

Finding a Relationship Between Mental Math and Mentalism  
Several Mentalism Effects Disguised as Mathematics

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## Introduction:

In my humble attempt to pay respect to *Martin Gardner*, I decided to review a few math magic principles... principles that, even though they are well known to some magicians, deserve to be brought to light again. I have used these principles to create mentalism type effects that are totally alien to many young magicians, not to mention 99% of the general population.

I'm going to take you through several steps, each related to the previous, and each slightly more complex. Now, even though there is a complexity in theory, it is not complex for the magician to carry out. I could get into the xyz's of how and why each principle works, but for the sake of your sanity and mine, I'm going to keep this simple.

You might want to provide your participants in any of these effects with either a calculator or a writing pad to perform their calculations. It doesn't hurt to ask everyone assisting you if they are comfortable performing a few calculations. A surprising number of audience members are NOT comfortable performing math in front of others.

Remember, they are already 'under the gun' simply because you have asked them to assist you... asking them to perform math problems is sometimes too much to ask.. Respect their dignity.



## Calendar Cards

First, have a spectator select a card at random, any card, and secretly get this card to the top of the deck using your favorite method. Tell the spectator there is a little known secret among certain magicians called the 'calendar effect', whereas a series of questions related to the calendar will reveal their selected card.

With their card on top of the face-down deck, ask the spectator how many weeks are in a year? When they answer '52'... deal five cards face down on the table and then two cards face down on top of the five. Pick up all seven cards as one and drop them back on top of the deck.

Next, ask how many months are in a year? Most folks will reply '12', and you then deal twelve cards face down on the table. As before, pick up all twelve and put them back on top of the deck as one.

"How many days are in a week?" When they answer '7', repeat the process of dealing seven cards face down and then replacing them on top of the deck.

"And lastly, how many parts do we divide the day into..?" The answer is '2' - AM and PM. Deal two cards face down and replace them on the deck as before.

At this point, the spectators card is back on top of the deck. You can now reveal it any way you wish...



## Double Reveal

All you need is two spectators, a piece of paper, and a calculator...

Ask one of them to think of a number from 1 to 9

Have them multiply this number by 2

Add 5 to the answer

Multiply this answer by 5 and then remember or write down this answer.

A calculator always come in handy to help with the math. You never want to put your spectator on the spot in front of others.

Ask the other spectator to also think of a number between 1 and 9.

Have the two spectators get together and add the second spectators number to the first spectators total.

The math to this point looks like this...

First spectator - Assume they selected the number '8'.

$$8 \times 2 = 16$$

$$16 + 5 = 21$$

$$21 \times 5 = 105$$

Second spectator picks '6'

$$6 + 105 = 111$$

Ask the two spectators to reveal their total and you will immediately know the two numbers they selected. By always subtracting '25' from their total, 111 in this example, your sum will reflect the two number chosen by the spectators. In this case,  $111 - 25 = 86$  .... Eight was the first spectators number and Six was the second spectators number.

The point is not to simply reveal their selected numbers. Think of creative ways to reveal their numbers. A pocket writer would be an ideal tool to help with the reveal. You could also use a deck of cards and a Humber wallet. The options are endless. All it takes is using whatever you already have on hand in a new way...

## Comedy Reveal

This is a quick and potentially funny reveal, if you work it right..

Begin with a dry erase board or writing tablet with the number '3367' written on it. Again, be creative. You could begin with a deck with a 3, 3, 6, and 7 on top. Perform a few false shuffles or actually shuffle the deck but maintain the top four cards. Then, deal off the top four cards and ask a spectator to write the four numbers down as one on your board/pad. Call them out as you turn them over... " Three, Three, Six, and Seven ". It doesn't matter how you get the number on the board... just get 'em there!

Ask your spectator to think of a number between 1 and 9. Have them take your trusty calculator and multiply it by '33'. Always by 33...

Have them, without revealing their original selection to you, write their total -beneath- the 3367 that you (1) dealt at random off the deck, or.. (2) selected using psychic powers on the drive over.. or.. you get it.

Now, have them multiply 3367 x their sum..

