishes, tips on fanning, and even throwing cards and making them come back.

Blackstone's Modern Card Tricks; Harry Blackstone; Paperback; \$6.30

Card Control : Practical Methods and Forty Original Card Experiments; Arthur H. Buckley; Paperback; \$8.05

Card Manipulations; Jean Hugard; Paperback; \$6.25

Charles Jordan's Best Card Tricks; Joseph K. Schmidt, Karl Fulves; Paperback; \$7.15

{Read & Recommended} Encyclopedia of Card Tricks; Jean Hugard; Paperback; \$8.05

The Little Giant Encyclopedia of Card & Magic Tricks; Paperback; \$8.95;

Magic Card Tricks : 50 Amazing Tricks You Can Do With a Magic Deck/Book and Cards; Jack Mingo; Paperback; \$13.45

Mark Wilson's Greatest Card Tricks; Mark Wilson; Hardcover; \$9.98

The Most Excellent Book of How to Do Card Tricks; Rob Shone, Peter Eldin; Library Binding; \$13.90;

Pick a Card, Any Card : Card Tricks for Beginners; Jerry Sadowitz, Harry Baron; Paperback; \$9.85;

World's Greatest Card Tricks; Bob Longe; Paperback; \$4.45;

Amazing Card Tricks; Kirk Charles, Viki Woodworth; Library Binding; \$21.36 (*Back Ordered*);

Card Tricks; Geoffrey Frederick. Lamb; Hardcover; \$7.80 (*Special Order*);

Other Magic Books

Mind Magic : Tricks for Reading Minds; Anne Canevari Green, Ormond McGill; Library Binding; \$14.40

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Credit Card Transactions are Safe at Amazon.com Books. In an article by Rob Pegoraro in The Washington Post's "Fast Forward" magazine (May 1996), spokesmen for MasterCard International and AT&T's

Universal Card acknowledged that to date, they knew of no cases of Internet credit card fraud. Statistically, it's much safer to use your credit card on the Web than to use it in a restaurant or department store.

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Ace's Memory

Trick Courtesy of: Bruce Schilling (RJSCHILLING@mail.snider.net)

Original Author: Bruce Schilling

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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). You must know how to deal from bottom of deck.

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. --RS.



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Amazing Acestopper: Ultimate Card Trick

Trick Courtesy of: Sevan "SMAGICA" Aydinian (BGM27@aol.com)

Original Author: Sevan "SMAGICA" Aydinian

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Effect: The magician riffles down through a borrowed deck and tells a spectator to say stop at any point. The magician cuts off the cards above that point, turns them face up, and replaces them on the deck. Then he 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!!!!

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 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.

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 he (or she) won't see the 3 face-up cards. At the point where he says stop, remove all the cards above it carefully, turn them upside down, and replace them on the deck. Then look 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 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 face-down 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. --RS.



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A Poker Player's Picnic

Trick Courtesy of: Clayton (whitchurch@worldnet.att.net)

Original Author: Unknown

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You shuffle a deck of regular cards and hand them to the spectator. The spectator cuts the deck into 4 piles. He picks up the first pile and fools with the order of the cards, then repeats this action for the other 3 piles. When you turn over the top cards of each pile, the spectator sees that they are all aces.

First say this or something like it to the spectator: "You know that cheating at poker is really very easy, don't you? You look like a good poker player. I'm sure you are able to cheat pretty good, right? Well, let's see if we can uncover your hidden talent."

1. Before you begin, place all 4 aces on top of the deck
2. Shuffle the deck a few times, using a fake overhand shuffle or any other fake shuffle that will protect the top 4 cards.
3. Give the cards to the spectator and have him cut the deck into 4 piles (one of which contains all 4 aces).
4. Label the 4 packets A, B, C, and D (D containing the 4 aces).
5. Tell the spectator to pick up packet A, take 3 cards from the top and place them on the bottom, then deal a card from the packet he is holding onto each of the other three packets (B,C,D).
6. Repeat step 5 for the other 3 packets.
7. Remark that you have in no way manipulated the cards and the spectator cut the deck himself into 4 piles.
8. Finally, turn over the top card of each pile and to his astonishment, each card is an ace.

Tell him that you knew he was a good poker cheater all along and leave him in awe..



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Best Friends

Trick Courtesy of: Elmsley@aol.com

Original Author: David Lander

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[Best Friends Variation](#)

Effect: Two cards are freely (yes, freely) selected and inserted face up in the deck in two different places. Magician runs through the deck and drops the face-up selected card and the face-down card next to it, on the table. When the face-down cards are turned face up, they are seen to be the mates of the selected cards in color and value.

Card Trick: Taken from David Lander's column, "I was just thinking..."

Set-up: Put deck in "Best Friends" order. See below.

Performance:

Spread the deck and have a card selected. Cut all cards above selected card to the bottom. Have card removed and replaced on the top of the deck, face up. Undercut half the deck and peek at the bottom card. If it is a mate to the selected card, remember that the selected card is a before card. If it is not a mate, the selected card is an after card. Drop the cards in your right hand on top of the face up card. Repeat this 2 or 3 times; if you do it more times than that, it can be hard to remember what cards are what. Now run through the deck. When you hit an after card, drop it and the card after it on the table. When you hit a before card, drop it and the card before it on the table. Flip over the cards, and they match. Be sure to explain the mate concept before you flip over the cards.

Features:

- Cards cut as often as you like
- Cards are freely chosen, no forces of any kind
- Does not work on Rainbow Deck principle

Best Friends Order

The deck is simply set up in pairs by value and color. Put the two red kings together, the two black twos, the two red jacks, etc. You can cut this deck all you want. The Best Friends effect wont be affected if a pair is separated, one on top and one on bottom. With another cut the order will right itself.

Best Friends Variation

Courtesy of: Lauren Griffith (

angels167@integrityonline.com)

Effect: Two cards are randomly picked from the deck, and inserted face up in the deck in two different places. The magician runs through the deck and drops the face-up cards on the table, and the top two cards are the mates of the two selected cards.

Set-up: Put deck in Best Friends order. See below.

Performance: Spread the deck and have a card selected. Cut all cards above selected card to the bottom. Have card removed and replaced on top of the deck, face up. Undercut half the deck and peek bottom card. If it is a mate to the selected card, remember that the selected card is a before card. If it is not a mate, the selected card is an after card. Repeat this 2 or 3 times; if you do it more times than that, it can be hard to remember what cards are what. After each choice, you can give the effect of mixing the cards by giving the deck several complete cuts.

Now run through the deck. When you get to the first face-up card, cut the deck and drop the card on the table. If it's an after card, put your righthand packet on the bottom of the deck. If it's a before card, slip the bottom card of your righthand packet to the top of your lefthand packet, and put the rest of your righthand packet on the bottom of the deck.

Then find the next face-up card. Again cut the deck with your right hand and drop the card on the table. Here comes the tricky part. If the face-up card is an after card, slip the top card of the lefthand packet to the top of your righthand packet. Then put the righthand packet on top of the deck.

If the card is a before card, you must transfer the bottom card in your righthand packet to the top of the same packet. Slip it with your right fingers to the top of the lefthand packet and then with your left thumb to the top of your righthand packet in one quick motion. Then put your righthand packet on top of the deck. With a little practice these moves can be done smoothly, and with some quick talking your audience will never figure it out.

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Bottoms Up

Trick Courtesy of: mac

Original Author: Unknown

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Ask a spectator to shuffle cards. When he/she hands them back to you note the bottom card. That is "their card." 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.

The Trick:

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 and pull them off the deck and show the spectator his/ her card. This is where you take over. Since you already know the card you can have the spectator cut, shuffle, ect.

My favorite ending:

Start flipping the cards from the top of the deck over onto the table. When you flip their card 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. If they know about card tricks they will think that you used their card as a key card. When they say, "Make it two million and you're on!" flip their card, which is already on the table, face down. They'll be dumbfounded.



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Card Transpositon

Trick Courtesy of: Austin Arthur

Original Author: Unknown

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

Card Trick:

Pick up two cards from the top of the deck and make them look as if they were one ([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 and say "I am going to take out the Queen of Spades." Put your hand in your pocket, take out the card you just palmed and show it as you say "Turn your card over." When they do it looks as if your card and their card changed places.

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The Changing Card

Trick Courtesy of: Ryan Craner (RRMMM@msn.com)

Original Author: Unknown

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[The Changing Card Variation](#)

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!

The 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. .

The Changing Card Variation

Courtesy of: Mike (
hideaway@servtech.com)

Effect: Now not only does the card change, it disappears!

Variation:

Do the trick exactly the same except for one minor preparation. Place on the top card a piece of double-sided tape. This way, when the spectator places his card on top, it will stick to the other card. Now the card changes, and also vanishes!



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Count Down

Trick Courtesy of: Du Vong (dkv94001@uconnvm.uconn.edu)

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Trick Description: You shuffle the deck several times and then ask a person to tell you when to STOP when they think you drop ten cards. You then count the correct amount of cards actually dropped. You then tell them to memorize the top card and put it back into the deck shuffling anyway they want to. You then fan all the cards out in a spiral towards the middle and pick their card out for them.

How Its Done

1. Shuffle the card deck a lot, memorizing the bottom card. Depending on the way you shuffle, you should be able to keep a certain card always on the bottom. I usually lead with the right hand first so that is always the bottom card no matter how many times you shuffle. If you lose the card, keep shuffling until you memorize the bottom card.
2. Since you now know what the bottom card really is, it is a simple job getting the other person to pick the card. When you drop cards, no matter how many you drop, you should count the DROPPED cards back to them and eventually the bottom card will be on top.
3. After they shuffle and give the cards back to you, throw the cards out in a pattern to confuse them, then show them their card.

(I like to confuse them even more by throwing out about 10-20 more than the one they actually pick and then say "Is this your card?". Since they will say no... dig through the stack and get the real one.

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Criss Cross

Trick Courtesy of: Corey.... The Original PiP

Original Author: Unknown

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1. First, shuffle or let the spectator shuffle.
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 your "unlucky card" (which can be any one except the top card).
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 on 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.
5. Say "O.K. Now look at your card." 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 and then use any way of presenting his card to him.

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

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Cutting the Aces

Trick Courtesy of: Kim Meacham wyldkardde@aol.com

Original Author: Kim Meacham

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Effect: Magician cuts a deck into four piles, turns over the top card on each pile which turn out to be the four aces.

Card Trick: Start off with the four aces on the top of the deck, holding a *thumb break* (finger break) under the top two aces with your right hand. With the deck face down on the table, use your right hand 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 with you directly to 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 over and place them on the top and bottom piles, then turn the second card of the left and right piles over and place them on the left and right piles. Although you aren't actually cutting to the aces, the illusion that you are is a very strong one.



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Double Turnover

Trick Courtesy of: Richard (tclark@darkstar.swsc.k12.ar.us)

Original Author: Unknown

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Shuffle the deck. Glimpse and remember the bottom card and lay the pack on the table. Tell the spectator to remove the top half of the deck and hold it, while you do the same with the bottom half. Tell the spectator to put his (or her) half behind his back, remove any card from the pack, and bring the card to the front .

You supposedly do the same, but actually you (1) turn your half face up, (2) turn the card you glimpsed face down on top of the face-up pack, (3) remove any other card, (4) turn it face down and (5) bring it out from behind your back. The spectator thinks this is your selected card. Tell him to look at and remember his card while you do the same. Actually, look at your card but don't remember it. Bring the pack from behind your back, holding it face up except for the card you glimpsed. Exchange the supposedly selected cards. Each of you slides the other person's card into your pack face down without looking at the card. Reach over to take the spectator's pack while turning your pack over without anyone's 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 names your selected card--but you actually name the card you glimpsed, not the card you took from the pack. Spread the cards. Both selected cards are face up in the deck!!

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The Enchanted Card

Trick Courtesy of: Jeff K

Original Author: Unknown

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- 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 half.
- 3) Tell him to put it behind his back (say "Like this" and put the other half behind your back).
- 4) Now tell him to keep the deck behind his back and pick a card 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.

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Find The Card The Hard Way

Trick Courtesy of: Larry Dennis LARRY@fsulcd.physics.fsu.edu

Original Author: Unknown

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[Find The Card The Hard Way Variation](#)

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 the hand in front of him (or her), mentally pick a card and then place the hand back on the table. He should remember the card he picked but not show it to you.

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 it on top of your 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, ask if anyone sees their card. If they do, place the fan on the table (without looking at the cards), 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 his card in that pile. Once you have picked out the cards for each spectator, go around the table turning over the four chosen cards and asking them if that is their card. Everyone will be amazed when you get all four right!

How did you do it? Simple. Because of the way you gathered up and dealt the cards, the first spectator's card is in the first position of its 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 is 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 her card will be the fourth card in the fan (or the fourth card from the top of the pile).

Find The Card The Hard Way Variation

Trick Courtesy of: Jeremy Lee (JGronos@RLion.com)

Deal 3 cards across 7 times so that you have 3 piles of 7 cards each. Put the rest of the deck aside. Have a spectator look at one of the 3 piles and memorize a card in it. Have him (or her) put the pile on top of one of the other two piles and then put the other pile on top of that, so that his pile is sandwiched between the other two.

Deal the 21 cards again into 3 piles of 7 cards each and ask the spectator to guess which pile of cards contains his card. Have him verify his guess. If he guessed wrong, have him guess again until he has found the pile with his chosen card. Again have him reassemble the pack so that his pile is between the other two. Deal the 21 cards once more into 3 piles and have him find the pile with his card. But this time, have him give you the pile.

Spell out the sentence "THIS*IS*THE*CARD*YOU*TOOK*". As you say each letter, move a card from the top of the pile to the bottom. As you complete each word (*), deal the next card onto the table. When you are left with only one card in your hand, it will be the spectator's card.

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From Here To There

Trick Courtesy of: Chris Larkin (tech@project-ebe.com)

Original Author: Chris Larkin

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Effect: The magician shuffles an ordinary deck of cards. He then fans the cards and asks a spectator to select a card show and memorize it. The magician then fans the cards again and tells the spectator to place his card any where in the deck he wishes. The magician then places his card on the bottom of the pack and he then squares up the pack and holds the deck up so the spectator can see the bottom card. The magician asks if this card is his. The spectator will answer yes. The magician then places two cards from the top of the deck on to the bottom thus covering the spectators card. He then holds the pack up as before and asks is this your card. This time the spectator answers no. This then repeats itself again. the magician then takes the spectators card and places it on top of the deck. and repeats the procedure as before. Now with the three cards in the spectators hand the magician asks him if the bottom card is his and he. answers no. The magician then places the bottom card into his hand and shows that the other two cards are not the spectator's. But when the spectator looks at the card in his hand to his surprise its 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 them out again and tell him/her to place it back in 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 ok if the spectator sees you do this so don't try to perfect it.)
3. Now hold up the deck so the spectator can see the bottom card. Ask him/her if this is their card. They will answer yes. Now turn the deck face down and take two cards one at a time and place them on the bottom of the deck under the spectators 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 right hand with your thumb on the left side of the deck and your remaining fingers on the right side. when the spectator answers no turn the deck face down with your hand in the same position and give him the bottom card.
5. Repeat step 4 until he/she says no. This time when you bring the deck face down curl your pinky and ring finger downwards thus pushing some of the bottom card into your palm. Now 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) 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 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.

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Gemini Twins

Trick Courtesy of: Peter Zwissler-Magician of Manipulation

Original Author: Karl Fulves

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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/she will start dealing cards face down onto the table, when he/she 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 again 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/she 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 (hearts is twins with diamonds, spades/clubs) of the top and bottom cards of the deck. Remove the prediction cards and place them face up on the table. Instruct the spectator to deal cards into a pile face down and stop when 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 will then place the rest of the deck on top of the face up card. Have the spectator gather the deck and repeat dealing and when they stop place the other face up card at that point and have them put the deck on top of that. Run through the deck to find that the card to the right of each face up card is their twin.

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Get Money

Trick Courtesy of: Daniel Holt (rholt1@julian.uwo.ca)

Original Author: Unknown

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Description: You're in a room with a bunch of friends and a deck of cards. You allow a friend to pick any card, then put it back in the deck. After shuffling the deck, you start turning over cards until you see your friend's. You bet everybody in the room \$1, \$2, \$5, or whatever, that the next card you turn over is theirs. Seeing that it's already there, they greedily make the bet. You turn over the card lying on top of the face-up pile. Be sure to collect your cash.

Trick

1. Shuffle deck (it works better without Jokers, and you may want to use only half the deck).
 2. Fan out the cards and allow somebody to pick ANY one. (Editor's suggestion: Have him or her show the card to others. Otherwise they won't have any reason to take your bet later. RS)
 3. Shuffle deck again, cut it near the middle, and let the person put their card back. Note the card that goes on top of theirs (this is the Key Card), but try not to let them see you.
 4. Cut the deck (single cuts only!!) as many times as you would like. After the last cut, glimpse the bottom card if you can. If it's the Key Card, cut the cards once more. (Otherwise, you'll have 1:52 odds of winning the bet, NOT 52:1.) This works because even if you separate the two cards, the next cut puts them back together again.
 5. With the deck face-down, start flipping over cards. Continue until the one AFTER the Key Card. This is 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 is theirs.
 7. After they make the bet (if you do this trick casually, they probably will. Don't act overconfident), flip over their card, which should be lying on top of the face-up pile. Collect reward.
-



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I Can't Believe They Don't Get It!

