

## INSTRUCTIONS.

Before describing some of the splendid effects to be done with this wonderful pack, we will explain the secret. On a close examination, you will find the cards are tapered slightly towards one end. If you cannot see the difference, take one card face down and, reversing it, replace (still face downwards), in the middle of the pack. Squaring up the pack, you can just see the wide end of the reversed card projecting from the sides of the narrow end of the rest of the pack. Although this can hardly be seen, you will find it is very easily **felt**. To discover the position of any card or cards so reversed, hold the pack lengthwise face downwards, with the thumb over one end and the fingers over the other end, the hand being above the cards. Now gently run the other hand along the sides of the pack (fingers one side and thumb the other), when reversed cards can be immediately felt. If it is desired to remove the card(s) detected, both hands should grip the pack by the sides and, with a "cutting" movement, it will be found that the reversed card(s) come away very freely, leaving the whole of the rest of pack in the other hand. If you only wish to know the value of the card, hold the pack as first described, but **face upwards**, and drawing the pack slightly downwards from where the projecting edge is felt, the top index corner of the card can be clearly seen, and the pack immediately closed up again. To correct the mixing of cards, as happens when playing whist, bridge, etc., square the pack, and drawing the cards apart along the sides of the pack, each hand will be found to contain the Wide ends on one side, and Narrow ends on the other. They are easily packed together so that all are in one direction.

In going over the following tricks, hold the pack in the hands and actually use the pack as if you were doing the trick among your friends.

**To Name and Discover a Chosen Card.**—This has practically been described in above explanation of holding the pack. A card is chosen, the pack reversed, and the card replaced in the pack. The pack should be well shuffled by a member of your audience and, when returned to you, hold the cards face upwards, separate at the projecting edge, close the cards, whilst naming the card, hold the pack behind the back and withdraw the chosen card, which is then held up for all to see. Should there be any doubt as to the exact location of the card required, it will, doubtless be either at the top or bottom of the pack, or very near it. Cut the cards, thereby bringing the chosen card to the middle of the pack. To have a card reversed before being replaced in the pack, the pack itself has to be reversed. (You will find people always return a card the same way as they take it.) To reverse the pack without the move being noticeable, hold by one side, thumb on top, fingers underneath, in the left hand. Then take the pack by the ends in the right hand, and remarking to the person who is holding the selected card, "Be sure you will remember the card," make a gesture with the right hand, thus separating the two hands to some reasonable extent. As the right hand is brought back, give it an outward turn, and returning the cards to the left hand, it will be found you are holding them by the opposite side, the pack now being reversed.

**The One and Only.**—A chosen card is returned to the pack, the pack thoroughly shuffled and, the performer, holding the cards in one hand, commands all but the chosen card to fall. In performing this, the narrow end of the pack should be at the top. Holding the pack lightly by the sides (thumb one side and fingers the other), and by gradually lessening the grip, all the cards will fall except the reversed card which has its wide end at the top.

**Cutting the Aces.**—Having previously reversed the four Aces and replaced in pack at different positions, have the pack shuffled. Then, placing cards face down, cut at each projecting card, finally turning the heaps so cut face upwards, exposing an ace at the bottom of each.

**The Companionable Queens.**—Remove the four Queens from the pack and, explaining that they are "quads," and have a strong liking for each others' company, suggest that this is easily shown by a simple experiment, reversing them in the process. Then, after shuffling, square the pack, and by simply drawing the hands apart (holding the pack by the sides), the Queens will come clean away from the remainder of the cards.

**The Rising Card.**—Have a chosen card returned to the pack (reversed ends of course), and after shuffling, place the entire pack into the cardboard case in which they were purchased, making certain that the wide end of the chosen card is at the bottom end of the case, and somewhere in the middle of the pack. Holding the packet by the lower sides, shake sideways from the wrist. The selected card will then gradually rise from the pack.

**Reds and Blacks.**—Separate the Hearts and Diamonds from the Clubs and Spades and, reversing the Red suits, shuffle them well in among the Black suits. The pack should be in this condition before introduction. By simply drawing the hands apart along the sides of the pack (with a "cutting" movement), the Red suits will be left in one hand, and the Black suits in the other.

**The "Impossible" Divination.**—Have a card selected, reverse the pack, then have the card returned and the pack thoroughly shuffled and, showing the inside coat pocket to be empty, place the pack inside, having the wide end of the selected card nearest the pocket mouth (i.e., the top). Explaining that the fingers can readily become "card conscious," ask the person who chose the card to hold out the hand and pass the fingers of your left hand lightly over their extended fingers and palm. Place left hand into the pocket containing the cards and, with a slow deliberate movement, as though feeling through the pack, secure the selected card and slowly draw out.

