

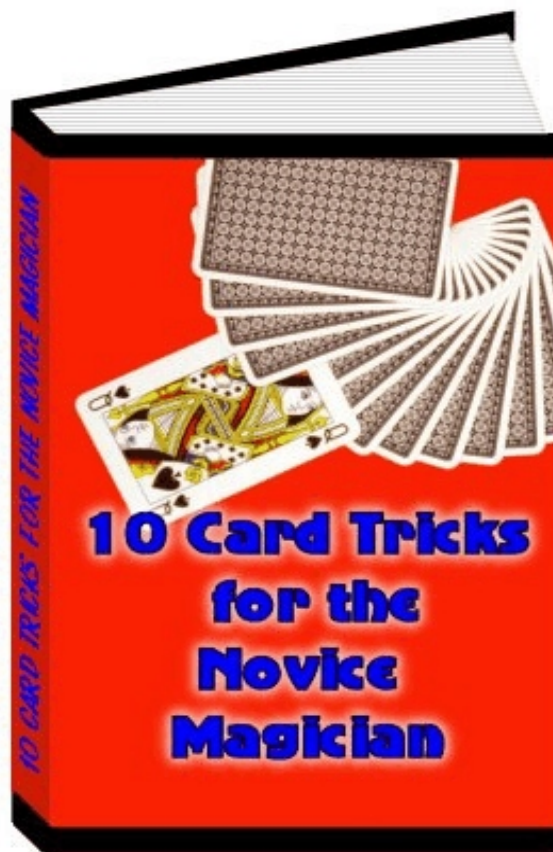
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[**Rusty Valley**](#)





Eagle Bright

While this is one of the simplest of all tricks, anyone who does not know it will be decidedly puzzled.

When you have shuffled the pack, put it face-down on the table. Then have someone draw any card from it, look at the card, and show it to everyone but you; then he must put it at the bottom of the pack.

While your back is turned, someone cuts the cards, placing the bottom part on top, so the card selected is somewhere-you do not know where-in the middle of the deck.

Now you take up the cards and, beginning at the top, deal them off, one by one, throwing them face-up on the table. And when you reach the one selected, you astonish your audience by saying, "That is the card !"

How did you know?

You knew the card that was on the bottom of the pack at the beginning, because, having "eagle-bright eyes," you slyly looked at it when you finished shuffling and before you put the pack on the table. When the card you saw on the bottom turned up as you dealt, you knew the very next card would be the one selected, for it was placed immediately below the one you saw.

Obey the Master

In this trick your friend will think you hypnotize him into drawing precisely the three cards you tell him to draw.

Shuffle the pack, and lift a few cards off the top-the number does not matter, about fifteen or twenty-and lay the remainder of the pack aside, not to be used.

As you lift the cards, distract his attention so you can look quickly at the bottom card of those you lift off. Suppose it is the five of Hearts.

Spread all your fifteen or twenty cards face-down on the table. Then say, "Give me the Five of Hearts." He picks out any card from those spread on the table and, *without looking at it* (this is important!), hands it to you. You do look at it. (It is the Ace of Spades, but he does not know that.) You lay it face-down in front of you, and say, "Now give me the Ace of Spades."

He chooses another card and hands it over unseen. You look at it and lay it face-down beside the other one. This card is the Jack of Clubs; so you say, "Give me the Jack of Clubs." He draws another card and gives it to you without looking at it. You see it is the ten of Clubs, so you say, "I will draw one myself now, and that will be enough. I will draw the Ten of Clubs."

After hesitating over the spread cards, you draw the bottom one-the one on the far left-which you know very well is the five of Hearts (because you saw it when you lifted the cards off the pack). You place it face-down with the three cards he has drawn.

Now turn over the four face-down cards in front of you, and, behold, they are the very cards you named!

If your friend should draw the bottom card-the only one you know-the trick would be spoiled and you would have to shuffle all the cards and try again.

Needle in the Haystack

For this you must secretly "prepare" the pack, by dividing it into two stacks, one all black cards (Spades and Clubs), the other all red (Hearts and Diamonds).

