

West End Card Session [1989]

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FOREWORD

All of the tricks and routines in this book were developed by myself over the last few years, and credit has been given where I was inspired by someone else's effect or idea. Having said that, the reader will probably notice the lack of credits regarding the effects in this book. This is because they were mostly developed while fiddling and fooling with a deck of cards, and didn't have any particular starting point. The reason for the title, is that all these items have been shown to various laymen and magic friends in the West End of London (my home base). The only other 'testing ground' I use is Chicago (the title 'North Side Card Session' would have been just as appropriate), where I meet with the Windy City Cardicians every once in a while. Would particularly like to thank my friend Ed Marlo for his help and encouragement, and for showing me that the easiest method isn't always the best...but neither is the most difficult.

Justin Higham

PRELUDE

This is an ideal routine to use as an opener. At the end you are left with two sets of four of a kind, ready for the 'Packet Vanish - Pocket Reproduction' described later, or any other routine.

Setup: Four Kings, three Aces, rest of deck, last Ace on the bottom.

1. False Shuffle and False Cut. Deal the top four cards to the table face-up to show you have located the four Kings. Take a break under the top three cards of the deck.
2. Pick up the Kings with the right hand and turn face down into the Square-Up Position at the tips of the left thumb and fingers, above the deck. With the packet in Biddle Grip, apparently peel the top card of the packet onto the deck. Actually, execute one of the modern variations of the Le Temps Switch from Expert Card Technique (e.g. Marlo's Packet Switch from The New Tops or Hartman's Multiple Count Change from Packet Magic). After pulling all four Kings onto the deck as one, and taking the three Aces with the right hand, lever the top card of the deck face up with the left thumb and edge of the right hand packet, to show a King. Table the three right-hand cards and spread them towards you, lengthwise.
3. As you are doing the above actions, say, 'Let's get rid of one of the Kings.' Turn the King face down onto the deck and Reverse Double Undercut the bottom card to the top. Turn the top card face-up to show an Ace. Rub this card against the tabled cards, for effect, and flip them face up to show they have changed to Aces. Place the four Aces to one side.
4. False Shuffle and False Cut as you say you will try and find the Kings again. Double Turnover to show a King. Turn the double face down and table the two cards as one. (The Double Turnover isn't strictly necessary, but it sets you up for the tabling of the double card.)
5. Cleanly spread over the top three cards into the right hand. Take a break under the next two cards, and place the right-hand cards onto the deck and turn over the top five as three. Spread the upper two to the right to show three X cards, and name the values of the cards in order from face to back, e.g., 'We have a Three, a Five, and a Nine.' Turn the five cards face down, letting them square in the process, and deal the top card into the right hand as you say, 'Three.' Deal the next card beneath the first and say, 'Five,' then take the next card beneath the first two and say, 'Nine.' Snap or flick the outer left corners of the three cards as they are taken, with left thumb, to emphasise their singularity. (The above miscalling idea is Marlo's Buffaloed.)
6. Finessed Unloading Move: Return the three right-hand cards to the top of the deck in an out-jogged position for three-quarters of their length. At the same time insert the left third finger under the top two jogged cards as the left hand turns palm down with the deck to flash the face card of the packet, in this case a Nine. Turn palm up, and pull the three cards flush with the deck with the left forefinger. Due to the third finger being wedged into the break, the upper two cards will rise up from the deck at the inner end. Take the two - apparently three - cards with the right hand at the inner right corner between thumb on top and fingers below. Place them onto the tabled double card and immediately spread the four cards towards you, lengthwise, to show just four cards.
7. Say the magic words, and turn the cards face up to show they have changed to the four Kings.

Note: Whenever the reader is told to 'take a break' under a number of cards, throughout this book, it is assumed that he is using the Pinky Count for this purpose.

PACKET VANISH - POCKET REPRODUCTION II

The original method for this appeared in my Inside Out magazine. At one point in the routine, you had to pass off a packet of seven cards as four. In the present method the number has been reduced to six.

1. Show the four Kings and hold face down in the left hand. Take a break under the top left-hand card as the right hand displays the four Aces face up. Flip the Aces face-down onto the Kings and immediately lift off the top five cards above the break with the right hand. Place this packet into your right side jacket pocket. (Note: the three remaining left-hand Kings should be in black, black, red order from the top down.)
2. Turn the Kings face-up and do a Stanyon Count, with Marlo Concept, to show four Kings. Turn them face down and hold in the left hand.
3. Remove an Ace from your pocket, face down, and place second from the top in the left-hand packet. Square up, make a magical gesture, then turn the packet face up and Elmsley Count to show four Kings - the first Ace has vanished. Turn the cards face down and spread them, taking the top two with the right hand and bottom two in the left hand. Rub the cards between the fingers of each hand to show just four cards, then reassemble the packet in the same order.
4. Remove another face-down Ace from your pocket and place second from the top. Turn face up and do a Five-as-Four Flexible Count to show four Kings - second Ace has vanished. Turn the cards face down and spread as four, last two held as one. Do the Stencil [Circular] Subtlety with the left-hand cards as the right hand does the same, then reassemble the cards in the same order.

