

Number Deck Tricks

Many thanks for buying this fantastic new Number Deck. Number deck tricks traditionally fall into one of two categories: tricks dealing with just the numbers and tricks that use the deck in conjunction with some other prop, such as a book.

You will find examples of both of these kind of effects in this booklet, along with a third type of effect, which relies on the unique marking system this deck possesses.

Here are the effects in this booklet:

1. **Phoenix Page**

A page is selected from a book and you have has correctly predicted the exact page. The book is now held over a lighter and when the book is opened to the chosen page half of it is burned away. The missing burnt out half is

found to have impossibly been in view throughout.

2. The Calculation Sensation

A spectator selects and mixes some random number cards. He then opens the calculator app on your phone and several spectators enter random numbers and multiply them ending with a ten-digit total. The top few cards of the number deck are turned over and they perfectly match the random total in exact order.

3. More Than A Total Prediction

A prediction envelope is handed out and a spectator mixes up a deck of number cards face-up and face-down. The spectator removes all the face-up cards and adds them up. When he removes the prediction, not only does it predict the exact total, but also the exact numbers used to get to that total!

4. Perfect Number Prediction

After asking the spectator some apparently random questions you jot something on a piece of paper. The spectator now selects four

number cards and you give him a reading based on those numbers. Finally he adds up the four numbers and when you show what you wrote on the paper earlier it is a perfect match.

5. Book Page Word

A spectator uses his own hardback or paperback book and decides on any page. You claim that you can memorise the first word on every line on that page in 30 seconds. The spectator times you and you claim to have memorised them all before he calls stop. In order to ensure that the selection is random and not the result of some psychological force, nor a matter of collusion, a different spectator takes a random card from the number deck and the spectator whose book it is counts down to that line. You immediately write a word on the back of a business card and when he has finished counting he announces the first word of that line and you turn the card around and they match.

6. Out Of This Integer!

A spectator deals the cards into two random piles. When the piles are turned over he sees

that he has separated all the odd numbers from all the even ones. With one exception. The incorrect number was correctly predicted in a text message you sent him a few minutes earlier.

7. **Call Me**

Several spectators pick random numbers from the deck. They turn them face-up and form a phone number. When someone calls that number it is your phone that rings.

Obviously you wouldn't use more than one or two in a single performance, but by having a variety of effects at your disposal it puts you in a strong position. And the great thing about all the effects taught in this booklet is that they are **not** remotely perceived as card effects even though technically they use cards.

Some of the explanations of these effects are quite lengthy, others quite short. This does not reflect how strong they are – all pack quite a punch.

Finally, a couple of handling suggestions:

1. Always refer to the cards as numbers, never as cards or number cards.
2. Instead of saying the word 'shuffle' talk about 'mixing' the cards.
3. No fancy cuts, flourished or anything else that might make the audience think of card tricks.
4. When doing any of the necessary forces required in some of the effects, don't worry that they are simple. Keep things casually and avoid the temptation to substitute 'superior' sleights.

The Phoenix Page

Effect:

A page is selected from a book and you have correctly predicted the exact page. The book is now held over a lighter and when the book is opened to the chosen page half of it is burned away. The missing burnt out half is found to have impossibly been in view throughout.

Method:

This effect is designed for a stand-up performance. It uses a clever number force of Karl Fulves' called *Astro Thought*.

Prep:

You need a couple of duplicate paperback books. You want ones that are about A5 size and around 200 pages. Take one and tear out half of page 166, tearing the page from top to bottom and making sure that the page number can be seen on the torn out piece. Use a lighter to singe the two torn edges. Place the

piece into an A5 envelope. Find page 166 in the duplicate book and count down to the fifth line. Copy all of the words on this line onto an A4 piece of paper, but not in a sentence or at all orderly in fact, but all over the page, randomly. Then fold this piece of paper in half and place it into the envelope along with the torn piece. Place the regular book on top of the torn book, and put both on top of the envelope and place everything into your case.

