
Memory Effects

A Resource of Mental Marvels

by Scott Cram

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ARTICLES & BOOKS

“6 Ways to Sharpen Your Memory” - Introductory techniques for memorizing names, numbers, instructions and to-do lists, “Popular Science” - December 1958, Max Gunther

“8 Kings Combo” - How to use Karl Fulves’ Combo system in combination with cyclical stacks, “Combo II”, Karl Fulves (Trick by Robin Robertson)

“15 Minute No Mnemonic Memorized Card System, The” - A card system that appears random, yet is easily memorized, “Reputation Makers”, Charles Gauci

“Assimilative Memory” - Popular complete memory course from the 19th century, “Assimilative Memory, Or, How to Attend and Never Forget”, Marcus Dwight Larrowe (aka Professor Alphonse Loisette)

“BAM! The Complete Course to the Borrowed and Memorized Deck” - How to memorize all or part of a borrowed, shuffled deck for use in memory routines and magic effects, “BAM! The Complete Course to the Borrowed and Memorized Deck”, Bob Miller

“Berg Stack, The” - A flexible card system that is simple in memorization, yet offers all the advantages of other memorized decks, “Sleight of Mind”, Harvey A. Berg

“Bibliography of Simon Aronson’s writings on the Memorized Deck” - A complete list of all of Simon Aronson’s writings on the memorized deck, and where to find them, <http://www.simonaronson.com/magiciansonly.htm>, Simon Aronson

“Book Test Force” - A method of choosing a page from a 200-page book that limits the choices to 28 different pages. Its use is discussed in combination with using mnemonics to memorize the contents of those pages, <http://www.themagiccafe.com/forums/viewtopic.php?topic=317548&forum=82&11#9>, Paul Spaniels

“Braingle : Mentalrobics : Improving Your Memory” - An excellent collection of articles on all aspects of memory, including memory improvement techniques and demonstrations, <http://www.braingle.com/mind/categories.php?cat=3>, various

“Card Verb System” - A unique system of mnemonics for the Si Stebbins stack that, given only the bottom card, will allow you to know where any other card in the deck is located, or which card is at a given location, “Genii” - October 1970, Pat Hennessy

“Codes for Mind Reading with Cards” - Verbal and silent codes for communicating cards between two people, “Mental Magic with Cards”, Jean Hugard

“Complementary Memorized Stacks” - A simple method for memorizing a second stack,
<http://www.themagiccafe.com/forums/viewtopic.php?topic=257185&forum=205&15#11>,
Simon Aronson

“Crafty Joker, The” - A simple card routine which allows you to introduce a memorized deck unsuspected, “Hugard’s Magic Monthly” - September/October 1961, Fred Braue (Trick by Bert Allerton)

“Cross Checking” - How to use one-way back designs with the “Combo” memory system, allowing you to know suits, as opposed to just knowing colors, “Combo”, Karl Fulves

“Extended Memory” - How to apply the Combo system more efficiently, “Combo II”, Karl Fulves

“Finding The Way Home” - Approaches to mixing the deck so that they wind up in a pre-determined order, “Handcrafted Card Magic”, Denis Behr

“General Observations On The Memorized Deck” - A general introduction to memorized deck magic, “Card Ideas of Simon Aronson, The”, Simon Aronson

“Guarded Revelation, A” - How to use a card clip to peek at the top card of a cased deck, “MAGIC” - February 2006, Stan Allen (Move by Jeff Pierce)

“Have You a Master Memory?” - Techniques for memorizing lists of long words, series of letters, order of dice rolls, as well as how name the day of the week for any date, “Popular Mechanics” - February 1935, anonymous

“Heady Stuff” - Details of a unique memorized deck system whose order is coded via a one-way deck, “Spirited Pasteboards”, Leo Boudreau

“Hints on Performing With The Osterlind Card System” - Hints and tips that make performances with the Osterlind Breakthrough Card System more effective, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition”, Richard Osterlind

“I.M.P. System, The” - How to remember numbers, without the use of the complicated rules of other systems, “I.M.P. System, The”, Pete Wilton

“In The Wards” - How to adapt the standard giant memory feat for use in hospital wards, “Genii” - January 1946, Gerald Kosky

“Indexed Brain, The” - Book on memory technique that includes presentation routines and speeches, as well as the magazine memory feat, “Indexed Brain, The”, S. W. Reilly

“Invisible Deck Mnemonic” - A simple mnemonic for remembering which Kings are on which side of the standard invisible deck set-up,
<http://headinside.blogspot.com/2005/04/invisible-deck-mnemonic.html>, Scott Cram

“James Bond Classic Reading, The” - How to use James Bond as a mnemonic for remembering the classic cold reading stock lines, “James Bond Classic Reading, The”, Julian Moore

“Jazzin” - Details of an improvisational routine done with a memorized deck, “Workers 5”, Michael Close

“Kerry Summers’ Memorized Deck” - An approach for memorizing a deck of alphabet cards consisting of two of each letter, “Kerry Summers’ Memorized Deck”, Kerry Summers

“Key Codes” - Discussion of various mnemonic codes for cards, the alphabet, etc, “Memory of the Mind”, Eddie Joseph

“Last Word, The” - How to use mnemonics to improve the Al Baker Dictionary Trick, “Genii” - February 1944, Sylvan Barnet

“Lazy Magician’s Memorized Pack” - An excellent random-looking stack that easily allows the performer to know the exact location of any given red card, “Concepts & Deceptions” and “Act Two”, Barrie Richardson

“Lazy Memory” - Various improvements to the classic “Lazy Man’s Card Trick” offered by the use of a memorized deck, “Simply Simon”, Simon Aronson

“Loisette’ Exposed” - A copyright-free publication of the popular 19th century memory course, “Loisette’ Exposed”, G. S. Fellows

“Magic Memory Master, The” - A simple BASIC computer program to help you memorize your favorite stack, “Genii” - March 1987, Paul Smith

“Magic Without Apparatus” - How to expand the basic phonetic alphabet to handle numbers up to 1500, “Genii” - May 1943, William Larsen, Sr.

“Marked Memory” - How to mark cards using your memorized stack, “Pallbearers Review” - January 1968, Karl Fulves (Article by Edward Marlo)

“Memories Are Made Of This” - A general introduction to memorized deck magic, <http://www.simonaronson.com/magiciansonly.htm>, Simon Aronson

“Memorized Breakthrough Card System, The” - How to prepare and remember the Osterlind Breakthrough Card System, “Memorized Breakthrough Card System, The” & “Mystique”, Richard Osterlind

“Memorized Deck” - A brief discussion of the memorized deck, featuring Simon Aronson and Joshua Jay, “Close-up. Up Close” - Vol. 2, Joshua Jay

“Memorized Deck Magic Archive” - A large archive of articles concerning principles, theories and tricks with a Memorized Deck, <http://www.loomismagic.com/memdeckindex.html>, Dennis Loomis

“Memorized Math” - Thoughts on mathematical principles applied to a memorized deck, “Aronson Approach, The”, Simon Aronson

“Memorized Stack, The” - Ed Marlo’s approach to the memorized stack, “Faro Notes”, Ed Marlo

“Memorizing a whole deck in an hour” - Davide Brizio’s approach to the memorized deck, using a method that takes less than an hour, <http://www.themagiccafe.com/forums/viewtopic.php?topic=133991&forum=2&23#18>, Davide Brizio

“Memory Experts Made To Order” - Report on an Ohio State University study concerning the training of the average person to the level of memory entertainers, “Popular Science” - September 1936, John E. Lodge

“Memory Game, The” - A full memory course that only takes 7 days to master, “Memory Game, The”, Jack Kent Tillar

“Memory Game, The: Teaching Guide and Business Plan” - How to make money selling “Memory Game, The”, “Memory Game, The: Teaching Guide and Business Plan”, Jack Kent Tillar

“Memory Page, The” - A full memory course available free on the web,
<http://www.thememorypage.net/>

“Memory Mentor” - A website that teaches effective ways to use your memory,
<http://www.memorymentor.com/>

“Memory Test Patter” - Opening patter for almost any memory- or pseudo-memory demonstration, “Hugard’s Magic Monthly” - July 1956, Milbourne Christopher (Patter by Peter Layne)

“Mind Tools - Memory Techniques and Mnemonics” - Another full memory course available free on the web, <http://www.psychwww.com/mtsite/memory.html>

“Mind Explosions” - Bob Cassidy’s handlings of the Memory Magic Square and the Knight’s Tour, which reduces the required memory work, and adds predictions at the end as an option, “Mind Explosions”, Bob Cassidy

“Mnemonica” - Juan Tamariz’ thorough examination of the memorized deck and various approaches and uses, “Mnemonica”, Juan Tamariz

“Mnemonics as Applied to Conjuring” - The use and application of Adrian Plate’s mnemonic system in magic, “Secret Ways of Al Baker, The” and “Al Baker’s Mental Magic”, Al Baker

“Mnemonics For Magicians” - A 10-part series thoroughly examining the uses of mnemonics in the art of magic, “Genii” - January through October 1959, Tom Harris

“Mnemonics With Cards” - An introduction to mnemonics as applied to cards, “Greater Magic”, John Northern Hilliard (Article by H. Adrian Smith)

“New How-To for Deja Voodoo” - How to use mnemonics in order to perform Bob Farmer’s “Deja Voodoo” routine without a gimmicked deck of cards,
<http://headinside.blogspot.com/2005/03/old-paths-new-directions.html>, Scott Cram

“Nikola Card System” - How to memorize the Nikola Card System, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Nikola Card System” - How to memorize and apply the Nikola Card System, “Encyclopedia of Card Tricks, The”, Jean Hugard

“Notes On Tricks: Memory Aid” - Handy idea for reminding yourself of your mnemonic keywords before performing the 30-item memory feat, “Genii” - January 1944, Milbourne Christopher

“Numerology” - A unique approach that helps make memorizing the order of a shuffled deck of cards easier, “Genii” - April 1940, Victor Conrad

“On The Memorized Deck” - Details on choosing, learning, and handling a memorized deck, “Workers 5”, Michael Close

“One More Perpetual Calendar” - This is a short letter describing an unusual Day of the Week For Any Date feat formula that only involves 2 variables, “Popular Science” - April 1961, Abel Stroock

“Open Index, The” - Thoughts and ideas concerning the use of a memorized deck as an open index, “Simply Simon”, Simon Aronson

“OutSmarter” - How to use mnemonics to improve “OutSmart” from “Ah-Ha!” by David Harkey and Eric Anderson,
<http://headinside.blogspot.com/2005/04/outsmarter.html>, Scott Cram

“Pa Pa System Plus Si Stebbins, The” - An ingenious system that allows you to cut to any card in the Si Stebbins stack without knowing its location. This system can also help you determine any card’s location in the stack, “Genii” - March 1999, Patrick Page

“Pattern Principle, The” - A new, unique method for remembering the sequence of colors in a shuffled deck, “Semi-Automatic Card Tricks” - Vol. 3, Steve Beam (Article by Lewis Jones)

“Loisette Memory System, The: Art of Never Forgetting, The” - Richard Peale’s 5-page summary of the Loisette Memory System, a popular course from the 19th century, “Peale's Popular Compendium of Useful Knowledge”, Richard S. Peale

“Poker Run-Up System” - How to stack a 2-4 card set-up for anywhere from 4-7 hands using only the overhand shuffle, “Genii” - August 1943, Gerald Kosky

“Polaroid Memories” - This book details several pseudo-memorized deck routines that allow the use of shuffled and/or borrowed decks, “Polaroid Memories”, Daniel Young

“Power Memory” - How to use a standard mentalism technique to give you more time to memorize multi-digit numbers in a more relaxed environment, “M.I.N.D.” and “First Impressions”, Lee Earle

“Raven Magic’s Memorized Deck Made Easy” - A simple memorized deck system, including some built-in poker effects, is taught along with effects using the system, “Raven Magic’s Memorized Deck Made Easy”, Richard Raven

“Remembering the Election” - How to routine Robert Neale’s “Election Game” to perform it as if it were being done by memory,
<http://headinside.blogspot.com/2005/06/remembering-election.html> , Scott Cram

“Quick Code, A” - How to learn a simple code that covers 100 objects, as well as all the playing cards, “Genii” - November 1976, Simon Brown

“QuickStack (a.k.a. The Half-Hour Memorized Deck)” - An original card stack that can be learned in roughly 30 minutes, “Mindsights”, Doug Dymant

“Secret Outs” - How to routine effects using the Combo system to deal with common problems, “Combo II”, Karl Fulves

“Seymour Kessler’s A B C Code” - An easily-remembered method that allows any letter of the alphabet to be quickly coded between two people, “Genii” - January 1947, Seymour Kessler

“Simon’s Flash Speller” - How to instantly calculate the number of letters required to spell any card, “Try The Impossible”, Simon Aronson

“Si Stebbins Codes The Card” - A subtle method for coding card information to an assistant, “Martin Gardner Presents”, Martin Gardner

“Slick Quick Pick Trick Shtick” - Four methods of having cards selected from stacked, memorized decks that appear fair, yet instantly allow you to know the name of the selected card(s), “Sleight of Mind”, Harvey A. Berg

“Stack Exchange” - A subtle method for allowing you to perform memorized-stack tricks over the phone, “Sleight of Mind”, Harvey A. Berg

“Stack To Remember, A” - General thoughts on memorized decks, as well as specific details of the Aronson stack, “Stack To Remember, A”, Simon Aronson

“StackView Musings” - This is a blog that is largely focused on memorized deck work, as well as StackView, the author’s card manipulation program,
<http://www.stackview.com/musings.html>, Nick Pudar

“System, The” - A binary-based system for remembering various aspects of up to 16 props (red/black, heads/tails, high/low) very quickly, “Combo”, Karl Fulves

“System, The” - How to prepare and remember the Osterlind Breakthrough Card System, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition”, Richard Osterlind

“Tangled Web” - Thoughts on memorized deck work, including an intriguing approach to Dai Vernon’s “Trick That Cannot Be Explained”, “Tangled Web”, Eric Mead

“Taking Advantage of One’s Position” - The evolution and use of the “Self-Position” principle, “Simply Simon”, Simon Aronson

“Thoughts on the Memorized Magazine Demonstration” - Valuable advice and tips from an experienced performer on performing the classic magazine memory feat, “Act Two”, Barrie Richardson

“T. K. Over Time” - How to use mnemonics to generate unique cold readings for each person, “Linking Ring” - November 1990, Rudy Hunter

“To Market, To Market” - How to perform the standard 30-item memory feat for children, so as to keep their interest, “Genii” - October 1943, Arthur Bull

“Transition to Active Aces” - Simon Aronson describes how to quickly and directly get from the Aronson Stack to the set-up needed for “Active Aces”, <http://www.simonaronson.com/magiciansonly.htm>, Simon Aronson

“Tuesday Night With Ahab, Einstein and the Queen of Halloween” - A new mnemonic system for remembering cards, “MAGIC” - January 1999, Stan Allen (Trick by Bob Farmer)

“Undo Influence” - A new principle of card magic which allows you to control the positions of two unknown cards, while keeping entire deck stacks intact, “Try The Impossible”, Simon Aronson

“Verbal Code” - Dai Vernon discusses a method for memorizing cards and its use, “Vernon Revelations” - Vol. 11, Dai Vernon

“Whist Memory, A” - A method for remember each card in a deck of playing cards, “Genii” - February 1938, Ellis Stanyon

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LEGITIMATE MEMORY DEMONSTRATIONS

“365” - Any date from January 1, 1752 to December 31, 2399 is given, and the day of the week is recalled. This method aids those whose memory may be faulty during performance, **“Pentagram”** - May 1947, Peter Warlock

“400 Digit Recall” - A spectator calls out a set of coordinates from A1 to J10 from a 10x10 grid, and the performer recalls the four digit number located at that point, **“How To Develop A Super Power Memory”**, Harry Lorayne

“6 Degrees’ Memory Feat” - 10 or more cards with the names of celebrities are mixed, and two celebrity names are randomly selected by a spectator. The performer can then recall how the two actors are linked in less than six degrees of separation, <http://headinside.blogspot.com/2006/04/memory-feat.html>, Scott Cram

“Advantage Play” - A borrowed, shuffled deck is handed to the performer. A spectator then cuts the deck into two halves. The performer then deals off two cards at a time face-up, memorizing both piles as he goes. The packets are then shuffled, and placed face-to-face. 8 blackjack hands are then dealt by taking a face-down card from the top, and a face-up card from the bottom. The performer then places bets on various hands, and only the bet-on hands are shown to be very strong, **“Combo”**, Karl Fulves

“Alphabet Trick, The” - Performer can repeat the numerical position of any letter in the alphabet, or repeat the alphabet backwards, **“Zufall’s Memory Trix No. 2”**, Bernard Zufall

“Amazing Magic Square and Master Memory Demonstration, The” - The performer shows a blackboard with a 4x4 square, each square labeled with a letter from A-P. First, a number is chosen. Next, sixteen objects are called out by the audience, with each object being written in one square. The performer is then blindfolded, and people asked to call out squares or objects, and the performer recalls them. The performer also gives a number to be placed in each square, and when complete, the square totals the number given by the audience in 24 different ways, **“Amazing Magic Square and Master Memory Demonstration, The”**, Orville Meyer

“Amazing Memory Test, The” - 20 to 30 objects are called out by the audience, and the performer recalls the objects and their order, “13 Steps to Mentalism”, Tony Corinda

“American Recall” - Performer is able to recall all the American states, capitals, Presidents, Vice-Presidents, and the 100 largest cities in and out of order, “Zufall’s Memory Trix No. 2”, Bernard Zufall

“Barrie’s Move a Card” - Performer memorizes a shuffled deck, one card is moved, and the performer can tell which one, “Theater of the Mind”, Barrie Richardson

“Calendar Memorizing” - Any date from January 1, 1752 to December 31, 2399 is given, and the day of the week is recalled, “Zufall’s Memory Trix No. 3”, Bernard Zufall