Trick Courtesy of: Phil J. Allman (bean@wwa.com)

Original Author: Unknown

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Effect: Good trick, easy to figure out, but it works on people who don't pay attention.

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 card up and tell the spectator to take it. Close the deck. Fan it out and tell the spectator to stick the card in anywhere.
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 stronger hand between your index finger and thumb. Flick your wrist so that you catch the entire deck in your weaker hand, leaving the top and bottom cards in your strong hand.
10. Show the cards in your right hand to the spectator, who will mistake them for the cards he selected.

Note: Though this trick is easy to figure out, not one of the 15 people I've done it to has figured it out.



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Magic Breath

Trick Courtesy of: [\(roadkill@ICDC.COM\)](mailto:roadkill@ICDC.COM)

Original Author: Unknown

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Effect: Spectator chooses a card. The card is placed randomly back in the deck. The magician explains about magic breath, that it will magically make a card appear where a person wants it to be. He hands the deck to the spectator, tells him to think of a number in his head, to breath on the deck, and to deal off that many cards. The spectator flips the last card and finds that its not his. The magician then deals off the exact same number and flips the last one, showing that it's his card.

Card Trick

This trick requires a person to be able to pass a card to the top of the deck. Use whatever method you're comfortable with. After shuffling the deck, let the spectator choose a card, then place it back in the deck. Pass the card to the top and hand the deck to the spectator, explaining about magic breath. Tell him to breath on the deck and to count off the cards according to a number he chooses 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, breath on the deck, and count off that many cards. Flip the last one to reveal his card.



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Magic Flick of a Finger

Trick Courtesy of: David Stimpert stimpert@richnet.net

Original Author: Kenny Gray

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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. 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. --RS)
 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 and shuffle at will.
 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 in the 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 slip the bottom card toward you, while with your right second finger you slide out the next card (the Ace) and place 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 between his thumb and forefinger. The Ace is on bottom, so flick the top two away and smile. The Ace has magically appeared.
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The Magnetic Cards

Trick Courtesy of: Molloy's (Molloys@mail.masterlink.com)

Original Author: Just kind of thrown together from other things

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Effect: Two cards are either chosen by the same person or 1 card each by two 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, shuffle the deck in such a way that one of the their cards is 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. --RS



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Mental Thought

Trick Courtesy of: ehillsman (ehillsman@mindspring.com)

Original Author: Unknown

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Ask the spectator to think of a number between 1 and 10. Have the spectator to shuffle the deck, count down to the number he/she thought of and remember the card. The card must be kept in the same position. You should turn your back on this part of the trick. When he/she is ready for you to turn around, take the deck, place it behind your back, 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 20 cards let him/her name their card and you turn it over.



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No I got it

Trick Courtesy of: Tim Hogan (thogan@eastky.com)

Original Author: Unknown

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Effect: Gives an effect of the card vanishing and reappearing back on top of the deck. Or being knocked through the 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 one of the 3 piles and place it back onto the top of one 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 deck.
4. When they have put the card back. Quickly place your hand on top of the deck and say would you like me to hit the cards like this(putting the card in your hand on top of there card). or like this touch it with your finger. when they chose hit all 3 piles that way. Showing your empty hand to them after each pile (some people think they can figure any thing out)
5. Then say i am going to move your card to another deck. Get the card that you placed on top of there card on another deck. then pick up the other two decks placing the deck with there 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 there card say NO I GOT IT!!!!

You may also place the deck with there 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

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Not Your Card

Trick Courtesy of: Debra Radcliff (drad5mmc@avana.net)

Original Author: Unknown

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[Variation](#)

1 - Shuffle the deck. Fan the cards & tell the person 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. (**Editor's note:** this is the [glide](#).) Remove the next card (the one you slipped back) & place it on top of the deck.

5 - Repeat step 3 till you have placed down 6 cards.

6 - Pick up the six cards and do step 4 once and step 3 two times.

7 - Show her the bottom card, telling her "That is your card."

Variation Courtesy of: Jason Schatz

Oak59@aol.com

When you get to step 7, instead of plainly flipping over the card, have the spectator make a fist and place the cards between two of his fingers so that the cards are horizontal and tell him to hold them tightly. Now, since you know that his card is on the bottom, slap your hand down on the cards, and the bottom one will always stay, which is his. When he flips it over, it usually gets a very surprised and amazed look.



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Pair 'em Up...

Trick Courtesy of: Mark Elsey (ken.elsey@sympatico.ca)

Original Author: Unknown

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Effect: By picking 2 cards from the deck, you will be able to match both of them up with its opposite card.

Card Trick:

First have your spectator shuffle the cards to ensure they are in no particular order. Next, take the deck and fan them face up across a table. Quickly glance at the two cards which are on both 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" - they will be 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 off 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 down 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. Next, fan the deck face down across the table so that the two selected cards are the only ones showing. Now pick up the Queen of hearts, plus the card to the right (Queen of diamonds) and then pick up the 2 of clubs, plus the cards to the right (2 of spades). By magic, the two cards have paired up with its opposite card. Your friends will be amazed.

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Pick For Me

Trick Courtesy of: Isabelle (brock@susqu.edu)

Original Author: Unknown

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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!



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Quick Flip

Trick Courtesy of: Diana & Bruce Mattix (allaspt@garlic.com)

Original Author: Unknown

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1. Shuffle the deck, and as you finish the shuffle and deck compaction turn the cards toward you and quickly spot the third card from the top. We'll assume that it's a seven.

2. Now tell the audience that you will look through the deck and remove the first three sevens you come to (using the value of whatever card you glimpsed in step 1). Turn the faces of the deck toward the audience and fan through it with your thumb so that the audience can watch you take the first three sevens out of the deck.

3. Fan the three sevens for the audience one more time and then hand them to a spectator.

4. Turn the deck face down and deal one card from the top face down onto the table. Instruct the spectator to place one of his sevens on top of this card. Deal the next card from the top of the deck onto his and have him place another seven on that card. Take one more card from the top of the deck (surprise: this is the fourth seven that you glimpsed in the beginning of the trick) and deal it on top of his card. Finally, have him put his last seven on top. He now thinks that his cards are separated by your cards.

5. Pick up the little pile of cards the two of you have made and place it on top of the deck.

6. Using the thumb and two center fingers on your left hand to hold the cards, give the deck a rip with your right hand's thumb and two middle fingers. This is accomplished by squeezing your right hand a little bit and quickly pulling it away to "pop" the cards.

7. Finally, flip over the top three cards and the spectators will be amazed to find the three sevens back together again.

Quick tips:

In order for the trick to work, the third card from the top must not have a duplicate value among the first two cards.

When you look through the deck for "the first three of your cards" you see, go slowly so that you don't pass one of them.

When you look through the deck for "the first three of your cards" you see, go slowly so that you don't pass one of them.

If the third card from the top (your target card) is red, put the matching red card on top of the three cards you give the spectator. If it is black, put the matching black card on top. When you flip over the three cards, they will have the same set of colors that you started with and the difference in suit will be less noticeable.

With one more step, you can also impress the audience after you flip over the first three cards on top. Slide the fourth card to the bottom of the deck. Because they are bewildered by the mixed-up cards coming back together they won't notice this. Now, the fourth matching card is on top of the deck. Say to the crowd, "That is nothing, here is the fourth seven."

Finally, once you know the value of the third card from the top of the deck, the trick will be even better if you can get the spectator to pick this number. You might know that the card's number is someone's favorite number or have a quick math problem to get there.



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The Reappearing Combo

Trick Courtesy of: [\(jmmartin@coshocton.com\)](mailto:jmmartin@coshocton.com)

Original Author: Unknown

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Effect: Cards are eliminated by the audience but somehow appear at the end. Combination of a couple of tricks on Card Trick Central.

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 the 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 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 there is a new pile of 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 is his card.
-

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Sitting on the Card

Trick Courtesy of: Daniel Marmion (dmarmio@lville.pvt.k12.nj.us)

Original Author: Daniel Marmion

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Effect: The magician displays a normal deck and asks a spectator to replace the card on top. 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 best when the magician is performing in a restaurant or other meal time.

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.



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Slap Happy

Trick Courtesy of: Nathan Reilly (reillnat@lore.mis.udayton.edu)

Original Author: Unknown

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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.

1. Select seven cards from the top of the deck, it does not matter what they are. Spread the card with only six of them showing with the remaining seventh card hidden behind and slightly lower than the others.
2. Have a spectator select a card and replace it into the pack while you still have them spread.
3. After he has done this count from the right what number his card is from the end. Then quickly close the spread and count that number of cards down onto the table.
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 stop. After he does so pick up the pile on the table and place it between two of his fingers (preferably slightly bent 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 is the card he previously selected.
7. After performing come back and vote for trick of the week. (I'm sure with the reaction you receive this will be a no brainer.)



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Stop Now

Trick Courtesy of: [\(motolids@mindport.net\)](mailto:motolids@mindport.net)

Original Author: Unknown

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Effect: Hand a spectator a deck and tell him to shuffle them 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 centimeter 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.



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Switching Fours

Trick Courtesy of: Tad Rensel (CAROL_RENSEL@MSN.COM)

Original Author: Tad Rensel

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Effect: A magician show three red cards and a red 4, and tree black cards and a black 4. The magician then takes the three red cards and sticks the red four on the bottom of the red cards. He does the same for the black cards. He then takes the black cards and sticks them on the bottom. He turns over the pack and says watch carefully the fours will switch places. He deals out the top 4 cards in one pile and the rest of the cards in another pile. He turns over the cards and the fours switched places.

Card Trick:

Get three of any red cards and any red 4. Get three of any black cards and any black 4. Stick the red cards together in one pile and the black cards in a seperate pile. Take the red four and stick it on the bottom of the red cards. Take the black four and stick it on the bottom of the black pile. When you Turn the deck face down take the top three cards and lay them face down then take the very bottom card and stick it with the red cards (this will be the black four) then deal out the rest of the cards. The fours will have secretly changed places.



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Was There Now It's Here

Trick Courtesy of: Ryan Thompson (Magic.for.all@juno.com)

Original Author: David Blaine

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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 52 cards (not trick cards) and ask someone to verify that it is not a trick deck. Fan the cards and ask a person (who won't mess it up) to take a card and show it to everyone but 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 tightly so that the card doesn't fall. 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 because it's embarrassing if you mess it up. It's a bit like Finish 1 except that you spin a card. 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 with your second finger at 11:00 o'clock and your thumb at 5:00. (Your hand is above the cards.) With your right 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.

My right hand is the trickster. When I'm bending the cards, I pull a bit downward which makes the cards spin so that it looks like it just magically appeared!



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The Four Ace Extravaganza

Trick Courtesy of: Stoss (hehl@execulink.com)

Original Author: anonymous

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[4 Real Aces Variation](#)

Preparation: Remove the four aces from the deck and the cards 2,3,4,5,6,7,8,9 (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!
 8. It's a good trick but don't do it more than once for the same audience.
-

Real 4 Aces Variation

Trick Courtesy of: Stoss

(Broker001@aol.com)

Description:Set up the cards as in the original trick except that you have from the top of the deck the values 10 through 2 and then the Aces. (Note that the order is reversed from the original.)

1. Follow the original trick through step 1.
 2. In step 2, if the spectator's number is 10-19, follow the instructions above except that after adding the digits and dealing the sum back onto the deck, you turn up the LAST card dealt rather than the next card. If the spectator's number is 20, divide it by two instead of adding its digits. This gives you 10, so you count off 10 cards and turn up the NEXT card.
 3. Follow step 4 and 5, but with 5 you do this THREE more times, for four aces not just three as indicated by the original trick.
 4. In step 6, have them pick a number between 1 and 10, not 1-9. Try to make sure through patter or diversion that they do not pick the number 1, since all the aces are out face down in front of them.
 5. While they are deciding on a number between one and 10, quickly and secretly take a card from the bottom and put it on top of the deck, to represent the number 1 in your count.
 6. Count down to the number they chose, leaving the card at that number on top. After you reveal all the aces or have them turn them over, ask what number they picked. Turn over the top card from the deck and astonish them with the extra bonus.
-

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Any Way You Count 'Em

Trick Courtesy of: The Flaming Lemon (Paul Peterson)
tvtom@chelmsford.com

Original Author: Unknown

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[Counted Cards Variation](#)

Shuffle the cards well. Holding them face down, turn over the top card and place it face up on the table. Think of it as a stack. Starting with its face value, deal face up on top of it as many more cards as needed to reach 10. For instance if it's a 3, deal seven cards on top of it; if it's a 5, deal five cards. Face cards count as 10, so no more cards are needed. An ace counts as 1 and needs nine more cards.

Continue making stacks as above, keeping them separate, until the deck is exhausted. If there are not enough cards to complete a final stack, keep that incomplete stack in your hand. Now choose at random any three stacks that contain at least four cards each, and turn these stacks face down.

Gather all the remaining cards in any order and add them to the cards (if any) in your hand. Pick any two of the three face-down stacks on the table, and turn up the top card on each of those two piles. Add their values together. Discard that many cards from those in your hand, and then discard 19 additional cards.

Count the remaining cards in your hand. Now turn up the top card of the third stack. Its value will equal the number of cards in your hand.

Counted Cards

Trick Courtesy of: Shawn Gettler

tvtom@chelmsford.com

1. Tell a spectator that each card represents a number--A is 1, J is 11, Q is 12, K is 13, and the rest have their face value.
 2. Tell the person to pick up the top card and place it face up on the table.
 3. State its number and then count onto it enough cards to reach 13. For example, if the card is a Jack, say "Eleven..." and then deal two cards onto it while you say, "...twelve, thirteen."
 4. Flip over this stack and set it aside.
 5. Repeat Steps 2-4 until 13 cannot be reached with the remaining cards. Set these aside (if the count works out evenly, don't worry).
 6. Have the spectator choose 3 piles. Remove all of the other piles and add them to the cards (if any) remaining from step 5.
 7. Pick up the pile of cards remaining from steps 5-6, count off 10 cards and set them aside.
 8. Have the spectator choose 2 of the remaining 3 piles. Turn the top cards on these 2 piles face up.
 9. Add together the values of the two face-up cards, count out their sum from the cards you're holding and set them aside.
 10. Have the spectator count the number of cards left in your hand.
 11. Tell him or her to flip over the top card on the remaining pile. It is equal to the number of cards left in your hand.
-

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Build The Houses

Trick Courtesy of: A. Showers & E. Hillsman
ehillsman@mindspring.com

Original Author: anonymous

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Deal 3 cards face up in a row, and continue dealing until you have 3 columns of 7 cards each. Then [find the card the easy way](#). Ask the spectator to remember any one of the visible cards and to point out its column. Close up each column and combine them into a packet of 21 cards, putting 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. But don't do it more than a couple times because the spectator might catch on. 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 pick 2 houses (if there are 3 left), or 1 house (if there are only 2 left). Do this till there is only one house, the house with the selected card. Ask the spectator to pick 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. Wow, we're all finished. =)



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Eight Threatening Kings

Trick Courtesy of: IWISH5929@aol.com

Original Author: Unknown

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Effect: Person chooses card from deck, and magician tells person the suit and number.

Set-up: The deck is stacked. To remember its sequence of values, memorize the 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, 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.



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Fool-Proof Reversed Card

Trick Courtesy of: Aaron Ault (hassenha@juno.com)

Original Author: Unknown

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Effect: A spectator chooses a card, replaces it, turn the deck over three times in their hands, snaps it, riffles it, shuffles it, whatever then they look through the deck to find it reversed.

The Method: All you need for this are two exactly alike cards in the same deck. Place one of the cards face down in a face down deck as the ninth card from the top. Place the other either 21st or towards the extreme bottom of the deck REVERSED!! Be sure never to touch the cards yourself during this trick and don't allow anyone to look through the cards for two of the same cards later, either. I find it works better if you use this deck for awhile because an extra card has unlimited uses and is hardly noticeable. Now set the deck on the table well squared and face down. Tell the spectator to choose a number between 10 and 20. (20 will not work) Tell them 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 back off the top of the pile onto the deck. Have them flip over the next card. This is the preplaced card. Make sure everyone (including yourself) sees it. If you messed up and this isn't the right card, they will discover the secret when they come to the wrong turned up card. Have them put this on the top of the deck and then put the others back on, too. Have them cut it however many times they want, and their card probably won't turn up, but only cut it two or three times because if it turns up too early they get suspicious. The key move is to have them turn the deck over in their hands 3 times the make them think they turned it over afterwards. Make this movement seem very important, stare at their hands intently and make sure it's three. This all adds to the effect. Now have them search through and find it. This trick is amazing to the spectator because you never touch it, and, like the name implies, is practically fool-proof. I use this almost every time I do a series of tricks.

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Half and Half

Trick Courtesy of: Calliander (colianna@concentric.net)

Original Author: Unknown

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You have to be quick at addition and subtraction and a good memorizer to pull this off smoothly. First, let someone shuffle the deck to let them know you haven't set it 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 this, ask someone what half of that is. If they don't know it's 26, this will stupefy them. Tell them you will count down 26 cards, and do so, face up, memorizing the fourth card. (This is important.)

Put the remaining cards aside and turn the face-up cards and hold 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. --RS)

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Impossible Card Location

Trick Courtesy of: Ryan (stbald@epix.net)

Original Author: Unknown

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

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 the first pile. Make 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 up and next to it one down and keep on repeating this until you don't have cards 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. Keep repeating this until you have only three cards left face down. Turn them over, and there are their 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.