For example.. They picked '5'.

$$5 \times 33 = 165$$

$$3367 \times 165$$

It doesn't matter whether they do the math or you do the math with their help... tell them that you are going to use the sum of 3367 x 165 to help you divine their original chosen number. Promise not to cheat. Reveal how it took you months of diligent practice to be able to properly 'read' the sum of 3367 x 165 and determine their selected number. Tell them that one day you might write a book revealing your 'secret'...

Without trying to format the math in this newsletter, I can tell you this.. 3367 x 165 = 555555

When the numbers are added and '555555' begins to appear, let the moment sink in.. Remember, this is about the comedy and the entertainment.

Regardless of what number they pick, the total will match their number - several times over.. Try it and see...

## Six and the City -

Ask 'Rob' to mentally pick any two digit number, and not tell anyone the number. Once done, ask Rob to double his number. Now, add twelve to the total and then divide by two. When Rob arrives at a total, ask him to subtract his original number. Assuming Rob picked the number 45, the math will look like this:

$$45 \times 2 = 90 \dots$$

$$90 + 12 = 102 \dots$$

$$102 \text{ divided by } 2 = 51 \dots$$

Subtract the original number.

$$51 - 45 = 6 \dots$$

You can pick any two digit number, perform the above calculations, and the answer will always be 6.

It would be quite simple for you to make a prediction before the calculations, under the guise of mentalism, and properly impress both Rob and your audience.

Lets take it a step further with this twist on -Six in the City-

If you have taken our ESP test ( <http://streetmagic.info/ESP.html> ) then you will appreciate these calculations, which are simply an extension of the calculations above, and allow you to arrive at an answer encompassing a variety of different numbers.

Ask Rob, again, to secretly pick any two digit number. To keep things manageable, you might want to ask him to choose a two digit number between 10 and 50. Ask Rob to double the number. This is where we differ from the above calculation - ask Rob to add 22 to his total.

Take this total and divide it in half. Again, ask Rob to subtract his original

secret number from his current total. Using a wily, mentalism approach, take out a small pad, tell Rob to concentrate intently on his answer, and scribble a number on your pad.

You will scribble the number 11, and Rob will reveal that his total matches... even though you had no idea of what number he began with or his totals at any point during the calculations. The calculation will look like this if Rob picked 48 as his beginning number:

$$48 \times 2 = 96$$

$$96 + 22 = 118$$

$$118 \text{ divided by } 2 = 59$$

$$59 - 48 = 11$$

This effect, unlike the first one, can be immediately repeated. The secret is in the number 22. Your prediction and Rob's answer will both be one half of 22. If you use the number 30 in place of 22 you'll see that the answer will be 15. If you use the number 14 instead of 22, the answer will be 7.

Can you see possibilities?

It doesn't matter what number Rob picks. You can decide before Rob begins that you are going to use, for example, the number 28. At this point, before a single thought has crossed Rob's mind, you know that he will eventually arrive at the number 14.

Take the King of Diamonds, place it in a deck of cards at the 14th spot from the top, place the deck in the card case and let it sit on a prominent spot on the table from the onset. Instead of scribbling a number on a pad - write a prediction... King of Diamonds. Let Rob arrive at his eventual answer, 14, and ask him to quietly take the deck from the case, count off the number of cards matching his answer, and turn the 14<sup>th</sup> card face up on the table...

NOW reveal that you have wrote 'King of Diamonds' on your pad, in effect, predicting the outcome of his calculation of a random set of numbers BEFORE he thought of the first secret number.



Not knowing the 'secret', the spectator can repeat this set of instructions at home and, unless he uses the same secret number he used in your effect, he will arrive at a different mathematical conclusion virtually every time...

Wow.

See how a simple mathematical effect can be quickly turned into a mentalism effect without the spectator realizing that HE is the one actually doing all the work for YOU...?

All you have to do is take 100% of the credit. Isn't life grand?



## The 1089 Book Test

Yes, this mathematical principle has been around for a few.. uh.. centuries, but we are going to give it a very modern twist.

Ask 'Carolyn' to write down a three digit number in secret. Now ask her to turn the number around and **subtract** the smaller number from the larger. Make sure her total is reflected in a three digit form. If the total is 99, for example, she should show it as 099, with the zero in the left position.

Ask her to now turn her sum around and **add** the two numbers together.

What does this have to do with 1089, you say? The answer will always be 1089. Don't take my word for it, do the math...

$$862 - 268 = 594$$

$$594 + 495 = 1089$$

Another example:

$$948 - 849 = 099$$

$$099 + 990 = 1089$$

How does this translate into a book test?

