

114+ Tricks with a Regular Deck of Cards

Welcome to 100 Plus Card Tricks and Ideas. This book is filled with easy to learn card tricks and ideas with normal playing cards. You will be able to borrow a deck of cards and look like a true card magician if you read and practice the tricks and ideas in this book.

We have done something special just for you. Instead of most books of this type that just listing trick and after trick, we have created a three-trick routine with the patter (that is what you say when you perform the card tricks). Plus, as a bonus we have added many extra tips on how to make the routine better.

So, sit back and read tricks one through three, practice them with the words we give you and then do it all over again. Add a little of your personality in and the do the tricks for your friends. This is what we call Instant Card Magician. After you break the performing ice, come back and read the rest of the tricks and ideas to add to your core knowledge.

You may not ever do all the ticks in this book, but please take the time to learn them once. Someday, you may need the idea and use it.

This book is filled with many cool card tricks that work without any real skill on your part. Some effects are based on mathematic principles, others on special ways to set up the cards. This is an easy book and will allow you to take most of the time to develop the best presentation to become a card trick master and a true performer.

First Three Tricks

Reversed behind

Effect: Cards are handed out. A card, any card is picked. Take the cards. Turn yourself around as the spectator shows the card, then turn back and have him put the card anywhere in the middle of the cards. Without doing anything, spread the cards and their card is the only one reversed.

Routine: The way to do this is easy. Take the cards and turn your back to the spectator and simply reverse the bottom card and turn the cards over so the whole deck is upside down. When you turn back and have the card replaced, it naturally goes in backwards, but the person does not realize this. All you have to do is secretly flip the cards over as you spread the cards while being careful not to show the bottom reversed card. It will look like their card is the only one upside down.

Extra Tips and Ideas:

So, how do you turn the cards over and back again plus fix the one backwards card on the bottom after the trick is over? The first step is flipping the cards over. The first time is easy because you can do all the dirty work while your back is turned but the reversing back right in front of the spectator is the real trick. The way to do this is called a wrist kill. All you do is hold the cards in one hand and as you snap the fingers of the other hand or make some kind of magical gesture, drop the hand with the cards to your side

and, in one hand, flip the cards over without dropping it. Bring the cards back up to reveal the spectator's card as you spread. Now once the trick is over, what do you do with that one reversed card on the bottom? If you remember the name of the card and force it as described later in this book, you can add another trick to this routine. Then, you don't have to fix it. Or, find another reason to turn your back or just fix it under the table after.

21 Cards

Effect: 21 cards are dealt out in three rows. The spectator just looks at any card, then cards are re-dealt a few times to finally reveal that you know where and what their card is.

Routine: Start by dealing the cards into three rows of seven cards across in piles. Tell the spectator to think of any card in any pile and tell you which pile it is in but tell them to not name the card. Pick up the cards always in this way. Scoop up the pile with their card, then place it on top of any other pile their card is not in. Scoop up any of the remaining piles, and place it on top so the pile with the chosen card is always sandwiched between the two other piles. Now flip all 21 cards over face down and re-deal them back in three rows of seven. Have the spectator tell you which pile the card is in and repeat the gathering up of the cards and turn them face down again and re-deal them. Do this a total of three times. The trick is over because of a math principle. At this point, once the cards are in three rows of seven, their card will be in the eleventh

position from the first pile you dealt. Make sure you deal left to right. So, remember that and what their card is. Now to reveal the card, pick up all the cards in a great big pile, turn them face down and deal them this time in one face up pile on the table but do not do this neatly. As their card is dealt, deal a few more cards (pass their card), and tell the spectator the next card you flip over is their card. When they say no, reach down and flip their face up card on the table face down showing that you knew this was their card.

Extra Tips and Ideas:

One neat thing with this trick is at the end there are many ways to show the spectator that you knew the name of their card. Another way to do this is called magicians choice. Their card will still be in the 11th place, but this time, deal the card into four piles of three cards off center in a star shape (pic). Have the spectator point to any two piles, and as you dealt them, remember where the 11th card is. If their card is in one of the two piles they pick, keep these and gather up all the other piles and set them aside. If their card is not in one of the two they pick up, get rid of these two and have them point out two more piles. Once they have pointed and you repeat this until there is only one pile left with their card in it, pick up the three remaining cards and deal them across 123. Have the spectator point to any one card. In the same way as above, if they point to their card, get rid of the other two and show them that the last card on the table is the card they picked. If not, get rid of cards until it is the last card and turn it over,

showing that after all this dealing and picking it is the only card, their card.

Extra Tips and Ideas:

Another point is below. We will teach you another method of the 21-card trick using only 16 cards. The above ways to reveal their card can also be used for that trick, but also many other tricks. Anytime you secretly know the name of their card you can use the info in #4 to do this.

Three Card Miracle or Reverse Monte

Effect: Three cards are dealt out, spectator looks at one card, then switches order of the two cards picked. All this is done while your back is turned. Turn around and have all three-cards mixed up, but you guessed it. You turn all three cards face up and know which card was looked at.

Routine:

This trick is easy but without practice you will forget how to do it; this is another trick that is based on a math principle that I can't explain. However, the method is this.

Let's say the three cards are the ace, two, and three of hearts, but any three cards can be used. Lay the three cards next to each other in this order (again any order will work but for this explanation it needs to be in this order) two, ace, and three all face up. Turn your back and tell the spectator to look, remember, and turn one of the three cards face

down, then take only the other two cards, switch them and turn them face down. Make sure that his card of choice does not change places. At this point, turn back around and have spectator mix up all three cards face down. But here's what you need to do and remember: where the ace was (or whatever the middle card is (the card you are tracking) does not matter), just think of the middle card as an ace. Then, as the spectator mixes all three you track where the middle card the so-called ace ends up.

