



In Black and White

3 killer card effects

by **John Gelasi**

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Introduction

Welcome to a collection of easy, strong close-up card magic. I hope you'll enjoy the three routines I've collected for you. All of this material has never been published before, and presented to you here for the first time. Please try them all, and have fun performing them!

Best,

John Gelasi

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Change for Three Jokers

This is a “wild card”-esque routine, involving three Jokers and a selected card, with lots of magical moments. This routine is a lot of fun and could be totally impromptu under the right conditions.

Effect: A card is selected, say the JH. Three Jokers are introduced, claiming to be special. The first of the three Jokers changes into a Black Jack, as does the second one! The last Joker is cut into the deck. The two black jacks are waved over the deck, causing one card to appear between them: the Joker! The deck is spread, revealing the JD face up in the middle! The magician says that the cards have told him, through elimination, that the spectators chosen card was the JH. The Joker from between the black jacks is then changed into the selection to complete the routine.

Watch a video demo here: http://www.youtube.com/watch?v=z00-n_NmzCQ

Setup: The four Jacks are on top of the deck in this order: **JH, JD, JC, JS**

You also require three identical Jokers that match the deck you are using. Place these, face down, off to one side.

Method:

1. Force the top card (JH) on your spectator via your favorite method.
2. As they note the card, obtain a three-card break, in preparedness for the Tilt (depth) illusion. Have the card returned to you, and while apparently placing it into the center of the deck, insert it into the break, positioning it now fourth from the top.
3. Square the deck. As you do, re-obtain a break, held with your pinky, under the top three cards of the deck. Place the three face down Jokers on top of the deck (now the break is held under six cards).
4. Lift all six cards above the break off the deck in Biddle grip. Peel the first card off the top of the packet and square it beneath the other cards. Repeat this with the other 2 jokers. After this, the order from the top down is: JD, two black Jacks, and three Jokers. Flip the six card packet squarely face up on top of the deck, maintaining the break.
5. Spread over the top two Jokers, keeping the last four cards held as one, to show three jokers. Square them up and flip the packet face down (all six cards).

6. Spread over the top three face down cards of the deck. As you do this, obtain a pinky break under the top card now on top of the deck. Square the three "jokers" in your other hand on the deck briefly, stealing the top card under the packet and immediately tabling the remainder of the deck.
7. You now have four cards in your hand (JD, two black jacks, Joker).
8. Perform a Flustration count, concluding with the last two cards held *as one* flipped face up on top of the other two.
9. Note the Joker showing and perform a double turnover, turning the top two cards (apparently just the Joker) over as one. Take the top card away from the packet and shake it, spin it, or some other magical gesture, then turn the card over to show a black Jack.
10. There are three cards left in your hand, apparently just two. Turn the top card over singly, showing the "2nd" Joker. Obtain a break under the top two cards in preparedness for the Twirl Change. Perform the Twirl Change to transform the Joker into the second black Jack. If you don't know this change, briefly:
 - a. Lift the two cards above your break away from the packet in the grip shown in **Figure 2**, middle finger at the far index corner and thumb at the near corner. The first finger rests at the far corner of the card.
 - b. As you shake the cards, the first finger (under cover of the shaking) pivots the card around (**Figure 3**).
 - c. Stop shaking after the card is completely turned over. Your fingers will now be at the other corners of the card (**Figure 4**).



Figure 2



Figure 3



Figure 4

11. After the change, you are holding two back-to-back cards with a Jack at the face and a Joker behind it. Place *both* cards (as one) on top of the first Jack already on the table. Keep these cards squared.
12. You have one card left in your hand (the JD, apparently the last Joker). Say that you'll cut the last Joker into the deck. Place this last card face down on top of the face down deck and perform a Braue Reversal, secretly cutting the last Jack, reversed, into the middle of the deck.
13. Pick up the two Black Jacks from the table, keeping them squared. Shake them over the deck, and as you shake, allow the cards to spread, revealing a face down card in between them.
14. Remove this card to show a Joker, thought to be cut into the deck. Spread the deck, showing the third Jack in the middle! Remove this card from the spread, square the deck, and keep it to one side.
15. The selection (JH) is on top of the deck. Obtain a break under this card, held with your pinky. Take the Joker that appeared in between the black Jacks and place it (face up) on top of the deck (you now hold a break under two cards).
16. If you know the Harry Lorayne Illogical Double Turn, this works well here (apparently dealing the Joker to the table, in reality it is the selection). If not, simply perform a second Twirl change to change the Joker into the selection in a visual manner to conclude the routine with all four Jacks on the table, open for inspection.

Credits: Cameron Francis' routine "What it Isn't" inspired the patter line for this effect (the idea of the cards telling you a selection by telling you what it's not). My own "Cycling Enthusiasts" (which was in turn based off of Gordon Bean's "Bikers") is also similar to this routine, as it features Jokers turning into other cards in a variety of ways.

R.B. Mix

This is a packet oil and water presentation at its simplest, but, as I'm sure you'll agree, there is amazement in simplicity.

Effect: Four cards: two red and two black. The cards separate by color in the cleanest way possible, then all change to red!

