Amaze your friends and astound your audience members with this collection of professional-caliber tricks. These tricks will surely impress even the most discerning fan of magic.

Continued practice will be the key to mastering these high quality and sophisticated tricks that will delight viewers for years to come.

But remember, a magic trick is only magical as long as you preserve its secret!
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The magic props and gimmicks included in this set are intended only for use in magic tricks, and are not to be used as toys or for other purposes. Be certain to treat the pieces in this set with care. Otherwise, they may become damaged or broken, therefore unusable.
Card trick techniques are very valuable to a magician. Ultimate success in card magic depends a great deal on developing sleight of hand skills. Mastering these skills requires plenty of practice and repeating difficult steps over and over again. Refer to the instructions and images on the following pages for guidance, and remember the most important rule for success: practice, practice, practice. Developing effective sleight of hand skills will build the confidence needed to impress the audience!

**Riffle Shuffle**

The riffle shuffle, or “riffling”, may be the most commonly used method of mixing cards. Riffling is the only shuffling method that should be used with a Svengali Deck. There are two methods of the riffle shuffle, basic and advanced.
BASIC RIFFLE

**Step 1** Place the deck of cards on a table. Separate the deck into two even stacks.

**Step 2** Place one stack of cards in each hand. Hold each stack with your thumb on the top end, your index finger bent so it presses gently on the back of the stack, and your other three fingers firmly supporting the bottom end of the stack. The faces on the stacks of cards should face away from your palms. (Image A)

**Step 3** Set your three bottom fingers on a table and tip your thumbs toward each other. Begin pressing the backs of the cards with your index finger, while squeezing your thumb toward your other three fingers. (Image B)

**Step 4** As the stacks bow in shape, allow the cards to slowly escape from underneath each thumb. The cards should drop to the table with their ends overlapping about 1 inch. (Image C)

**Step 5** Carefully push the two stacks together. Pick up the combined stack, and tap its end on the table to even out the deck. Repeat this process several times to mix the cards together effectively.

ADVANCED RIFFLE

**Step 1** Hold the deck in one hand with the back of the deck toward your palm. Place your thumb on the top end of the deck, gently bend your index finger so it presses on the back of the deck, and firmly support the bottom end of the deck with your three remaining fingers. (Image A)

**Step 2** Flatten out your other hand to catch the cards as they “riffle” down. Tip your thumb toward the table, squeeze your thumb and three other fingers toward each other, and begin pressing the back of the deck with your index finger. This will bend the deck into a bowed shape, and the cards will begin riffling into your other hand. Do this until about half of the deck has dropped into your other hand. (Image B)
**HINDU SHUFFLE**

This method of shuffling may have originated in India. It is very useful with certain sleight of hand tricks, including the key card technique. The Hindu shuffle can also be used to perform impressive tricks using ordinary decks of cards, but should never be used with a Svengali Deck.

**Step 1** Hold the deck of cards in your hand with the card faces facing your palm. Using your left hand, grip the cards as shown: the thumb at the end of one long edge, and the index finger at the end of the opposite long edge. (Image A)
Step 2 Using your right hand, grip the cards as shown: the index finger on the end, the thumb on the same edge that the left thumb is on, and the three remaining fingers on the long edge with the left index finger. (Image B)

Step 3 Using the left hand, remove a section of cards from underneath the deck. (Image C)

Step 4 Once section b is removed, allow the top section a to drop into the right hand, then place section b back between the fingertips of the right hand, maintaining a space above section a. (Image D)

Step 5 Using the left hand, remove a section c of cards from bottom of section b. (Image E)

Step 6 Once section c is removed, allow section b to drop on top of section a. (Image F)

Step 7 Add section c on top of the stack in your right hand to make a full deck.

Step 8 Tap the end of the deck on the table to even it out. Repeat this process several times to mix the cards together. (Image G)
OVERHAND SHUFFLE

Overhand shuffling is a very popular and an easy method for mixing cards. It works very well for some tricks, but can be disastrous with others! The overhand shuffle is ideal for use with the X-Ray Glasses Deck and the Shaved Deck, but should never be used with the Svengali Deck.

Step 1 Hold the cards in your left hand, making certain that the card faces are aimed toward your palm.

Step 2 Using your right hand, pull a section of cards out from behind the stack and move it to the front, creating a new stack. (Image A)

Step 3 Remove a section of cards from the middle of the new stack. (Image B)

Step 4 Place the new section in front of the stack. Continue removing sections of cards with your right hand in this manner. Repeat this process several times to mix the cards together. (Image C)

KEY CARD TECHNIQUE

The “key card” technique is an excellent method for locating a volunteer’s chosen card in a deck of cards. The magician uses sleight of hand to “glimpse” (secretly view and memorize) a card (the key card), which is then placed next to the volunteer’s card. When the magician locates the key card, the volunteer’s card is also revealed! Although the Secret Enigma Deck, the X-Ray Deck and ordinary decks of cards are ideal for key card tricks, the Svengali Deck is not effective.
EFFECT  A secret card chosen by a volunteer is magically located, after it is replaced in the center of the deck.

SECRET  The magician secretly memorizes a card and places it next to the volunteer’s card.

SET UP  Assemble the items needed to perform this trick: a deck of cards consisting of 52 different cards, with all of the cards the same size.

PERFORMANCE

Step 1  Shuffle the deck several times using one of the methods taught earlier in this book, so that the cards are thoroughly mixed. A volunteer may shuffle the cards for you, if you wish.

Step 2  Spread the cards out, face down. Ask a volunteer to pick a card and memorize it, keeping it secret from you.

Step 3  Restack the deck and place it face down, glimpsing the face of the bottom card. Place the deck face down in front of you, and instruct the volunteer to place the secret card face down on top of the deck.