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Math is Beautiful

Trick Courtesy of: Sanguiness (sanguiness@dls.net)

Original Author: Unknown

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Effect: This trick is a math trick. You make alot of piles, 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 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 put these piles face up, you then flip a card... 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 or just make a pile out of them if there were no cards left from you making the piles. Then you sell 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 total number. If the cards were an ACE(1) and a JACK(11) you'd add 10 and get 22. You then count out (in your head) the number you got from the last step out of the pile in your hand. Then after you reach that number you restart the count, what you count out is what that top card is. So if there were 29 cards in my hand, and I got a total of 22 from the previous step the top card of the 3rd pile would be a 7.

Some tips:

- Flip over the piles after you make them, and THEN have them choose 3 of them
 - Count in your head for ALL steps, then they won't know that the trick revolves around math
 - When you count out the cards for the last step flip them over face up so they think you're looking through them, not counting
 - Don't do the trick too many times to the same person cause they'll figure it out (like all other magic)
-



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Math-majic

Trick Courtesy of: AHuffine (AHuffine@aol.com)

Original Author: Unknown

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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 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 is now 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.
9. Ask the spectator to touch any three of the seven piles.
10. If the piles he touches include the pile at the far left of the second horizontal column (PFLSHC) then pick up the other four piles and lay them aside. If the spectator's choice does not include the PFLSHC pile, then pick up the three that he touched and lay them aside.
11. Rearrange the remaining piles but remember where the PFLSHC 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 PFLSHC pile, until only the PFLSHC 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.

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Stack The Cards (2 Variations)

Trick Courtesy of: A. Showers & E. Hillsman
ehillsman@mindsprng.com

Original Author: Unknown

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[Rising Card Variation](#)

[Double Reverse Table Hit Variation](#)

First, deal 3 columns of cards with 5 cards in each column (5 cards up and down). Then find their card the easy way. Keep the row with the spectator's card between the other two rows. Once you have found the row with the spectator's card, put the other two rows into the deck and ask the person to cut off half the deck. (**Editor's note:** For a good "easy way," see the instructions for "Rising Card" below.)

Pick up either half-deck and put the five cards on it one at a time, placing them so that the first, third (the selected card), and fourth cards project about an inch beyond one end of the deck, and the second and fourth cards project about an inch beyond the other end. Then place the other half-deck on top, so that three cards stick out of one end of the deck and two cards out of the other.

Grip the cards by the sides so that two cards stick out of the top, and three out of the bottom. Push them down onto a hard surface so that the bottom cards are pushed up into the deck. This will the two cards at the top to stick up higher. Flip the cards over and repeat with the two cards at the bottom. The card that pops out will be the spectator's card. Whew =)

Rising Card

Variation Courtesy of: Tristan Glenn

theglenn@ix.netcom.com

1. Deal out five piles with five cards in each pile.
 2. Tell the spectator to pick a pile. Pick up the pile and tell her (or him) to look at any specific card and memorize it.
 3. Put the pile down.
 4. Pick up two of the other piles. Put her pile on top of those two, and put the two remaining piles on top. Her pile will be the middle one.
 5. Deal out the cards in the OPPOSITE order.
 6. Show her the cards in one pile and ask if she sees her card. Do this until you find her pile again.
 7. Combine two of the piles into a single stack.
 8. Pick up the top card of her pile and place it on the stack so that it projects about one inch beyond the end. Pick up the next card from her pile and place it on the other so that its end projects half an inch in the opposite direction. Continue with the other three cards in her pile so that the third card sticks out an inch at one end, the fourth card sticking out a half-inch at the other end, and so on.
 9. Place the remaining two piles on top of the rest of the cards.
 10. Hold up the deck so that three cards stick out of the top and two cards out of the bottom. Tap the three cards down until they're flush.
 11. Tap the bottom two cards up until they're flush.
 12. One card will rise above the rest. This is her card!!!!
-

Double Reverse Table Hit

Variation Courtesy of:

pho@globaldialog.com

First shuffle the deck. Then have somebody randomly pick three cards out of the deck. Have him (or her) look at the cards and memorize one of them, not paying any attention to the other two. The other two just act as fodder.

Deal two cards onto the table face down. Have him put one of his three cards face down on top of those two. Deal four cards on top. Have him put another of his cards face down on those. Deal four more cards on top. Have him put his final card on top. Deal two more cards. So the order should be: 1, 2, [card], 1, 2, 3, 4, [card], 1, 2, 3, 4, [card], 1, 2

From the stack of cards you just made, pull five cards off the top and fan them in front of the person. Ask if he sees his card. If not, discard these, show him the next five cards and ask again. If he again says no, use the remaining five cards.

Now you should have five cards with his card in the middle (hopefully he won't catch on to the fact that it's obvious it's the middle card. He probably won't). Take the full deck that you set aside earlier. Cut off half the deck. Put the first of the five cards onto the half-deck you are holding, but not square with the other cards. Place it so that about half the card sticks up beyond the rest at the end. Take the next of the five cards and put it on the deck so that it is square with the deck (not with the card that sticks up). Put the next card on the deck so that it sticks up like the first card, the next card square with the deck, and the last so that it sticks up. So it should go: up, square, up, square, up. Make sure the three up cards stick out about halfway beyond the rest of the cards.

Put the other half of the cut deck on top of the five cards you just arranged, squared with the half-deck below.

Now the tricky part. Hold the deck in your hand by the sides so that the three projecting cards point down. Hit the end of the deck on the table--not too hard, but not too light--so that two cards pop out of the other end. Flip the deck around and hit the two cards on the table. The card that remains sticking out is the card that they picked. This is more of a math trick, but it does look very impressive.

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The Sun

Trick Courtesy of: Lodi Boedels (raiser@publishnet.nl)

Original Author: Unknown

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Card Trick:

- 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 clockface, 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 disarranging 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!
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The Year Game

Trick Courtesy of: Itamar Hernandez (itamar1@ibm.net)

Original Author: Unknown

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Before you begin, place one of the jokers on the bottom of the deck. Now tell the spectator to take a card. Have her place it on top of the deck and cut the cards. You can have her cut a lot of 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:

- 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.
- Put the 2 card group on the 5 card group, pick them both up and put them on the deck.
- Ask how many months are in a year. Deal 12 cards onto the table. Pick them up and replace them on the deck.
- Ask how many days are in a week. Deal 7 cards onto the table and then replace them on the deck.
- Take off the top card and bury it in the deck. Take the joker from the bottom and touch the top card with it. Then turn over the top card, which is the spectator's card.

Editor's Note (--bryan): 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 }:-

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Biddle Move

Biddle Move

- Hold the deck face up in the right hand between the four fingers and the thumb. The four fingers are at the top edge of the cards (the edge closest to the audience) and the thumb is at the inner edge. Begin sliding cards of the top of the deck (this is actually the bottom of the deck because it is turned over face up) with your left thumb. This is basically a dragging action, as you drag the card to your left and the rest of the deck to your right. You are to show the spectators each card as it is slid off the pack. When you slide the selected card off the deck, get a little finger break underneath it.
 - So now you have a few cards in your left hand with a little finger break under the top card and the rest of the pack in your other hand. When you move to slide the next card onto the small packet, the selected card (held by the break) is secretly added to the bottom of the deck (which is actually the top). With practice, this becomes real easy to conceal the move.
 - You must not hesitate or fumble. It must seem as if you are just sliding another card off the deck. From here you can continue to slide cards off until you reach a desired number of cards.
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Bottom Charge

Bottom Charge

- Hold as many cards as you are going to change, tip between your 2nd and 3rd finger not letting the audience see them. this can be done by distracting the audience with patter and gliding cards to the left. Put the cards in your right hand (the ones to be changed) in between the left 3rd and 4th finger acting like straightening out the cards while taking out the other cards that are in between your 2nd and 3rd finger.
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More Forces

More Forces

"**Simon Says**" (**Force**) C/O Bob Longe: The top card of the deck is the force card. Hold the deck in the dealing position in your left hand. Fold your left first finger under the deck; this will facilitate the following move. Rifle down the side of the deck with your left thumb, saying to a victim, "Tell me when to stop." Stop immediately at the exact point that the victim indicates. Your left thumb is now bending all the cards below the break.

Hold your right hand palm up next to your right hand. Tilt your left hand clockwise, until the cards above your left thumb fall face up into your right hand. The right edge of the pile in your right hand should rest along the first joint of your fingers. The second and third fingers of your left hand flip the pile over so that it falls face down into your right hand. Immediately extend your right hand towards the victim and say "Please look at your card." They look at the original.

Hey this isn't admittedly the best force in this book, but with some remedies and a few flips you can have a near flawless force.

Double Cut Force: The card to be forced is on top of the deck. You have a spectator cut a small packet of cards from the top of the deck and turn them face up onto the deck. So at this point you have a small packet of face up cards on top of the deck. Once you begin spreading the cards... you must go to the first FACE-DOWN card and that will be the original top card (the first face-up card will NOT be the original top card) To make this seem effective... it is often good to mention to the spectator that you would like for him/her to look at the "card you freely cut to". And you have just performed a double cut force.

Cut force: It's decent. Memorize the bottom card. Think of the deck as a top half and bottom half. Have someone cut the deck and put the top half (we'll call it 1" to the right. the bottom of course will be called 2. Have the spectator flip the top card on 1 over, face-up on top of the rest of the cards. Have him/her put 2 on of 1. Have him/her fan through the deck and find the card they flipped over. Tell them that their card is the one to the right, which is the original bottom card.

Glide force: This is a very useful way to force a card, and it is easy. First, memorize the bottom card. That is the card you are going to force. Ask the spectator to pick a number between one and ten. For example we'll say that they picked eight. **Glide** the bottom card (the one that will be forced) and start dealing out cards from above it. Once you've dealt out one less amount of cards than the selected number, then deal out the real bottom card. So, if the person picked eight, **glide** the bottom card, deal out seven cards, and then deal out the real bottom one as the eighth. This is the perfect way to force a card and is a very useful weapon.

Spread Cull Force - Let's say you have a card you wish to force somewhere... one way or another get it to the bottom (or make the bottom card your force card). Undercut about 10 cards from the bottom (the card to force is now the tenth card from the top, theoretically, this can be any number, but I keep it to under 10). Spread the top of the deck as you ask the spectator to select a card. While doing so, cull the force card underneath the spread (Assume the force card is the fifth card, spread out five cards, using your left hand's fingers, hold the fifth card in place and move the four cards above back towards the deck. The fifth card will go under that stock. Thumb off the sixth card a bit, but drag the right hand stock, including the force card underneath back to the right. You will feel a click as the force card falls free of the top of the deck. From this point on, all cards ahead will be OVER the culled card). Ask the spectator to TOUCH a card. When spectator does so, ask the spectator if he/she is absolutely sure that is the card he/she wants. Also, ask if you've influenced the choice... emphasize the apparent freedom of the selection. When the spectator finally decides on a card, jog it outward towards the spectator so that it pokes out of the right hand stock. At this point, you have two ways to go. You can square up everything, and your force card is the bottom of the right hand stock, but to the spectator, is logically his/her card. Another thing you can do is to drop the right hand stock on top of the remaining left hand stock, but outjog it quite a bit. Now, you need to align your force card with the card the spectator touched. I usually do this by the action of squaring up the outjogged top portion. I slide the force card up while keeping a right hand index finger on the outer edge of the touched card to keep from pushing too far forward. I can then even pull out the two cards a bit more and show it to the audience from that vantage point.

As an addendum, you can shove the force card plus some cards beneath it through the pack and grab them with your right hand and drop them on top and rationalize it by saying you're "burying the card deeper." This happens while the touched card is in full view, thereby reinforcing the illusion even further, but the viewed card is now on top. This explanation has been quite wordy, but if you know how to spread cull, all of it should make sense.

The principles in the spread cull force can also be applied to a standard fan, except the bottom card is the one that is ridden underneath the spread and the fan is broken on the card the spectator touches.

Dribble Force - This is a force that is very close to impossible to screw up because it's just psychologically strong. Have the card you wish to force in the upper portion of the deck and hold a break either above or beneath it with the thumb. Dribble the cards into the other hand asking the spectator to say stop. The speed of the dribbling should be moderate. When the spectator calls stop, drop all the cards beneath the break. And offer either the bottom card of the righthand stock or the top of the dribbled stock, depending on where you held your break. You've forced the card.

A few notes on that force. It seems very similar to the riffle force, but this one is more effective because you have the cushion of the dribbling cards so you can drop a lot at the end without looking too weird if the spectator calls stop early. And as for the spectator calling stop late? Slow down your dribble, and the spectator will practically have to FIGHT to not call stop. I once overlooked this force... don't make that mistake, try it yourself. You'll be surprised at how well it works.

20 count force: This is an automatic force which comes in handy sometimes. All you need to know is the 10th card and just tell the spectator to pick a number between 10 and 20 they do you deal that many cards out then tell them to add the two digits together then put that many cards on the top have them remember the top card of the little stack and do whatever you want to do with this self working force.

Force 1: Memorize the top card. Cut the top of the deck to the bottom, but hold a break between the card halves. You are basically going to fan the cards out, but making sure that the top card you memorize is the most accessible. Try to make the other cards hard to get by making the close and tight together. At the same time try to make it look like a normal fanned deck. Then when you ask your spectator to pick a card tell him/her...well, I usually tell them anyway "When you take a card, hold it against your chest so neither of us can see it. Now take a card (and when they begin to reach) Quickly! " The objective is to make them not think about what card they chose. If you tell them to take it quickly, it kinda puts a little pressure on them, so they'll take the easier-most accessible card they can find. And you happen to have one already set. Believe it or not, this work almost all the time. I've had 2 occasions when it hasn't, And I've done it plenty of times. If they don't pick the card that was set up, Just do a normal 'pick any card' trick. But if they do pick the card (And ALOT of people will...you will be very surprised) then you can do the impossible!

NOTE: Do not do this force to the same person twice!! It will work the first time, but the second time it won't....believe me!

Force 2: First you need to know the bottom card. Make sure that you are following along with a deck of cards, otherwise you most likely won't get it! Now, hold the deck in dealing position. place your thumb on the bottom card and your pointing finger and middle finger on top. slide the bottom card slightly toward your chest with your thumb. Next, with your pointing finger pull back a tiny packet of cards. Even one card would be fine. Next with your middle finger pull back a second packet. then, back to your pointing finger, pull of a third packet. Keep doing this....Try to do it rapidly. Then have your spectator tell you when to stop pulling back the packets. When he say stop do this: Keep the deck held in your left hand. pull up all the packets that you were pulling towards you up, facing the spectator. When you pull the packets up, also slip the bottom card IN FRONT of all those cards. Now in your right hand you should be holding all the packets that you were pulling towards your (or most of them) facing the spectator. (You can only see the packets). The original bottom card should be in front of all the packets. The outmost card facing the spectator should be the original bottom card, which is the card that he sees. Then have him shuffle the deck and do whatever. This one is really good. To some people, you can simply say "Tell me when to stop" and then when s(he) say stop you call the card. Although I would recommend putting something else to it. I only do that when I am out of tricks. But don't do it too many times or you will be revealed.

Force 3: This force is a fairly good one. Memorize the top card. Have the spectator cut the deck and put it upside-down (face-up) on top of the other half. Next, have the spectator cut anywhere below the first cut, and flip it upside down and put it on top. Then fan through the deck and find the first face-down card. Say something like "It's easy to tell where you cut to, because all the other cards are face up). Show him/her the first face down card and tell them to remember it. it's the chosen card, and all that kind of mumbo-jumbo. The first face down card is the original top card:)

Justin Johnson

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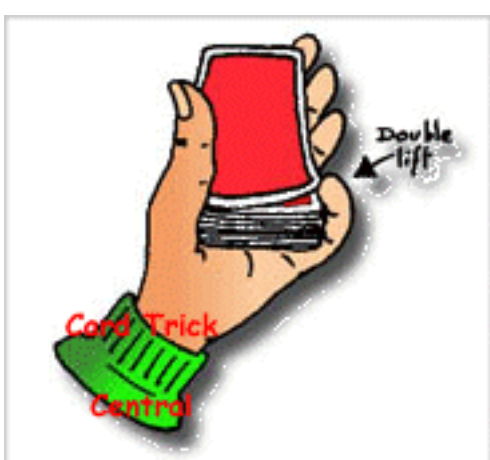
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Double Lift

Double Lift

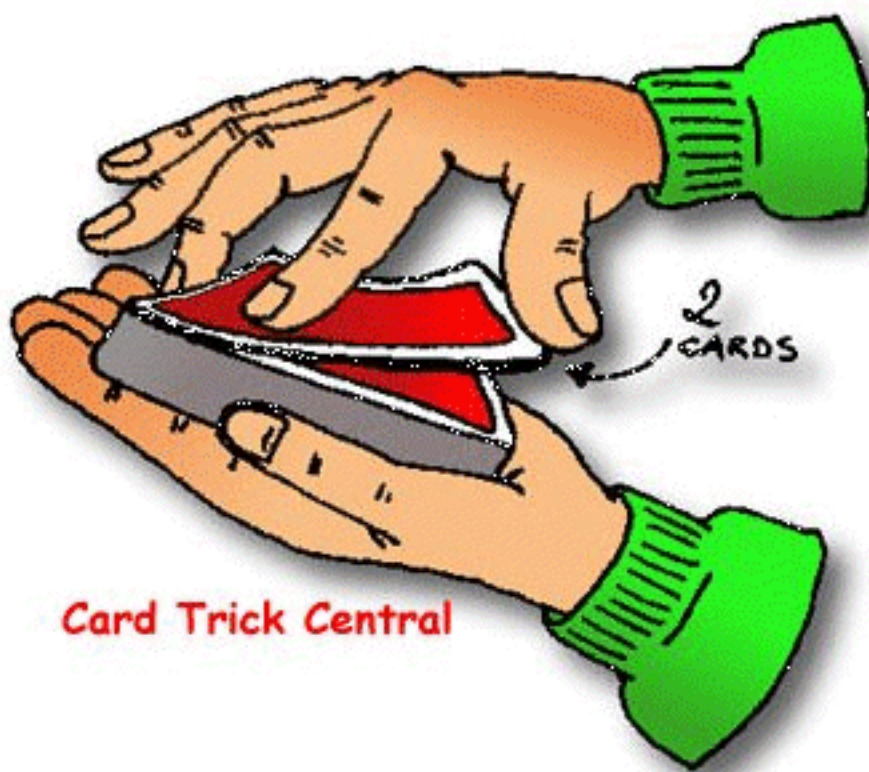
With the pack well squared in the left hand face down, bring the right hand over it, thumb at the rear, fingers on the outer end. Make a motion of squaring the ends and at the same time press the fingers back a little making the ends of the deck slightly wedge shaped.



