

The Ultimate Card Magic Tricks  
(Including All Techniques)

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## Beginner Level

### *2 of a Kind*

**Effect:** The magician picks out two cards. He has a spectator cut the deck. He flips over the cards that he picked, and then he flips over two cards of the deck that was cut. The cards match.

- 1.) Shuffle the deck so the spectator doesn't think you've rigged it.
- 2.) Tell them you will pick two cards. Go through the deck making sure you look at the bottom and the top cards of the deck.
- 3.) Pick out a card that matches the bottom card. (If the bottom card is a Four of Hearts, you would pick out the Four of Diamonds to match it.) Then pick out a card that is the same as the top card.
- 4.) Ask the spectator to cut the deck.
- 5.) Take the first card, the one on top of the original top of the deck, and flip it over.
- 6.) Flip the bottom half of the deck over completely.
- 7.) Flip over the cards you picked. They all match!

### *Ace Party*

**Effect:** With the spectator's help, you make four piles of cards. When this is done all the top cards of those four piles become all ace.

**Preparation:** Arrange the deck with four aces on the top.

**Presentation:**

Ask the spectator to cut the deck (face down of course), and then tell him to cut the deck again from those two decks that is been already cut from the beginning. Now you should have four decks facing down. Make sure you remember which pile has all the aces on top. Then just tell the spectator to move half of one pile to another, move on card to another, any order you want. But you must keep in mind the four aces that are being moved. At the end, just make the spectator to move each aces on top of each deck and tell him to flip over all top cards of four piles and they are all aces.

### *After Drinks*

This is a GREAT trick. And it's REALLY EASY. It is "detectable," but you get away with it most of the time. If people have had a drink or two, this is an incredible trick -- they'll think you're David Copperfield or something...

**EFFECT:** The audience is given two random cards. They look at them, but the magician doesn't see them. The audience inserts the cards into the deck, and without shuffling, the magician throws the deck into a chair, but somehow manages to pick up the two cards, holding them up in front of the gaping audience members.

**HOW IT'S DONE:** This is a trick of the mind.

- You prepare the deck this way: pick two cards of different suits, but the same color, such as the Eight of Spades, and the Three of Clubs. These are the cards you are going to give to the audience. Next, pick the "opposites" of the cards: the Eight of Clubs, and the Three of Spades. These are the cards you will fool your audience with. Put the opposite cards at the top and bottom of the deck - Eight of Clubs on top, Three of Spades on bottom. And the "real" cards both go on top.

- Without too much explanation, deal the two top cards out, face down, and let the audience look at them. Next, let them insert the cards back into the deck.
- Make sure they can see that you're not doing ANYTHING to the deck. Hold the deck between your thumb on top, and your fingers on the bottom. Swing the deck back and forth a few times (make SURE they can't see the bottom card, though!) Perhaps you count 1, 2, 3, and then throw the deck into a chair (or couch, or something, where it'll be easy to pick up.) As you throw the deck, hold onto the top and bottom card with your thumb and middle finger. IMMEDIATELY hold the cards up for all to see.
- It helps if you position yourself so that the audience doesn't turn their heads around to watch where you threw the cards. You should be close to the chair you throw the deck into, so you can draw their attention back to the two cards you held onto.
- They picked the Eight of Spades, Three of Clubs - but you are holding the Eight of Clubs, Three of Spades. It's VERY rare that anybody notices. And if the audience is drunk, you get a lot of "Ohmygaaawd, how'd he DO that?" and gaping mouths... Great trick!

### ***Appearing Card***

**Effect:** A spectator picks a card out of a shuffled deck. You put it with three random cards, place the cards at the bottom of the deck, and shuffle. You take three cards from the bottom of the deck and ask the spectator if any of those are his. None are. These are laid on the table, one of the cards is flipped over, and the selection appears on the table.

#### **HOW IT'S DONE:**

Ask a person to shuffle the cards and then choose one card. Have them give you the deck. Take three cards from the bottom. Tell the spectator to put their card on top of those three, then to place the four cards at the bottom of the deck.