Laying one stack aside-in your lap or on the table covered carelessly with your left hand, anywhere you can reach it quickly-hold out the other stack, face-down, and have someone draw any card and look at it.

Suppose it is the black half (although of course he does not know that all the cards are black) and he draws the Four of Spades. While he holds the card, you say, "You must write down the name of the card."

This is only to distract his attention, and while he looks about for a pencil, you quickly switch the two stacks, without his seeing you do it, and then say, "Never mind writing it down, if you are sure you can remember it. Put it back in the pack anywhere, while I shut my eyes and turn my head."

You hold out the stack (the red half) face-down, and he slips the card in. You shuffle them thoroughly (being careful to keep their backs toward him, so he cannot see they are all red but his one black card) .When they are shuffled, look at the cards yourself, and instantly pick out his card and throw it on the table.

It was easy, of course, because he had drawn a card from the black stack, and put it back into the red stack - the only black card among them all.

Spelling the Cards

A life-prisoner claims that it took him twenty-seven years to figure out this interesting trick.

Take one complete suit-Spades, say-and discard the remainder of the pack. Arrange your thirteen cards *very* carefully in the following order: 3 8 7 A Q 6 4 2 J K 10 9 5.

Hold the pile of cards thus arranged face-down in your left hand (the 3 will be the top card). Now deal, from off the top onto the bottom, without turning the card over, one card at a time, spelling aloud as you do so, one letter for each card, A C E (A for the first card on the bottom, C for the second, E for the third); then say " Ace," as you turn up the fourth card and lay it on the table face-up, leaving it there. Behold, it *is* the Ace!

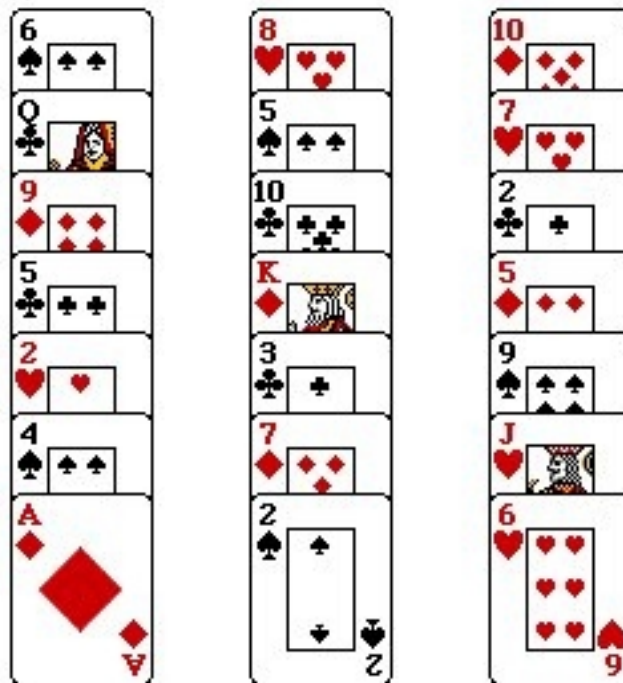
Continue spelling, dealing cards from the top of the pile to the bottom, one card for each letter, T W 0- laying the next card, as you say "Two," on the

table face up and leaving it there. It will be the 2. Then spell T H R E E, "Three,"-turning up and putting on the table the card that comes after the last E.

And so on through all the numbers. The letters that are *spelled* always represent cards dealt from the top of the pile to the bottom, face-down, and the *words*, "Four," " Five," etc., always cards that are shown and then left face-up on the table.

When you have passed T E N, "Ten," spell the next card J A C K, "Jack." Then Q U E E N, "Queen." And then you will have only one card left, so it must be K I N G, "King."

Skip About



Deal three files of seven cards each, face-up and over-lapping.

Ask someone to note one of the cards-any card-and tell you which of the three files it is in.

Now pick up each file separately, bunching the cards together in a pile without disturbing their order, and put one pile on top of the other in your hand, face-up, being careful to put in the *middle* the file containing the

selected card. (If it was in the first file, pick up the second, then the first, then the third.) Turn over, face-down, the stack of cards in your hand.