Step 4  Cut the deck into two stacks. (Image A)

Step 5  Place the bottom stack b on the top stack a. The card that you glimpsed is now next to the volunteer’s card. (Image B)

Step 6  Search through the cards for your key card. Remove the card in front of your key card, and reveal the volunteer’s magically located card to the audience! (In this image, the Jack of Clubs is the key card, and the 8 of Spades is the volunteer’s card.) (Image C)
CUT AND RESTORE CARD

**EFFECT**  It appears that the magician cuts a corner from a card, then magically restores it!

**SECRET**  This trick uses a gimmick card that has a special feature. One corner of the card has a secret hinged fold that, when folded back, will automatically spring back to its original shape. A small corner piece that matches the hinged corner is also included to make the card appear as though it has actually been cut. Be sure to practice sleight of hand on this trick. (Image A)

**SET UP**

**Step 1**  Fold back the card’s hinged corner, and hold it firmly in place.
Step 2  Hold the folded card and the small corner piece together so that the joint is hidden. It must appear as though the corner is part of the card! (Image B)

PERFORMANCE

Step 1  Carefully hold up the card with the folded-back corner and small corner piece in position, giving the illusion that the card is in perfect condition.

Step 2  Using a pair of scissors, quickly pretend to cut off the corner of the card by moving the scissors between the card and small corner piece. Be careful that the scissors do not actually cut the card or corner piece! (Image C)

Step 3  Keeping the hinged corner folded back, let the small corner piece fall to the floor and show the “cut” card to the audience. This will give the illusion that the card has been permanently cut. (Image D)

Step 4  While showing the “cut” card to the audience, wave the other hand in front of the card and quickly release the hinged corner. The card will magically appear to be restored!

MYSTERY APPEARANCE

EFFECT  One card is magically transformed into another card!

SECRET  This trick uses three cards: the 9 of Diamonds, the Queen of Diamonds, and the 7 of Clubs. The 9 of Diamonds is the gimmick card, with a secret flap attached (marked as the 8 of Spades). The Queen of Diamonds hides under the secret flap, then appears to replace the 8 of Spades later in the trick!

SET UP

Step 1  Slide the Queen of Diamonds card underneath the secret flap on the 9 of Diamonds. (Image A)
Step 2  Carefully position the 7 of Clubs on top of the other cards so that the 8 of Spades flap is visible, but the Queen of Diamonds is completely hidden. (Image B)

PERFORMANCE

Step 1  Show the front and back of the three fanned-out cards to the audience, asking them to remember which card is in the center (8 of Spades). (Image C)

Step 2  Place the fanned-out cards face down in the palm of your other hand, making certain that the audience can no longer see the face of the cards. (Image D)

Step 3  Place the cards face down on the table, one at a time (first the 9 of Diamonds, then the middle card, then the 7 of Clubs). This will allow the Queen of Diamonds to slip out from under the secret flap on the 9 of Diamonds card. The audience must not see the face of the cards as you set them down! (Image E)

Step 4  Carefully pick up the two outer cards (the 9 of Diamonds and the 7 of Clubs), making certain that the audience cannot see their faces. Slowly shuffle these two cards in your hands, and fan them out so that the 7 of Clubs totally hides the secret flap on the 9 of Diamonds. The 8 of Spades must not be seen! Turn the two fanned-out cards around and show them to the audience. (Image F)

Step 5  Ask the audience to name the remaining card on the table, which would logically be the 8 of Spades. Ask a volunteer to turn the card over. To the amazement of the audience, the card will have magically transformed into the Queen of Diamonds.
CARD PEN–A–TRATION

This trick requires the use of a regular ballpoint pen (not included).

EFFECT  A pen appears to pierce a playing card. When the pen is removed, the card is completely restored!

SECRET  This trick uses a gimmick card with a secret door and a spring-loaded hinge. The secret door automatically springs closed once the pen is removed, and the card appears to return to perfect condition.

PERFORMANCE

Step 1  Hold the card at an angle and push the pen through the hole in its back. (Image A)

Step 2  Remove the pen and display the magically repaired card to the audience.

Practice this trick in front of a mirror to learn which angle works best in order to fool the audience. If the card’s angle is incorrect, the secret door will be visible and the trick will fail.

COIN X–RAY FORCE

This trick requires the use of two similar regular coins (not included).

EFFECT  The audience watches a coin physically pass through a card and drop into a glass.

SECRET  This trick uses a gimmick card with a spring-loaded trap door in the center that hides a secret compartment. The downward force of the glass on the table causes the coin to drop out of the secret compartment and into the glass. The spring hinge enables the door to close immediately, and the compartment remains concealed.
Before performing this trick, determine how firmly the glass needs to be tapped on the table in order to make the coin drop out of the secret compartment. Start out as gently as possible during this test, so the glass does not break.

SET UP  Secretly place a coin in the card’s hidden compartment (Image A). Get a clear drinking glass from a grown-up.

To properly perform this trick, you must first master the technique of “palming,” a sleight of hand which allows the coin to be removed secretly from the top of the card.

CLASSIC PALMING METHOD

Step 1  Grasp the coin with the thumb, ring and middle fingers.
Step 2  Using the ring and middle fingers, move the coin to the palm. Point the thumb upward, and hold the coin against the palm with the ring and middle fingers.
Step 3  Flatten the thumb against the side of the hand to hold the coin secretly between the palm muscles. The palm’s hold on the coin should not be too tight. The hand should appear to be relaxed. (Image A)
Step 4  Keep the palm facing away from the audience, so the palmed coin will remain hidden.
Step 5  If possible, secretly move the coin to a pocket or some other hiding place.