5. Take a third Ace from your pocket face-down, and place second from top. Turn the packet face up and do a Six-as-Four Count, with Elmsley Count Mechanics, to show the third Ace has vanished.
6. Turn the cards face down and hold in the right-hand Biddle Grip. Peel the top three cards into the left hand and place the last three cards on top as one, taking a break under them.
7. Look at the spectators and say, 'How many Aces does that leave?' As you say this, Palm-Off the top three cards into the right-hand Classic Palm. Place your hand into your pocket and leave the three palmed cards there as you bring out the fourth Ace (rear card of the double in your pocket). Again, without showing its face, place the Ace second from the top in the left-hand packet, and square up.
8. Biddle Count the packet to show four cards - the fourth Ace has vanished. Say, 'Where are the Aces?' If spectators don't say anything, turn the left-hand cards face-up to show they are the four Aces. Reproduce the Kings from your pocket. If the spectators are 'fast on the uptake' and reply, 'In your pocket!' then say, 'Well, there are some cards in my pocket...but they are the Kings.' Produce the Kings from your pocket and show the four Aces in your left hand.

The Biddle Count in Step 6 is optional. You can simply spread the cards as four, square up taking a break below the top three cards, and then palm the bottom three cards in the right hand.

Note: I feel that the appearance of the Aces at the end is more surprising if you don't show their faces as they are placed into the King packet.

FOUR IN A ROW

The AH mysteriously passes along a row of black spot cards, followed by the spot cards changing to the other three Aces.

1. With the deck facing you, transfer the AS, AD, AC to the face (AD between the two black Aces). Then transfer a black spot card followed by the AH, followed by five more black spot cards. (Use the Sevens, Eights, and Nines for the spot cards.) Order from the face is therefore: five spot cards, AH, spot card, three Aces. Spread over the ten face cards and take a break under the rear Ace as you square up and lower the deck down to a horizontal position. Spread over five cards to show five black spot cards and the AH. Square the cards and take the ten cards above the break as apparently six. Turn the deck face down into the left hand.
2. Turn the packet face-down onto the deck. Deal the top card to the table to your left, miscalling it as the AH, and deal three more cards to the right of it in a row, calling them spot cards. (Flash the last card dealt.)
3. Say that that leaves two more spot cards. Spread two cards off the deck and gesture with them as you patter. At the same time take a break under the top two cards of the deck. Square the right-hand pair against the deck and steal the two extra cards under them. Table the deck face down to your left.
4. With the four-card packet in Biddle Grip, slide the bottom card out and take it with the left hand. Turn left hand palm down and right hand palm up to show faces of two spot cards, then reverse the actions and reassemble the cards in the same order.
5. Take the packet with the right hand at the inner right corner and use it to scoop up the leftmost tabled card. Place the packet in the left hand and Double Turnover to show the AH. Turn the double face down and place the double card beneath the top left-hand card, i.e., second from top. Square up. Turn the packet face up, flex or snap the cards, and do a Variant Partial Ascanio Spread to show three spot cards, pulling top and bottom cards into left hand - making a reverse spread with them - and placing the right-hand card(s) to the rear of the packet as you square up. The AH has been replaced by a spot card. Turn the packet face down and deal the top card back into the tabled row.
6. Repeat Step 5 two more times with the next two cards in the row.
7. Scoop up the last card with the packet and Double Turnover to show the AH. Turn the double face-down, and using the double as a sort of scoop, place it beneath the packet and in the same action turn the packet face up sideways into the left hand. Immediately deal the AH to the table, face up, to the right end of the row. Take the left-hand cards in Biddle Grip, and casually transfer the face card to the back with the left hand, to show two spot cards. Turn the left hand palm down and place the packet face down onto the tabled deck.
8. For the climax, turn the three tabled cards face up to show the other three Aces, as you say that the AH brought his three friends with him.

Note: The above method, of using the packet to scoop up the card followed by a Double Turnover, was only described to make the explanation as clear as possible. Now that the basic effect has been understood, here's the actual method I use for Step 5:

With the packet in the left hand, Hit Lift two cards as one with the right hand and use the face-down double card to scoop up the tabled card in the row. Place the right-hand cards onto those in the left hand, keeping a break under them, and transfer the cards to the Biddle Grip. With the left hand, slide out the bottom two cards below the break as one, to the left, followed by spreading the next card to the left with left fingertips (Back Spread). This leaves two cards held aligned as one in the right hand. Turn the right hand palm up to show the AH then turn palm down and slide the double card beneath the top left-hand card, and square up. Continue with the Partial Spread etc.