Turn the cards over face up one at a time. Start with the card that you are tracking. Now here's the very important part. If that card is the ace, then the spectator picked the ace. If that card is not the ace then they did not pick this card and they did not pick the ace, so by process of limitation, they picked the only card left.

Again, I don't know and can't tell you why but it always works. At this point, tell the spectator what card they picked and say,

"ta da".

Bonus Effect

Not Marked

Effect: Three cards are laid out before the spectator, and they are told the cards are not marked. How could these three cards be marked, they have NO Backs? But the magician seems to be able to tell the spectator which card they looked at EVERY TIME. Even when the cards are mixed.

Performance: Lay the three cards out on the table and tell the spectator to notice that the cards can't possibly be marked because the three cards have NO backs (supplied), but you will be able to tell them which card they looked at. At this point, turn the cards face up and tell the spectator to look at one of the cards and memorize it, then take the other two cards and reverse their positions and turn all three cards face down while your back is turned. When you turn around, tell the spectator to mix all three cards one more time just to make sure they really are MIXED. Then, look at the faces of all three cards one at a time and then simply tell the spectator which card they looked at. WOW!

The Method: Well, frankly we don't know how this works. It's like the Gilbreath Principle. It just works, and if you don't know the Gilbreath Principle, just read Max Maven.

But, this is what we can tell you about this trick. First off, lay the three cards out

on the table face up and remember one of the cards and it's position in the row (it's really important that you track this card's position) Have the spectator do the voodoo (mix the cards) that they do so well. When you turn around and tell the spectator, "Mix the cards one more time," you need to track the card at the position that you remembered earlier, (even if it's not the same card that you looked at) because the spectator may have moved it. Never the less, after the cards have been mixed, look at all three cards (one at a time) but start with the one you were tracking and here is where it gets weird: 1. If the card you were tracking is the same card that you looked at first, then this IS their card. 2. If the card at the position you were tracking is not the card that you looked at then you will know that the card you tracked is not their card as well as the card that you just looked at. Furthermore, the other card (the third card) IS the card they are thinking of. So, don't forget to practice this trick a million times or trust me you will forget this one. It also helps to memorize all the cards in the set we give you. Once again these cards are clearly "Not Marked".

How to put all the routines together

Routine:

Here's what you need to say to put all three tricks into one cohesive routine.

Start by saying, "I want to show you a trick with 52 cards if I am playing with a full deck because I don't always have a full deck". Just a little joke. At this point perform the Reversed Behind trick. After performing, take your applause. Then say, "But any magician can do a trick with 52 cards so let's only use 21" or if you choose, 16 cards. Then perform either of the two tricks but not both. After that card is revealed and you take in all the cheers, say, "But any magician can do this trick. What I am going to show you is impossible. This time we will only use three cards. Just so you know, if I knew a one card trick, it would be next."

This presentation should be practiced with the routines above but make sure you do all in this book. Just so you know, once you have this down, you can split them up and perform them separately.

16 Card Trick

Effect: 16 cards are dealt out in four rows. Spectator just looks at any card. Then cards are re-dealt a few times to finally reveal that you know where and what their card is.

Routine: Start by dealing the cards into four rows of 4 cards across in piles. Tell the spectator to think of any card in any pile. Have her tell you which pile it is in but not the

name of the card. Pick up the cards always in this way. Scoop up the pile with her card and then place all the other piles on top of this pile face up. Turn everything over and re-deal them back into 4 rows of 4. Make sure you deal cards across. This is the secret. When the cards are all dealt again, their card will be one of the top cards in one of the rows. Have the spectator tell you again which rows her card is in and then this time as you pick up the cards remember the name of the card on top of the pile she named. At this point, you can just tell them the name of her card or reveal it like you did with the 21-card trick using info in #4.

Extra Tips and Ideas:

The way to make both the 21-card trick and this one seems more entertaining is after you know the name of his card or position (11th) in the case of the 21 routine, act like you have messed the trick up or that you need to count on your fingers doing more math in your head. This will throw the spectator into thinking trouble has happened or that you are not good at the trick. This is used in many tricks to fool them even more when you tell them the name of their card.

Even more Great Card Tricks

Joke Card Box Yo-Yo

Effect: The magician starts to do a card trick and brings out a box of cards when he finds a spectator to help him. Ask them to catch the cards. The magician then throws the box at the spectator and the box shoots back to the magician's hand because of the gimmick.

Method: Take an empty box and attach a Chinese Yo-Yo to the inside of the box with some heavy-duty double stick tape, and make sure that Chinese Yo-Yo is loose so it will shoot out and working right.

The Chinese Yo-Yo has to be prepared to shoot out by unwinding it a few times. This will cause the Yo-Yo to be loose enough to shoot out without shooting so far that it bends and breaks. If this happens, you will need to get another.

Performance: I always would throw it to a kid in the front row and when I retract it, the line I would say after the first laughs is "No, really catch it." Of course they try, but the Yo-Yo snaps back and they retract again and it will fool them a second time. Now I would say "third time is the charm." But it's not and, at this point, put the gimmicked card box away.

El Quarto / 4 Card Trick

Effect: This is a mental effect

Needed for the trick: the cards. Four numbered cards

1,2,3,4 of any suit (for example 2 of hearts)

On the back of the three card is a big X. Make this mark with a sharpie. The rest of the backs are normal, but one will be a different color on the back than all 4.