PERFORMANCE

Step 1  Be sure that the hidden compartment containing the coin is facing down, and place the card on top of an empty glass.
Place a coin that matches the hidden coin on top of the card. (Image A)

Step 2 Place one hand on the glass, and one hand on the card and coin. Carefully lift the three stacked items off the table. (Image B)

Step 3 Gently tap the bottom of the glass on the table. (Image C)

Step 4 While tapping the glass on the table, use sleight of hand to remove the coin from the top of the card by “palming” it. The coin on the card will be missing when the hand is removed, and the coin secretly released from the hidden compartment will be in the glass. This gives the illusion that the coin has physically moved through the card and fallen into the glass.
**CHAPTER 3**

**X-RAY GLASSES**

**EFFECT**  The magician miraculously identifies any card in the deck without seeing the card’s face.

**SECRET**  The back of each card in this deck is secretly marked with invisible ink, identifying the value and suit on the card’s face. The magician wears special glasses that make the markings visible. (Image A and Image B)

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**Wear the special glasses for a period of time before performing the X-Ray Glasses tricks. The longer you wear them, the less likely the audience will associate them with the card trick performance.**
**BACKWARD SHUFFLE**

**EFFECT**  A volunteer secretly rotates one card from a group of four, and the magician easily identifies the card that was moved.

**SET UP**  Be sure that the invisible writing on all of the cards reads in the same direction.

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**Do not use the riffle shuffle for this trick, or the direction of the markings will change and the trick will fail.**

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**PERFORMANCE**

**Step 1**  Demonstrate the overhand shuffle method to the audience (see Chapter 1), then ask a volunteer to shuffle the cards in the same manner.

**Step 2**  Select four cards and place them face down in a line on a table.

**Step 3**  Tell the audience that you will use mental powers of persuasion to force your volunteer to move the cards according to your own wishes. Turn away from the table, and ask a volunteer to rotate a card, one half turn (180°).

**Step 4**  Point out the rotated card to your amazed audience. The rotated card will appear to be in the same position as before to those not wearing the special glasses. You will easily see which card was rotated because the invisible writing on one card will now be facing the opposite direction from the other cards. (Image A)
NAME THAT CARD

EFFECT  The magician quickly names a card’s face simply by viewing the back.

PERFORMANCE

   Step 1  Demonstrate the Hindu shuffle method to the audience (see Chapter 1), then ask a volunteer to shuffle the cards using the same method.

   Step 2  Ask the volunteer to pick any card and hold up the card so that you cannot see the face.

   Step 3  Name the card correctly by secretly reading the markings written in invisible ink!

I HAVE A TOUCHY FEELING

EFFECT  The magician is able to identify an unknown card simply by touching it.

PERFORMANCE

   Step 1  Promise to identify a card by touch alone. Fan out the deck of cards, ask a volunteer to pick a card and hand it to you with only the card’s back visible.

   Step 2  Quickly read the invisible code, then place the selected card down on a table.

   Step 3  After a few moments, announce the identity of the hidden card, and display the card to the audience.

FIND MY TWIN

EFFECT  The magician easily finds a card in the deck that matches a card being concealed by a volunteer.

PERFORMANCE

   Step 1  Ask three volunteers to each pick a card and keep the faces hidden from you. Secretly read and memorize the value of each card by reading the invisible markings on the back. Ask the volunteers to memorize their card’s value, and place them in their pocket or conceal them some other way.

   Step 2  Carefully look through the remainder of the deck and find a card with the same value as one volunteer’s card. For example, if a volunteer picked the 8 of Clubs, choose one of the remaining “8” cards. Show your card to the audience and announce that it will find its “twin” by “magical attraction magnetism.”
Step 3 Approach one non-matching volunteer first, place your card next to the volunteer’s concealed card, and announce that there is no attraction. Ask the volunteer to reveal the card to the audience, proving that you were correct. Approach the second non-matching volunteer next, and repeat the process.

Step 4 When approaching the third volunteer, begin shaking your hand and announce that the card is getting excited. When the third card is revealed, it is magically the same value as the card you are holding.

FANCIFUL ENCOUNTERS

EFFECT Entertain the audience by using creative short stories to reveal the hidden identity of each card. The key to this trick is creativity and imagination!

PERFORMANCE

Step 1 Ask a volunteer to select four cards and place them face down in a line on a table. (Image A)

Step 2 Select four cards yourself and line them up directly across from the volunteer’s cards.

Step 3 You and the volunteer each slide one of your cards out of line, without showing the face. (Image B) Weave an imaginative story using the card values that you magically see. For example, if the volunteer chooses the Queen of Hearts and you choose the 10 of Diamonds, a possible story might be:

“My sister went to see the Queen 10 years ago, and her heart was thrilled when she saw her many diamonds!”

A combination of the 9 of Clubs and the 3 of Spades might be:

“When I was 9 years old, I went to the ice cream shop on Spade Street 3 times with my soccer club.”

Be creative and have fun!

Step 4 Flip over the cards to reveal them to your amused audience.
The Shaved Deck, also known as a Stripper Deck, is possibly the most common deck of gimmick cards available. The names “shaved” and “stripper” come from the deck’s design; the width of the cards has been shaved, or stripped, so that one end is narrower than the other. This design allows the magician to find a volunteer’s card in the deck easily. Never use the riffle shuffling method with a Shaved Deck, or the trick will fail.

**EFFECT**  A card, secretly chosen by a volunteer, is quickly removed from the Shaved Deck and is easily identified by the magician.

**SECRET**  When the chosen card is removed from the deck, it is rotated 180° before replacing it in the deck. By doing this, the card’s wide end will be moved to the deck’s thin end, and simply sliding the finger and thumb down the edge of the deck will cause the card to slip right out!
SET UP

**Step 1**  Be certain that all of the cards are stacked in the same direction, so that the wide ends are all at one end of the deck, and the narrow ends are all at the other end. The deck should feel even and smooth when you slide a finger and thumb down the long, side edges of the deck. (Image A)

**Step 2**  Fan the cards out face down in your hands, and ask a volunteer to choose a card. (Image B) (If the full deck is too large to hold, cut the deck into two stacks, and fan out one stack of the cards.) Watch very carefully to see if the volunteer rotates the card after removing it from the deck.