After Carolyn has arrived at her 'secret' answer of 1089, give her a local phone book. Ask her to turn to the page matching the first three digits of her answer... 108, and go down to the phone number matching the last digit of her total... 9.

Carolyn will write down the name and telephone number at this position... the same thing YOU did before the show. Her info is on her pad, and yours in on a business card, sealed in an envelope, laying on the table in plain view from the beginning.

Don't want to do a book text? That's OK.. After Carolyn has arrived at her total of 1089, proceed as follows:

Ask her to take a random three digit number from 100 to 500, to keep things simple, and multiply it by 1089. Remember, at this point you still don't know her answer, supposedly...

Assume she picked 382.

$$1089 \times 382 = 415998$$

If Carolyn will tell you any five of the six digits, in any order, you will tell her the missing digit. (You know nothing, as far as the audience is concerned.)

As Carolyn calls out the five digits, write them down if you need to, although the total will be a two digit number. If she calls out 1...4...9...8...9... you can quickly add these together and arrive at 31.

Subtract 31 from the next highest multiple of 9, which will be 36.

The answer is 5, and Carolyn's missing number is... what... 5!

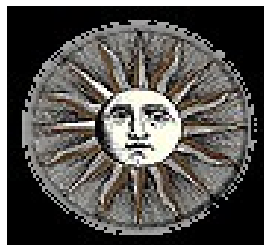
Are you kidding?

If Carolyn had given you the digits 1...4...5...8...9... the total would have been 27, which is a multiple of nine. If your total happens to fall on one of the multiples of nine ...9...18... 27... 36... 45...54...63 ...72 ...81 ...90 ..99, subtract that multiple from the next highest multiple, which will always be a 9. Nine is the missing digit.

Encourage Carolyn to not leave out the zero as her 'missing digit', by telling her that zero is not really a whole number. She can give you a zero as one of the five digits though...

This effect works because 1089 is a multiple of 9. Thus, 1089 times any whole number will also be a multiple of 9. ( $1089 \times 2 = 2178$ , a multiple of 9 ). So... 1089 times 382 is a multiple of nine as well.

Hallelujah ...



## The No-Card, Card Trick - Slightly Expanded

Here's an effect straight from the pages of **Magic Tips & Tricks**, with an added bonus. I'm partial to this effect because there are so many ways to perform it. When asked to perform an effect on a moments notice, this is one you can do without a single prop.. other than something to write on, such as a business card.

Ask a spectator to chose a card, including the suit. They can choose a card from a deck or simply make up one at random.

Once done, have them assign a numerical value to this card.( Ace=1, Jack=11, Queen=12, King=13 )

You may want to give them a sheet of paper or a calculator for the following:

- Have them double the value of the card.
- Have them add three to the total.
- Have them multiply their total by five.

Now.. for the suit. using the standard 'CHaSeD' suit memory method..

- If the card is a Club, ask them to add one.
- If the card is a Heart, ask them to add two.
- If the card is a Spade, ask them to add three.
- If the card is a Diamond, ask them to add four.

They then tell you their total, and from this total you'll know the chosen card. Really...

All you need to do is subtract 15 from their total. The total can be either two or three digits.

The last figure will give you the suit (Club 1, Hearts 2, Spades 3, Diamonds 4.) and the first figure will give you the value. For example, a Jack of Spades would reveal itself as follows:

A Jack is 11.

11 doubled is 22.

$22 + 3 = 25$

$25 \times 5 = 125$

Add 3 for Spades = 128 (You will be told this number)

Mentally subtract 15 = 113.

You know 3 represents Spades and 11 represents Jacks. **The Jack of Spades!**

Now.. you've read the effect as published in MAGIC TIPS & TRICKS. What you won't find in the book is this...

When I perform this effect, I like to either make a prediction beforehand and have it laying on a table or in a pocket, or write down a prediction during the effect. I invariably predict the Six of Hearts, and I also prefer to choose a female member of the audience.

I write the number '77' on one side of a card and 'Six of Hearts' on the other. Once I ask the spectator to name their number, in the event that they say "77", I've hit an absolute home run... My prediction is revealed. Not only have I successfully predicted their number, but I then ask them to reveal their card.. and turn the page/card to show I've predicted that as well.. ( I predict the number 77 because their total will be 77 if they selected the Six of Hearts. Remember, I mentally subtract 15 from their total of 77 to arrive at 62, which represents a Six and a Heart.)