Now have a spectator see you have an ace through 4 by showing and spreading the faces. Next tell them to name any number 1 through 4. If they name the 3, then simply turn over the 3 showing the x on its back showing you knew it was that card. If they name the ace, show it as the only blue or whatever different colored card. Here's where it gets a little harder. If they name the 2, take out the card show it as red with the other three cards. Perform a frustration count which is easy. Hold the three-card packet by the short ends and flash by turning your wrist over so the back of the blue ace shows, then turn your wrist back down and take the card off the bottom, the 4. Next with same wrist action, show the back of the ace again. Turn it back over and take the 3 away. Last show the back of the ace the only true-blue card, proving you knew they would choose the only red card. Finally, if they name the 4 the same as the 2, take it away and repeat the count show all as blue again.

This trick will be one of the more difficult ones but practice makes perfect.

One Card Reversal

Effect: The only set up you need is to turn over the bottom card of the pack so it is face up. Spread the cards and have a spectator select one. Make sure to keep the bottom face up card hidden. While they are looking at their card, square the cards up and secretly turn it over. The cards will appear to be face down because the bottom card is facing down. Have their card inserted into the cards and square the cards. Next secretly turn the deck back over. The easiest way is behind your back. Also while its back there, fix the one reversed card, bring all back out, and spread the cards and show their card is the only reversed card.

Color Location

Effect: To start, separate the cards into two piles red and black. Place one on top off the other, and you are ready to perform. Spread the faces towards you so you can separate the cards into red and black. Place the piles face down on the table. Have two spectators select a card from each pile and replace it in the opposite. Replace the piles together and square them up. To locate the selected cards, run through the cards facing you and remove the selected 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 cards will destroy any evidence.

The Robbers

Effect: Remove the four Jacks from the cards and turn the deck face up. Spread off three cards and lay the Jacks on the bottom as you square up all, steal the three cards off with the jacks, then turn deck face down placing all 7 cards on top face up.

Spread over three Jacks showing all four jacks, then square all the cards and turn them face down. This will place the 3 other cards on top of the Jacks. Tell the story of four robbers robbing the bank. Slide the top card off the pack and place it into the cards near the bottom, the basement. 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 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.

The Vanishing Card

Effect: Have 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. Have a spectator select a card, have it replaced it on top. 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, they will find the selected card has vanished.

Extra Tips and Ideas:

Have a duplicate card in your pocket and force the other one first when their card vanishes, pull their card out of your pocket.

Two Card Mystery

Effect: You will need two cards of the same color, but opposite suits, and their mates. For instance, a seven of clubs and a six of spades, then a six of clubs with a seven of spades. One card of one pair on the top and bottom of the cards. Place the other two cards on the table. Show the two cards on the table but don't call attention to the suits, only the numbers and colors. Place each one in different places in the cards. Hold the cards in your right hand with your thumb on top and fingers underneath then toss the cards from your right hand to your left hand while still holding pressure on the top and bottom cards. All the cards should be released except the top and bottom cards. Turn

the cards face up and show you have magically relocated the lost cards. The spectators will not realize there are two different cards.

Four Ace Discovery

Effect: The spectator selects a card and returns it to the deck. The cards are spread revealing a face up card – it's a five. You explain that the card is not the card, but if you count down five cards, wow, the spectator's selected card. And, surprise, the other four cards are the four aces!

Place a five face up on the bottom of the cards, followed by the four aces face down. Have a card selected and replaced on top of the cards. Cut the cards, losing everything. The action of cutting will position the set up on top of the selected card. Simply spread the cards revealing the five. Count down five cards and turn over the fifth card, revealing their selected card. The kicker, flip the four cards over revealing the four aces.

Aces from the Pocket

Effect: You will secretly remove the four aces from the cards and place them in your pocket. Have a spectator shuffle the cards and return them to you. Place the cards in your pocket beside the four aces. Then reach into your pocket and remove the aces one at a time. It will appear as if you magically plucked them from the cards one by one.

EZ Card Trick

Effects: This trick 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 cards. You take the cards and apparently cut them. In reality, you move five cards from the top to the bottom of the cards. 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.

Forcing a Card

Effect: Forcing a card is the actions of making a spectator choose a card that you want them to pick, so it is not a free choice.

The Slip Force

The top card is the card you will force. You will hold the cards in the mechanic's grip 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 riffling the cards with your left thumb and have the spectator tell you when to stop. Take your right hand over the deck and grab the upper above the point they said

stop. Your left fingers are curled over the top card of the cards, and pull the top packet upward and out. The left fingers maintain downward pressure on the top card allowing it to slip off the top packet and onto the bottom packet. Then, you will move the other pack forward to have them pick the card they think they stopped on.

Criss Cross Force

To force card on top, have the spectator cut the cards but do not have him complete the cut. Before they do, complete the cut for him, placing the other packet on top. Do not place it squarely on top. Instead, place it crossing the bottom packet like a cross. Make sure he knows he could have cut the cards anywhere. Take top card off the bottom packet that is the top force card.

Double Cross Force

Effect: Force two cards at same time

The cross-cut force can be used to force two cards. Place one of the cards to be forced on the bottom and the other on top. Use the same procedure as the cross-cut force.

Tell two spectators that the cross marks the two cards to which he cut, and ask them to remove and remember these two cards. They will be the forced cards.

The Rollover Force

This force works because of the causal way in which the cards are handled. Start by holding the cards face down in dealing position, and tell the spectator you will have them choose a random card. Lift about a quarter of the packet and flip them face-up on the top of the cards. Lift off about half the cards, and flip it over on top of the pack by digging deeper past where you have the flip cards. Repeat by lifting about three quarters of the cards and flip this on top. Spread the cards over till you get to the first face down card. This will be the top force card.

Hindu Force

Effect: Forcing a card from a shuffle action.