Take the following single numbers out of the deck and place them in this order from the top down: 2, 6, 7, 8, 3, 4, 5, 9, 1. Place them back into the deck in that exact order, spaced out throughout the rest of the deck. Put the whole deck in the box and put it in your case. That is the preparation over.

Performance:

Introduce the regular book and the deck of number cards. Hand the book to someone to check. Take the cards out and give them a false shuffle. State that you need all the single numbers and run through the deck, taking

out the singles and placing them into a pile as you come to them.
Put the rest of the cards back into the box as they won't be used.

Give the cards a Charlier shuffle if you like, or simply a few cuts, ensuring that they end up with the '1' back on the bottom (face) of the packet.

Deal the top three cards to one person (A), the next three to a second person (B) and the final three to a third (C). Ask them each to mix up their cards. Apparently to make the whole process even more random, ask the spectator who is holding the book in which order he would prefer to add the numbers. It makes no difference to the method, but let's say he says B-C-A.

Ask person B to shuffle his cards and hand you any one. He may look at them and choose which one if he likes. This is repeated with C then A. The three numbers (let's say they are 4, 1 and 7) are placed into a row. A fourth spectator inputs the number 417 into the calculator app on his phone and then presses the '+' sign. Three more numbers are selected in the chosen order B-C-A (let's say

8, 9 and 2) and 892 is input into the calculator again followed by the '+' sign. The final numbers (3, 5 and 6) are now entered and the spectator hits the '=' sign to total all three of the 3-digit numbers. The total will be 1665. Due to the maths underlying the process, the number will always be 1665 if you follow the instructions correctly.

Say that since the book only has 200 pages the number is too big, so instead ask the spectator holding the book to turn to page 166, and remember whatever is written on the fifth line down. Ask several other spectators to read it as well so that among them they can remember exactly what is on the line. Take the book from them and have a read yourself and then close the book as you comment that you're pleased to read that.

With the hand holding the book, reach into your case, drop that book and pick up the duplicate book with the envelope beneath it. Still holding the book, open the envelope and remove the A4 piece of paper. Explain that you wrote some random words on it a few hours earlier. Casually place the book down near the spectator who had it originally and place the envelope down on the table. Unfold

the paper and show the words, getting the spectators to confirm that you got the entire line.

Act casually, explaining that this isn't what freaks you out, but it's the thing with the lighter that does. They will be confused. Borrow a lighter (you may want to have one in your case as a back-up in case no-one has one to hand) and ask the spectator with the book to pick it back up. Light the lighter and wave it around the book. Direct him to go to his chosen page and he will discover it missing!

Direct one of the other spectators to have a look inside the envelope. They will discover the missing piece, charred but still matching perfectly.

Credits:

The plot is generally known as the 'Pegasus Page', and is named after the effect as created and presented by Arthur Emerson at the Magic Circle in 1965. Emerson published his version in his notes titled 'The Third Evening at the Magic Circle' in 1970.

Others generally trace the 'resurrected page' plot back to Annemann's "Whim of Tituba*" which can be found in his Jinx No. 67 (November 1939) and again in Practical Mental Effects (1944). Noted book test expert Dick Christian believed that the first published routine belonged to Herbert Milton's "A Page of Mystery" described in Vol. 6 of Percy Naldrett's Collected Magic Series published in October 1925.

The specific addition of burning the page in the 'resurrected page' plot is believed to have first been published by Tony Corinda as "Zarkamorta II (The Ceremony of Reincarnation)" in Step 7: Book Tests of his now classic Thirteen Steps to Mentalism in 1968.

The Calculation Sensation

Effect:

A spectator selects some random number cards and mixes them up. He then opens the calculator app on your phone and several spectators enter random numbers and multiply them ending with a ten-digit total. The top few cards of the number deck are turned over and they perfectly match the random total in exact order.

Method:

This uses Bob King's fantastic TOXIC calculator force.