Another method, which requires a steady hand, is to use the double to scoop up the tabled card, and then do a Two Card Push-Off with right thumb followed by flipping the double face-up onto the left-hand cards. Turn the double face-down with right fingertips, and place the right-hand card on top. Continue as before.

You may prefer to use Court cards to provide more of a contrast with the spot cards, e.g., four Kings or Queens.

ROUTINED ILLUSION

1. Cull, the four queens to the top of the deck as you remove the AS or Joker. Turn the deck face down and hand the Joker to the spectator, and have him insert it face up into the face-down deck somewhere near the middle. Square up.
2. Spread through and out-jog the Joker plus the two cards above it and two cards below it (the lower two being out-jogged slightly less than the other three). Close the spread, and remove the upper three out-jogged cards with the right hand as the left forefinger secretly pushes the lower two flush with the deck [a la the standard Push-In Change]. Place the right-hand cards onto the deck.
3. Count the top five cards into the right hand, reversing their order, and say that they could have chosen any four cards. Take a break under the top two cards of the deck. Rest the lower two right-hand cards against the deck and immediately flip over the four cards above the break as two, and spread the upper face-up card to the right to show two Queens. Take the Joker atop the deck with the thumb and turn the right-hand pair face up to show the other two Queens. (Patter for Step 3, is that the Joker is a bit of a ladies' man, and show this to be true by turning the four Queens face-up.) This is the first effect.
4. Turn the Joker face down and place it between the top two and bottom two Queens. Turn the upper seven - apparently five - cards face down onto the deck. Riffle or tap the cards, and spread over the top three cards to show the Joker has vanished. Second effect. (I like to lever the third card face up and face down to show a Queen, to reinforce the vanish.)
5. Say, 'Let's get rid of the Queens.' Do a Slip Cut, then casually show the top and bottom X cards and lose them in the deck. Take a break under the top three cards and say, 'I'll use the next four cards.' Deal the top three cards into the right hand as one via a Block Push-Off, and deal two more cards on top. As if remembering something, stop, and say, 'Actually, we need to use spot cards.'
6. Bold Reversal: With the right-hand packet in Dealing Grip, turn the cards over onto the deck as the left hand starts to necktie the deck. Immediately take hold of the outer end of the deck with the thumb on top and fingers below, and turn the deck face up towards you into the left hand, end over end. Spread the face cards of the deck and remove the first four spot cards that you come to. Turn the deck face down.
7. Place the four spot cards onto the deck face up, and turn the top nine cards face down as apparently four, letting them square in the process. Spread the top three cards into the right hand and Double Push-Over on the fourth and take the double onto the first three cards. Casually transfer one card from bottom to top, and take the packet with the right hand at the inner right corner as you say you'll use the four cards to locate the Joker.
8. Turn the deck over, face-up, in the left hand, and execute a Charlier Cut. As the two halves come together, slide the right-hand packet through the deck from front to back. Immediately spread the cards to show the Joker trapped face up in the middle. Third effect. [I would now prefer to jab the packet into the deck from the right long side as the Charlier Cut is completing, followed by immediately pulling the right-hand cards back out again, to the right, and spreading them. Cf. 'Trapped', Tilt!, 1962.]

9. Pull the Joker onto the deck with the left thumb, and turn the right-hand cards face-up to show they have changed to Queens for the final effect and climax.

If you don't like the Bold Reversal in Step 6 then you can always use the Braue Reverse. However, I prefer to eliminate any cutting actions whenever possible.

The first part of this routine, where the Joker locates four Queens, was inspired by 'Birds of a Feather' in Arthur Buckley's Card Control.

BEFORE YOUR TIME

Phase One:

1. Spread the deck with faces toward you and cut an Ace to the rear/top. Transfer the three remaining Aces to the top followed by an X card. Quickly spread through to the rear, as if you're checking to see that you have all the required cards, and in-jog the Ace nearest the face of the deck. Square the sides of the deck and turn face down into the left hand. Take a break under the in-jogged card and square up.

2. Block Push-Off five cards as one into a Deep Dealing Grip in the right hand, followed by dealing three more cards on top. Turn the right hand over and deposit the dealt cards squarely onto the deck face up. Spread over three cards to show four Aces, then square up and turn all eight cards face down. Bury the top four cards in the middle of the deck and patter about time travel, saying that if you and the audience travel back in time for about ten seconds, you should still have the Aces on top of the deck.

3. As you are saying the above, take a break under the top four cards of the deck. Block Push-Off four cards as one into the right hand and deal three more cards on top. Turn the cards over onto the deck and spread over the upper three to show the Aces are 'still on top.' Square up and turn the face-up cards face down.

