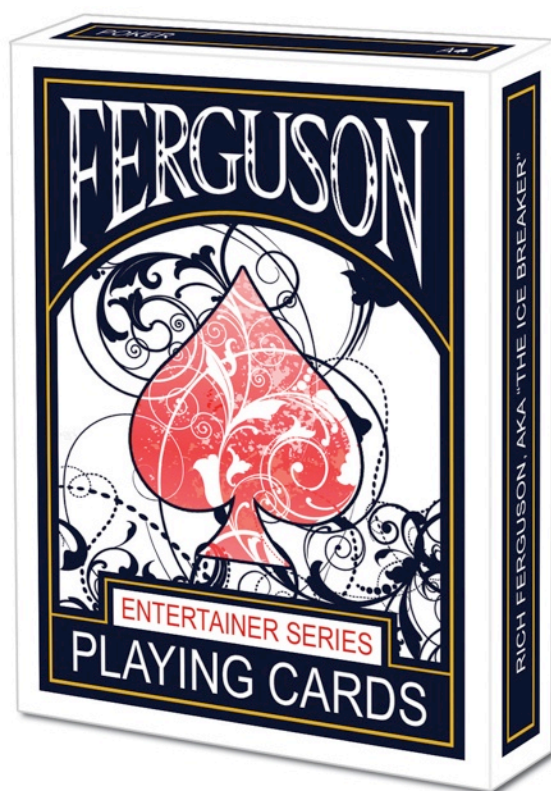


R I C H F E R G U S O N
P L A Y I N G C A R D S

Features, Hidden Secrets and Tricks!

MAGIC TRICKS WITH
RICH FERGUSON PLAYING CARDS



MADE EXCLUSIVELY BY THE UNITED STATES PLAYING CARD COMPANY

Want to entertain your friends?

I'm happy to be bringing you this special book of easy-to-learn magic techniques, card deck secrets and fun. Enjoy all you can do with it!



"Have a great time with it!"

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Published by: Rich Ferguson Entertainment

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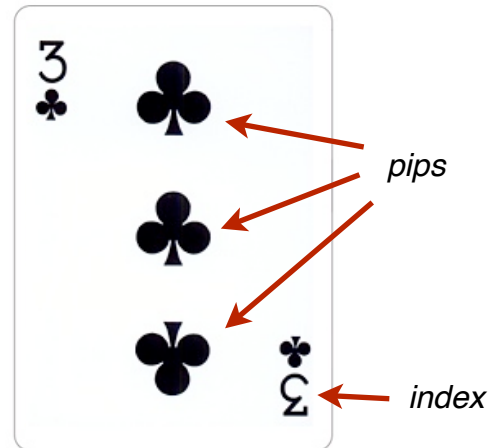
Card Terminology and Legend

As viewed in your hand, or on the table in front of you.

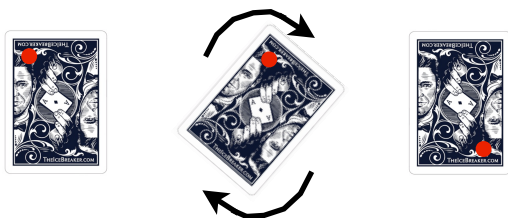
CARD BACK



CARD FACE



ROTATE *end-for-end*



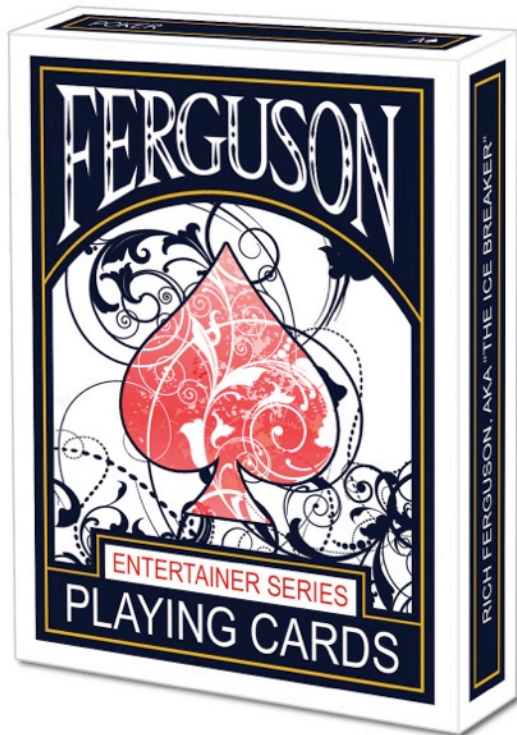
Flipping a card; flipping the deck:
flips the deck from face-down to face up (or vice-versa).

A side-to-side flip keeps the far end of the deck on the far side.

An end-for-end flip is the same as a flip and rotate, moving the far end of the deck to be the near end.

Hidden Secrets of the Rich Ferguson Deck, Explained

Although these are completely standard cards made by the United States Playing Card Company, there are some added features and built-in secrets! Here's a full list of them. Each secret will be explained in full detail in this book.



- Secret one-way back design!
- Bar code reads; "QU33N of H34RT5"
- Duplicate gaff Joker with 7 of Diamonds prediction
- Duplicate back card with 3 of Clubs Prediction
- Ace of Diamonds prediction
- Jack of Spades prediction
- Hidden "1089" for mind reading trick
- Modern Bicycle card case design
- "Magician Catching Card" Joker
- Rich Ferguson Magic Hands "Escher" back design
- Includes Rich Ferguson bio card
- Includes "Deck and Magic Trick" info card
- Wrapped in USPC clear wrap with USPC seal
- Standard USPC faces and Ace of Spades

There are several predictions hidden within the cards. You will learn how to "force" these predictions and entertain your friends. Don't worry about dexterity, remembering complicated set ups or having to master years of sleight of hand or body language! Nope... I will show you effective and easy ways to force cards and perform several fantastic tricks anyone can do! For those that are seasoned magicians, you have probably already have ideas about how to use the predictions on the card backs, joker, duplicate gaff card and card case in your own routines.

Have fun!

One-Way Back Design Secret



Take a look at the back of your cards. At first glance, the cards are perfectly symmetrical from end to end. This is important so the cards are not distracting when used in play and so nobody can cheat with cards. That said, we took the liberty of altering one very subtle part of the card. You will not be able to notice this except up close and in your hands, so there is no worry about these used in card games.