Females, if pushed to predict a card, will likely choose a Heart or Diamond. They are also very likely to pick a Two, Three, Four, or Six.. and sometimes a Queen. Males, on the other hand, take the request as a challenge and like to choose a card they think will stump you. They are very likely to choose a black card and an odd card.. likely a Seven or Nine.

I promise you, if you pick a female and if you predict a Six of Hearts.. you'll be correct about one out of every ten times.

If you want to force the Ace of Spades, it's not difficult -if- you put the spectator on the spot. Male or Female, you can look them in the eyes and say.. " Quick!.. Name a Card." I sometimes click my fingers -once- immediately afterward, to emphasize that I need an answer quickly.

By rushing the spectator you are taking away their ability to think, or over-think, the scenario. When pressured, they will usually name the FIRST card to come to mind.. which is the Ace of Spades. You will successfully force the Ace about once every four times, which isn't bad odds.

What if the spectator selects a card other than your force? Not a problem.. If I have pre-wrote a selection on a card or pad, I make light of the fact that my 'prediction' was slightly off.

*"Carolyn, .. what was the sum of your arithmetic?".. "99.. I honestly thought you would total 77, and I thought your card would be a Six of Hearts... Shows how much I know about women.."*

I show both sides of the card and toss it on the table... You now know too, that her card was the Eight of Diamonds. (  $99 - 15 = 84$  ... Eight of Diamonds )

You can now go anywhere you want with this effect.....

If you have an invisible deck handy, show that the Eight of Diamonds is the only reversed card in the deck.

Got another business card? Are you sitting at a table by chance? Secretly write Eight of Diamonds on the back of the card in your lap... palm it.. and then produce it from your Humber wallet or your jacket or shirt pocket.

The reveals are endless. After you reveal that your 'prediction' of a Six of Hearts is a little off, you've introduced the playing card aspect back into the effect and the spectator no longer associates the 'arithmetic' with the 'prediction'. BE CREATIVE, and remember that you don't need playing cards at all to successfully perform this effect.

(From Issue 134 of the **Magic Roadshow Journal of Magic..**  
<http://streetmagic.info/emagic134.html> )



## And One from Randi ...

James "the Amazing" Randi showed mathematician Arthur Benjamin an effect using a set of 27 numbers to achieve a minor math miracle. I've decided to take those 27 numbers, cull them down to 9, and add a little trickery to achieve something that, in my opinion, adds a real sense of randomness to an already wonderful effect.

We need to create 3 groups of 3 cards each. Keeping the correct cards in the correct groups is important. You can achieve this by putting one small dot on the back of three cards and two small dots on the back of three cards... leaving three cards without a dot.

On the face of the 3 cards without a dot write the following .....

4286, 6518, 9083

On the face of the 3 cards with a single dot write the following.....

5792, 7547, 3299

On the face of the 3 cards with two dots write the following.....

7343, 1286, 5237

Write all the numbers with a Sharpie or Magic Marker.

Keep the numbers in a stack with the 3 two-dot cards on bottom, 3 one-dot cards in the middle, and 3 no-dot cards on top. The cards will be handed out shortly to your audience, and the dots will help you easily re-assemble the stack after the effect is complete.

Tell your audience that you are going to employ their assistance to achieve a mentalism effect unparalleled in the annals of modern mentalism. Swear that Houdini ( obviously not a mentalist - but someone your audience will immediately recognize.. ) was known to have worked on this problem for thirteen years prior to his untimely departure, often consulting with a young physicist named Einstein during European trips, and only recently have you discovered the long sought after technique that allows you to harness the power of 'future viewing', allowing you to 'peep around the corner', so to speak, in the space-time continuum...

Face your audience. Lift the stacked cards off a table, holding them so the numbers cannot be seen by the audience, and announce that you would like for nine members of the audience to call out nine different 4-digit numbers. Remove a dried up marker from your pocket. How you get it dry is your business. (Hint: leave it sitting, cap off, on the dash of your car for a few days.. Don't get high. )

When the first number is called out by the audience, pretend to write it on the top index card. Move this card to the bottom of the stack. Repeat this eight more times, pretending to write the number on the card, and then moving the card from the top of the stack to the bottom. Remember the number on the top card.. you'll need to stop when it re-appears on top.