Once more deal the cards, without shuffling, face-up in three files, laying out three cards across (one card in the first file, one in the second, one in the third) , then three more across overlapping the first three, and so on until the layout looks as it did in the beginning.

Ask your friend to tell you which file his card is in now. Once more gather up the three files, putting his in the middle. Turn the cards over in your hand, face down, and deal them face-up again in three files, as before.

For the last time he is to tell you which file his card is in. And now you know the card, for it is the middle card in that file.

Do not tell him yet, however. It will be more mystifying if you gather up all the twenty-one cards, shuffle them a little, then scrutinize them closely before you pounce upon the right one and display it.

You can vary this trick, and make it even more baffling, by not seeing the faces of the cards yourself at all.

Deal the three files *face-down*. Then, without disturbing their order, hold up each file so your friend can see the cards, but you can see only their backs.

When he has noted one card, and told you which file it is in, gather them all up, face-down, with his file in the middle, and deal them again face-down.

Hold up each file, as before, for him to see which one his card is in. Once more gather them up, with his file carefully in the middle, and deal them again face-down.

Hold the files up for the last time for him to see, and when he has told you the file, gather the cards together, still face-down, his file in the middle.

Then begin to deal the cards off, one at a time, throwing them face-up on the table, but carefully counting them to yourself as you do so. When you reach the eleventh card, you can safely say, "That is it!"

The Four Thieves

It may require a little practice to hold four Kings fan shape facing the

audience and have two cards concealed behind one of the Kings, but a few trials will show you just how to hold them.

Let your audience see you pick out the four Jacks and place them one by one on the bottom of the pack, while you begin your story:

"The pack of cards is a warehouse, and the four Jacks are four thieves who plan to rob it. They all meet in the basement" - as you place them on the bottom of the pack.

"Someone sees the thieves in the warehouse and calls the police. The four Kings are the policemen who hasten to the warehouse." you are now picking out the Kings, letting the audience see that you place each one on top of the pack. But as you place the third King you find, have two extra cards with it, on top of it. They will become the second and third cards from the top of the pack, just below the top King.

(Suppose these two extra cards are the 7 of diamonds and the 5 of clubs. When you get all the Kings on top of the pack the cards will actually read, from the top down: K-7-5-K-K-K, but the audience must think they read: K-K-K-K.)

All the time you are going on with your story :

"The police arrive by airplane and land all together on the roof. But in the meantime the four thieves have scattered. This one"-take one Jack off the bottom, show it, and place it anywhere high in the deck, being sure it is not above the sixth card-"goes to the fourth floor . This one"-take another Jack, show it, and put it in the pack a little lower than the other-"goes to the third floor. This one"-the same with another Jack-"to the second floor. And this thief goes from the basement to the first floor"-placing it a little above the bottom of the pack.

Be sure to show each Jack, as this will allay suspicion when you fail to show two supposed Kings.

"The four policemen are on the roof, all together." Pick up the top six cards (which are supposed to be only four) and spread them fan shape so only the four Kings will show when you hold the cards up with their backs to you. The two plain cards must be hidden completely behind the second King.

The audience sees the four Kings spread fan shape and sees you then place them all on top of the pack-the roof; and all the time you are going on with your story, which partly distracts their attention from the cards:

"The policemen know they will never catch the thieves if they stay together. They must scatter through the building. One goes to the basement." Lift the top card, show the audience that it is a King, then place it on the bottom of the pack.

"Another policeman goes to the second floor." Place the next top card (which is not a King, so it must not be shown) low in the pack.

" Another to the "third floor ." Place this one, too, quickly, as it is not a King.

"The fourth decides to remain on the roof, lest the thieves try to escape that way." Lift up the next top card, show the audience it is a King, then replace it on top of the pack.

"Now the four policemen are all scattered, searching for the four thieves."

Put the pack on the table and ask someone to cut it (just one cut), being sure the bottom part of the cut is placed on the top part in the proper way.

"The policeman on the third floor" (or on the second floor if the cut was high in the deck) "saw one of the thieves running up the stairs. He blew his whistle, and all the other policemen rushed to his floor.