As seen in the picture, there is one small piece of "hair" art missing on one end. You can see 5 lines on one end of the card in this area and only 4 on the other! This design will allow the cards to be handled freely without anyone noticing. However, as you will learn later, this marking will allow you to do tricks without insane amounts of magic mastery! It may be a little hard to imagine by looking at this one picture, but when you spread the cards looking for this mark, it will stand out for you.

Later, in the tricks section, you will learn numerous tricks with the concept of our secret "One-Way" deck.



The only thing you have to do to perform all the One-Way tricks is start with the cards arranged in the same direction. Simply orientate every card in the deck with 5-stroke hair marking to be toward the same end and you are set! When shuffling, be sure to split the deck and orientate the two halves in the same direction before shuffling to keep things end-for-end aligned.

Overhand shuffling will automatically keep the cards oriented properly to use this one-way back feature.



Four black strokes of hair on one end, five on the other.

Secret Bar Code



The “Queen of Hearts” or, in this case, “QU33N of H34RT5” is located within the bar code. Although this is a commonly selected card, you will later learn how to “force” this card to reveal this clever prediction.

Make the most of this feature: if someone ends up mentioning the Queen of Hearts, you can turn it into a prediction on-the-fly if you are clever and have a deck of Ferguson cards and case with you!

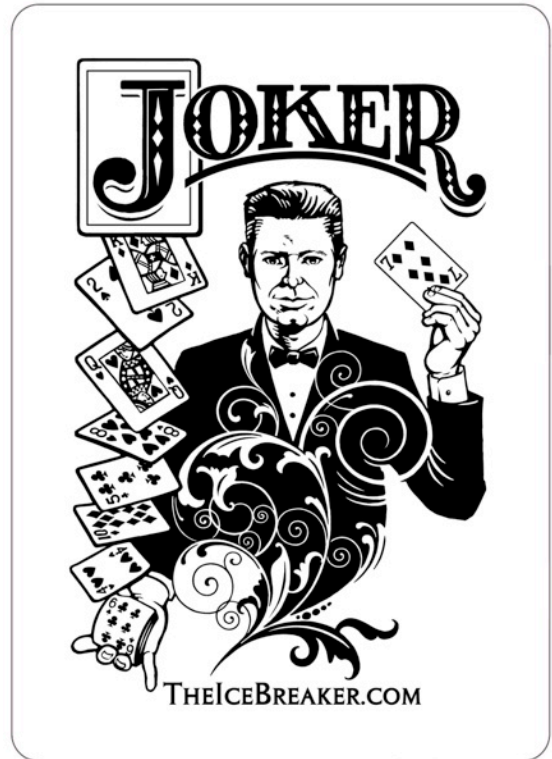


Duplicate Joker & Gaff



There is an extra Joker *gaff* (gimmicked card) included with the deck of cards.

The regular Jokers show the magician holding an Ace of Diamonds (which will be used in tricks later). Your extra Joker shows the magician holding a 7 of Diamonds! You will learn several tricks to incorporate this sweet extra card.



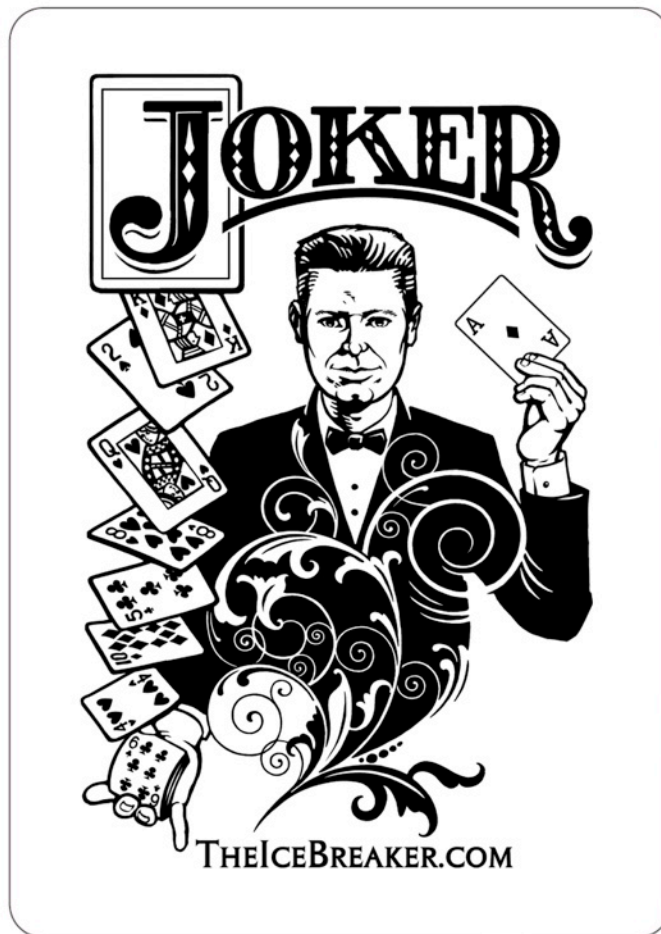
The Back of the Joker Gaff is also altered. The back shows the hands holding a 3 of Clubs instead of the Ace of Diamonds as shown throughout the entire deck. Again, there will be tricks using this “change.” This Gaff Back also has the altered secret spot in the hair for easy location for the tricks you will learn later.

Ace of Diamond Prediction



On all the backs, you will notice the Ace of Diamonds. Also, the Jokers show the magician catching the Ace of Diamonds.

In the tricks section, you will learn how to take advantage of this prediction. For now, just be aware of this feature in the cards.



Notice of the cards that are springing up from the magician's hands on the face of the Joker. These will be used in a great trick later.

Jack of Spades and 1089 Predictions



If you open up your card case, you'll notice two flaps that tuck under the top of the deck tongue. One is blank and one has the Jack of Spades on it. This will be used in a prediction you will learn later.

"1089" is located on the top of the card case. This will be used in a couple variations of a math or mind-reading trick. Don't worry, you will not be required to know anything about body language, suggestion or psychology! I have designed several fun and self working tricks for you!



Techniques and Forces 101

The following Techniques and Forces are referenced by the Tricks section, where they will appear in **BOLD** type. Whenever you see a bold term in the Tricks section, you know to come back here for the details of that technique.