Prep:

First of all, open the calculator app on your phone and enter the following: 2, 1, 6, 3, 0, 1, 1, 9, 4, 9, +, 0, x, (

Some calculators need to be turned horizontally to switch them seamlessly into 'scientific mode'. This adds the bracket functions. This function comes as standard on an iPhone. Android users will need to fund a Scientific Calculator app.

Entering this sequence means that now whatever number and symbols are typed into your calculator, once the '=' button is pressed the total will be 216301949.

Remove the following cards from your number deck: 21, 6, 30, 19, 49 and any 5 more random cards. Place them in order as above with the 5 random cards being the lowermost cards. Drops these onto the face-up deck and then turn the deck face-down and put it into the case. Your phone calculator has already been set-up as above. This preparation is not affected by closing the calculator app or locking your phone. You might find it handy for this effect to have the shortcut to the calculator app on your home-screen.

Performance:

Bring out the deck and show batches of cards from the top of the deck to show that they

are all just random numbers. Shuffle the deck face-down, keeping the bottom stock in place and being careful not to flash a back on the bottom of the deck. Spread the deck (again, being careful not to flash the face up cards on the bottom) and have five different spectators touch the back of a card each, out-jogging all five. Take them out and drop them face-down on top of the deck.

Reach into your pocket, remove your phone, unlock it and hand it to a spectator, asking them to open the calculator app. As all attention is on them turn the deck over and place it on the table, this bringing your force cards to the top.

Have someone suggest a three digit number ask the spectator holding your phone to input it into the calculator the hit the multiply (x) button. Ask for another three digit number and then a third, multiplying them together each time. Finally ask the spectator to hit equals (=) to find the total. Have them read it aloud. Turn over the top card of the deck, the 21, and ask them to repeat the first two digits. They match! Slowly and dramatically repeat for the next four cards to reveal that the five randomly chosen cards perfectly

equal the random number generated by the three spectators. A sensation indeed.

Credits:

The Toxic force was published by Bob King, who states he was shown it by a mathematician. John Cornelius has released work on calculators, gimmicked or otherwise, and is often credited with the principle too.

An alternative to the Toxic formula to consider would be Geraint Clarke's 'Non-Toxic' that can be found on his 'Eden Project' DVD.

More Than A Total Prediction

Effect:

A prediction envelope is handed out and a spectator mixes up a deck of number cards face-up and face-down. The spectator removes all the face-up cards and adds them up. When he removes the prediction, not only does it predict the exact total, but also the exact numbers used to get to that total!

Method:

This is a sneaky use of the false shuffle sequence from John Bannon's *Play It Straight Triumph*.

Prep:

Remove these 14 cards: 51, 35, 47, 3, 39, 28, 43, 26, 25, 46, 11, 32, 20 and 7. Place them in that order face-down on top of the deck and using the marking system not the card below your stack, e.g. 50.

On a sheet of A4 paper write the above number in a column in the exact same order and draw a line under them. Then write the total of 413 below the line. Fold the paper over four or five times so that you can easily just unfold the bottom piece to show the total. Place the paper in a letter envelope.

Performance:

Bring out the envelope and place it to one side saying that it contains a random number. Remove the deck and shuffle with the faces towards the audience, maintaining the top stock of fourteen cards. Cut to your known card, placing the fourteen force cards above it face-down onto the table.

Have a spectator cut another twelve or thirteen cards (about a third of those left) and place them face-up next to the first packet, then another packet of roughly the same size face-down next to those and then the final packet goes face-up at the end of the row.

Explain that you want a truly random series of cards, as you pick up your force packet and the face-up packet next to it and riffle

shuffle them together. After the riffle, allow the spectator to push the packets together. Turn that combined packet over and then shuffle the next face-down packet into them. Turn the large packet over once more and shuffle the final, face-up packet into it. Again, let the spectator push the packets together each time.