"So now they are all together again !"

Turn the pack over, face-up, and lightly spread it on the table-and there are the four Kings, huddled together about midway!

One by One

One by One is a "mind-reading" trick.

A new pack of cards is best, where all the cards are straight; in an old pack they are often bent from much bending.

Begin by telling your audience you will name each card by reading the mind of someone who sees it. But you can only do that by first working magic on the card. Have someone shuffle the pack thoroughly, so you cannot be suspected of having "arranged" the cards.

You are going to hold them behind your back. As they are handed to you, or as you swing them behind you, note the card that is on the bottom-without

letting anyone see you do it, of course. Suppose it is the 4 of clubs.

With both hands behind you, take off the top third of the pack (the exact number does not matter) , and turn it in reverse, so the bottom two-thirds will be facing the audience, and the top third will face you when you hold the cards in front of you. While you are doing this you can be mumbling some "Hokus-pokus-dommus-nickus" magic formula.

Now with the pack deep in the right hand, the fingers curled well over the cards (to conceal that all of them are not facing the same way), hold the pack out in front of you, the bottom card facing the audience, and say, "Mary is thinking of the Four of Clubs. So that is the card she sees!" (At the same time you note the 6 of diamonds facing you.)

Swing the pack behind you quickly, and while you chant your magic, slip the 6 of diamonds from the top of the pack to the bottom, turning the card as you do so, so it will face in the direction of the other bottom cards.

Hold the pack in front of you, deep in your right hand, and say, "John, your mind is hard to read, but I believe-yes, it is the Six of Diamonds !"

(You note the card now facing you is the King of hearts.) Behind you again, you switch that card to the bottom, and when you hold the pack out you can say, "This one is easy, because *everybody* is thinking of the King of Hearts!"

And so on, for eight or ten cards, being careful to name the card you put on the bottom, and not the card that is facing you at the time!

And be very, very careful that no one peeks behind you while you are working your magic!

The Magic Change

The magic Change is an excellent trick, easy to perform, yet wholly puzzling.

Hand the pack of cards to someone-Dorothy, perhaps,-and say to her, "I shall leave the room. While I am gone, shuffle the pack and cut it. Then think of some number from 1 to 14. Count down to that number in the pack; note what card it is-if you think of 9, count down to the 9th card and look at it; if you think of 13, count down to the 13th card. Then replace the cards as they were, so your card is still the 9th or the 13th-or whatever number you

thought of."

You leave the room. Dorothy thinks of 6, say, and when she counts down she sees that the 6th card is the Jack of Spades. She leaves it in its position as the 6th card.

You return, take the pack and say to someone else, "While I am out of the room again, Richard, you write down some number from 15 to 20. When I return, I will make Dorothy's card magically change its place, from her number to yours."

Leave the room, taking the pack with you. Now rapidly but very carefully deal off, one by one, and *face-down*, the top *sixteen* cards, placing one on top of the other as you count them off. Then replace the pile of sixteen, in their new order, on top of the face-down pack. These sixteen cards will be exactly reversed. The card that was on top will now be the sixteenth, the former second card is now the fifteenth, and so on.

You return to the room and ask Richard what number he wrote down.

If he says 17, all right. If he says 16, you must slip one card from the top of the pack to the bottom; if 15, two cards from the top to the bottom. If he says 18, slip one card from the bottom of the pack to the top; if 19, two cards from the bottom to the top; if 20, three cards from the bottom to the top.

As your audience will see you do this, you can say, "For luck!" or, "To make it more confusing," or anything of the sort.

Now ask Dorothy what number she thought of.

If she says 6 (and Richard has said 19 and you have put two cards from the bottom on top), give a few taps on top of the pack and say, "Card, I command you to skip from Dorothy's number to Richard's

Then to Dorothy: "Now I will count from 6 to 19, and there it will be!"

Count aloud, "Six"; then throw the first card face-up on the table as you say "Seven"; then the next card for "Eight"; then "Nine," and soon. (Be sure to say the number thought of, but begin your count with the next number *after* that; if Dorothy's number was 10, say "Ten," and count the first card "Eleven.")