“Card Pairs” - 10, 15 or more people select two cards each and show them to the performer. After the cards are all turned face down, spectator shows one card, and performer names the other, “Memory Book, The”, Harry Lorayne

“Card Trick : Deck Memorization” - A deck of cards is shuffled, and the performer is able to remember the order after looking through the deck only once, <http://www.braingle.com/mind/498.html>, anonymous

“Card Trick : Missing Card” - A deck of cards is shuffled, and one card is removed. The performer is able to name the missing card after looking through the deck only once, <http://www.braingle.com/mind/497.html>, anonymous

“Cazeneuve’s Trick” - A deck of cards is shuffled, and several spectator each select several cards and arrange them in any order. The performer then looks over each spectator’s hands briefly, and memorizes the cards and their order. The performer can then recall perfectly which spectator has what cards and in which order. This can be repeated with dominos and lotto cards, “Secret Ways of Al Baker, The” and “Magician’s Tricks: How They Are Done”, Henry Hatton/Adrian Plate

“Celebrity Birthday Feat” - Spectators name their birthday, and the performer is able to instantly name a famous person with the same birthdate. The information can be verified with any objective source, “Genii” - September 1941, Wallace Lee

“Cloak Room Attendant, The” - 20 objects are exchanged for “tickets”, and set on a tray. The performer then manages to give everyone in the audience their objects from memory, “Memory of the Mind”, Eddie Joseph

“Clue Memory” - Spectator mix and randomly shuffle cards from “Clue: The Card Game”, announcing which suspects, getaway vehicles and destinations they’ve selected aloud. The performer, given any single card, can recall the other two cards held by that

same person. After recalling all the selected cards, the performer can also recall which cards weren't selected, <http://headinside.blogspot.com/2006/07/clue-memory.html>, Scott Cram

“Cosmopolitan Magazine Test” - The classic magazine test simplified, “Genii” - June 1940, William Larsen, Sr. and Geraldine Larsen

“Day and The Date, The” - Any date in the current year is named, and the performer instantly names the day of the week on which it falls, “Hugard’s Magic Monthly” - October 1954, Willard S. Smith

“Dealer’s Game, The” - The performer takes a borrowed, shuffled deck and memorizes the order of the cards. The cards are then taken back, and the top 16 cards are dealt into two piles, face-down. One pile is shown to consist of all low cards, the other consists of aces, jacks, queens kings and tens, “Combo”, Karl Fulves

“Detective Mystery, The” - The performer hands out a number of “clue” card and a number of “location” cards for mixing. Once mixed, they are put together in random pairs, each pair consisting of one clue card and one location card. The performer memorizes all the pairs. The audience then proceeds to call out either any clue or any location, and the performer is able to recall the other item of that same pair, “New Magician’s Manual, The”, Walter B. Gibson

“Develop A ‘Powerhouse’ Memory” - The performer is able to take 20 to 25 objects named by the audience and recall them in and out of order. The method and mnemonics taught in this routine make it easier to learn than earlier methods, “Magick” - Vol. 111 & “Memory Pill Act, The”, Jack Kent Tillar

“Dollar Bill Trick, The” - 3-6 people each show you a dollar bill from their wallet, and performer later recalls all the serial numbers, “Zufall’s Memory Trix No. 5”, Bernard Zufall

“Double Dealing” - Performer takes a borrowed, shuffled deck and memorizes two cards at a time. The two piles are given to two spectators, and the performer can state who has which cards, “Memory of the Mind”, Eddie Joseph

“Dunkin’ Digits” - A large number of doughnuts and spoons are set out on a row of napkins. The performer memorizes the order, and then recalls where all the doughnuts are without looking, “Combo II”, Karl Fulves

“DVD+M” - Performer brings out a DVD boxed set. One of the DVDs from the set is freely selected, and one of the scenes is freely selected. Before the scene is played, the performer is able to describe the selected scene in vivid detail, <http://headinside.blogspot.com/2005/04/dvdm.html> , Scott Cram

“Fusillade” - 20 audience members introduce themselves and select cards (which are returned to the deck & lost). Performer finds each and every card, and recalls each spectator’s name while doing so, “Fusillade”, Doc Eason

“Giant Memory” - Twenty to twenty-five objects are called out by the spectators, one of whom records the entire list. After hearing these items just once, the performer can then recall the entire list, “Seven Circles, The” - May 1931, Walter B. Gibson

“Greek’s Game, The” - The performer takes a shuffled deck, looks through the first 12 cards, and is then not only able to remember the order of reds and blacks, but is also able to figure out whether a series of doubling bets on the order will prove profitable, “Combo II”, Karl Fulves

“Hoops Knows B-Ball” - A large number of tiles are brought out, each with a 2 on one side and a 3 on the other. The tiles are mixed up, and set out in an order, which represents a fictional series of basketball scores of 2- and 3-point shots. Despite the large number of points and the random order, the performer is able to recall the fictional game perfectly, “Combo II”, Karl Fulves

“Human Calendar” - The audience members write down their names and birthdays on cards, which are then collected. Several of the cards (approximately 20) are randomly chosen, and given to the performer to memorize. People from the audience are then brought up, asked to give their name, and asked by the performer to stand by a post with a certain number on it. The people are then asked to give their birthdays, and the audience realized that the performer has sorted them in order of their birthdays - with all the January birthdays at one end, up to December at the other, “Mind and Magic of David Berglas, The”, David Berglas

“Human Encyclopedia (Walking Almanac)” - Cards with various encyclopedic information are passed out to the audience, and the performer recalls all the information requested, even reciting numeric information backwards, “Zufall’s Memory Trix No. 6”, Bernard Zufall

“Human Phonograph, A” - 30 random words are called out by the audience, and assigned numbers from 1 to 30 by the performer. The performer is then able to recall all the words in and out of order, “Genii” - January through February 1938, Ellis Stanyon

“Hide ‘N Seek Cards” - Several spectators select cards, and name them along with a hiding place. When hiding places are called out, performer names the card and vice versa, “Memory Book, The”, Harry Lorayne

“Identifying the Personality” - Several business cards are exchanged with the audience, and each audience member has a seven-digit number created for them. The performer is

then able to recall the seven-digit number associated with each person, “Memory of the Mind”, Eddie Joseph

“Instant Memory” - Performer has 20 objects called out and listed on a blackboard. Performer can then recall the items given the number, and the number given the item, “M-U-M” - July 2002, Ronny H. Cortes

“I, Too, Have Your Number” - Performer gives several spectators cards with different numbers on them. Anytime the spectators want, be it an hour later or twenty years later, they can ask the performer for the number, and the performer is able to recall the number, “Hugard’s Magic Monthly” - October 1951, Stanley Collins

“I’ve Got Your Number” - Performer gives several spectators cards with different numbers on them. Anytime the spectators want, be it an hour later or twenty years later, they can ask the performer for the number, and the performer is able to recall the number, “I’ve Got Your Number”, Paul Lindner

“Kinship” - The spectator is asked to remove all the Kings, Queens and Jacks from a deck and shuffle them. The performer looks over the order and then turns the packet face-down. After the performer deals the cards into seemingly random packets, it is shown that each packet consists of a King, a Queen and a Jack of all the same suit, “Combo II”, Karl Fulves

“Knight’s Tour Plus” - 64 spectator’s names are recorded on a chessboard. Without looking, performer calls out spectator’s names, so as to effect a knight’s tour, “Encyclopedia of Impromptu Magic”, Martin Gardner (Trick by Koltanowski)

“Learning The Almost Impossible” - Performer teaches audience how to say the alphabet backwards in less than five minutes, “Mentalism Incorporated”, Chuck Hickok

“Learning the Alphabet Backwards” - The performer is able to recall the entire alphabet backwards, <http://www.braingle.com/mind/183.html>, anonymous

“Link Party Trick” - The audience chooses 20 objects, which the performer is able to remember in order, <http://www.braingle.com/mind/512.html>, anonymous

“Locating the Page” - Several people select playing cards, and place them into a book. As they do so, they name the playing card and the page number. The performer is then able to recall any page number given the card name and vice-versa, “Memory of the Mind”, Eddie Joseph

“Magazine Memorizing” - Spectator calls out a page number in a magazine, and the performer recalls notable details about the page, “Zufall’s Memory Trix No. 1”, Bernard Zufall

“Magazine Memory” - Spectator calls out a page number in a magazine, and the performer recalls notable details about the page. This book teaches every aspect of the magazine memory feat, including techniques, presentation and psychology, “The Secret Notebooks of Mr. Hyde Volume 2: Magazine Memory”, Timothy Hyde

“Magic Month, The” - How to perform the classic date recall stunt so as to leave the spectator with a give-away, “Genii” - October 1987, Warner Perry

“Master Mentalist’s Memory Demonstration, The” - 10 items are named by members of the audience, and recorded on a blackboard. The 10 items can then be recalled in and out of order by the blindfolded performer, “World’s Greatest Magic Tricks”, Charles Barry Townsend

“Memorizing a Deck Of Playing Cards” - A deck of cards is shuffled by a spectator, and then examined by the performer. The performer is then blindfolded and can recall all the cards in and out of order, “Zufall’s Memory Trix No. 4”, Bernard Zufall

“Memorizing a List of Objects” - Performer has 25 objects called out and listed on a blackboard. Performer can then recall the items given the number, and the number given the item, “Greater Magic”, John Northern Hilliard

“Memorizing a Shuffled Deck” - A deck of cards is shuffled by a spectator, and then examined by the performer. The performer is then blindfolded and can recall all the cards in and out of order, “Greater Magic”, John Northern Hilliard

“Memorizing at One Reading a Long List of Words” - Audience shouts out random words, and these are recorded. The performer can then recall the list in and out of order, “Magician’s Tricks: How They Are Done”, Henry Hatton/Adrian Plate

“Memorizing Numbers” - A spectator calls out a set of coordinates from A1 to J10 from a 10x10 grid, and the performer recalls the three digit number located at that point, “Zufall’s Memory Trix No. 5”, Bernard Zufall

“Memorizing Pi” - The performer is able to recall the first 150 digits of Pi, <http://www.braingle.com/mind/219.html>, anonymous

“Memorizing the Calendar” - A spectator calls out any date in the current year, and the performer is able to name the day of the week on which it falls, <http://www.braingle.com/mind/435.html>, anonymous

“Memorizing the Calendar II” - A spectator calls out any date in the current year, and the performer is able to name the day of the week on which it falls. This article includes a list of what to remember for the years from 1970 to 2006, <http://www.braingle.com/mind/436.html>, anonymous

“Memoronics” - 20 items are called out by the audience, and the performer recalls them in an out of order, “Five Keys to Fame and Fortune, The”, John Calvert

“Memory Feat” - 25-30 items are named by members of the audience, and recorded on a blackboard. The full list of items can then be recalled in and out of order by the blind-folded performer, “DeLawrence Manuscript”, George DeLawrence

“Memory Magic Square” - Performer draws a 4x4 grid, with each space numbered from 1-16. Spectators call out 16 different objects, which are written in the different spaces. A total from 40 to 100 is requested, and written by the 4x4 grid. Performer asks for objects from the board to be called out, and gives a number to be written in that square. When finished with all 16 squares, the square gives the total in MANY different ways, “Reputation Makers” and “Mathematical Wizardry”, Harry Lorayne

“Memory Plus Miracles” - The performer has 20 members of the audience each call out an article, and then demonstrates the ability to recall all 20 objects in order. The performer then asks that a partner be called, and the partner is also able to name all 20 chosen objects in order, “Gems of Mental Magic”, John Brown Cook and Arthur Buckley

“Mental Addition” - Six spectators each create a random six-digit number. The performer is then able to total all of the numbers, as well as give the location of any given digits in the math problem itself, “Genii” - February 1938, Ellis Stanyon

“Mental File Index” - 20 to 30 objects are called out by the audience, and the performer recalls the objects and their order, “Zufall’s Memory Trix No. 2”, Bernard Zufall

“Mental Shopper” - Five items are named, and the performer recalls all the prices and totals them together, “Linking Ring, The” - May 1993, Doug Canning & Tom Craven

“Mind Over Money” - A \$1 bill is borrowed, folded, and the serial number memorized quickly. The performer shows that the bill is folded so that the serial number can’t be seen. Performer then recalls the serial number, “Phoenix” - Issue 1, Walter Gibson

“Miracle Memory” - 20 items are called out and put on a list. Performer, without looking at the list, can recall each item and its position, “Entertaining with ESP”, Tony “Doc” Shiels

“Miracle of Memory, A” - Spectators shuffle a deck, and remove 13 cards. The performer then looks through the remaining cards once, and is able to recall which cards are missing. This method is greatly improved over the classical methods, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Missing Cards” - Five cards are removed from the deck, and the performer names them after looking over the remaining 47, “You Can Remember” - Session 10, Bruno Furst

“Missing Cards” - Up to 13 cards are removed from the deck, and the performer names them after looking over the remaining cards, “How To Develop A Super Power Memory”, Harry Lorayne

“Modest Memory Routine, The” - The performer teaches the audience to memorize 15 cards, “Act Two”, Barrie Richardson

“My Genuine Memory Test” - As spectators call out page numbers from a magazine, the performer is able to describe all the pictures on that page, “Genii” - March 1939, Orville Meyer

“No-Nomotics” - 20 people call out their initials, along with any chosen object, and the performer writes these down on a pad. Performer hands the pad to a spectator, and performer can recall all the initials and objects in and out of order, “Secret Ways of Al Baker, The” and “Al Baker’s Mental Magic”, Al Baker

“Numbered Cards, The” - 30 cards are handed out to spectators, and each spectator calls out an object, with the numbers being called out of order. The performer then recalls all 30 objects in order, “Memory of the Mind”, Eddie Joseph

“Objects in the Dark” - Fifteen articles are borrowed from the audience, and set on a tray. Cards are selected by spectators, along with one of the borrowed objects. Later, the performer is able to recall the name of the card given the object, or vice-versa, “Memory of the Mind”, Eddie Joseph

“Ocellions” - 10 people each write down 3 numbers and performer is able to recall all 30 digits in and out of order, “Zufall’s Memory Trix No. 5”, Bernard Zufall

“Osterlind’s Amazing Memory Demonstration” - 20 items are called out, along with details of each item, and the performer can recall each item and all of its details in and out of order, “Making Real Magic” and “Richard Osterlind Mind Mysteries Too” - Vol. 6, Richard Osterlind

“Perpetual Calendar” - A spectator names any date in the current year, and the performer is able to give the day of the week on which it will fall, “Mathematical Wizardry”, Harry Lorayne

“Phenomenal Memory” - 20 to 30 articles are called out by the audience, with great detail, and the performer recalls every item in and out of order, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Photographic Memory, The” - 10 spectators call out a banknote serial number and their initials. Performer can recall all serial numbers and initials, “13 Steps to Mentalism”, Tony Corinda

“Pickpocket” - 16 spectators are given \$100 poker chips and told them to place the chips in their jacket pockets, with a free choice given as to whether they put it in the right or left pocket. The performer can then go back and, in random order, recall in which pocket each person had put their chips, “Combo”, Karl Fulves

“Psychic Memory” - Performer hands out 4 cards, each with various numbers from 1-15 on them. Spectators call out random objects, which are written down on the cards, next to their corresponding number. Performer leaves the room, and the audience members decide on one item, and keep the cards with the chosen item face-down. When the performer comes back, he takes a brief glance at the face-up cards, and is able to name the chosen object, “Genii” - August 1941, Jerome Ash and Gerald Kosky

“Red Alert 1” - A spectator shuffles a deck, and hands it to the performer. Performer remembers the order of the colors, and sets aside four cards to “transmit” to the spectator. After the spectator tries his hand at getting the colors, the spectator and performer switch roles. The cards are dealt into four hands, and the performer is able to recall the color of any card chosen, “Semi-Automatic Card Tricks” - Vol. 3, Steve Beam (Trick by Lewis Jones)

“Red Alert 2” - A spectator shuffles a deck, and hands it to the performer. Performer remembers the order of the colors. The deck is then cut into two halves, with one given to the spectator and the other retained by the performer. Performer is able to successfully determine when cards will match or not, “Semi-Automatic Card Tricks” - Vol. 3, Steve Beam (Trick by Lewis Jones)

“Red Alert 3” - A spectator shuffles a deck, and hands it to the performer. Performer remembers the order of the colors. The performer is then able to determine whether each pair (from the top down) will match or not, “Semi-Automatic Card Tricks” - Vol. 3, Steve Beam (Trick by Lewis Jones)

“Red Alert 4” - A spectator shuffles a deck, and hands it to the performer. Half is given to the spectator. The spectator mentally chooses a card from their pile. Performer then remembers the entire pile. Spectator then takes the pile face-down, deals off cards face-down one at a time while naming their color. When spectator comes to mentally-selected card, they intentionally miscall the card, and keep going through their pile. Performer is able to recall which card had the miscalled color, “Semi-Automatic Card Tricks” - Vol. 3, Steve Beam (Trick by Lewis Jones)

“Remembering Playing Cards in Connection with People” - 12 people pick cards, and performer recalls who has what card, “You Can Remember” - Session 10, Bruno Furst

“Seeing Through The Bag” - 6 bags of different colors are handed out to spectators, and three articles are placed in each bag. As each bag is chosen, the performer is able to recall the objects in each bag, “Memory of the Mind”, Eddie Joseph

“Sterling Master Memory Act” - Spectators are asked to call out the names of up to 26 objects, which are recorded on a blackboard behind the performer. Once the list is complete, the performer can recall all of the items in and out of order without ever looking at the blackboard, “Sterling Master Memory Act”, Sterling Magic Co.