Once done, turn the cards toward the audience and ribbon spread them to quickly show numbers on all nine.

Get three audience members to assist with the next phase.

Give one audience member the top three cards, a second one the next three, and the last.. the last three.



Ask your three helpers to each mix their three cards and then randomly pick one of the three. You can quickly collect the unselected cards if you want.. whatever suits you.

Now, get your slate... Oh, did I mention you need a slate or a large writing pad of some sort.?

OK. Get your slate, **and this works great if it's a double-sided slate**, and ask the first member of the audience, represented by the letter (A) in our example, to randomly call out any one digit of the single four digit number on their card.

Write it down.

Ask the second and third audience members to do the same. They are represented by (B) and (C) in our example.

Write these three numbers down to create a single, three-digit number on your slate. Repeat this a second time, with each member giving you a second random number from their card.

Ask the spectators to please keep up with the numbers they give you, as not to repeat a number, unless the number exist twice on their card.

Write this second number down under the first number. Repeat this two more times until you have four three-digit numbers.

Again, make sure that the spectators understand that they are to use each number only once. You can provide them with a pencil if needed to circle or mark through numbers as called.

Remind them of the total randomness of everything that has transpired. They picked the nine numbers, they picked the card they used at random from among three cards, and they picked out the four numbers they gave to you in a random order.

Total the numbers with the audiences' assistance and write the total.... **2247**. Regardless of the randomness in which they give you the four numbers, it will always total 2247.

## Example:

Spectators keep cards with the numbers 9083, 7547, and 1286. They give you one number at a time in a totally random order....

A B C

9-7-6 (First set of numbers called out by the three spectators)

8-4-8 (Second set of numbers called out by the three spectators)

0-7-1 (Third set)

3-5-2 (Fourth set)

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2247

You can now, after a marvelous build-up, turn your slate to show you've written '2247' on the back. Or, open an envelope to reveal the number 2247. Or, use the number 2247 to conduct a book text or whatever your sharp mind concocts.

Notice that the first three numbers on the first three cards, all sum to 20. Cards 4, 5, and 6 sum to 23. And cards 7, 8, and 9 all sum to 17. ( Dots or not... remembering 20, 23, and 17, in that order, will help you to reset the cards to their proper order)

With the third person's numbers totaling 17, the right hand column of my example, as you can see, will always total 17, regardless of the order in which the audience member calls them out. The right-hand digit in the total (2247) will always be a 7, and carry the 1.

The second audience members numbers total 23, plus the carried 1. So the second number is 24.

Write down the 4 and carry the 2.

The first audience members numbers total 20, so 20 plus the carried 2 is 22... giving you a total of 2247. Every single time...!!

Remember to keep your nine cards in order, as to be set up for your next performance. It's easy to put dots on the back, or lightly write the numbers 1-9 on the back with a pencil.

It's not necessary to keep the cards in an 'exact' order, only the top three cards need to be the three cards with the numbers that sum to twenty, the fourth, fifth, and sixth cards need to be the cards with the numbers that sum to twenty three, and the last three cards the ones with the numbers that sum to seventeen.

The performance and patter possibilities are endless -if- you're willing to be creative, to think slightly outside the box, and to look beyond what I've written to adapt this bit of mathematical magic to an effect that suits your style and personality.



## It's Time..

It's time. I've put off publishing this effect long enough. Truthfully though, there are some effects a modest magician wants to keep private, wants to keep to himself and be the only magician, supposedly, capable of performing that particular minor miracle.

I have such an effect, and I have threatened to share it for many months... and always found reason not to. One month I didn't publish it because I didn't have a proper name for it. What kind of effect doesn't have a name?

Mine.. evidently. So thus the name.. ' It's Time '

The magician picks a deck from the table, removes the cards, and informs the audience that he is going to need an Ace, Two, and a Three - and thumbs through the deck looking for these three cards. Finding them, he tosses them face up on the table. He continues to look through the deck, saying he now needs a Four, Five, and a Six. Finding those, and tossing them on the table on top of the other three cards, he says he also needs to find a Seven, Eight, and a Nine to finish out his selections. He drops them on the table on top of the other six cards.