You'll have fun learning how to "force a card", how to shuffle cards without really shuffling them, and how reverse the deck from end to end. Some of the tricks you perform may require one, two or none of the techniques - it's up to you! I'll show you very simple methods that require little practice. The key is confidence: if you can do the moves confidently, you are good to go. If you aren't quite sure of your confidence level yet, then practice the moves a few more times to get the feel down pat.

To make it much easier to follow the chosen or reversed cards in the following instructions, they have been marked in the illustrations. The photos use standard-back red Bicycle cards for image contrast and clarity. The dot in the corner represents the subtle line in the hair (the one-way back design) the indicates the 'marked' end of the Rich Ferguson Playing Cards.

The big "X" represents a selected or chosen card. Enjoy!



You'll be having fun in no time!

Card Force: Criss Cross Cut



Mission: To force the top card of the deck, making it the spectator's selected card.

Secret: The spectator thinks they cut to a freely chosen card, but it is simply the top card all along!

How to do it: First of all, it is hard to believe this works! With the markings shown in the photos, it will be easy to follow. However, done with an unmarked deck, nobody will notice!

Place the card you want to force on the top of the deck.

If you wish, you can use an **overhand false shuffle**, explained later. As long as you end up with the force card on the top of the deck, you are all set.

Have a spectator cut anywhere they want. Gesture with your hands what to do. Motion the cutting action of placing the top half next to the bottom half. (As in Figure 1)

Once the deck halves are next to each other, say, "Let's mark where you cut." Place the remaining cards like an "X" on top of the cut cards. (Figure 2)

As easily seen in the photo, the card that is to be forced is below the top half. At this point, distract the spectators from focusing too much on the deck by talking about something else for a short moment. Talk about the trick you are about to perform. Talk about the fact that you are going to show all the cards in a moment to prove they are all different. Talk about anything.

Figure 1

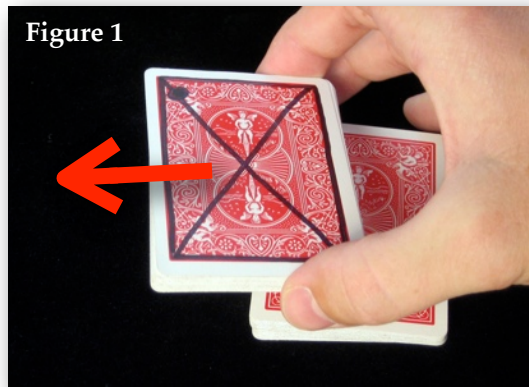


Figure 2



After that, simply say, "Take a look at the card you cut to and please make sure you remember it!" What you do while saying this is remove the top portion and point to the original top card! This is a complete bluff but can not be reversed engineered easily since there was no real pressure or suspiciousness to begin with. They really believe their card was chosen fairly!

Card Force: The Hindu Shuffle



Mission: To force the bottom card of the deck.

Secret: As you are shuffling/stripping cards off the top of the deck, the bottom card always stays on the bottom!

How to do it: Place the card to be forced on the bottom of the deck.

Hold the entire pack with the right thumb and middle fingers along the sides of the deck and toward one end of the pack, allowing the entire pack to stick out toward your left hand. This will allow the left hand to grab from underneath and remove packets of cards off the top of the deck.

(Figure 3)

Pull off chunks of cards off the top of the pack onto your left hand. Notice the position of the left first finger. (Figure 4) This will help keep the cards from falling all over the place!

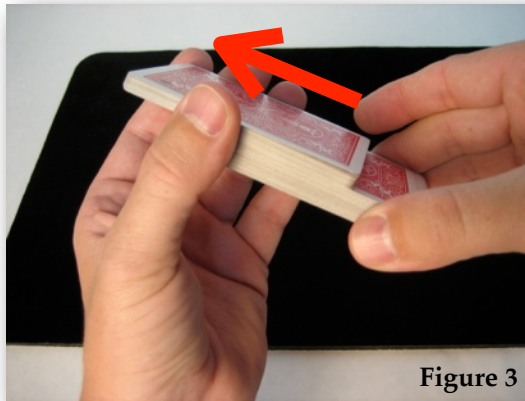


Figure 3

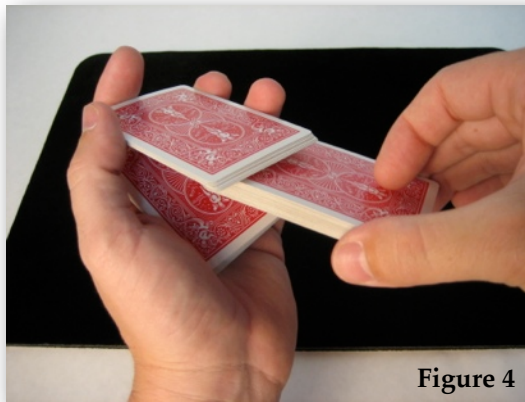


Figure 4

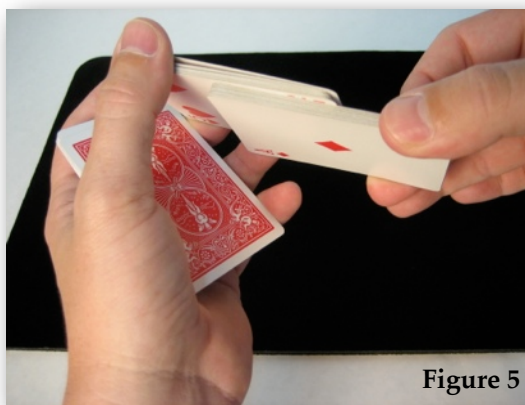


Figure 5

After you have pulled a packet of cards off the top of the deck, let the packet drop into the left palm. Repeat the action. When pulling the next chunk of cards away onto the left hand, be sure to make close contact with the remaining deck and packets that have been already removed. This will look like you are removing chunks of cards from the middle of the deck. In actuality, it is a very fair shuffle/stripping motion. The only thing people do not notice is that the bottom card of the right pack is always the bottom of the original pack! (Figure 5)

As you are pulling these little chunks off into the left hand, instruct your spectator to tell you to stop. Once the spectator tells you to stop, simply lift up the right hand packet and show them the

bottom card. Have them remember it (or remove it if the trick calls for it) and continue with the trick. You have just forced a card that seems 100% free choice without learning years of sleight of hand!

