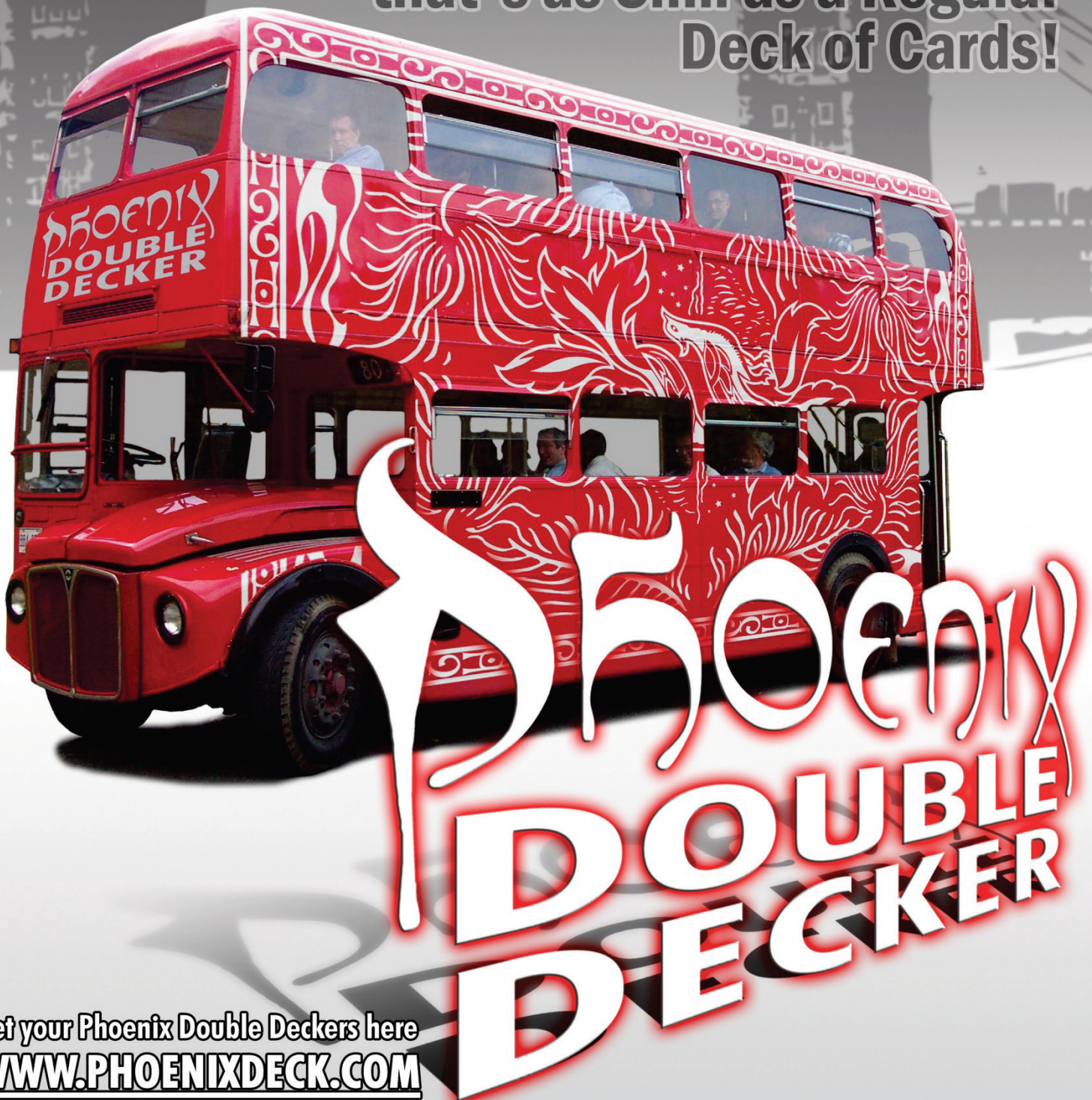


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Usage of this booklet

This booklet is intended to give all owners of the Phoenix Double Deckers some creative ideas and routines that they can apply to their decks. It will be updated from time to time if there are new routines and ideas added to it. This booklet is intended to be a growing collection of ideas and routines.