The Magi needs three audience members to assist with this effect. He also needs a writing board of some sort on which he can write numbers visible to the audience. A dry erase board seems ideal. If you're simply performing for three or four friends, a blank piece of paper may be all that's needed. The Magi will also need two or three blank cards, anything from business card to index card in size.

Blank playing cards also make a good prop, and there is a way to convert three blank playing cards into permanent props that can be used over and over. More about that later...

Magi picks the nine cards from the table and fans them for the near audience to verify that they are in fact the Ace through Nine of no particular suit. The Magi casually SHUFFLES the nine cards as he asks the three audience members to assemble across the table from him.

The Magi lays the cards back on the table and begins....

*" I love a perfect prediction. I am a big fan of the great mentalists of the past.. performers like Theodore Annemann, Corinda, and Joseph Dunninger.. performers who performed on stage, night after night, without the benefit of electronics or other chicanery that took away from the reputation of the true entertainers like my idols. What I'm about to perform for you is a simple two-part prediction that, when recounted in retrospect, will prove to be a genuine headscratcher in the classic sense."*

The Magi writes a 'prediction' on his card, consisting of a four digit number; folds it tent-style, and stands it on his table to one side. Likewise, the Magi may write a prediction on a card and seal it in an envelope - Whatever is most fitting to their style. Magi may give this to a fourth audience member to hold. (There is NO manipulation of this prediction, so you are 100% free to do with it as you please..)

*"This.. ladies and gentlemen, (referring to the folded card) is what I hope will be a 'perfect' prediction. In a moment I'm going to deal these nine cards among the three of you. You, and you alone, will use your cards to create a series of numbers. If I've performed my task correctly, there will be a... as the classic performers would say, a 'meeting of the minds'."*

The Magi picks up the cards from the table, face down, and deals one card to each spectator, from the Magi's left to right. The Magi repeats this deal a second time and then a third.. having now dealt each spectator three cards.

*" Pick up your three cards please.. and have a look at them. Remember, this is a two-part effect, and in this first stage you get to see the cards you hold. As you'll realize in a moment, this stage involves free will and precludes the possibility of manipulation on my part."*

*"I want each of you to select ANY one of the three cards you hold and lay it face up on the table. Our purpose is for the three of you to create a totally random three digit number, so lay your card in a reasonable straight line in relation to your fellow mates. I'm going to allow you guys to do as much of the handling as possible.."*

Once the three cards are side-by-side on the table, the Magi reads the cards left to right and calls the number aloud and writes it on his board, notepad, or whatever is appropriate. The Ace, naturally, represents the number One.

*"Look at your cards and pick a second card. Lay it on the table directly UNDER your first card."*

Once done, read the cards from left to right and call this three digit number aloud. Write it on the board under the first number.

*"As you only have one card left, please place it on the table under the other two and this will create our third number."*

Write this number on the board under the previous two.

*"I think it's safe to say that the three numbers created by the three of you are random. There was no encouragement by anyone to select the order of your cards, in the order you selected them. I'm going to total the three numbers and I hope everyone realizes that the alternative placement of any one of these nine cards would give us a totally different sum."*

*"I don't know if there are any magicians in the crowd, but if so I know they are waiting on me to add a fourth number to these three.. or turn something backwards.. or somehow manipulate the sum of these numbers. It's NOT going to happen... This sum is YOUR sum..."*

The Magi totals the three, three digit numbers, writes the sum beneath, and makes sure everyone, particularly the three spectators, has the opportunity to see his total. (The Magi is free to allow a member of the audience to perform the math instead..)

Now, it's time to reveal the prediction...

Depending on where the Magi wrote the prediction, the card is flipped or envelope torn open (in a manner considered most appealing by the Magi ..) to reveal the prediction. The Magi's prediction and the sum of the three numbers created by the spectators WILL match. There is NO manipulation on the part of the Magi.

The Magi accepts his accolades and reminds the audience of the improbability of his success.

*"Thank You very much, but I need to remind everyone that this is a two-part effect. I know many of you are twisting your minds trying to figure the 'method'. I'm going to deepen the mystery..."*

The Magi picks the nine cards from the table and SHUFFLES them before laying them face-down on the table. He also takes another note card, writes another prediction, and repeats his handling of this card. Prediction in place, he takes the nine cards and re-deals them to the spectators exactly as before.