With the ball of the thumb lift the rear ends of the two top cards and slip the tip of the left little finger under them.



With the right thumb tip on the back of the two cards and the tip of the right forefinger on the face, turn the two cards as one and lay them face up on top of the pack, the ends protruding over the inner end of the deck for about half an inch. Exhibit the card in this position, name it, and seize the cards again at the lower outer corner as before and turn them face down on the back of the pack.



Hit Lift - Holding the cards in mechanics/dealer's grip, bevel them to the right slightly. Keep a fairly wide space between the middle and ring fingers, and reach in that space with the right hand index finger. And just lift up two cards. You'll develop the feel after about 15-20 minutes of practicing this lift. It also looks more natural than the basic lift, and the motion can be easily copied when displaying a single card, too.

Two card push-off - This will be slightly difficult to fully describe how to do, but, hold the deck in mechanics grip. Then, make your index, middle, and ring fingers flush with the top card, NOT OVER it. Move your pinky to the lower right corner, flush with the stop, but now place some downward pressure. Your thumb should come over the upper left corner of the card right at the border (if the card has a border, if not, right where the index pip would start). That thumb should now just push to the right. VERY IMPORTANT: There should be no conscious effort to push the second card along. It will just happen if the grip is proper.

Double lift from packet of 4 - The way to do this lift will take some practice before it looks like a straight plain old lift. But, you can use the hit lift, but it will FEEL differently from what you're probably going to be used to. The method I use from a packet of 4 is to push off three cards, and catch the third card with my middle finger, then turnover the remaining two cards.

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Double Undercut

Double Undercut

- Have about half the deck in both hands, have the spectator replace the chosen card on top of the left hand stock. Place the right hand stock on top, or dribble on top such as to cover the pinky break you will catch above the spectator's card. Square up the cards, and transfer the break to your right thumb. Remove about half of the cards below the break, with your left hand, (kind of a pulling motion, keep right hand still as possible) and cut them to the top (still retaining break, will have to shove the stock underneath your right palm). Cut to the break with your left hand, drop the right hand stock on to the table. Drop the left hand stock on top of the cards on the table. Card has been controlled to the top.
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The Elmsley Count/Elmsley Pass

The Elmsley Count/Elmsley Pass

This is a sleight-of-hand manuever that can be done ambidexterously. It is not as hard as a 'parallel pull', but it takes much more grace and skill than a Hindu Shuffle, if that puts this sleights difficulty into perspective.

Try doing this sleight by using the fingers of the same hand you're holding the card with. This puts more ambiguity on your actions, and the audience is less likely to think that you're doing anything because a) the audience thinks "what can you possibly do with one hand?" (alot, actually!) and b) you can be animated and distract people with the other hand. But that's extremely hard to do. But it's possible.

How to do the classic Elmsley sleight:

Take four cards from a deck and put them in your left hand. The cards will be all facing down, except for the card second to the bottom (the one right before the bottom card), which is face up. However, you want to give the illusion that all the cards are face down.



Hold the stack of four cards in a way that four of your fingers are on the bottom card, while your thumb is sitting on top of the stack.

Using your right hand, bring in your index and middle fingers below and your thumb above the top card (in your left hand), and slide it over into your right hand. Place your right hand's fingers on the top right corner of the card when taking it.

Next, you want to take the second card and get it to the other hand. You're going to want to put it above the first card. The trick is to use your thumb to push the face down and face up cards (which are the next two on the pile) into your right hand. Simultaneously, the first card moved gets pushed underneath the face down card still in your left hand. Again, the first card moved is going BACK under the last card in your left hand.



Now, you have two face down cards in your left hand and one face up and one face down in your right hand. Put the top card in your left hand on top of the two in your right. Now, put the last remaining card in your left hand and the pile in the right hand. You have the face up card on the bottom, and the original top card is still on top.

Remember, the key to perfection is practice. At first it's very hard to keep the two cards together, but eventually you'll figure out your own personal way to grip the cards and push them over. This sleight, as you will see, is the basis for several advanced card tricks.

This can be done with more than just four cards, however, the more cards in your hands, the harder it becomes. If you keep the face up card third from the bottom, the trick remains the same, no matter how many cards you have. The only thing that is different is that you have to count more legitimate cards after the sleight has been done. If you choose to rearrange where you put the face up card, you must remember, that the further down in the deck it is, the more cards you have to push off into your right hand when counting. The greater number of cards that you are pushing might make is harder to perform is flawlessly, without losing control.

-From *tarik soliman*

Alternate Description

This is an extremely brief description. There are many starting positions for this sleight; Dia Vernon used it as a display from the fingertips. I use it more as a count so I prefer the mechanics grip because it looks the more natural. Hold the cards in mechanics grip. With the right hand grasp the cards in the center of the right hand edge. Pull off the first card with the left hand as you separate your hands. While your hands are separating the right hand pushes off two cards the left. As you bring your hands together to take the second card, take the double and at the same time you take the double steal back the original first card in your left hand to the bottom of the cards in your right hand. So as you count two, you actually have two cards in each hand. Then pull off the third card then the forth. This sleight should look exactly the same if you perform the sleight of if you count the cards straight in the same manner. It's one that does take a little practice, but it w! ill be one of the most valuable sleights in your arsenal. So learn it well

-From *martyk@intnet.net*

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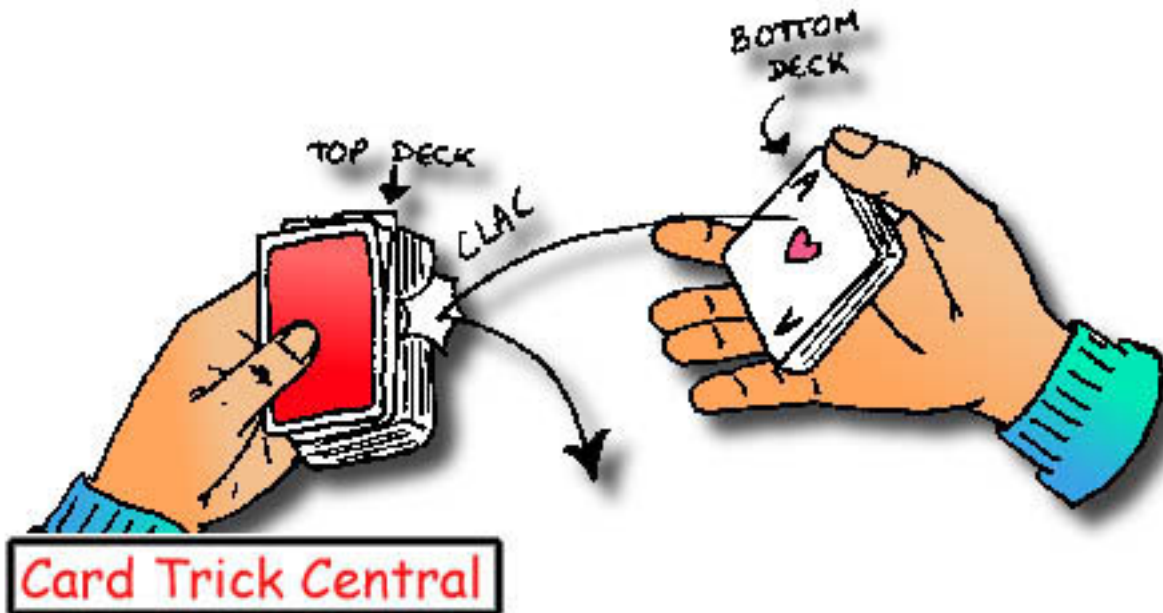


False Cut

False Cut



Hold the deck by the sides near the ends between the thumb and second finger of each hand. Now pull out about one third of the cards from the bottom and put them on the top but still hold them with the thumb and second finger. With the right third finger lift about half the lower packet, draw the hands quickly apart releasing the top packet which falls on the table resuming its original position. On it drop the packet from the left hand, and on that the right hand packet.



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Fasle Shuffle

Fasle Shuffle

A false shuffle at the right time can change a so-so card trick to a miracle. The type of shuffle depends on how much of the deck you're trying to "protect." For example, if somebody chooses a card and you secretly get it to the top of the deck, you probably want to protect the top card's position when you shuffle. For this, you can use an ordinary riffle shuffle. Just remember which hand is holding the cards from the upper half of the deck, and be careful not to release the last of these until all the cards in your other hand have fallen. Obviously you can use the same method to protect a card at the bottom.



When you need to protect a larger number of cards at the top, the overhand shuffle is easier to use. Here's one method: Hold the deck in the usual overhand position (right fingers at the outer end, right thumb at the inner end, cards facing to the right). With your left thumb, pull off a bunch of cards that includes those you want to protect. Lift your right hand and bring it down to the left of the cards in your left hand. Pull off another bunch with your left thumb, and simultaneously grab the first bunch of cards between your right ring (third) finger at the outer end and the base of your right thumb at the inner end. Keep this grip as you lift your right hand for the next pass. You are now holding two bunches in your right hand--one between your second finger and your thumb, the other between your third finger and your thumb.



Shuffle off the cards in the bunch between your second finger and your thumb. Drop the remaining cards onto those in your left hand. That's it. Do it a couple of times. It's easy.



If you use a stacked deck, you need a shuffle that protects the order of the stack. But with many stacks, it doesn't hurt to cut the deck. For example, if thirteen cards are stacked A,2,3,4,5,6,7,8,9,10,J,Q,K, you can cut them as many times as you like and each card will still be 1 higher than the one to its left, with the understanding that A is 1 higher than K.

Here's a shuffle that merely cuts the deck: Hold the cards in your left hand. With your left thumb, push a batch of cards from the top into your right hand. *With your left fingers (not your thumb), push some cards from the bottom of the left cards to the top of the right cards. With your left thumb, push some cards from the top of the left cards to the bottom of the right cards. Repeat from *, moving cards from left top to right bottom and left bottom to right top until the whole deck is in your right hand. If you mention what you're doing (it's probably better not to), don't call it a "shuffle." Call it "mixing" the cards.

Here's another shuffle that does the same thing: It starts off like one of those described above. Hold the deck in the overhand position. With your left thumb, pull off a bunch of cards. Lift your right hand and bring it down to the left of the cards in your left hand. Pull off another bunch with your left thumb, and simultaneously grab the first bunch of cards between your right ring (third) finger at the outer end and the base of your right thumb at the inner end, and lift your right hand for the next pass. Your right hand is now holding one bunch of cards between your second finger and your thumb, and another between your third finger and your thumb. Drop the entire right bunch from your right hand onto the left side of the cards in your left hand. Lift your right hand and bring it down to the right of the cards in your left hand.

With your left thumb, pull off some of the cards in your right hand onto the right side of the cards in your left hand. Finally, lift your right hand and drop its remaining cards to the left of the cards in your left hand.

The last paragraph above describes the action that "cuts" the cards. If instead, you drop all the remaining cards onto the right side of the cards in your left hand, the deck will be in exactly its original order. This shuffle looks a bit skimpy. To pad it out, you can pull a few cards off the right bunch onto the right side of the cards in your left hand. Then bring your right hand over to the left and down, put your left thumb on it, and pretend to pull off some cards. Instead, just let your thumb slide over the cards. Lift the bunch over to the right and pull off a few more onto the right side. Repeat this until you've put all the cards on the right side.

Here's one more overhand shuffle that protects the entire order: With your left thumb, pull off about half the deck and then pull off 6 cards one at a time. Drop the rest of the cards to the left of those in your left hand, but "in jog" them about an inch. That is, move your right hand about an inch toward you before dropping the cards so that there's a clearcut "step" between the two halves. Pick up all the cards to the right of the step, pull off 6 cards one at a time, and drop the rest of the cards to the left of those in your left hand.

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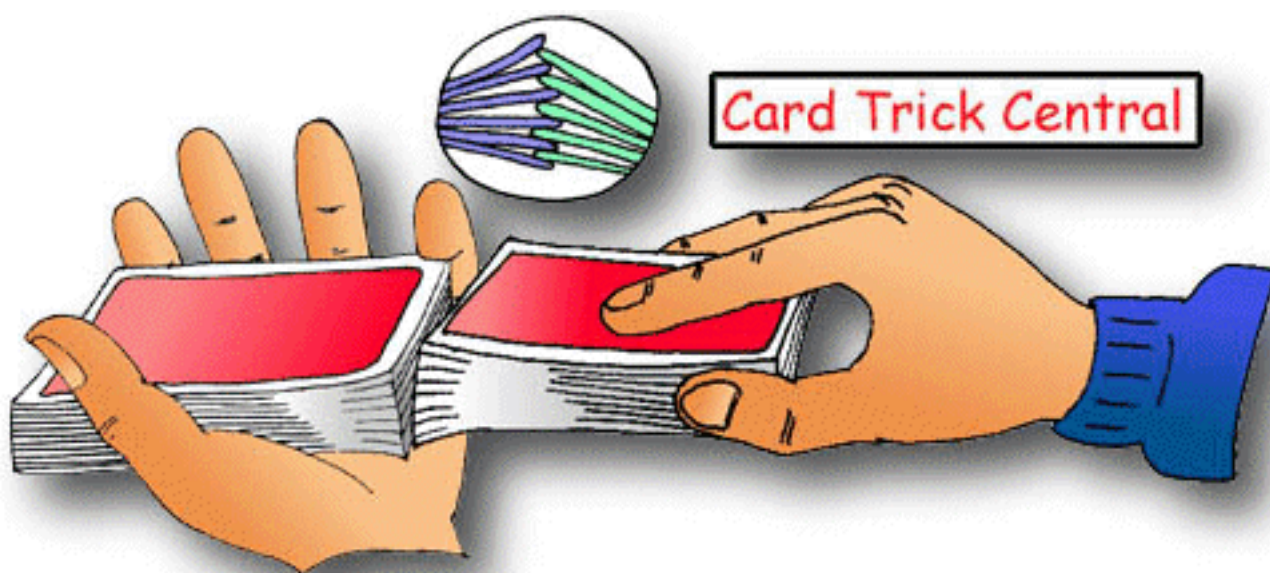
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Faro Shuffle

Faro Shuffle

- The faro, also known as the weave shuffle is a technique that perfectly interlaces the cards. It is not a false shuffle, but properly speaking a controlled shuffle. An out faro is one which retains the top and bottom cards after the shuffle..an in faro keeps changing the top and bottom cards. If 8 perfect out faros are performed, the deck will return to the original order it was in before the shuffles were performed. The shuffle can be made in the hands, or on the table which gives it the appearance of a tabled riffle shuffle. The in the hands method is, by far, the easier of the two and I will describe the method that I use.
- Square the sides and ends of the pack as evenly as possible with both hands. The left thumb and second finger press on the sides of the deck to square while the right thumb and second finger press on the ends of the pack to square them. The forefingers of each hand are curled on top and bottom of the deck respectively.
- The pack is turned on its side so that the left side now faces the performer. The right hand releases its grip while the left fingers assume the following position: At the front end of deck the tip of the left forefinger is placed. The ball of left thumb is slightly above center of deck on the left side. The left second, third and fourth fingers are on the right side of deck with the right side of deck pressing against the first creases of the left second and third fingers while the left fourth finger has its full tip pressing against the side.
- The right hand comes over to cut or break the pack. The left fourth finger moves out of the way so that the side of right second finger comes in contact against the left third finger. The right forefinger is curled on top. While the right second, third and fourth fingers press on the under side of the pack, the right thumb comes over, close to the left thumb and slightly below center, to break the pack exactly at 26.
- Having split the deck, place the two halves against each other at the corners only. Both hands move slightly inwards towards the body causing the packets to assume a slightly angular position.
- The grip of both hands must be firm to prevent any slipping of the cards in either packet. Also, the right forefinger presses down rather firmly on top of its packet causing a slight bow. The corner of the right hand packet is pressed firmly upwards against the corner of the left hand packet. At the same time, the right hand is moved sharply, but slightly, inwards for about a quarter of an inch. This upward and inward action causes the cards to start weaving.
- The right hand, still maintaining its upward pressure, moves its packet forward, easily, to its original position. This forward movement of the right hand packet causes the weave to complete itself. With practise, this upward and inward action of the packets will become very slight, almost unnoticeable.
- Push the packets together and square.