To perform what is known as a Hindu shuffle, start with the force card on bottom. Hold the cards from above by the sides with fingers and thumb gripping the edges tightly. 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 stay on the bottom. Have a spectator say, "stop," at any time. When he does say this, turn the right-hand packet to the spectator and have him look at the bottom force card.

Tip and Idea: As you perform the Hindu force over and over, each time you show the force card, it will look like the whole deck is that card.

Count Force

Effect: This is one of the easiest ways to force a card by count to what seems a random card. Have force card on top of the cards. The spectator chooses a number between 1 and 10. Say they choose “nine.” You are going to demo how to do the count. Count, tell them this would be your card, the ninth one. Put the cards back on deck and hand them the cards. Have the spectator repeat what you did. When they stop counting at the ninth card, it will be the force card. They are just reversing the order of the cards twice to arrive at the force card.

Many ways to reveal the force card

You have learned how to force a card on a spectator, next are group of ideas of how you can reveal their selection to them in a magical way.

The Eyes Tell

Effect: You find their card just by staring at them

Force a card on a spectator. Tell him you can see the selected card in his eyes. Look into his eyes, then reveal the name of his selected card.

The Prediction Card

Effect: Their card is predicted.

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.

The Envelope

Effect: Prediction of their card is in a sealed envelope.

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 sealed

Card Tattoo

Effect: Spectator’s card is tattooed on you

Have a temporary tattoo of your force card placed on your body. Have the force card selected and returned to the cards. Reveal your tattoo of the selected card. If you are really hardcore, you can get a real tat!

Annoying Card

Effect: Have the spectator select the force many times over and over. Have the force card picked and return it to the cards. Tell the spectator to choose a different card and force the selected card again. Continue this for a few times for a great laugh.

All for One

Effect: Have many spectators select the same force card and reveal all at same time. Have a card forced then replace it in the cards. Force the same card on several other spectators making sure no one else sees one another's card. Have all the spectators name their card simultaneously on the count of three. They will feel silly when they all name the same card.

The Friend

Effect: You need to have a friend who knows the name of your force card. After a card has been forced and returned to the pack, call your accomplice on the phone or back in the room after being sent away. When he answers, ask them to speak to the spectator and ask that person the name of the card. Your friend will then reveal the selected card.

Funny Business

Effect: Card appears on your biz card. Put the name of your force card on your business card. Have a spectator select a card and return it. Go through the action of not being able to find it. 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.

Bet on It

Effect: Card is revealed on the back of cash. 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 to pay off the bet.

TRICKS WITH DUPLICATE CARDS

Buy two matching decks of cards, you can perform some miracles by using duplicate cards. You will use one card to perform with; the other card will be used for revealing.

Card in Orange

Effect: Spectator's card ends up in an orange. Start with the duplicate force card and roll it into a tube. Remove the stem from an orange and stick a pencil down the center

to make a small cavity. Slide the card into the orange and glue the stem back in place. Have the second force card selected and replaced in the cards. Remove the orange from a bowl of fruit and give it to the spectator to cut open. He will find the selected card in the center of the fruit.

Card to Pocket

Effect: Card ends up in your pocket. Place a duplicate force card in your pocket and you are ready. Have the force card selected and replaced in the cards. With empty hands, reach into your pocket.

Card on Back

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

Card in Shoe

Effect: Card is picked and ends up in your shoe. Place a duplicate force card in your shoe, and you are ready to perform. Have the force card selected and replaced in the cards. Fail to find their selected card. Remove your shoe and slowly remove the selected card.

Card under watch

Effect: Card ends up folded under your watch. Fold up a duplicate force card and place it under your watch. Have the force card selected and returned to the cards. Tell the spectator to watch you find his card.

KEY CARDS

The key card is 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. Have a card selected then replaced on top of the cards. The cards are cut and you will be able to find the selected card.

If you know the identity of one card in the deck and place this next to an unknown selected card, then you can always find the selected card no matter how many times the deck is cut. Have a card selected and placed on top of the deck. Then cut it into the center – this brings the key card directly on top of the chosen card.

Personal Magnetism

Effect: A pen or pencil acts as a divining rod and finds their card.

A card is selected, replaced, and cut into the deck with the key card on bottom. The cards are then spread face up. A pencil is handed to the spectator. Tell him his personality has magnetized both the selected card and the pencil, so they will attract one another. Take the pencil back and pretend that an invisible force draws it to touch the selected card.

Magic Key Card

Effect: Have a spectator shuffle the deck, and when returned, secretly note the bottom card. Remember this card; say it is the five of hearts, as it will be used as the Key Card. Drop the cards into four or five heaps (face down) and request anyone to look at any top card on any heap and replace it. You take up the heap containing the Key Card, (five of hearts) and place it on top of the heap containing the selected card. The deck may be cut several times without fear of separating these two cards. Run through the deck until you come to the Key Card (five of hearts) – the selected card will be next to it in front.

Over and Over

Effect: card is found even when spectator thinks you missed

The key card principle is employed. A card is selected and placed directly under the key card and have the cards cut many times. Turn the cards one by one face up onto the table (mentally note when the key appears and the next card is the select one) and deal a few cards past the selected one. Tell the spectator that the next card turned over will be his. He will think you are referring to the next card on top of the deck, which is impossible since he has already seen his card go by. Instead, pick up the selected card on the table and turn it over face down.

Extra Tips and Ideas:

Short Card Key

By cutting $1/64$ " off the end of a card, it will be a fraction shorter than the rest of the cards. By riffing the deck at the end with the thumb, this card can be easily felt. With practice, you can cut to this card at any time. You now have a key card which you can feel and never have to look at.

Corner Short Key

Very similar to the short card, only this time only the corner of the card is cut shorter. A corner short requires more practice to control but there is less chance that it will be noticed by the spectators.