*" Without looking at your cards, I want each of you to mix your cards.. as thoroughly as you can mix three cards. Keeping your cards face-down, randomly select one and lay it face-up on the table in the same position as before. Until the moment you turn your card face-up, no one, myself included, has ANY way of knowing what card will appear."*

The Magi tells the three spectators that he is NOT going to write the three digit number down at this time.

*" I'll write all three, three digit numbers down once you've laid out all your cards. Please select a second card from the two face-down cards in your hand and place it face-up on the table under the first card you laid down... Now, turn over the third card and lay it on the table under the other two you placed on the table. "*

It's important that the spectators lay the cards one under another. It's also important that they, assuming they are across the table from you, lay the cards down descending toward YOU. This makes it logical for you to read the three digit number from YOUR left to right. If you're not comfortable with this, you'll have to allow them to lay the cards in descending order toward themselves (duh..) and you'll have to get them to give you the three digit number from THEIR perspective. There's nothing wrong with this.. as long as you perform the same way each time.

*" Before I write the numbers on the board, I'm going to add one last twist to this effect... Although these numbers are completely random at this point, I'm going to give you the choice of leaving them as they are.. or switching the position of any of YOUR cards. You can switch your second and third cards, first and third, or whatever combination you wish. Although my prediction is written in stone, so to speak, I'm very confident in my ... abilities. A good mentalist not only wrangles with the random law of numbers, he delves into the human psyche as well. Knowing not only the action of the cards but your action as well... is all part of the game."*

The Magi allows the spectators to move their cards, in their horizontal line, as they wish. They cannot switch cards and/or places with any of the other spectators.

Once they're satisfied, the Magi records the three, three digits numbers on the board. The three numbers are added as before and the Magi is ready for the reveal. The number is clearly a DIFFERENT number from the first.

Unfortunately, the numbers do not match.. Just kidding.. The Magi's prediction matches the total of the spectators a second time. This second stage may seem to be a little overkill, but believe me, it's important to show the audience that two different stages produce two different results.

\*\* An alternative handling, suggested by my friend, **Paul Lelekis**, doesn't require a table. Give three spectators three cards, as above, and allow each spectator to look at his cards and decide which card he would like to hold up for the Magi and the audience to see. Each of the three spectators holds up a card and the three are combined to form a three digit number. Either the Magi or an audience members writes this number down. Each spectator then holds up a second card, and then a third card, and each number is recorded as with the first number. For the second part, the three spectators mix their cards and then hold up cards randomly without looking at the cards... You could also use jumbo cards to make the selections more visible..

The Magi thanks everyone for their participation and goes in whatever direction he feels appropriate.



I suppose you want to know how it's done? If you've patiently read everything to this point, it's only fair...

The 'secret' is a little-recognized, but easily understood, math principle. That, and a little bit of fancy shuffling, makes the world go round.. There are SO MANY ways this effect can be personalized, there's no doubt in my mind that others will change a little something-something and call it their own.

Regardless....

Begin by looking through the deck and removing the Ace through Nine. I do it as described, looking for the Ace, Two, and Three first because it seems to be the quickest, and easiest, way. I cull an A-2-3 and lay them face up in that order. I then cull a 4-5-6 and finally the 7-8-9, laying them down, face-up, with the Ace on the bottom and Nine on top. I don't bring the order to the audience's attention. I let them think I need these nine cards and that they were 'plucked' from the deck in no particular order.

Pick the packet up, turn it face down, and perform your first bit of subterfuge. Perform a MONGE SHUFFLE. Although featured in recent issues of the Magic Roadshow, if you are not familiar with this shuffle, it's performed as such..

Holding the cards in the left hand, push the top card into the right hand. Push the second card on TOP of this card. Push the third card and take it to the BOTTOM of the right hand packet. The fourth card goes back on top and the fifth to the bottom. Alternate until all the left hand cards have been transferred to the right hand. It appears as if you are simply mixing the cards, which you are.. except you're mixing them in a 'controlled' manner.

Put this packet back in the left hand and perform a second Monge Shuffle exactly as above, with the second card off the left hand packet ALWAYS going on top of the first card into the right hand. It's this repetition of details that makes this effect work.