All routines are copyrighted by their respective owners. This booklet and its content is not allowed to be copied, published or shared in any way. Also it should not be stored on any other website. Don't directly link to this file. You can always download the actual version of this PDF file under www.phoenixdeck.com/DoubleDecker.

If you come up with your own ideas of a new application of the Phoenix Double Deckers and want to share them I would be happy to hear from you. Just send me an email to info@card-shark.de. Every submission that is added to this booklet will be rewarded with 3 Double Deckers of any choice.

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Introduction

Welcome to a new era in card magic. For the first time ever you can get a deck of cards that contains twice as many cards as a regular deck. That is the reason why we called it the Double Decker.

If the cards are unprepared (e.g. treated with roughing fluid) you can put up to 110 cards into a regular Poker card case, our experience showed that if you add roughing spray to the cards you still can put 104 cards into the case as the treatment adds a little thickness to the cards.

The following two features are a kind of a bonus as you don't need them for the most effects. But it could help you probably with a trick you will come up with.... Who will know?

All Double Deckers have in common that they are marked on their backs. The marking is so subtle that even great card guys didn't find them as they (1st) did not know that they were marked and (2nd) did not know where to look for. So if you don't need the marking just forget that it is there.

We also added a oneway marking on every Phoenix Deck (so also on the Double Decker). With this hidden information you can always find out the orientation of a card to use it for additional effects.

The last two cards of your provided Double Decker show you where to look for to find the markings mentioned above.

(Btw, the marking is identical to the one of Card-Shark's Marked Deck so if you like it, you know where you can find the same deck in regular card stock.)

Depending on the Double Decker you picked you got one of the following setups.

The first 52 cards (plus Joker) always show a regular deck. (Regular in a way that the cards show standard faces and red or blue backs. OK, they are marked, but this we already mentioned.)

The second 52 cards can consist of the following:

- A regular deck with the same back color as the first 52 cards.
- A regular deck with a different back color as the first 52 cards.
- A deck containing all the same cards (one-way forcing deck), similar back color like the first deck.
- 26 cards showing the same black value and 27 cards all showing the same red value card (two-way forcing deck), similar back color like the first deck.

Every setup enables you to perform different effects. If you treat the cards with Roughing spray (best with the help of our Spray-Grid), you can increase the possibilities. In a nutshell the Double Decker allows you to use a full deck of cards and still hide a second set of 52 cards underneath. Without using roughing spray you will spread through the upper half of the deck and have to stop to hide the lower block of 52 cards whereas if you treat the cards and put them into pairs you can handle the deck as free as possible and even spread the deck on the table as the hidden cards will stay underneath each card.

First let us explain the working of an **untreated Double Decker**:

For the spectator the thickness of the deck looks normal so when you spread through the deck you can show easily the first 52 cards and hide the second 52 cards underneath. For instance in case that the second half contains a one-way forcing deck you can show different cards while spreading through the deck face-up and force a card to the spectator while spreading through the deck face-down.

The handling of the deck has to be a little bit different while spreading. When you keep the deck in dealing position, the spectator can always see the depth of a deck from the front. You have to be aware that when you spread through the Double Decker and show the first 52 cards you will still have half the deck (the hidden cards) left over. So you have to cover the front of the deck while spreading through. This is done by placing the deck “deeper” into your hand so that you can cover the front with your index and middle finger. It also helps if you tilt the deck towards the spectator so that he will see more of the face and less of the side of the deck.

What they definitely will not conclude is that the cards are thinner and therefore would be more cards in the deck than regular. The cards therefore can be touched even if you should not force it. As always: don't run if you are not chased.

