

# Svengali Cards

The Svengali Deck of Cards is a deck of 26 identical cards and 26 regular cards. The identical cards are called the force cards and are set up every other card in the deck so that every other card is a force card. The force cards are cut or trimmed slightly shorter than the regular cards.

This deck in lots of cases is the first trick deck you will own. This is what magicians call a gimmicked deck of cards. But, don't think that it takes anything away from its value. It's a deck that you will cherish. Most magicians alive and dead have used the Svengali deck or its principles at one time. The principle is simple. The cards are set up as described, every other card is short at one end.

Forcing a card by riffing (running your thumb along the edge of the deck) one way and you only see the regular cards. By riffing the other way or cutting the cards by riffing the edge you will always cut to a force card and push down in a riffle like action then cutting you will only cut to a regular card.

Some magicians condemn the use of this type of cards. But, without taking the time to learn elaborate methods of sleight of hand you can get the desired result with a Svengali cards, and fool your audience as good as any other magician. If entertainment is your goal, then the goal of being a magician can bring you lots of fun. Being clever is all you need to be.

Some magicians will say everyone knows there is such a thing as this type of deck, and a good magician should not use it. This simply is a false statement. Cards like this are an accessory that can be used to fool many and depend greatly on handling the trick deck. This trick deck of cards when applied with practice and skill and knowledge of the number of uses with it will truly amaze your friend and audiences.

A device in your hands may become genius if you master it. Enjoy your new trick deck of cards.

## Forcing a Card

Forcing a card can be done in many ways. Always start by tapping the bottom of the cards on the table. This will set them to work well.

Take the cards face down in one hand and push the lower center down keeping the cards in place holding your thumb and flip through the cards. This shows the spectator half of the end of the faces of the cards.

To get the spectator to pick one of the force cards as you riffle the edge of the deck, have the spectator place his finger into the deck as you flip. Cut the cards at that point where his finger is, and complete the cut. The top card will always be the force card.

Another method is to drop the cards from one hand to another while holding the top and bottom of the cards. If done right they will fall in pairs. This sometimes is called dripping the cards.

If the bottom of the cards come loose first, and you drop them in a haphazard like way, make sure there is still one pile. You can take the whole deck and turn them face up, this will show every card as what appears to be a regular card, and by doing this face up, every card will look like the force card.

If done face down, and you dribble them into your palm, then have the spectator say "Stop" at any time. The force card will always be at the top of the dropped pile.

### **Another way**

To use this deck the is by riffling the cards. Riffle the cards is a simple way to handle the deck, hold the cards straight up and down in your hand with your thumb on one end and fingers on the other. Use the other hand to stabilize the rest of the deck. Flip the tops of the cards with thumb and pairs of cards will fall and the top one of each pair will be a force card. The reverse of this is also true by riffling the deck in the other direction. You can show the deck as normal.

### **Performance of the Svengali Deck**

Using a Svengali Deck of Cards, it is very important to begin and end each trick by showing the deck as normal. To do this, just riffle the cards showing each card to be different even though you are only showing 26 cards hiding the force card behind. In the following directions, to avoid repetition, we will not explain this each time.

When you perform each trick separately or put them together in a full routine, just remember the basic concepts making sure the audience never has no doubts that this is a regular deck of cards.

### **Basic riffle**

Hold the cards straight up and down, with the faced cards out toward the audience. In one hand with your thumb on the top of the cards and flip through the cards, letting the cards fall into your outstretched hand. This will show all the faces as the force card.

### **Back riffle**

This is the same as the basic riffle, but instead hold the cards with the deck of cards with the backs toward the audience. You will turn the deck or even switch hands and riffle it the other way, showing all the cards normal.

### **Messy riffle**

This will show the cards in a way that shows the cards in a pile that once done right you can grab the pile and turn it over and show either all the force card or all normal cards.

Hold the cards face down in your left hand by the ends, thumb on one side and fingers on the other short ends. To perform while holding the cards at the ends, riffle and drop the cards in your hand in a messy pile.

Regrip the cards holding the pile tight with the other hand simply turn the pile over and display all to be normal cards or the force card.

### **Warning**

Unlike other trick decks of cards, the Svengali Cards cannot be handed out to be handled by a spectator or be truly examine.

Some ways to help with this is to buy a regular deck of cards that match the design on the back. With this extra deck in your pocket, if asked by a spectator to look at the deck after a performance, it would

be simple to put your Svengali deck in your pocket and then switch it for the real matching deck of cards.

There are many ways to perform this switch with sleight of hand or by switching under cover of a silk cloth, paper, or bag. The following two methods are easy to do.

Put a duplicate deck of cards in your back pocket, or under your belt in the back of the waist band of your pants. You also could wear a suit jacket and there are many pockets that could be used.

You can give a reason to place the cards behind your back for a second and switch it at that time. If you have the extra cards in your pocket, you may need to add slightly turn your body so the audience cannot see the switch happen.

A Svengali Deck of Cards can only have one force card. So, you should purchase more than one Deck of Cards with different force cards if it's a trick that you will be performing for the same group again. This will truly throw them off that it's a trick deck.

Please remember that it's not recommended that you repeat too many tricks with this deck in the same performance because the audience will see the same force card over and over.