Spread the cards briefly and show the face-up/face-down situation and then casually turn the whole deck over and hand it to the spectator, asking him to remove all the face-up cards as he comes to them and place them in an ascending column on the table. Ascending as he removes them that is, not in numerical order. Keep an eye on him as he does this so that there are no mistakes.

Once he's done, have someone add the numbers up on their phone and then remove the prediction and unfold the bottom part to show that the total match. Then as a kicker unfold the rest of the sheet to show that not only did you predict the total, but also all the numbers that would add up to it.

Perfect Number Prediction

Effect:

After asking the spectator some apparently random questions you jot something on a piece of paper. The spectator now selects four number cards and you give him a reading based on those numbers. Finally he adds up the four numbers and when you show what you wrote on the paper earlier it is a perfect match.

Method:

This combines some cold reading with the marked number deck and a nail writer. We highly recommend MagicWorld's 'Epic Writer'.

Performance:

Bring out the deck and ask the spectator to shuffle it. Apparently write a three digit number on the back of your business card, but

actually write nothing, using your fingertip to mime the sound of the pen on the card. As you put the pen away, get the nail writer onto your thumb. You will still hold the card number-side down throughout the following.

Ask the spectator to remove any four cards and place them face down onto the table without looking at them. Using the marking system you have plenty time to read the number on the first card as he is taking out the other cards. Now give him a simple reading, apparently depending on whether the card is odd or even (in reality it doesn't matter, you give him the same reading either way).

Then as he turns the card over to confirm that it is an odd number, you simply look at the markings on the back of the second card. If it is the opposite (odd/even) of the first number then you can use that again, however if it is the same, then you can give a reading based on it being high or low. The same for the third card – use the odd/even or high/low depending on what the other numbers were. And the for the final card you should conclude the reading by being a little

more specific about the number, either getting it spot on or very, very close.

As he turns over the final number, you quickly add all four in your head and nail write the total on the card which you drop onto the table.

To conclude, ask him to add the four numbers up and then turn over the card. He will be stunned.

For those of you to whom readings are new, here are eight sample readings that you can mix and match each time:

1. You are someone who always has a very positive attitude, and your response to people, situations and challenges usually tends to be positive. Because of your pleasant disposition people enjoy being around you and whilst you may occasionally wish that you had a bit more time to yourself, you generally don't mind being in company most of the time.
2. You are someone who copes well with illness, whether your own or someone

else's. Likewise any time you have an accident, even if it is quite serious, you've are back in action as quickly as possible. It's not that you don't take your health seriously; it's more that you like to focus on getting things done and enjoying your life rather than focusing on things you can't change.

3. You have a bit of a competitive streak and whilst some of your close friends and family might know that, it would possibly come as quite a surprise to a lot of others. It might be that you hate to lose at sports or games, even when you are pretending to be gracious in defeat! Or maybe it manifests itself at work where there is someone that you have a friendly rivalry. Particularly friendly when you're winning.
4. Most of your friends would say that they know you quite well and have a pretty good idea what motivates you and what your ambitions are, but in fact underestimate what is actually going on in your head. You think a lot more deeply about things than people realise and have quite a few goals and interests that you

would pursue if your circumstances were different.

5. You are a hard worker, in terms of how much effort you put into something that matters to you. That could be your job, your relationship or a hobby. And very likely all three. You are certainly willing to put the time in when the situation requires it and always do your very best to make sure that something happens if you want it to, with the ability to focus on something until it's done to your satisfaction.

6. You have quite a wide circle of acquaintances, although you consider those you would call a 'friend' to be far fewer in number and tend to gravitate towards one or two that you have known for a long time. Unlike some of the people you work with who are constantly making new friends and flitting between social groups you prefer the company of those you've known for a while and can trust. You are a good friend to have, although you probably don't stand up for your own opinion enough, deferring to your 'louder' friends quite a lot of the time.

7. You are quite happy to take the occasional risk in life, whether it is an investment, a career change, a relationship with someone very different from your usual 'type' or something as simple as a holiday off the beaten track. Sometimes some of your choices may shock your friends, but this never bothers you since as long as you are happy with your decision and whatever risks it involves then you are willing to take that chance.