Card Force: The Overhand Shuffle



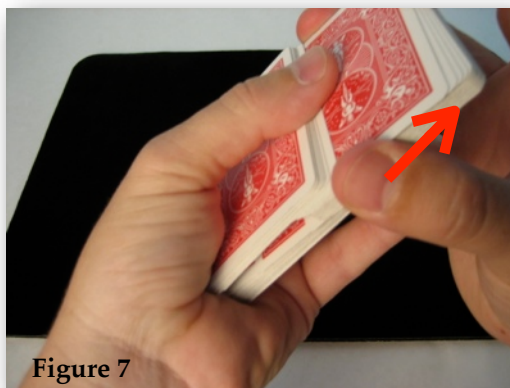
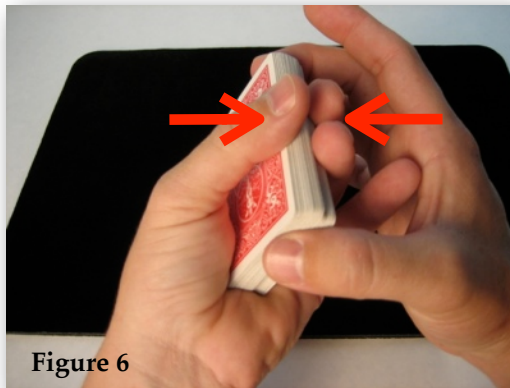
Mission: To force the bottom card (or top card if deck is face up) of the deck.

Secret: The spectator thinks the cards are being shuffled, but there is a section of cards that is never mixed, leaving the bottom card remaining to be forced later.

How to do it: With the cards face down, have the selected card on the bottom. (Note that you could do this face up with the force card being the original TOP card of the deck... but learn it this bottom-card way first.)

Place the cards cradled in the left palm leaning onto the fingers of the left hand. (Figure 6) The thumb of the left hand and middle fingers of the left hand will overlap the edges of the cards. This will allow the right thumb and middle fingers to pull out the center of the pack! (Figure 7)

After the left thumb has pulled off and retained the top portion of the cards, take the remaining cards and place them (still gripped by the right thumb and middle finger) on top of the deck. Repeat several times. (Figure 8)



To finish up, you may set down all the cards as you pull one last section from the middle of the pack and place it on top of the deck. This illusion really looks fair. However, the portion of cards that is overlapped by the left middle fingers is never taken. Therefore, the bottom card is always going to remain the bottom card!

From here, you can force the bottom card when necessary!

If this shuffle was done face up, the same action would cause the current top card of the deck to remain unchanged. Try it, too.

Bottoms up to you!

Flipping the Deck While Squaring the Pack



Mission: To reverse the deck end-for-end without being obvious!

You could even show all the cards are different before squaring them up and it will seem very fair to “clean up” the scattered card spread.

Secret: In a simple and fair squaring action, the cards are flipped end-for-end. The spectator's card remains in its original orientation, allowing you to spot it using the special one-way-back markings.

How to do it: The dots will help orientate you through this extremely easy and fair deck reversal.

Have a card selected. (Figure 9) (This card is marked with a large “X” for instructional purposes only.) Notice all dots are in the upper-left corner.

Instruct the spectator to remember their card. As they remove the card and begin to look at it, square up the deck onto the table surface. By turning the deck on it's side. (Figure 10)



Figure 9

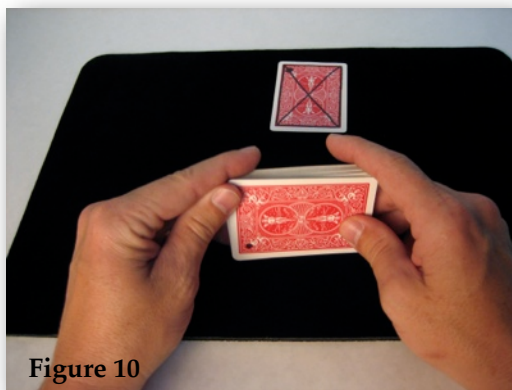


Figure 10



Figure 11

Once the cards are in this neutral position on their side (Figure 10), there is no reference to top or bottom or left or right. There is also no “heat” on you, so do not worry about anything being noticeable. Continue with the reversing process by using the right hand to place the cards into the left hand. (Figure 11).

You can do this entire move in your hands, without a table, as well. Just make a smooth, subtle action to square up the cards.

Once the cards are reversed, you'll be able to locate the back of the reversed, selected card for various tricks using the one-way back secret marking.

Flipping the Deck by Spreading the Cards



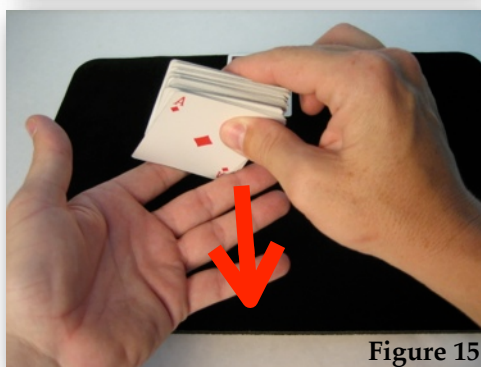
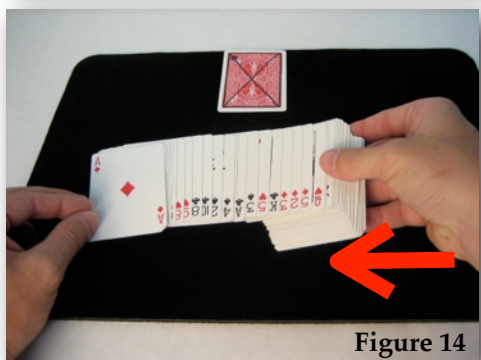
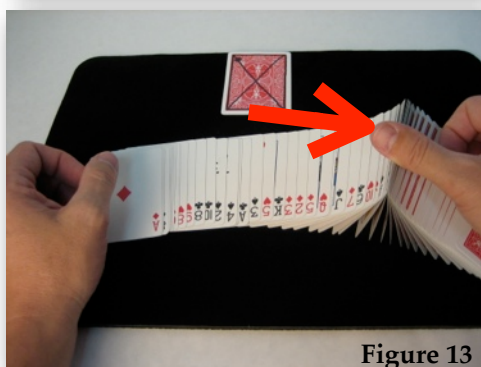
Mission: To reverse the deck end for end without being obvious and adding a little flair!