### **Beginning a routine**

Start with a regular deck cards in your performance. You can begin by performing a few regular tricks using sleight of hand or even a self-working card trick like some that are available in our easy card trick book on our website.

When finished, place the ordinary cards in the same jacket pocket as your Svengali Cards and switch them using one of the methods described above.

In the following instructions, the force card will be called other names like the "key card" or the "chosen card." Do not call it these names while performing. Make sure you only call it the card while performing.

Next, we have taken a few of the best tricks in this book and put them together in a basic routine. If you learn this first and practice it until you have mastered it, then learn some more tricks below and put your own routine together.

Enjoy your Svengali Deck!!!

### **The Best Routines in the Book**

Here is a collection of three of my favorite tricks in this book. Start by learning basic ways to use your Svengali deck plus all its principles, like riffing the deck, and of course, shuffling and cutting. Practice in your room or office or wherever. Sit down and put these three trick together and think of some things to say about money. Maybe learn some strange money facts or jokes and add them to make it your own series of tricks and then practice lots more. Then you are ready to perform the following Svengali Deck. Enjoy!!!

Money For Nothing And Tricks For Free

### **Coin Toss**

Force the card on the spectator. Spread all the cards by riffling them all over the table and flip a coin on the table. Whichever card the coin lands on, turn it over to reveal that it is his card.

### **The Dollar Count**

Force a card and have it returned. Ask the spectator if he has a dollar bill in his pocket and have him remove a dollar and lay it out. Tell him to look at the serial number on the bill and to add two or three digits of the bill's number together and give you the total. Tell them letters and zero's do not count. Count that number of cards off the top of the cards face down in a pile on the table. The last card removed from the cards will be his chosen card unless the number is an even number, then turn over and show the very next card.

### **Card in Wallet**

Force one of the force cards, but to start, load one in your wallet. Have a card selected and returned to the deck. Riffle the cards and show your card has vanished. Remove your wallet and open it to reveal the selected card has been there the whole time.

### **A Different Way of Setting up Your Svengali Deck**

#### **Mene Tekel Cards**

The "Mene Tekel" Cards is an altered Svengali principle named by W. D. Leroy. There are still 26 long cards and 26 short cards alternating throughout the cards, but in the Mene Tekel setup, the short cards are duplicates of the long cards and are placed below each one and arranged in pairs. The cards may be riffled in the same manner as the Svengali. Many Svengali tricks can be performed, but the force card will end up different each time.

The spectator can choose a card. Then you can cut the cards at the chosen card, splitting the pair. Place the top card anywhere the spectator wants in the middle. Tap the top and his card appears at the top. You may purchase a second deck of cards with the same back design you have and ask your local magic dealer to cut those cards short for you or have a printing company cut them. Then, put the 26 pairs of two, creating a 52-card deck of Mene Tekel Cards.

And on With the Rest of the Great Tricks

### **Svengali with a Smile**

Throughout the beginning of this trick, put on your most serious shuffling expression. After the spectator returns his card to the cards, shuffle the cards. Occasionally cut to a force card and briefly but intentionally showing the spectator a duplicate of his card. Look at their and say, "Please don't forget your card", then smile and continue shuffling.

### **The Force**

Riffle the cards, asking the spectator to put their finger anywhere in the middle of the deck cards as you riffle. Have her say stop and jab her finger in that part of the deck.

This will be their selected card which will be a force card. The section above her finger will be a regular card so make sure she doesn't want this one. Next move her card to the top with a cut of the deck, leaving a short force card on the top of the deck of cards.

This will be her selected card, so just pull it off the top and have her memorize it. This will be repeated in many of the 101 tricks in this book but to save space it will be not be rewritten.

### **The Flip**

Force the card, have it replaced in the deck, and shuffle all with a standard riffle shuffle. Hold the cards face down in one hand with your other hand under it. Place your thumb on the top edge and your fingers on the bottom edge. Make sure a short force card is always on the top of the deck. To display all the cards to be the force card, slide the top card off and place it on the face of the deck. Then slide off the cards two at a time off the thumb. This will happen automatically because of the short card. As they fall, each card will fall into your bottom hand. This is similar to riffling but each pair falls off the thumb and lands in the hand being held underneath. Allowing them to fall into the other hand displays the whole deck as the force card.

### **Card in Pocket**

Have a card selected and returned to the deck. Cut or riffle shuffle the cards and place them in your pocket. Reach in and grab the top card and pull out their selection.

### **The Double lift**

Hold it face down in one hand and with the index finger and thumb of your other hand, grasp the top two cards at the edge lifting by the corner. Keep them together and show the face of the second card to the spectator. Place the two cards back on top of the deck of cards and square the cards.

Take the top card and place it on the bottom or in the middle of the deck of cards. The spectator will think that you have placed his card on the bottom or lost it in the middle.

Turn the now top card over, and it will magically with a wave of your hand or a snap of your fingers be on back on top of the deck.

### **The Double Ambitious Card**

With a Svengali deck the above double lift can be repeated many times. It will appear that the force card is jumping to the top and won't stop.

### **Ambitious Card**

A Svengali deck also needs NO sleight to perform the ambitious card.