Shuffle the deck, but be sure to keep the four bottom cards in the same spot. (Editor's note: There are false shuffles explained on the [Terminology Page](#).) Shuffle the cards a couple of times. Now take the first bottom card and place it face down on the table. Take the new bottom card and put it at the top of the deck. Place the other two bottom cards face down on the table. The last card you put down is the spectator's card. Be sure you have that card at the top of the tabled pile. Set the rest of the deck aside.

Pick up the tabled cards. Square them up, and hold them so the spectator can see the face of just the bottom card. Ask if this is their card. They will say no. Lower the cards so they are in dealing position and quickly deal the top card (actually their card) onto the table. If you do this naturally, without comment, they will think you dealt the card you just showed them.

Show them the top card from those in your hand, and ask if it is theirs. Again they will say no. Lay this card on the table. Finally, show them the last card in your hand and ask if it's the selection. When they say no, put this card onto the other two. Ask them what their card was. When they tell you, use the other two cards (like a spatula) to flip their card face up on the table. You have made their card appear!

### ***Back Flip***

This is a very simple trick, and works best on kids, but it can be made to look pretty impressive.

**EFFECT:** Audience member picks a card, which the magician does not see. The audience member inserts the card back into the deck. Next the magician drops the card onto a table top, and the card jumps out of the deck, face up!

**HOW IT'S DONE:**

-Shuffle the deck so that everyone can see you are not preparing the deck in any way. (Don't comment on this, just do it.)

- Fan out the cards in your hand, and have someone pick a card.

- While they look at the card, you do two quick, easy maneuvers:

1) Quickly move the top card to the bottom, while flipping it face up. You're left with a deck with the bottom card upside down.

2) Turn the whole deck over. You're left with an upside down deck, but because the (now) top card is reversed, it looks like a regular deck.

- Now hold the deck out (make sure you don't fan the cards at all - you don't want to reveal that you're really holding onto an upside down deck.) Have them insert their card.

- Turn around (yeah, this part is kinda cheesy, but it works fine, especially on kids.) Turn the top card back over so it faces the same as the rest of the deck. Scan through the deck to find the upside down card that the audience member just inserted.

- Here's the BIG FINALE, that really makes this trick worth it: put the card on top of the deck, and hold onto the deck from above. You are about to drop it, flatly, onto a table top. BUT slide the top card back off the deck by a quarter-inch (this will be covered by your hand). Then, drop the deck from about two feet up. The deck will hit the table, and the top card (the selected card) will flip over. This is a real crowd-pleaser.

- An alternative ending is NOT to turn around, but just to move the deck back to right-side-up, while moving the inverted top/bottom card back to its former position. Now, you put the deck down, do some Hocus Pocus and tell them you just made their card flip over, inside the deck. Fan the deck out, and their card is the only one reversed (it's actually better if you put the deck upside down and fan it out, so the chosen card is the only one that's right side up) However, a smart audience member will quickly figure you out this way, just because you mentioned "reversed" - it kinda gives them a clue...

Ending Variation

Instead of the last three steps tell the person to imagine their card flipping over backwards, then go through the deck and show them the card. (But be careful not to show the bottom card!)

***When's your favorite hour?***

**Effect:** A spectator chooses their favorite hour of the day (not telling the magician), and picks up the same amount of card from the top of the deck while magician's not looking. Magician makes a 12-hour clock using 12 cards and predicts spectator's card.

**HOW IT'S DONE:**

Set up the deck so that a marked card (usually on the right corner, make a tiny pencil or any kind of mark.) is placed in the 13<sup>th</sup> place from the top. So there should be 12 random cards, then the marked card. When the spectator chooses the number and removes the same number of the cards are removed from the top (while you are not looking), you turn around and take out 12 cards from the top, but do it in a matter so that the first card is placed under the second card, second card under the third card... in order like that. So when you have 12 cards in your hand, face down, make a 12-hour clock starting 1 'o

clock. So 1 o' clock is the very top card from the face down deck, then 2, 3... so on. Find the marked card from the clock, try to make it so that it does not look so obvious.

### ***Bent Card***

#### **The Effect:**

The magician begins by showing the spectator a card. For example lets say the ten of clubs. He then takes that card and bends it in half, showing a noticable crease in the card. The magician puts the card back face down, and then puts it in the middle of the deck. Showing the spectator the deck, the spectator can see the bent card in the middle. Then with the twitch of his hand, the magician makes the bent ten of clubs come to the top of the deck.

