



**95**  
**MINDBREAKS**  
**With Cards**

# 95 MINDFREAKS WITH CARDS

## INTRODUCTION

Card magic is probably the most popular branch of magic in the world. In fact, some magicians specialize in performing this type of magic alone. This booklet has been designed to teach you many of the basic principles associated with card magic. With a little practice and a deck of cards, you'll soon be destroying your audience with these MINDFREAKS. There are many MINDFREAKS involving the discovery of cards selected by a spectator. These depend on a variety of factors to keep you one ahead of the spectators. Basically there are three ways to discovering a spectator's chosen card. You can "force" the card on the spectator. Using a force you can make them choose a particular card, then predict it, name it, or produce a duplicate from some place else. You can also merely "locate" the card by its placement in the pack or by looking through the cards as you deal them. You can also "control" the chosen card, by shuffling, cutting or manipulating the cards in your favor. All three methods will be covered in this book, as well as additional effects with a regular deck of cards. We will also go into special gimmicks that can help you including, the "short card", the "thick" card and the "crimped" card.

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## SELF-WORKING CARD EFFECTS

There are many incredible card effects that work without any real skill on the magician's part. Some effects are based on mathematic principles, others on special arrangements of cards. This first section will deal with easy self-working card effects. This will allow you to better concentrate on the presentation of the effects and become a better performer.

### **Checker Cards**

To prepare for this effect separate the cards into two piles of red and black. Assemble the piles one on top of the other and you are ready to perform. Fan the faces towards you so you can easily separate the cards into their respective piles. Place the piles face down on the table. Have a spectator select a card from each pile and replace it in the other. Place the piles together and square them up. To locate the selected cards, run through the deck and remove the red card from the black pile and vice versa. Be sure to keep the faces hidden from your audience. When you are finished, shuffling the deck will destroy any evidence of a prearranged deck.

### **Four to the Top**

Remove the four jacks from the deck and three different cards as well. Hold the different cards face up in your hand, then lay the four jacks spread out on top keeping the three different cards concealed. Show the four jacks, then square all the cards and place them face down on top of the deck. Tell the story of four robbers robbing the bank. Slide the top card off the pack and place it into the deck near the bottom, the cellar. The next one goes in a little higher, the first floor. The third jack above that, the second floor. The last one stays on top, the roof. You have now slid what appears to be three jacks into the deck, but in reality you only moved the three different cards. Talk about the police arriving and the only way to escape was through the roof. Turn the top four cards over revealing the jacks.

## **Disappearing Card**

In this effect, the spectator's selected card vanishes without a trace. This is easily accomplished by placing a small piece of double-sided tape on the top of the deck. Have a spectator select a card, then replace it on top of the deck. The card will stick to the tape creating a double card. Cut the cards, then deal the cards face up on the table asking the spectator to stop you when he sees his card. When you reach the end of the deck, they will find the selected card has vanished!

## **Amazing Four Aces**

The spectator selects a card and returns it to the deck. The cards are spread revealing a face up card - it's a five. He explains it is an indicator card and counts down five cards revealing the spectator's selected card. The other four cards are turned over - they are the four aces! To prepare for this effect, place a five face up on the bottom of the deck, followed by the four aces face down. Have a card selected and replaced on top of the deck. Cut the cards apparently losing their card in the deck. The action of cutting positions the bottom cards on top of the selected card. All you need to do is spread the cards revealing the five. Count down five cards and turn over the fifth card revealing their selected card. Then, for the kicker, flip the four cards in between them over revealing the four aces!

## **Ten Card Mystery**

This effect requires the spectator to do most of the work. Allow the spectator to shuffle the cards and remove ten cards. He is then to memorize any card and note its position from the top of the deck. You take the cards and apparently cut them. In reality, you move five cards from the top to the bottom of the deck. Give the cards back to the spectator and instruct them to move one card from top to bottom based on the position of his selected card. For instance, if his selected card was fifth from the top, he will move five cards from top to bottom, one at a time. Now he will deal one card from top to bottom, then the next card to the table. He will repeat this action of dealing one under and one down, until he is left with one card. This will be the selected card!

## **Sim Sala Bim**

Deal out three piles each of seven cards face down. Ask your spectator to select one of the piles. Pick up the pile he chose, and display the cards toward the audience. Ask the spectator to memorize one of the cards he sees. Place the selected pile in between the other two, so you're holding a pack of all 21 cards. Deal the cards out one at a time into three piles. Pick up each pile, one at a time, at display it to the spectator. Ask them to say which pile his/her card is in. Once again, place the pile with the selected card in between the other two, and deal out three piles. Fan out the piles a third time, placing the pile of cards containing the selected card between the other two piles. You now say that you have some magic words to find your card: SIM SALA BIM. Pick up the packet of 21 cards and spell S-I-M S-A-L-A B-I-M, dealing out one card per letter. The very next card will be the selected card!