Phase Two:

4. Offer to repeat the experiment but in a slightly different way. Riffle down the outer corner of the deck with the left thumb as you have a spectator stop you. At that point execute Jack Avis's Centre Double Lift and have the card remembered. Turn the double face-down on top and place the top X-card into the middle, at the outer end, for half its length. Emphasise that the selection is out-jogged and the four Aces are on top. Slowly push the selection square.

5. Spread the top four cards into the right hand, keeping them in the same order, and place into the outer end of the deck about half way down, for half their length. Say that a few seconds ago, you were placing the selection into the deck. To show that you have once again travelled back in time, pull the uppermost out-jogged card out of the deck with the right hand as the left forefinger secretly pushes the lower three cards flush with the deck. Turn the right-hand card face up to show the selection, and place it back in the middle of the deck for half its length.

6. Turn the top four cards of the deck face up to show the Aces.

Compare Phase One of this routine with 'The Mystery of the Penthouse' by S. Leo Horowitz in Greater Magic. Phase Two was inspired by Roy Walton's 'Back Into Time' from The Complete Walton Volume 2. This routine may be combined with the 'Triple Effect' described later (push the out-jogged card flush and use it as the marker card in said routine, after a spread-cut).

SURPRISE ACE ASSEMBLY

1. Place four packets of three X cards onto the table face down in a row. Place a face-up Ace onto each packet.

2. Pick up the first packet on the left and place into the left hand. Hit Double Lift and place the apparent single Ace under the packet. Flex the cards, then do a Partial Ascanio Spread, pulling the top and bottom cards into the left hand and placing the right-hand double on top. The Ace has vanished. Turn the packet face up and repeat the Partial Ascanio Spread to show just three X cards. Turn the packet face down, and do a Variant Partial Ascanio Spread, pulling the top and bottom cards into the left hand, spreading the top card to the left, and placing the right-hand double underneath before squaring up. Hold the packet in the left hand.

3. Pick up the second tabled packet in the right hand Biddle Grip, and peel the top face-up Ace onto the left-hand packet. Carefully table the right-hand cards off to your left. Hit Double Lift and place the double beneath the packet. Snap the cards, and repeat the Ascanio Spread sequence to end up with two face-up Aces hidden underneath three face-down X-cards in the left hand.

4. Pick up the third tabled packet with the right hand and peel the top Ace onto the left-hand cards. Again, carefully table the right-hand cards atop the first discarded pile on your left.

5. Do the Ascanio Spread sequence to vanish the third Ace (using a Deep Biddle Grip to conceal the block). Take a break under the top three face-down X cards with the packet in the left hand.

6. Pick up the fourth tabled packet with the right hand in Biddle Grip. Peel the top Ace squarely onto the left-hand packet as before, but at the same time steal the three broken cards under the right-hand packet via the Biddle Move. Place the six - apparently three - right-hand cards onto the discard pile on the table.

7. Pause and say, 'Some people think I hide the Aces over here,' as you point to the discard pile. Say, 'Let's take a look...no Aces on this side...and no Aces on this side.' Spread the packet on the table face down, then flip the spread over face up to show just X cards.

8. Say, 'The reason is, all four Aces are over here.' Deal the left-hand cards to the table face up to show the Aces have gathered in the last pile.

Note that the use of the standard 'T' formation has been avoided, so as not to tip-off the climax.

The above is a fairly quick description, and reflects the fact that the routine itself is performed rather briskly.

Note: The effect of Aces vanishing from each packet is basically that of Marlo's 'Real Gone Aces' from The New Phoenix.

FOUR ACES, ONE BY ONE

This is basically a one at a time transposition between four Aces and four X cards.

First Method:

1. Remove the four Aces and hold face down in the right hand in a lengthwise spread (top Ace furthest from you). The deck is face down in left-hand Dealing Position with a fourth-finger break under the top five cards.

2. Subtle Square-Up Steal: Flip the Aces over, face up, onto the deck. The innermost Ace projects over the inner end of the deck for about half an inch. With the right hand in a kind of stretched Biddle Grip, thumb at inner end of spread and second, third, and fourth fingers at outer end - forefinger curled on top - push or squeeze the Aces forward plus the five broken cards with the right thumb. The fingers at the outer end act as a stop as the thumb pushes the cards forward into a squared packet, out-jogged on the deck. Square the sides of the packet at the tips of the left thumb and fingers above the deck, and take a right thumb break above the bottom card of the nine-card packet.

3. Execute the Nielsen Reverse Add-On/Hartman Secret Subtraction Move, peeling the Aces off one at a time and revolving them face down beneath the packet. Place the packet onto the deck, out-jogged, and slip the left third finger into the break under the top four cards of the out-jogged packet. Gesture with the right hand towards the table as you say, 'The four Aces will go over here.' Push the out-jogged packet square with the deck with the left forefinger, doing the Finessed Unloading Move described earlier, and take the top four cards with the right hand. Table them in a small spread to your left.