“Super Memory” - The cards are shuffled, and then called out at the rate of one card every few seconds, and performer can instantly recall the location of each and every card, “101 Easy-To-Do Magic Tricks”, Bill Tarr

“Super Memory Remembered” - Audience members call out 30 objects, each of which are recorded on white cards. After the objects are called out, the performer is able to recall all of them in and out of order,
http://cardopolis.blogspot.com/2004_12_26_cardopolis_archive.html#110461714088587074, David Britland

“Switched By That” - The spectator is asked to remove all the Kings, Queens and Jacks from a deck, shuffle them, and name any two Jacks to be switched. The performer looks over the order and then turns the packet face-down. After the performer deals the cards into seemingly random packets, it is shown that each packet consists of a King, a Queen and a Jack of all the same suit. The only cards in the wrong packets are the Jacks that were requested to be switched, “Combo II”, Karl Fulves

“Synergistic Memory Demonstration” - The performer memorizes a shuffled deck of cards, including cards at positions randomly called out by the audience, “Act Two”, Barrie Richardson

“TAELBPAH (Alphabet?)” - The performer is able to recite the alphabet backwards and forwards simultaneously, “Mathematical Wizardry”, Harry Lorayne

“Tarbell Rapid Memory Act, The” - 20 to 30 objects are called out by the audience, and the performer recalls the objects and their order, “Tarbell Course in Magic” - Vol. 8, Harlan Tarbell

“To Find Day of Month For Any Given Date” - Any date is named, and the performer instantly names the day of the week on which it falls. This method features a unique approach to the calculation not seen anywhere else, “Stanyon’s Magic” - June 1910, H.G. Cleveland

“Tony Andruzzi’s Magazine Memory Act” - Pages of a current magazine are distributed among the audience. The audience calls out page numbers, and performer describes the pages in detail, “Tony Andruzzi’s Magazine Memory Act”, Tony Andruzzi

“Total Recall” - A spectator shuffles the deck, and then the performer goes through the deck to memorize the color order of the deck. The deck is then handed to the spectator, who verifies the color of each card as the performer recalls them, “Scotland Up Close”, Peter Duffie (Trick by Iain Girdwood)

“Tracking” - Discussing how some card counters follow the cards through shuffles and cuts, the performer takes a borrowed, shuffled deck, and deals out about 3 dozen cards and memorizes them. The deck is then shuffled again, and 16 pairs of cards are dropped on the table face-down, representing blackjack hands. The performer then bets on some hands. All the bet-on hands are shown to be strong hands of 17 or more, “Combo”, Karl Fulves

“Trick Dice” - An 8x8 grid is drawn on a sheet of paper. A spectator places a die with any number face-up in the lower left corner. The spectator then makes a series of moves by turning the die either a quarter-turn to the right, or a quarter-turn up. As each move is made, another spectator writes down the numbers that show up on top each time. This continues until either the right side or top of the grid is reached. The sheet containing the numbers is immediately hidden. The performer can then recall the complete list of numbers that were generated, “Combo”, Karl Fulves

“Unique Mental Problem, A” - A deck of cards is shuffled by a spectator, who also removes 4 or 5 cards from the pack and places them in their pocket. The performer then memorizes the remainder of the deck, and is able to call out the missing cards, “Greater Magic”, John Northern Hilliard

“William Larsen’s Presentation For The Magazine Memory Feat” - Pages of a current magazine are distributed among the audience. The audience calls out page numbers, and performer describes the pages in detail, “Genii” - July 1963 and September 1996, William Larsen, Jr.

Memory Effects

A Resource of Mental Marvels

COVERT USE OF MEMORY TECHNIQUE

“40 30s 4 15” - Performer is given a scrambled 15 puzzle, and is able to arrange it into a magic square totaling 30 in numerous ways, <http://headinside.blogspot.com/2005/06/40-30s-4-15.html>, Scott Cram

“91¢ Miracle” - Performer puts out several coins, and 3 different colored coin envelopes. After turning around, the performer then asks the spectators to select coins and envelopes, and place them in their pockets. The performer then turns around, and is able to determine who has what coins, “Phoenix” - Issue 44, Walter Gibson

“After Hummer” - A 4x4 grid is shown, with the individual squares labeled A-P. A spectator is asked to give a deck of playing cards several cuts. The deck is then dealt, three cards at a time, onto each square of the grid. The performer then turns their back to the proceedings, and asks for various piles by their grid. This is done in a completely arbitrary order. The performer is handed the piles from the requested squares behind their back. The performer then separates the cards while still behind the back, and it is shown that the performer has perfectly separated reds from blacks. For a kicker, the performer separates the hearts and diamonds from the red pile, and the clubs and spades from the black pile, “Combo”, Karl Fulves

“After Moe” - After the spectator shuffled a deck of cards face-up into face-down, the deck is spread out and memorized by the performer before their back is turned. The select any face-down card next to any face-up card, and switch them. When the performer turns back around, they are instantly able to identify which cards were chosen, “Combo II”, Karl Fulves

“Almost Real Mind Reading” - Performer divines multiple randomly-chosen cards, “Theater of the Mind” and “Pabular” - July 1980, Barrie Richardson

“Ancient Las Vegas Pulse Reading” - A deck of cards featuring various words are mixed, and various spectators select cards from the deck, with the final person placing their card in their pocket without looking at it. The performer reads the first few people’s pulses while asking questions about their chosen word, and is able to determine each of their chosen words. The performer then divines the last spectator’s unseen card, “Card Tricks For People Who Don’t Like Card Tricks...” and “Toronto Lecture Notes”, Phil Goldstein

“Angel’s Flight” - Three selected cards are divined in increasingly impossible manner by the performer, “Theater of the Mind”, Barrie Richardson

“Any Card, Any Number, Anyone?” - A deck of cards, still inside its case, is set out on the table. One spectator selects a number from 1-52, and another selects a playing card. The deck is removed from its case, and the first spectator counts down to his number. At that location is the second spectator’s card, “Sleight of Mind”, Harvey A. Berg

“Any Card at Any Number” - Spectator names a card, and a number from 1-52. The named card is found at the named position, “Theories and Methods for the Practical Psychic”, Bob Cassidy

“Any Card at Any Number” - The performer invites two spectators on stage, one to act as a psychic, and the other to act as a referee. A blue deck and a red deck are both shown to be complete and well-mixed, then the blue deck is returned to its case. The red deck is then mixed further, and then a card and number are chosen by the acting psychic. The acting referee then removes the blue deck from the case themselves, counting to the chosen number, which proves to be the chosen card, “Sorcerer Series #2”, Kenton Knepper (Trick by Newell Unfried)

“Any Card at Any Number” - Spectator names a card, and a number from 1-52. The named card is found at the named position, “Theater of the Mind”, Barrie Richardson

“Any Card at Any Open Prediction” - The performer sets a folded prediction in the middle of the table. A spectator then names a number from 1-52, and that position is counted to in the deck. The card at that position is set aside face down, and the prediction is opened. The prediction and the card match, “To Pay The Price”, Mark Strivings

“Any Card, Then Any Number” - Any card is named, then any number is named. The deck is dealt down to the number, and the named card found. This is then repeated with the spectator’s roles reversed, “Aronson Approach, The”, Simon Aronson

“Argentinean Stacked Transposition” - The performer takes the joker (signed, if desired) from the deck, and proceeds to place it face up on top of the deck. The magician asks the spectator to name, out loud, any card. The spectator does it. After the naming, the magician places the joker, face down, on the spectator's extended hand. The performer turns face up the top of the deck, thus proving that the joker is in the hand, while asking the name of the card again. Immediately after the naming of the card, the indifferent card on top of the deck visually changes into the joker. Spectator turns over the card in their hand, only to find the named card,
<http://www.online-visions.com/effects/0501daniel.html>, Daniel de Urquiza

“Astral Addition” - Performer sends a blindfolded partner behind a screen, and then invites a spectator on stage to create and total an addition problem consisting of four 4-digit

numbers. From behind the screen, the partner calls out all of the numbers, as well as their total. The performer taps various numbers haphazardly, and the partner is able to identify the numbers. For a finale, a line is rapidly drawn through some of the numbers, and those numbers are also called out by the partner, "Gems of Mental Magic", John Brown Cook and Arthur Buckley

"Auspicious Coincidence" - A spectator names any playing card and any number from 1-52. When the deck is dealt by the spectator to the named number, the named card is found at that position, "Mendacity - Experiments in Lying for the Professional Entertainer", Patrick G. Redford

"Automatic" - Spectator deals two piles of "fortune cards", one for himself, and one for the performer. Both fortunes prove amazingly accurate, "San Francisco Notes", Max Maven

"Bait And Switch" - A spectator names a number from 1-52, shuffles the cards, and selects a card. The card is returned to the pack and shuffled. The spectator then takes the deck behind his back, does a little work, and announces that the selected card is in the named position. The position is then dealt to, and the selected card found there. Interestingly, the deck begins shuffled, and finishes in your stacked order, "Aronson Approach, The" and "Sessions with Simon" - Vol. 3, Simon Aronson

"Bert Allerton's \$50,000 Pre-Arrangement Routine" - The performer begins by cutting to any card named by a spectator. Next, the performer names a card to which a spectator has cut. For the third phase, the performer riffles the cards next to their ear and stops at the request of a spectator, and can then name the card at that location. The performer then springs the card from hand to hand, stopping at a named card during the spring. The performer then locates a chosen card by tasting it. To wrap up the routine, the performer wraps the deck in a napkin, has any card named, and stabs the deck right at that card, "Hugard's Magic Monthly" - June 1962, Fred Braue (Trick by Bert Allerton)

"Birthday Book, The" - After a spectator names her birthday and selects a card without looking at it, she looks up her birthday and notes which card is written in it - the same card she selected, "Workers 5", Michael Close

"Birthday Cards" - Three women's birthdays are revealed in three different ways involving coincidences with playing cards, "Act Two", Barrie Richardson

"Birthday Memories" - A memorized deck version of Steve Beam's "Birthday Card Trick", "Semi-Automatic Card Tricks" - Vol. 4, Steve Beam (Trick by Simon Aronson)

"Blackjack Demonstration" - A deck is shuffled, and the spectator cuts the deck. The top card is reversed and placed 3/4 of the way down the deck as a limit card. 4 or 5 hands

of blackjack are dealt, with the first card face down and the second card face up, and the spectators are asked not to peek at the face down card. Performer then takes each hand, one at a time, and divines whether they should hit and what the rough totals will be, <http://www.themagiccafe.com/forums/viewtopic.php?topic=22672&forum=37#18> & “Richard Osterlind’s Mind Mysteries” - Vol. 2, Richard Osterlind

“Call Girl” - A spectator selects a card, keeping it secret from the performer and the rest of the audience. She whispers the name of the card to one person. That person changes either the suit or the value, and whispers the new card to another person. This whispering process is repeated with several people, with the last person naming the card they heard out loud. The performer is able to work backwards to determine the original card, and concludes by changing the tabled card into the card that was named out loud, “MAGIC” - January 2008, Stan Allen (Trick by Tyler Wilson)

“Card Calling” - A deck is shuffled, the spectator cuts the deck and removes roughly 10 cards. The spectator mixes the cards and looks them over. The performer turns away and names the cards as the spectator merely thinks of them! For a finish, the performer is able to divine when only two cards are left, asks the spectator to think of one, and the performer names that one, then the other, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition” and “Richard Osterlind’s Mind Mysteries” - Vol. 2, Richard Osterlind

“Card Stab, The” - After a deck is wrapped in a napkin, a card is named and the performer stabs next to it with a knife, “Workers 5”, Michael Close

“Cards in Pocket” - The deck is shuffled, the spectator cuts the deck as many times as they wish, and takes two cards, without looking at them, and places the cards in their pockets. First, the performer names the cards that are in the pockets. Next, the performer asks the spectator which card they wish to be in which pocket - and the performer is proven to be correct, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition” and “Richard Osterlind’s Mind Mysteries” - Vol. 2, Richard Osterlind

“Case of Simple Logic, A” - A spectator’s selected card is quickly and cleanly named, “Desert Brainstorm” - Vol. 2, Larry Becker

“Castillion Challenge Aces” - The performer produces the four Aces, then separates the Aces in four piles with other cards. The Aces are made to reappear together in an impossible fashion, <http://www.simonaronson.com/magiciansonly.htm>, Gene Castillion

“Celebrity Feat, The” - The performer leaves the room, and several spectators decide on any famous person. The performer returns, and asks each spectator to name any three cards. The performer develops a reading based on the named cards, and is able to name the celebrity, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Center Cut Location” - The spectator pulls a block of cards from the center of the deck, and looks at the card he cut to. The cut portion is then dealt out into any number of piles desired by the spectator, and the spectator hands the pile containing his card to the performer. The performer, still with a turned back, instantly locates the selected card, “Card Ideas of Simon Aronson, The”, Simon Aronson

“Chain Calculator, The” - Performer is constantly able to name the location of any card named, despite repeated shuffles of the deck, “Faro Notes”, Ed Marlo

“Challenge Mind Reading” - A thought-of card is named without the performer ever touching the deck, “Richard Osterlind’s Mind Mysteries” - Vol. 2, Richard Osterlind

“Chess Knight Memory Feat” - A spectator chooses a square on a chessboard, numbered from 1 to 64, as a starting point, and the performer, starting at that square, moves the knight using only legal moves and stops on each square only once, “Zufall’s Memory Trix No. 6”, Bernard Zufall

“Chess Knight’s Tour, The” - A spectator chooses a square on a chessboard, numbered from 1 to 64, as a starting point, and the performer, starting at that square, moves the knight using only legal moves and stops on each square only once, “Tarbell Course in Magic” - Vol. 8, Harlan Tarbell

“Chicago Miracle, The” - After the deck is shuffled, a spectator cuts a packet cards of the top and secretly counts them. He then counts down to that same number in the remainder of the deck, and remembers the card at that position. Without looking at the deck, the performer divines the card. The effect can be repeated, “Heirophant”, Jon Racherbaumer (Trick by Ed Marlo)

“Children’s Yard Sale, The” - The performer shows a box of cards purchased from a kid’s yard sale. A spectator names a card. The performer turns the case over to show a price. The performer counts down to the number given by the price, and the named card is found there, “Wise Guy”, Harry Anderson

“Chinese New Year” - Spectator 1 is given a boxed deck of cards to hold and asked the year he/she was born. Spectator 2 chooses a card from a different deck. Spectator 1 locates spectator 2’s card from the boxed deck. This card is turned over to reveal the Chinese animal and the birth year of spectator 1, <http://www.online-visions.com/effects/0503chinese.html>, Paul Sharp

“Christ-Aronson Aces” - The four Aces are removed from the deck, and the rest of the deck is divided into four piles. The Aces are each placed on a packet and the packets are then reassembled, thus burying the Aces in four different parts of the deck. The performer

then reproduces each Ace in a different magical way, in the same order in which they were initially lost in the deck, <http://www.simonaronson.com/magiciansonly.htm> and “Sessions with Simon” - Vol. 3, Simon Aronson

“**Clairvoyance**” - Blindfolded medium divines cards selected by audience, concluding with a game of psychic blackjack, “MAGIC” - December 1992, Stan Allen (Trick by Alan Wakeling)

“**Code For Oracle**” - The performer takes a borrowed, shuffled deck and asks the spectator to name two playing card suits. All the number cards and aces of those suits are removed, keeping them in the order they were found in the shuffled deck. The cards are then turned face-down and dealt unevenly. When the two ten-card packets are turned face-up they are shown to be divided perfectly by suit, “Combo”, Karl Fulves

“**Colour Sense of the Coins**” - Performer puts out several coins, and 3 different colored coin envelopes. After turning around, the performer then asks the spectators to select coins and envelopes, and place them in their pockets. The remaining coins are hidden from view by a fourth spectator. The performer then turns around, and is able to determine who has what coins, “Pentagram” - July 1951, Peter Warlock (Trick by Walter Gibson and Peter Warlock)

“**Consensus**” - Five cards are selected from a deck of 32 “sensory cards”, and the performer is able to divine which sensory experiences were chosen, “Thabatical”, Phil Goldstein

“**Corinda Effect**” - The performer names a card that was reversed in the deck by a spectator while he was holding the deck underneath the table, “Richard Osterlind’s Mind Mysteries” - Vol. 2, Richard Osterlind

“**Count On Your Fingers**” - A spectator mentally selects one object out of three, and proceeds to mix them while the performer’s back is turned. The performer is then able to divine the chosen object, with or without turning around, “Mathematical Wizardry”, Harry Lorayne

“**Crosswords**” - Spectator selects a word from a partially-filled crossword puzzle, and the performer divines the word (Also contains details of “Numper” - Max Maven’s mnemonic progressive anagram list!), “Life Savers”, Michael Weber

“**Crystal Persuasion**” - The performer takes a borrowed, shuffled deck and invites two spectators to join the proceedings. One spectator is given a crystal. Pairs of cards are taken off the top of the deck, and the spectators are asked where they think the cards are red or black. When the cards are shown at the end, the spectator with the crystal is shown

to have perfect results, while the other spectator is shown to have done no better than chance would indicate, “Combo”, Karl Fulves

“Curry’s Trick” - A spectator simply thinks of a card, and the performer tries, but fails, to divine the card. While the performer faces away, the spectator cuts to their thought-of card, focuses on the picture, and then pushes the card anywhere in the deck. The performer then divines the thought-of card, “Hugard’s Magic Monthly” - April 1959, Fred Braue (Trick by Paul Curry)

“Cut to the Quick” - A deck of cards is shuffled, and placed in front of a spectator. The spectator cuts the deck, looks at the bottom card, and the performer is instantly able to name the selected card, “Sleight of Mind”, Harvey A. Berg

“Daryl’s Birthday Book Trick” - The performer brings out a date book and three decks of cards. The performer and spectators each shuffle a deck of cards. The performer then asks a spectator for their birthdate. With the first deck, special birthday words are spelled in order to select a card. With the second deck, the card is selected by counting. With the final deck, the birthday itself is used to select a card. The birthday is then looked up in the date book, which gives a card name (with different cards for each date). The three selected cards are then turned up to show that all 3 cards are the same, and match the card in the date book,

<http://www.themagiccafe.com/forums/viewtopic.php?topic=227003&forum=241#9>,

Daryl

“Deck Stab” - Performer shuffles the deck and wraps it in a napkin. A spectator is asked to name any card in the deck, and the performer uses a knife to stab through the napkin and right to that card, “Hugard’s Magic Monthly” - April 1959, Fred Braue (Trick by Bert Allerton)