The above double lift is a cool way to make it work. If you just riffle up and cut the deck every time the top card will be the force card, it can be repeated many times. It will appear that the force card is jumping to the top. By added the Double Ambitious Card and the standard way of making the force card jump to the top, it's a really cool series of tricks.

### **The Reading**

Show the cards different than the standard way, then riffling over and over as you cut the deck. At this point ask the spectator to insert his finger in the cards as you riffle up. Ask the spectator to remove his card from the cards. After concentrating and fake mind reading actions you can simply name their card.

### **Stopping Anywhere**

Force a card, cut the card to the top. Show the spectator his card then return the card to the top of the cards. After cutting the deck of cards many times, show that the selected card has been lost.

Hold the cards face down at the top and bottom edge, dropping the cards from one hand to the other and ask the spectator to say "Stop." As cards will fall in pairs, no matter where the spectator stops you, the top card will be his card. Turn the top card over showing his card and amazingly it is the one he said, "Stop," on.

### **Choose a Pile**

The spectator replaces the forced card after you make her pick it. Shuffle the cards and cut the cards into six or seven different piles. The spectator points to any of the piles. Collect all the rest of the cards by placing each pile on top of the other. With the remaining pile, simply turn the top card over to reveal his card.

### **Friend Guess**

Have a friend remember the name of the force card in your cards. Have him be available during the time of performance. After the spectator has returned the card, inform them that you have a friend who knows the spectator's card, and that your friend can mentally picture the suit and value of the card just by speaking to the spectator on the phone or have them leave the room during the selection and return. Tell the spectator to dial your friend or call her back into the room, then they name the spectator's chosen card.

### **Missing Card**

The spectator selects a card in the normal way, but have him hold on to it this time. Tell everyone you can look through the 51 remaining cards and just by memory you can figure out the card. Spread the cards toward you with the backs of the cards to the audience, and look over the cards, searching and searching to see which card is missing. Simply name the chosen card, the force card.

### **You All Picked It**

Have 4 to 6 volunteers come forward and have each spectator select a card and replace it in the deck. All pick the same force cards. The more volunteers there are the louder the end effect will be. Make sure to cut the cards between each spectator's choice, making the illusion that each selected card is lost in the deck.

Have all the spectators who have picked a card yell out the name of their cards at the count of three. At this point count to three, all of the volunteers will yell loudly, the name of the same force card. Wow all named the same card.

### **Die Roll**

Force the card on a spectator. Spread all the cards by riffing them all over table and roll a die on the table. Whichever card the die lands on, turn it over to reveal the it is his card.

### **Die Roll 2**

Force the card on spectator. Spread all the cards by riffing them all over the table and roll a number on the table. Whichever number, one through 6, count over two that number on the table. Turn it over and reveal that it is her card.

### **Coin Toss**

Force the card on the spectator. Spread all the cards by riffing them all over the table and flip a coin on the table. Whichever card the coin lands on, turn it over to reveal the it is his card.

### **Pool Shark**

Force the card on the spectator. Spread all the cards by riffing them all over a pool table and shoot or roll the cue ball on the table. Whichever card the ball stops on, turn it over to reveal the it is her card.

### **Bigger is Better**

Buy a jumbo deck of cards, contact us to buy one already made up, or ask your dealer to cut them into a Svengali Deck for you. Jumbo cards are used when your audience is sitting farther away from your performance area or if you are on a stage. Be careful because jumbo cards are also thicker, so they are easier to detect as trick cards from up close.

### **Backwards miracle**

Turn one of the force cards face up and replace it in the face down cards. Have the spectator return his chosen card to the deck, then riffle the cards, claiming the card has vanished. Underneath, riffle the cards showing all the card backs facing the same direction. Then, hold the pack up and fan it with the backs toward your spectator, and he will see a duplicate of his chosen card reversed in the cards.

### **Deck Feeling**

Force a card and have it returned to the deck. Place all the cards in a paper bag, face down, flat on the bottom of bag. Ask the spectator to hold everything for you as you reach into the bag and feel for the selected card. Explain that you can feel the different printing on the cards and can find the card in this manner. Then, feel around the bag for a while, but do not stir the cards in the cards. Pull off the top force card and show it.

### **The Miracle Deck**

As usual a spectator will select and return a card. Shuffle the cards, then hold the cards face down in one hand and wave your other hand over the cards. Snap your fingers, then back riffle the cards, showing that all the cards in the deck have magically changed to match the chosen card.

### **Magic Transport**

Remove the bottom force card in the cards and hide that card in your pocket. Force a card and have it returned to the cards. Ask the spectator to hold the cards while you command the chosen card to leave the cards and place itself in your pocket. Retrieve the cards and riffle it to show that the chosen card is no longer in the cards. Then pull the card from your pocket.

### **Spectator Special**

Force a card, have the spectator remember it, and return it to the cards. Place the cards face down on the table and remove the top card from the deck. Place it to your forehead with the back toward the spectator. Then place the top card on the table face down, beginning a second pile. Continue taking the top card to your forehead, telling the spectator to stop you at any card. If he says "Stop" while a

force card is at your forehead, lay it face up on the table, but if he stops you when an assorted card is up, simply explained that he has designated that the next card will be his card.