## Calendar Cards

For this trick, use the joker as a key card, placing it at the bottom of the deck. Ask your spectator to select a card and replace it back on top of the deck. Now have them cut the deck in half, 3 or 4 times. Make sure that they do complete cuts i.e replace, the bottom half of the deck, back on top of the top half of the deck each time. Their card will be next to (on the right) of the joker if you were to spread out the cards face up. Say to your audience, "did you know that a pack of cards is very similar to our calendar?" (Spread through the cards face up towards yourself so that no one can see the faces, and then cut the cards in half, which will bring the joker to the top of the deck. This also automatically brings their card second to the top.) Spread the cards out again in your hands, this time showing a few of the faces, and say... "We have four seasons in the year, just like four suits in a deck of cards. In fact if you add up all the numbers of every card in the deck, with the ace being one, then two, three, four etc., and the jack 11, queen 12, king, 13, the total will be 364. Add the joker and we have 365, the same number of days in a year. Interesting fact, isn't it?" Turn the cards over so that they are face down. (The selected card should be second from the top.) "But hold on, we're just getting started... There are 52 weeks in a year, just like there are 52 cards in a deck." In one pile, count five cards out loud, face down into one pile on the table and count another two cards face down for another pile. Take the two card group and place it on top of the five card group and put all this pile on top of the deck. "There are 12 months in a year." This time count 12 cards on the table. Pick that group up and place it on top of the deck. There are 7 days in a week." Count seven cards on the table. Put those cards on top the deck. "What is your card?" Turn over the top card and amaze your audience because the selected card is now on top!

## Spelling Puzzler

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. 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 (not on the bottom of the deck). Continue in this manner until all the cards are face up on the table. (You spell the cards in order: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.) Your audience may realize that the cards must have been set up beforehand, but this only adds to the mystery - and you can treat it as a puzzle for them to try to figure out. TM

## Lucky Eleven

Preset the deck so the top cards are in this order: 6 5 4 3 2 A J 10 9 8 7. You can false shuffle the deck, but don't change the position of those top cards. Lay the cards face down, and then have someone move the cards one at a time from right to left while your back is turned. Turn back around when the spectator has finished. Say they moved three cards, the position of the cards would now be 9 8 7 6 5 4 3 2 A J 10. Then wave your hand over the cards and silently count 7 cards over from left to right. Turn the 7th card over. It's the three! It doesn't matter how many cards they move over, this will always work. Always count 7 cards over (starting with the setup above) and it'll be the number of cards they moved. If they decide not to move any at all the card will be a Joker and this tells you they didn't move any at all.

## Round Top Flat Top

You need to split the deck into cards with a flat (or sharp) top and cards with a round top. (The 3 is usually made with a flat top, but sometimes is rounded... Look at your deck to figure out which pile it should be in for your trick.) FLAT TOP: 3, 4, 5, 7, J, K, A. ROUND TOP: 2, 6, 8, 9, 10, Q. Put the two halves together, one on top of the other. When doing the trick, turn the cards so they're facing you and split the deck so that one half is the flat top and the other is the round top. Give each volunteer one of the halves (one volunteer gets the flat tops and the other gets the round tops). Each volunteer chooses a card from the OTHER person's deck, memorizes and shows it to the audience. The volunteers put the cards they chose into their own deck. It ends up that there's one flat top in the round top pile and one round top in the flat top pile. Take each of the decks, spread them out on the table, and tell the audience what the cards were. Look through each packet and remove the round top that's in the flat top pile and the flat top that's in the round top pile. With practice you'll quickly be able to spot the oddball when you spread the decks out on the table.

## FORCING A CARD

Forcing a card is the act of making a spectator pick a particular card. If you force a spectator to pick a particular card, you can control the outcome of the effect. First we will explain a few methods of forcing, followed by magic effects that can be accomplished using a forced card.

### **The Slip Force**

The top card of the deck is the card you will force. To begin, you will hold the deck in the dealing position in your left hand as follows: Your left thumb is at one side of the pack, your first finger at the front edge and the other three fingers on the right side. Slowly begin riffing the cards with your left thumb and have the spectator tell you when to stop. Move your right hand over the pack and grab the upper half of the packet (above the point they said stop) between your thumb and fingers. Note that your left fingers are curled over the top card of the deck. Now begin drawing the top packet upward. The left fingers maintain downward pressure on the top card allowing it to slip off the top packet and onto the bottom packet. Offer the bottom packet to the spectator allowing him to take the force card that is now on top.

### **Criss Cross Force**

Start with the force card on top of the deck. Have the spectator cut the deck but do not have him complete the cut. Instead, you complete the cut for him. When placing the other packet on top, do not place it squarely on top. Instead, place it crossing the bottom packet like a cross. Explain that he could have cut the cards anywhere. Lift up the top card of the bottom packet, allowing the spectator to memorize the card. You have actually confused him into thinking he cut to that card and forced him to pick the top card.

### **Multi Count Force**

To prepare for this force, have the force card positioned ten cards down from the top of the deck (If counting from the top, in the tenth position). Hold the deck face down in dealing position. Ask the spectator to choose a number between 10 and 20. Suppose he says, "twelve". Count off twelve cards from the top of the deck to the table, one at a time and one on top of the other. This dealing action reverses the order of the cards. Lay the deck aside and pick up the twelve cards. Tell them you will add the figures of the selected number "12" ( $1+2=3$ ) and count down that many onto the table. Place the remaining cards aside and have the spectator look at the top card of the new packet on the table. This will be the force card. When you counted the original twelve cards, you reversed their order. Adding the digits together and counting back three reversed the order again, bringing you to the tenth card or the "force" card. This will work with any number between 10 and 20 if the force card begins tenth from the top.