4. Turn the top card of the deck face up and name the X card. Turn it face-down and apparently deal to your right, but actually do a Side Push-Off Second Deal to get an Ace on the table.

5. Pick up the top card of the supposed Ace packet with the right hand as the left hand takes a break under the top card of the deck. Execute a Wrist Turn/Thumb Stroke Top Change (D'Amico-Marlo-Endfield) and show the right-hand card is now the X card. Momentarily take this card atop the deck so the right hand can turn the card on the right face up to show an Ace. Turn the X card face down and lose it in the middle of the deck.

6. Execute Steps 4 and 5 two more times.

7. Take a break under the top two cards of the deck. Pick up the last face-down card on your left and place onto the deck. At this point you will often get a request to show the face of the last Ace, so this you obligingly do by performing a Triple Turnover. Turn the triple face down and deal the top card to your left. Single Turnover to show an X card, then turn face down and Second Deal the last Ace to your right atop the first three Aces.

8. Pick up the face-down card on the left with your right hand. Top Change it, and show it is now an X card. Turn the face-down card atop the Aces face up to show the last Ace.

Of course, a Reverse Fingering KM Move could be used instead of the Second Deal. (Marlo suggested alternating the KM Move with the Second Deal.)

Second Method:

This is designed specially to fool other magicians.

1. Take a break under the top four cards of the face-down deck, steal them beneath the four face-up Aces, and execute a Braue Addition. As usual, the fourth Ace is turned face down on top, and the top four cards are dealt into the right hand, reversing their order. Place the packet onto the deck, side-jogged to the right, and re-take the four cards from above by the ends with the right hand. Turn palm up to show the bottom card of the packet and say, 'Don't forget the name of the fourth Ace.' Slowly turn the hand palm down and table the four cards in a squared packet to your right.

2. Turn the top card of the deck face-up to show an X card, then turn it face down as you do a Reverse Fingering KM Move as a Switch, thumbing the face-down Ace to your left.

3. Pick up the top card of the packet on your right and Top Change it for the X card seen in Step 2. Hold this card face up in the right hand, while the left hand turns palm down with the deck and turns the card on your left face up to show an Ace. As you do this simulate the actions of the Curry Turnover Change [without actually executing the Change]. Lose the right-hand card in the middle of the deck.

4. Repeat Step 2 and 3 once more. When turning the second Ace face up on the left, make sure you place it square on top of the first Ace.

5. Say, 'Two Aces here,' as the left hand, which is still holding the deck, spreads the two face-up Aces so they are side by side each other. At the same time spread the top card of the face-down pair on the right to the right of the other card. Say, 'And two Aces here,' as you gesture towards the two face-down cards.

6. Turn the top card of the deck face up to show another X card, then turn it face down as you do another KM Move. As you deal the card to the left, atop the first two Aces, pick up the leftmost face-down card with the right hand.

7. Execute a Top Change, and show an X card in the right hand and a third Ace on the left, again simulating a Curry Change.

8. Say, 'Let's see if it works again with the same X card.' Place the right-hand card onto the deck face up, and execute a [Reverse-Fingering] KM Move to get the fourth Ace atop the first three Aces.

9. Because of the previous handling, magicians will believe the last Ace is still on your right. This is where you fool them, by picking up the face-down card and doing a Top Change, to show an X card, and then having them turn the fourth Ace face up on your left. This will surprise them, because they will be expecting a Curry Change, or something similar.

Note: The basic actions of the Subtle Square-Up Steal aren't new. See, for example, 'Stop When Ready' by Karl Fulves in his Packet Switches (Part One). However, doing it with a lengthwise spread as described here is much more deceptive. Also see the Secret Card Add in Marlo's Off the Top for another, much earlier, method of adding cards to a packet.

Another method for this routine uses Double Lifts instead of the Second Deal or KM Move. It isn't as casual-looking, but if the idea appeals to you then here, briefly, are the details:

Third Method:

1. Hold four Aces face up in the right hand and the deck face down in the left hand. Steal the top card of the deck beneath the Aces and execute the Braue Addition. After turning the last Ace face down, spread over two cards and drop them to the table together, followed by two more cards. Order of the tabled cards is therefore Ace, Ace, Ace, X card from the top down.

2. Double Turnover to show an X card. Turn face down and deal the top card to the table. Pick up the top Ace and do the Thumb-Stroke Top Change, and turn face up to show the X-card. Turn the tabled card face up to show an Ace, and lose the X card in the middle of the deck.