Secret: In a fancy spreading action, the cards are flipped end for end.

How to do it: This is a key move for using the one-way marking if you have a soft surface to spread the cards on.

Spread the cards and have a card selected. (Figure 12). Starting from the left side of the spread, flip the left edge of the cards up and run your finger across the ridge, flipping the cards face up as you go. (Figure 13)

Once the cards fall all face up, the right hand will scoop up all the cards toward the left. (Figure 14)



Finally, turn the cards back face down by pivoting the cards onto your left hand. Be sure to bring the far end of the deck towards you as you do this! (Figure 15) Do not flip the cards left-for-right; you are flipping end-over-end one-half turn.

For more advanced flourished and tips, look into Rich Ferguson's Card and Chip Handling DVDs.

This is a fabulous, smooth and deceiving way to reverse the cards end for end, with a built-in flourish that looks flashy and fancy!

Easy Magic Tricks

Everyone needs to know a card trick or two to break the ice or have fun with friends!

Some of the following tricks might refer to a “move” or “technique” that you might not know. Just reference the “Techniques and Forces” chapter. These are mostly self working and manageable for anyone of any age or skill level.

To help out, the main idea used in a trick is [shows in parentheses](#) and techniques described in the Techniques and Forces Chapter are in **BOLD**. Enjoy!

The Profiler (using one-way marking)



Sure, you could spend 20 years mastering micro expressions and body language to pull off “lie detector” tricks or demonstrations of body language... or, using the “One-Way” secret, you could do it today!

One of my favorite tricks is determining what someone is thinking. Today, you will be able to pull off one of the greatest tricks of all times with no practice and knowledge of advanced magic!

Effect: A card is secretly chosen by a spectator and placed back into the deck. The deck is shuffled. The magician proceeds to flip cards over while asking questions and “watches for shifts in eye movement, breathing patterns, body position”, etc. The magician seems to struggle but takes an educated guess and is right again and again and finally nails the correct card! Dang, that magician is good at reading people!

The Trick: Have the deck prepared according to the **ONE-WAY** principle. With the deck face-down, have a spectator legitimately pick any card they want. When the card is in their hand, instruct them to remember it. Meanwhile, rotate the pack end for end (with any method) and then have the card returned anywhere in the deck. At this point, you can easily find the card by looking for the reversed card using the one-way design of the card backs.

Performance: With the popularity of poker tells and shows like Lie to Me and The Mentalist, the popularity of psychology is amazing. You are going to “bluff” them into thinking you are a body language expert!

Don’t worry, this is easy. You already can find the card with ease. To perform this gem, grab a chunk of cards containing the chosen card or cut the deck at a point that is about 6-9 cards above the chosen card. Now pick up the cards, one at a time, and show them to the spectator.

As you show them each card, actually observe their face and make up comments about anything that you see. You KNOW that the card you are holding is NOT their card, so say something like, “Mmm, I can see that you are breathing normally and there was no change in your eye dilation... I am guessing this is not your card.”

Continue to PLAY with them until you reach their actual card, which you identify from the one-way marking on the back. Here’s the fun part: you KNOW this is their card and when you hold it up, you will most likely see a real reaction of some sort! You can mention that real reaction and make up something about how it reveals their chosen card. If you do not pick up on reaction, you can just say something like, “AH! Your attempt to freeze up and reveal nothing to me makes me suspicious about this card! This must be your card!”

Liar! (using one-way marking)



This is the same trick as The Profiler, except with a twist!

Effect: A card is secretly chosen by a spectator and placed back into the deck. The deck is shuffled. The magician proceeds to flip cards over while asking questions and talking about “watching for shifts in eye movement, breathing patterns, body position”, etc. The spectator is instructed to try to fool the magician by either lying or telling the truth about the card, as they choose, as cards are shown. One at a time, the magician is always right, showing amazing skills at reading people!

The Trick: Have the deck prepared according to the **ONE-WAY** principle. With the deck face down, have a spectator legitimately pick any card they want. When the card is in their hand, instruct them to remember it. Meanwhile, **ROTATE** the pack end for end (with any method) and then have the card returned anywhere in the deck. At this point, you can easily find the card by looking for the reversed card back!

Performance: To perform this gem, grab a chunk of cards containing the chosen card or cut the deck at a point that is about 6-9 cards above the chosen card. Now, pick up the cards, one at a time, and show them to the spectator,

just as you do in the previous trick, "The Profiler."

THIS IS THE DIFFERENCE from the trick, "The Profiler." Instruct the spectator to LIE whenever they want about if the card is theirs or not! Every time, you will know if it is the truth or not and can play off their answer accordingly.

You can make this a trick all about reading them with or without actually revealing that you know which card they picked. It will not be a difficult task to find their card using the one-way method if they insist on it.

This is GREAT practice for becoming skilled at spotting real tells, body language and reactions, by the way!

Bet You! (using one-way marking)



Oh, it is rewarding sometimes to set people up! This is a great bar-bet that you can't lose.

Effect: A spectator picks a card, puts it back in the deck. The magician turns cards face up and places them on the table, each time probing to find out if that was the chosen card or not. The magician obviously does not know what they are doing as they pass right by the chosen card! Then the magician says, "I'll bet you \$10 that the next card I turn over will be your card!" The spectator takes the bet because they know that the magician already blew it and passed their card! Then the magician smiles and simply turns the chosen card back over face down from where it lay on the tabled card pile!

The Trick: Have the deck prepared according to the **ONE-WAY** principle. With the deck face down, have a spectator legitimately pick any card they want. While the card is in their hand, instruct them to remember it. Meanwhile, **ROTATE** the pack end for end (with any method) and then have the card returned anywhere in the deck. At this point, you can easily find the card by looking for the reversed card!

Performance: There is not much to this bad boy! After the card is placed back into the deck, it will be a cinch to locate as you turn each card over onto the table one at a time. The back of the cards will slowly reveal themselves and there is no real worry. If you notice the card

was returned to the deck towards the bottom, you know you will have a lot of cards to turn over! You might consider cutting the deck to bring the card closer to the top. This will not affect the secret if you keep the cards facing the same direction when you cut (or shuffle). A good tip is to lay the cards across each other as they are turned face up onto the table so you can see them all easily. When you come to the chosen card with the reversed image, you know that is their card. Be sure to remember this card once you turn it face up onto the table! Continue with a few more cards, then stop. Act like you just have a hunch the next card is going to be their and offer the bet! They will take it. Then simply go back down to the table and turn over their card you spotted moments earlier! Hey, you said, "I'll bet you that the next card I turn over will be your card!" and you were right!