“Dissolving the Berglas Problem” - Spectator names a card, and a number from 1-52. The named card is found at the named position, “Linking Ring” - March 1994, Barrie Richardson

“Dealer’s Choice” - A deck is cut into thirds, shuffled by the spectator, and a card is selected and lost, all in a very fair manner. The performer can nonetheless find the selected card, “Semi-Automatic Card Tricks” - Vol. 4, Steve Beam (Trick by Doug Canning)

“Death After Dinner” - After choosing a victim, method of death, and killer with the performer out of the room, the performer returns, and announces the victim, how they were killed, and who the killer is, “Linking Ring, The” - October 1987, Max Maven

“Deja Voodoo” - Performer brings out a dictionary. Spectator names any card in a deck of cards. Performer mentions a word related to the field of mind-reading, and explains

that the dictionary is to clarify exactly what that word means. On the same page as that word in the dictionary is written the name of the spectator's chosen card. It's also the only card written anywhere in the dictionary, "Deja Voodoo", Bob Farmer

"Double-Back Think, The" - The performer sets aside one card from the deck, saying that it won't be needed. A spectator is asked to name any card in the deck. The performer tries to cut to the card, but fails. Remembering that one card was set aside, the card is picked up, and shown to be the named card, "Hugard's Magic Monthly" - October 1959, Fred Braue (Trick by Frank Csuri)

"Double Bill" - A spectator is asked to take out a bill and write their phone number on it. The performer then divines not only the phone number, but the serial number on the bill, as well, "Theater of the Mind", Barrie Richardson

"Double Brainwave" - Spectator thinks of any card, and that card is shown to be the only blue face-up card in a face-down red deck. A blue deck is shown, and the same card is shown to be the only red face-up card in a blue face-down deck, "Ibidem" - Issue 25, P. Howard Lyons

"Do You Want to Continue?" - A named card is found to be the only card in the same position in two different decks of cards, "Theater of the Mind", Barrie Richardson

"En Rapport" - This is a complete 30-minute act for two people involving demonstrations of telepathy, mind reading and clairvoyance, "En Rapport", Ted Annemann

"Everybody's Lazy" - Two spectators freely select cards, and replace them in the deck. The performer announces the position of the cards, and the spectators count down to find them. This is then repeated with the spectators naming the position of the performer's selected card, "Simply Simon" and "Sessions with Simon" - Vol. 3, Simon Aronson

"Fifty-two Cards in Succession" - The performer memorizes a full deck of cards that were shuffled by the audience, "Act Two", Barrie Richardson

"Fingertip Miracle" - Three people, one after the other, each peek at a card. After each peek, the deck is shuffled. Despite the fairness, the performer is able to find all three cards, "Faro Notes", Ed Marlo

"Five Card Problem, The" - The performer sets a deck of cards in front of a spectator, and asks them to cut the deck and look at the bottom card. A second spectator is asked to do the same. Without returning the deck to the performer, each spectator shuffles the deck, and gets out a hand of 5 cards, including their chosen card. The performer takes a look at each hand, and is able to determine which ones are the chosen cards, "Greater Magic", John Northern Hilliard

“Flushed With Success” - A selected card attracts four other cards- completing a royal flush, “Workers 5”, Michael Close

“Fooled” - After a spectator pushes two cards out of the deck, performer uses one to determine the identity of the other, and uses the second to determine how far down the first is, “Semi-Automatic Card Tricks” - Vol. 2, Steve Beam

“Four of a Kind” - After failing to turn over the other three cards that match the value of the selected card, performer checks the value of the selected card, and instantaneously all three cards of the same value turn face up, “Juan Tamariz: Lessons in Magic” - Vol. 2, Juan Tamariz

“Four Part Harmony” - Four spectators pick cards, each time under more stringent conditions. The performer is nevertheless able to read their minds each time, “Aronson Approach, The”, Simon Aronson

“Four Stop Intersection” - Four spectators cut off packets from the deck, remember the bottom card, and shuffle their packets. The performer deals the shuffled deck face-up on the table, and has each spectator think “Stop” when their card is arrived at. All four cards are divined this way, “Card Ideas of Simon Aronson, The” and “Sessions with Simon” - Vol. 3, Simon Aronson

“Fourteenth Book Test” - Any word in an ungaffed book is selected, with the “medium” out of the room. The medium returns, and divines the word, “13 Steps to Mentalism”, Tony Corinda

“Freestyle Book Test” - Performer shows an old book on the pages of which there are doodles, names of cards, locations, names, and so on. A spectator stops at any page, and the performer is able to identify the various doodles on that page. The spectator can also name any playing card, and the performer can instantly recall the location, “Freestyle Book Test”, Greg Arce and Federico Luduena

“Full Deck Passover” - A named card vanishes from one deck and re-appears in another, “Workers 5”, Michael Close

“Game of Touch, A” - 13 cards, one of each value, are removed from a shuffled deck, and a spectator selects one card and sets it aside without looking at it. The spectator then deals the cards one at a time, randomly dealing from the top or bottom of the packet. The performer moves the cards around at random, remarking on the identity of the chosen card. After the performer’s identification of the card is shown to be correct, it is also shown that the performer has set the remaining cards in perfect numerical order, “Combo II”, Karl Fulves

“Genuine Lightning Calculations” - Any number from 1-100 is named, and the performer can instantly give the cube of that number, **“Stanyon’s Magic”** - September 1902, Ellis Stanyon

“Gnome Madness” - Spectator removes a card from a deck, and performer, despite standing 10-30 feet away, can identify the card, **“Jinx”**, Ted Annemann (Trick by Audley Walsh)

“Grey Matter” - Performer brings out a piece of paper that is white on one side and black on the other, containing 32 pairs of antonyms. The spectator is asked to choose a word from the list, without telling the performer what it is. The list is then torn into eights, and the spectator is asked to find the antonym of their chosen word, also without letting the performer see it. The performer is able to reveal the chosen word, **“Genii”** - December 1997, Phil Goldstein

“Group Shuffle” - Three spectators each cut to a random card. They each shuffle their packs, and mix them into a single pile on the table. The performer looks through the mixed pile, and is able to identify all three cards, **“Bound To Please”** and **“Kabbala”** - April 1973, Simon Aronson

“Group Therapy” - A deck of cards is shuffled. 6-8 spectators each cut a small portion off the deck and shuffle it themselves. They are then asked to select a card from their packet, and draw anything they want on the cards. The drawn-on cards are collected, shuffled by another spectator, and then handed to the performer. The performer asks a series of probing psychological questions, and is thus able to determine the owner of each card, **“Sleight of Mind”**, Harvey A. Berg’

“Guatemalan Miracle, The” - A spectator chooses a card, which is then placed in the card box face down without anyone knowing its identity. The spectator then takes the deck and, by means of a simple procedure, discovers the name of the chosen card, **“The Guatemalan Miracle”**, Michael Close

“Guessing Is Fun” - Three spectators are each handed a 3 by 5 index card, and asked to sign their names on them. As the performer takes back each card to read the person’s name, he asks them about their various preferences. The performer then asks them to think of a card, remove it from the deck, and keep it hidden. The performer then mulls over the preferences, and writes down a card on the back. When the cards are revealed at the end, they are shown to be the same written down by the magician earlier, **“Hugard’s Magic Monthly”** - March 1947, George C. Engel

“Hands-Off Memory Test” - Performer shuffles the deck. The first spectator cuts off a third to a quarter of the deck, memorizes the bottom card, then shuffles it. A second spectator cuts off a similar amount of cards, and places the bottom card of that group into their pocket without looking at it. A third spectator holds the remainder of the deck. First, the performer tells how many cards are held by the third spectator. Next, the performer

now divines the second spectator's card. Finally, the spectator quickly looks at all of the first spectator's cards and quickly memorizes them. After turning away from the cards, the performer names them all, and finishes by naming the selected card, "Here I Go Again!" - Vol 3, Bill Malone

"Haunted Deck, The" - A named card is removed from the deck by a disembodied hand, "Workers 5", Michael Close

"Hawk, The" - Cards are chosen by two spectators, who then replace them in the deck and shuffle the deck. Performer proceeds to find one card dealing through the deck face-down, and names the other one!, "Max Maven's VideoMind", Max Maven

"High Class Location" - Three cards are divined, despite the use of a memorized deck that has been shuffled in previous effects, "Simply Simon", Simon Aronson

"Histed Heisted" - The performer hands out packets of cards to several people, who are asked to mentally select one of the cards from their packet. Each person then shuffles their packet and returns it to the performer. The performer calls out the cards in shuffled sequence, stopping every so often to read a spectator's mind. The last person is handed an envelope, and then asked to name their card. The name of the card is predicted in the envelope, "Card Ideas of Simon Aronson, The", Simon Aronson

"Human Equation, The" - 6 people each call out a number, and then "shuffle" themselves into random order. The performer writes down addition problem, and the answer corresponds to the order in which the spectators are now in, "Theater of the Mind", Barrie Richardson

"Humming Speller, The" - A spectator shuffles a deck, and cuts it into three piles. Performer then predicts what the selected card will be. Spectator takes any card out and sets it on top. Not only is performer's prediction correct, but performer is able to spell to the card using spectator's name, "Six-hour Memorized Deck, The", Martin Joyal

"I'll Go First" - This is the classic "You Do As I Do" effect, with significant subtleties and improvements, "Card Ideas of Simon Aronson, The", Simon Aronson

"Immaculate Perception" - Three spectators are selected from the audience. The performer is blindfolded, and instructs the spectators in a fair procedure that eliminates all possibility of the performer knowing the card in any way. The performer is nonetheless able to divine all three selected cards, "Sleight of Mind", Harvey A. Berg

"Impossible Count, An" - A deck of cards is shuffled, then cut several times. Two spectators each cut off a portion of the deck and place their portions in their pockets. A third spectator takes the remainder of the deck and places it in their pocket. Merely by touch-

ing the cards through the pocket with one finger, the performer can divine how many cards each spectator has, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Impromptu Mental Divination” - 5 spectators help gather a total of 25 different objects, and are each asked to hold onto 5 objects each, and think of just one of the objects in their possession. The performer then gathers the objects from each person one at a time, associating each round of gathering with a particular ESP symbol, and asking each spectator to remember the ESP symbol associated with their mentally chosen object. After some brief by-play in which the spectator’s attempt to read each other’s minds, the performer divines who thought of which object, “Pabular” - July 1975, Barrie Richardson

“Impromptu Mind Reader, The” - The performer writes several groups of numbers on a sheet of paper, tears that paper into 9 columns, and hands these out to 9 different spectators. 16 objects are called out by the spectator, and recorded by them next to their respective numbers on the papers. After this list is complete, a spectator is asked to quietly think of any word from the list, and gather all the pieces of paper where this item is written. The performer is then able to divine the chosen word, “Ten New Pocket Tricks”, Charles T. Jordan

“In The Mind” - Spectator thinks of a number from 1-100. Performer asks for the remainder when divided by 3, 5 and 7. Performer is instantly able to give the spectator’s number, “Ibidem” - Issue 14, P. Howard Lyons (Trick by Thomas M. Harris)

“Incredible Human Calculator, The” - The audience calls out 25 numbers, which the performer quickly adds in various directions. For a finish, all the other sums are quickly totaled and the square root of the number is given, “Act Two”, Barrie Richardson

“Insertion Technique” - The performer has the spectator name any card in the deck. After studying the spectator’s technique of inserting the business card into an imaginary deck, the performer writes something on the back of the business card. Keeping the business card face down, the spectator is asked to insert the business card into a real deck. Once this is done, the performer turns the business card over to show that the writing says, “16 cards away.” Starting at the business card, 16 cards are counted, and the 16th card proves to be the named card, “England Up Close”, Peter Duffie (Trick by Sean Carpenter)

“Invisible Card, The” - An “invisible” card is pulled from a deck, and the spectator is asked to name it. It is shown that the named card is not in the deck. The “invisible” card is then replaced, the deck is spread, showing the named card face-up, “Try The Impossible” and “Sessions with Simon” - Vol. 3, Simon Aronson

“Invisible Deck, The” - A spectator names any card, and it’s shown to be the only reversed card in a completely ordinary deck, “Very, Very Close” - Vol. 1 (video) & “Workers 5”, Michael Close

“Isis: Reloaded” - A deck of picture cards is shuffled, and then several spectators are handed several cards each, and asked to think of one of their pictures. The performer is then able to divine the picture of which each spectator is thinking, <http://www.online-visions.com/effects/0510isisreloaded.html>, Frank Stone

“It’s Mathematical” -The performer repeatedly shuffles the deck until the spectator says to stop. The performer then asks for a number from 1 to 52, and the performer is able to name that card, “Faro Notes”, Ed Marlo

“Jinx Extra” - Eight envelopes are handed out to spectators, with the request that they each put one personal item in the envelopes. The envelopes are then collected and mixed by another spectator. Before even opening the envelopes, the performer is able to describe detailed characteristics of the owner, “Combo II”, Karl Fulves

“Jordan Plus Gardner” - Ted Annemann’s handling improvements for Martin Gardner’s *Preposterous* routine, “Full Deck of Impromptu Card Tricks”, Ted Annemann

“Jumpsy” - The performer and a spectator each think of a card from their respective halves of the deck. The cards are found to be in identical locations in each half. The cards then switch places with each other, “Hugard’s Magic Monthly” - January 1956, Peter Warlock

“Just Like That” - The performer and a spectator each think of a card secretly. The performer cuts the deck at random and puts the top card into a pants pocket. The spectator then does the same. The performer announces what card of which they thought, and then the spectator names their card. When each of them removes their card from their pocket, it is found that they have cut to each other’s thought-of card, “MAGIC” - March 2006, Stan Allen (Trick by Pit Hartling)

“K Thru 12” - A spectator removes all the kings and queens from a deck and shuffles them. The spectator is asked to move cards one at a time from the top to the bottom, stop at any time, and remember the bottom card. The performer asks questions about the card, and moves cards at random. The performer then names the selected card, and shows that it is now on top on the packet, “Combo II”, Karl Fulves

“Kellar’s Cube Root Trick” - Performer asks for a one- or two-digit number from the audience, and immediately writes the cube of that number on a blackboard, “Magician’s Tricks: How They Are Done”, Henry Hatton/Adrian Plate

“Knight’s Tour” - A random chess piece is chosen. Using that chess piece, a spectator chooses a square on a chessboard, numbered from 1 to 64, as a starting point, and the per-

former, starting at that square, moves the piece using only its legal moves and stops on each square only once, “Mind and Magic of David Berglas, The”, David Berglas

“Knight’s Tour: With Free Choice of Start and End” - A random chess piece is chosen. Using that chess piece, a spectator chooses a square on a chessboard, numbered from 1 to 64, as a starting point, and the performer, starting at that square, moves the piece using only its legal moves and stops on each square only once. This particular version of the Knight’s Tour can be performed legitimately blindfolded, “Knight’s Tour: With Free Choice of Start and End”, Chris Wasshuber

“Lady Thinks, The” - The performer sends a medium out of the room. The performer takes a borrowed, shuffled deck and runs through it to find two cards to act as color indicator. The medium is called back into the room, and the performer, apparently getting psychic messages from the medium, divides the first few face-down cards perfectly into red and black. As audience members become increasingly skeptical of the medium’s role, the performer then lets a spectator take the cards. The medium, who has never seen the deck, then verbally directs the spectator where to place several face-down cards. It is found that the medium has directed the spectator to perfectly separate reds and blacks, “Combo”, Karl Fulves

“Latest Spectator’s Open Prediction” - After the cards are shuffled and cut, a spectator freely names any card in the deck. As the spectator is dealing, the performer asks them to deal one card face down at any time. The face down card proves to be the named card, “Heirophant”, Jon Racherbaumer (Trick by Ed Marlo and Millard Lichter)

“Last Laugh, The” - A spectator names any card, and the performer claims he will trap the card between two others. At first, this seems to be a gag, but then the performer makes good on his claim, “Scams & Fantasies With Cards”, Darwin Ortiz

“Lazy Mentalist Returns, The” - 3 spectators shuffle a deck, and one of them passes a quarter to a third of the deck to a fourth person. The performer then names the cards held by the fourth person without ever having seen them, “Six-hour Memorized Deck, The”, Martin Joyal

“Lie Sleuth” - Spectator selects a card, and then shuffles and cuts the rest of the deck. The spectator then calls out cards one at a time, and the performer determines at which point he’s lying and what the card is, “Bound To Please” and “Kabbala” - April 1973, Simon Aronson

“Little Black Book Test” - A female and male spectator each secretly choose a name from a little black book containing about 100 names and addresses. The performer then hands a sealed envelope to the female spectator. The performer is then able to divine the name, address phone number and zodiac sign of both chosen names. The female spectator then opens the envelope, which contains a swizzle stick, a lipstick-imprinted napkin and a

matchbook. On the cover of the matchbook is the name that was chosen by the female spectator, “ Little Black Book Test”, Docc Hilford

“Living and Dead Test Plus” - A medium is sent out of the room. The performer has spectators write random numbers, add them up, and hide the writing. The performer also has the audience write the names of several live people, and one dead one. The performer, to prevent any secret communication, leaves the room, and the medium is called back in. The medium is able to divine who on the list is the dead person, and what the sum is, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Lost and Smelled” - A deck is cut, and the spectator asked to think of an hour. which is used to select a card. The deck is then cut and shuffled twice by the spectator. After this, the performer is able to divine the hour mentally, and the card by smell, “Still Working Alone”, Danny Archer

“Lottery Ticket, The” - The performer places a card on the table that turns out to be the spectator’s freely chosen card, “WAM! Walk-Around Magic That Kills”, Bob Miller

