



Inside Ed's Head

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Numbered, Numbered, Weighed, Divided (It's Aramaic—look it up!)

The effect uses a Mene-Tekel deck, a gaffed deck that I hadn't heard much about since I first read about in Jean Hugard's *The Encyclopedia of Card Tricks*, when I was a teenager. Recently, I've seen it used by some lecturers, and it's been exposed on YouTube. For those of you unaware of the Mene-Tekel's properties, let me elucidate. The deck consists of long/short pairs of cards. Each pair has two cards of the same value and back color. The top card of the pair is typically the short card; this way, when the deck is riffled or dribbled, the card selected will have its duplicate immediately underneath it. This allows the magician to cut the deck after the card is removed, which brings its duplicate to the top.

Variations are possible. The pairs can be roughed, so the deck can be fanned to "show" they are all different. The long card can be the top card of the pair—this would bring the duplicate to the bottom after the cut. Lastly, the cards could have different colored backs. (I'll write up my idea for a trick using this setup sometime when I can't think of anything else to write about.)

Five Card Mene-Tekel Revelation

Effect

A volunteer is requested from the audience. He helps to distribute four selections made by audience members as they call, "Stop," as the magician dribbles the deck.

A fifth card is taken by the volunteer, who immediately places it into one of his pockets, unseen.

Method

You'll need a regular Mene-Tekel deck. After getting a volunteer to help you, point to an audience member in the front row or near an aisle and ask him to say, "Stop," as you dribble the cards from hand to hand. When he's done so, give him a chance to change his mind. Say, "If you wish I could drop a few more cards or start all over again." Only giving these choices stops him from asking for the third card from the top. Now, offer the top card of those in the left hand to your volunteer and ask him to deliver it to the person who chose it.

Do the following as your volunteer moves into the audience: Rotate your left wrist a little bit, so the right side of the deck tilts downward. Use your left thumb to push the top card to the right, about one inch. Now place the right hand's cards *under* this card, but on top of all the rest. This delivers the duplicate of the selection to the top of the deck. (You could have put all the right hand's cards under the left cards, but you *must* use the described replacement for the second through fifth cards, so I believe that the same method would be less error prone.)

Repeat this selection and control with three more spectators from the audience, with the possible exception of offering to let them change their mind—this might end up dragging out the process.

Now tell your volunteer you wish to do something somewhat different. Dribble the cards for him and once again offer to let him change his mind. Once he's satisfied, ask him to take the top card and place it in a pocket *without looking at it*. (Note that I don't mind dribbling the cards for the volunteer. After having four cards selected with a dribble, one more time seems more reasonable than saying, "Pick a card.") Control the duplicate to the top, as before and then ask the volunteer to collect the four cards he left with the audience members. When he returns, spread or fan the deck and ask him to place each card *anywhere* in the deck.

Now say, "For me to find your cards, in the order they were selected, I must first do one quick thing." Now perform your fanciest false cut. (I use the "Flip-flap Cut," from Roberto Giobbi's *Card College 2*, p. 402.) If you don't know a fancy false cut, use any false cut you know. It's important you give the impression you've done *something* to allow you to find the cards.

Now look intently at the first spectator and ask him to concentrate intently on the identity of his card. Take the top card from the top of the deck, leaving it face down, and appear to gather "impressions" from it. Drop this to the table and repeat with the next four cards. When you get to the fifth card, smile knowingly and say, "I think I've got it. Please tell us what your card is." When he names his card, flip the one you are holding face up and accept the applause. Place the selection off to the side.

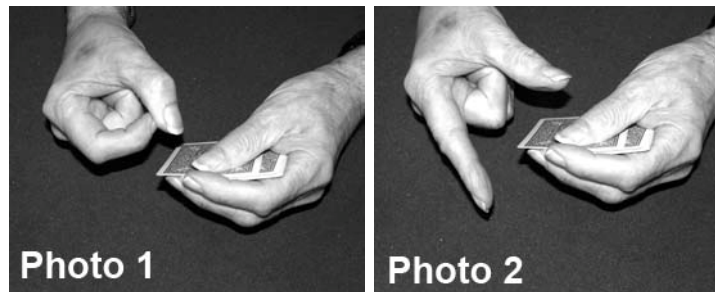
Pick up the four cards and place them back on top of the deck, getting a break under the top two as you do so. You'll now look at the second spectator and tell him you'll produce his card magically—with a couple of cuts. Now perform the "G-H Pop out Move" described in the [March 2015 issue of *Inside Ed's Head*](#). This will pop out a face-up double card, with spectator three's card at its face. (For those who don't want to learn or perform this move, there's an alternative I'll present at the end.)

As the double pops out, "roll" it over the top of the deck as described in the article, removing the single face-down card—belonging to spectator two.

When the double pops out, spectator two will disavow its ownership and spectator three may claim it. Regardless, give spectator two a puzzled look and say, "This isn't your card? What was it?" When he answers, flip your card face up and say, "Like this one?" Drop this card on top of the first one.

Use the reaction to the change of spectator two's card to palm the top card of the deck in your right hand. Turn to spectator three and ask him for the name of his card. Act a little surprised when he names the card that was just transformed. Say, "That's very strange, that's the card I usually keep in my pocket (or wallet). Reach into a pocket of your choice and produce the palmed card.

Turn to spectator four and say, "It's a little harder finding the last card. Please help me out. Start slowly dealing cards in a face-down pile on the table. Ask the spectator to say "Stop," at any time. Assuming you're not dealing too quickly, he'll stop you with no more than fifteen cards on the table. Place the deck off to the side and take the packet into dealing position. Thumb the top card to the right about a half inch. Flick this card one or two times with your right index finger. (Photos 1 and 2.)



Notice that the position of your right hand in Photo 2 enables the world's easiest bottom deal. Say, "You could have stopped me anywhere, but this is the card you chose. What was your card?"

Small Packet Bottom Deal: After he answers, you now must do a bottom deal to reveal the card. Since you have a small packet, the bottom deal is very easy. Your right hand's "take" position has been established by the "flick" you've just done. (Photo 2, above.) Your thumb and index fingers are extended and the rest of your fingers are closed into a loose fist. Your hands move towards each other. The sidejogged card will hit against your closed right fingers as your hands come together, squaring it back on top. Simultaneously, your right index finger moves under the packet and your right thumb abuts the right edge of the packet so you can remove the bottom card and immediately turn it face up by rotating your right hand palm down.

You're now ready for the finale. Palm or cop the *bottom* card of the cards remaining in your left hand. This is the duplicate of the unknown card in your volunteer's pocket. Tell the audience that you always carry a "lucky"

card with you to help reveal the unknown card in your volunteer's pocket. Reach to your left rear pocket with the palmed card and then reproduce it immediately, facing the audience. Say, "The card in my pocket is the Four of Hearts, could you please show us the card in your pocket?" He will remove the matching card, and you'll be given a round of tumultuous applause by all assembled.

Second Thoughts

What if the packet is too big for a "Small Packet Bottom Deal?" If your spectator lets you deal so many cards that you don't feel comfortable doing the bottom deal described above, you should have prepared one of the following sleights, either Marlo's "Immediate Bottom Deal," the LePaul Bottom deal (*Inside Ed's Head*, [3/13](#) and [7/13](#) respectively), or any other bottom deal you can do comfortably.

What if I don't want to learn the "G-H Pop-out Move?" You can simply say that you'll now make spectator two's card rise to the top of the deck. Snap your fingers and do a double turnover. You'll now be displaying spectator *three's* card. Turn it face down and take the top card of the double in your right hand. You'll now be exactly where you'd have been if you had done the pop-out move.

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