Telepathy (using one-way marking)



People are almost more amazed with tricks that have no moving parts - like mind reading, for example. Here's a good guise for you.

Effect: A card is chosen and, using "telepathy", the magician is able to reveal the correct card.

The Trick: Have the deck prepared according to the **ONE-WAY** principle. With the deck face down, have a spectator legitimately pick any card they want. While the card is in their hand, instruct them to remember it. Meanwhile, **ROTATE** the pack end for end (with any method) and then have the card returned anywhere in the deck. At this point, you can easily find the card by looking for the reversed card back!

Performance: Once the chosen card is placed back into the deck, it is obviously easy to locate it. The real issue is how do you reveal the card without simply spreading the deck, finding the marking and removing the card! This guise might be something you want to try out.

Tell them that you have "telepathic abilities," and you want to test them out using some cards. Once they have their card in mind, really have them concentrate on it.

Continue in a fashion similar to any of the one-way tricks previously described and locate the chosen card. Perhaps, you could turn the cards one at a time toward you as if you are trying to match the image you had from when they were concentrating. Hold the card facing you, with the back toward them and have them think hard about their card. Or, make up your own "telepathic" method and patter.

Eventually, you will come to their card and you can say you are getting "a very strong impression!"

Here's a tip: It will actually make the effect more believable if you struggle a bit and almost make mistakes along the way.

Add any alien, telepathic or psychic jokes or one-liners that you like to spice up the entertainment in this routine. Have fun with it!

Moving Finger (using one-way marking)



There is an advanced and legitimate art called *Contact Reading*, and it is one of my favorite types of magic. Here, I teach you a very clever way to simulate Contact Reading, seeming as though you can pick up subtle muscle indicators in the body to locate any object.

Effect: A card is selected and lost into the pack. The cards are spread out along the table and the magician instructs the spectator to reach out and point down at the cards with their pointer finger. The magician lightly grabs hold of the wrist and guides the arm back and forth above the the cards. The magician seems to pick up on subtle muscle resistance that helps locate the chosen card, and then he drops the spectator's finger directly on top of their selected card!

The Trick: Have the deck prepared according to the **ONE-WAY** principle. With the deck face down, have a spectator legitimately pick any card they want. While the card is in their hand, instruct them to remember it. Meanwhile, **ROTATE** the pack end for end (with any method) and then have the card returned anywhere in the deck. At this point, you can easily find the card by looking for the reversed card back!

Performance: To mimic Contact Reading, the spectator would have to know where the card is, so it makes sense that the cards will be spread out face up. Therefore, using the marking, go through the cards and cut the

cards bringing the chosen card to the top of the deck, deck & chosen card face down.

Turn the cards face-toward your self and say, *"If I was to pick a card among all of these cards and I picked, lets say the Ace of Hearts, and hid it somewhere, a highly trained expert could actually feel for tension in my muscles that would guide them right to my card! It is a science called Contact Reading. Some of the best magicians on the world can barely do it... I was shown a couple techniques I want to try on you."*

Meanwhile, you just peeked at what their card is - the top card! Memorize it. Now you can have them shuffle the cards and spread them face up across the table. Take their wrist and have them point down toward the cards as you "float" their pointing hand over the cards. Spot their card while you patter about the changes you feel in their muscles based on how close you are to the card.

Tip: Do not look directly at their card, but spot it out of the corner of your eye. This really amplifies the effect.

Now locate their card, set their finger right on top of it, take credit and have fun!

It is fun to try and see if you really can pick up their muscle tension. Two things are likely to happen: either, the spectator will slightly push you toward the card; or, they will try to keep you away from it! See what you notice!

Joker's Wild (using one-way marking)



Sometimes telling a story using several cards can be quite entertaining! Here's a clever way to use some other hidden secrets to the deck.

Effect: While the magician is shuffling, the spectator chooses a card. The card is lost into the pack. The magician cuts the cards and pulls a card out and places it on the table with confidence. It is the wrong card. The magician tries again. Failure. Several more cards go by ...then the Joker reveals that this was all just according to plan! All the cards pulled are exactly as shown on the Joker card! Then in a causal surprise, the spectator is asked to turn the next card over. It is the chosen card also held by the Joker magician! Wow!

The Trick: Set up deck with the cards arranged as shown on the Joker. Start with the Ace of Diamonds face down. On top of that goes the King of Diamonds followed by the Two of Hearts and so on. Put the final Six of Clubs on top and place that entire pile under the rest of the deck. You'll use the **HINDU SHUFFLE** to force the selection of the bottom card, the Ace of Diamonds.

Alternate preparation: You could also arrange these cards on top except with the Ace of Diamonds as the top card and do the **CRISS CROSS CUT FORCE**. You could even substitute the gimmicked Joker and Three of Clubs instead of the Ace of Diamonds for some variety.

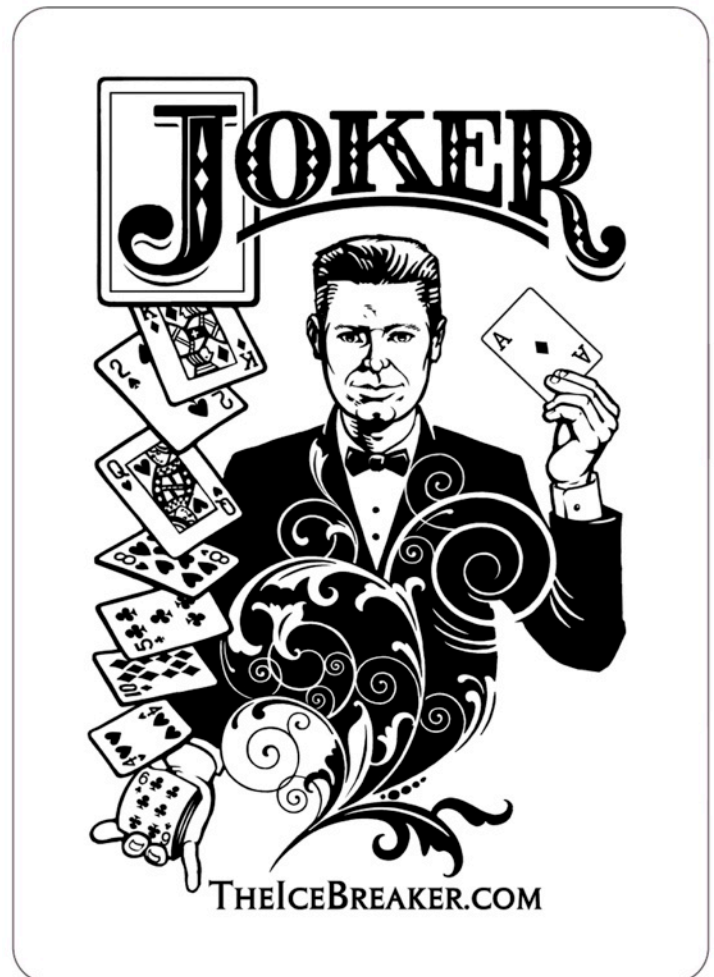
Performance: For such a great premise, numerous cards and final prediction, it's amazing this is 100% self working, except the basic Hindu Shuffle you must practice for a bit.