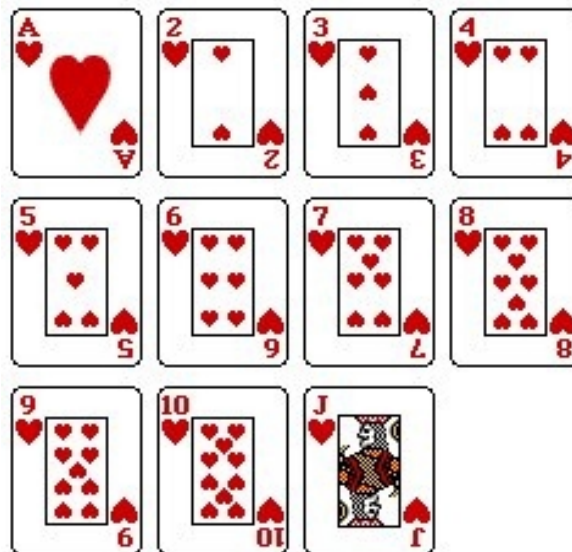
Count all the numbers aloud as you deal off the cards, and when you reach

"Eighteen"-the one before Richard's number-you can pause dramatically and say, "The next one, if it skipped down when I told it to, will be Dorothy's card." Turn it over as you say, "Nineteen" and lo, it is the Jack of Spades!

Dorothy and everyone else saw it as the 6th card. How could it become the 19th ? You could not have "placed" it when you had the pack out of the room, because you could not possibly know what card Dorothy saw, nor what number she thought of, nor what number Richard wrote down.

It is all very baffling !

Turn Around



This trick is easy to learn and easy to remember. It will be great fun to watch your friends struggle with it. Then, when they have tried this way and that, becoming more and more entangled, show them how simple it is by doing it in no time at all!

Even after they see you work it, they probably will fail unless you tell them just where the catch comes in.

Pick out one complete suit except the King and Queen, and arrange the eleven cards in order in three rows, with a space at the end-as in the illustration.

The trick is to move *one card at a time*, into the space that is next to it, and end with the cards completely reversed in order:

J 10 9 8
 7 6 5 -
 4 3 2 A

With the space at the end of the middle row this time.

There, will always be one space, and only a card that adjoins this space may be moved into it. (The first move must be either the J or the 8, as no other card adjoins the space. If the Jack is moved, the next move must be the 7 or the 10. If the 8 is moved, the next move must be the 7 or the 4.)

The cards may be moved either up or down or across, but not diagonally.

Try this yourself before you read the solution. You will find it a fascinating game. But, like other tricks, it loses much of its interest once you know how it is done !

The solution is quite simple. These are the moves in their correct order:

J 10 9 5 6 7 8
 J 10 9 5 6 I 2 3 4
 J 10 9 5 6 I 213 4
 1 10 9 5 6 I 2 3 4
 J 10 9 8 6 I 2 3 4
 J 10 9 8 51 2 3 4
 7 6 5

The catch comes toward the end, so be on the alert after you get the 9 in the top row, for the next move will be the 8 (not the 5), and then the 6 (not the 7).

When you have learned to shift the cards quickly, watch someone else try it!

Poke Sank

This is sometimes called the Wandering Pairs, and there are two or three ways of performing it. *Poke Sank Lent Play Toys* seems the easiest to remember, so it will be given first.

Fix those five words firmly in your mind, and picture them printed on the table, one beneath the other:

POKE
SANK
LENT
PLAY
TOYS

The trick is to deal out twenty cards in twos (called pairs, although the two cards will not be alike-one may be the 5 of diamonds and the other the 9 of clubs), have someone note anyone pair (not any two cards) as you lay it face-up on the table, and when you have dealt out all the pairs you will tell him the two cards he has chosen.

Begin by saying, "I will deal off eight or ten pairs," as if the number did not matter at all, but actually it is very important for you to make it precisely ten pairs.

There are ten pairs of letters in *Poke Sank Lent Play Toys*, and each pair will represent two cards you deal out. The first pair you deal must. be placed where the two P's are-one card at the upper left corner of your layout, and the other far enough below it to get in a card for S (Sank) and L (Lent) later on.