Now let us explain the working of a **Double Decker that is treated with roughing fluid**:

The handling is pretty similar to any deck using roughing, like the Invisible Deck or the Brainwave Deck. By applying some pressure onto the cards while spreading the deck in your hands or on the table the treated pairs will stay together and will appear to be a single card. So for the spectator it will be as if he would see a complete deck of cards (52 cards visible). With this preparation you could for instance prepare a deck where you can show all cards being red backed but each card would cover another card with a blue back. So if a card would be selected from the face it would be a blue backed card in a red backed deck.

But now dive deeper, let's give you some routines that you can use with your Double Decker, depending on which setup you have. They are great as they are but they should also be a source of inspiration and give you new ideas for your own effects you are coming up with. We would love to share your ideas with others so if you like please send in your ideas and we will add them to this PDF booklet to let it grow constantly.

We will categorize the effects and ideas in a way that you will know if they can be done with the Double Decker you received.

Tricks with a Double-Decker incl. a 2-way force deck

This deck contains one complete poker deck, followed by a 2-way force deck. The two force values are always one time red and one time black.

Triple Coincidence

by Christian Schenk

The effect: The magician takes out a deck of cards and shows that there are numbers written on the backs from 1 to 52. The deck is randomly shuffled so that the faces and the numbers on the backs are mixed. He addresses the first spectator and names a playing card and in return asks him to guess which number from 1 to 52 could be written on its back. This procedure is repeated with a second spectator: he names a card and the spectator guesses a number. Finally the magician names a random number and lets the third spectator think of any card. The three selected cards are removed from the deck to prove that really all card-number combinations are right!

Background:

This effect is based on *Trilogy* by Brian Caswell. As the Phoenix Double Decker 2-way force contains 2 times 27 force cards, the handling gets much easier and cleaner. The thin cards used for *Trilogy* come from Protea, South Africa. The number of Protea cards that fit into a card case is limited to 78 cards (1.5 decks) so that the handling had to use a compromise. To get around the compromise the effect *Trilogy Streamline* was released, now using another compromise. The first version of *Trilogy* needed two decks – the second version only needed a single deck but was limited in the available choices by the first two spectators. The Phoenix Double Decker is the perfect solution to these problems/limitations. The choice of the spectators is as free as in the original *Trilogy*, but it only needs a single deck so the deck can be in full view the whole time from the beginning.

Preparation:

Separate the complete poker deck from the second deck. Remove the two cards showing the force values of the force deck so that it only contains 50 cards plus Jokers. Place the Jokers aside. Then take the second (force) deck and separate the two force blocks so that you should have 4 piles in front of you: Jokers, regular deck (50 cards), first force block, second force block. Take a Sharpie pen and test your writing on the advertisement card if you like. Now you write large numbers on the backs of the deck as follows:

- The Jokers get the value "0".
- The first forceblock gets all numbers from 1 – 26 (yes, there will be one card left over that is not needed)
- The second forceblock gets all numbers from 27 – 52 (yes, another extra card left over here).
- The (nearly) complete Poker deck will get the same number on all cards. Choose any number you like, best is a number near the middle of the range of 1 to 52, eg. 27 or

35. This number should not be included in the forceblocks so remove the card from the force block where you already have written this value on.

Now shuffle the first standard deck so that the faces look randomly mixed. Put the two force blocks together and shuffle them so that the numbers on the backs also look randomly mixed. Now place the two Jokers on top and bottom of the Poker deck and finally the force deck underneath.

With this setup it is possible to show a randomly shuffled deck from the face and randomly written numbers from 1-52 from the back. The Joker serves as a separator, when you see the second Joker while spreading through the faces you stop as you know that you would only see the two force values afterwards. The same from the back, as soon as you see the "0" (Joker) you know that you have to stop as you would only see the force number afterwards.