Double Key

Gluing two cards together, making a card that is twice as thick, makes an excellent, almost undetectable, key card. A double key is easy to feel and cut to the top or bottom.

Back to Easy Card Tricks

Spelling the Cards

Effect: Spell to the selected card

The performer takes 13 cards, begins to spell "o-n-e, one", passing one card from top to bottom for each letter and turning up the fourth, which is found to be the Ace. He then spells "t-w-o, two", passing three cards more underneath and turning up the next which proves to be a two, "t-h-r-e-e, three" and continue until the entire thirteen cards have been spelled out. How to do this the cards must be arranged as follows, from top down: 3, 8, 7, Ace, Queen, 6, 4, 2, Jack, King, 10, 9, 5. Then simply deal the card as described above- A very pleasing trick.

Only Face Cards

Effect: The face cards are magically found

Take a pack of cards and remove the 12 face cards. Next, divide the remaining cards into two equal piles and place the 12 face cards in the middle of the deck. Now ask someone to cut the deck, several times, placing the top cut on them each time. Then deal off the cards and the 12 face cards should follow one another. If it goes wrong just do a different trick.

Spelling Trick

Effect: You spell to a thought of card

Arrange the six cards in the following order and face upwards on the table. six of clubs, ten of hearts, king of spades, eight of hearts, jack of diamonds and eight of diamonds.

Ask a person to simply think of one of these cards. Gather the cards up and place them on top of the deck. Then secretly add 9 cards to the top of the deck above the cards.

Ask a person the card they thought of and spell it out. Say, King of Spades was thought of. Spell out king of spades, and as you spell the last letter, the king of spades will show up.

Turnover Card

Effect: Card flips out of a dropped deck

Get the chosen card to the top of the deck by any manner you desire. Push it about one inch to one side, so it sticks out to the side over the other cards. Hold the cards about twenty inches from the table top and let them fall flat. The air resistance will cause the top card to turn over and lay face upward on the deck.

Magic Card Reading

Effect: After the cards are shuffled and placed in your pocket, six cards are named and pulled out.

Place six cards in your inside coat pocket. You must memorize their order. Have the deck shuffled by the spectator. When it is returned, place it in your inside coat pocket in front of the memorized cards, and slowly, one by one, remove the six cards, calling the name of each in turn.

Extra Tips and Ideas:

You can make this more effective by being blindfolded before the cards are passed back to you.

Wipe the Pip

Effect: The pip of a card is wiped away

The four of hearts is on top of the deck with five of hearts second from the top. Double lift showing the five as the “top card” and replace it on top, face down. Now slide off the four and rub it on your sleeve and show that you have changed the card by wiping off the center spot. You could start by forcing the four at first.

Next Card

Effect: Have a card selected. After losing it in the middle, deal cards on table until you find their card with a surprise. Have the selected card returned to the top of the cards 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. Keep flipping about five more cards pass the selected card. Tell them the next card you turn over will be theirs. They have seen you flip past the card and will think you have missed it. Reach into the dealt pile of cards and remove their card and flip it over – you have located their selected card!

Finger prints

Effect: Have a card selected and replaced back in the cards placing your key card on top. Tell the spectator you will locate his card by checking for finger prints. Have card forced on them, then replaced. Have card picked and lost, but run through the cards as if you are looking for fingerprints. Look for their card right below your key card, finally remove it, and show it's the card.

Spelling Card

Effect: Have a card selected and lost. Spell the name of her card and it is it. Note the bottom card (key card). Have the selected card returned to the top of the cards and cut the cards. Now spread through the cards until you come to your key card. Remember, the card below the key card is the selected card. Next, count one card for each letter in the name of their card. For example, assume they chose the ace of clubs. 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. Hold the cards face down and ask the spectator to name her card. Deal the cards onto the table spelling their card out loud and moving one card for each letter.

Crimped Card

Effect: The crimped card is another form of a key card. 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 cards. Have a card selected and replaced on top of the cards. 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 of cutting.

In the following effects, you will use one of the previously mentioned special card force or controls. Next, move the spectator's card on the top of the pack by a simple cut. Once the selected card is on top, you can reveal the selected card in one of the following ways:

Blowing the Card from the Cards

Effect: Find a spectator's card at your lips

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 close to your lips. Blow on the cards simultaneously, sliding the card off the top of the cards with your right hand. It will appear as if you blew the card out of the deck.

Acrobatic Card

Effect: His card flips out of the deck.

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.

Elevator Card

Effect: The card rises to the top.

Have the spectator name his card and push to the top of the cards. Turn over the top card revealing his selection. This is done by forcing, then controlling his card to the top.

Sinking Card

Effect: The card ends up somehow on the bottom of the deck

Control the card to the bottom of the pack. Have the spectator push on the cards and show the card is now on the bottom.

Pocket Trick

Effect: The card is found even hidden from sight in the spectator's pocket.

Drop the cards in the spectator's shirt pocket. Reach into their pocket and pluck the card from the top of the cards. To do this, control the card to the bottom of the pack.

Have the spectator put the whole deck in their pocket; you just have to grab it off the bottom from their pocket.

Super Pocket Trick

Effect: The card is found in their pocket at the number of cards they choose.

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

Card through the Table

Effect: The card ends up under the table

Have a card selected and cut it to the top. Secretly slip the top card off the table allowing the cards to dip into your lap dropping their card. Place the rest of the cards 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.

Rising Card

Effect: Card rises from the deck

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

Marked Cards

Effect: Fool them to believe the cards are marked.

Have a card selected and cut it to the top. Tell the spectator you can read the backs of the cards that they are marked. 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 like you read the mark on the back.