**Step 3**  The deck and the volunteer’s card must be arranged in opposite directions when the card is placed back in the deck! (Image C) If the volunteer rotates the card, close the fanned out cards back into a deck and hold it in the same direction as before. However, if the volunteer does not rotate the card, the deck must be rotated. Consider the methods listed below to rotate the deck without raising suspicion:

- Slide the fanned out cards back into a stack, then rotate the deck by moving it from one hand to the other hand.
- Slide the fanned out cards back into a stack, then distract the audience by banging the end of the deck on the table. Rotate the stack when lifting the deck’s end from the table.

Rotating the deck correctly will ensure that the volunteer’s card is reversed and make it easy for you to remove the selected card from the deck correctly.

**Step 4**  Ask the volunteer to return the selected card to the deck. Slide a thumb and finger down the side edges of the deck to remove the card, and display it to the audience!
INSTANT FIND

**EFFECT**  The magician quickly locates and removes a volunteer’s secretly chosen card from the deck.

**PERFORMANCE**

**Step 1**  Stack the deck of cards neatly. Demonstrate how to perform the overhand shuffle technique to the audience, and ask a volunteer to shuffle the cards in the same manner.

**Step 2**  Ask the volunteer to remove one card from the deck. Watch very carefully to see if the volunteer rotates the card.

**Step 3**  Ask the volunteer to return the card to the deck, holding out the deck with the tapered ends facing the opposite direction from the card held by the volunteer.

**Step 4**  Place the deck behind your back, and immediately remove the volunteer’s card from the deck by sliding a thumb and finger down the side edges of the deck. Display the magically found card to the audience.

THE FOUR ACE RETURN

**EFFECT**  A volunteer places four Aces in different locations in the deck, and the magician magically moves all the Aces to the top of the deck.

**PERFORMANCE**

**Step 1**  Spread out the cards face up on a table, in full view of the audience. Remove all four Aces from the deck, and set the stack of Aces neatly on the table with the tapered ends all aligned. (Image A)

**Step 2**  Pick up the remaining cards, stack them neatly into a deck, and ask a volunteer to place the four Aces back into the deck randomly. Remember that the deck must be rotated in the opposite direction from the Aces before they are returned to the deck, so that the tapered ends are easy for you to grasp!
Step 3  Shuffle the cards using the Hindu shuffle technique. While shuffling the cards, secretly grasp the wide end of the Aces and move them to the very top of the deck. Sleight of hand is important.

Step 4  Once you’ve moved all four Aces to the top of the deck, turn the top four cards over and amaze the audience!
The Secret Enigma Deck may be mixed using the riffle shuffle, Hindu shuffle or overhand shuffle.

**EFFECT** The magician is able to look at the back of any card and identify it quickly and easily.

**SECRET** Each card has a unique code hidden in the artwork on its back, which identifies the card’s face to the magician. The code appears on both ends of each card, so it can be easily read regardless of how the card is held. There are two flowers at the top and bottom of each card. The pattern of the petals identifies the value of the card. The left flower identifies an Ace, 2, 3, 4, 5, 6, 7 or 8. The right flower identifies a 9, 10, Jack, Queen or King. Hidden inside the horseshoe shape is a small symbol matching the card’s suit. The chart on page 23 shows the design matching each card’s value.
**EFFECT**  The magician identifies two cards with the same suit from a group of cards without seeing the card faces.

**PERFORMANCE**

**Step 1**  Spread out the deck of cards face up on a table. (Image A) Ask a volunteer to remove one card of each suit (♣ Clubs, ♦ Diamonds, ♣ Spades and ♥ Hearts) from the deck.
**Step 2**  Turn away from the table. Ask the volunteer to remove an additional card from the deck, and restack the remaining cards in the deck. Ask the volunteer to show the five cards to the audience, shuffle them and lay them face down in a line on the table.

**Step 3**  Turn back toward the table, and announce that you will identify the two cards having the same suit.

**Step 4**  Glance back and forth across the five cards, while reading the secret patterns on their backs. When you find the two cards with the same suit, lift them both up and reveal the match to the audience.

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**WALKING FINGERS**

**EFFECT**  The magician finds a volunteer’s card that is hidden in a stack of cards.

**PERFORMANCE**

**Step 1**  Hand the deck of cards to a volunteer. Ask the volunteer to remove one card and show its face to everyone (including yourself). Ask the volunteer to return the card to the middle of the stack, and shuffle the cards, if desired.

**Step 2**  Take the stack from the volunteer and spread the cards across the table, face down. Announce that you will find the card hidden in the stack by using your superior skills of touch-determination.

**Step 3**  Walk your index and middle fingers across the cards to separate them, so you can clearly see the secret patterns on the card backs. When you find the card chosen by the volunteer, remove it from the stack and show it to the audience. (Image A)

—if using the full deck of cards makes steps 2 and 3 too difficult, cut the deck into two stacks and use only one stack to perform the trick.
WHAT’S THE MAGIC NUMBER?

EFFECT  Without looking at the card faces, the magician picks a combination of cards which add up to a chosen “magic” number.

PERFORMANCE

Step 1  Spread the deck of cards out face up, and remove all 13 cards of one suit. Set the rest of the deck aside. Explain that the Ace equals “1,” numbered cards equal the number printed on the cards, and the jack, queen and king each equal “10.”

Step 2  Ask a volunteer to shuffle the 13 cards and line them up on a table, face down.

Step 3  Ask a volunteer to select a “magic” number between 1 and 25. (If you wish, ask the volunteer to choose from a wider range of numbers. For example, ask for a number between 1 and 50, or between 1 and 85. Do not ask for a number above 85.)