Presentation:

Take the deck out of the card case and casually spread the cards from the back to show that you have written the numbers 1 to 52 on them. Invite the spectators to a little experiment with you. You will name a card and they should name you the matching number of it. So name the first force card value and let them name any number between 1... (pause) and 52. With that verbal force you get a number less than 27 in about 80 % of all cases what would be perfect. The choice would be absolutely free without any limitation. In case the spectator names a value higher than 26 you tell him that he was already pretty close as he named the Jack of Hearts (name any card with the suit of your first force card). Give him the hint that the correct number would be much smaller than that. That still sounds extremely fair and free and you will get a number named in the necessary range of 1 and 26.

Turn to the second spectator and give him the name of the second force card. Let him also name any number between 1 and 52 but point out that the first spectator already named a low number so he should name a higher value. So he will name a number between 27 and 52.

Spread through the face down deck and find the two named numbers. Place these two cards in front of you.

Now turn to a third spectator. Tell him that you will now turn the whole experiment around in a way that you will name a number and he should name any playing card. Name the number that you have written on the Poker cards and let him give you any playing card. (If you do this trick to only two spectators let the first person name any suit and the second one any value to get to the freely selected playing card.)

Turn the deck face up and find the named card. Place it face up next to the two first cards.

Now resume card-by-card the chances of a match and turn the cards over one by one to show that all three are a perfect match.

Remarks:

In the seldom case that the first or second spectator names the number that you have written on all the cards of the first deck you are pretty lucky. As now you can even go for a much more impossible experiment. (Not for you of course.)

Explain to the spectator, that his named number was not matching your named card but that you would love to go even further. Ask another spectator to name any card matching the named number of this spectator. You remove the named card from the top half of the deck and perform an impossible miracle as they were able to choose the number AND the name of the card and got a perfect match.

Three times lucky

by Christian Schenk

The effect: This effect is best performed for a single spectator. The magician takes out two cards and places them face-down on the table. He tells that these would be his two lucky cards. Every time he plays Blackjack and these two cards would show up he would know that will win. He takes out a deck of cards where he has written two different kind of information on the back. On half of the shuffled deck he wrote the letters from A to Z, on the other cards he has written the years in the range from 1975 to 1999. He asks the spectator for the first letter of the most important person to him. Then he should name him the year of the greatest importance for him (in the range of 75 to 99).

The magician removes the two cards with the matching information on the backs and places the cards facedown next to his lucky cards. While spreading through the deck he points out that there is one card in the deck with no writing on it (26 letters and 25 years sum up to 51 in 52-cards-deck). To find out if the spectator also could be lucky he lets him name any card in the deck. The spectator not only finds the right card, he also picked the two cards with the correct year and letter that matches the two lucky cards of the magician.

Preparation:

The preparation is similar to the one of the effect "Tripple Coincidence". Separate the complete poker deck from the second deck. Remove the two cards showing the force values of the force deck so that it only contains 50 cards plus Jokers. Remove the Jokers. Then take the second (force) deck and separate the two force blocks so that you should have 3 piles in front of you: regular deck (50 cards), first force block, second force block. Take a Sharpie pen and test your writing on the advertisement card if you like. Now you write large numbers on the backs of the deck as follows:

- The first force block gets all letters from A – Z (yes, there will be one card left over that is not needed)
- The second force block gets all numbers from '75 to '99 (two blank cards will stay blank, remove one of them and leave one blank card in it).
- The (nearly) complete Poker deck stays blank.

Now shuffle the first standard deck so that the faces look randomly mixed. Put the two force blocks together and shuffle them so that the numbers on the backs also look randomly mixed. The force deck comes underneath the regular deck. From the back make sure that the one blank card in the force deck will be approximately in the top third of the first 52 cards.

With this setup it is possible to show a randomly shuffled deck from the face and randomly written letters and numbers on the back. The one blank card should be seen by the spectator while spreading through the cards face.

You also need two duplicate cards of the two force cards of your Double Decker from any other deck, best would be a different back color for a better contrast. These will serve as your prediction / lucky cards you show at the beginning.