“Luckiest Cards in Las Vegas, The” - The performer brings out two plastic cut cards, and performs a three-phase routine with them. In the first phase, the spectator places one of the cut cards next to a freely-named card. In the second phase, the spectator names any card and that card appears inbetween the two cut cards. In the third and final phase, the cut cards are placed far apart in the deck, and the cut cards magically move to trap a freely-named card, “Closel Guarded Secrets”, Michael Close

“Made To Order” - After the spectator shuffles a deck of cards face-up into face-down, the performer is able to face the entire deck the same way behind their back, “Combo II”, Karl Fulves

“Madness in our Methods” - Explaining the three “factions” of performers, the performer has three cards selected - mentally, physically and mathematically. The cards are then produced in amazing mental, physical and mathematical means, “Simply Simon”, Simon Aronson

“Magician Fooler” - A deck is shuffled and the spectator cuts the deck. The deck is spread and the spectator selects a card. The performer drops the remainder of the cards on the table and walks away. The spectator returns the card to the deck and shuffles the deck to their satisfaction. The performer returns, puts the cards away and writes a prediction on a piece of paper. The spectator is then asked to name their card. When the prediction is opened, the written card is shown to match, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition”, Richard Osterlind

“Magician Makes Good” - The performer offers to find four-of-a-kind, each in a magical way. To make things harder, the particular four-of-a-kind will be determined by a random cut of the cards. The deck is cut and the card cut to is turned over to reveal, say, a

Nine. The performer then successfully produces two more Nines, but on his final attempt he fails, producing a Two instead. Undaunted, the performer instantly changes the first three Nines to Twos, thus successfully meeting the challenge of producing a four-of-a-kind, <http://www.simonaronson.com/magiciansonly.htm>, Michael Vincent and Simon Aronson

“Map + Dowsing” - The performer draws a rough map of the United States. A spectator is given a handful of pennies, told to shake the pennies up, and let them scatter across the map. The performer explains that these represent locations for potential oil drilling. As the performer turns their back, a spectator turns over any penny, representing where oil can be found. The performer then faces the audience again, and uses a swizzle stick as a dowsing rod. The dowsing rod then is used to divine where oil can be found (in other words, which penny was turned over by the spectator), “Combo”, Karl Fulves

“Marlo on the Memorized Deck” - Bill Malone teaches two ideas from Ed Marlo for use with the memorized deck, “Malone Meets Marlo” - Vol. 2, Bill Malone

“Martini” - While demonstrating how tricks are created, the performer has a card and a position chosen. The chosen position in the deck is dealt, and the chosen card is found at that position, “Martini”, R. Paul Wilson

“Matching the Cards” - A card is selected and placed aside face down, unseen. The performer offers to try to cut to the mates of that unknown card. The deck is cut and the card cut to is turned over to reveal, say, a Ten. The performer then successfully cuts to two more Tens. This means the unknown card should be the fourth Ten, but when it is turned over it turns out to be a Jack. After a moment's consternation, the magician gets an idea. He makes a magical gesture over the three Tens, and they are turned over and shown to have changed to the remaining three Jacks, <http://www.simonaronson.com/magiciansonly.htm>, Norman Beck and Simon Aronson

“Matchmaker” - Three couples are invited up on stage, with the wives on one side, and the husbands on the other. The husbands each select a random balloon from several large bags, while the wives select cards from a deck. The audience is given the remaining balloons, and asked to pop them to reveal the playing card inside. The performer asks the ladies to name their cards, and the performer asks the audience members who received matching playing cards to stand. When no one stands, the performer asks the husbands to pop their balloons. As it turns out, each husband has chosen the balloon that includes the cards chosen by their respective wives, “Mind and Magic of David Berglas, The”, David Berglas

“McCall of the Wild” - A spectator is asked to name a number from 1-52. They then deal down to that position in the deck, and set the card at that position aside. Eight jokers are brought, and the selected card is added to them. The jokers then proceed to change into duplicates of the chosen card. The performer then comments, jokingly, that this hap-

pened because the card happened to be their favorite card. To prove this, the phrase “My Favorite!” appears on all the duplicates of the chosen card, and the duplicates are given as a souvenir, “Magishing My Way”, Scott F. Guinn

“McMemory” - Performer starts by memorizing four bridge hands with only a brief glimpse at each. The performer takes advantage of this knowledge by getting all the spades, for a perfect bridge hand. The performer then uses this knowledge for an advantage in poker, “Genii” - July 1945, Raymond Beebe

“Meant To Be” - A spectator names a card and a number from 1-52. The performer removes the deck from the case, counts down to the named number, and the named card is found there, “Meant To Be”, John Born

“Meet By Chance” - After the spectator shuffled a deck of cards face-up into face-down, the deck is spread out and the performer’s back is turned. The spectator is asked to turn any face-up card face-down. When the performer turns back around, they are instantly able to identify which card was chosen, “Combo II”, Karl Fulves

“Mega-Memory Miracle” - 48 symbol cards, each with a drawing, a number and a colored dot on them, are introduced as a kit used to for memory training. The cards are shuffled by several audience members, and some are set aside in an envelope. The performer then proceeds to recall all the cards, including the color, drawing and number information, “Mentalism Incorporated”, Chuck Hickok

“Mega-Memory Kicker” - After performing “Mega-Memory Miracle”, the performer is able to recall the cards that were set aside., “Mentalism Incorporated”, Chuck Hickok

“Memorex” - A deck is shuffled and cut. The performer then asks a spectator to deal cards out one at a time face up into a pile, and to set a card aside face down without looking at it, at any time. The performer then brings out a wallet, and removes the one card inside. The unknown face down card and that card from the wallet match, “Great Scott! It’s Card Magic!”, Scott F. Guinn

“Memorized Mama Fooler” - Performer shows proof of a fantastic experience. A card slid out of a red deck is shown to be blue. It’s placed back into the blue deck, which is shown to have a previously-placed matching red card in it, “Workers 5”, Michael Close

“Memorized Mates” - Spectators deal through the deck, stopping at random points to insert a dollar bill at each of three random locations. The names of the cards next to which the bills are placed, are found to be written on the bills themselves, “Close-up. Up Close” - Vol. 2, Joshua Jay

“Memory Feat, A” - The performer invites 3 spectators to participate. After shuffling the deck, the performer gives each spectator 10 cards, and the spectators cut their cards as much as they want. The performer then memorizes each spectator’s group of 10. First, the

performer asks the spectators to name cards, and the performer is able to give the position in response. The performer then asks the audience to name a card held by any of the spectators, and the performer is not only able to name the position of the card, but which spectator holds it, “Magic of Tomorrow, The”, H. C. Mole, A. C. P. Medrington and Ernest Hammond

“Memphis Marvel, The” - A spectator shuffles two halves of the deck, face-up into face-down, and then places any three of the face-down cards into their pocket. One of the pocketed cards is handed to the performer behind the back, and the performer is able to identify it. The second card is also revealed while held behind the performer’s back. The remaining card is identified before it is removed from the spectator’s pocket, “Genii” - July 1969, Ron Wilson

“Mental Case” - A deck of cards, still inside its case, is set out on the table. One spectator selects a number from 1-52, and another selects a playing card. The deck is removed from its case, and the first spectator counts down to his number. At that location is the second spectator’s card, “Sleight of Mind”, Harvey A. Berg

“Mental Divination” - 5 spectators each create 5-word lists, and secretly choose 1 word each. Performer picks words out of a hat, and is able to divine which word was chosen by whom, “Encyclopedia of Impromptu Magic”, Martin Gardner (Originator unknown)

“Mental Illusion Mind Reading” - Performer’s assistant approaches 10 spectators, and requests each spectator to whisper a question they’d like answered about their future. The performer later is able to determine what each person’s questions were, and who asked each question, “Genii” - May 1964, David Ray

“Mind Flight” - Lamenting that the airline’s in-flight magazine’s crossword puzzle was already completed, the performer explains that he found another way to challenge his mind with the in-flight magazine. Displaying an ad from the magazine that features various bonus mile awards, the performer states they have memorized all the award points and their associated cities. As each person names a city, the performer can instantly recall the bonus mileage points given for that trip, “Syzygy - The First Five Years”, Lee Earle (Trick by Phil Goldstein)

“‘Mind Reading’ with Musical Pieces” - Songs are selected by the audience, and medium/pianist divines and plays the song, “You Can Remember” - Session 10, Bruno Furst

“‘Mind Reading’ with Objects” - Objects are selected by the audience, and medium divines what cards they are without looking, “You Can Remember” - Session 10, Bruno Furst

“Mind Reading’ with Playing Cards” - Cards are selected by the audience, and medium divines what cards they are without looking, “You Can Remember” - Session 10, Bruno Furst

“Mini-Bridge” - Four cards of each suit are removed from a deck, and shuffled by a spectator. The performer then memorizes the order of the cards. The cards are then turned face down. The performer then deals out four cards to each player, and the performer is shown to have dealt each person four cards of the same suit, “Combo”, Karl Fulves

“Miracle With Cards, A” - Four spectators each cut to a card, remember it, and shuffle their portions of the deck. Performer identifies each of the cut-to cards, including a “performer in trouble” scenario for the final revelation. Also included is a one-on-one version, “Ibidem” - Issue 8, P. Howard Lyons

“Mirasequel” - After performing Miraskill, the performer takes the red/black pile and separates the red and black cards without looking at them, “Combo II”, Karl Fulves

“Mixology” - A spectator shuffles a deck, and is then asked to name a number from 10 to 20. The spectator counts down to that number, and remembers the card at that location. The performer riffle shuffles the deck, but spreads it out before squaring it, showing how gamblers think when tracking cards through shuffles. The performer then completes the shuffle, and names a different position in the deck. This position proves to be the location of the selected card, “Combo II”, Karl Fulves

“Mnemodexterity” - This is a five-phase memory routine using alphabet cards. The performer has a letter card selected, and gives the rest of the deck to three spectators to shuffle. They call out their cards, and performer recalls which one is missing. Next, performer recalls the sequence of cards stated by the spectators. Following this, the performer is able to give the name of any card given the position, and the position of any card given the name. The performer then demonstrates fingertip memory by cutting to any letter called for. To finish, the performer spells out a word or short sentence by cutting to the required letters in rapid succession., “Mnemodexterity”, L. De Bevere

“MnemoniSign” - Paul Ingram’s approach to learning the required mnemonics for Max Gordon’s Zodiac sign divination, “MnemoniSign”, Paul Ingram

“Monkey in the Middle” - A named card instantaneously appears between two jokers, “Workers 5”, Michael Close

“Mutus Nomened” - 20 cards are dealt out as 10 pairs. Several spectators are invited up to each remember a pair of cards. The cards are then gathered up and freely shuffled by a spectator. The cards are then dealt out into four rows of five cards each. The performer

simply asks in which rows each spectator sees their card pair, and is then able to divine both cards in the chosen pair, “Hugard’s Magic Monthly” - January 1960, Fred Braue

“My Favorite Card” - The performer’s favorite card changes into the spectator’s favorite card, “WAM! Walk-Around Magic That Kills”, Bob Miller

“Myopia” - Two spectators choose cards which are subsequently divined by the performer, “Workers 5”, Michael Close

“Nailed” - A deck of cards is shuffled by the spectators, and then nailed to a board. The spectators rip several cards off the nail, and then they each take some cards from themselves. The performer is able to divine all the cards the spectators are holding, “10 O’Clock Show”, Scott Alexander

“Ne Plus Ultra” - A spectator chooses a book, and opens it up and begins silently reading. The performer is then able to divine the details of the scene that is being silently read by the spectator, “Ne Plus Ultra”, Harvey Berg

“Nikola Presentation, A” - Performer borrows a shuffled deck, and has 4 spectators each select a card. The cards are quickly flashed to the performer. Each spectator then receives 12 more cards. The performer then calls off cards randomly, challenging the spectator who finds they have the card to hand it over as quickly as possible. The performer calls off all 48 without naming the selected cards, which are then correctly named in order. The deck is shuffled, and the performer is able to perform feats such as giving the card name for any position, giving the position for any card named, and even figuring out how many cards have been cut off the deck. The routine ends with the four spectators play a poker game, while the performer divines each hand, as well as what moves each spectator should make, “Hugard’s Magic Monthly” - June 1948, Jean Hugard

“Nomenclature” - A deck of alphabet cards is shuffled, and distributed among five spectators. The spectators secretly choose a name. The spectators are asked to look among their alphabet cards, and, should they have any of the letters of the chosen name, they are to send the performer the letters mentally. The performer can then reveal the chosen name, “Linking Ring” - April 1992, Max Maven

“Number at Card” - Performer displays a boxed deck, mentioning that it was shuffled earlier. Some spectators choose a number from 1-52, and a card, among themselves. The number is named, and the deck is removed and dealt to the named position. The card is named, and proves not to be the card that was chosen. The performer mentions that the named card was at that position before the deck was shuffled. To prove it, the performer finds the named card, and turns it over to show the named number on its back, “MAGIC” - February 2008, Stan Allen (Trick by Anthony Owen)

“Numerology” - Performer brings out a stack of stage bills. The stage bills are mixed. With the performer’s back turned, a spectator cuts the bill stack, removes the top bill, holding it so that the serial number is hidden, and turns the bill stack face down. Performer then divines the serial number of the chosen bill, “Phoenix” - Issue 79, Walter Gibson (Trick by R. B. Edwards)

“Octal Pencil, The” - The performer hands out pencils with red and black numbers on them. The spectator is asked to think of any number from the pencils, then to read out all the colors of the numbers on the same pencil, and lie about the color of the mentally selected card. The performer is then able to name the selected number, “Collected Works of Alex Elmsley”, Alex Elmsley

“On The Memorized Deck” - Four spectators each cut to a card, remember it, and shuffle their portions of the deck. Performer memorizes each spectator’s cards, and names them, and identifies the cut-to cards. Performer then memorizes the rest of the deck, and is able to name the card for any number, and the number for any card. Performer then finishes with a poker deal routine, “Ibidem” - Issue 8, P. Howard Lyons

“Out of Sight” - A deck of cards is shuffled, and handed to one of four spectators. The performer is blindfolded, and stands away from the proceedings. The first spectator begins dealing until the 2nd spectator says “stop!”. The spectator is given this card to look at and remember. This procedure is repeated two more times for the remaining spectators. The performer (still blindfolded) is then seated among the spectators, and all the hands are held above the card case. The performer then names all the selected cards, “Sleight of Mind”, Harvey A. Berg

“OutSmart” - Using a phrase mentioned at the top of the routine, the performer spells down the named card, “Ah-Ha!”, David Harkey and Eric Anderson

“Pack of Lies” - The performer hands out a card depicting 48 playing cards to a spectator. The spectator is asked to think of any card, then to read out all the colors of the cards in the same row, and lie about the color of the mentally selected card. The performer is then able to name the selected card, “Collected Works of Alex Elmsley” and “Magic of Alex Elmsley. The” - Vol. 4, Alex Elmsley

“Pairs Repaired, The” - An improved method for the classic “Mutus Nomen Dedit Cocis” trick, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Past, Present, Future” - The spectator selects three cards, looks at two and replaces them, and places the third, unseen, into their pocket. The first is found by mind reading, the second by palm reading, and the third via a prediction, “Simply Simon”, Simon Aronson

“Patton Pending” - Performer removes a certain number of cards from a shuffled deck, and has the spectator cut some off. Spectator quietly counts how many were cut. Several cards are displayed one-by-one, with the spectator told to remember the one with a number equal to how many cards she counted. Performer then names the selected card, “Six-hour Memorized Deck, The”, Martin Joyal

“Pattonology” - Performer removes a certain number of cards from a shuffled deck, and has the spectator cut some off. Spectator quietly counts how many were cut. Several cards are displayed one-by-one, with the spectator told to remember the one with a number equal to how many cards she counted. Performer then names the selected card with the help of a thought-of friend, “Six-hour Memorized Deck, The”, Martin Joyal

“Perfect Bridge Partner, A” - A deck is shuffled, and then given to a spectator to cut. The spectator then deals out four bridge hands, and chooses one. The performer then divines which cards are held in the spectator’s chosen hand., “Semi-Automatic Card Tricks” - Vol. 4, Steve Beam (Trick by Gianfranco Preverino)

“Phenomenal Memory With A Shuffled Deck” - A borrowed deck of cards is shuffled by a spectator, and then handed to the performer, who memorizes the order. The spectator can now name any position in the deck, and the performer can name the card at that position, “Genii” - October 1980, Raymond Beebe

“Pink Sock Trick, The” - Any card in the deck is named by a spectator, and it is found in the performer’s sock, “WAM! Walk-Around Magic That Kills”, Bob Miller

“Pocket Space” - A spectator cuts a portion off of an imaginary deck of cards, and states how many cards were cut off. Using a list on a business card, the spectator determines their chosen card. Performer displays prediction, which matches the chosen cards, “Pocket Space”, Tony Miller

“Polish Psychic, The” - Performer has three members of the audience each write down a four- or five-digit number, and then add the numbers together. Performer then has a spectator call a Polish psychic, who divines the number, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Poupart Trick, The” - 3 spectators shuffle a deck, and one of them passes a quarter to a third of the deck to a fourth person. The performer then names the cards held by the fourth person without ever having seen them, “Six-hour Memorized Deck, The”, Martin Joyal

“Prediction: Any Card, Any Number” - The performer brings out two decks, and hands one to a spectator. The spectator is asked to name a number from 1-52. Performer then takes a face-down prediction out of one deck, and the spectator counts down to his number in the other deck. Both cards match, ““M-U-M”” - May 2000, Cody Fisher

“Prediction Shuffle-bored” - Alain Nu’s version of Aronson’s classic “Shuffle-bored”, adapted for the Aronson Stack, <http://www.simonaronson.com/magiciansonly.htm>, Alain Nu and Simon Aronson

“Premier Book Test, The” - Spectator cuts the deck, and removes the two top cards. The spectator is told to add the two values, and turn to that page in a book or magazine, and read the first few words silently. The performer then divines the chosen phrase, “Annemann's Mental Miracles”, Ted Annemann