#### **The Secret:**

Have a card on top of the ten of clubs. For example a Jack. Do the double lift and show the spectator the ten of clubs. Then still holding both cards fold both of them so it looks like you're folding only one card. Put both folded cards on the top of the deck, face down. Then with the jack on top, take it, making sure to hold down the bent ten of clubs. Put the bent jack in the middle of the deck, making sure to keep the ten down. Show the spectator the deck, showing them the bent card in the middle. Then in one swift move, push down the deck so you can't see the bent card in the middle, and let the ten of clubs pop up on top. Then show the bent ten of clubs to the spectator. You can even have the spectator sign the card for more effect.

### ***Double Prediction***

This last trick is an excellent prediction trick. Make sure that you have all 52 cards for this trick. Look thru the deck as you tell your victim that you are looking for a prediction card. What you're really doing is seeing what the 21st card from the top of the deck is (because that's the card that your victim will chose). Let's pretend that the 21st card is a 3 of hearts. You must look for the 3 of diamonds (the card that has the same value and color) because this will be your prediction card. Pull it out and put it down faced down. Explain to your victim that this is your prediction card and that it will have the same value and color as the card that he will chose. Tell your victim to take a small pile of cards off the top of the deck. Make sure he picks up less than 20 cards. Now with the remaining deck, place the top 20 cards faced up on the table one by one. I like to place the top card to my left side and keep dealing towards my right. Now you have a row of 20 cards in front of you. Ask your victim if he has any idea how many cards he has cut off in the beginning. He will say no. Tell him to count how many cards he has cut off. Let's say that he has cut off 10 cards. Tell him that his card is the 10th card, from your right, in the row of 20 cards in front of you. Pull that card out and flip over your prediction card. They should match in value and color.

## ***Weird Coincidence***

### **Effect**

The performer and the spectator both choose cards from different decks and they are the same!

### **Secret**

You need two decks for this trick. Give a spectator one pack of cards, keep the other for yourself. Both of you shuffle your pack. You now exchange packs and shuffle the cards again. Once again, you exchange packs, but this time, you secretly look at and remember the bottom card before handing the pack to the spectator.

Ask the spectator to remove any card from his pack, look at it, and remember it, and say that you will do the same. Look at the card you have selected but make no attempt to remember it. Each selected card is then placed on the top of its pack and the pack is then cut once. The selected cards are now "lost" in their packs.

Once again, you exchange packs. Each person then fans through this pack and removes the duplicate of the card he chose. In actual fact you do not do this. You really look for the card you saw previously on the bottom of the pack. Because of the way the packs have been exchanged and cut, the card to the RIGHT of the one you remembered will be the card selected by the spectator. This is the card you remove, pretending it is your card.

Both you and the spectator hold your cards face down. You then turn them over and they are seen to be identical. What a coincidence!

## ***Few Mental Magic...***

- 1.Pick a number between 1 and 10
  - 2.Multiply that number by 9
  - 3.If you end up with a 2 digit number, add the two digits together, if it is a single digit number keep that number.
  - 4.Subtract 5 from your new number
  - 5.Find the letter of the alphabet that matches your number (1=A, 2=B,...)
  - 6.Think of a country that begins with that letter.
  - 7.Take the next letter in the alphabet, (if your letter was B, your new letter would be C), and think of an animal that starts with that letter.
  - 8.Now think of the color that the animal would most likely be.
- THERE AREN'T ANY GRAY ELEPHANTS IN DENMARK!!!!!!!!!!

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This is an experient with mental magic, though it doesn't always work, 85% of the time it does, it is important for you to follow the directions and not read ahead, ready????

what is 2+4

what is 3+3

what is 5+1

what is 4+2

what is 1+5

say the nubor 6 in your head 20 times then scroll down

Think of a number between 12 and 5

should be 7  
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In your head:

What is:

$5+2$

$6+1$

$4+3$

$2+5$

$3+4$

Say the number 7 in your head 20 times.....

Quick Think of a Vegetable

**CARROT!!**