-From Bob Hooker

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Finger Break

Finger Break

- Hold the deck in you left hand palm with your pinky against the edge. By lifting off X number of cards off the back edge of the deck with the right thumb you can force the cards to stay separated with your pinky. When you need to lift of those cards or remember the place you can do it without any problems. This move is critical when doing the double-lift and other multiple card maneuvers.

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Forcing a Card

Forcing a Card

More Forces (Glide Force, Double Cut Force, Dribble Force, Spread Cull Force, 20 Count Force, etc...)

First, take a look at the top card, A good time to do this is when you shuffle the cards at the start of the trick. If the spectator insists on shuffling it for you, let them and then take it back and shuffle it again quickly, glimpsing at the top card while you're at it.

Then, hold the cards with your thumb on top and the rest of your fingers at the bottom. Now with your other thumb touching the edges of the cards close to the volunteer, explain that you are going to rifle through the cards and the spectator is to tell you to stop at any point in the deck that they feel like.

Now, slowly rifle through the cards till they tell you to stop.

When they stop you, lift up the portion of the deck that is above the stopping point. This may seem like an innocent move but it's not. Why? because while you are doing this you have slipped off the top card (which you have looked at already) with the thumb that was on the deck so that it is now on the bottom portion of the deck (make sure you don't look at the bottom part of the deck as you are doing this, it will make your participant watch it TOO closely).

Show the bottom card of the top portion(I know it's confusing but bear with me)to them and explain how this is NOT your card since you can see it right there and it would make a lousy card trick if you use it. Instead, offer them the bottom part of the deck and let them take the top card of that (which is the card that you memorized at the start of the trick! You did memorize it, didn't you?)

Have them put the card back where ever they want to. Now you can do ANYTHING you want to. Since you know their card, you can just pull it out whenever you want to. I personally like to force the card on them and then let THEM shuffle it as much as they want. After that I just glance through the cards and pull out theirs! This is especially effective when you're with someone who knows about the concept of key cards. You can also use this with many of the other tricks on this site. Just have FUN!!!

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Glide

Glide

- Hold the pack face up in the left hand between the first joint of the thumb on one side and the second joints of the four fingers on the other. Call attention to the bottom card. Turn the pack face downwards and with the tip of the left finger draw the bottom card, back towards the body about 3/4 of an inch. Now with the tip of the right hand second finger draw out the next card, and put it face downwards on the table.
- The glide is simply pulling back a bottom card so that the second to the bottom card is revealed a little (this is done face-down though, so no-one can see the faces) It is only revealed for touch. The second to bottom card is slipped out as if it was the bottom card. (Usually it looks 'the bottom card is shown. then the deck is facedown (no attention drawn to this), then the bottom card is slipped out. (Of course, really the 2nd the bottom is slipped out.)'

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Greek Shift

Greek Shift

- Here we go: Control the card you want to force to the top of the deck. Undercut about a quarter of the pack and throw it on top holding a break above the force card. Turn over the top card and give it to the spectator instructing him to partially insert it face up somewhere in the middle of the deck. Make sure it goes below the break. Take the deck in the Biddle Grip in your right hand transferring the break to your right thumb. Push the cards below the face-up card backwards with your left index finger while taking the deck in your right hand. Push the section above the break a bit forward with your right hand and grab the face up card and the section above the break at the short end of the deck between your right thumb and index finger and lift it up to show the face-up card at the bottom of this section. Now you have apparently cut the deck at the face-up card, when you've actually cut it at the break.
-

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The Hindu Shuffle Force

The Hindu Shuffle & Force

The card to be forced is at the bottom of the deck. Hold the deck face down in the Hindu shuffle position in the left hand, i.e., hold the deck with the third phalanx of the fingers with the thumb on one long edge and the other four fingers on the other long edge. Start the Hindu shuffle by seizing about 2/3 of the deck from the bottom with the thumb and the third finger of the right hand. Then repeatedly bring the pile in the right hand onto the pile in the left leaving some cards from the top onto the pile on the left each time. While doing this, tell the spectator to tell you when to stop. When he does, show him the bottom card of the pile in the right which will be the original bottom card.

Note: The Hindu shuffle must be done in a rapid and smooth fashion in order for the force to work.

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Alternate Description: This shuffle is done in the following way. Hold the deck in your left hand with your thumb on longer side of the deck and four fingers on the other side. pull out the bottom of the deck with your right hand. let the top fall into your left hand. Have the palm of your right hand over the deck when you do this(it's easier to do the sleights with this shuffle when your right hand is positioned that way) Put your palm over the deck when you pull the bottom out. next repeat step one. place the rest of the deck(which is in your right hand) back in your left and repeat.This is the hindu shuffle.

Retaining the top card with the hindu shuffle: Being in the hindu shuffle. After you have drawn off the first packet; with the thumb and middle finger of your right hand(your palm should be over the deck) pick up a small portion of the cards in your left hand. Keep doing the shuffle without hesitation. at the end of the shuffle, drop the cards down that you picked up with your thumb and middle finger. those cards should now be on top. If you picked up cards from the first packet drawn, then the top card should now be the same card.

Controlling a card with the hindu shuffle: Begin the hindu shuffle. Draw off about 3 packets or so. Then have your spectator place his/her card on top of those. Then continue the shuffle, except, with your thumb and middle finger, pick up a packet from the cards in your left hand(The top card of this packet should be their card). when you are done with the shuffle naturally drop that packet on top. It should appear that that is that last packet. Pretty deceptive move:)

Retaining the bottom card with the hindu shuffle: at the begining of the shuiffle hold the bottom card with your index finger. When you pull of the first packet, slip the bottom card on it. simple:)

Hindu control - Have the card placed on top of some card stock, catch a break underneath it with the pinky. Drop the remaining card stock on top. Hindu shuffle from the break (where spectator's card is the bottom card of the shuffled stock) Shuffle until the spectator's card is on top.

[Justin Johnson](#)

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Invisible Deck

Invisible Deck

This deck is a trick deck wherein the backs of the cards used have a thick, non-slick surface. The cards are placed back to back in certain pairs. There are a few rules in determining these pairs:

- 1) Each pair adds up to 13 (9 and 4; 6 and 7; queen and ace; king and king; etc.)
- 2) All the odds are on one side, all the evens on the other
- 3) Hearts and spades are on one side, diamonds and clubs are on the other (note: this could vary depending on the company that made the deck)

A joker is commonly used to cover up one end of the deck, seeing how both sides have face up cards. By putting the joker face down on one side, you can make the deck appear as if it were legit. Maneuver the joker by palming it and placing it when necessary.

The most common trick used with the Invisible Deck:

An "invisible" deck is seemingly placed in front of the participant. Encourage them to shuffle through the pretend cards and pick one out. Ask them to tell you what card it is. They then have to make up a card. Let's say the card they choose is the 9 of Diamonds. Then the performer announces that the card will be mystically transmitted to a real, tangible deck. Using the trick deck, put the joker on the 'odd' card side (since 9 is odd), and start fanning the deck in search of a card. By applying a bit of pressure on the cards as you fan them, the backs stick together, and the audience cannot tell that each card has its "pair" stuck to the back of it. When you get to the "pair" of the card you're looking for (in this case, the 4 of Clubs) ease up on your finger tension and allow the "pair" to slip out (it will be face down amongst face up cards) and have the participant flip it over. It is their "invisible" card that they made up.

-From *tarik soliman*

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Jog Shuffle

Jog Shuffle

- After the spectator has chosen a card. Overhand shuffle some of the deck, still retaining some stock in the other hand. Have the spectator replace the card on top of the shuffled stock. Run off one card on top of the spectator's card, but jog it towards you about half an inch (such that the card on top of the spectator's is not completely on top of the deck, but is hanging over the edge slightly). Shuffle off. In an apparently, squaring up action, catch a break beneath the jogged card and shuffle until that break. Then throw the rest of the stock on top. The card has been controlled to the top. If you catch a break above, you can control to where it is second from the top.
-

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Miscalling a Card

Miscalling a Card

- In card magic, purposely giving an incorrect identification of a card. For example, you hold a Six of Clubs in your hand, its back to the audience. You tell them it is the Ten of Diamonds. Used carefully, this technique can lead to some startling effects. You can hold several cards, miscall one of them, and later that card cannot be found. (See [The Vanishing Card](#), in the Easy Index.)
 - It is sometimes also useful to miscall the number of cards. Example: you hold four cards, but tell the spectators you have five.
 - Miscalling must always be done with confidence. If you hesitate, or look up to see if anyone caught you, you'll be lost! Making a miscall is best done matter-of-factly, as if THIS part of the trick (naming the cards or telling how many there are) is a mere formality, not really important to the trick.
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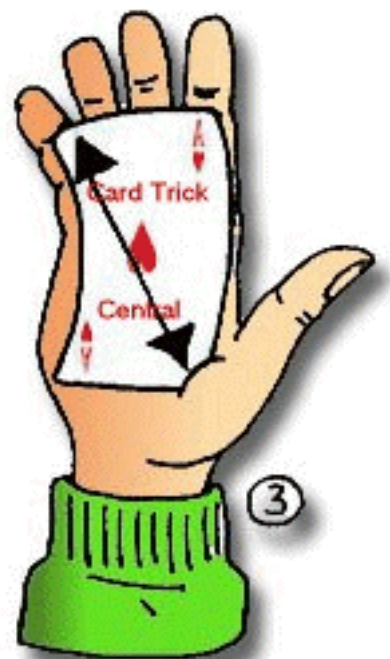
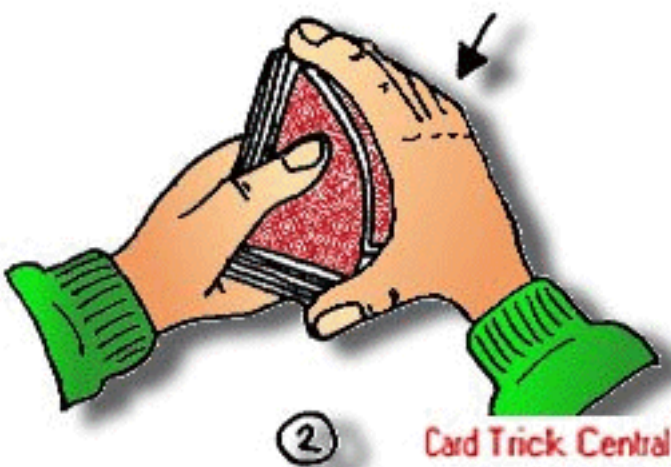


Palming a Card

Palming a Card



Hold your right hand palm upwards and on it lay a face up card so that the top index corner touches the top joint of the little finger and the lower index corner presses against the fleshy part at the base of the thumb.



Bend the fingers naturally keeping the thumb near the side of the hand and the fingers closely together.

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Riffle Shuffle

Riffle Shuffle

- The deck is divided into two packets, the ends put together, the cards being bent upwards and released in such a way that they become interlaced. To retain a card or a small packet of cards on the top, you have simply to release it or them from the right hand portion last of all. If the bottom cards are to be retained then they are let fall from the left hand in the first movement of the shuffle
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Stripper Card Trick Index

Stripper Definition

This deck is cut in sort of a subtle 'triangular' shape. meaning the top is wider than the bottom. therefore, if a card is place in upside down, the wider end of the card now matches with the decks lower end, thus making it easy to locate or even slip the card right out of the middle of the deck. Pretty nice deck.

-From Justin Johnson

In a stripper deck the cards taper at the ends, that is one end of each card is slightly narrower than the other. It follows that if a card is turned end for end it can be instantly found because of the projection of its broad end amongst the narrow ends of the other cards.

-Encyclopedia of Card Tricks

Basic Ways of Handling the Pack

Turning the deck imperceptibly for the return of the chosen card is very important. To begin with, have the narrow ends nearest your body so that when the chosen card is returned to the reversed deck the projecting sides will be at the inner end. To effect this reverse, spread the pack in a wide fan in the left hand from left to right. As soon as a card is withdrawn close the fan by placing your right hand on the left side of the fan and closing the pack towards the right, thus bringing the narrow end pointing to the left and the wide end to the right. Retain hold of the cards with the thumb and fingers of each hand at the ends.

If the spectator, has taken a card by its wide end and has not changed his hold, you offer the deck to him in your right hand, slightly spreading it with the thumb and fingers. Square the deck and the wide end of the chosen card is at the inner end. It may happen that the spectator will turn the card round himself in showing it to another spectator, in that case you offer the pack for its return with your left hand again slightly spreading it fan wise, this time with the left thumb and fingers. By holding the pack in the position named, the necessary turn is half made and can be imperceptibly completed by taking the cards in the right hand for the return of a card, or nullified by taking them with the left hand.

Another very good method is to square the deck and hold it by the ends in the right hand, fingers on the outer wide end, thumb on the inner narrow end, square the sides of the pack with the left thumb and fingers, the left forefinger curled up under the pack, and the right forefinger curled in on the top. Now it is an easy matter to riffle either end of the deck for the return of the card. If the spectator has not turned his card, remove your left hand from the pack and with it pull the right sleeve a little, at the same time turning the right palm upwards bringing the pack upright, right thumb on the narrow ends. Bring the left hand against the face of the deck and riffle with the thumb for the return of the selected card, simply riffle the wide ends with the tip of the right second fingers.

-Encyclopedia of Card Tricks

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Svengali Card Trick Index

Svengali Definition

This is a really neat deck. Every other card in the deck is a little shorter than the rest. For example: the first card is shorter, the next card normal, the next card shorter, the next card normal, and so on throughout the deck. Usually, the shorter cards are all one (in my deck they are the jack of clubs) So if you riffle the cards facedown, you'll notice that the cards fall down by twos. (two cards each fall) The shorter card will always fall on top. When you riffle facedown you will see the bottom cards before they become the bottom cards. The bottom cards are normal, therefore the deck appears to be a normal one. If you riffle the cards face up, then you can only see the top cards, which are the shorter ones. If you don't have one, this is a good deck to force a card, and even to 'magically' transform the deck into a deck of nothing but one type of card.

-From Justin Johnson

The Svengali Deck consists of 26 ordinary cards, all different, and 26 short cards all of the same suit and value. The latter may be narrower as well as shorter, but short duplicates only are generally used. The pack is set up by arranging the two sets alternately, thus every other card from the top is a card of the same suit and value. Burling Hull in his "Sealed Mysteries" claims its invention and that he copyrighted it in 1909. The Svengali deck soon leaped into wide popularity and into the hands of street peddlers. Many thousands of packs must have been sold, and are still selling, and yet its use must not be despised by magicians on that account. Like many other weapons in the magicians' armory it can be used even amongst people who know the principle without their suspicions being aroused.

-Encyclopedia of Card Tricks

Basic Ways of Handling the Pack

After giving the cards a riffle shuffle, which does not disturb the arrangement, square the deck and hold it face down with the outer end slightly raised towards the spectators. Slowly riffle the cards by placing the tip of the right fore-finger on the outer edges of the cards, bend the pack slightly upwards and release the cards rather slowly, every card will be seen to be different. The short cards do not, appear since the cards fall in pairs.

Lowering the pack, again riffle the cards and invite a spectator to insert his finger tip, at any point he desires. No matter where he does this his finger will rest on the back of one of the short cards. Divide the pack at this point, let the spectator take out that card and the force is made.

It will be noted that the bottom card of the portion lifted off with the right hand is an indifferent card as is also the top card of the left hand portion after the card has been withdrawn, by showing these cards the apparent fairness of the choice is established.

From this simple many astonishing effects have been developed and it is safe to say that there are possibilities of further card miracles waiting to be evolved by ingenious minds.

The greatest effect is obtained by switching a deck that has been used for several tricks, in the course of which the spectators have freely handled and shuffled the cards, for a Svengali deck. Results can then be obtained which to the layman appear miraculous.

-Encyclopedia of Card Tricks

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What's on Your Mind?

Trick Courtesy of: Bob Longe (*None*)

Original Author: Unknown

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Before you start, conceal three cards in your pocket, faces inward. 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 is named. Produce that card. You might try a repeat. After all, you still have three cards in your pocket.

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The Six Guessed Cards

Trick Courtesy of: Alison Moore

Original Author: Unknown

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Before you begin, memorize a card and its location in the deck (preferably not at the top or bottom). Ask someone in the audience to write down your predictions. Say, "I will now pick a..," 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 a ..," 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. Tell the spectator to name the cards in order and reveal that you have predicted every single one.

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Triple Threat

Trick Courtesy of: ehillsman (ehillsman@mindspring.com)

Original Author: Unknown

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Ask a spectator to shuffle the cards. Take them back, saying you forgot to remove the joker, and remember the location 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. Do the same with the bottom card. Then take the top card and place it on the table. Take the second and third cards and put them down also. Reveal the cards.



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49er Fools Gold

Trick Courtesy of: rgavel@cgocable.net

Original Author: Unknown

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

Card Trick:

No preparation necessary. From an ordinary deck of cards (without the jokers) have a spectator select any three cards. Throw these aside while explaining "Those three cards we aren't going to use." 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 show you the column it's in. Scoop up the column it up, taking care not to disturb the order of the cards. Then scoop up the other columns, keeping the mystery column in the middle of the group (column, column, column, mystery-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 mystery card is in.