Step 4  Read the secret patterns on the back of each card until you find a combination of cards that add up to the magic number. Remember, Ace equals 1, and the Jack, Queen and King each equal 10. Once you’ve decided which combination you wish to use, flip those cards over for everyone to see. For example, if the volunteer’s magic number is 18, you might choose one of the following combinations: 9, 3 and 6; or 7, Ace and Jack; or 3, 4, 5 and 6. If the magic number is 52, you might choose 10, Jack, Queen, King, 2, 4, and 6. Many possibilities exist. If the magic number is 85, all the cards must be turned over.
The Svengali Deck is a “forcing deck” based on the principle of the “short card,” a card that is slightly shorter than the other cards in the deck. (Image A)

EFFECT Volunteers are unknowingly “forced” to pick a card of the magician’s choice, and the magician is easily able to identify the “forced” card.

SECRET The Svengali Deck includes 26 normal cards, and 26 cards with identical faces. In this deck, the 26 identical face cards are all the 4 of Hearts. The 4 of Hearts is simple and should not attract much attention. All of the identical face cards are also short cards, which help the magician perform impressive tricks!
When performing Svengali tricks, keep in mind that the audience may become suspicious if the 4 of Hearts is chosen every single time. Riffling the deck from time to time to reveal the mixed card faces may help convince the audience that the deck is normal, but you should be prepared to perform other kinds of card tricks from time to time (X-Ray Glasses, Shaved Deck, Card Pen-a-Tration, etc.). By using a variety of tricks and gimmicks, you will keep the audience amazed and unaware of your secrets! Do not allow the audience to examine the Svengali Deck! It will spell disaster for your tricks! You may find it helpful to keep the Secret Enigma Deck concealed in your back waistband or pants’ pocket. With practice, you can learn to switch the decks behind your back using sleight of hand. As a result, the Svengali Deck will be hidden and the audience will have a normal deck to examine.

SVENGLALI DECK SET UP

Always arrange the deck so that the cards alternate: one short card (4 of Hearts), one long card (normal card), one short card (4 of Hearts), one long card (normal card), etc. The entire deck must be set up in this short-long-short-long pattern every time it is used. Be sure to double-check the order of the cards before beginning your performance, and stack the cards neatly into a deck. (Image A)

RISING CARD

EFFECT A card chosen from the middle of the deck magically rises to the top without the magician moving any cards.
**SET UP**  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck must not be the 4 of Hearts.

**PERFORMANCE**

**Step 1**  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand. (Image A)

**Step 2**  Instruct a volunteer to ask you to stop riffling, and then ask him/her to pick the top card on the lower stack. Instruct the volunteer to memorize the card and hide its face from you. Keep the deck separated where the card was removed, and have the volunteer place the card back in the deck in its original location.

**Step 3**  Explain to the audience that the card that was chosen is lighter than all of the other cards in the deck, and according to the laws of gravity, this card has floated to the top of the deck!

**Step 4**  Ask the volunteer to remove the top card from the deck. Amazingly, it is the 4 of Hearts, the same card chosen from the middle of the deck.

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**THE DOUBLE LIFT**

**EFFECT**  The top card on the deck appears to transform magically into a different card.

**SET UP**  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts. To properly perform this trick, you must master the technique of the “double lift” sleight of hand. The magician claims to be revealing the top card on the deck, but is actually revealing the second card on the deck. Two methods of performing the double lift are illustrated on the following page.
DOUBLE LIFT METHOD 1

Step 1 With your left hand, hold the long, side edges of the deck. With your right hand, hold the deck by its short ends. (Image A)

Step 2 Squeeze the fingers and thumb on your right hand toward each other, bending the ends of the top cards. As the cards bend, allow all the cards except the top two cards to fall back onto the deck. Pull the top two cards off the deck and show them to the audience so that they appear to be one card, instead of two. (Image B)

DOUBLE LIFT METHOD 2

Step 1 With your left hand, hold the long, side edges of the deck. With your right hand, hold the deck by its short ends. (Image A)

Step 2 Bend up an end of the top two cards with your right thumb, and slide the top two cards forward toward your right fingers. Pick up the two cards and show them to the audience so that they appear to be one card, instead of two. (Image C)

PERFORMANCE

Step 1 Hold the deck by the ends, making sure that the back of the deck is facing your palm. Mix the cards thoroughly using the riffle shuffle (see Chapter 1). Restack the deck neatly, and ask a volunteer to pick the top card off of the deck. The card chosen will be the 4 of Hearts.

Step 2 Ask the volunteer to place the 4 of Hearts back on top of the deck, face down. Without shuffling, tell the audience that you will magically transform the 4 of Hearts into a completely different card.

Step 3 Tap the deck three times with a finger. Pick the top two cards off of the deck, using one of the double lift methods, and show the card’s face to the audience. The volunteer’s card will appear to magically transform into a different card.
LIE DETECTOR

EFFECT  The magician identifies which card was chosen by a volunteer, even though the volunteer will deliberately lie.

SET UP  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE

Step 1  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2  A volunteer must ask you to stop riffling, then pick the top card on the lower stack. Instruct the volunteer to memorize the card and hide its face from you.

**Secretly use your fingers to keep a break in the deck, so you can return the card to its correct position after the trick.**

Step 3  Announce to the audience that you will be able to identify the selected card by using your superior powers of deduction. Tell the volunteer to answer “No” to every question you ask him or her.

Step 4  Place your hand around the volunteer’s wrist, and explain that their eyes and heart rate will reveal the lie to you.

Step 5  Look directly into the eyes of the volunteer, and ask about the hidden card six or seven times: “Did you choose the 6 of Clubs?” “Did you choose the Jack of Diamonds?” “Did you choose the 4 of Hearts?” “Did you choose the Ace of Spades?” You can substitute any cards you wish, as long as you ask about the 4 of Hearts in the middle of the list. Every question must be answered with, “No.”