## **The Rollover Force**

The strength of this force is in the apparent haphazard manner in which the cards are handled. Start with the force card on top of the deck. Hold the deck face down in dealing position and tell the spectator you will have them choose the card in a very random manner. Lift about a quarter of the packet and flip them face-up on top of the deck. To make things seem more confusing lift off about half the deck and flip it over on top of the pack. Now lift about three quarters of the deck and flip this on top. Then flip the whole deck over and have the spectator take the first face down card. Run through the cards spreading them from your left hand to your right. The first face down card you come to will be the “force” card.

## **Hindu Force**

Have the force card on the bottom of the deck. You will perform what is known as a Hindu Shuffle. Hold the deck from above by the sides with your right hand fingers and thumb. With your left hand, slide a few cards off the top of the right hand packet and into your left palm. Continue pulling cards off the top, mixing the cards. The bottom card will remain on the bottom. Have a spectator say “stop” at any time. When he does, turn the right hand packet to the spectator and have him memorize the card. The illusion of mixing the cards is perfect and he will believe he chose the card on his own.

## **Reverse Force**

This is one of the easiest ways to force a card. Start with the force card on top of the deck. The spectator chooses a number between 1 and 52 (as there are 52 cards in the deck). Say they choose “nine”. Count the cards down one at a time on the table until you come to the ninth card. You do this as a demonstration of what you would like the spectator to do. Pick up the dealt packet and replace it back on the deck. Hand the deck to the spectator and instruct the spectator to do the same. When he deals to the ninth card he is to look at it. It will be the force card. With this force, you are merely reversing the order of the cards twice to arrive at the force card. As your dealing is supposed to be a demonstration of what you want the spectator to do, this is best done with a number between 1 and 15. It would be rather suspicious for you to deal out say 46 cards to demonstrate to the spectator what you want done. You can modify your presentation by saying, “There are 52 cards in the deck. Please choose a number between 1 and 52. Actually, to save time, let’s make it between 1 and 15.”

## **Fan Slip Force**

Start with the force card on the bottom of the deck. Fan the cards out face down, showing the backs of the cards to the audience. Ask a spectator to point out a card. Cut the pack at the point, but at the same time your left fingers push the bottom card into the right fingers. The fan of cards will hide this move, and as you cut the pack the force card becomes the bottom card of the right hand pack of cards. Show the spectator the face of the bottom card (the force card).

## **Riffle Force**

Make sure that the card you want to force is on top of the deck. Hold the deck face down like you’re going to deal cards. For this move, shift your three fingers over to the left, covering more of the card. Use your thumb to riffle down the deck until your spectator says stop. When he/she does, pull off the top part of the deck, but because your three fingers cover much of the card, when you pull off the top section, the top card should remain. It should fall on the lower section as though that’s the card the spectator selected. Be sure to do this quickly so it looks like a normal cut.

## REVEALING YOUR FORCE CARD

Now that you have learned how to force a card on a spectator, here are a few ideas for how you can reveal their selection to them. At this point, they believe they have freely selected a card. They have looked at it and replaced it back in the deck. You, on the other hand, know exactly what card they selected, because you forced them to select it. The effect is over. The rest is presentation. The way you reveal your knowledge of the selected card is what makes the effect. Read each one and see which ones work best for your style and personality.

### **Premonition**

Write the force card down on a piece of paper as a “prediction” and fold it up. Place the prediction on the table, then force the card on the spectator. Have them open the paper to reveal your prediction.

### **Sealed Prediction**

Write the force card down on a piece of paper and seal it inside an envelope. Give the envelope to the spectator, then force the card on them. Have them tear open the envelope revealing your prediction is correct!

### **Two Alike (CADC version)**

Take a deck of cards and reverse the card that matches your force card so it is the only face up card in the middle of the deck. Force the matching card with a different deck and have it replaced. Hand the first deck to a spectator and have them remove the pack and spread them across the table. The selected card will be revealed.

### **Inked (CADC version)**

Have a temporary tattoo of your force card placed in an inconspicuous place. Have the force card selected and returned to the deck. Reveal your tattoo of the selected card.

### **Not Again (CADC version)**

Have the spectator select the force card and return it to the deck. Tell the spectator to choose a different card and force the selected card again. Continue this a few times for a great laugh.

### **One for All (CADC version)**

Have a spectator select the force card and replace it in the deck. Force the same card on several other spectators making sure no one else sees the card. Have them name their card simultaneously on the count of three. They will feel silly when they all name the same card.

### **Conned (CADC version)**

Write the name of your force card on your business card. Have a spectator select a card and return it. Pretend you can't find his card then hand him your business card telling him to call you tomorrow and you will tell him the card he picked. When he looks at your card, he will find the selection.