No matter which column is selected, you will know that the mystery 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 mystery-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 mystery card, but continue past it for about four more cards. I make it look as though I've completely screwed up the trick. I 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 mystery 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 mystery 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 mystery 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 mystery column is first, count three cards off deck and the fourth card will be the mystery 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 mystery-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 mystery 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 mystery-card has flipped over in the middle of the deck, to his astonishment.
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In My Pocket

Trick Courtesy of: Daniel Minty (dminty@hotmail.com)

Original Author: Daniel Minty

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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 packs exactly the same to do this trick. If not, you can try the variation at the bottom.

Preparation: Take one card from one pack and put it in your pocket. You will no longer need that pack. Put its twin from the other pack 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 bit. Remove the top half of the pack, sliding, with your thumb, the top card of the top half to 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 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. --RS) 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 card.

Variation:

If you don't have two identical packs, you can use two cards of the same number and color. Get the spectator to find his card and put it on the table, then pull out your card.

Editor's note: When you're supposedly looking for the card, if you cut it to the top of the deck, it's fairly easy later to palm it off and get rid of it.



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The Jack's Party

Trick Courtesy of: [\(cjhanson@norwich.net\)](mailto:cjhanson@norwich.net)

Original Author: Ed Moske

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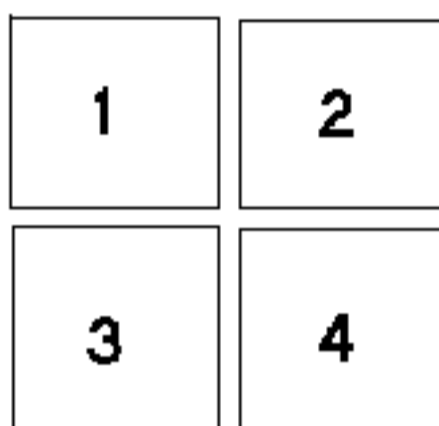
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[Firehouse Jacks Variation](#)

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!!!
9. Have fun with this one and change the story however you feel fit!!!



7. Now finish your story with: "Even though they were separated in the accident, when they arrived at the station they were," As you say the next part turnover all four piles, "All Together!!!"
8. You will see that the all of the aces,kings,queens, and jacks are all in their own separate piles together!!!
9. Have fun with this one and change the story however you feel fit!!!

Firehouse Jacks

Trick Courtesy of: *Webster*

[\(SnoWebster@AOL.com\)](mailto:SnoWebster@AOL.com)

Description: As the original trick you set it up pretty much the same way, except instead on the 2-8 cards and the 4 aces behind them, you should have from the top of the deck 2 thru 10 and then the Aces. Now your ready.

1. Separate the four jacks from the rest of the deck along with 4 other random cards.
2. Fan the four jacks out to the audience with the other four cards hidden behind the back jack so that the audience cannot see them.
3. Begin with "These are the 4 Jack firemen and they were sent to this burning house [the deck] to put out the fire." Square up the cards and place them on top of the deck.
4. Say, "The first jack [actually one of the random cards] was sent to the bottom floor," placing it in the bottom of the deck.
5. Say, "The second jack was sent to the middle floor," placing it in the center of the deck.
6. Say, "The third Jack was also sent to the middle of the house, because this is where the fire was blazing."
7. Say, " The final Jack was sent to the top of the burning house," placing the last Jack near the top of the deck.
8. Then say, " Every time I knock, one of the Jacks will come out" (or ask audience to knock). After you knock, pick up the top card which will be a jack. Repeat this four times to get all four jacks out.
9. This is a great trick to mesmerize the minds of young children.

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Magic Magnets Color Separation

Trick Courtesy of: Ricardo Alcocer (ralcocer@spiderlink.net)

Original Author: Unknown

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Effect: The magician separates a regular deck of cards into 4 packets and shuffles these together. He (or she) cuts the deck into a row of 3 packets. He 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.

Method:

To give the audience the impression of mixing the cards, deal the prepared deck into 4 face-down packets. This reverses the order of reds and blacks but keeps the color separation. You can ask a spectator to do this. Riffle shuffle any two packets together, as precisely as you can. Do the same with the other 2 packets. Finally, riffle shuffle the 2 already 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 and place it at your right, and put the remaining cards in the middle. You've just cut one color to your right and one to your left. Now spread the central packet facing you and say that you're going to extract 2 magnets. What you really do is make sure that the packet is well separated into black and red, correcting any stray cards. Then extract any two cards, one red and one black. 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.

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 face-down 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 face-down 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.

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Magic Partner

Trick Courtesy of: Stephen [\(SGS83@aol.com\)](mailto:SGS83@aol.com)

Original Author: Unknown

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Effect: You fan out the cards, having a spectator memorize a card mentally. 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 gets to the last card. That last card is the card he mentally chose.

Card Trick: Have the spectator shuffle the cards and deal ten cards face down. Tell him to fan these out and memorize any one 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 (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 is 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. --RS



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Magic Pockets

Trick Courtesy of: Jason Rainey (bblondin@student.flint.umich.edu)

Original Author: Unknown

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Effect: A spectator inserts a card upside down in 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.

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 no cards are in any order. Tell the spectator to slide the joker into the packet face up, anywhere. 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 pack 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. 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 in about 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. Bring them out of your pockets and watch the amazement. This trick is foolproof if done correctly.



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Mongolian Clock

Trick Courtesy of: Ryan Murray

Original Author: Unknown

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Effect: He spectator chooses a card from a "clock" made by the magician. Then the clock is put on the bottom of the deck; at this time the magician turns around while the spectator takes the same number of the hour that they picked and put that many cards on the bottom of the deck. Next the magician turns back 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 queen on top then set the upper left corner of the ace on the lower right corner of the queen. Then the two on the lower left corner of the ace all the way to the six. When there set the upper left corner of the six on the lower right corner of the seven. Do that all the way around and try to make it in the shape of a clock (12 on top(the queen)3 to the right 6 on the bottom 9 to the right) Now tell 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). Put the clock on the bottom. next tell them to take the same number of the hour the picked and put that many cards on the bottom from the top. While they do this you should turn around. When they are done take the deck back and begin tossing cards one at a time one from the top and from the bottom. Now here is the tricky part; count how many cards you throw from the bottom and when you throw the 13th one keep your eye on it(that is there card). When you have finished throwing all the cards place your thumb on there 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 turning them over. Then pretend to concentrate real hard and flip over their card! They will be amazed!



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Poker Trial

Trick Courtesy of: Russell Love and Jason Robottom
dminty@hotmail.com

Original Author: Nick Hopkins

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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 loses 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 does not matter.

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

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):

```
* * * * *
      *
* * * * *
```

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 screw up the trick.

5. Stand back and take a bow!

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The Similar Pair

Trick Courtesy of: Casey Stratton (casey@seanet.com)

Original Author: anonymous

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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.

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Spectator Performs a Trick

Trick Courtesy of: [\(roadkill@ICDC.COM\)](mailto:roadkill@ICDC.COM)

Original Author: Unknown

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Effect: The magician asks the spectator whether he knows any card tricks. Whatever the spectator answers, the magician says "Well, here's a great trick, only YOU'RE going to perform it." The spectator is handed a deck and asked to hold it with the cards facing the magician, the backs towards himself. The magician picks a card which the spectator removes and places on the table, never looking at it. The spectator, after some manipulation, ends up with two piles of cards on the table. The top cards on each pile are turned over, and one reveals the value of the selected card while the other reveals the suit.

Card Trick:

This trick is actually not too difficult, but the effect is astonishing because the magician never actually handles the deck. The only real skills necessary are good verbal communications and misdirection.

After the spectator shuffles the deck, have him fan them in front of his face with the backs of the cards towards himself. To him to start fanning at 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 he cut the cards. When he says no, tell him to cut the deck and start over again.

When you find that particular card, touch it and have him pull it out and place it on the table face down. Then tell him to think of a number and to count off that many cards into a neat pile on 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, pick up the pile on the table, and deal the cards alternately into two piles. (The two pointer cards are now 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. Flip the three cards to reveal that this is so.

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Switcheroo

Trick Courtesy of: Kelly (kevincy@millcomm.com)

Original Author: Unknown

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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. Keep the 6 of clubs and the 9 of spades separate.

Trick: Show the deck of cards to your victim. (The person you are showing the card trick to.) Hold the 6 of clubs and the 9 of spades in front of the person. Ask them to tell you what cards they are. They will say the 6 of clubs and the 9 of spades, of course. Ask them if they are sure. They will say they are sure. Hold up either of the cards and ask them what card it is. After they respond, place that card in the middle of the deck. Now do the same with the other card.

Once both cards are inside the deck, place it down on the table, and tell the person to tap the deck three times. After that ask them if they have any magic card trick dust. If they say, no say you will loan them some and reach into your pocket and pretend to sprinkle dust on the cards. If they say yes, tell them there's no such thing as magic card trick dust. 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, 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 that you "pre-placed" they will be astounded, unless they have an awesome memory.



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Assistance Needed

Trick Courtesy of: Josh (SGS83@aol.com)

Original Author: Unknown

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Effect: You lay out a bunch of cards on the table and have a member of your audience pick one. Your assistant goes out of the room while this is done. The assistant is called back in and knows the person's card! This is repeated.

Card Trick:

1. Have an assistant with you who knows exactly how the trick works.
2. Lay out ten cards 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. --RS.)
3. Have your assistant leave the room. Ask an audience member to help you with the trick. Have the person point to one of the cards.
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, which must be the 10 in the upper left-hand corner, you point to the symbol (diamond, heart, etc.) whose position on the 10 card corresponds to the position of the selected card among the cards 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 on hand!

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. --RS.

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Calling the Shots

Trick Courtesy of: jkj22908@pegasus.cc.ucf.edu

Original Author: Kevin Jones

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Card Trick:

Glimpse the bottom card and shuffle the deck, retaining the bottom card in place, while you tell your friend or guest that you are going to make him (or her) pick 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 a table. Tell the guest that you want him to pick some cards out of the deck but not to 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."

Don't let your guest see the card. At this point he probably thinks you are faking it. Before you put the card face down on the table, memorize it. We'll assume that it's the 2 of spades.

Now tell 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." Don't let him see the card. Let's say that it is really a queen of hearts. Put the card face down on the table.

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 guest is very skeptical. You 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. --RS.)

As he names each of the cards, drop it in front of him.

Say you were able to hypnotize them or something to make them draw those cards. For added effect as they draw tell them the card. Have them draw three or four times from the middle of the deck and tell them each time they drew the same card. In the end it will look like they had.

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Gladlock the Great Knows All

Trick Courtesy of: Steve Rhodes (RHODES-ST.LOUIS@worldnet.att.nett)

Original Author: Steve Rhodes

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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 and remember the bottom card of the deck. Have victim pick a card, memorize it, and place it on top of deck. Cut the deck and place the bottom half on top. 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 count down 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....." 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" recites the card to him and hangs up. (If when double-checking, "Gladlock" says the wrong card, hang up and restart.)



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Keith's Trick

Trick Courtesy of: Keith Johnston

Original Author: Unknown

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Preparation: Find a volunteer (One who won't mess up the trick). Teach him about the trick. Inform him not to tell anyone about your secret code (see below.)

Trick:

Split the deck into several piles. Leave the room.

While you are out of the room your assistant will tell a person 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, on the table.

Next have the assistant point to various cards. When the assistant 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'll know it is the selection. Wait until he points to a couple more cards, then tell him to stop. Flip the correct card face up. Listen for applause.



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Mind Reader II

Trick Courtesy of: Ray Gavel (rgavel@cgocable.net)

Original Author: Unknown

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Effect: This is just a variation of the trick Mind Reader, submitted by James Blackie.

Card Trick:

1. Get the spectator to shuffle the deck.
2. Take the deck and put it in your back 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, 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 back 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.

or

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.

or

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)

10. Trick may be repeated. If the spectator looks at the bottom card before returning the deck to you,(step 1) just tell him you don't think he shuffled the deck enough, and shuffle it yourself, sneaking a peek at the new bottom card as you do so. You may repeat the trick using each of the variations if you wish, for an added effect. Pockets are not a necessity, as tricks 9a and 9c can be performed behind your back.



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Paper and Predictions

Trick Courtesy of: Jim Jacoby (jjacoby@scn.org)

Original Author: Unknown

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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 random 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 and give the top half to the spectator.
7. Tell them they may shuffle their deck 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 4 people, they might not be reading the paper and see you switch the card.

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Psychic Hotline

Trick Courtesy of: Brian Reaves (manna@quicklink.net)

Original Author: Unknown

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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 the same one.

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 patter 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 two is that it all depends on 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.

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Psychic Prediction

Trick Courtesy of: nobody@aol.com

Original Author: Unknown

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Effect: Guess any card in the deck someone wants you to.

Card Trick: Get any deck of cards and shuffle them. Say you are "squaring them up" and glimpse the bottom card. Hold the deck face down on your left hand with your thumb along the left edge and your fingers on the right edge. With your right hand, put your fingers on top of the deck and your thumb on the bottom. Gradually pull back each card with your right fingers until the spectator tells you to stop. Tell them that the card he (or she) has selected is whatever card is actually on the bottom of the deck. Pull away the top part of the deck to the point where he told you to stop. While you are doing that, also pull the bottom card out with your thumb so that it becomes the bottom card of the group you are pulling away. Do this very fast and it will look as if the bottom card was actually in that place in the deck. It sounds hard but it is VERY easy to do if you practice it a couple of times.

Suggestion: This is just for effect. After you have shown the card but still haven't "predicted" it, have the spectator shuffle the cards any way he likes. Then tell him to think about the card. Slowly pick the card from the deck (which in the meantime you have spread over the table face-up). He will be astounded at your "prediction."

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Think About It

Trick Courtesy of: [\(codring@uwindSOR.ca\)](mailto:codring@uwindSOR.ca)

Original Author: Unknown

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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. While introducing the trick, cut the deck in half several times to appear to shuffle 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, 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, but don't let the audience shuffle the deck. Once you have performed the trick a couple of times, really shuffle the deck well and hand it back to them. While doing this trick, make a few mistakes to throw the audience off. After all, it's 80% your game, 20% your trick.

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The Wizard Takes a Holiday

Trick Courtesy of: Josh (Jaya23@aol.com)

Original Author: Unknown

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Preparation: Before the trick secretly glance at the card on the bottom and remember it. (Let's assume that it's the 8 of spades)

Card Trick:

Spread the cards out face down and tell the spectator that you predict he is going to pick the 8 of spades (or whatever the bottom card was). Tell him to point at the card he thinks is the 8 of spades. Once he has pointed to a card, pick it up, look at it, and mutter something like "Good job" or "Way to go." The card which he picks will not, of course, be the 8 of spades, but you want him to think it is. (Let's assume that it's the 5 of diamonds.) Now tell him he is going to pick the 5 of diamonds. Once again, have him point to a card and you pick it up, again saying "Good job." (Let's say that it's the 9 of clubs.) Announce that for the final selection you (the magician) will pick the card. When you announce it, be hesitant, saying something to the effect of "And now I will pick the... oh, I don't know, the 9 of clubs." After you announce it pick the bottom card and look at it. It will be the 8 of spades (or whatever the original bottom card was). Shuffle the 3 cards together to confuse the spectator, and then ask him what the three cards were that you predicted. As he says each one, show it to him. He will be amazed!!!

Example: You look at the card on the bottom and it is the 4 of hearts. You go up to a spectator and announce that using your telepathic powers you detect he will point to the 4 of hearts. He points to one, you look at it, and mutter something. The card that he actually picked is the ace of spades, however, he doesn't know that. You now tell him he will pick the ace of spades, he once again points to one and you pick it up and smile. The card that he actually took was the 5 of spades. Thus, you announce that this time, for a change of pace, that you (the magician) will pick the 5 of spades. You then pick the bottom card and shuffle them up. You then ask him to recall the cards and as he names each one you show them to him.

Note: The following trick is an audience pleaser, it is based on one of the oldest methods in magic. This method is used often and is best kept secret..



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Overhand Shuffle

Overhand Shuffle

This shuffle is easier to master.(not that the hindu shuffle is hard though) but this one is even easier. (they are both hard to describe or understand from text. If I was showing you then you would see that it isn't all that hard after all!) Most people are knowledgeable about two shuffles, the overhand shuffle and the riffle shuffle. The overhand shuffle goes like this:

Hold the deck in your left hand in this way; hold your left hand out. have your fingers(not thumb) bent at about 80 degree angle. (90 degree would be straight up, 45 degree would be horizontal) place the deck in your left hand, leaning against your fingers. They should not be standing tall, but standing short(the longer side should be on top) Next, pull the deck upward with your right hand, at the same time hold one packet down with your thumb. This packet should be the one closest to your thumb.(top few cards) With your right hand, let packets drop on front of each other into your left. This is the overhand shuffle.

Retaining the bottom card with the overhand shuffle: When you pull the first pack off, with your four fingers in back, hold on to the bottom card. With your thumb hold on to the top card. You will be pulling out all the card in the deck except the top and bottom card. then drop your first packet on top of those two cards, and then continue on with the overhand shuffle.

NOTE: This is also the way to make the top card second from bottom. This is very useful with tricks with glide.

Moving top card to bottom with the overhand shuffle: When you start, slip the top card down while you pick up the rest of the deck. The top card should be the only card in your hand. then simply start dropping all your packets in front of it. top card is now the bottom card.