Perform a THIRD Monge Shuffle and stop. These shuffles are so easy to perform they can be performed blindfolded. They can also be performed very quickly and casually. Don't watch yourself; give the audience the appearance you are casually mixing the packet; and don't even MENTION to the audience that "I am now going to shuffle the cards..". They'll see what you are doing, and if you don't put importance on the shuffle, they won't either...

Fact Check: (I learned this term during the election) If you look at the cards in your hand at this point, they should be, face-up, 9-A-8-2-7-3-6-4-5 . (If you don't believe there is order in a Monge Deal, perform a fourth.. All the cards will return to their original Ace thru Nine order.)

It's time to deal the cards to the spectators. Holding them face-down, deal one card, left to right to the three spectators. (If you deal three cards to the first spectator, three to the second, then three to the third.. the third spectator will be holding a 4-5-6, which doesn't seem very 'random'.)

Deal all the cards as described.

Follow the routine as written, having the spectators lay down three cards in a row. If you write down the three, three digit numbers created by the cards.. you'll find that they total -1737- .. IT DOESN'T MATTER IN WHAT ORDER THEY PLACE THEIR CARDS. It's simple mathematics.. The spectator to your right will lay his three cards down in what will become the 'Ones Place'. The middle spectator is putting all his cards in the 'Tens Place', and the left side spectator is putting all his cards in the 'Hundreds Place'. If they were laying their cards down in a parallel line or in multiple columns.. this effect would be impossible. But because all three cards are in an up and down line, it doesn't matter the order. The spectator on the right is holding a 9-2-6. The second spectator is holding A-7-4. The third spectator has 8-3-5.

Assume the cards were layed down in this order...

8 A 9

3 7 2

5 4 6

---

1737

If you change the order of Any of the numbers in the right hand column, which is the right-hand spectator, the total is still 1737. The same applies if you change any of the numbers in the middle or left hand column. This is why the second stage works. The spectator can change the order of any of his three cards.. and you still get the prediction correct.

If you perform this effect as I have it written, your prediction of 1737 WILL be correct 100% of the time. Simply arrange the cards from Ace to Nine, perform 3 Monge Shuffles, deal the cards as described, create three, three digit numbers, and do the math.

What about the second stage? The Magi picks the cards up from the table in the same Ace to Nine order. Done casually, no one pays attention. Once they see you 'shuffle' the cards a second time.. it's a moot point.

With cards in order, perform TWO Monge Shuffles. The order of the cards in your hand at this moment is:

(face up) 9-5-A-4-8-6-2-3-7. When the cards are dealt out as described, you'll arrive at a total of -1575-

Naturally, this is to be your second prediction as well. Don't take my word for it.. *verify, verify, verify.*

This is the basic handling. You'll find that you can adjust the 'dealing' and create your own 'predictions'.. as long as you are repetitive.

You can write your predictions on cards and seal them in envelopes before your performance if you're not sure you can remember your key predictions. Then, number the envelopes One and Two.

You can use three 'blank' playing cards.. actually One blank card and Two underneath with the predictions already in place. With the blank card on top, show it, state it as three blank playing cards, lay them face down, pick up the card off the back - which already has 1737 written on it. Pretend to write a number on it.. and you're good to go.

I'm fairly sure I've left something out. But, considering I've worked on this for the better part of a day, I'm going to let it ride and field questions as needed. I hope you enjoy IT'S TIME as much as I do. The audience will not suspect this is a math effect.

If you stress the randomness of the cards and the placement of the cards, and handle yourself in a relaxed manner, you'll totally confound and entertain your audience. I've not included my routine verbatim... there's so much left for you to add to it and make it your own.

Although the math principle used in this effect was established many, many years ago, I believe the use of the principle, combined with the Monge Shuffle and the resulting prediction, to be unique. I've shared this effect with several fellow magicians who's knowledge of magic I trust and we cannot find it in publication prior to now. I'll take credit for 'IT'S TIME' until someone can find something very similar in print.. Let me know if you do.

You will recognize substantial similarities between this effect and the previous effect by James Randi. That's because they both use the principle that you can shift numbers in a column vertically, as opposed to horizontally, and NOT change the sum . Try it...



A special 'Tip of the Hat' to Arthur Benjamin for making certain calculations understandable for yours truly..

*Rick Carruth*

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