Step 6  Explain that you know which card was chosen, because the volunteer’s eyes and heart rate gave away the secret! Looking at the volunteer’s wrist, once again ask about the hidden card six or seven times. Be sure to ask about the 4 of Hearts in the middle of the list. Again, every question must be answered with, “No.”

Step 7  Explain that you are now absolutely certain of the identity of the card, because the volunteer’s blood pressure rose when lying. Announce that the hidden card is the 4 of Hearts, and ask the volunteer to reveal the hidden card to the audience.

Step 8  Secretly return the card to its original location in the deck after the trick.
INFRARED FINGERPRINT

EFFECT  The magician finds the volunteer’s secretly chosen card in a deck of cards.

SET UP  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE
- **Step 1**  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.
- **Step 2**  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to show the card to the audience, memorize its face, then place it back in the deck in its original location.
- **Step 3**  Ask to examine the volunteer’s hand, and look at the fingertips carefully. Announce that you will find the chosen card in the deck by finding the heat signature of his or her fingerprints left behind.
- **Step 4**  Riffle the cards into your hand again. Stop riffling the deck about halfway through, and ask a different volunteer to remove the top card visible in the stack. The card will be the same card chosen by the first volunteer, the 4 of Hearts.

LIGHT WEIGHT DECK

EFFECT  The magician identifies a missing card by measuring the weight of the deck.

SET UP  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE
- **Step 1**  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.
- **Step 2**  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Instruct the volunteer to memorize the card and keep it hidden from you.
Magician’s Apprentice

Secretly use your fingers to keep a break in the deck, so you can return the card to its correct position after the trick.

Step 3 Announce that you can tell which card was removed from the deck by deducing the missing card’s weight. Hold the stacked deck in your hand and move it up and down, as though you are measuring the deck’s weight.

Step 4 Announce that the missing card is clearly the 4 of Hearts, and ask the volunteer to show the card to everyone.

Step 5 Secretly return the card to its original location in the deck after the trick.

NAME A NUMBER

EFFECT The magician locates a volunteer’s secretly chosen card by counting out cards that equal a number randomly chosen by the volunteer.

SET UP Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE

Step 1 Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2 Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to hide the card from you, memorize its face, then place it back in the deck in its original location.

Step 3 Hold the deck by the ends, cut the cards several times, and restack the deck neatly. Ask the volunteer to pick a number from 1 to 25.

Step 4 While counting out loud, remove cards from the top of the deck one at a time, and place them face down on a table. If the number selected is odd, remove cards equal to that odd number, flipping over the last card counted. If the number selected is even, count out cards equal to that even number. Then, without saying a word, flip over the next card on the stack. The card turned over will be the 4 of Hearts.
**THIS CARD HAS YOUR NAME ON IT**

**EFFECT** The chosen card magically moves to a place in the deck determined by the volunteer’s name.

**SET UP** Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

**PERFORMANCE**

**Step 1** Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

**Step 2** Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to memorize the card and reveal it to the audience, then place the card back in the deck in its original location.

**Step 3** Remembering that the 4 of Hearts cards are in odd-numbered positions, count the number of letters in the volunteer’s first name.

**Step 4** While counting out loud, remove cards from the top of the deck one at a time and place them face down on the table. If the volunteer’s name has an odd number of letters, remove cards equal to that odd number, flipping over the last card counted. If the volunteer’s name has an even number of letters, count out cards equal to that even number. Then, without saying a word, flip over the next card on top of the stack of cards. The card turned over will be the 4 of Hearts.

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**CUT THE CARDS**

**EFFECT** A volunteer chooses a card, then is forced by the magician to choose the same card a second time.

**SET UP** Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.
PERFORMANCE

Step 1  Ask a volunteer to pick a number from 1 to 25. While counting out loud, remove cards from the top of the deck one at a time and place them face down on the table. Remember that the 4 of Hearts cards are in odd-numbered positions. If the number selected is odd, remove cards equal to that odd number, flipping over the last card counted. If the number selected is even, count out cards equal to that even number. Then, without saying a word, flip over the next card on top of the stack of cards. The card turned over will be the 4 of Hearts.

Step 2  Show the flipped card to the audience, then place it back on the deck face down. Now place the stack of counted cards face down on the deck.

Step 3  Hold the deck by the ends, and cut the deck into five separate stacks. Ask the volunteer to remove the top card from one stack and show the card to the audience. The card will be the 4 of Hearts.

AUDIENCE MIND CONTROL

EFFECT  The magician leads the rest of the audience to identify a volunteer’s card using mind control.

SET UP  Make sure that the cards are in short-long-short-long order. For this trick to be convincing, the bottom face card must be the 4 of Hearts. The bottom card’s identity must be protected until Step 5 of the trick.

PERFORMANCE

Step 1  Hold the deck by the ends, making sure that the back of the deck is facing your palm. The deck must be firmly placed face down on the palm of the other hand to hide the 4 of Hearts card that is on the bottom. If anyone in the audience sees the 4 of Hearts on the bottom, the trick can fail, and the secret behind your Svengali tricks will be revealed!

Step 2  While keeping the deck firmly set on the palm of the other hand, rifflle the cards.

Step 3  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to hide the card from you, memorize its face, then place it back in the deck in its original location.
Step 4  Announce that you will reveal the chosen card to the entire audience by using your mind control powers. Ask the audience to concentrate on the cards while you are shuffling, and to say the name of the first card that you transmit into their mind.

Step 5  Hold the cards by the end, this time with the bottom of the deck aimed at your palm. Riffle the cards into your other hand again, making sure that the audience sees the faces of the 4 of Hearts cards.

### AMAZING DECK TRANSFORMATION

**EFFECT**  A seemingly regular deck is transformed into a deck of only 4 of Hearts cards.

**SET UP**  Make sure that the cards are in short-long-short-long order. For this trick to be convincing, the bottom face card must be the 4 of Hearts.

