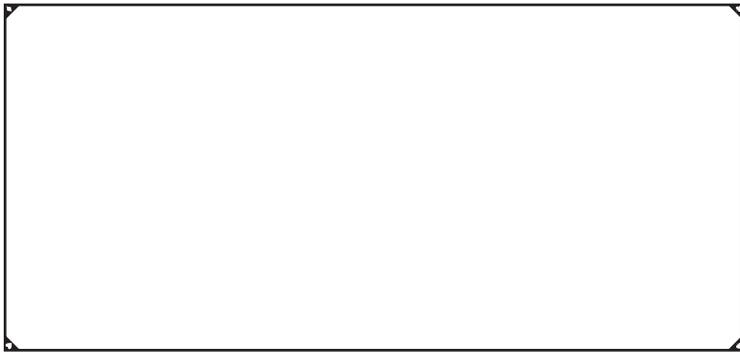
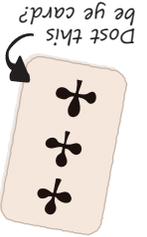


Take the top card again and slip it in the deck, above the middle. "The third jack went after the gold." Pick up the top card to show the fourth Jack. "The last robber stayed on the roof to watch for the police." Turn it back face down on top of the deck. "When the police came, he gave the signal," knock three times on the deck, "and all four robbers went up the stairs and escaped off the roof." Turn over the top four cards to show the Jacks have come back to the top! Have fun telling the story with your own imaginative details. Extra cards are buried, the Jacks stay on top

Four Robbers
 A story of four Jacks robbing a bank. Three Jacks are slipped into different sections of the deck, and in a snap they all jump back to the top, to make their escape. All the sneaky stuff is done right at the beginning of this trick. You get ready to show the four Jacks in your hand, but secretly get any three extra cards hidden behind them. It can take a bit of adjusting to figure out how to hide them, but this can be done under the table before you begin. The rest of the deck is on the table. Once you show the Jacks, drop all the cards in your hand onto the deck. (The three hidden cards end up on top) "Four robbers, all named Jack, landed on the roof of a bank" Take the top card (they think it's a Jack, but it's actually one of your hidden cards) and slide it into the deck near the bottom, making sure you don't show the face. "The first robber when to the first floor to tie up the guards." Take the new top card (also not a Jack) and slip it into the middle. "The second Jack went after the money."

Even then, hundreds of years ago, the magicians were using a pack of cards to mystify and entertain audiences. Now it's your turn! These four card tricks are really good ones. They will serve you well as a fun way to be amazing everywhere you go!

A deck of playing cards, as we know it today, comes from France circa 1480 where they started using the now familiar suits: Hearts, Diamonds, Spades and Clubs. Historians suggest the club is reminiscent of the acorn used on earlier designs, while the spade looks like a leaf.



Magnetic Cards

They pick a card, and you pick a card. The cards are placed into the deck far apart, but magically attract each other like magnets.

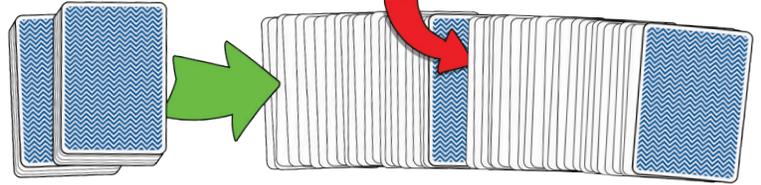
Cut the deck in half, and hand one pile to your helper. You both do the same thing; pick out any one card, look at it, and place it face down on the table without showing it.

While you do those same actions, you don't remember the card you put on the table. (don't even think about it!) Instead, you secretly remember the card that is on the bottom of your pile.

Ask them to set their pile of cards on the table, and put your pile on top but set them halfway to the side (not lined up) and immediately spread all the cards on the table. This will leave a visible gap in the line of cards, marking the spot between the two halves.