Card on Forehead

Effect: Their card is stuck to your forehead

Have a card selected and cut it to the top. Breathe on the top of the cards and place the cards against your forehead. Stick the selected card to your head. Spread the cards on

the table and concentrate on the cards for a moment and remove the cards, one at a time until she notices her card is stuck to your forehead!

Up or Down

Effect: Selected card ends up face up or down in middle.

Have a card selected and cut it to the top. Hold the cards behind your back and turn the selected card upside down. Ask the spectator if he wants his card up or down. If he stays up, bring the cards 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.

Swing Cut

Effect: This is an easy move to help when moving his card to top or middle or bottom of the deck

You start by holding the cards with four fingers on top short edge and thumb on rear short edge. Take your first finger, grab half or less cards off the top by pulling cards up. As they separate, swing the cards removed to the side and with the other hand grab that packet and hold those card in palm of other hand. At this point you can keep swing cutting or cut the packet or packets to the bottom of the cards held by the fingers. This

will work with one card or many to cut them from top to bottom. Use this in the above tricks.

THE DOUBLE Turnover

Effect: Easy move to turn two cards over as one.

The double turnover is probably one of the most amazing moves you can use with cards. To perform a double, you will apparently turn over and show the top card. You will actually be turning over the two top cards as one card. The easiest way to do this is to hold the cards squarely in your hand in dealing position, which is holding the deck flat in your palm with one finger in front along top short edge and the rest of your finger held along the side long edge. Your other hand comes over the top of the cards and with your first finger at back top edge will lift up one then two cards, letting the top card fall back on second card. The idea is to keep the cards squared together as if they are one. Next you will lift up on the two cards and reach in with rest of your fingers and turn that card over on top of deck, keeping it square. Repeat to turn card face down. 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:

The Changing Card

Effect: Top card changes to different card.

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

Jumping Card

Effect card will appear to jump from middle to top.

Perform a double lift of 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 the middle of the cards. They will think it is the same card. Snap your fingers and turn over the top card – it has magically jumped to top!

The Ambitious Card

Effect: Same as last trick but more actions to cause card to keep coming to top.

Perform a three card double, 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 top. Slide the top card to the bottom and tap the top of the cards. Pick up the top two cards as one and show the card has jumped to the top. Place the cards back on the cards as one and slide the top card off again, this time placing it in the middle of the cards. Tap

the top of the cards again, then turn over the top card and show it has jumped to the top again!

Extra Tips and Ideas:

You can combine this with your techniques of card control and forcing to create a longer and truly baffling routine.

Feel the Card

Effect: Card is found just by feel.

Force a card and have the spectator replace it in the deck. Look through the pack, feeling each card with purpose. Say that you cannot find the card but may be able to do in another way. Get their card to top or bottom and place the deck behind your back and pretend to be feeling the cards individually. Remove the top (force) card and comment that it feels different than the rest of the cards. Reveal it as the spectator's selection.

Houdini's Ashes

Effect: Card is revealed written with ashes on your arm.

Before your performance, write the number and suit of a card on your arm with liquid soap. Force a card and have its name written on a slip of paper. Burn the paper and rub the cool, dry ashes over the soaped portion of your arm. The name of the card will appear on the arm. (Always be careful when using matches/fire.)

Vanishing Card

Effect: Her card vanishes from deck.

To make a selected card vanish from the deck was once only accomplished by master card magicians using sleight of hand. Now with double-sided tape, you can do it.

Double-sided tape is secretly applied to the top card of the deck. Be careful when having a card chosen that the tape is not exposed. Place the chosen card on top of the deck, and cut the deck. The selected card is now glued to the card beneath it. The deck can be cut and freely handled. You can fan the deck or even count the cards face up and show that the selected card has vanished.

Extra Tips and Ideas:

Place the double-sided tape on the face of a card and force that card. As you take it back from the spectator, you can now place it anywhere in the deck and it will stick to the card beneath it. And it will vanish.

Duplicate Cards

With a duplicate of your force card, many miracles are made possible. Chosen cards can be made to appear in impossible locations and combine a duplicate card with a force to perform many astounding feats.

Card in Wallet

Effect: Card ends up in your wallet

Force a card and with the above vanish, you can create true miracles. Place a card from a different deck in your wallet. Force its duplicate and cause it to vanish, then show the duplicate card which has magically transferred to your wallet.

Card in Pocket

Effect: Their card vanishes to your pocket.

Instead of placing a duplicate card in your wallet, place it in your pocket. Force the duplicate and vanish it from the deck in same manner. It reappears in your pocket.

Extra Tips and Ideas:

Secretly place a duplicate of your force card in a spectator's jacket pocket. Force the matching card from your deck and cause it to vanish. Have the spectator remove the card from their pocket. Putting a card in his pocket will take some real bravery.

Card to Shoe

Effect: Card ends up in your shoe.

The duplicate card starts in your sock or shoe. Force its match on a spectator, cause it to vanish from the pack and then reappear in your shoe. This always gets a laugh.

Magic by Mail

Effect: Their card is somehow mailed to them days before.

Mail a duplicate of your force card to a friend and tell them not to open it. When the opportunity arises, force your card on them and watch it vanish from the deck. Have her tear open the letter. Inside is her selected card.

Tearing a Pack of Cards

Effect: You rip a whole deck in half.

The whole secret lies in the performer taking the pack and squaring it up perfectly.

Gripping the pack in one hand, thumb and finger at the bottom, hold the pack up with the faces towards him, and grip it very tightly with that hand. Then, when the other hand approaches the pack, the ball of the thumb against the faces of the pack and the other four fingers against the back of the deck – the thumb is not used. Holding the pack in this position, gives the cards (starting at the top) a sort of push, which causes the uppermost side of the pack tear and then, turning the right hand (still holding the left hand in the same position), the performer turns the right hand completely down, tearing the pack in half. Please remember it is not hard, but the cards must not slip and instead of trying to tear them at once, I suggest practicing with about half a pack to start learning the moves as explained above. To tear into quarters, repeat the above.