Moving bottom card to the top with the overhand shuffle: Start by doing a normal overhand shuffle. When you start to reach the end of it start slipping card-by-card with your thumb, until are the cards are gone except one(the bottom card) then drop that one on top. This one takes a bit a practice to do it without blundering.

Retaining the top card with the overhand shuffle: I'm sure there are other good techniques. I just simply place the deck face-up, and then retain the bottom(which technically is the top).

I don't know what to call this one, but it's excellent. It will retain the top or bottom card. And it's a very deceptive shuffle. Do as if you were starting an overhand shuffle. Drop the first packet, and then drop the next in front of that. But next drop the next packet BEHIND those two. Then the next in front of those three. The next behind those for. The last packet you have in your hand also has the top card or the bottom card, depending if you had the deck face-up or face-down in your left hand. Drop the last packet on the side of wherever it came from. This one seems to get them everytime!

Justin Johnson

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Four in a Row

Trick Courtesy of: Guillaume Francoeur (rayfran@total.net)

Original Author: Unknown

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Effect: The magician shuffle a normal deck of card, he show it to the audience, he pick the three first, lets say 6, that he put on table, then he take a card from top and he put on 6 on it, another card then a 6 another card again and a 6, he put the little pile on top of the deck then he take off the 3 first card and they are the three 6, then he ask a spectator to blow the card on top of the deck, and when he show it the spectator are amaze to see the other 6!!!

1. After shuffling the deck you fan the deck to proof that its not a tricked deck, but you have to look to the third card, lets say its a 6, then you tell the spectator that from the bottom you will take off the first three 6 you see.
 2. you put a card on table from top of the deck, then you put a 6, another card, then another 6 and another card from top of deck that you know is a 6, then you put another six.
 3. you put them back on top of the deck, then you pick the three first card and put it face down on table, you tell the spectator to look at them.
 4. you put them back on top of the deck, then you pick the three first card and put it face down on table, you tell the spectator to look at them.
 5. then you ask the spectator to blow the first card on the deck and you throw it on table.
-

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Mystery Ten

Trick Courtesy of: Erik H. (erich@empnet.com)

Original Author: anonymous

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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 kings.
- 2) Shuffle the deck and memorize the bottom card.
- 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 were detectives to find him.
- 7) Look through the deck, the selected card will be after what the bottom card was.
- 8) Place the four face cards so that they're sticking out of the deck about half way and in the order of: Face Card-Bottom Card-Face Card-Selected Card-Face Card-Card after Selected-Face Card. Explain that the detectives are searching in those places.
- 9) Fold the deck back up and leave the four cards sticking out. Turn it up side down and hit the four cards against a table. The three alternate cards should all pop up with the selected one in the middle. Say the detectives called on these three guys to help them and show them to the spectator.
- 10) Take those three cards sticking up and hit them against the table and two face cards should pop up. Hit those against the table and the selected card should pop up.

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

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Housing Suits

Trick Courtesy of: Aaron Mitchell-Migliara JMigliara@aol.com

Original Author: Aaron Mitchell-Migliara (to the best of my knowledge)

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Effect: Flip top card over and put the next on the bottom. Continue doing this forming suits counting down from Ace to 2. When you find a card out of order you tell the person their card.

METHOD: Sit home and arrange cards to where if you take the top card and flip it over then put the next on the bottom and continue the process it divides 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 in the deck. Do The process mentioned before and 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 that particular card.



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Liar, Liar

Original Author: Billy Campolo

Trick Courtesy of: kenojoe@execpc.com & Wildman

Original Author: Unknown

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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 pick up one that you put down and it is magically their card.

Card Trick:

Have a card selected and returned. Control it to the top. (**Editor's note:** The Double undercut is a good method. See the [Terminology page](#).)

Go through a deck, making sure not to let the spectators see the faces of the cards.

When they say stop, you put that on top. Double lift the card(s) and ask if the one showing is theirs. They say no. Replace the card(s) on the deck, then take the top card and lay it on the table. You can say you're getting it out of the way. Cut the deck.

Show three more cards, each being put onto the table until you have four cards in a diamond shape. Remember to cut the deck in between each card.

Remembering the first card you put down, pick it up and say "I lied, this is your card!" Simple but fun.

Practice makes perfect, in this trick especially.

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A Fool's Bet

Trick Courtesy of: [\(berd@foxinternet.net\)](mailto:berd@foxinternet.net)

Original Author: Unknown

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Effect: The magician cuts the deck into three piles, takes the top two cards from the middle pile and puts them onto the other two piles and shows the third card to the spectator and tells them this is your card. The magician then puts the piles together and allows the spectator to shuffle as many times as they want in any way they want. The magician is then able to find the card.

Procedure: Show the spectator a deck of cards, and fan them out, saying "I want you to see that this deck is not arranged in any way" Take note of the third card from the top. Cut the deck into three piles, making sure to keep the cards that were on the top in the middle pile. Take the top card and put it on the right pile, then take the next card and put it on the right pile, and show them the third card. (the one you took note of) Tell them that's their card. Allow them to shuffle as much as they want. Deal the cards in a circle until you see their card, but don't stop. Keep dealing until the card is almost buried, then ask them how much they want to bet that the next card you flip over will be theirs. Because they've already seen their card go by, they will bet a lot. Flip their card (which is almost buried in the pile) over. Collect your money.

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Card Mutilation

Trick Courtesy of: The Jester (jester@lewiston.com)

Original Author: Unknown

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Effect: This is a Card trick that involves mutilating two cards but it's worth it. With this card that is created you can do tons of tricks with

1. Take to cards any two cards that are in your regular deck that you use
2. Take one of the cards and trim the top down a few milimeters(Smaller the better)
3. Now take the other card and put glue halfway up the card Really good, So It won't be noticable but still stick well
4. Now take the trimmed card and Place it on top of the glue card
5. Make the bottom of the card even
6. Place the new card between to heavy books or something
7. Pull it out later and VOILA

Card Trick:

Now your thinking "Ok I have now thoroughly screwed up two cards from my deck now, What The heck can I do with them". Well here is your answer, Once dry place the card in the middle of the deck or so (ALWAYS REMEMBER WHERE THE BOTTOM OF THE CARD IS), Now Rifle through..... WOW You Notice it stops momentarily at that card, "Ok That was kewl". IT GETS BETTER!. Take a card off the top this time and Then when you rifle through... Place the card inside of the cards. When you push up on the bottom card *GASP* The Card rises out of the Deck



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Card Through The Window

Trick Courtesy of: Brian Reaves (manna@quicklink.net)

Original Author: Unknown

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Effect: The magician allows the spectator to choose a card. Once they see it, they slip it back into the deck. The magician then shuffles the deck and without warning tosses it against a nearby window. After all the cards settle, one is left sticking to the window. When the spectator goes to peel it off, he finds that it's actually stuck on the OUTSIDE of the window. As the cards are gathered up, the spectator's card is found missing and indeed stuck.

Card Trick:

A real baffler, but a little preparation is necessary. Get an exact duplicate of the card you want to force by buying two alike decks. Put double-sided tape (the clear kind) on the face of the card and stick it to the outside of a window near where you will be presenting the trick.

Now, get your spectator - making sure that their back is to the window AT ALL TIMES. Now force the card on them (using your method) and let them slip it back into the deck. Shuffle the cards, but keep a lookout for the card they chose. When you see it, make it the top card of the deck.

Now, WITHOUT WARNING toss the deck past the spectator to the window. Make sure that you palm the top card before you let go. As the spectator turns to watch the cards fly, slip the palmed card into your pocket.

This one is great, but angles are everything. If they see the card before you toss the deck, the trick is a bust.



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Caught Red Handed

Trick Courtesy of: Magic Man (magician_man@hotmail.com)

Original Author: Unknown

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Effect: A spectator chooses a card from a blue deck and memorizes it. He then places it back into the deck and the deck is shuffled. The performer goes through the deck and explains that the spectator was "caught red handed". The performer comes to a card with a RED back, it is flipped over and it is found to be the spectator's card, with fingerprints all over it!

Trick: First, you need to make a trick card by taking a red deck and pulling out a card. Put ink on your fingers and make finger prints on the face side of the card. Find a blue deck with the same back as the red card. Place the red card second from the bottom in the deck. And put the matching blue card on the top. Now you're ready.

Go through the deck making sure not to show the red back and explain that a crime has been committed. Once the audience is satisfied that all the backs are blue, force the top card by having the spectator cut shallow into the deck, flipping it over, placing it back on the deck, then cut further down and flip it, and once again place it back on top. Now have the spectator take the first face down card you come to in the deck.

Once the spectator has the card and memorizes it, have them place it back in the deck. cut it and place the bottom half on the top one.

Go through the deck and explain; "a crime has been committed here, and "say the name of the spectator " you are the commitee. Place the red back card on the table and have the spectator pick it up. Once they see it's their card, they'll be baffled!



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Egg A la Card

Trick Courtesy of: SCARNE (CliffToy@juno.com)

Original Author: Unknown

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Effect: You ask a spectator to think of a number from 10-20. They pick one. Such as 15. You say to the specator. that you will count of 15 cards from the deck. So you do so. Then you say I will add the two digits together. $1+5=6$. Then you say. I will subtract that from original number. You subtract 6 cards frome the pile of 15. You end up at a card. You take the card and say this card neither you have seen nor I have seen. You place the card aside. The performer takes an egg and rolls over the card a couple of times. The egg says "shell me". The performer cracks open the egg and finds that the card is printed on the egg. the egg never lies.

Card Trick:

The performer cooses a card before he/she starts the trick. Such as the Ace of Spades. You place the ACE as the 9th card from the top of the deck. Then ask the spectator to choose a number from 10-20. When he chooses a number , the performer adds the two digits then subtracts the it from the original number. The original being 15. $5+1=6$. $15-6=9$

The 9th card from the top of the pile. You deal off 6 cards from the 15 cards dealt. At the 9th card. The performer knows it but says niether I or you have seen the card.

The trick to getting the egg have the card appear is simple. You have to go to a pharmacy and buy ALUM. This is ammonia aluminum sulfate. You combine 1 ounce of ALUM with 1 pint of vinegar. This is your solution. This will make enough for 100 eggs sor so . You get a brush and write the card on the egg. PRINT THE LETTERS ON EGG SHELL. Do this and let egg dry until there is no more writing seen on the egg. Then after this, you shall boil the egg for about 10-16 minutes. Preferably 16, take out of boil and cool. You are done with the trick. Have fun.



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Find-A-Card

Trick Courtesy of: Jesse Jastram (tmexp@sturgis.com)

Original Author: Unknown

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You need a deck of cards from Las Vegas that have a hole punched through the deck. The hole is usually in the center off to the left a little bit. Make sure all the holes in the cards are lined up so that you can see through the deck. Then tell your spectator to pick a card and memorize it. You then take the card and put in the deck (make sure that the hole is on the right side of the deck) You then can go through the deck and find the card that the hole is off to the side. When you get better at this you can start shuffling the cards but make sure that the holes are lined up when you shuffle. This trick can also be done if you have a deck of cards that the back of them are not symmetrical in other words if you lined them all up and one was put in the deck the wrong way.



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The Four Ace Trick

Trick Courtesy of: Shawn Carlson (Blackjack)

Original Author: Unknown

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1. First of all you will need to cut the long side of your cards with a pair of scissors. But do not cut the aces.
2. So now every card, except the aces, are narrowed down by about 2 millimeters on both sides.
3. Either you can shuffle the cards or have the victim shuffle them. But it does not matter who shuffles them.
4. Then you say that you will find the four aces in no time at all, What you can to do to make a big deal about it, is have them time you while you find the aces.
5. Pick the deck up, either with your left hand or right hand, it doesn't matter which hand, and square all four sides of the deck.
6. Either drop the cards, throw them, or whatever, and the narrow cards will fall out of your hand, with the aces still in your hand.
7. As you see it, the aces were the only cards you had a hold of securely. The other cards fell out because you did not have a hold of them. And that is the trick.

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Fruit Loops

Trick Courtesy of: Brian Reaves (manna@quicklink.net)

Original Author: Unknown

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Effect: The magician lets the spectator choose a card, which is memorized and put back into the deck. The magician then puts the deck back into the card box and slips it into his pocket. He then claps his hands and points to a nearby table where an orange is sitting. He tells the spectator to pick up the orange and peel it.

When the spectator peels the orange, they suddenly find a lemon inside! When they peel the lemon, they find their card rolled up in the middle of it. When the magician pulls out the deck and hands it to the spectator, their card is indeed missing from the deck.

Card Trick:

This trick is a double-whammy. First, purchase two decks that are alike. Cut the top (where the green thing is) off the lemon VERY CAREFULLY. Then insert a pencil into the middle of the lemon. When you pull out the pencil, it should leave enough room for a rolled up playing card (provided you roll it up on it's side instead of lengthwise). Now glue the pap back onto the top of the lemon, doing your best to match the grain.

Now take a larger orange and cut four slits into the bottom of it about halfway up. Carefully take a knife or spoon and separate the meat from the orange peel, doing your best not to tear the peel. When you have the meat out, you should still be able to keep the basic shape of the orange with the peel. Now stick the lemon in and glue the bottom slits of the orange together. In about two hours, the slits won't be quite as noticeable, but you can't wait much longer than that to do the trick or it will turn black around the glue.

Now simply force the card on the spectator and put the deck into your pocket. The extra deck should be in the same pocket (an inside coat pocket is ideal). When the spectator pulls out the card, you pull out the extra deck and let them look for the card. Of course, the card will not be there.

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How'd You Do That

Trick Courtesy of: Daniel Liteplo (liteplo@earthlink.net)

Original Author: Unknown

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♣ A Specific Deck is Needed

It can be any 52 (54 with joker) card deck, as long as a reversed card can be distinguished from the rest of the deck

The best to use is a deck with a pattern on the top that is identical, except for the boarder. If you can find a deck where one side of the boarder is slightly thicker from its opposite side, that's very good.

A deck with a picture can also be used.

1. First arrange all of the card with their picture (or the thick boarder) in the same direction.
 2. Have a spectator pick any card from anywhere in the deck.
 3. (Here's the tricky part) Turn the deck around, so the pattern is in the opposite direction. *make sure the spectator doesn't see this!!!
 4. Have the spectator place the card anywhere in the deck.
 5. Shuffle/cut the cards in any fashion desireable, without mixing the pattern direction (the more shuffling, the more confusion from the spectators).
 6. Count out the cards in any way. You can even make it up. Just remember, the spectators card is the card with the reversed pattern.
-



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In and Out Deck

Trick Courtesy of: Chris Sanborn (sebastian@ecsu.campus.mci.net)

Original Author: Unknown

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A deck of cards is fanned for a choice. But the magician says oh, wait I really must take the cards out of the box first, and waves his hand over the deck which seems to melt into the box. The lid is opened and the cards are again removed.

First you need to prepare the box by painting the 2 long sides & bottom white to match the deck. Do not paint the top. Place the deck inside the box and close the lid. Take about 7 cards and put them on the face of the box. Not the back of the box which looks like the back of a card. But the face of the box. You are now ready to perform. Bring the box/cards out and spread them as if someone is to take one. Close the spread and cut the top 6 cards to the bottom of the box. Next palm off the top card showing the box. open the box and empty the cards out. The cards under the box blend in with the ones on the inside.



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Magic In a Glass

Trick Courtesy of: Brian Reaves (manna@quicklink.net)

Original Author: Unknown

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Effect: The magician takes a long-stemmed glass and announces that he's going to perform a card trick. The thing about this card trick is that he won't be able to touch the cards, because they'll be inside the glass the whole time! Placing the pack face-out in the glass, the magician states that he's going to find all four aces using special "Locator Cards". He reaches into the glass and pulls out a red number card (we'll use the Ten of Hearts for the example) and puts it in front of the rest of the cards in the deck so that it is the card the spectator now sees looking at them through the glass. The magician then states that he will let that red 10 find a red ace. Holding the glass by the stem, the magician passes a cloth napkin over the glass quickly. When the napkin has completed it's quick pass, the red 10 has been replaced by a red ace! The magician then takes the red ace and puts it in back of the deck and passes the napkin again. This time, the red 10 is replaced by the other red ace! Now the magician gets a black number card (say, 6 of spades) for the "Locator" and puts it in front of the red 10. A quick napkin pass, and there's a black ace! The magician takes the ace and puts it in back of the deck. Another pass, and there's the last black ace! Now pull out the pack and put it back in the case, smiling as you take your bow. All of this magic occurs in the glass, so there's apparently no way that you could've manipulated the cards! People will fall down at your feet and worship your incredible abilities ;-)

Card Trick:A slight amount of preparation work is required, but this is worth it. First, find a wine or any other long-stemmed glass that will allow you to set at least half a deck of cards in it. There can be no design on the glass or stem!!! Next, take the two red aces and glue them back to back. Make sure you make them look as much like one card as possible! Do the same with the two black aces. Now get two identical number cards - one black and one red - from an identical deck. Glue one red and one black back to back. Don't do this with the other ones. Finally, get a cloth napkin that is big enough and dark enough to completely cover the glass. With this prep, you're set! Set up the deck like this: The black 6 card face-up on top of the face-down deck. Now, set the double-sided black ace on top of it. Now place the double-sided red 10/black 6 card with the red 10 face-up. Next, comes the double-sided red aces. And finally, the last red 10 FACE-DOWN on the face-down deck. The rest is showmanship. Place the deck in the glass with the bottom card facing your spectator. Announce that you're going to do the trick using a red locator card. Pull the red 10 off the top of the deck and put it on the bottom, facing the spectator. You should now be looking at a red ace. Holding the glass by the stem, you pass the napkin over the glass and spin it around so that the ace is now facing the spectator. It helps if you hold the glass with you fingers rigid and the stem in the first bend of your finger. When you spin the glass, your thumb does the work and your fingers look pretty much the same. Now take the ace and put it on top of the deck. You should now be looking at the other red ace. Perform the pass/spin again, and your spectator sees the other red ace. Now say that you need a black locator card. Take the red/black card off the top with the 6 facing the spectator. Put it on bottom of the deck. You should now be looking at a black ace. Pass/spin and your spectator sees it. Take it and put it on top of the deck and perform the pass/spin. There's the final black ace! Now merely put the deck into the case before anyone gets too close. SUGGESTION: When you get to the black aces, if you stick the Ace of Spades on top so that it's the first ace you'll show, you can ask the spectator to name a black ace. Nine out of ten times, they'll say the Ace of Spades! You then make it appear for them. If they happen to mention the Ace of Clubs, just say "So that leaves the Ace of Spades," and make it appear.