Presentation:

Place the two lucky cards face-down in front of you, telling that these would be your favorite cards that will always let you win a Blackjack game. Take the deck out of the card case and casually spread the cards from the back to show that you have written the letters A to Z and also the years 1975 to 1999 on them. Let the spectator name the first letter of the most important person to him. Then ask him for the most important year of his life (wedding, divorce, birth of his child, exam etc.). Spread through the deck to remove his two selections. While spreading the cards you will come past the blank card. Point out that there are only 51 cards with a writing on them in the deck as there are 26 letters and 25 years written on. While explaining that give the facedown deck a casual overhand shuffle. Only shuffle a few cards off so that you will not mix the force cards with the regular cards. (With this shuffling the spectator will not know where the unmarked card will be. This is just in case that his named card will be near the top of the face-up deck while he has seen the unmarked card near the top of the facedown deck what would spoil the effect.)

Let him name the card where he thinks that this would be the unmarked card. Remove it from the face up deck to show that he was absolutely right. Turn over your two lucky cards, then turn over the two removed cards from the deck to show a perfect match.

(In case the spectator names one of the two “lucky cards”, turn over YOUR lucky card to show him that these would not be the ones to be named and let him guess again.)

Two-Cards-At-Any-Number

by George Schindler

The effect: Two spectators each have a free selection of a playing card after the deck has been shuffled. The cards are returned to the deck (in the halves from which they came) and the deck is shuffled again. A third spectator is asked for two numbers between one and fiftytwo. Magician deals that many cards and sets aside the two cards at the named numbers.

The spectators call out the names of their cards. The cards on the table are found to match the two chosen cards.

Preparation:

Separate the first half of the indifferent cards and give it a shuffle so that the cards look well mixed. Put the Double Decker together again and have the two force blocks on top of the

deck. For an easy reset you can shorten the top card. Alternatively you leave the cards as is, the handling will be slightly different.

Presentation:

Turn the Double Decker face up and spread the deck to show (the bottom half) well mixed. You can overhand shuffle some of the cards without mixing the bottom half with the top half. Have two cards selected from the face down half of the pack – spread about half of the top deck for a seemingly free choice (*force card*). After the first selection continue spreading the cards and allow a second spectator to choose a card from then next group (you can use a Joker with a pencil dot to show you where the force cards meet).

Overhand shuffle the top half of the top deck to keep the force blocks separated. *“Let’s lose the cards in the pack.”*

Now you ask a spectator to name a number between 1 and 52. This is really a free choice, any value will work. Then ask for a second number. Depending on the first named number you have to “push” the spectator into the other half of the decks. What does it mean? You need one number between 1 and 26 and one number between 27 and 52. For example if the first number is 12, tell the spectator to choose a much higher number for the second selection. Let’s assume you get number 39 as the second value.

Deal 11 cards from the top of the deck into your other hand without reversing the order of the deck. Remove the 12th card and deal it onto the table (*it will be the first force card*). Continue the counting and deal the next cards into your other hand, stopping at the 38th card. Deal the 39th card onto the table (*it will be the second force card*).

Now ask for the two selections of the spectators. The named cards are announced and turning over the two cards on the table you show that both cards appeared at the called out numbers. Miracle.

Improvements: if the higher number is close to 52, you will have the discrepancy that apparently only a few cards should be left in your hand. But as you know there will be more than 52 cards waiting there. To hide this problem, you have the following option: after dealing the first card onto the table, you put the already dealt cards on your other hand underneath the pack and continue counting. With this “trick” you add more cards underneath and the spectator will not be able to guess how deep your deck should be.

The reset is easy if you have a short card as the former top of the pack. Riffle through the deck and where you feel the short card you cut the deck and bring the bottom half to the top. If you don’t want to shorten a card, you can casually spread the deck facedown and look at the marking of the cards. There you will easily see where the forcing block will start. Cut the bottom force cards back to the top and you are reset.

My Favorite Celebrity

by James Marshall

The effect: The magician introduces his “favorite celebrity deck” and makes a prediction as to which celebrity one of his audience members might enjoy a romantic evening with. The

magician explains that everyone will have various opinions on who they would like to spend time with so he wrote the names of some of the most popular celebrities so there would be a variety of options.