8. You are a person who takes good care of some aspects of their health, but sometimes at the expense of some other area. Let me explain: your physical, emotional and spiritual health are all as important as each other and whilst you know that you need to balance all three to be truly happy you can get so focused on one area that you let the other two slide a bit. You will definitely find that paying more attention to this reaps greater dividends in the long run.

Remember, you will only use four of these each time.

Notes:

For more cold reading resources you might consider:

Simplex Reading System (SRS)

– Mark Elsdon

The James Bond Cold Reading System

– Julian Moore

The Full Facts Book of Cold Reading

– Ian Rowland

Book Page Word

Effect:

A spectator uses his own hardback or paperback book and decides on any page. You claim that you can memorise the first word on every line on that page in 30 seconds. The spectator times you and you claim to have memorised them all before he calls stop. In order to ensure that the selection is random and not the result of some psychological force, nor a matter of collusion, a different spectator takes a random card from the number deck and the spectator whose book it is counts down to that line. You immediately write a word on the back of a business card and when he has finished counting he announces the first word of that line and you turn the card around and they match.

Method:

You force the number! There are a number of factors that add together to make this seem very fair:

The emphasis is all on the fact that the book is borrowed and any page randomly chosen.

The line number is simply chosen at random by a separate spectator for the sake of fairness (!)

The speed at which you apparently memorise the words. And finally, and most importantly, how clean the force is.

So basically, it has to be a classic force. Anything else is too process-heavy. If you are still learning, then have the cards face-down. If you are a master of the classic force, then have the deck face-up!

I usually uses 27, 28, or 29 as the number. Most books have between 30 – 35 lines per page so you need a number less than that. And I like to use a number that will take a few seconds to count down to, in order to allow me time to write the word.

If you aren't as confident with your classic force as you'd like to be, you can always use all three numbers (27, 28 and 29) as a mini-bank and then remember three words on the chosen page. Then if the force is off by one then you still know the word.

Notes:

Gary Ouellet's 'Touch Force', published in his book *Close-Up Illusions*, can make a sure-fire alternative force while you build your confidence with the Classic Force.

Some Classic Force resources to assist might be:

- Paul Green's Classic Force DVD
- Mark Mason's 'Attitude Force' from his 'Real World Magic' DVD set

Out Of This Integer!

Effect:

A spectator deals the cards into two random piles. When the piles are turned over he sees that he has separated all the odd numbers from all the even ones. With one exception. The incorrect number was correctly predicted in a text message you sent him a few minutes earlier.

Method:

I'm sure you are ahead of me here. This is a presentational re-working of Paul Curry's *Out of this World*.

Prep:

Before the trick, secretly setup the deck so that all of the odd numbers are at the bottom half of the deck and all of the even numbers are at the top half of the deck. However, place one even number in amongst the odds. Let's say that the number is 36.

Performance:

Send the spectator a text message that says: My unlucky number is 36. It always causes trouble!

Give the deck a false shuffle. Spread through the deck, remove two cards: one odd and one even. Place the odd card face up on the table to your left. Place the even card face up on the table to your right.

Hand the deck of card to your spectator. Instruct the spectator to start dealing cards, one at a time, face down into either the odd pile or the even pile. If he thinks the card is odd, he is to place the card face down on top of the odd card. If he thinks the card is even, he is to place the card face down on top of the even card.

As the spectator deals the cards, secretly count how many he has dealt. If you can, look up and around as he does this to eliminate suspicion. After the spectator has dealt 26 cards, say, "Now I'm going to stop you right there."

Since the last card the spectator dealt was even, turn over the top card of the odd pile and say, "So that this isn't a mistake, let's change things. This pile will now be the even pile."

Next, say, "I also know that the next card is odd, so I will make the pile on my right the new odd pile."