### **Ashes to Ashes (CADC version)**

Write the name of the force card on your forearm with rubber cement or a piece of soap. Force the card from the deck and burn the card. Alternately have the spectator write the card down on a piece of paper and burn it. Rub the ashes across your forearm and the words you have written will appear.

### **Blank Surprise (CADC version)**

A variation of the above effect is to write the name of the forced card on a piece of paper with a white wax crayon. Have a card selected and burned. Rub the ashes on the paper and the selected card will appear.

### **Show Me the Money (CADC version)**

Get five one dollar bills and write on each one the following: YOUR SELECTED CARD IS (Your Force Card). One word on each bill, then your force card on the last one. Have a card selected and replaced and bet your spectator five dollars you can find his card. Fail to find his card a few times then deal the money to him one bill at a time revealing the words and his selected card.

### **Classified (CADC version)**

Make up a fake newspaper headline that reads: The Card You Selected is the (name of force card). Force a card and fail to find it. Remark that you'll have to find a better job. Scan the newspaper as if looking through the classifieds then turn the paper to reveal the selection.

### **Classified Improved (CADC version)**

A variation of the above effect would be to purchase an ad in a newspaper. Classifieds are fairly cheap and the effect would be a real stunner.

### **Joker Prediction**

Have your secret prediction written on the back of a joker. Before you have your spectator select a card, openly remove the jokers from the deck and place them face up on the table. You should now use your favorite force and have the spectator pick the same card as your prediction. Have the spectator shuffle the deck and lose their card in the pack. You can ask the spectator to pick up the jokers and think of their card, then have them read your prediction you hid on the back. They will be shocked!

### **Magic with Duplicate Cards**

If you buy two matching decks of cards you can perform some amazing miracles by using duplicate cards. You will use one deck to perform with, the other deck will be used for duplicate cards. The following effects involve the use of one of the forcing methods taught in the previous section as well as a duplicate of your force card.

### **Forbidden Fruit**

Take the duplicate force card and roll it into a tube. Remove the stem from an apple and stick a pencil down the center to make a small cavity. Slide the card into the apple and glue the stem back in place. Have the force card selected and replaced in the deck. Remove the apple from a bowl of fruit and give it to a spectator to cut open. He will find the selected card in the center of the fruit!

### **Pocket Surprise**

Place a duplicate force card in your pocket and you are ready. Have the force card selected and replaced in the deck. Show your empty hand and reach into your pocket for the selected card.

### **Sit On It (CADC version)**

If your chairs have seat cushions, secretly place a duplicate force card under the cushion. When ready to perform, have a spectator sit down on the seat with the hidden card. Allow them to select the force card and return it to the deck. Fail to find their selected card. When they discover the card under their seat, they will be astonished.



### **Behind You (CADC version)**

Place a rolled piece of scotch tape on the back of a duplicate card and place it on top of the deck. Invite a spectator to assist you and as he stands beside you, gently stick the card to his back. Have the force card selected and returned to the deck. Have the spectator help you locate the card in various places prompting him to turn and reveal the selected card stuck to his back.

### **Ice Cube Card (CADC version)**

Fold up a duplicate force card and freeze it inside an ice cube. Have the force card selected and offer your spectator a drink. When the ice cube melts, they will find their selected card!

### **Step On It**

Place a duplicate force card in your shoe and you are ready. Have the force card selected and replaced in the deck. Fail to find their selected card. Remove your shoe and slowly remove the selected card. The spectator will be astonished!

### **Loaded Sock (CADC version)**

A great follow up to the previous effect is to have a different duplicate card loaded in your sock. After performing the card in the shoe, the spectator may ask you to repeat the effect. Force the second card, then reveal the card in your sock!

### **Sealed MINDFREAK (CADC version)**

Have the duplicate force card sealed inside an envelope. Have the spectator select the force card and return it to the deck. Produce the envelope and allow the spectator to open it - revealing your prediction.

### **Card In Jello (CADC version)**

Place a duplicate force card into a bowl of Jello before it has set. Have the spectator select the force card and return it to the deck. Fail to find the spectators card and offer him a treat - his card with dessert! Add mixed fruit if desired.

### **Baked (CADC version)**

Place a duplicate force card inside a roll of bread dough and bake it. Have a spectator select the force card and replace it in the deck. Fail to find the card and bring out the roll. Cut open the roll to reveal the selected card.

### **Tic Toc Card (CADC version)**

Fold up a duplicate force card and place it under your watch. Have the force card selected and returned to the deck. Tell the spectator to watch you find his card. Remove your watch and allow the force card to drop out. Allow the spectator to unfold it and discover his selected card.

### **Cupcake Card (CADC version)**

Before a party, bake a duplicate force card into a cupcake. When icing the cupcake make a mark on it so you can identify it later. Offer to show the guest of honor a card trick. Fail to find the card and give him a cupcake. He will find his selection in the first bite.

### **Wrapped Surprise**

Place a duplicate force card in a gift box and wrap it. Have the guest of honor select the force card and return it to the deck. Offer him a gift. When he unwraps it he will find his selected card.