Once the cards are set up, begin by forcing the The Ace of Diamonds as the selected card. When they say, "Stop!", show the card for just a moment and have them remember it. [Replace the cards as they are onto the other cards.](#)

Likely, the chosen card will be toward the middle of the pack. Have them think of their card for a moment and look at them as if you are picking up on something. Turn the cards toward you and spread through them looking for the top card in your "stack" of prearranged cards, the Six of Clubs. Cut the cards, bringing this Six of Clubs and all the other cards to the top of the deck. Turn the cards back down and deal the top card onto the table as if you are certain it is the chosen card the spectator spotted earlier. When they look at you like you are a goofball, try again with the next card as if you were just off by a card. Pause for a moment and say, "Wait a minute, something is not right... hold on..." Deal several more cards until you get to the Joker and pause again. This time say, "Ah ha! I have it... See, it's a TRICK... The Joker is Wild so it can be anything it wants!... In this case, I'm saying it is YOUR card!" Place the Joker down next to the other seven cards and take a moment to let them think they "got you".

Then point out, *"Hey, wait a minute! It is all coming together now like magic.... Look, the Joker has a message for us. All the cards that appeared are exactly the same as what we just dealt onto the table!... OH, and he has plucked one card from the air!"*

Put the rest of the pack on the table just past the Joker. Let this moment sink in for a second before letting the spectator turn the next card over from the packet. It will be the chosen card!



Flip Flap - (using card force)



So, you forced a card... Simply looking for it in the pack and removing it and saying, "This is your card." might not be enough impact or surprise. Here's just one of many ways to reveal the prediction using the idea of a prediction already planted somewhere. In this case, it is the flap marked with the Jack of Spades.

Effect: The cards are taken from the case and the spectator notices the white flaps that stick out of the side of the case. The spectator chooses a card and it is lost back into the deck. The magician struggles to find the card and then puts the cards back into the case. He looks into the top of the card case and seems to get a clue to what the chosen card is and points out to the spectator that the chosen card is now printed permanently on the card case flap that was blank just moments ago!

The Trick: There are two simple things at play here. One, you will **FORCE** a card any way you choose. Two, there is a simple trick to showing the flaps blank when they are not. Essentially, you will flip the flap open with the printing out of sight (face down if holding the case up and open) when removing the cards. The other flap is left up and just out of the way enough to get the cards out of the case. The case then can be turned around casually and nobody would expect anything to be written on the bottom of the Jack of Spades flap.

Performance: The key action here is in removing the cards. With the card case in the right hand and the back of the case facing the spectator, reach over to open the case with the left fingers. With the left thumb on the face of the pack and the left fingers closed onto the back of the pack, it will hide the flap when you open the case tongue (the top and rounded tucked part). Using your left first finger, pull open the top. Your left middle and ring finger will easily hide the marking of the Jack of Spades.

As you start to remove the cards, simply bend the Jack of Spades flap out of the way and down, away being seen. Once the cards are removed, you can casually comment on those irritating, useless flaps that get in the way. Perhaps even bending them back and forth careful not to expose the Jack of Spades.

The flap that is blank on both sides is your friend and can be seen on both sides as you move the deck around. Essentially, you show the blank flap twice, giving the impression that you have flashed both flaps.

This all will give an illusion that the flaps are just flaps. Put the case on the table with the flap that is blank toward the audience, or you can place the case into your shirt pocket. This seems like a lot, but this action is casual and takes a few seconds including removing the cards!

Now just **FORCE** the Jack of Spades any way you want. After the card is seen by the spectator, the cards can be shuffled. "Struggle" figuring out the card; use any method and patter you find fitting before pointing out that the card is now printed on the flap.

Alternate reveal: You could easily put the cards back into the pack and close the cover while handing the cards-in-case to the spectator. In this version, you could tell them to concentrate on the card and have it rise out of the pack and into your mind... then have them open the card case top to let the vision out. It will be found stuck to the card flap.

The flaps are used to help keep the card case top closed, but we felt it might be fun for a one-time effect by completely ripping the printed flap off (after apparently both flaps being blank) and putting into someone's pocket for another way to reveal the Jack of Spades. It's all up to you!

Back Rub - (using card force)



If you leave the cellophane on the deck of cards after opening the top portion, you will have a nice hiding spot for the extra Gaff Joker! If you slip the Gaff Joker (or any card for that matter) between the case and cellophane, it will not likely be noticed until you remove it! We are taking advantage of the fact that the back of the card case is an exact match to the back of the cards.

Effect: The performer has a spectator select a card. The card are shuffled by the spectator and put back into the card case. The magician closes the flap and is able to remove a card from the deck still. It turns out to be the wrong card... but upon further examination, it is revealed that the chosen card, the Three of Clubs is now on the back of the card!

The Trick: Place the duplicate Joker with back facing out inside the cellophane on the back of the card case. **FORCE** the Three of Clubs in any way you desire.

Performance: Although you can easily hide any card on the back of the pack, we are using the extra Joker for this explanation. Start with the extra card hidden and proceed with any force you like. Once you force the Three of Clubs, you are all set. You might consider pointing out that the back of the cards show a magician holding a card, the Ace of Diamonds. "I have a secret relationship with the magician and can make him do anything I want..." Have

the cards mixed up and try to find the card in any way you want. Act as if there might be a communication problem of some sort and explain that the cards need to be put away for a second.