### **Sealed**

Before the show, write the name of your force card on a sheet of paper and seal it in an envelope. To start, force the key card. Ask the spectator to hold his card while you explain that earlier you made a prediction of one of the 52 cards that the spectator might choose. Ask a member of the audience to open the envelope and read the prediction. Ask the spectator to name his card. Show they match.

### **The Secret Card**

For this trick, you will also need a regular of cards. Start by reversing the match of your force card and return the cards to its case. When you perform the trick, present the cards and ask your spectator to hold the cards in his pocket.

Now bring out the Svengali Cards and tell them that the cards in his pocket are the key to this trick and will know which card he will pick. Then, force the key card. Have them name the chosen card, then have them pull out the regular deck out of his pocket and spread the cards face down on the table. The chosen card will be face up in the face down cards.

### **Touch**

Remove one of your force cards and show the card to the audience. Explain that you have the magic touch. Show your fingers are so sensitive you can feel the pips on the face of each card. Rub your fingers over the face of the card and replace it.

Shuffle the cards. Fan the cards face down and feel the faces of the cards. After a short time, produce a force card. Then, tell the spectator to put the card back and shuffle again. Fan the cards, and feel the faces again. Then produce a force card over again.

### **The Fingerprint**

Have the spectator pick one of the force cards and remove it from the deck. Have him remember it, and put it back anywhere. Shuffle the cards and explain that you have the power to see fingerprints on the cards.

Fan through the cards facing you and examine the cards as if you are looking for prints. You may even get a magnifying glass to make a big deal of it. Play it up as much as you can. Pull out a force card, show it to the spectator, and ask him if you have found his card.

### **Name your Card**

Have the spectator select one of the force cards and replace the card in the middle of the deck of cards. Ask the spectator his name. Count cards from the top of the pack, using one card for each letter of the spectator's name. Place the cards in a face-down pile on the table. A force card will either be the last letter of the name or the next card. If it is the last letter of his name, simply turn the card face up and show one of the force cards. If the force card is the next card, place the card for the last letter on the table. Turn up the next card and say the very next card is yours.

### **The Cut**

Have a card selected and returned, but make sure you force it. Tell the audience that you can cut the cards to any card. Shuffle and cut the cards face down on the table. Cut the cards by grasping the top



and bottom edges of a long side of the deck card, then replace the cut. Ask the spectator to name his card. Turn over the top card to reveal the spectator's chosen card.

### **The Cut 2**

Have a card selected and returned, but make sure you force it. Tell the audience that you can cut the cards to any card and that you can teach them how as well. Shuffle and cut the cards face down on the table. Cut the cards by grasping the top and bottom edges of a long side of the deck card, then replace the cut. Ask the spectator to name his card. Turn over the top card to reveal the spectator's chosen card. Next show the spectator where to cut. Reshuffle then have them cut right to their card.

### **The Coin Count**

Force a card and have it returned. Ask the spectator if she has any change in his pocket and pull a single coin out. Tell her to look at the date on the coin and to add the digits of the coin's date together and give you the total. If the date is 2007 then the total would be 9. Zero does not count. Count 9 cards off the top of the cards face down in a pile on the table. The last card removed from the cards will be his chosen card. If the total of the coin is an even number, turn over and show the very next card.

### **The Dollar Count**

Force a card and have it returned. Ask the spectator if he has a dollar bill in his pocket and have him remove a dollar and lay it out. Tell him to look at the serial number on the bill and to add 2 or 3 digits of the bill's number together and give you the total. Tell them letters and zero's do not count. Count that number of cards off the top of the card's face down in a pile on the table. The last card removed from the cards will be his chosen card. Unless the number is an even number, then turn over and show the very next card.

### **The Count**

Force a card and have it returned. Ask the spectator to think of any number 1 to 52 and then divide the number by 2 and give you the total. Have her tell you the number and deal off that number face down in a pile on the table. The last card removed from the cards will his chosen card. Unless the number is an even number, then turn over and show the very next card.

### **Case Penetration**

Remove your Svengali Cards from its case, but leave the top force card in the case. Have a force card selected and replaced to the cards and shuffle. Cut the cards several times and place the card case on the table and cards face down on top of the case. Wave your hand over the cards and case: snap your fingers. Tell the spectator that the chosen card is no longer in the cards, but penetrated through the cards and into the case. Show the deck normal by riffling the cards showing that the card is not there; then hand the spectator the case. Open it and remove his card.

### **Top or Bottom**

Ask two spectators to help. Force a key card on the first spectator. Have her remember it and return it to the cards. Riffle the cards by flipping them to show it normal. Ask him to name any card he sees. Fan the cards with faces toward you. Find the second spectator's card. Square the cards, pulling the second spectator's card slightly above the other cards in the pack. Ask the first spectator if he would like his card to appear on top of spectator's two card or on the bottom. Whichever they name, raise the force card next to the second card and then turn both faces forward.

## **Your Friends' Eyes Closed**

Have your friend sit chair with her back to the audience. Make sure this person is on the workings of the deck. Have her close her eyes. Shuffle the cards and force a card. Make sure as you show it the friend can't see it. Once the audience has looked at it, have the card returned to the cards. Shuffle the cards, then deal the cards face down into a pile on the table, counting out loud for each card. Your assistant, familiar with the cards, calls out "Stop" on an odd number. Ask the spectator to name his card; it will be a force card.

