



Die Of Destiny

This lovely little miracle is, at its roots, the brainchild of France's Claude Rix, but over the years, Marc has altered and adapted the handling to produce this prime-time version.

EFFECT

It is the simplest of effects. A spectator freely chooses a card, then replaces it anywhere in the deck. So far, sounds familiar... But then, with the help of a blank die and a fertile imagination, she first eliminates clumps of cards, then individual cards, until finally, she arrives at one lone card. Slowly, carefully, she turns the card face **up**, revealing it to be her selection!

What distinguishes this particular approach to *so* well worn a plot is the fairness of the handling. There are no forces, there's no equipment, the die is blank and ungimmicked, the spectator sees the faces of the cards and even handles them herself, and yet in the end, despite the odds being against her, she *always* arrives unfailingly at her own selection!

REQUIRED

- 36 duplicate cards (anything but Aces). The easiest and least expensive way to procure these would be to buy a One-way Forcing Deck, which of course is comprised of 52 duplicate cards.
- You will also need a regular, matching deck.
- Finally, you'll need a die with the spots worn off (also known as a cube).

SET-UP

Assemble the Die of Destiny deck as follows, from the top down: 12 indifferent cards, 36 duplicate cards, then the 4 Aces. Make sure there are no Aces or a card that matches your duplicates among the indifferent cards. Case this deck and you're all set to go.

PERFORMANCE

Introduce the deck, then, with your right hand, spread it before you in an arc on the table, keeping the last 10 or 12 cards densely packed together at the far right of the spread. Turn to the spectator on your left.

'Susan, I'd like you to just slide a card out from the spread.'

She will slide a card out before her, and because the indifferent cards are clumped together at the far end, they will go untouched (which is why you have the spectator on your left choose a card, rather than the spectator on your right).

"Now before you look at it, I'm going to give you an opportunity to change your mind. Because when I was spreading the cards, I may have separated them at that point, perhaps employing a psychological ploy to make you take that card. It's possible. I didn't, but it is possible."

More often than not, she will stick with the card she chose, but if she would like to change her mind, have her replace her first selection, then slide out another.

"Okay, I want you to look at your card, but don't show it to me, and don't show it to Mike over here [i.e. the spectator on your right], because he's going to find your card."

Turn to your right as Susan looks at her card and put your hand comfortingly on Mike's shoulder: *"Now, as I said, you're going to find Susan's card, but don't worry - I'm going to give you all the help you'll need. [to Susan, over your shoulder] Susan, just put the card face down on the table, but don't replace it in the spread. Have you done that yet?"*

When she answers "Yes," turn back to face her.

"I'd like you to put it back in the spread, but you can put it back somewhere other than where you took it."

Again, it's very unlikely that the spectator will want to replace her card way over among the clumped indifferent cards, or at the other end among the four Aces. In the unlikely event that she does this, however, you say, *"That's very close to the top [or bottom]. To tell you the truth, it would be pretty easy for me to find it there. Why don't you buy the card closer to the middle."* And of course, since this makes perfect sense, she will do precisely that.

"Great! Now I want you to push the cards together."

She will square the spread, leaving the deck face down on the table. Turn to the spectator on your right (i.e. "Mike").

"Now there's one other thing. Remember I said I was going to give you all the help you're going to need? Well I have it right here."

Introduce the die and hand it to the spectator on your right (again, in our case, Mike).

"I'm going to make you the keeper of the Die of Destiny."

Pick up the deck and hold it in left-hand Dealing Position.

"Since there are six sides on a die, I'm going to lay out the cards in six even piles."

Begin dealing cards off the top of the deck from left to right into six piles, always returning to the leftmost pile to begin the deal anew.

"I want you to notice that I deal every card singly from the top... No seconds, no centers, no bottoms... Now I'd like you to roll the die on the table and tell us what number you've rolled."

Mike will roll the die, then make up a number and say it aloud.

"Excellent. Now roll it again, just to prove that this is not one of those trick loaded dice."

This always gets a laugh. He will roll the die again and respond with a different number.

"Good! You have proven beyond a shadow of a doubt that the die is ungimmicked."

By this point, you should be very nearly finished the deal. When you get down to the last four cards, point out that if you were to deal them, you would be two short of an even deal (i.e. the two rightmost piles would not get a card). Turn the four cards face up, showing them to be Aces, then turn to the spectator on your left.

"You didn't pick one of the Aces, did you?"

She will answer, "No."

Place the Aces aside, face up in a pile, then turn to the spectator on your right.