Close the pack up. Similar to a genie bottle, rub the card case allowing it to appear as if one card simply melted right out of the pack. "The magician has sent me a message!" As you rub, it will be easy to allow the card to slide out of the back with your fingers dragging on it. Show the Joker and ask if this was their card. A little acting here will make it look like you have received another message from the magician... "Oh, you are holding the card?" Turn the card over and reveal the back!

Note: If you know how to palm cards, it is an easy way to steal this extra card from a closed pack! That's a great secret for you!

Bar Code - (using card force)



Some predictions are more exciting and perplexing than others. For instance, writing a chosen card on a piece of paper in front of someone seems pointless because you could just tell them. However, it seems more impossible if the prediction is found printed on a menu, card case or on a piece of paper hidden on the spectator! This uses the hidden bar code message and seems to very surprising to spectators. Also, the Queen of Hearts is likely the most common card picked by a female.

Effect: A card is picked and lost into the deck. The magician mentions that he is able to scan the cards (just like a bar code scanner) and figure out the chosen card. After waving their hands over the cards, the magician struggles to figure out the card and can only pick up lots of vertical lines and not a clear image of the card. "I must be doing something wrong as I'm just seeing a bar code now..." Moments later, the magician reveals that bar code on the bottom of the deck to actually read the Queen of Hearts!

The Trick: You will **FORCE** the Queen of Hearts and make up the rest! The Queen of Hearts, as described in the "Breakdown of Hidden Secrets" section, is printed within the barcode of the card case.

Performance: There are no "moves" or set ups required with this. Follow the premise in the

Effect or make up something entirely different. One variation to consider is the guise of Psychology. Act as if by having the bottom of the deck facing the spectator, you have influenced their choice of card. You could easily say, "See this card case sitting here... when we started, I pulled the cards out of the case while flashing the bottom of the card case towards you. Your subconscious picked up on this and caused you to magically pick the Queen of Hearts! That was your card, right? Well, take a look closer at the bar code and see what your subconscious saw minutes ago." There are two entirely different ways to handle this prediction.

Number Magic - (1089)



There are “numerous” tricks done with numbers and math. This one is pretty simple and involves another prediction printed right on the card case!

Effect: Three random number are chosen by a spectator. Meanwhile, the magician deals three random cards. The numbers are rearranged and subtracted from each other.... then added. The result is found to be the chosen cards by the magician and then printed on the card case!

The Trick: The secret to the math portion of this trick is quite interesting. Instruct your spectator to take any three numbers. You will want to have a note pad and pencil ready. Give an example like 3-4-7 or 6-2-1. Be careful to remind them to make it “harder” and more interesting by making sure all the numbers are different. (In fact, there are some duplicate numbers that can be picked that can ruin the trick! If the numbers are different, it works 100% of the time!) Have them reverse the numbers and subtract the smaller from the larger. Now simply have them reverse the results and add them up. This number would certainly appear to be random, but it is always 1089. ($1+0+8+9=18$ which is a multiple of 9 principle in mathematics. If that hurts your head, just accept it and do the trick.) The secret to the three dealt cards by the magician also being 10, 8 and 9 is simply “stacking the cards” ahead of time. You can put them on top and execute an **OVERHAND SHUFFLE** or make

up any method you want. Set the cards up in order of 10, 8 and 9 (with the 10 being the top card) and this trick works itself!

Performance: Bring out a deck of cards, a note pad and something to write with. Tell the spectator you are going to make a marvelous prediction as you shuffle and then deal three “random” cards. Then you ask the spectator to write down their three random numbers (see Effect for all details). Have those numbers reversed and subtract the smaller from the larger. Take the result and reverse them and add them up. The result is 1089. Reveal that you predicted this long ago and reveal that your cards are 10, 8 and 9! As a kicker, point out the bottom of the card case that has been staring at the spectator the whole time! Note- You can even use the guise that the spectator is able to have their random numbers match your cards you dealt. Sometimes, the spectator enjoys the trick more when they felt like they did something lucky or magical.

Other Tips and Ideas



With the ability to notice which cards are reversed, you can make up tricks easily. For instance, consider reversing just the Aces to be able to “locate” the four Aces for a variety of effects. It is limited only by your imagination.

Spontaneity counts! Take advantage of anything! The Aces of Diamonds, Jack of Spades and certainly the Queen of Hearts are very commonly picked cards. If someone just mentions this card during any trick you might be doing beyond this e-book, consider incorporating the “prediction” in some way. For that matter, even the 3 of Clubs or Seven of Diamonds, although less common, will work as well. For instance, if I was doing a trick where it did not matter at all which card was selected and I said, “Name a card, ” and the mentioned card was an Ace of Diamonds, I would spread the cards and reveal that ALL the cards in fact now have their selection on them! Using the duplicate card, you could even show the Gaff Joker, switch it for the regular Joker and reveal that the magician is now holding the chosen card! Winging it is half the fun.

If you are an inspiring magician and know of fancy card switches like “snap changes”, there will be endless ways to reveal the forced card. The Official Poker Card Stunts, The Official Poker Shuffle & Cuts and The Official Poker Flourishes DVDs are fantastic DVDs for learning dozens of clever ways of playing with cards.

There are lots of options with these cards. I encourage you to make up tricks of your own. Have fun!

Rich Ferguson



Rich Ferguson, AKA, “The Ice Breaker”

Using wit, charm, sleight of hand, mentalism and comedy, Rich has created a whole new form of magic and entertainment. From celebrity and private receptions to corporate functions and fundraisers, Rich is counted on as a unique catalyst to getting guests engaged and excited.

Rich has won numerous business and entertainment awards and enjoys consulting entertainers, directors and companies with creative ideas.

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Message from Rich

Thanks for purchasing my deck of cards! Your support is greatly appreciated! I hope you enjoy messing with people as much as I do. People are always asking me, “Can you teach me a trick?” ... I’m glad I finally have a tool with this deck of cards to share some tricks that do not take years of mastery. For those magicians who happen to have purchased this e-book and deck of card, thanks for your support as well! I’m sure you’ll come up with dozens of great tricks using the subtle designs in the deck! Good luck and have a blast! You all make it worth it.