## **Prediction**

Call a volunteer forward and examine her hands. Tell her that you can tell by feeling her hands which card she will choose from the cards. Riffle the cards to show them all normal. Force a card by riffling them the other way. Have it replaced. Spread the deck to her and have her pick any card. Guess the card if it's wrong then say two times is the charm. Have her pick a different card. Each time cut the deck and look at the faces to see if she got a force card even though by her reaction you should just know. Then, have the spectator to name her card.

## **The Stop**

Riffle the cards and force a card. Take the section to the bottom of the deck. Show the spectator his card, cut the cards several times showing that the cards are well mixed and that the card has been lost.

Holding the cards at the top and bottom, riffle the cards slowly from one hand to the other, and have the spectator say stop at any time. The cards will fall in pairs, so no matter where the spectator says stop it will be a force card and will be on top of the pile. Simply turn the card over to show his card.

## **Spectator Cut**

Force a card. Have the spectator memorize it, and replace it. Cut and shuffle the cards a couple of times, losing it in the middle. Have the spectator close her eyes and cut the cards by grasping the cards at the ends. As she lifts that half of the deck, her card will be at the cut. Have her open her eyes and look at the cut to card.

## **The Tap**

Force a card. Have the spectator memorize it, and replace it. Cut and shuffle the cards a couple of times, losing it in the middle. Have the spectator cut the cards by grasping the cards at the ends and cut into several piles. Have him point to any of the piles he cut too, and turn over the top card of that pile and look at the cut to card.

## **The Rising**

Have the spectator select a card. She will receive a force card. Ask her to remember the card, return it to the cards, then cut and shuffle the cards. Hold the cards vertically in your hand facing the spectator with your four fingers across the front. Hold one side with your fingertips, pushing the other side of the cards against your palm. Do not grasp too tightly.

Tell the spectator you will make his card rise. Take the index finger of your other hand and press it against the top edge of the cards. It is on top of the cards. Lift your finger up from the cards, as if

trying to magically pull the card up. Do this two times. The next time, extend your pinkie finger and press it to the back as you raise your hand. This will cause his card to "rise" from the pack.

### **The Floating Card**

Force a card and explain that this card is lighter than any of the other cards. The card will float to the top no matter how many times you cut the cards. Put the card back in the cards and cut them several times. Place the cards face down on the table. Turn up the top card and show the top card, and cut and shuffle the cards again. Repeat cutting, then turn up the top card and show your force card again. Repeat as many times as it is funny.

### **The Switch**

You need two volunteers. Force a card on the first and ask him to place his card in his pocket without looking. Force a card on the second volunteer who names her card then returns it. Place the cards face down on the table and order the chosen card to switch places with the card in the first volunteer's pocket. Riffle the cards to show the faces normal and show that the second chosen card is no longer in there. Ask the first volunteer to remove the card from his pocket. He will find out that it is the same card.

### **Reappearing Card**

Force a card from the Svengali deck. Have the spectator name her card, and cut the cards several times and ask the spectator to draw a card from any part of the deck other than the first card she picked

Riffle the cards again, and force the same card on her again. Repeat until it's not funny anymore. Shake your head, telling her to return her card. The deck must be broken.

### **The Whisper Match**

Ask a volunteer and whisper the name of your force card in his ear and ask him to return to his seat. Ask a second volunteer and riffle the cards showing all the cards different. Then force the key card to the same person. Explain you whispered the name of a card earlier to a different volunteer. Ask the first volunteer to stand and name the card you whispered. Then ask the second the spectator to name his card, voila, they match.

### **Mailed Prediction**

A week before your booked performance date, seal in an envelope on a piece of paper the name of your force card or put an actual force card in. Then, mail it to the client and before they get it, call them and tell them plus write on it, "Don't Open." When you arrive, ask if they received your letter, and give the sealed envelope to the guest of honor to hold it until you ask for it.

When you are ready at the show, force a card and ask the spectator to hold his card while you ask the holder of the envelope to come forward and hand you the envelope. Explain to the audience when and how it was received and point out the postmark date and the sealed flap. Have the spectator name his card, then, ask the Other person to open the letter and read the paper or pull out of card in the envelope.

### **Get a Volunteer**

Have a regular deck of cards, and remove the card that matches your force card. Show the card to the audience, then place it on the floor. Put \$10 next to the card and tell the group that anyone who draws the same cards from this deck of cards, the Svengali Cards, can come up and claim the cash. The second deck of cards has more than one card of the same suit and value, so more than one person gets a match. The first to grab the bill gets to keep it. Tell them who ever does not get the money gets a special prize, helping you on stage for the next trick.

### **Man, my card is everywhere**

Have the selected card returned to the cards, then shuffle the cards. Hold the cards in one hand, palm on the top of the cards, with your fingers wrapped around the bottom. Ask the spectator "How many from the bottom would you like your card to be?" Count out that number of cards, removing them from the bottom of the cards and placing them face down on the table. Then put the card back and reshuffle. Now say how many from the top and count down in same fashion. If the spectator names an even number, simply turn up the card at his number and you will turn up a force card. If he names an odd number, count out that number and say "...which brings us to your card" and turn up the next card. Then repeat either from bottom or top again.