3. Repeat Step 2 twice more. On the last Ace, place the fourth tabled card onto the deck and Double Turnover to show an Ace, turn face down, and deal the top card back to the table. Double Turnover again, to show an X card, and table face down atop the Aces. Do the Top Change and show as an X card, and turn the last Ace face up.

Placing the last supposed Ace on the deck, in order to show it, is admittedly an illogical action. The timing I use for this, is to place the card on the deck immediately after losing the third X card in the middle. I then pause and say, 'The last Ace is the most difficult, because everyone knows what's going to happen.' As mentioned before, you will almost always get a request to see the last Ace, but even if you don't, show it anyway as already described, because you can be sure that the spectators want to see it even if they don't say so. After turning the Ace face down, table the top card as you say, 'In fact, let's leave it over here.' By saying this, you're implying that you were going to do something different with the last Ace, but you then changed your mind. The illogical actions have therefore been covered.

CANNIBAL COLLECTORS

This routine, which uses the Lin Searles 'cannibal card' patter theme, was inspired by the 'Packet Vanish - Pocket Reproduction' described earlier.

Beforehand, cut a red Jack to fourth from top. Set the other three Jacks at equal intervals through the deck, in red, black, black order from the face. Also position the Three, Two, and Ace of Hearts at different places in the deck in that order from face to back (and crimp the sides of the face-up Three upwards).

1. Openly spread through the deck and out-jog the four Jacks. As you strip them out with the right hand, after closing the spread, push the lowermost Jack back into the deck with the left forefinger (Marlo-Hudson Push-Back Move). Place the supposed four Jacks onto the table in a squared packet.

2. Spread through the deck again and out-jog the three Heart cards. Take a break above the four rear cards of the deck as you close the spread, then strip out the three Hearts as you do the Vernon Strip-Out Addition with the four rear cards. Place the deck on top and turn face down. Table the deck and refer to the three Heart cards as missionaries; the Jacks are the cannibals.

3. Turn the Jacks face down and hold in the left hand. Execute Steps 3, 4, and 5 of the above-mentioned routine, but this time taking the cards off the deck one at a time. Patter about the cannibals eating the missionaries after each 'vanish'.

4. At this point you will be holding six cards as four, three Jacks on the face of three X cards. If performing for other magicians, hold the packet at the fingertips, to show the edges of the cards, and say, 'As you can see, the cannibals are feeling rather fat after their meal.' Of course, for laymen you do your very best not to expose the thickness of the packet.

5. Turn the packet face down and take into Biddle Grip as the left hand picks up the face-down deck and holds it in Dealing Position. Turn the right hand palm up to show the bottom Jack, then turn palm down and drop the packet onto the deck. Say that the cannibals are now outnumbered by missionaries, and so decide to make themselves scarce. Do three Face-Up Open Double Deals (see Utility Card Sleights) to show a total of six X cards. (The original Open Double Deal was published by Marlo in The Linking Ring magazine.) Neither the Jacks nor the A-3H are in evidence. Turn the deck face up and deal a few more pairs off the face to show more X cards.

6. Cut off half the deck and Ribbon Spread on the table as you ask the spectators to look for the three missionaries. As they do so, Gambler's Cop the lower seven cards - using the crimped 3H as a key - at the same time lifting off the remaining half deck and spreading it on the table as you have spectators look at these cards as well.

7. Produce the Copped packet from your left side pocket and bring it out face down. With the packet face down in Dealing Position, execute three Open Double Deals, using the technique from Marlo's 'Collectors' article in The Hierophant, but deal the pairs to the table face up, followed by dealing the last card face up on top, to show the Ace, Two, Three of Hearts interlaced with the four Jacks. Patter for these actions is: 'Actually, the cannibals and missionaries are over here, and as you can see they are the best of friends.'

ILLUSIVE ACES

First Version:

1. Show the four Aces and place face down atop the face-down deck. Cut the top half: to the table and turn the top card of the left-hand packet face up. Lift off two cards as one, back to back, and place onto the tabled half. Place the left-hand cards on top to bury the face-up card. (As mentioned previously, if using this after the 'Before Your Time' routine, then simply spread through to the face-up card and cut the top half to the table, etc.) Pick up the deck and spread through to show the face-up card, and say that it acts as a marker card for the four Aces. (Assume that the marker card is the KH.) Square up, taking a break one card below the KH, and execute a Turnover Pass.

2. Call attention to the face card of the deck, e.g., 2S. Triple Turnover onto the face, in-jogging the triple for half its length, and name the X-card which apparently lies below the 2S. Execute the Paintbrush Change, pushing the triple card flush and then drawing back the top single card, to show the X card has changed to the KH. Drop the face-down card, assumed 2S, to the table.

3. Turn the deck face down and take a break under the top four cards (Aces). Place the tabled card onto the outer left corner of the deck, and execute the Kardyro Change, tossing the four Aces to the table face up as the X-card is pulled flush with the deck. The 2S has visually changed to the four Aces.