**PERFORMANCE**

**Step 1**  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand, being sure that the audience can see the card faces. Wave your hand over the deck, and announce that you have magically transformed the deck so that all the cards are identical.

**Step 2**  Hold the deck by the ends, but reverse the position of the deck using sleight of hand so that the card faces are facing your palm. Riffle the cards into your other hand, being sure that the audience can see the faces of the 4 of Hearts cards. Wave your hand over the deck again, and announce that you have magically transformed the deck back to its original state.

**Step 3**  Hold the deck by the ends, once again reversing the position of the deck using sleight of hand, so that the back of the deck is facing your palm. Riffle the cards into your other hand, being sure that the audience can see the mixed card faces.

### TOGETHER ON THREE

**EFFECT**  Three volunteers all choose the same card: the 4 of Hearts.

**SET UP**  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.
PERFORMANCE

Step 1  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to memorize the card, then place the card back in the deck in its original location. Repeat this process with two more volunteers. The three volunteers should not allow anyone else to see their card.

Step 3  Tell the volunteers that on the count of three, they all need to call out the card they picked. The audience will be amused when all three volunteers call out the same card name!

SECRET WHISPER

EFFECT  A volunteer reveals a card secretly chosen by another volunteer.

SET UP  Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE

Step 1  Whisper “4 of Hearts” to a volunteer in the audience, then ask for a different person to serve as a second volunteer.

Step 2  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 3  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Instruct the volunteer to memorize the card and hide its face from you. Secretly use your fingers to keep a break in the deck, so you can return the card to its correct position after the trick.

Step 4  Ask the first volunteer to announce the name of the card you whispered to him/her a moment ago. After the volunteer names the 4 of Hearts, ask the second volunteer to reveal the matching card to the audience.

Step 5  Secretly return the card to its original location in the deck after the trick.
TRICKS REQUIRING EARLY SET UP

SURPRISE DELIVERY

EFFECT  A volunteer reveals a card that he/she received in the mail a week prior to the show, which matches the card chosen during the magic show.

SET UP  Wrap one of the 4 of Hearts cards in a piece of paper, seal it in an envelope and mail it to a member of the audience at least one week before the performance. On the back of the envelope write, “Please bring this sealed envelope to the Amazing Magic Show. Do not open until instructed to do so by the magician!” Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE

Step 1  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to memorize the card, then place the card back in the deck in its original location.

Step 3  Ask the volunteer to open the sealed envelope and unwrap the card. The audience will be amazed that the card you mailed the volunteer matches the card you knew they would pick!

Step 4  Secretly return the card to its original location in the deck after the trick.

CARD TELEPORTATION

EFFECT  A card chosen by a volunteer is magically transported to a different location in the room.

SET UP  Before the audience arrives, hide one of the 4 of Hearts short cards somewhere in the room: in a plant, under a seat cushion, in a book, etc. Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.
PERFORMANCE

Step 1  Announce to the audience that you have the power of teleportation. Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to memorize the card and reveal it to the audience, then place the card back in the deck in its original location.

Step 3  Restack the deck neatly. Wave your hand over the deck and tell the chosen card that it must leave the deck and go somewhere else in the room. Ask the volunteer to go to the card’s secret hiding place (chosen earlier by you) and reveal the transported card.

SEALED ENVELOPE

EFFECT  The magician predicts the identity of a volunteer’s card before the card is selected.

SET UP  Before your performance, wrap one of the 4 of Hearts cards in a piece of paper, and seal it in an envelope. After the audience arrives, give the sealed envelope to a volunteer to hold until later in the performance. Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE

Step 1  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2  Select a second volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Instruct the second volunteer to reveal the card to the audience, and place the card back in the deck in its original location.

Step 3  Restack the deck, and ask the first volunteer to open the sealed envelope and unwrap the card. The audience will be amazed that the card in the sealed envelope is the same card that was selected by the second volunteer.
 PHONE

EFFECT   The card chosen by a volunteer is identified by someone who is not present at the performance.

SECRET   Before the performance, the magician decides who the volunteer will be for this trick. The magician then tells a friend of the volunteer who will not be present at the performance but will be reachable by phone, what the identity of the selected card will be.

SET UP   Before the magic show, decide who you will choose as the volunteer for this trick. Contact one of the volunteer’s friends who is willing to help with this trick and will be reachable by phone during the magic show. Ask the friend to be ready to identify “4 of Hearts” by phone during the magic show. Be sure to have a phone nearby during the performance. Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.

PERFORMANCE

Step 1   Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

Step 2   Instruct the selected volunteer to tell you when to stop riffling the cards, and then ask him/her to pick the top card on the lower stack. Ask the volunteer to reveal the card to the audience, and place the card back in the deck in its original location.

Step 3   Instruct the volunteer to telephone his or her friend who you secretly told the card’s identity to ahead of time. When the volunteer asks what card was picked, the friend should identify the 4 of Hearts.

THE MAGAZINE EDITOR

EFFECT   A card selected by a volunteer magically appears between the pages of a magazine, as the magician predicts.

SET UP   Choose a page in a magazine, and become familiar with it by reading the article and examining the pictures. Position a 4 of Hearts card between that page and the facing page, being certain that the card is not visible when the magazine is closed. Make sure that the cards are in short-long-short-long order. The top card on the deck must be the 4 of Hearts, and the bottom card on the deck should not be the 4 of Hearts.
PERFORMANCE

**Step 1**  Hold the deck by the ends, making sure that the back of the deck is facing your palm. Riffle the cards into your other hand.

**Step 2**  Instruct a volunteer to tell you when to stop riffling, and then ask him/her to pick the top card on the lower stack. Keep the deck separated where the card was removed. Instruct the volunteer to hide the card from you, memorize its face, then place it back in the deck in its original location.