### **Gift Card**

Seal a duplicate force card in an envelope and write on the outside, "Do not open until your birthday party." At the party, have the guest of honor select the force card and replace it. When he opens his card he will be surprised to find - his birthday card!

### **Napkin Surprise (CADC version)**

Have a duplicate force card loaded under the top cocktail napkin in a stack. Place the napkins out, keeping the force card hidden. After drinks are served, offer to show a MIND- FREAK. Have a force card selected and returned to the deck. Make the card vanish and appear under the spectator's glass and napkin.

### **Coat Pocket Card (CADC version)**

Using a little misdirection it is not difficult to slide a duplicate force card into a spectator's coat pocket. Imagine the surprise when the force card is selected and appears in their own pocket!

### **Wallet Card (CADC version)**

Have a duplicate force card loaded in your wallet. Have the force card selected and returned to the deck. Remove your wallet from your pocket and open it to reveal the selected card.

### **Card in Envelope (CADC version)**

Take a small coin envelope and place a duplicate force card inside. Cut the back off a second envelope and slide it in the first envelope concealing the card. Seal one flap over the other to create a gimmicked envelope with the duplicate force card concealed inside. Show the envelope empty, then lick it and seal it closed. Have the force card selected and returned to the deck. Tear the top of the envelope off and dump out the selected card.

### **Phone Home**

A great way to reveal a force card is by predicting it on your phone. Secretly take a picture of a card on your smart phone and lock the screen. After the spectator selects the card and puts it back in the deck, throw the deck at your phone, and when you unlock the screen a picture of your card will be showing. If you have an accomplice, you can secretly take the picture on his/her phone, and then throw the cards at the phone for the ultimate reveal.

### **MINDFREAK Matchbox**

Have a duplicate force card folded inside a matchbox. Place some matches on top of the card. Have the force card selected from the pack. Remove a match from the box and burn the card. Open the matchbox and dump out the selected card.

## **Back to the Box**

Have a duplicate force card loaded in your card box. Have the force card selected and returned to the deck. Pick up the card box and open it to reveal the selected card.

## **Puppet Prestidigitation**

For this trick you'll need a hand puppet and a box. Put a duplicate card in the box, far off to one side. Force a card of which you have a duplicate, and put the deck in the box. Put it as far away from the duplicate as possible so you don't get mixed up. Now introduce the puppet, saying he will find the selected card. The puppet then reaches into the box and starts throwing cards out one at a time. These are all the wrong cards, so perhaps scold the puppet for being wrong. The puppet then dives in the box and starts throwing cards around. Scold him again, and say you'll give the puppet one last chance. This time have the puppet pick out the duplicate card. Ask the spectator to name the card, and have the puppet reveal that it's the one he's picked! If you have the Criss Angel Complete Magic Show Kit, you can use the top hat and the rabbit.

### THE KEY CARD

Using a key card is the act of using another card to locate a selected card. The easiest way to use a key card is to look at the card on the bottom card of the deck. If a selected card is replaced on top of the deck, and the cards are cut, you will be able to find the selected card easily. It will be the one below your key card (the bottom card). Cutting the deck positions the bottom card key card on top of the selection.

## **Flip Over Card**

Have a card selected from the deck. Be sure to note the bottom card (key card). Have the selected card returned to the top of the deck and cut the cards. Now start flipping the cards face up one at a time as you go through the deck looking for the selected card. When you see your key card, the next card you flip over will be the selected card. Take note of this card but keep flipping about five more cards over. Tell the audience the next card you turn over will be theirs. They have seen you flip their card and will think you have missed it. Reach into the dealt cards and remove their card and flip it over. You have located their selected card!

## **Finger Print Card**

Have a card selected and replaced back in the deck placing your key card on top. Tell the spectator you will locate his card by checking for fingerprints. Run through the deck as if you are looking for fingerprints. Look for their card right below your key card, finally remove it and show you are a magic detective!

## **Spell This**

For this effect, have a card selected from the deck. Be sure to note the bottom card (key card). Have the selected card returned to the top of the deck and cut the cards. You will now spread through the deck until you come to your key card. Remember, the card below the key card is the selected card. Whatever the selected card is, you will count one card for each letter in the name of their card starting with the key card. For example, assume they chose the Ace-of-Clubs. Starting with the key card and moving toward the top of the deck, count one card for each letter. A-C-E-O-F-C-L-U-B-S. When you come to the last card, cut the cards at this point. This should be a quick action as if you are just showing the spectator the cards are mixed. Hold the deck face down and ask the spectator to name their card. Deal the cards onto the table spelling their card out loud and moving one card for each letter. Then turn over the next card - it will be the spectator's selected card!

## **Name a Card**

A variation of the above effect would be to use the spectator's name instead of the name of the card. A great personal touch for special events!

## **Pencil Locator**

Have a card selected and replaced back in the deck placing your key card on top. The cards are cut, then spread face up on the table. Look for their card below your key card. Hold a pencil above the cards and make it appear as if it has a magnetic attraction to the selected card.