Leave a gap when you stack the halves

Slide their card in the gap right below the card you remembered



Pick up the card they set on the table, and slide it into the gap (right underneath the card you secretly remembered) then pick up the card you placed on the table and put it anywhere into the spread away from their card.

Gather the cards all together in a pile and flip the whole deck face-up on the table, ready for the big finish.

Ask them to say, out loud, the card they picked, and you name the card you remembered. Clap your hands together like magnets and spread the cards face-up to find the two cards are now side-by-side. *Amazing!*



Lie Detector

Using only nine cards, you program them to become a lie detector and reveal an honestly chosen card.

Take any nine cards and mix them up. Deal three piles of three cards each. Ask somebody to take one pile and remember the bottom card.

Collect the two remaining piles together, then drop the chosen pile on top. (their chosen card ends up third from the top) Ask them to tell a lie, and name any other card. *"Two of Spades."* Whatever card they say you will spell its name. Pick up all the cards and get ready to deal.

Start by spelling the value of the named card. If it was a "two", spell **T-W-O** dealing one card from the top of the pile for each letter. When you're done, drop the rest of cards in your hand on top of the cards you just spelled out.

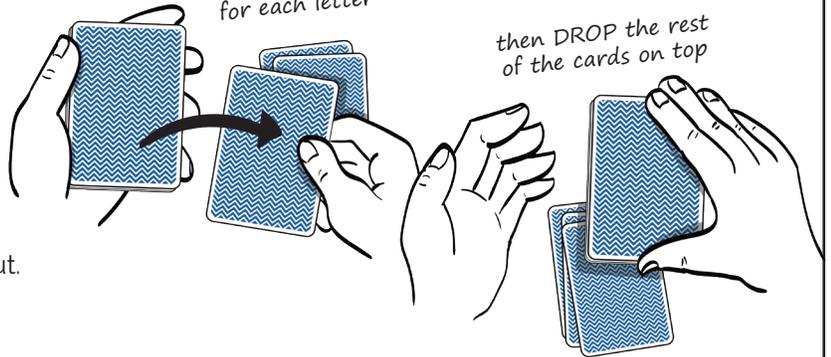
Spell out "of", **O-F**, dealing two more cards from the top, and dropping the rest of the pile on top.

Then spell the suit of the card, including the final S, **S-P-A-D-E-S**, again dropping the remaining cards on top.

Using their lie you programmed the machine. Now we are ready to discover the truth! Spell **T-R-U-T-H**, and the card that lands on the final H will be the original chosen card! Trust me... *it just works!*

DEAL one card for each letter

then DROP the rest of the cards on top



X-Ray Vision

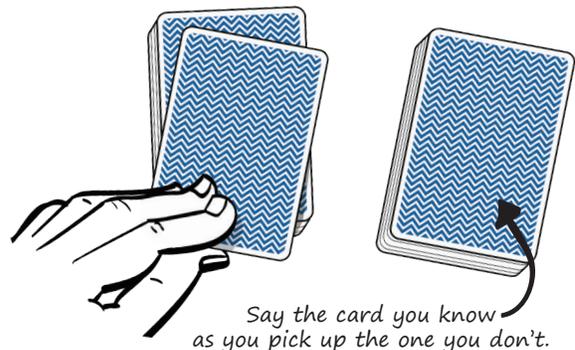
They cut the deck anywhere, and you name the cards they cut to without even looking.

As you shuffle the cards secretly peek at the top card before placing the deck on the table. Have a person cut the cards, placing the top half to the side.

You pretend to guess the card they cut to, but you say the name of the (other) top card you peeked. You pick up the card you were looking at, but don't show it right away. (because your "guess" will be wrong)

Instead, you repeat the stunt, saying the name of the card you just grabbed (after a quick peek) and then pick up the original top card.

Now show the two cards in your hand match the two cards named. (Two wrongs do make a right!)



Say the card you know as you pick up the one you don't.

Bonus round: If you can secretly remember the top two or three cards at the beginning you can continue guessing more cards. It gets more amazing as you go!