**Step 3**  Keep the card faces hidden, and deal the deck into two separate stacks by counting 1, 2, 1, 2, etc. This will separate all of the 4 of Hearts cards into one stack, and all of the normal cards into another stack.

**Step 4**  Choose cards from the regular stack (not the 4 of Hearts stack) and place them randomly in pages of the magazine. Be careful not to put an extra card between the pages with the 4 of Hearts you placed earlier.

**Step 5**  Explain how you, as a magical editor, can locate the chosen card without opening the magazine. Describe the page that you are seeing in your mind: pictures, topic of the article, etc. Ask the volunteer to look through the magazine until that page is found with the card next to the article you described.

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This card trick should only be done as the last trick using the Svengali Deck in a performance. Additional tricks performed with the deck will fail unless the cards are once again set up in short-long-short-long order.
This section contains words and phrases which are commonly used with magic card tricks. Some terms below are not used with the tricks in this book, but are important in understanding magic as a whole.

**back of a card**  
The side of a card which is usually printed with a decorative pattern or picture. The backs of magicians’ cards may be printed with minor differences, which are difficult for a non-magician to recognize. These differences help the magician trick the audience.

**bottom of the deck**  
The opposite or bottom side of a neatly stacked deck of cards, with the decorative pattern or picture facing up.

**break**  
A sleight of hand technique which involves carefully slipping a finger into a deck of cards in order to separate them and mark a specific card’s location.

**double back card**  
A card which has a decorative pattern or picture printed on both sides. A double back card does not have a face.

**double face card**  
A card with an Ace, Jack, Queen, King or a number and a suit printed on both sides. The two faces may be the same, or they may be different. A double face card does not have a back.

**double lift**  
A sleight of hand technique which gives the illusion that only the top card from a deck has been lifted, when the magician has actually removed the top two cards. (See the “double lift” trick in Chapter 6.)

**face**  
The side of a card printed with an Ace, Jack, Queen, King, or a number from 2 to 10. The face also shows the suit: ♦ Clubs, ♠ Diamonds, ♣ Spades, or ♥ Hearts.

**forced card**  
A card picked by an unsuspecting volunteer, who has been secretly guided to pick a card that was chosen ahead of time by the magician.
<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>forcing deck</td>
<td>A specially designed deck of cards that helps a magician guide volunteers to pick specific cards. The Svengali Deck is a type of forcing deck. (See Chapter 6.)</td>
</tr>
<tr>
<td>full deck</td>
<td>A deck containing fifty-two cards. Each deck contains an Ace, Jack, Queen, King and numbers 2 - 10, in each of four suits: ♣ Clubs, ♦ Diamonds, ♠ Spades, and ♥ Hearts. Additional Joker cards may also be included.</td>
</tr>
<tr>
<td>gimmick</td>
<td>A specially designed item or device used to perform a magic trick. A Shaved Deck is an example of a gimmick. (See Chapter 4.)</td>
</tr>
<tr>
<td>glide</td>
<td>A sleight of hand technique which involves sliding the bottom card of a deck away so the card above it can be secretly selected. The second card will then appear to be on the bottom of the deck.</td>
</tr>
<tr>
<td>glimpse</td>
<td>A quick and secretive glance at a card. It is important to do this without being noticed. A glimpse may be useful in tricks performed with regular playing cards.</td>
</tr>
<tr>
<td>Hindu shuffle</td>
<td>A method of shuffling which is useful with the glimpse technique and key card tricks. (See Chapter 1.)</td>
</tr>
<tr>
<td>key card (locator card)</td>
<td>A special card used to locate a specific card in the deck (a key card is sometimes referred to as a “locator card”). The key card technique may be useful in card tricks performed with regular playing cards, and also works with the glimpse technique.</td>
</tr>
<tr>
<td>long card</td>
<td>A key card that is slightly longer in length (about 1/16” longer) than the other cards in a deck.</td>
</tr>
<tr>
<td>overhand shuffle</td>
<td>An easy and popular method of shuffling, which is ideal for use with the X-Ray Glasses Deck and the Shaved Deck. (See Chapter 1.)</td>
</tr>
<tr>
<td>palming</td>
<td>Using the palm of the hand to hide a coin or other object from the audience. (See Chapter 2.)</td>
</tr>
<tr>
<td>practice</td>
<td>Repeatedly performing a trick (often in front of a mirror). This helps the magician master tricks and develop effective sleight of hand skills.</td>
</tr>
</tbody>
</table>
riffle, or riffling  Holding a stack of cards by the ends, and allowing the cards to fall out of the stack one at a time. Riffling is useful for shuffling cards and for performing tricks using the Svengali Deck. (See Chapter 1 and Chapter 6.)

set up  Arranging cards in a certain way before performing a trick. The audience should never be allowed to see the magician performing a set up.

Shaved Deck  A gimmick deck of cards that has been shaved on the sides, or stripped, so that the cards are slightly narrower at one end. This design allows the magician to locate a volunteer’s card in the deck easily.

short card  A key card that is slightly shorter in length (about 1/16” shorter) than the other cards in a deck.

shuffling  Any method of mixing up a deck of cards. (See Chapter 1 for several shuffling techniques.)

sleight of hand  Smooth, unnoticeable hand movements used by a magician, which help conceal the secrets of a magic trick.

stock  Any portion of a deck of cards which is set up in a special order before performing a trick.

suit  One of four symbols printed on the face of each card: ♠ Clubs, ♦ Diamonds, ♣ Spades, and ♥ Hearts. There are 13 cards of each suit in a full deck.

Svengali Deck  A gimmick deck of cards which contains 26 regular cards and 26 short cards. The short cards are all printed with the same, identical face.

top of the deck  The top side of a neatly stacked deck of cards with the decorative pattern or picture sides facing up.

X-ray glasses  A gimmick pair of glasses with colored filters on the lenses, which allow the magician to see invisible markings on the back of specially-marked cards.