### **Stop Me**

The spectator chooses a card and returns his card to the rest of the cards, then shuffle and square the cards. Hold the cards by the ends and begin dropping them on the table, asking someone in the audience to yell "Stop." When he yells "Stop," place the cards still in your hand to the side. The top card on the table will be a force card. Ask the spectator to name his card, then show the selected card.

### **Transporter**

Before the show, remove the bottom force card in the deck and hide the card somewhere in the room. Force a card on a spectator and have it returned to the cards. Ask the spectator to hold the cards while you command the chosen card to leave the cards and place itself somewhere else in the room, naming the place where hid the card earlier. Retrieve the cards and riffle it to show that the chosen card is no longer in the cards. Ask the spectator to go look and find his card.

### **Card box**

When you remove your cards from the card case, leave the top force card in the case and set the case off to the side on the performance table. Force a card and have it returned to the cards. Cut the cards several times, giving the impression that the card has been lost within the cards. Lift the cards to face level. Blow on the cards, then claim that the card has left the cards and flown away. To show that the card is no longer in the deck by doing a riffle. Ask the spectator "Where did the card hide?" Pick up the card case and ask the spectator to open it. Inside, he will find the duplicate of the force card.

### **Biz Card**

Print the name of your force card on one of your business cards. Force a card and have it returned to the rest of the deck. Act like you are unable to find the chosen card and hand the spectator your marked business card and tell them to call you later. You will find the name of his card.

### **Mini card**

Buy a mini deck of cards from your magic dealer and remove the miniature duplicate of your force card. Glue it to the back of a half dollar and place the coin in your pocket. Now you are ready to perform some mini-magic.

Have a card picked and replace it in the cards. Then cut the cards so a short force card is no longer the top card on the cards. Place the cards face down on the table and ask the spectator to peek at the top one. Ask if the top card is his card. Of course, his reply will be "No."

Without showing the mini card, remove the gimmicked coin from your pocket and place the coin on top of the cards with the carded side down. Bet the spectator that his card is directly below the coin. He will, of course, be doubtful because you just established that his card was not the top card. Turn over the half dollar and present the mini force card to win the bet.

### **Twinkie**

Take the bottom most force card of your cards, and load it in a Twinkie or cup cake. Take the cup cake or whatever and reseal it.

Force a card and have it returned to the cards and shuffle. Show that the selected card is no longer in the cards. Ask the spectator to have a cupcake with you while you try to figure out just exactly where the card has gone. Hand the gimmicked cupcake to the spectator so when he bites into it, he will find the card.

### **Card Stab**

Have a card selected and lost, then shuffle all. Wrap the cards in a paper napkin. Take a butter knife and inserting it into the end of the cards with the short ends of the force cards, run the knife through the cards.

Have the spectator tear away the napkin and name his card as they cut the cards, and ask the spectator to look at the face of the card on top of the bottom cut. He will see the duplicate of the chosen card. Then show the cards above and below the selected card to show that they are different.

### **Card to Ceiling**

Cut the back from the extra card case that has the same back design as your Svengali card box and glue it to the back of one of your force cards. Take the gimmicked card and place a tiny amount of magician's wax in the center of the card back and front, then stick the card face down on the back of your Svengali card box.

Start by forcing a card and have it returned to the cards. Cut the cards and place them inside the card case. Take the card case like a small frisbee with gimmicked card. Throw the cards spinning like a frisbee towards the ceiling so it hits flat. The cards will fall, leaving the gimmicked force card stuck to the ceiling.

### **Color Change**

If your Svengali Cards are blue, find a red back card with the same design back and front. Place this card on the bottom. Force a card and have it returned to the cards, then cut them. This will place the one matching card in the middle. Place the cards face down on the table and wave your hand. Spread the cards across the table. Show that one card is red, then show it to be her card.

### **Acrobatic Card**

Have the spectator select a card and return it to the deck. Slide the top card over about an inch and drop the deck on the table from a height of about a foot. The air pressure will flip the card over onto the deck. His card apparently summersaulted to the top.

### **X-Ray**

Have the spectator select and keep his chosen card. Tell the audience that you can see through the cards. You could even buy some x-ray glasses to make the trick even better. Place the card face down on the table and look at the card as if looking through card. After a few moments of study, you can name the chosen card.

### **Giant Force**

Buy a deck of jumbo (5x7) cards and remove the jumbo duplicate of your force card. Place the jumbo duplicate under your tablecloth or Close up pad. Force a card from your Svengali deck and ask the spectator to return it to the cards. Spread the cards on the pad or table and act surprised saying, "There's a card missing. What was your card?" Riffle the cards to the spectator showing the card is not within the cards. Look around and under the table as if trying to find the card, then lift the tablecloth or pad and present the jumbo force card.

### **Card under**

Remove one of duplicates of your force card. Place the duplicate under your tablecloth or close up pad. Force a card from your Svengali deck and ask the spectator to return it to the cards. Spread the cards on the pad or table and acting surprised say, "There's a card missing. What was your card?" Riffle the cards to the spectator showing the card is not within. Look around and under the table as if trying to find the card, then lift the tablecloth or pad and present the force card.