## **Countdown Card**

This uses a different kind of key card, one located in the pack itself. Take out a deck of cards and allow the spectator to shuffle them and return them to you. Run through the cards so the spectator can see the cards are all different and as you do count ten cards from the face of the pack and remember this card. This will be your key card. Tell the spectator you will make a prediction and write on a business card "Your Card Is". Fan the deck towards yourself and insert the business card behind the key card. Square the deck and place it face down on the table. Have the spectator cut off a packet of cards, less than half the deck. Instruct them to shuffle the cards, remember the top card, and drop it back on the deck, then cut the whole deck. You then pick up the deck and cut the cards at the business card. It will be easy to do due to the natural break formed. Turn over the card that reveals your prediction. You then spell out the prediction, Y-O-U-R-C-A-R-D-I-S, dealing one card down for each letter spelled, then flip the next card - it will be the spectator's selected card!

## **Double Deal Down**

Be sure you remember the bottom card, as this will be your key card. Start dealing down cards, and ask the spectator to tell you when to stop. When she does, have her look at the card at which she stopped. Have her put it back, and place the rest of the deck on top. Now the selected card is right next to the key card. You can reveal any way you wish.

## **SPECIAL CARDS AND CARD CONTROLS**

There are many ways a magician can control a selected card that is seemingly lost in the pack. Many of these methods require difficult sleight-of hand that can take years of practice. In this section, we will deal with some relatively simple methods using easy to prepare special cards. Using these special cards, you will be able to easily control the selected card or cards to the top or bottom of the deck. You can then execute one of the magic effects that follow.

## **The Short Card**

Using a short card is an easy way to control a selected card. A short card is made by trimming the end of a playing card about 1/16th of an inch shorter. This is best done with a paper trimmer so you get a clean straight cut. Place the short card on the top of the deck. Allow a spectator to select a card and replace it on top of the pack. You can now cut the deck as much as you like. When you are ready to locate the selected card, riffle your thumb up the back of the pack and cut the cards at the short card. The selected card will be on the bottom of the deck. Alternately, if you turn the deck face up, cutting the short card to the face will position the selected card on the top of the pack.

## **The Thick Card**

The thick card is made by simply gluing two cards together. Place the thick card on the top of the deck. Allow a spectator to select a card and replace it on top of the pack. You can now cut the deck as much as you like. When you are ready to locate the selected card, riffle your thumb up the back of the pack. When you come to the thick card, it will make a loud click. Cut the cards at this point leaving the thick card on top of the deck. The selected card will be on the bottom of the deck. Alternately, if you turn the deck face up, cutting the thick card to the face will position the selected card on the top of the pack.

## **The Crimped Card**

The crimped card is the easiest special card to make and use. Simply bend the lower corner of a card down at an angle about a quarter of an inch from the edge. Place the crimped card on the bottom of the deck. Have a card selected and replaced on top of the deck. You can then cut the cards as many times as you like, apparently losing the card in the deck. When you are ready to locate the selected card, it is a simple matter to cut the cards at the crimped card. The bent corner creates a visible break in the pack, allowing you to cut the crimped card to the bottom of the deck. This will position the selected card on top of the deck. Alternately, you can start with the crimped card on top, with the corner bent upward. Allow the spectator to replace their card on top of the crimped card. After cutting the deck several times, cut the crimped card to the top of the deck leaving the selected card on the bottom of the deck. In the following effects, you will use one of the previously mentioned special card controls to position the spectator's card on the top of the pack. Once the selected card is on top, you can reveal the selected card in one of the following ways.

### **Blown Away (CADC version)**

Hold the cards to your lips, with your right finger and thumb on one end and your left finger and thumb on the other end. Blow on the deck simultaneously sliding the card off the top of the deck with your right hand. It will appear as if you blew the card out of the deck.

### **Flipping Out (CADC version)**

Have a card selected and cut it to the top. Slide the top card to the side so it projects about an inch and drop the cards on the table from about a foot above. The top card will flip over face up, due to the air current as it is falling.

### **To The Top (CADC version)**

Have the spectator name his card and push the top of the deck. Turn over the top card revealing his selection.

### **Down Below (CADC version)**

For this effect, control the card to the bottom of the pack. Have the spectator push on the deck and show the card is now on the bottom.

### **Pocket Pluck**

Drop the deck in the spectator's shirt pocket. Reach into their pocket and pluck the card from the top of the deck.

### **Pocket Count (CADC version)**

Have a card selected, then control it to the top. Drop the deck in the spectator's shirt pocket. Have them name a number between 1 and 20. Reach into their pocket and start removing cards one at a time from the bottom of the deck. When you get to their selected number reach in their pocket and remove the selected card from the top of the deck.

### **Card through the Table (CADC version)**

Have a card selected and cut it to the top. Brush the top of the table off with your free hand at the same time allowing the deck to dip into your lap. As soon as the deck is out of view, thumb the selected card into your lap. Place the deck on the table and smack your hand down on top of it. Reach under the table and produce the selected card. The card has apparently penetrated the table.

### **Static Cling (CADC version)**

Have a card selected and cut it to the top. Place your forefinger on the end of the deck and move it up and down a few times. The last time extend your little finger against the top card and slide it up with your forefinger. The selected card will appear to cling to your finger.