4. Centrepoint Subtlety: Execute the first half of the HaLo Cut (Harry Lorayne) and immediately Ribbon Spread the right-hand cards on the table to reveal the 2S face up at the left end of the spread. As the right hand is completing the spread, remove the 2S with the left hand, which is still holding the other half deck, and toss it forward to the table. This completes the illusion of the Two being in the middle of the deck. Scoop up the spread cards atop the left-hand half, and table the deck face up to show the KH still on the face.

Second Version:

1. Get to the stage where four Aces are in the centre of the deck with a face-up card above them, but without the X card below the face-up card. Turn the top card of the deck face up after taking a break above the marker card in the middle.

2. Turnover Pass Switch: Execute a Turnover Pass up to where the left hand is palm down with the deck, and the actual mechanics of the Pass have been completed. Without pausing, slide out the rear card of the deck with the right fingers [sliding forwards from the front short end in a simulated Glide type action], apparently the card which was shown to be atop the deck, and place it on the table. Turn the left hand palm up with the deck.

3. With a break under the top four cards, execute the Kardyro Change with the tabled card to show the four Aces. Immediately spread the deck on the table to show the face-up card.

MAKING A COME-BACK

This effect is similar to the 'Homing Card', but with a surprise ending.

1. Set the Jacks in black-red-black-red order from face to back, and place the Joker or AS to the rear of the packet. Deck is tabled face down.

2. With the cards held from above, face up, count the Jacks into the left hand and steal back the second card as the third card is counted. After counting the fourth card, you will be left with two cards held as one in the right hand, showing as the Joker. Use an open Half Pass type action to get the left-hand cards face down, and place the face-up double card on top. Turn the double face down and deal the top card - apparently the Joker - to the table.

3. Take a break under the top card of the packet as the right hand removes the top card of the deck. Place this card onto the packet without showing its face. Turn the cards face up sideways, necktying them at the same time. The two cards at the rear of the face-up packet will be automatically angle-jogged, due to the Marlo Angle-Jog Turnover. Square the cards, taking a break under the face three, and lower the hands down as you start to count the cards. Peel the face Jack into the left hand along with the two rear cards, as one. Steal these three cards back as the second Jack is counted into the left hand. Count the third Jack, taking a break beneath it, and steal it back as you count the fourth Jack. At this stage the right hand is holding three cards as one. The Joker has returned. Turn the left-hand cards face down via the Open Half-Pass action, and turn the triple card face down on top. Deal the top card to the table, atop the first card.

4. Remove the top card of the deck, as the left hand takes a one-card break, and place it onto the left-hand packet. Repeat the Angle-Jog Turnover with the two cards above the break, as you turn the packet face up into a necktied position. Take a break under the three face cards as you square up, and lower the hands down. Count the face card plus the two rear cards into the left hand, as apparently one card, on the count of 'One.' Make a Hamman Count Switch on the count of 'two,' exchanging the three left-hand cards for the two right-hand cards. Repeat the Hamman Switch on 'three.' On the count of 'four', peel off a single Jack into the left hand, leaving you with the Joker in the right hand, to show it has returned again. Execute a Marlo Double Buckle Break to get a break under the two face cards. Place the Joker on the face of the packet and immediately take hold of the three cards above the break as the two cards below the break are turned face down via the Half Pass action. Turn the right-hand cards face down on top and Hit Lift two cards as one with the right hand, and place onto the tabled cards. Count the left-hand cards as four (counting one card and stealing it back, as second card is counted, followed by two more) then drop the four 'Jacks' onto the deck. To end, turn top card of deck face up to show Joker, and turn tabled cards face up to show the four Jacks.

MULTI-CHANGE ROUTINE

Three X-cards magically change to become pseudo duplicates of three other cards. For the climax, the three cards change to match a selected card.

Setup: 2C, 2H, JC, JH, 8C, 8H, 2S, JS, 8S, rest of deck, four Aces. This is the order from the top down, in the face-down deck.

1. False Shuffle the deck. Apparently deal the top three cards to the table in a left-to-right row, but actually table three double cards. Several techniques can be used for this, one being simply to Hit Lift each of the doubles and table them with the right hand.

2. Spread over the top three cards of the deck into the right hand in a fan as you say, 'Besides these three cards we also use three more X-cards.' This gives you time to take a break under the top three cards of the deck. Square the right-hand cards atop the deck and turn over the top six as three. Spread over two cards to show three faces, then flip the top six face down again. (NB: Make sure none of the X cards displayed are a Two, Jack, or Eight.)