### **Card on head**

Force a card and have the spectator remember it and return it to the cards. Set the cards down on the table. Ask the spectator to remove the top card from the cards and place it to your forehead facing away from you. Then simply name her card, the force card.

### **Good Vibrations**

Force a card, and have it returned to the cards. Tell the spectator that each card in the deck has a different vibration and you have the special touch in your fingers that you can feel the vibrations of each card. Place the cards face down on the table and ask the spectator to name his card. Then remove one of the force cards from the deck and feel it for a second, then turn it face up and show you found his card.

### **Card on Back**

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

### **An Old trick**

Have the spectator select a card and replace it and shuffle. Ask her age and count off cards from the top of the pack, using one card for each year of the spectator's age. Place the cards in a face down pile on the table. A force card will either be the last number of her age or the next card. Then simply turn the card face up and show a duplicate of her chosen card.

### **Card in Wallet**

Force one of the force cards, but to start, load one in your wallet. Have a card selected and returned to the deck. Riffle the cards and show your card has vanished. Remove your wallet and open it to reveal the selected card has been there the whole time.

### **Quick Turn**

Start by gimmicking a special force card by gluing two of your force cards together back to back, creating a double-faced force card. Take the gimmicked card second from the bottom in the cards. Now this is very important when you riffle the cards to force a card, do not riffle past the gimmicked card or it will show. Force the spectator a card and have them memorize the chosen card and return the card. Cut the cards several times, place it face down on the table and spread the cards across the table. Try to spread the cards just enough to see the double-backed card. The gimmicked card will give the impression that the chosen card has instantly reversed itself in the cards.

### **When**

Have a card selected and returned to the deck. Dribble the cards onto the table holding them by the ends so they fall in pairs. Have the spectator say when and at which point you show the top card of the stack to be the selected card.

### **Svengali Sandwich**

You will need two pieces of real bread. Holding the cards in your left hand, pick up one slice of bread, show both sides, and place it on the top card of the cards. Firmly, but casually, apply some pressure. Then, pick up the other piece and show both sides of it and place it on the bottom of the cards. Force a card with the bread and deck in the middle and have the spectator note it and return it to the cards. The bottom card next to the bottom bread should also be a force card. Steal it off while hiding the action with top bread, removing it at the same time. Wave your hand magically over the cards ordering the card to become the meat in the sandwich. Then ask the spectator to name his card and take apart the pieces of bread revealing the chosen card.

### **Card in Mouth**

Fold a force card up and hide it in your mouth. If you place it on the side, you should be able to talk naturally. Have a card selected and returned to the deck. Hold the cards in your mouth. Make some movements with your lips as if trying to find the selection. Remove the cards from your mouth. Slowly push the force card to your lips.

### **Twin Cards**

You will need two Svengali decks with matching force cards. Prepare one deck by reversing the bottom-most force card in cards and return them to its case. When you perform the trick, start by riffling the cards above the reversed card to show the indifferent faces. Ask the spectator to select a card from the second Svengali cards and tell them that the card is the other cards twin, and whatever is done in one deck and card, also effects the other. Reverse the chosen card in the cards, retrieve

the altered cards from its case and spread the cards face down on the table. The chosen card will be face up in the face down cards.

### **Giveaway**

Have a spectator select a card and return it to the deck. Tell them you can name her card by her mere reaction to your words. Start to name random cards including the one she selected. Name a few more and reveal her selected card.

### **X Marks the Spot**

Force a card and have it returned to the cards. Hand a marker to the spectator and ask him to stop you anytime as you riffle through the cards. Cut the cards where he indicates, complete the cut and ask him to mark a big "X" on the back of the top card as you perform the double lift as described above. Cut the cards several times before spreading the cards face down on the table. Ask the spectator to pull the card with the "X" from the pack and look at it. He will find that he marked the same card he chose earlier.

### **Jell-O Card**

Place a force card into a bowl of Jell-O before it has set. Then force a card, fail to find the spectators card and offer a treat – his card with dessert! Add mixed fruit if desired.  
Go Fish

Force a card and have it returned to the cards. Deal them into two piles on the table: one pile of force cards, one pile of indifferent cards (the regular cards in the deck). Ask the spectator to choose either pile. If he chooses the pile of indifferent cards, hand the spectator that half and use the pile of force cards. If he chooses the force cards, simply take the pile of force cards and hand them the indifferent pile. Tell the spectator to deal himself four cards from the top, keeping the cards face down while you do the same. Tell them you are going to play Go Fish, and ask if he has his chosen card in his hand. He will say no, Go Fish. Take the top card from your pile and show it. Surprise, you fished out his chosen card.

### **Recorded Prediction**

Before the performance date, make a recording labeled "The Card." Record the trick step by step and end with the line "Your card is -----." For this you could make a cd or use your phone. Another choice is a mp3 player. Ask the spectator to be patient. You have the recorded instructions with you and you will follow the instructions step by step. When the recording instructs you to make a prediction, make a wrong prediction, then follow all the instructions and pause until the last line. Open up the paper you wrote on and act surprised, then ask the what her card is. When she does, press play, and it will name the right card.