Stop Card

Effect: As you deal cards wherever they say, “Stop,” you know that card.

Hold the deck of cards face down in the left hand with the hand underneath the deck and grasping the sides. Put the right finger on top of the deck and thumb underneath, and begin to slide the cards on top of the deck, one by one, toward the body and say: “Tell me when to stop, and I will tell you what card you have chosen.” When told to

“Stop,” slip the cards from the deck and hold for inspection, naming the selected card.

The secret is simple: Remember the bottom card and slide it back toward palm just a little. When told to stop, slide the bottom card back, name it, and remove it to prove a miracle.

Appearing Card

Effect: The cards are held by a spectator, when hit out of his hand just his card remains.

Bring the selected card to the bottom of the deck secretly and turn it face upwards.

Hand the deck to a spectator to hold. Tell the spectator to put his fingers underneath the deck about one inch and the thumb on top and to hold them firmly. At this instant, give the cards a quick rap with your fingers on top and all the cards will fall to the floor except the selected card, which is in the left hand, staring the spectator in the face.

Magic Card Riffle

Effect: A card placed in the center of the deck magically travels to the top.

Two cards, the eight and nine of clubs, are secretly placed on top of the deck. Pick up both, as one card, showing the nine spot and replace on the deck. Now, pick up the top card (eight spot) and place in the middle of the deck. You can flash the face of this card by covering the eight and people will think it's the nine. This leaves the Nine on top, though spectators think it has been placed in the center of the deck. Riffle the pack with

a snappy movement and remove the top card for inspection. Apparently the nine of Clubs has traveled from the center to the top of the deck.

For A Wise Guy

Effect: A trick to fool a smarty pants.

Here is a good one for a wise guy. Have him shuffle the deck and place it with backs up in your hands behind your back, then take off the top card and look at it and replace it on the top of the deck. Turn to face him; you apparently secretly turn the card over on the top of the deck face-up, but do it so he catches you doing it. Then bring the deck out to the front with the face of the deck facing him, telling him to look at the bottom card.

This leaves his card on top of the deck facing you. Replace the deck behind your back, turning the card back again and call out the name of his card. They know how you got a peek at the card and say he knows how the feat was done. Tell him to try it on you.

When you look at the top card of the deck, behind his back you replace it face up, so when he turns the card over and brings the deck out to the front, the selected card will not be facing him. Watch the surprised look on his face.

Quickie

Effect: Just a funny gag.

For a quickie, have a person think of a card, then ask them the name of it and say "That's right." Funny!

Card to Window

Effect: Card ends up stuck to outside of a window.

If going to someone's home and you intend to work a few card tricks, stick a card on the outside of one of the windows. Then later when you are inside and performing tricks force a duplicate of this card and vanish it using the double stick tape method. Tell folks to go over to the window and staring at them through the window is the selected card.

Instant Magician

Effect: Spectator names her friend's card.

Have any card freely selected and returned to the deck. Hold the deck behind your back. Before bringing the deck to the front, tear off the index corner of the selected card and hold it in your hand and lose the card in the middle of the deck. Have another person step forward and say that by a few passes you will cause him to name the card. As you make passes in front of the person's face, he sees a small corner of the card and gets wise and names it.

Don't Look Up

Effect: Card ends up on ceiling.

This is a good stunt for your office or family room. Have any card tacked to the ceiling and you will be surprised to find that no one will notice the card. At the right time, force a duplicate of this card and have it returned to the deck. Suddenly throw the deck at the ceiling at the correct point and all will look up. They'll see the selected card stuck up there.

Red in the Blues

Effect: His card turns red.

We will say you have a blue-backed deck. Remove the 5 of Hearts from the deck. Now place a red-backed five of hearts on the bottom of the blue deck. Next, by the aid of the Hindu Shuffle, force the bottom card, then fan out the deck and show there is one red card in the deck. Turn this over, and it is the selected card.

Disappearing Ace

Effect: Ace of diamonds vanishes.

Cover the ace of hearts on the left and right with the ace of clubs and the ace of spades so that the middle pip of the ace of hearts can be seen as the ace of diamonds. Place the real ace of diamonds in your pocket. Show the three aces to the spectators and place

them on top of the deck of cards. Now put the three top cards, one at a time, in different parts of the deck. Spread through the deck and the diamond is now in your pocket.

Fan out the deck and have them find the ace of diamonds. When he is unable to do so, produce the ace of diamonds from your pocket.

X-RAY Trick

Effect: Find her card in a unusual way.

Have a card selected and get it to the top. Perform a double, showing a card. Flip it back over and take her card and roll it into a tube. Lay the cards down on the table, then looking through this magic X-Ray tube, look at each card. Act like you can find it this way. After you fail many times, unroll her card show the wonder of the little X-Ray tube.

Spectator Finds the Card

Effect: He takes the deck to the next room and still finds his card without help.

Have a card selected and secretly brought to the top. Then, lift the two top cards as one and turn them face up on the top of the deck. Inquire if that is the selected card. Turn the deck face up and remove the cards from the underside of the deck that he just saw the face of. Use it as a pointer to inquire if the bottom card is his. Cut the deck completing the cut and turn the deck back up. Let someone take the deck and go into

another room, telling him to run through the deck and bring back any card they believe looks different than the rest. They run through the deck, they will see a card reversed and get wise to the fact that this is the card you want returned. They return with the selected card removed from the deck.

Rising Card from Glass

Effect: Her card rises out of a glass.