3. Spread the top three cards into the right hand and place the deck aside. Place the three apparent X cards onto the leftmost tabled double. Pick up all five cards and peek at the bottom card as you say, 'This first card is a Two.' Continue, 'If I do this...', (snap or flex the packet), '...the other three cards change to Twos as well.' Turn the packet face up and Elmsley Count to show four Twos.

4. Square up and Hit Double Turnover the face cards and place the double onto the tabled deck face-down. Turn the three remaining cards face down and spread them as you say, 'That leaves three Twos.' Square up and place the three cards onto the next tabled double and peek at the bottom card and say, 'The next card is a Jack.' Flex the packet, turn face up, and Elmsley Count to show four Jacks. Hit Double Turnover and place the card(s) face down onto the deck.

5. Turn the supposed Jacks face-down and place onto the third double. Look at the bottom card and say, 'The third card is an Eight,' then turn the cards face up and Elmsley Count as four Eights. Hit Double Turnover and place the double onto the deck. Turn the three remaining 'Eights' face down and spread to show just three cards, then table in front of you in a squared packet.

6. Pick up the deck and Reverse Double Cut the bottom card to the top (an Ace). Riffle up on the inner end of the deck with the right thumb, and Thumb Count the bottom three cards, taking a fourth finger break over them. Riffle off the rest of the cards as you say, 'Tell me to stop anytime as I riffle the cards.' This is just a demonstration. Riffle the cards a second time, but this time at the outer end with the right forefinger. When told to stop, turn the top section face up onto the deck. Riffle the cards again and have the spectator stop you lower down, among the face-down section. Turn over the top packet again, when stopped.

7. Spread through the face-up portion and out-jog the first face-down card. Due to the Henry Christ Force, this card will be the first Ace. Tell the spectator to remove this card and hold it face down.

8. Say, 'Do you have any idea what this card is?' Transfer the deck to the right-hand Biddle Grip, taking over the break with the right thumb above the bottom three cards. Reach across with the left hand and take the card from him. At the same time, place/release the bottom three cards of the deck to the left of - and next to - the tabled packet. As the left hand turns its card over, to show an Ace, pick up the three original tabled cards beneath the deck. Slowly move the deck away from the tabled cards to complete the switch.
9. Flip the left-hand Ace face down onto the table. Say, 'This time let's try it with a chosen card.' As you patter, spread through the deck and right the face-up cards, then discard the deck.
10. Place the three supposed Eights onto the face-down Ace. Pick up the four cards, flex them, and turn face up. Count them to show four Aces, then spread the cards out and table them to end the routine.

For other approaches to this type of effect see Larry Jennings's 'Changeling' routine in Epilogue and Brother John Hamman's 'Magic Cards' in Richard's Almanac.

VISUAL X-CHANGE ACES

Four X-cards change to Aces one at a time.

1. Cull the four Aces to the top of the deck. Table the deck face up and Riffle Shuffle, using a Tabled Reverse to get the Aces face down at the rear of the deck. Double Undercut one card to the rear and turn the deck face down into the left hand.
2. Spread through the deck and drop any four X cards to the table face up. Square the deck and hold in the left hand. Place the tabled cards in a row as you take a break under the top five cards of the deck.
3. Pick up the first X card on the left of the row with the right hand and hold at the inner right corner, thumb on top and all four fingers below.
4. Visual X-Change: With the deck necktied, execute a One-for-Five Top Change, with a D'Amico style stroking action, clipping the five cards above the break in a block between the right fourth finger on top and first three fingers beneath, and pulling the right-hand card onto the deck with the left thumb. Re-grip the right-hand card(s) between the thumb and fingers, and on the second stroking action, push off the top four right-hand cards onto the deck with the right thumb, taking a break beneath them. All of this is done with the deck - and the right hand card(s) - necktied. After the second stroking action, lower the hands down to show the change to an Ace. From the front, you simply appear to pick up an X card, hold it with its face toward you while you stroke it a couple of times, then lower it down to show it has changed to an Ace. Stroke the Ace a third time as you bring it into view. Table the right-hand Ace at the left end of the row.
5. At this point you are holding a break, with the left fourth finger, under the top four cards of the deck. Pick up the second X card and repeat the Visual X-Change, this time switching one card for four on the first stroke, followed by pushing three cards back onto the deck, taking a break beneath them, on the second stroke. Lower the hands to reveal the second Ace [on the third stroke], and table it in the row.
6. Pick up the third X card and make a One-for-Three Top Change, with deck necktied, followed by pushing two cards back onto the deck - taking a break under them - and then show the third Ace.
7. Pick up the fourth Ace, do a One-for-Two Top Change, pull face-down card onto the deck, and lower the hands to show the fourth Ace.

You now have four X cards face up under the top card of the deck, leaving you in an ideal position to execute an Ace Switch of some kind for the next routine, etc.

For a similar type of 'change' see Marlo's 'Wrist Turn Change Plus' in The New Tops.