“Preposterous” - After the performer spreads out a shuffled deck of cards and turns around, a spectator pulls a card from the spread, places it on top of the spread, and cuts the deck to lose the card. The performer then mixes the deck further, and spells the same phrase over and over to eliminate the cards one by one. The final remaining card is the selected card, “Full Deck of Impromptu Card Tricks”, Ted Annemann (Trick by Martin Gardner)

“Pseudo Memory” - Spectator shuffles deck, and records cards as called off by the performer. Performer then recalls every card, verified by spectator’s list, “Self-Working Number Magic”, Karl Fulves

“Pseudo-Phone Book Memorization” - 9 cards, each containing a single digit from 1 to 9, are mixed by the audience, and then used to create three randomly-generated numbers. These three numbers are added together. The performer is then able to recall a phone number from the local phone book that ends with that same number, <http://headinside.blogspot.com/2005/03/old-paths-new-directions.html>, Scott Cram

“Psi Stebbins” - Spectators select cards in different ways, and performer is able to name them correctly, “Ibidem” - Issue 11, P. Howard Lyons

“Psy-Key” - The performer takes a borrowed, shuffled ESP deck and asks a spectator to name any four of the standard ESP symbols. One of each symbol is removed from the deck to use as targets. The remaining 16 cards containing the chosen symbols are removed from the ESP deck, keeping them in the same order in which they were shuffled. These 16 cards are given to a spectator to hold face-down, and the performer directs the spectator as to which pile each face-down card should be placed. When turned over, it is shown that the results are far better than chance would indicate, “Combo”, Karl Fulves

“Purloined Objects, The” - 24 matches and 3 objects (for example, a ring, a penny and a key), all of which may be borrowed, are placed on the table, and the performer invites 3 spectators to take part. The first spectator is given 1 match, the second spectator is given 2 matches, and the final spectator is given 3 matches. The performer then turns away from the spectators, and asks them each to take one of the objects. Each person is asked

to take additional matches, depending on the objects they took. The performer then turns back around again, and is able to divine who took which object, “Mathematics, Mystery and Magic”, Martin Gardner

“**Quaranta**” - Performer divines a word, a picture, a five-digit number, and a word, each chosen by one of four people from a custom deck of cards, “Linking Ring, The” - April 1996, Max Maven

“**Quin Taces**” - Performer looks through a magazine, and writes down a sentence from it. The sentence is then shown to a spectator, who chooses any word in the sentence. The spectator then shares the word with two other spectators, who each remember one of the two consecutive words. The three spectators are then asked to spell their words silently to themselves. Afterwards, the performer is able to name all three words, “Quin Taces”, Al Mann (Trick by Leo Boudreau)

“**Quin Taces Revisited**” - Performer looks through a magazine, and writes down a sentence from it. The sentence is then shown to a spectator, who chooses any word in the sentence. The spectator then shares the word with two other spectators, who each remember one of the two consecutive words. The three spectators are then asked to spell their words silently to themselves. Afterwards, the performer is able to name all three words, <http://www.themagiccafe.com/forums/viewtopic.php?topic=97412&forum=82>, Leo Boudreau

“**Racer’s Edge**” - Spectator chooses a race horse name, and removes cards which list that horse as a winner. The performer not only divines the name of the horse, but shows that the total number of races was correctly predicted, “Violet Book of Mentalism, The”, Phil Goldstein

“**Rain Man**” - Spectator freely removes a card from a pack. The performer spreads the cards and, with only a brief single glimpse, is able to name the missing card, “MAGIC” - June 2007, Stan Allen (Trick by Herve Pigny)

“**Real Simple**” - Spectator selects a card. Performer turns away and instantly names it. This is repeated several times, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition”, Richard Osterlind

“**Red, White, and Blue**” - A card is selected from a red deck, and a number is selected from a white deck. When a blue deck is introduced, and the number counted down to, it proves to match the selected card from the red deck, “Six-hour Memorized Deck, The”, Martin Joyal

“**Remote Control**” - Performer and spectator each shuffle a deck. Performer’s deck is placed in spectator’s pocket. Performer then has spectator peek at a card from the other

deck. Performer then mentions a location in the deck in spectator's pocket, which proves to be the location of the spectator's chosen card, "Scams & Fantasies With Cards", Darwin Ortiz

"Remote Control" - A deck is shuffled, and handed to the spectator for cutting. The performer distances himself from the proceedings, while the spectator chooses a card. This card is then placed anywhere in the remainder of the pack, mixes the entire pack, and places the card into the card case. The performer returns and names the card. The card can even be shown to still be lost in the middle, "Sleight of Mind", Harvey A. Berg

"Remote Viewing" - Spectator shuffles a deck, and deals off about a third of the deck. While the performer's back is turned, the spectator names a number from 1 to 15, deals that many cards onto the table, and takes the next card and pockets it. While the performer's back is still turned, the performer names the selected card, "Combo", Karl Fulves

"Remote Viewing Card Trick" - A deck is shuffled, and the spectator cuts the deck. The spectator then looks at the cut-to card, and uses that card to determine how many piles will be dealt. The deck is then dealt into that number of piles. The spectator then chooses any pile, and keeps their faces hidden from the performer. The performer then divines every card in that pile. This can be repeated with other spectators choosing from the remaining piles,
<http://www.themagiccafe.com/forums/viewtopic.php?topic=47580&forum=82&0> , Greg Arce

"Room at the Top" - A deck of cards is shuffled by the spectator, and then handed to the performer. The performer places the deck underneath the table, and has the spectator name any card. When the performer brings the cards out from under the table, the named card is on top of the deck, "Sleight of Mind", Harvey A. Berg

"Routine in D Major" - A 6-phase routine: 1) The cards are shuffled face-up into face-down. The spectator peeks at one card facing them, and the performer is able to name it. 2) Two spectators each flip a card in the deck and remember their flipped cards. The performer then takes the deck below the table, rearranges the cards without looking, and brings out the deck with only the selected cards reversed. 3) Spectator names any poker hand, and performer is able to shuffle the cards so as to deal the hand. 4) Spectator names any number of hands, and performer is able to deal out a straight flush to one hand, while dealing a royal flush to himself. 5) Spectator selects a card, and the performer deals much of the deck out into two rows. The performer then finds the card by following where the spectator is looking. 6) The performer, despite all the mixing in the previous effects, is still able to deal out four perfect bridge hands - in perfect order!, "A-1 All-Stars" - Vol. 3, Mike Maxwell (Trick by Juan Tamariz)

“Russian Test, The” - Five red cards and five black cards are removed from a deck, and shuffled by the spectator. The performer never looks at the cards throughout the entire presentation, and can be performed under test conditions. The spectator then goes through the cards one by one, with the performer trying to divine whether each card is red or black. After the test, the performer is told only whether they scored better or worse than 50%. The test is then repeated with the performer scoring better than 50%, “Combo II”, Karl Fulves

“S-D Plus” - An esoteric 3-phase routine: 1) A packet of cards is cut, shuffled, and the top card remembered, with a second shuffled packet dropped on top of it. The performer removes the selected card. 2) The original packet is shuffled again, a portion is cut off, shuffled again, and the top card is remembered. Another portion of the original deck is shuffled, and dropped on top of this new packet. The performer just as quickly and easily removes the selected card. 3) This is repeated a third time with the removed portion from phase 2, “Card Ideas of Simon Aronson, The”, Simon Aronson

“Saturday Evening Post Feat, The” - A spectator is handed a magazine and told to choose any page, and then to choose a word on the page. The spectator is then asked to write the word in the air with his finger, and the performer is able to determine the word, “Secret Ways of Al Baker, The” and “Al Baker’s Magical Ways and Means”, Al Baker

“Scratch It” - Spectator and performer each shuffle the deck. Performer writes a prediction in the form of a lottery ticket. The cards are dealt according to spectator’s wishes, and the prediction proves to be correct, “Six-hour Memorized Deck, The”, Martin Joyal

“Self-Centered” - Two cards are selected and replaced in a very fair manner. The selections are then found under impressive conditions, “Simply Simon”, Simon Aronson

“Sensus” - Two cards are selected from a deck of 25 “sensory cards”, and the performer is able to divine which sensory experiences were chosen, “Thabbatical”, Phil Goldstein

“Shuffled Multiple Divination” - A deck of cards is legitimately shuffled, with face-down cards being mixed with face-up cards. The deck is placed on the table, and the performer’s back is turned. A spectator is asked to take the top card and look at it. The performer is then able to divine the name of this card. This can be repeated numerous times, <http://www.themagiccafe.com/forums/viewtopic.php?topic=205924&forum=37&12>, Alex Hui

“Sight Deprived” - After a row of numerous one- and five-dollar bills are set out, the performer is blindfolded. The performer is not only able to distinguish the ones and fives, but also whether they are face-up or face-down, “Combo II”, Karl Fulves

“Some People Think” - A deck of shuffled and cut by a spectator, and then they remove a card. After remembering it, they replace anywhere in the deck. Performer goes through

the deck, encouraging the spectator to think “stop” when their card is seen. Performer identifies the card the instant it comes up, “Bound To Please” and “Kabbala” - April 1973, Simon Aronson

“Speaking of the Clock” - The spectator thinks of an hour on the clock, and removes that many cards from the top of the deck, while the performer’s back is turned. The performer then turns around and deals the next 12 cards face down, into a clock formation. When the performer’s back is turned again, the spectator notes the card at the selected hour. Without turning around, the performer is able to name both the chosen hour and card, “Clockwork 2.0” and “M.U.M.” - December 1970, Marvin A. Johnson

“Specialist, The” - The performer takes a borrowed, shuffled deck and removes one red card and one black card, and places them face-up on the table. The performer then deals 15 or so cards face-down, some on the red card, some on the black card. When the dealt cards are turned face-up, all the cards are separated perfectly, with all reds on the red card, and all blacks on the black cards, “Combo”, Karl Fulves

“Speed Reader II” - A deck is cut into thirds, and a card is selected and lost, all in a very fair manner. The performer can nonetheless find the selected card, “Semi-Automatic Card Tricks” - Vol. 4, Steve Beam (Trick by Doug Canning)

“Sport of Memorization, The” - A spectator selects a sports card, and then a playing card. The playing card has the signature of the selected player on the back., “MAGIC” - March 2001, Stan Allen (Trick by Joshua Jay)

“Spur of the Moment” - Spectator thinks of any card, and that card is shown to be the only red face-up card in a blue face-down deck. The entire deck is examinable, “Ibidem” - Issue 25, P. Howard Lyons

“Sudden Sandwich” - Performer borrows a deck of cards, shuffles it, and removes two cards of the same color from the deck. A spectator is asked to name any card except one of the two removed. The named card appears between the two removed cards, <http://www.online-visions.com/challenges/0702solved-7.html>, Stijn Hommes

“Synaptic Symbols” - The performer asks for a dozen objects, each of which is quickly sketched on the back of a business card. Once the 12 objects are drawn, a spectator is asked to select one of the business cards and remember the object drawn on the back. The spectator then returns the business card to the packet and shuffles the stack. The performer is then able to divine which object was chosen, “Syzygy - The First Five Years”, Lee Earle (Trick by Daniel Terelmes)

“T For Two” - The medium is blindfolded, yet divines objects, messages, and even dollar bill serial numbers held by the performer, “Falkenstein & Willard” - Vols. 1 & 2, Glenn Falkenstein and Frances Willard

“Take My Word” - A list of 10-12 objects is created by the audience, and one is selected. The medium can divine which one was chosen, “13 Steps to Mentalism”, Tony Corinda

“Talismanacle, Variation One” - A card is selected and the deck is shuffled afterwards. Performer then uses an amulet to discern the chosen card, “Mind, Myth & Magick”, T. A. Waters

“Test Condition Card Trick” - A deck is shuffled and the spectator cuts the deck. A card is merely thought of by the spectator, who then removes it from the deck while the performer is turned away. The selected card is moved from the face of the deck and placed somewhere in the middle. The deck is then placed back into the card case, and the card case is closed. The performer then asks if it would be amazing if the card could be found under these test conditions. The performer instead simply names the card, “Osterlind Breakthrough Card System, The - 20th Anniversary Edition”, Richard Osterlind

“Think-A-Card” - A deck of cards is shuffled, and then a spectator names any card. That card is found to be on top of the deck, “Close-up. Up Close” - Vol. 2, Joshua Jay

“This Is It!” - Performer asks spectator to name several random, yet easily pictured, objects. The spectator is then asked to mentally choose one of the named objects. The performer then lists several of the objects at random, and asks if the object was named. Performer can then divine the thought-of object, “Phoenix” - Issue 94, Walter Gibson (Trick by Don Medley)

“Thought of Homicide, A” - Three spectators take roles in a crime drama - murderer, victim and detective. The performer, after having each spectator take clues without his knowledge, is able to deduce which spectator is playing which role, “Linking Ring” - August 1984, Eddie Clever

“Thoughts on the Triple Poker Routine” - Dennis Loomis describes his powerful touches for presenting a Simon Aronson routine as a closer, <http://www.simonaronson.com/magiciansonly.htm>, Dennis Loomis

“Thought Transmission” - 25-30 items are named by members of the audience, and recorded on a blackboard. Spectators then choose numbers, and the assistant sends the associated word mentally. The performer receives the word mentally, and states it out loud, “DeLawrence Manuscript”, George DeLawrence

“Three Card Platform Mindread” - Three spectators are asked to think of playing cards. They are then asked to remove the thought-of cards and keep them in their pocket. The performer then divines the selected cards, “Hugard’s Magic Monthly” - June 1959, Fred Braue

“Topsy Turvy” - Three spectators each cut to a card and shuffle their packets. The packets are then shuffled face-up into face-down. The deck is spread, and the cards are found by muscle reading, “Simply Simon”, Simon Aronson

“Trick of Memory, A” - After a deck is shuffled, the performer removes four or five packets of cards, each containing about six or seven cards, and set them on the table face down. Spectators then select any heap, with the performer taking about half of the cards from the heap and the spectator receiving the rest. The challenge, it is explained, is to separate the cards into red and black without looking at the faces. When the spectators’ piles are shown, they’re mixed, while the performer’s pile is perfectly separated into red and black, “Combo II”, Karl Fulves

“Triple Impossibility” - With the performer’s back turned, a spectator cuts off a small packet of cards, remembers the cut card, and shuffles that packet. A second spectator selects any one of the cards from the spread of a second packet, removing it only when the performer’s back is turned. From the remaining third of the pack, a third spectator merely thinks of any card they see. The performer is then able to reveal each of these chosen cards, “MAGIC” - May 2007, Stan Allen (Trick by Jörg Alexander)

“Tridex” - Performer divines each of three spectator’s cards in a different way, “Mind, Myth & Magick”, T. A. Waters

“Tut Tut” - The 4 aces entrap a selected card, “Workers 5”, Michael Close

“Twenty-Seven Cards, The” - A spectator takes any 27 cards from a deck, shuffles them, selects one card to remember, and then shuffles it back into the 27 card pile. The performer asks the spectator for a number from 1-27. The performer then deals the 27 cards into three piles, asking the spectator in which pile their chosen card is located. The 27 cards are assembled, and this dealing, questioning, and reassembly is repeated twice more. The performer then deals down to the position named earlier by the spectator, and the chosen card is found at that position, “Stanyon’s Magic” - January 1913, Ellis Stanyon

“Twice as Hard” - Two spectators each choose a number from 1-52, and then cut to a card. Both cards are replaced, the performer snaps his fingers, and the selected cards are now at the selected numbers., “Try The Impossible”, Simon Aronson

“Two Beginnings” - One spectator names a card, and another pulls one from the deck. They both prove to be the same card, “Try The Impossible” and “Sessions with Simon” - Vol. 3, Simon Aronson

“Two Card ‘No Touch’ Location” - One spectator cuts off a packet, and looks at the bottom card. A second spectator shuffles the packet and looks at the new bottom card. The packet is then dealt into two-face-down piles. After asking which piles each spectator viewed their card, the performer names the selected cards, “Card Ideas of Simon Aronson, The”, Simon Aronson

“Two Wrongs Make It Right” - Two spectators select cards, and the performer proves his ability to give “wrong” predictions. The “wrong” predictions, though turn out to be the key to finding the selected cards, “Simply Simon”, Simon Aronson

“Ultra Mind, The” - Performer duplicates hidden drawing randomly chosen by spectator, “Self-Working Number Magic”, Karl Fulves

“Unique Bridge and Poker Deal” - The performer has four spectators each select a card, and these are returned and shuffled into the deck. Each spectator shuffles a portion of the cards. The performer then asks for 48 cards back, leaving only the four chosen cards in the hands the spectators. The deck is shuffled after this, yet the performer is nonetheless able to deal a perfect bridge hand in spades. For a finale, a game of 5-card draw poker is played, with the magician winding up with the four Aces, “Greater Magic”, John Northern Hilliard

“Untouched” - The performer shows a card case with a long string attached. While holding the card case only by the long string, the performer asks the spectator to choose a card and a number. The spectator counts to the position chosen, and the card at that number is shown to be the chosen card, “Act Two”, Barrie Richardson

“Upgrade” - After the deck is shuffled, the spectator cuts off a portion of cards and further shuffles them. While the performer’s back is turned, they remove a card that is giving them bad vibrations, and place it in the card case. Another card, with good vibrations, is removed from the remainder of the deck, and placed among the other cards face-up. The performer then turns around and identifies the card that is giving off the good vibrations, and concludes by naming the unseen bad-vibration card in the box,
<http://mentalistsanctum.com/viewtopic.php?t=1916&start=2>, B. D. Erland

“Vanishing Thought” - A spectator merely thinks of a card in the deck. The performer shuffles the deck, and then mimes removing a card. When the spectator names their card, the deck is gone through one by one, and shown to consist of 51 different cards, with the named card missing. The performer then removes the named card from his pocket, “Ibidem” - Issue 19, P. Howard Lyons (Trick by Ed Marlo)

“Verbum Veritas” - The performer hands out a card depicting 48 words, written in red and black, to a spectator. The spectator is asked to think of any word, then to read out all the colors of the words in the same row, and lie about the color of the mentally selected word. The performer is then able to name the selected word, “Collected Works of Alex Elmsley”, Alex Elmsley