You need thread and a bit of wax all available at Rock Ridge Sales. The selected card is again brought to the top. As the deck is placed into the glass, the wax and thread are secretly attached to the selected card. Pulling the thread causes the card to rise from the deck.

Card to Chair

Effect: Card ends up under his bum.

Have a person select a card and return it to the deck. Secretly bring it to the top. Stand on the side of his chair and tell them you will take 3 guesses on their card. Remove 3 cards from various parts of the deck and lay them on the table but a little out of their reach. Say, "Whatever card you turn over will change into your card." As they lean out of the chair to turn over a card, you secretly let the top card of the deck (his selected card) fall into the seat of the chair. Now when they slide back to the chair, they will sit

right on the card without noticing. You are very upset apparently because the card he turned over did not change into his card. As you talk and stall, move away from the chair so they will later say you were nowhere near the chair. Finally, after a bit of by-play, have them stand up and they discover they are sitting on the selected card.

Spectator Gets It

Effect: She finds her own card.

Have a card selected and bring it to the top. Use a double by turning the top two cards as one and say you want the person to stick this card in the deck any place and see if they can locate her own card. As you are saying this, flip the cards back over on top of the deck; Remove the apparent same card again, but this time the top card only. This is unknown to the person but is the card she originally selected. Have him stick this in the deck face down any place. You cut the deck there and ask if that is her card; naturally, it is not. Have her try it again. Finally tell her to turn over the card she is holding and cutting with and watch the surprised look on her face when it is discovered it's the selected card.

A Little Spotty

Effects: Five of diamonds is pick and revealed in a funny way

Take a nine of diamonds and tear it off so only five spots remains. Have this into your upper vest pocket and you are now set to work the trick with anyone's deck. Take any deck and force the five of diamonds and put it back into the deck.

Snap the deck, then pull your coat back and pull the top nine up a little and inquire if that is the selected card. Naturally, they will say you are wrong. Then, as if it were a diamond, inquire, "What was your card?" The person will say five of diamonds. You then pull the torn card all the way out of your pocket, saying "Is this your card?"

Behind Performer's Back

Effect: Spectator grabs a bunch of cards held behind your back and you tell them how many.

Allow a quantity of cards to be selected behind your back from the pack, and then name the number taken by turning up one card. Before commencing the trick, have cards arranged on top of the pack from one to ten in sequence. The ten will be on top and run down to the ace. When the spectator removes cards from the center of the pack (only a few should be taken out), have him place them on top of the pack while behind your back but – be sure they remove cards from below the 11th card. Spread the pack

out on the table, face down, and count to yourself or optically from the top card down to the 11th card. The 11th card will always name the number of cards selected and placed on top of the pack.

Card from Pocket out of 3

Effect: Three cards are shown one is picked, all three are placed in your pocket-only his is found at end.

Three cards are shown. Ask the spectator to think of one of the three, and then place the cards in your pocket. Remove one card from your pocket, look at it and says “No, this is not the one” and put it back into the pack. Then remove another one and say “No, this is not the one” and put that back into the pack. Then ask the spectator to name the card he selected and he says, “I thought so” and bring out the card from your pocket. This can be done over and over again, each time putting three cards into the pocket. Before the trick, place any two cards in your pocket. Taking up any three cards from the deck, show them, puts them all in your pocket, but careful to memorize their order, and putting your hand into your pocket, remove the two originally placed there before doing the trick. When asking the spectator to name the card he thought of, merely reach in and remove one of the three just placed in your pocket. In this manner, you are in a position to repeat the trick with the two cards left in the pocket.

Card from Pocket No. 2

Effect: A different card to pocket

You ask them to name number and color of a card. For instance, we will say a ten of spades has been selected. First of all, bring out a two of spades, which is the color of the card selected and then brings out an eight. Eight plus two of course makes ten and so on for any card selected. Before starting the trick, place into your pocket in this order: an ace of diamonds, a deuce of spades, a four of hearts and an eight of clubs. No matter what card is selected, the performer can always match up the cards depending on which cards are in your pocket.

Piano Card Trick

Effect: Spectator places hands on table like he is playing a piano. Cards are placed in his fingers, then surprises happen.

The spectator places hand his hand on the table, palms down, as if playing the piano. Deal off sets of two cards and put them between all the spaces his fingers make, two cards for each. For the last finger, place only one card. Now remove a pair from his left fingers and lay them on the table, side by side. Take a second pair in the same way. The process is repeated, creating two piles, until you come to the single odd card. Tell them to now cover one of the piles on the table. Add the single card to the pile he hasn't covered. Tell that the odd pile (the one you just added to card to) will not change places with the even pile he's covered. Snap your fingers and count the cards in each pile. His

has an odd number of cards, seven, and yours an even number, which you deal out in pairs. Somehow the single card jumps to their pile.

FINAL WORDS

There is no limit to the amount of effects possible with a normal card deck. We hope this book shows you a clear understanding of the many card tricks possible and how to perform them. The next step is to be entertaining while showing them to your friends and paying crowds. Look for other great products from Sterling Magic.

That's All Folks

Try these ideas and keep evolving your own routines by adding or subtracting moves and Tricks to fit you.

We hope you learn and master as many card tricks and Ideas as you can and also move on to bigger, better sleight of hand. Time is all you need.

It can make you into a person of interest and give you a lifelong career, but remember it does take LOTS of work—but FUN work. Keep on practicing. Have FUN!!!

B. T. Moore

The Code of Magic

1. **Never explain how a trick is done.**
2. **Never explain what you are going to do ahead of time.**
3. **Never repeat a trick for the same people.**
4. **Always practice each trick before you present it.**

114+ Tricks with a Regular Deck of Cards

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