Setup: Remove five cards from the deck, three red and two black. Arrange them as follows, from the face of the packet to the back: **B R B R R**. The audience will be aware of only four cards during the routine.

Method:

1. Introduce the packet faceup. Do a stencil display, spreading over the cards but holding the last two as one. Note that you have two red cards and two black cards, alternating in color (black, red, black, and red).
2. Square the packet and say that you will reverse the order of the cards. Flip the packet facedown. Peel the first card into your opposite hand from Biddle grip, saying "red". Repeat with the next two cards, naming them as you peel, "black, red". The last two cards are placed on top as one, as you say "black". The order of the cards is now (from the face): **R R B B R**.
3. Flip the packet faceup. Even though the cards were merely reversed, repeat the stencil display (holding the last two cards as one) to show that the reds are now separated on top of the blacks.
4. Now for the second phase. Square the packet and hold it faceup in mechanics (dealer's) grip. Turn the hand palm down and deal the top facedown card to the table, saying "black" (this is really a red card).
5. Revolve the hand palm up again and deal the red card at the face of the packet face down on top of the facedown card already on the table ("red").
6. Repeat step 4 for the second black card (you can flash the face of this one if you'd like before it is dealt facedown ["black]).
7. Turn the hand palm up again, keeping the two cards remaining (supposedly one red card) squared. Turn this double squarely facedown onto the tabled packet ("red"). The order of the packet is now (from the face): **R R B R B**.
8. Square the packet and turn it faceup. Buckle count the four cards to show the two red cards on top of the two blacks. For those unfamiliar with the buckle count, briefly: Holding the packet in dealers grip, thumb over the top two cards into the fingers of the

opposite hand. Now, buckle the bottom card of the packet with your first finger and use the fingers of your opposite hand to grip the two cards above the bottom card as one and shift them to the side, adjusting the other cards in a spread condition. The red cards have once again separated from the blacks!

9. As you square the packet, casually but openly transfer the black card at the bottom of the packet above the first black card (a.k.a. underneath the two red cards of the spread). Square the packet. The order of the cards should now be: **R R B B R**.
10. Turn the packet facedown. Shake, or do any magical motion that you fancy, then turn the packet faceup again and do an Elmsley count to show that all the cards have turned red to conclude the routine.

Waver

This is a version of Nick Trost's brilliant packet trick, "Eight Card Brainwave". In this case, the same cards are used, but the effect accomplished is quite different. I first saw an effect utilizing the idea of a "Find the Odd Card" trick backfiring performed by Michael Skinner, but I'm sure this "twist" has been used in other routines.

Video demo: <http://www.youtube.com/watch?v=kARoWWvSn6A>

Effect: A packet of eight cards is shown, seven with red backs and one with a blue back. The cards are shuffled, and the spectator is asked to find the odd-backed card. The cards are dealt, and the spectator decides on a card. This card is shown to have a red back. "Have no fear!" says the magician, as the other seven cards are now shown to have *all blue backs*, making the one red card chosen by the spectator the odd card!

Setup: Eight indifferent cards: four blue-backed and four red-backed. Begin with the cards facedown, the four red on top of the four blue.

Method:

1. With the packet face down, perform the Hamman count, switching on the count of five, to show one blue backed card among seven red. The count of eight should be two cards held as one, deposited on top of the packet to conclude the count.
2. Hold the cards faceup from above in Biddle grip. You will now appear to shuffle the packet casually, yet you will actually be setting up the packet in Nick Trost's original fashion (alternating, red-blue-red-blue, etc.) using the Klondyke Shuffle.
 - a. The fingers of the other hand pinch the top and bottom of the packet, applying slight pressure (thumb on top, fingers underneath).
 - b. The top and bottom cards of the packet are now drawn away together and tabled as a pair.
 - c. Continue in this fashion until three top-and-bottom pairs have been dealt. The last two cards can obviously not be shuffled; they are dropped on top of all.
 - d. The packet now alternates in back color (red, blue, red, blue, etc.)
3. Say that you'll deal through the cards and ask the spectator to call "Stop!" whenever they wish while you're dealing. Begin to deal the cards faceup on the table (rather slowly). Where the spectator calls stop will depend on what card you give to them:
 - a. If the spectator calls stop after you have dealt the **1st, 3rd, 5th, or 7th** card, give them **THE NEXT CARD** about to be dealt and ask them to hold on to it. Drop the balance of the packet still in your hand on the dealt cards on the table.

- b. If they call stop upon the dealing of the **2nd, 4th, 6th, or 8th** card, give them **THAT CARD** and ask them to hold on to it. Drop the balance of the packet still in your hand on the dealt cards on the table.
 - c. By using this method, you guarantee the spectator will get one of the red backed cards.
4. Now, ask the spectator to turn over their card to see if they found the odd one. You don't say, "the one with the blue back", you simply ask if they found the "odd card". They will say "no".
5. You now prove them wrong by perform the Olram Count ("Marlo" spelled backwards) to show all blue backs. If you don't know this count, you can watch a brief run-through of it here:
<http://www.youtube.com/watch?v=-mmoiUOOC4>
6. The spectator is now surprised that their card really turned out to be the odd card after all, to conclude a great packet trick!