“Vested Interest” - A spectator is asked to break open a dictionary anywhere, and remember the first word on the page. The performer then divines the chosen word, “Syzygy - The First Five Years”, Lee Earle (Trick by Chuck Hickok)

“Wagnerian Miracle, The” - A spectator looks at a card in the deck. The deck is then cut numerous times, and the performer is then able to name the location of the selected card, “Commercial Magic”, J. C. Wagner

“What Were You Thinking” - 3 cards are selected in a random manner by 3 spectators, and the performer divines the 3 cards without ever touching the deck, “MAGIC” - July 1998, Stan Allen (Trick by Tom Frame)

“Whenever – Anywhere” - The performer riffles through a borrowed dictionary, and calls out 12 or so different words from different parts of the dictionary. The spectator chooses any word, and concentrates on the letters. The performer divines a few letters, and is then able to reveal the entire word, “Syzygy - The First Five Years”, Lee Earle (Trick by Ty Kralin)

“Wishing Trick, The” - A named card rises to the top, followed by the location of a named card at a selected number, “Workers 5”, Michael Close

“Yoodoo” - A deck of cards is shuffled and placed in the spectator’s hands. The spectator deals down until they desire to stop. At the point they stop, the spectator looks at and remembers the card. The card is then lost in the deck. The spectator gives the cards several cuts, and winds up cutting their own card to the top of the deck, “Sleight of Mind”, Harvey A. Berg

“You’re A Five” - A large number of photographs, each with a number on the back, are handed out to the audience. The performer explains that the number relates to their personality type. As the audience shouts out various numbers, the performer is able to describe amazing amounts of detail in each photo, such as whether the person pictured is male or female, happy or sad, blonde or brunette and so on, “Combo II”, Karl Fulves

“Your Lucky Day!” - Spectator and performer each shuffle the deck. Performer writes a prediction in the form of a lottery ticket. The cards are dealt according to spectator’s wishes, and the prediction proves to be correct, “Six-hour Memorized Deck, The”, Martin Joyal

“Zen Master, The” - A three-phase routine in which the performer is able to divine the spectator’s selected card under increasingly impossible conditions, “Scams & Fantasies With Cards”, Darwin Ortiz

Memory Effects

A Resource of Mental Marvels

SIMULATED MEMORY DEMONSTRATIONS

“Amagazing” - The performer flips through a current magazine and memorizes it. The performer can then describe any named page with sufficient detail to distinguish it from the other pages, “Amagazing”, Steve Fearson

“Any Card Called For” - A deck of cards is shuffled, cut, and memorized by the performer. Each quarter of the deck is then placed in a different pocket of the performer’s suit. Cards are then randomly called out by the audience, and the performer is able to reach into the appropriate pocket and pull out the called-for card, “Pentagram” - April 1959, Peter Warlock

“Any Cards Called for from the Pocket” - A deck of cards is shuffled, cut, and memorized by the performer. Each quarter of the deck is then placed in a different pocket of the performer’s suit. Cards are then randomly called out by the audience, and the performer is able to reach into the appropriate pocket and pull out the called-for card, “Genii” - December 1986, Jim Patton

“Becker Bevel, The” - After the spectator shuffles the deck, the performer memorizes the order. The spectator then cuts the deck anywhere, and names the card on top of the remaining portion. The performer, using the knowledge of the deck order, is able to recall the card just above that card, “Stunners Plus”, Larry Becker

“Birthday Cards” - The performer hands four cards to a spectator, each listing 5-6 different month names. The performer asks for the cards back that don’t list the spectator’s birth month. Performer concentrates, and then reveals in which month the spectator was born, “Hugard’s Magic Monthly” - November 1961, Arthur Bull

“Business Cards Warm Up” - The performer is able to recall the phone numbers from 1,000 different business cards, “Tickling The Mind” - Vol. 1, Mel Mellers

“Card Memo Plus” - The spectator open a new deck of cards and shuffle it thoroughly. The performer then takes it and memorizes the deck quickly by riffling through it. The first few cards are called out and shown to be correct. The performer then proves that the deck is marked by doing the same feat behind the back. , “Magick” - Vol. 111 & “Memory Pill Act, The”, Jack Kent Tillar

“Card Memory” - A deck of cards is shuffled by the audience, and memorized by the performer. Performer then recalls which card is where, “Mental Miracles” and “Art of Mentalism II, The”, Bob Cassidy

“Cards: You Can Count On Them” - A borrowed deck of cards is shuffled by a spectator, who then removes a card and places it in their pocket without looking at it. The performer then looks through the remainder of the deck just once, and is able to identify the blackjack value of the card, “Genii” - September 1982, Bud Thomas

“Challenge Incredible Memory” - A spectator is asked to bring any book of their choice to the show. The spectator freely chooses any page, and then hands it to the performer. The performer spends 1 minute memorizing the first word on every line, then closes the book when the minute is up. The spectator then chooses a number from 1 to 35, and the performer names the first word on that line, “Mental Magic of Basil Horwitz, The” - Vol. 4, Basil Horwitz

“Chromagnon” - Spectator shuffles the deck, and attempts to memorize the sequence of red and blacks. The performer is able to recall the order of reds & blacks, and in even more detail, “Thabbatical”, Phil Goldstein

“Close-up Memory Demonstration” - A card from a shuffled, memorized deck is moved by the spectator, and identified by the performer. Someone calls a number from 1-52, and performer names the card at that spot, “Theater of the Mind”, Barrie Richardson

“Coinci-Cube” - A spectator is asked to scramble a Rubik’s Cube. The performer then studies the scrambled cube, and is then able to mix another cube to match it, “Between 2 Minds” - Vol. 1, Haim Goldenberg and Guy Bavli

“Computer Brain” - A spectator names a number from 1-8, and performer recalls the 10-digit number associated with it, “Entertaining with ESP”, Tony “Doc” Shiels

“Copy Cube” - Spectator scrambles a Rubik’s Cube. After memorizing the cubes on the scrambled cube, the performer hides the scrambled cube, and is able to exactly duplicate the pattern on another cube, “Genii” - February 1987, Dick Zimmerman

“Cut To The Chase” - Any playing card is called out, and the performer is immediately able to locate it, “Cut To The Chase”, Craig R. Dickson

“Day For Any Date Routine” - A spectator is given a calendar for the current year, and asked to name any date in that year. The performer is able to name the day on which it falls, even faster than the spectator can look it up, “Day For Any Date Routine”, Scott Cram

“Deep Sea Digits” - Spectators call out dozens of digits, which are then memorized by the performer and recalled perfectly, “Syzygy’s Best” - Vol. 1, Lee Earle

“Dictionary Deceptions” - Spectators generate random numbers, and the performer is able to recall numerous words that appear on those pages, “Genii” - April 1982, Raymond Beebe

“Digital Kicker” - Spectators call out dozens of digits, which are then memorized by the performer and recalled perfectly. As a added feat, the performer adds up all the numbers mentally, faster than an audience member can with a calculator, “M.I.N.D.”, Lee Earle

“Dollar Bill Poker” - Spectator removes a dollar bill and calls out the serial number. He then circles a single digit, and calls out the remaining digits in any order. Performer names the omitted digit, “Self-Working Number Magic”, Karl Fulves

“Double Decker” - A spectator thinks of a card. After demonstrating that the deck has been memorized, the performer is then able to name the mentally selected card, “100% Commercial” - Vol. 2, Andrew Normansell

“DRUM” - The performer asks one or more member of the audience to whistle or hum three tunes: a popular tune, a classical tune, and nursery rhyme/opera/national anthem. The performer can then reveal the title, composer and year it was written, “Mind and Magic of David Berglas, The”, David Berglas

“Easy Mnemonics” - Using numbers randomly selected by the audience, the performer repeatedly demonstrates that he’s memorized the phone book, “Genii” - January 1944, Frank Herman and Jim Conley

“Fantastic Memory” - Spectator is given a list of nine 21-digit numbers and the performer recalls any 21-digit number requested from the list, URL:
http://www.millville.org/Workshops_f/Santa2/Whacked/LS-calcw.html

“Finger Mnemonics” - A spectator shuffles the deck, and removes up to 13 cards of different values, and places them in a pocket. Spectator then deals the rest of the deck, one at a time, for the performer to memorize. Performer can then state the values missing from the deck. Variation: Spectator shuffles the deck, cuts it into two parts, and deals one half face-up for the performer. Up to 13 spectators each move cards of a different value from one half to the other, behind the performer’s back. Performer then turns around, has the spectator deal either half face-up, and performer can name which cards were moved, “Martin Gardner Presents”, Martin Gardner

“Flash Memory” - After the performer memorizes which of four rows have what cards in them, a spectator names which rows have cards of his chosen value in it, and the per-

former not only names the value but which rows have the which suit of that value in it, “Skullduggery”, Leo Boudreau

“Flash Mnemonics” - Performer memorizes the deck, spectator removes a card, and performer looks through deck once more and announces which card is missing, “Charlatan’s Handbook, The”, Sid Fleischman

“Frequency” - The performer is able to memorize a deck of cards quickly, “Mind Blasters: England Goes Mental”, Peter Duffie (Trick by Shiv Duggal)

“Friday the 13th” - A spectator names any year after 1752, and the performer is able to give the months in that year in which the 13th falls on a Friday, <http://headinside.blogspot.com/2005/11/friday-13th.html>, Scott Cram

“Gambler’s Recall” - From a shuffled and cut deck, spectators remove 5 or 6 cards. The performer then looks through the rest of the deck once, and is able to recall which cards were missing from the deck, “Syzygy - The First Five Years”, Lee Earle (Trick by Ray Grismer)

“Get a Move on” - A deck of cards is shuffled by a spectator, and then handed to the performer to memorize in one minute. With the performer blindfolded, the spectator then removes any card, remembers it, and places it elsewhere in the deck. The deck is then squared and set on the table. The performer goes through the entire deck and is quickly able to determine the moved card, “Sleight of Mind”, Harvey A. Berg

“Google Guessing” - The performer claims to have memorized the first sites to the top 10,000 search terms on Google. The performer asks for search terms, and writes down the recalled first site for those search terms. When Google is searched on the internet, the first sites for each of the chosen search terms are found to be correct, <http://www.online-visions.com/effects/0805google.html>, Oliver Meech

“Hand To Remember, A” - A spectator shuffles a deck of playing cards. Four bridge hands are then dealt out. The performer then memorizes three of the hands, and is able to recall what cards are in the fourth unseen hand, “Genii” - July 1972, Ron Wilson

“Hypocritical Memory” - Spectator shuffles a deck of cards. The performer then memorizes the order of the cards, and is able to call out cards blindfolded, “Jinx, The” - Vol. 151, Ted Annemann (Trick by Arthur Monroe)

“I’ll Guess Your Weight” - Performer demonstrates cutting skill by cutting EXACTLY the same number of cards as spectator. Then, performer memorizes the deck, turns it face-down, and cuts exactly to the spectator’s selected card, “Breather: The Ultimate Crimp, The”, Bob King

“Immoderate Deception, The” - A deck of cards is shuffled and cut. Performer invites up three spectators. While performer’s back is turned, each spectator cuts to a card at random. Performer then reveals each card in progressively more impressive ways, “Mind-sights”, Doug Dymant

“Improved Super Memory” - A deck of cards is shuffled and cut. The performer has 20 people select cards, which are memorized, and gives each person a number from 1-20. The cards are then returned, mixed, and placed in the performer’s pocket. The performer is then blindfolded, and bring out cards at random, naming the appropriate person’s number as he does so. The performer is able to correctly identify all 20 cards in this manner, “Encyclopedia of Card Tricks”, Jean Hugard (Trick by Walter Gibson)

“Instantaneous Card Memory” - Performer shuffles and cuts a deck of cards. The performer then deals the cards into red and black piles, asking the spectator which pile is to be used. The spectator the cuts this pile as much as they prefer, and then call out the cards in order from top to bottom. The performer then goes into another room, so as not to be near anyone who could signal, and calls out the order from memory, “Annemann’s Mental Miracles”, Ted Annemann

“Instant Memory” - A deck is legitimately shuffled by several spectators. The deck is spreaded face-up on the table. After the performer spends about 2 seconds memorizing the deck, it is turned over, domino style, and three spectators are asked to each pick a card. They look at the cards without showing to anyone. The performer instantly names the cards and the sum of these three cards. A number of cards equal to that sum are counted off from the top and the performer is able to name the card at that position, <http://www.themagiccafe.com/forums/viewtopic.php?topic=183156&forum=82&0>, Alex Hui

“Intuitive Aii” - In phase 1 of this routine, the spectator repeatedly shuffles the deck face-up into face-down, and then the performer spreads the deck, quickly announcing the number of face-up cards in the spread. In phase 2, the deck is repeatedly shuffled by the spectator again, and this time the face-up cards are counted as the deck is simply riffled. In the final phase, the performer, having seen all the face-up cards, is able to recall the face-down cards in order, apparently due to memorizing the deck throughout the entire routine, “Simple and Direct Mentalism”, Looch

“Johnny Mnemonic” - Spectator shuffles a deck twice, and the performer memorizes the order of the deck. Two spectators each select a card out of their half of the deck, and replace it in the other half. The performer then looks through the deck and finds both cards. The memory demonstration then concludes with a gambling demo that finishes with a complete separation of suits, “Card Artistry of Andrew Wimhurst, The”, Andrew Wimhurst

“Knight’s Tour, The” - A spectator chooses a square on a chessboard, numbered from 1 to 64, as a starting point, and the performer, starting at that square, moves the knight using only legal moves and stops on each square only once, “Popular Mechanics” - April 1922, anonymous

“Lorayne Storm, A” - After having a selected card returned, and memorizing the entire deck, the performer names the location of the card, as well as some of the cards surrounding it, “Genii” - April 1989 & “Apocalypse” - November 1979, Harry Lorayne

“Magic of the Crystal Ball Et Seq., The” - Performer looks into a crystal ball, and makes a prediction. Two spectators then shuffle the deck face-up into face-down. The prediction proves to be correct. The face-up cards are then memorized and recalled by the performer. For a finale, the performer explains that he’s going to deal 5 pokers hands, and asks the spectator to choose which hand will win. The performer cuts, shuffles and deals the cards, and the chosen hand is the winner, “Card Concepts”, Arthur F. MacTier

“Magi’s Detection, The” - From a shuffled deck of cards, the spectator cuts off a portion and hands it to the performer, who memorizes them. A card is then removed by the spectator, and upon a second examination, the performer is able to recall which card is missing, “Encyclopedia of Card Tricks”, Jean Hugard (Trick by Charles Jordan)

“Marked Watch Dial Used in Mystifying Trick” - Given any date in the current year, the performer can give the day of the week with just a quick glance at their wristwatch, “Popular Science” - May 1939, anonymous

“Marlo Opener, The” - A multi-phase routine in which the performer demonstrates his ability to cut a selected number of cards by feel, memorize the cards and deal memorized cards into a perfect bridge hand, “Sal Piacente’s Expert Card Magic Lecture Notes” - Vol. 1, Sal Piacente

“Marvellous Memory” - The spectator shuffles the deck, after which the performer quickly memorizes the deck. The cards are then placed in their case, and the performer recalls the order of the cards, removing them from the case as they are named, “110 Amazing Magic Tricks With Everyday Objects”, Marvin Berglas

“Memorable Deck Memorization” - A borrowed deck is shuffled and memorized. A card is named by the spectator, and the spectator recalls its location and counts down to it in the deck, “Linking Ring” - March 1994, Barrie Richardson

“Memorable Memory Stunt” - After a spectator shuffles the deck, they time the performer to see how long it takes them to memorize the deck. Once the deck is memorized in under one minute, the performer asks for a position in the deck, and is able to recall the

card at that position. This is repeated two more times, “Pabular” - December 1977, Barrie Richardson

“Memorease” - Out of three spectators, one is given a magic amulet, and only that spectator is able to remember a list of 10 or 12 letters after being shown it only once, “Chronicles” - No. 28 & “Self-Working Number Magic”, Karl Fulves (Trick by J. K. Hartman)

“Memoria” - In a 4-phase memory routine, the performer demonstrates the various types of skills needed to quickly memorize a legitimately shuffled deck, “Memoria” & “49 Seconds: The Memory Routine of Luke Jermy”, Luke Jermy

“Memories are Made of This” - The performer memorizes a shuffled deck of cards in order in 30 seconds, and then recalls them, “Mind and Magic of David Berglas, The”, David Berglas

“Memorisation” - The performer memorizes the order of a cut and shuffled deck, and is then able to recall it. For a finale, the performer is able to memorize the spectator’s voice patterns, “Before I Forget”, Mark Elsdon

“Memorised Deck, The” - The performer hands the deck to a spectator for shuffling. The performer then takes the deck back, and remembers the order of the cards. The performer then asks the spectator to name any number from 1-52. The performer names the position of that card from memory, and counts down to that position, showing the remembered card at the named position, “Memorised Deck, The”, Maxime Nadeau

“Memorized Deck” - The performer memorizes a deck of cards. After a spectator selects and returns a card, the performer is able to use their knowledge of the deck to find the selected card, “Other Side Of Illusion, The” - Vol. 1, Henry Evans

“Memory” - A deck of cards is shuffled by a spectator. After memorizing the deck, the performer is able to name any card at any location, “Black”, Dan Army

“Memory” - One or more people are given a lengthy number, which is different for each person. At any time in the future, that performer can be asked about that number, and can immediately recall it, “Blaisdell’s Original Magic”, Frank E. Blaisdell

“Memory” - After noting which cards remain in the deck, in order to deduce the one missing card, performer notes that TWO cards are actually missing, one being the selected card, and the other having been left in the card case, “Ted Lesley’s Working Performer’s Marked Deck Manual”, Ted Lesley

“Memory” - 1st spectator fails to recall a list of 10 words out of order, while a 2nd spectator, who’s been temporarily given a super memory, recalls them perfectly with only a little thought, “Chronicles” - No. 22, Karl Fulves (Trick by Bob Paul)