Turn over the top card of the deck in the spectator's hand to reveal that it is indeed odd. Place that card face up on top of the old even pile (the pile to your right).

Instruct the spectator to continue as he was, placing cards, one at a time, onto either pile. When the spectator has finished, there should be two piles on the table. From top to bottom, the left pile should have a number of face-down cards, followed by a face up even card, followed by a number of face down cards, followed by a face up odd card. From top to bottom, the right pile should have a number of face down cards, followed by a face up odd card, followed by a number of face down cards, followed by a face up even card.

Pick up the pile to your left, and instruct the spectator to pick up the remaining pile. Tell the spectator to spread through his pile until he finds the first face up "marker" card. Do the same with your pile.

Instruct the spectator to split the cards in his hand into two piles, leaving the "marker" cards at the bottom of each pile.

As the spectator does this, split your pile in two at the same spot. However, when you make the split, secretly slip the bottom "marker" card underneath the top half. Leave the even "marker" card side jogged a little bit when you make the split.

Next, pull the out-jogged even "marker" card away from its pile and underneath the other pile. At this point, you have effectively swapped the two "marker" cards in your pile while separating your pile into two.

Place your two piles onto the table, and instruct the spectator to do the same. Allow the spectator to turn over the cards in each pile. He will soon see that he correctly divided the odds and the evens. All except for the number 36. Direct him to check out the message you sent...

Call Me

Effect:

Several spectators pick random numbers from the deck. They turn them face-up and form a phone number. When someone calls that number it is your phone that rings.

Method:

There are two options: the numbers are freely chosen and then switched, or they are forced. I opted for a free choice and a switch.

Prep:

You need to get the number cards from your deck which match your phone number. Of course, there is only one each of the single digit numbers, but by using some of the two digit numbers you can have any number you like. The problem comes at the start of the number: a lot of mobile (cell) numbers begin with 077 and of course we only have one 7 card.

So I opted to use the 37 card as the start. Here is my number: 07742634201 and here are the cards I use: 37, 7, 42, 6, 34, 20 and 1.

Unfortunately, not all phone numbers will work. If you have double 6s, 7s, 8s or 9s that is a problem. However, for just a couple of pounds you can pick up a new SIM card and the great thing is that you can always check the number on the outside of the packaging first. Now that you know which numbers will work it is an easy matter to find a SIM card with a number that will work.

To set the deck I put a Breather Crimp into a random card. Here's how: hold the card face-up with the left fingertips. Place the tip of your right thumb in the centre of the face of the card and your right first and second fingers underneath the card, pressing up against the centre of the back. Push down fairly hard with your right thumb, so that you can feel the fingers through the card. Maintaining the pressure, pull the thumb and fingers out to a corner of the card. This will make an indentation in the face of the card running from the middle out to one corner.

Repeat for the other 3 corners. If you now place this card near the middle of the deck, when the deck is cut the card will cut to the top of the deck.

Place this breather-crimped card on top of the deck (you will be using it to facilitate a block turnover) and on top of that place your phone number cards, in the correct order, obviously. Finally place the double-backed card on top. The deck is set.

Performance:

Bring the deck out and shuffle it faces towards the audience, keeping the top stock in place. Spread the deck face-down, spread past the top block to prevent anyone from touching one of the top nine cards. Have seven different people touch the back of a card and out-jog each cards as you do so. Strip all seven out of the deck and drop them on top of the deck, immediately turning over all the cards above the breather crimp. It should seem as if the chosen cards hardly touched the deck before you turned them over. This isn't so much a sleight, as a timing thing.

As soon as the cards are face-up, place the deck down on to the table. You want it to seem hands-off from this point. Deal the face-up cards one at a time off the top of the deck and into a row on the table. Following the last card, be careful, because under the next face-down card (the double-backer) are a bunch of face-up cards and you don't want to expose those!

Explain that if the '3' was replaced by a zero, this could actually be a phone number. Ask someone to dial the number. Your phone will ring, proving that all great tricks involve talking to you 😊