*"Okay, there are six even piles. Mike, I want you to roll the die. This is for the big **money**. You can roll any number. The same number you rolled the first time, the same number you rolled the second time, or a complete!) different number."*

He rolls the die.

"What's the number?"

Let's say he answers, "Two."

"Do you want me to count from this side [indicating the leftmost pile], or this side [indicating the rightmost pile]."

Whichever he answers, count from the chosen side, ultimately landing on the pile you will be using for the next sequence.

"What we're doing here is actually eliminating cards until we get down to one card and one card only."

As you say this, pick up each pile that wasn't chosen, then turn it face up and place it aside, the first on top of the tabled aces, then each successive pile on top of that. You will note that every time you turn a pile face up, a different card will be showing, reinforcing the illusion that a normal deck is in play.

In fact, in order to further reinforce this, with one or two of the piles (it doesn't matter which), Marc "accidentally" leaves the bottom card on the table as he scoops up the pile. He flashes the face of the pile in question, then tables it aside as described above, then he picks up the "stray" card still sitting on the table and flashes its face before dropping it back onto its pile. This gives the spectators an opportunity to see even more indifferent cards.

Finally, pick up this newly assembled (and now fairly bulky) discard pile and turn it face down, tabling it aside once more.

Pick up the chosen pile and deal the top six cards onto the table in a row from left to right. This will leave you with two extra cards in your hand. Turn these cards face up, then turn to the spectator on your left.

"You didn't pick one of these, did you?"

She will answer, "No," whereupon you place the cards face down onto the discard pile.

"Mike, I'd like you to pick up the die and roll it again."

He will do so.

"What number did you roll?"

Let's say he says, *"Four."*

"Do you want me to count from this side or this side?"

Whichever he says, count from his chosen side, then scoop up all the cards around his selection and drop them face down onto the discard pile.

Pick up the deck, case it, then drop it in your pocket. All attention at this point must be focussed on the selection.

"Now to review the situation, I took out a pack of cards, I spread it out on the table, I gave you a free selection of any one of those cards. I gave you the chance to change your mind. You refused [or 'You did'].

"You showed that card to everyone here, except for Mike and myself. You then put that card back in the spread elsewhere from whence you took it.

"You pushed those cards together yourself, eliminating any possibility of sleight of hand. I then dealt the deck into six piles, dealing every card singly from the top - no seconds, no bottoms, no centers..."

"YOU rolled the die, YOU called the numbers YOU chose the side we started from, each and every time. I did nothing, but I did it well... We have ended up with one card and one card only - Susan, tell me for the first time the name of your card."

Let's say it was the Seven of Diamonds. Point to the tabled card.

"If that were the Seven of Diamonds, would that be a good trick."

She will likely respond, *"Yes."*

laughing! *Are you kidding? It would be a damn miracle!...*
[suddenly serious] *But miracles are my business."*

Turn the card over, showing it to be her selection.

COMMENTS

- **Ambidextrous Destiny:** Marc often uses "I'd Give My Right Arm To Be Ambidextrous" as a lead-in to "Die of Destiny." How is that possible, you ask? Well, despite the fact that "Die of Destiny" uses a stacked (and gimmicked) deck, the order will remain undisturbed throughout "I'd Give My Right Arm..." However, the set-up must be altered slightly, so let's say you intend to do both routines together. Arrange your "Die of Destiny" deck as follows, from top to bottom: 4 Aces, 36 duplicate cards, then the 12 indifferent cards. Perform "I'd Give My Right **Arm**" exactly as described, then, at the conclusion, with the Aces face down on the table before you, spread the deck face towards you and break the 12 indifferent cards off its face, cutting them to the rear of the pack. Flip the deck face down, then drop it onto the four Aces. Now you're all set to perform "Die of Destiny."

- **Ambidextrous Destiny Plus:** This can also be routined with "Quad-Ringle Plus." Just insert your "Die of Destiny" deck into the gimmicked card case. Open the case and remove the deck, then table the case aside (hole side down, of course). Perform "I'd Give My Right Arm," then "Die of Destiny," at the conclusion of which you place the deck crosswise on top of the case. Now perform "Quad-Ringle Plus," referring back to the tabled card case at the climax of the routine.

- "Die of Destiny" is based on "The Magic Die," from *Original Close-Up Routines*, an old (undated) set of Claude Rix lecture notes. It was, and continues to be, a marketed item. If you would prefer not to assemble the required props yourself, the trick is available at (or through) your local dealer.