“Memory and Mathematics” - With audience-provided card with initials, birth-dates and random single-digit numbers, the performer memorizes objects on a tray, as well as birthdays, and initials, and finishes with several amazing addition and multiplication feats, “Mind and Magic of David Berglas, The”, David Berglas

“Memory Drive, The” - Several volunteers are selected, one of which is selected to act as a timekeeper. The timekeeper gets into a car with the performer, and the performer drives through an obstacle course of pylons, to a designated finish line, all while the timekeeper counts off each second it takes to complete the course. Each volunteer, except the timekeeper, is then instructed to take the place of one of the pylons. The performer is blindfolded, and then drives the course again, using the memory of the previous drive to avoid each of the people, and complete the course in the same amount of time., “Art of Mentalism I, The”, Bob Cassidy

“Memory In The Spread, A” - Spectator shuffles and cuts the deck, and selects 6 cards. The spectator then mentally selects one of these 6. The cards are shuffled by the performer, who then memorizes the deck. The spectator is then asked to name their card, and the performer pulls it out of the spread without looking, <http://www.themagiccafe.com/forums/viewtopic.php?topic=49338&forum=37&0> , Hideo Kato

“Memory Man” - A spectator shuffles the deck, and removes a card. The performer memorizes the deck, and is then able to name the location of a freely named card, as well as state which card is missing from the deck, “Magic of Micah Lasher, The” and “Apocalypse” - June 1995, Micah Lasher

“Memory Prison, The” - After the spectator shuffles their own deck of cards, the performer memorizes it in 30 seconds over the phone. Also over the phone, the performer then helps the spectator memorize the deck in under a minute, “Heptagon”, Patrick G. Redford

“Memory Test, The” - Performer memorizes 1/3 to 1/2 the deck, has the spectator remove a card behind his back, and deduces which card was removed, “Scarne On Card Tricks”, John Scarne (Trick by Charles Jordan)

“Mental Countdown” - From a shuffled deck, spectator points to a single card in the deck, and performer uses his memory to recall the exact position of the card, “Self-Working Close-Up Card Magic”, Karl Fulves

“Mental Headache, A” - After a spectator shuffles deck, a spectator cuts off a portion of the deck, which the performer memorizes. The spectator then removes a card, mixes the packet again, and the performer looks through the remaining cards, and is able to name the missing card, “Incorporated Strange Secrets, The”, Ted Annemann

“Mentelimination” - One or more cards are chosen by spectators. The performer then shuffles the deck, and memorizes the remaining cards. The performer can then name the selected cards, “Jinx, The” - Vol. 103, Ted Annemann (Trick by Verne Chesbro)

“Method for a Set-Up Deck” - Performer memorizes a deck. Spectator begins dealing cards, and whenever the spectator stops, the performer can name the card stopped at, “Greater Magic”, John Northern Hilliard

“Mind Erasing” - Spectator crosses out items memorized earlier, and calls out their number as he erases them. Performer recalls which one wasn't erased (see also “Digit Memory”), “Self-Working Number Magic”, Karl Fulves

“Mind Mirror” - A card is chosen by a spectator and lost in the deck. Performer memorizes deck, and spectator removes their card. Performer, with only a quick look at the deck, is able to name it, “Self-Working Close-Up Card Magic”, Karl Fulves

“Missing Digit, The” - A spectator multiplies two 3-digit numbers together, and reads the entire number off just once. They then chose a single digit in the number, and reads the number off again, giving the digits in any order, except for the chosen digit. The performer is then able to recall the chosen digit, “Mathematical Wizardry”, Harry Lorayne

“Moe's Move-A-Card” - The performer memorizes a deck of cards, and then asks a spectator to move any card to a different position in the deck. Using only memory, the performer is able to determine the moved card, “Moe and His Miracles With Cards”, Moe Seidenstein

“Moe's Memory” - The performer memorizes a deck of cards, and then asks one spectator to move any red card from the upper half to the lower half of the deck, and another spectator to move any black card from the lower half to the upper half. Using only memory, the performer is able to determine the moved card, “Genii” - October 2005, Karl Fulves

“More Memory Man” - A spectator shuffles the deck, and removes a card. The performer memorizes the deck, and is then able to name the location of a freely named card, as well as state which card is missing from the deck, “Session: The Magic of Joel Givens”, Joshua Jay (trick by Joel Givens)

“Move Over, Moe” - The spectator shuffles the cards, and then the performer memorizes the order of the deck. The performer then turns their back, and asks the spectator to

choose any card, and move it to any other place in the deck. The performer then turns back around, looks at the deck, and can name the card that was moved, “Imp Romp 2”, Lewis Jones

“Multi-Effect Cards” - A 16-phase card routine which includes the memorization of a half-deck, as well as position/card recall, “Jinx, The”, Ted Annemann (Trick by Val Evans)

“Nameology” - Performer gives spectator a random seven-digit number. Upon another meeting with the spectator days, weeks, months or even years later, the performer can recall the seven-digit number, “Phoenix” - Issue 289, Walter Gibson (Trick by John P. Hamilton)

“New Bills For Old” - Five dollar bills are collected from the audience, and the serial numbers are memorized instantly, and then recalled by the performer, “Gems of Mental Magic”, John Brown Cook and Arthur Buckley

“No New Nightmares” - From a legitimately shuffled deck, two spectators sight cards. The spectators are asked to remember the positions of their chosen cards, as the performer deals the cards, calling out their numbers and memorizing them as they are dealt. Once the deck has been completely dealt through, the spectators name their cards. The performer, after some concentration, is able to recall the cards surrounding the chosen cards, “Anneman for the 90s”, Mark Strivings

“Novel Memory Trick With Cards” - A card is selected from a shuffled deck by a spectator. The performer then quickly looks through the remaining 51 cards, and is able to name the selected card, “Stanyon’s Magic” - January 1905, Ellis Stanyon

“Odd-Even Location” - After having a spectator shuffle a deck, the performer memorizes the order of the cards. Three cards are then removed by spectators, and kept hidden from the performer. The performer then looks through the deck again and is able to determine which three cards are missing, “Magical Wishes”, Meir Yedid

“Phenomenal Memory, A” - After having a selected card return to the deck and memorizing the spread, the performer turns his back, has the spectator move his selected card, turns around, and names the card that was moved, “Card College” - Vol. 1, Roberto Giobbi

“Pill, The” - The performer takes a memory pill, and proceeds to demonstrate its effects. First, the performer has 20 letters of the alphabet called out by the audience, and the performer calls out the sequence from memory. As a running gag, this is repeated throughout the act, even recalling them backwards. The performer then asks several spectators for random 10-digit numbers, and is able to recall each of them later. Next, the performer

memorizes a newly opened and audience-shuffled deck of cards. Finally, the performer asks people to call out 20 or 25 objects, and is able to recall them in and out of order, “Magick” - Vol. 111 & “Memory Pill Act, The”, Jack Kent Tillar

“Postcard Memory Demonstration” - 50 U.S. state postcards are mixed and divided among four audience members, who also mix them. In phase 1, the performer identifies one postcard added to a memorized stack. In phase 2, the performer memorized the exact location of each postcard. In phase 3, the performer correctly names all the postcards not yet seen, “Postcard Memory Demonstration”, Chuck Hickok

“Pseudo Memory” - The performer memorizes a legitimately shuffled deck, and then has the spectator move a card. The performer looks through the deck again, and locates the moved card. For a finale, the performer recalls the locations of the other 3 cards of the same value, “Radio Rental”, David Forrest

“Pseudo Memory” - After the performer cuts and shuffles the deck, the thought-of card is named, and the performer recalls how far down in the deck it is, “Epilogue” - November 1968, Edward Marlo

“Pseudo Memory #1” - A spectator shuffles a deck, secretly chooses a position, and then remembers the card at that position. The performer further shuffles the deck, and then memorizes the deck. The spectator is then asked to name the position they chose, and the performer recalls which card is at that position. The spectator is then asked to name their card, and the performer instantly names the location of that card, “My Favorite Card Tricks”, Harry Lorayne

“Pseudo Memory #2” - The deck is legitimately shuffled, and then handed to a spectator to cut, and remember the cut card. The cut portion is then replaced. The performer memorized the entire deck, and then asks for the name of the spectator’s card. The performer then recalls the location, as well as several cards surrounding the chosen card, “My Favorite Card Tricks”, Harry Lorayne

“Pseudo Memory #3” - A legitimately shuffled deck is given to the spectator. Spectator cuts, glimpses a card, and replaces the cut portion. Performer then shuffles, and memorizes the deck. Spectator names selected card, and the performer instantly recalls the position, “Reputation Makers”, Harry Lorayne

“Quartet” - A pack of cards, shuffled by the audience, is distributed between 4 audience members, and the performer recalls which cards are where, “Quartet” and “Subtleties, Boldness, & Misdirection”, Barrie Richardson

“Quasi-Memorized Deck, The” - A pack of cards, shuffled by the audience, is distributed between 2-3 audience members, and the performer recalls which cards are where, “Theater of the Mind”, Barrie Richardson

“Rain King” - After the spectator shuffles a deck of cards, the performer memorizes it in 30 seconds. The performer then helps the spectator memorize the deck in under a minute, “Triangle”, Patrick G. Redford

“Rain Man” - A deck of cards is shuffled, and then dealt in its entirety into a number of hands chosen by the spectator. One of the hands is then selected and shuffled by the spectator. The remaining cards are gathered and shuffled by another spectator. The performer takes 40 seconds to look at and memorize the cards from the majority of the deck, and is then able to name the cards held by the first spectator, “Sleight of Mind”, Harvey A. Berg

“Red Black” - A deck of cards is shuffled, and the performer memorizes many pairs of cards. From the remainder of the deck, a spectator chooses a card, and places it on any pair, and the pairs are re-assembled into a stack of cards. With only a brief look through the cards, the performer is able to identify the new card in the group. An alternate version involving two spectators is also taught, “Stack Attack” (DVD), Lew Brooks

“Rhodo Box Mystery” - Cards are mixed in a clear box, and then further mixed by several spectators. One spectator chooses a card from their packet, and it is placed in another spectator’s packet. Performer memorizes this packet, and then asks the name of the card. The performer then names the position, and counts down to that position, where that card is found. Knowing the portion of the deck that was previously used, the performer recalls the remaining cards in the other spectator’s portion correctly, “Tales from the Planet of Bloom”, Gaetan Bloom

“Rolland Hamblen’s Pseudo Memory Act” - Performer memorizes a deck of cards, and can then give the location of any named card, or give the card for any named location. The deck is shuffled again, and the performer then memorizes the deck again. Four hands of poker are dealt, and the performer can both recall the poker hands, as well as telling them how many cards to discard and which cards they’ll be getting, “Genii” - May 1981, Rolland Hamblen

“Rubik Remembered” - A legitimate Rubik’s cube is scrambled by a spectator. The performer is then blindfolded and solves the cube without looking at it, “Rubik Remembered” (DVD), Mark Elsdon

“Sal’s Memory Opener” - A 3-phase routine in which, despite repeated shuffles by the spectator, the performer is able to recall a single card, a blackjack hand and a poker hand, “Sal Piacente’s Expert Card Magic Lecture Notes” - Vol. 1, Sal Piacente

“Seriality” - 3 people each bring out a dollar bill from their wallet, and call out the serial numbers. Next, they each circle a single digit on their bill, and call out the remaining digits. The performer then recalls all the missing digits, and also shows that the sum of the three digits was accurately predicted, “Seriality”, Dave Jones

“Silent Speech” - A deck is shuffled by spectators and then the performer proceeds to remember the identities of the first third or half of the deck. The dealt cards are replaced on top, and the cards are handed to the spectator. The performer then rattles off the identities of each of the remembered cards, “Combo”, Karl Fulves

“Si Stebbin’s Master Memory Test” - After a shuffled deck is handed out to an audience, performer not only recalls the entire deck in random order as he takes back the cards, but can recall the exact location of any named card, “Scarne On Card Tricks”, John Scarne (Trick by Si Stebbins)

“Sudoku: The Ultimate Mental Workout” - A spectator selects a random Sudoku puzzle and copies it onto a large blank grid so that everyone can see the puzzle. The performer studies the grid for a few seconds and then turns his back to the puzzle. The performer then begins to instantly call out numbers to the spectator and the entire Sudoku puzzle is completed 'blind' by the performer, “Sudoku: The Ultimate Mental Workout”, Justin M. Monehen

“Super Count” - One card is removed from a group of 10, and performer looks through the 10 quickly, and announces the missing card, “Self-Working Close-Up Card Magic”, Karl Fulves

“Super Memory” - A deck is shuffled and cut. The spectator cuts to a card, and sets it aside face down. The audience then shuffles the remainder of the pack. The performer goes through the deck and memorizes it. The performer can then name the card that removed by virtue of the fact that it was never seen, “M.U.M.” - November 1996, David R. Goodsell (Trick by Dick Seaman)

“Super Memory” - After the deck is shuffled, two spectators each receive a packet of cards, and proceed to shuffle them further. One spectator removes a card from their pile, remembers it, and puts it in the second spectator’s packet of cards. This packet is then further mixed by the spectator. The performer goes through the packet and remembers the order of the cards. The first spectator names their chosen card, and the performer instantly recalls the location of it in the memorized packet. The memorized packet is dealt to show that the remembered location is correct. Having memorized all of the second spectator’s cards, the performer concludes by calling out all of the remaining cards in the deck from memory, “Reputation Makers”, Charles Gauci

“Super Power Memory 1” - The deck is shuffled by both the performer, and other audience members. Two piles are made randomly by the spectators. From one pile, one card

of each suit is laid out. The other pile's suit order is memorized in 10 seconds, and then separated (without looking) by suit perfectly, "Card Concepts", Arthur F. MacTier

"Super Power Memory 2" - The deck is shuffled by both the performer, and other audience members. Two piles are made randomly by the spectators. From one pile, one card of each suit is laid out. The other pile's color order is memorized in 10 seconds, and then separated (without looking) by color perfectly, "Card Concepts", Arthur F. MacTier

"Super Scam" - A subtlety in which a mistake proves that you really have memorized the deck, "Apocalypse" - February 1983, Harry Lorayne (Trick by Terry LaGerould)

"Super Thought" - The performer displays 55 cards, each of which list two cities. Several spectators each choose different pairs of cities to remember. The performer then brings out 10 cards, each bearing the name of 11 cities. Each spectator, in turn, is asked to hand over the one or two cards that have their chosen city names on them. Given this information, the performer is able to name both cities chosen by that spectator, "Seven Circles, The" - July 1932, (Author unknown)

"Supernatural Memory, A" - A spectator cuts about half of the deck, giving the remainder to another spectator. The performer then has one of the spectators choose one of several lottery tickets. The performer looks over the first spectator's cards, and then proceeds to memorize the lottery ticket. The performer names 5 or 6 cards, including who has them, and then asks for one of the 3 rows from the lottery ticket. After the performer recalls the row from the lottery ticket, they turn back to recalling more cards, and later, more lottery numbers. The performer concludes by naming the day of the week for any given date, which the spectator can verify in an almanac, "Drawing Room Conjuring", Professor Hoffman

"Test of Memory, A" - Spectator shuffles the deck, and attempts to memorize the sequence of red and blacks. The performer is able to recall the order of reds & blacks, and in even more detail, "Card Concepts", Arthur F. MacTier

"Thanks For The Memory" - A spectator shuffles a deck, and the performer then memorizes their order. The performer then asks the spectator for a number less than 53. Using that number and some recall, the performer writes down the names of 3 different cards. The spectator is then asked to deal out the same number of cards he named earlier into three piles. The top card of each of the three piles are the same cards written down by the performer earlier, "Pabular" - March 1979, Kevin Davie

"That Rings A Bell" - 3 spectators each write down a 3 digit number, and a fourth totals them. Performer recalls where in the phone book a number with those last four digits is located, "Entertaining with ESP", Tony "Doc" Shiels

“Twenty Card Trick, The” - 20 cards are selected and returned to the deck. The performer puts the card into his pocket, and then quickly retrieves all 20 cards at random, “Annemann's Miracles of Card Magic” and “Jinx, The” - August 1939, Ted Annemann (Trick by Walter Gibson)

“What Day Was That?” - The performer hands out 25 cards, each of which have four questions about historical dates and the day of the week on which that date fell. When asked any of the questions, the performer instantly gives the correct day of the week on which the date fell, “Hugard's Magic Monthly” - July 1961, Arthur F. Bull

“Wizard's Pocketbook, The” - After having the spectator mentally select a card, performer asks on which of six pages (each containing the name of 30 cards), the cards appear, and performer recalls which card is common only to those pages, “Linking Ring” - April & May 1993, Eugene E. Gloye & Prof. Hoffman

“You Must Remember This” - Two cards are chosen. Performer memorizes the deck, asks for the name of the first card, recalls the position, and counts to it, proving the performer correct. Performer then flips through deck for first spectator, claiming they will “memorize it subconsciously”. The name of the second card is given by the second spectator, and the first spectator names any number. Counting down to the number, the second card is found.,

<http://www.themagiccafe.com/forums/viewtopic.php?topic=34632&forum=37&8> ,
Marko

“Your Bill for My Bill” - Five dollar bills are collected from the audience, and the serial numbers are memorized instantly, and then recalled by the performer, “Falkenstein & Willard” - Vol. 3, Glenn Falkenstein and Frances Willard

“Zero Memorization Memorized Deck, The” - A 3-phase routine: 1) The cards are mixed up. A card is removed from the deck. The performer passes through the deck briskly and names the missing card. 2) The performer glances at the deck and memorizes it. A card is placed by the spectator into the middle of the deck. The deck is then cut several times. The performer finds the one card out of order. 3) The deck is cut several times again. The spectator cuts to the middle and turns over one card. The performer looks at that card and calls out the values of the rest of the deck, “Zero Memorization Memorized Deck, The”, Andrew Mayne