### **Go Fish (CADC version)**

Have a card selected and cut it to the top. Hold the deck in your left hand with the bottom card facing the audience. Pretend to remove a hair from your head and wrap it around the deck. Pretend to tug at the hair and with each tug raise the top card with your left thumb little by little. It will look as if you are pulling the card from the deck.

### **Read My Card**

Have a card selected and cut it to the top. Tell the spectator you can read the backs of the cards. Spread the cards on the table haphazardly, keeping an eye on the selected card. Pretend to study the backs of the cards, then pick up and reveal the selected card.

### **Concentrate (CADC version)**

Have a card selected and cut it to the top. Breathe on the top of the deck and place the cards against your forehead. Concentrate on the cards for a moment and remove the deck leaving the selected card stuck to your forehead!

### **Which Way**

Have a card selected and cut it to the top. Hold the deck behind your back and turn the selected card upside down. Ask the spectator if he wants his card up or down. If he says up, bring the deck out face down and spread them on the table. His card will be face up. If he says down, bring the cards out face up and spread them. His card will be the only one face down.

### **Marked Key Card (Key Card)**

Another way to make a key card is by putting a pencil dot near the upper left corner and the lower right corner. This is so subtle, only you will be able to detect it. When you fan the deck for a card to be selected, note where the key card lies. Have a card selected, and when the spectator is looking at the card, separate the deck at the key card, so it's on the bottom of the right half of the deck. Have the card replaced on top of the left half, placing the right half on top. It will look like the card is lost in the middle of the deck, when really you can find it in an instant with the key card.

## THE DOUBLE LIFT

The double lift is probably one of the most amazing moves you can use with a deck of cards. To perform the double lift, you will apparently turn over and show the top card in the deck. In reality, you will actually pick up the top two cards and show them as one card. The easiest way to do this is to hold the cards squarely in your left hand in dealing position. Your right hand comes over the top of the deck to lift the top card from the deck. Your right thumb will grab the deck at the inside edge with your fingers on the other end. Ruffle up the back of the deck with your thumb and pull up the top two cards. The idea is to keep the cards squared together as if they are one. Show the face of the card and place the cards back on the deck. It will appear as if you merely showed the top card, but in reality you showed the second card. From this point you can perform one of the following effects.

### **Changeling (CADC version)**

Carefully double lift the top two cards as one and show the face. Replace the two cards as one back on top. Tap the deck and turn over the top card. It will appear to have changed!

### **Pocket to Deck**

Carefully double lift the top two cards as one and show the face. Replace the two cards as one back on top. Slide the top card off the deck and place it in your pocket. They will think it is the same card you showed them. Snap your fingers and turn over the top card - it has magically returned!

### **Paper Clipped (CADC version)**

Perform a double lift displaying the top two cards as one and show them to the spectator. Replace the cards and reach into your pocket for a paperclip. Slide the top card over and put a paperclip on it. The spectator will assume it is the one you showed him. Place this card and the next one on the table. Move the cards around as if trying to confuse the spectators and ask him to name the clipped card. He will name the wrong card. Turn both cards over to show you have switched them.

### **Teleportation**

This will utilize a few techniques already mentioned in this section. You will use a card control and a force, as well as the double lift. To begin have a spectator select a card and return it to the deck. Control the selected card to the top, then execute the double lift to show the wrong card. Place the double cards on top, then slide the top card (their card) on to the table and have them cover it with their hand. You will now force the top card of the deck (the card they think is under their hand) on the spectators. The slip force is great for this. They will be confused when they find they have selected the card that they thought they had under their hand. When they turn over the card under their hand, they will find it is now their original selected card! Practice this until you can do it well. It will totally destroy your spectator's minds!

### **Back On Top (CADC version)**

Pick up three cards together as in the double lift but because there are three cards you will actually be performing a triple lift. Show the top three cards as one and place them back on the deck. Slide the top card to the bottom and tap the top of the deck. Pick up the top two cards as one and show the card has jumped to the top. Place the cards back on the deck as one and slide the top card off again, this time placing it in the middle of the deck. Tap the top of the deck again, then turn over the top card and show it has jumped to the top again! Note: You can combine this with your techniques of card control to create a truly insane MINDFREAK!

## **Quick Change**

Have a card selected, and using a key card cut the selected card to the top. Now list off two cards as one (double lift), and turn them over as one displaying the face of the card to the audience. Casually place the cards back on top of the pack and deal the top card only on the table. Say, "That's your card." When the spectator denies it, ask them to name the card. When they do, flip over the card on the table revealing that it is, in fact, the chosen card!

## **More Card MINDFREAKS**

Combine all of your new card skills to perform these amazing Card MINDFREAKS!

### **Intuition**

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. 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 discrete when holding the deck. You can even 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.

### **Crazy Eight**

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.

### **Terrific Twos**

The magician picks out two cards. He has a spectator cut the deck. He flips over the cards that he picked, and then he flips over two cards of the deck that was cut. The cards match. Here's how you do it: Shuffle the deck so the spectator doesn't think you've rigged it. 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. 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. Ask the spectator to cut the deck, but not to complete the cut. Take the first card, the one on top of the original top of the deck, and flip it over. Flip the bottom half of the deck over completely. Flip over the cards you picked. They all match.