### **Punch Card**

Punch holes in a force card and return it to the deck. Have a force card selected and replaced. Bring out a hole punch and make three punches in the air above at the deck. Spread the cards face down and remove the card with the holes punched in it. Show the selected card has the same number of holes.

### **Card on Forehead**



Apply a heavy amount of lip balm to your lips. Force a card and have it returned to the cards, then cut the cards several times to give the impression that the card has been lost. Blow on the cards several times, casually touching the top card to the lip balm from your lips. Tell the spectator to concentrate on the name of his card and lift the cards to your forehead, pressing the top card to your skin and showing the spectator the bottom card of the cards. Ask if he sees his card. When he says "no," tell them to concentrate harder and play up the moment by closing your eyes to concentrate as well. Tell the spectator to speak up when he sees his card and yell out. Remove the deck and there is the force card on your head.

### **Face up Cut**

Have a spectator cut the cards face up from the ends. If he does not cut to a force card the first time, give him another shot. He'll surely get one the second time.

### **Slap Stick**

Have a card selected and returned to the deck. Cut the cards a few times. Breathe some warm air on your palm to moisten it. Slap your hand down on the back of the deck allowing the top card to stick to your palm. Lift your hand to reveal the selected card.

### **Instant Reversal**

Before performing have a force card reversed second from the bottom of the deck. Riffle the cards and have a card selected and returned to the pack. Cut the cards, then have the spectator squeeze the deck. Spread the cards out revealing her chosen card face up.

### **Bottom Deal**

If your chairs have seat cushions, secretly place a force card under the cushion. Then you're ready to perform. Have a spectator sit down on the seat with the hidden card. Force him to select a card and return it to the deck. Talk about gambling and bottom dealing. Riffle the cards to show his card has vanished. Then discover the card under his seat.

### **Card Under Glass**

Have a 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 trick. Have a card selected and returned to the deck. Make the card vanish and appear under the spectator's glass and napkin.

### **Watch Your Card**

Fold up a force card and place it under your watch. Have a card selected and returned to the deck. Tell the spectator to watch his card vanish. Riffle to show his card is gone. Remove your watch and allow the force card to drop out.

### **Card Tattoo**

Have a temporary tattoo of your force card placed in an inconspicuous place. Have a card selected and returned to the deck. Reveal your tattoo and the selected card or be a man and get a real card tat (haha).

### **Card in Wallet 2**

Force one of the force cards. Have a card selected and returned to the deck. Riffle the cards and show your card has vanished. Remove your wallet, but before you open it, make sure a force card is on top and push it slightly off the deck and pull it back as you jam some fingers under it. This is called getting a break. Set the wallet on top of the cards and steal off the hidden card under the wallet. You could also borrow a wallet for this version and use the same method. As you open your wallet, pull the card out quickly so they don't see it was never in their wallet.

### **Sure Shot**

Take a force card and burn a hole in its center. Replace it in the deck. Have a force card selected and returned to the deck. Pull out a small cap gun and shoot the deck. Spread the cards to show a bullet hole in the card.

### **Flash Cards**

Variation of the above effect is to light a piece of flash paper and toss it toward the deck. Spread the cards and reveal the selection has been burned.

### **The Bet**

Get five \$1 bills and write the following: YOUR SELECTED CARD IS (Your Force Card). One word on each card, then your force card on the last one. Have a card selected and replaced and bet your spectator \$5 that you can find his card. Fail to find his card a few times then deal the money to her one bill at a time revealing the words and her selected card written out.

### **Help Wanted Ad**

Make up a fake newspaper headline that reads: The Card You Selected is the (name of force card). Have a card selected 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.

### **Svengali Monte**

Divide your deck into three equal smaller decks. Show one deck to be all the same, show the other two decks to be different. Mix the decks as in the three-card monte style having the spectator keep track of the packet that is all the same. You can riffle each packet correspondingly to show right or wrong. He loses and you win.

### **Card Under Tablecloth**

Before anyone is around, place a force card up underneath the tablecloth where you will later be dining. Have a card selected and replaced in the deck. Place the deck above the tablecloth where the selected card is hidden. Smack your hand down upon the deck. Allow a spectator to lift the tablecloth and find the selected card has penetrated.

### **Card Thru Window**

Have a force card stuck on the outside of the inconspicuous window with some magician's wax. Have a card selected and returned to the deck. Throw or spring the cards at the window. The spectators will follow the cards as they shower from the window and see the selected card on the glass. Have them remove the card and they will find it stuck not on the inside, but the outside!

### **Card Dart**

Have a card picked. Place the force cards on a dart board in what seems in a random way, but all will be the same and allow a spectator to throw a dart at the cards. Show the impaled card to be the selected card.

### **Final words**

There is no limit to the number of effects possible with this special deck. By using your imagination and lots of practice, you will be creating new ideas and miracles of your own. Do not be afraid to experiment with the deck and the many cool tricks in this book. At some point, you will settle on what you will call your routine. This will make your use of the Svengali deck that much more fun.

### That's All Folks

Try these ideas and keep evolving your own routine 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.

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