**The Nap Hand.**—Asking three of your audience to join in a friendly game of nap, you (apparently) casually shuffle the pack, and after the usual "cut," deal a hand to each player. Whatever the others call, you have the perfect Nap—Ace, King, Queen, Jack—Ten of one suit. This is performed by previously placing your own cards at the 4th, 8th, 12th, 16th and 20th positions from the top of the pack. The 21st card is reversed. In "casually" shuffling, cut at the 21st card, allowing the 20 cards above to drop into the left hand as one, and retaining the 21st with those underneath, then, commencing the shuffle proper, slide the 21st (reversed) card on to the top of the 20 prepared cards. Now complete the shuffle in the ordinary way. Place the cards on the table, and cutting at the reverse card, you naturally replace the 20 prepared cards on the top, and these are dealt in the usual way, thereby dealing yourself the perfect hand.

**The Card in the Handkerchief.**—A chosen card is shuffled back into the (reversed) pack and held upright in the right hand—with wide end of chosen card at top. Cover with a handkerchief, and remarking that the complete pack must be hidden from view, draw down one side, allowing all but the chosen card to slip an inch or so down through the fingers of the right hand (the fingers of the left hand can prevent pack from falling too far). Now hold handkerchief and cards (from back and front) with the left hand, and, resting the pack on the table on end, steadying with the right hand, gradually raise the chosen card in the handkerchief until quite clear of the pack, when you can throw the handkerchief back, exposing the card.

**Several Chosen Cards Discovered.**—Have several people each choose a card, and return it to the pack. The pack, after shuffling, hold behind the back, and by the usual method, withdraw the cards.



**Naming Number of Cards Cut.**—Reverse two cards and insert at the 20th and 30th positions down in pack. Then request someone to cut the pack, and if they do not actually cut on one of these two, it is a very simple matter to flick the remaining cards to "hear what the pack will tell," and notice at the same time the number of cards above the cut cards. For example, if after the cut, you hold four cards above the second reversed card, you know your assistant cut 25 cards (i.e., 30 less the reversed card, less 4—25 cards). Some performers prefer 3 reversed cards, at the position of 20, 30, and 40 in the pack.

**The Blindfold Discovery.**—A handkerchief securely blindfolds the performer, and a chosen card is shuffled back into the pack. Slowly passing the cards from hand to hand once or twice, a pause is made, one card is removed, and this proves to be the one first selected. The pack, of course, is reversed before the card is returned, and when taking back the pack, after shuffling, feel the chosen card and place the tip of little finger of left hand between this and the under cards, and in passing the cards from hand to hand, allow the tip of the right hand little finger to keep trace of the card, when the left hand little finger need be no longer used for "tracking" the chosen card. Then spreading the pack fanwise, the fingers of the left hand apparently feel for the card, and draw the one still above the little finger.

**Face Upwards.**—After the usual choosing of a card, reversing the pack and having the card shuffled back, cut just above the card's protruding edge so that the chosen card is on top after the cut is completed. Now square up the pack, and holding in the left hand by the extreme ends (pack face downwards) draw back across the pack the top card so that it protrudes about  $\frac{3}{4}$  in. beyond the side of the pack away from the audience. From about 18 in. above a table, drop the pack flat, and the chosen card, owing to the air pressure against the protruding side, will turn face upwards.

**Chosen card from Envelope.**—A chosen card, after being returned to the (reversed) pack, and the pack shuffled, is brought to the top of the pack by a cut. An envelope is then introduced, shown to be absolutely empty, and stuck down. Unknown to the audience, a very small piece of conjurer's wax (which can be purchased at any conjuring depot) is stuck to the back of the envelope somewhere near the centre. Request someone to initial the envelope in large letters in the middle of the address side. "In order to assist" them, hold the pack of cards under the envelope so that the initialing is done on a firm surface. Press the pack, which is naturally face downwards, firmly against the envelope. Then place the envelope, to which the chosen card will be found to have conveniently adhered, in a prominent position, with the initials showing clearly. Stepping forward with the pack, ask the person who chose the card if they clearly remember what the choice was. Then ask them to concentrate their thoughts on the envelope—not the initial. Give this person the pack of cards, then, returning to the envelope, cut off one end, and holding with the cut end to the top (keeping the card away from audience's view). Now request person holding the pack of cards to see whether their card is still there. On being told it is not, insert the first and second fingers of the left hand into the envelope, and with the thumb at the back, draw the card upwards as though it is coming from the envelope itself. Before showing the card, ask the name of the one chosen, then show.

**Calling in the Police.**—Take two kings from the pack, and after a chosen card is returned to the pack in the above usual way, and the pack shuffled, explain that the chosen card, for the purpose of this trick, is representing a spy among our troops. The rest of the pack is the troops, and the two kings are the Special Intelligence Officers, commissioned to track down the spy. In spite of the odds against finding their man, they get to work (here insert one king above the selected card, and the other below) and, finally, come back with their man between them (remove the three cards as one, then fan them out).