### **Effective Aces**

Arrange the deck with three Aces on the bottom and one on the top. 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. Try to do this as discretely as possible. Try to distract your spectators perhaps by asking them to focus on a pile. Repeat the above steps until you have four piles. Then flip over all the piles to show an Ace on the bottom of each!



## **Do As I Do**

For this effect, you'll need two decks of cards. Give the spectator one pack of cards, and keep the other for yourself. Both of you shuffle your decks. Now exchange packs and shuffle more. Again, exchange packs back to their original owners, but this time secretly look at the bottom card on your spectator's deck. Ask your spectator to remove any card from his pack, look at it, and remember it. Say you'll do the same. Look at a card, but don't remember it. Each selected card is then placed on top of its pack, and cut so it's lost in the deck. Once again change packs with the spectator, each of you fan through this deck and remove the duplicate of the card he chose. In actuality, you do not do this; you really look for the bottom card you glimpsed earlier. Because of the way the packs were cut, the spectator's selected card is directly to the right of the card you saw. This is the card you remove, pretending it's your card. Both you and the spectator hold your cards face down. When you reveal them, they're a perfect match!

## **Aces Behind You**

Start with the four aces tucked in your belt or in the waist of your pants behind you. Say you're going to find the aces behind your back, which, you might want to add, is "especially difficult". Move your hands around behind your back secretly removing one of the aces. Bring your hands out to reveal you've found one of the aces! Repeat this for the other three.

## **Two Card Pile Up**

Glimpse and remember the top card of the deck. Have your spectator cut the deck, but don't have them complete the cut. Say the name of the card you already know as you pick up the card she cut to, and secretly glimpse it. Then pick up the card on top of the deck and say the name of the card you picked up previously. Switch the cards as you set them down face up on their respective piles. It will look like you knew the cards before they were ever revealed.

## **Two-Faced**

Glimpse the bottom card, and you're ready to begin. Put the deck behind your back and turn the top card face up. Now show the bottom card to the audience and pretend you're reading their minds to divine the card, but really you already knew what it was because you glimpsed it earlier. Be sure to look at the card you put face up because this is the next card you will show. Put the deck behind your back again, put the face up card on the bottom and flip the new top card face up. Again, when you're displaying the new bottom card and reading the audience's minds, be sure to look at the card facing you so you stay one ahead of your audience. Repeat as many times as you see fit.

## **A Trick from Down Under**

Have three, four, or five spectators each select cards at random from a shuffled pack. Remember the bottom card as your key card as they replace the cards. Have the last person replace his card first, then the next to last, etc. Cut the deck after all of them have placed their cards on top. Turn the deck face up, look for your key, and cut it to the bottom. Assuming four people have selected cards, turn the pack face up, and deal one card to each of the four spectators. Be sure to turn the card face down as you set it in front of him or her. Now turn the pack face down and deal one more card to each person. These are the selected cards. Continue to deal four more cards, one at a time, until each spectator has a pile of six cards. Have them deal in a special way: the top card goes under the pile, and the next card is dealt onto the table... One more down under the pile, one on the table. Continue this until the spectators are left with one card, which should be the selected card!

## **Jesso Reverso**

Secretly reverse the bottom card of the deck, and then force a duplicate on the spectator. Once the duplicate card has been forced, have the spectator put it back in the deck. Cut approximately half the deck and turn both hands over. Now the right hand has a pack of cards face up, and the left hand will look like it has a pack of cards face down. Really, it's just the bottom card face down. Both packs are pushed together so it seems like the packs are shuffled together face up and face down. Turn the deck over one more time and give it a cut. This puts the bottom card near the middle. When you spread the deck, all of the cards will be face down except for the spectator's card.

## **Rising Card**

Have your spectator select a card, cut it to the center of the deck, but keep track of it with either a key card, a crimp, or a thick card. Control your spectator's card to the top of the deck. You can do this by cutting or shuffling. Once the spectator's card is on top of the deck, say you're going to make it rise with static electricity. Hold the deck in your left hand, thumb on the inner end and finger on the other side. The back of the hand faces the audience. The face of the deck is facing the audience, as well. Rub the index finger of the right hand on your sleeve to "conduct" static electricity. Place your right index finger on the top of the deck and say, "Rise up!" Nothing will happen. Rub your hand some more. This time place the index finger on top of the deck, pressing the ball of the little finger against the middle of the top/selected card. As you raise the index finger, push the selected card up with the little finger. It will seem like the card is rising out of the deck!

## **Under Cover**

Place the cards under the table, and ask your spectator to put her hands under the table and take the cards. Ask her to shuffle the deck, keeping the cards under the table, and then hand it back to you. Still under the table, fan the cards out and have her pick a card. Have her look at it and memorize it while you flip the deck over so the cards are now face up. When she puts the card back into the deck, she assumes she's putting her card face down in a face down deck. Flip the deck again, so when you fan the cards out you can see the selected card. Sneak a glimpse, and then psychically reveal the spectator's card.

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