After the first pair is dealt, wait a minute before you deal the next pair. This will keep your audience from confusing the first two cards with the second two, and it will give you a chance to picture in your mind just where the next pair will be dealt, for they will be placed where the two O's are-one where the O is in *Poke*, and the other for the O in *Toys*.

Hesitate after this pair, also, and picture the position for the next two cards-to be placed where the two K's are.

Hesitate again, and then deal the two E's. Then the two S's, the two A's, N's, L's, T's, and Y's.

As you lay each two cards face-up on the table, it looks as if you were placing them here, there, anywhere, but of course you are following a very careful system.

The numbers under the letters in this table show the order in which you deal the cards off the pack, 1-2 being the first pair, 3-4 the second, and so on.

POKE
1 3 5 7

SANK
9 11 13 6

LENT
15 8 14 17

PLAY
2 16 12 19

TOYS
18 4 20 10

Hesitate briefly between each pair, giving your audience time to note well the pair that is chosen. It is really better for them to write down the two cards they select, for then they will not confuse them with a later pair and believe that you are wrong when you name the two cards they chose.

When you have dealt the final two cards (Y-Y), say, "That is enough. Now tell me what rows your pair is in, and I will tell you what cards they are." If someone says the second and fourth rows, you spell those two rows in your mind (Sank and Play) and know at once that the only like-letter in the two words is A, so his pair will be the two cards in the position of the two A's-the second card in the Sank row and the third card in the Play row.

If he says the third and fifth rows, it must be the last card in the Lent row and the first in the Toys row-because only T-T are alike in those two rows. One good thing about this trick is that any number of people (up to ten) may choose pairs as you deal them out; and you can name them all, one after the other, when each has told you the rows his pair is in.

Another way to perform the trick is to have four rows with five-letter words. You may take; your choice between four English words and four Latin words, the trick otherwise being the same as Poke Sank Lent Play Toys.

In the five-letter words, however, you must say, "Tell me what row or rows your pair is in," and it is not quite so mystifying when the two cards are in the same row.

The Latin words are better than the English, as they have no two cards of a pair side-by-side. But the English words are much easier to remember, and that is an important part of the trick.

The two sets of five-letter words, and the order in which the cards are dealt, are:

USUAL MUTUS
1 3 2 5 7 1 3 5 4 7

SHEER DEDIT
4 9 11 12 13 9 11 10 13 6

CHAFF NOMEN
15 10 6 17 18 15 17 2 12 16

COLOR COCIS
16 19 8 20 14 19 18 20 14 8

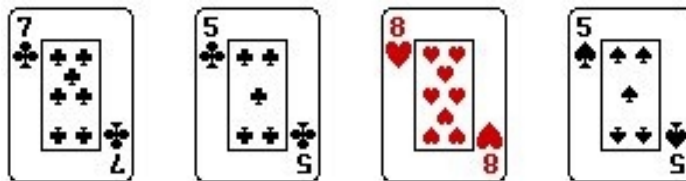
Turnstile

Not everyone knows that in every pack there are many cards whose small numbers in the corners (4, 5, 6) are printed unevenly as to margins-at one end of the card the number is closer to the side edge than at the other end.

Pick out four or five cards whose margins are noticeably different, and lay them face-up side by side on the table-being careful to make all narrow margins the left-side of the cards.

Say now to someone, "While my back is turned and my eyes are closed, turn one of those cards around, so the top of it will be where the bottom is now. I will tell you which card you moved."

When you turn back and open your eyes, you can tell instantly, for you will see one of the cards with its narrow-margin on the right. To mystify him further, you can take four more cards and tell by the way the pips are pointed. In most of the Hearts, Clubs, and Spades, it is very easy to tell one end of a card from another by the way the pips are printed, some pointing up and some down.



Then take four more cards whose pips are exactly alike top and bottom (any Diamond except the 7; or the 2,4, 10, and face-cards in the other suits) and tell again by the margins. But, be sure there is enough difference in the side margin for you to detect the change!