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The Thought of Card

Trick Courtesy of: Jc@kymtnnet.org

Original Author: Unknown

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Effect: The magician riffles through a deck of cards. While he riffles he tells the spectator to think of any card he sees, not the bottom card. After he thinks of his card you lift up the top card and say you didn't think of this card. Place the card back on top and then grab the top card again. Tell the spectator to think of his card. Ask him to name is card. Flip over the card and there it is!

Card Trick:

The trick needs a little preparation. First you need two of the same card. Lets say the King of Spades. (You can have what ever.) Next take out the two of diamonds. Take a pair of scissors and trim the very top of the card. Cut as least as possible but make sure the card is now smaller than the others.

Now place the 2 of Diamonds and the King of Spades in the center of the deck. Have the King behind the 2. Place the other King on top of the deck. When you riffle through the deck you will feel a stop or a gap when you riffle. That is the two, but it will go on so you will stop at the King since it is behind the 2 of Diamonds. Tell the spectator to think of a card he sees when you riffle through. Riffle the first part fast so they have trouble seeing the cards. When you feel the break pause for a split second so the spectator can see the card and suit. Usually they will pick the King since it popped out and was easier to see than the others. Now do a double lift and show what they think is the top card. Place it back on top and then ask for their card. Show them the top card and you have a great trick! If you want you can write on a piece of paper if you can't do a double lift or you can make up your own thing.

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The Whole

Trick Courtesy of: Chris Cannon (jcannon@syl.mindspring)

Original Author: Unknown

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A person chooses a card out of ten card with a hole at the top of them. the magician puts the card back into the middle of the ten without looking at it. he then puts a string into the hole of the card thus conecting them and with a jerk of the string all the cards are pulled away expept the chosen card!

The trick is very simple. when you put the card back into the deck you do it from the bottom and you dont put it in all the way you actually hide the bottom of the card with your hand and when the person pulls the string it stays behind.



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Your Pick

Trick Courtesy of: Mike Riordan (KelWraith@aol.com)

Original Author: Marshall Brodien

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Effect: You riffle the deck let the audience pick a card and put it back. You cut the deck into 4 piles they pick 3 to take out and the pile left over is the pile with their card on the top

Card Trick:

You need a Svengali Deck.

1. Take off the top card and put it aside.
 2. Riffle so normal cards show, have them take the bottom card (a forced card) and return it.
 3. Cut the cards so the short cards (forced cards) are on top of 4 piles.
 4. Tell them "I don't like to work to hard so you'll lead me to your pile. Pick 3 piles, any 3 piles to take away."
 5. Turn over the top card of the last pile and it is theirs. Put the deck away.
 6. When they ask for the deck to examine take out a real deck and give it to them.
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<u>Card Mutilation</u>	Miscellaneous	This is a Card trick that involves mutilating two cards but it's worth it. With this card that is created you can do tons of tricks with.
<u>Card Through The Window</u>	Miscellaneous	The magician allows the spectator to choose a card. Once they see it, they slip it back into the deck. The magician then shuffles the deck and without warning tosses it against a nearby window. After all the cards settle, one is left sticking to the window. When the spectator goes to peel it off, he finds that it's actually stuck on the OUTSIDE of the window. As the cards are gathered up, the spectator's card is found missing and indeed stuck.
<u>Caught Red Handed</u>	Miscellaneous	A spectator chooses a card from a blue deck and memorizes it. He then places it back into the deck and the deck is shuffled. The performer goes through the deck and explains that the spectator was "caught red handed". The performer comes to a card with a RED back, it is flipped over and it is found to be the spectator's card, with fingerprints all over it!
<u>Egg A La Card</u>	Miscellaneous	You ask a spectator to think of a number from 10-20. They pick one. Such as 15. You say to the specator. that you will count of 15 cards from the deck. So you do so. Then you say I will add the two digits together. 1+5=6. Then you say. I will subtract that from original number. You subtract 6 cards frome the pile of 15. You end up at a card. You take the card and say this card neither you have seen nor I have seen. You place the card aside. The performer takes an egg and rolls over the card a couple of times. The egg says "shell me". The performer cracks open the egg and finds that the card is printed on the egg. the egg never lies.
<u>Find-a-Card</u>	Hole Punched Deck	You will find the spectators card.
<u>Four Ace Trick, The</u>	Miscellaneous	Easy way to snag the four aces.
<u>Fruit Loops</u>	Miscellaneous	The magician lets the spectator choose a card, which is memorized and put back into the deck. The magician then puts the deck back into the card box and slips it into his pocket. He then claps his hands and points to a nearby table where an orange is sitting. He tells the spectator to pick up the orange and peel it. When the spectator peels the orange, they suddenly find a lemon inside! When they peel the lemon, they find their card rolled up in the middle of it. When the magician pulls out the deck and hands it to the spectator, their card is indeed missing from the deck.
<u>How'd You Do That</u>	Reversed Card	Any card is chosen, put back anywhere, shuffled, cut, and still found.
<u>In and Out Deck</u>	Miscellaneous	A deck of cards is fanned for a choice. But the deck seems to melt into the box. The lid is opened and the cards are again removed.
<u>Magic In a Glass</u>	Miscellaneous	The magician takes a long-stemmed glass and announces that he's going to perform a card trick. The thing about this card trick is that he won't be able to touch the cards, because they'll be inside the glass the whole time! Placing the pack face-out in the glass, the magician states that he's going to find all four aces using special "Locator Cards". He reaches into the glass and pulls out a red number card (we'll use the Ten of Hearts for the example) and puts it in front of the rest of the cards in the deck so that it is the card the spectator now sees looking at them through the glass. The magician then states that he will let that red 10 find a red ace. Holding the glass by the stem, the magician passes a cloth napkin over the glass quickly. When the napkin has completed it's quick pass, the red 10 has been replaced by a red ace! The magician then takes the red ace and puts it in back of the deck and passes the napkin again. This time, the red 10 is replaced by the other red ace! Now the magician gets a black number card (say, 6 of spades) for the "Locator" and puts it in front of the red 10. A quick napkin pass, and there's a black ace! The magician takes the ace and puts it in back of the deck. Another pass, and there's the last black ace! Now pull out the pack and put it back in the case, smiling as you take your bow. All of this magic occurs in the glass, so there's apparently no way that you could've manipulated the cards! People will fall down at your feet and worship your incredible abilities ;-)
<u>Thought of Card, The</u>	Miscellaneous	Magician tells spectator to choose a card. After he thinks of his card you lift up the top card and say you didn't think of this card. Place the card back on top and then grab the top card again. Tell the spectator to think of his card. Ask him to name is card. Flip over the card and there it is!
<u>Whole, The</u>	Hole Punched Deck	A person chooses a card out of ten card with a hole at the top of them. the magician puts the card back into the middle of the ten without looking at it. he then puts a string into the hole of the card thus connecting them and with a jerk of the string all the cards are pulled away exept the chosen card!
<u>Your Pick</u>	Svengali	You riffle the deck let the audience pick a card and put it back. You cut the deck into 4 piles they pick 3 to take out and the pile left over is the pile with their card on the top.

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Stretch cut from pinky break

Stretch cut from pinky break

By: Remon van Scheijen 1998

The stretch cut from a pinky break is not difficult at all if you can perform the stretch cut. The only difference is that you can't use your pinky and thumb at the same time. Picture 1 shows the first part, the left hand holds the deck with a pinky break between the selection and the top card. The right hand has the first selection palmed.



In reality the right hand hangs loose along your side. In picture 1 you see both hands close together for explanation purpose only. The stretch cut you're about to make is the misdirection for the card palmed in the right hand.

Picture 2 shows that first the left thumb is going to begin the stretch cut. The break established by the pinky is then taken over by the thumb. Only shortly after this you can leave the pinky to begin the stretch cut as in picture 2.



Fig 3, 4 and 5 shows the performance of the stretch cut. After this give the left hand a throwing action with a shake. At the same time the right hand reaches in the air where the card should be if it really flew through the air and produce the card as told before. Everything goes in a quick action. It's like you're picking a card from thin air.



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Swing Cut to Bottom Palm

Swing Cut to Bottom Palm

By: Remon van Scheijen 1998

Goal: While patterning chit-chat you perform a simple swing-cut. In the act of cutting the deck you palm the bottom card into the right hand and establish a left pinky break to keep the top card under control.

Explanation: If you look at picture 1 through 4 you'll see some stages in which a swing cut is made.

The deck is cut in half with the index finger of the right hand and swiveled to the left (a standard swing cut).



The bottom half of the deck goes on top of the left hand packet.

The cut is completed and the deck is squared.



Conclusion: The deck is back in the right hand in Biddle position and a card is palmed in the same hand. And you've established a thumb break at the position of the top card.

Now see how it looks at the underside. In picture 5 you see the beginning of the swing cut itself. The right hand swivels the top half to the left. The left hand is not in the picture for clarification purposes. The right hand receives the packet as in picture 1.



In picture 6 the left hand receives the right hand bottom packet. This is the moment that you almost palm the entire card. The middle finger of the left hand pushes the bottom card back to the right hand. The pinky of the right hand is used as a pivot point. This is to control the card automatically to the standard palm position. At the same moment the left hand pinky enters between the two packets to prepare for a coming pinky break. This is the hardest part of the trick so practice, practice, practice, and when you've got the feeling just practice one more time. Remember the bottom card should be sliding in position. It's not the force that you use but the smoothness that does the trick.



Now in picture 7 you can see why i prefer this palm above a side steal. in the side steal i do 1 in 10 times there is a click when the card comes loose from the center. If you know Daryll's video tape of the side steal he explains that sometimes you can hear the magician side stealing across the room. Well this move prevents me for clicking it because when the right hand packet enters the left hand the two packets are still separated, this way the card slides more easily to the right hand palm position. It's very difficult to explain for me because I'm dutch, and don't know the right words to choose here. Anyway most important is that the card is palmed just a moment AFTER you finish the cut so before placing the packets together. The thumb of the left hand and the index finger of the right hand holds the top packet (formally the bottom packet) steady. This way you prevent the cards from shattering through the room. The thumb of the right hand is also holding the the top packet.



Now finish the cut by squaring the packets together. The pinky break to control the top card is established easily because the pinky was already where it should be. Because the right thumb was holding the the top packet only you can transfer the pinky break directly to a thumb break. Cool ah. This leaves the left hand free. And the finish should like figure 8. My patter through this sequence is : " What would you like to see? you're card fly through the air invisible or would you like to see it fly visible". Well anyway the trick and explanation are coming up so the sentence will make sense in a moment.



Figure 9 The recap. Look at the freeze action. 1. Right pinky is used as pivot point 2. Left pinky enters between the packet before they are closed. 3. Left middle finger is sliding the bottom card. Well i know the picture sucks a little because i hold the deck at a angle something you must NOT i repeat NOT do. But it's a nice try. Hope you can follow the explanation if not than don't do the trick. (**Editor:** Trick Located in Hard Trick Area (2 Card Flight)



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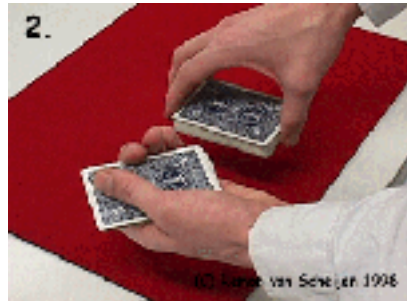


Turnover False Triple Cut

Turnover False Triple Cut

By: Remon van Scheijen 1998

This False cut has to be done in one smooth rhythm. It's most deceptive when it's done on the off beat. Begin by swing cutting one third of the deck from the Right hand to the left hand (fig.1)



As soon as the packet of cards are in the left hand your left index finger curls under the packet. Notice how in figure 2 the packet is entirely hold by the index and middle finger. The thumb rests on top of the packet.

Now bend the index and middle finger of the left hand. The situation should be like in figure 3. Study the photograph for details



Swing cut the second third part of the deck into the left hand, but let the cards between the index and middle finger steady. As you can see the left thumb holds the second (middle) part of the deck in position. See figure 4 for details

Close the index and middle finger of the left hand in the reverse fashion like in figure 3. This puts the top part on the middle part again. See figure 5.



Take the remainder of the deck in the right hand and bump it two or three times against the left hand packet. This is a misdirection used in several false cuts. It should look like you're straightening the right hand cards with the left hand packet. Figure 6 is a freeze of the action.

Finish by placing the right hand packet to the the table and put the left hand packet on top. Everything should be in same order as you started in the beginning.



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Three Card Match

Trick Courtesy of: anonymous (alienlimbo@aol.com)

Original Author: Unknown

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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 rank as the selected card.

1. Some prep. is needed for this trick.
2. Take all of 2 type of cards from the deck(for this we will say ACES and Kings)
3. -put all the Kings and put them on top of all the ACES
4. Place the eight card group on top of the deck you got them out of. Now we are ready.
5. deal the cards into two rows of four:

ACE ACE ACE ACE

King King King King

6. ask the victim to choose on 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 are left)
7. Ask the victim to touch, but not to look at a single card in the row that is left.
8. Place this card aside and put the remaining 3 cards on top of the deck.(now, one king is on the table and the other 3 kings are on the top of the deck)
9. Deal the cards out into 3 piles(one king on the bottom of each)and continue to deal out the cards until your victim tells you to stop.
10. Now you can use any elimination process to bring each of the piles down to one card(the King, remember it was on the bottom)
11. now the only cards that should be left on the table are the one King that was set aside and the 3 kings that were dealt into the piles. -Now just flip the 3 kings over first and then flip the set aside card over and see how they match.

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Psychic Hotline

Trick Courtesy of: Andrew Zimmerman (wzimmerman@voyager.net)

Original Author: Unknown

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Effect: You tell your volunteer that you're psychic and that you can pick out whatever card they're thinking of. Explain that this trick depends on them, so if they don't concentrate hard enough, it won't work.

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

When they say it's not their card, you tell them that they didn't concentrate hard enough. You tell them to take the top third of the deck and shuffle it. Then they are to take the whole deck and find their card. When they do, they are to put it on top of the deck. Then tell them to take the bottom third of the deck and shuffle it and put it on top of the deck. Then tell them to cut the deck.

You pick up the deck and flip through the cards. After a second, you put the deck facedown in front of them again and ask them what their card was. when they announce their card, you flip over the top card on the deck and it's the same one.

Card Trick:

When you flip through the cards the first time, you count down to the 26th card. that is the one you announce, and usually you're wrong. That's OK - it's part of the trick. Follow the patter above completely. When you pick up the deck the last time, you find your key card (the 26th one) and count to the 26th and 27th card. Put one on top of the deck and one on bottom. Lay the deck facedown and ask their card. When they tell you, 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 two is because it all depends on where they find their card after you've found the 26th one. If it's below the key card, then when they bring it to the top of the deck, the key card is now the 27th.



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Experts & Help Needed

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♣ **Help Wanted:** Card Trick Central is growing very quickly. And I need your help to make this site better. I am looking for Card Trick Experts, so I can add to the [card trick terminology page](#), create a sleights section, a shuffling section, and magic deck section (svengali, stripper,), also a history of card tricks section. As an expert you will basically be asked to contribute

- a sleight or two
- a shuffle, and maybe
- a brief description of a magic deck

As with all other Card Trick Central contributions, you will be given credit for your work.

So If you are knowledgeable in any of these areas, and interested in helping, please drop me an e-mail and send me your address. Thanks in advance.

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Mystery Ten

Trick Courtesy of: Erik H. (erich@empnet.com)

Original Author: Unknown

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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 kings.
- 2) Shuffle the deck and memorize the bottom card.
- 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 were detectives to find him.
- 7) Look through the deck, the selected card will be after what the bottom card was.
- 8) Place the four face cards so that they're sticking out of the deck about half way and in the order of: Face Card-Bottom Card-Face Card-Selected Card-Face Card-Card after Selected-Face Card. Explain that the detectives are searching in those places.
- 9) Fold the deck back up and leave the four cards sticking out. Turn it up side down and hit the four cards against a table. The three alternate cards should all pop up with the selected one in the middle. Say the detectives called on these three guys to help them and show them to the spectator.
- 10) Take those three cards sticking up and hit them against the table and two face cards should pop up. Hit those against the table and the selected card should pop up.

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

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