The magician wants to openly display his prediction without influencing the spectator's choice so he simply writes the name of the card that he believes will match up with the spectator's chosen celebrity. This prediction is placed on the table. The magician feels so confident this evening, he makes another prediction for another spectator.

Once the two predictions have been placed on the table, the magician asks a female spectator to name a celebrity that she would be interested in. That celebrity card is removed from the deck and placed face-down beside the 1st prediction. The (male) spectator #2 is asked to name his celebrity and that card is also removed from the deck and placed face-down beside the 2nd prediction.

Almost as an afterthought, the magician begins to wonder if there might be a celebrity that everyone could agree upon as being the "ultimate celebrity" to spend time with. So he offers a method for determining who this celebrity might be. He asks for input from random spectators in the audience to identify the card for this "ultimate celebrity". He asks one spectator to choose either a number card or court card... (for example, they choose number)... he asks another spectator to choose odd or even... (they choose even)... he asks another to choose the value... (they choose 6)... he asks another to choose black or red... (they choose black)... and then finally, he asks another to choose spade or club... (they choose club). The audience has determined that their "ultimate celebrity" will be on the back of the 6 of clubs, so the magician removes that card from the deck and lays it face-up on the table.

The magician turns to the 1st spectator and states that he thought they might choose that particular celebrity and proves it by having their card turned over to show it matches his prediction. The same is shown to be true for the 2nd spectator. The audience is amazed at this, but now they are curious to see who the "ultimate celebrity" might be... someone that everyone can agree to be the most fun and exciting to spend time with. When the 3rd card is turned face-down, the name on the back is revealed to be the name of the performing magician!! Who else would you expect?!!

Preparation:

Remove the 2 cards (from the regular card section of the deck) that match the 2 force cards in your Double Decker and add them to your 52 force card section (giving you a total of 54 force cards). Choose 27 of the top female celebrities in your country and write those names on the back of 27 duplicate force cards, and then choose 27 of the top male celebrities in your country and write those names on the back of the other 27 duplicate force cards.

Here are some female celebrities you might want to use: Jessica Alba, Jessica Biel, Kate Beckinsale, Catherine Zeta Jones, Salma Hayek, Charlize Theron, Megan Fox, Scarlett Johansson, Nicole Kidman, Eva Mendes, Sandra Bullock, Gwyneth Paltrow, Cameron Diaz, Angelina Jolie, Jenny McCarthy, Heather Graham, Vanessa Williams, Alyssa Milano, Ashley Judd, Jennifer Aniston, Julia Roberts, Denise Richards, Rebecca Romijn-Stamos, Halle Berry,

Elizabeth Hurley, Kristen Stewart, Natalie Portman, Rachel McAdams, Eliza Dushku, Penelope Cruz, Beyonce, Rihanna, Christina Aguilera, Fergie, Danica Patrick, Mariah Carey, Britney Spears, Jennifer Lopez, Carmen Electra, Shania Twain, Tyra Banks, Toni Braxton, Faith Hill, Heidi Klum, Pamela Anderson Lee

And here comes a list of the male celebrities you can use: Daniel Radcliffe, Hayden Christensen, Orlando Bloom, Brad Pitt, Bradley Cooper, Christian Bale, Clive Owen, Colin Farrell, Daniel Craig, Denzel Washington, Eric Bana, Ewan McGregor, Gerard Butler, George Clooney, Jake Gyllenhaal, James Franco, Johnny Depp, Jonathan Rhys Meyers, Josh Hartnett, Jude Law, Leonardo DiCaprio, Matthew McConaughey, Owen Wilson, Patrick Dempsey, Paul Walker, Russell Crowe, Ryan Reynolds, Zac Efron, Robert Pattinson, Tom Cruise, Jamie Foxx, Rob Lowe, Hugh Jackman, Harrison Ford, Matt Damon, Ashton Kutcher, Antonio Banderas, David Beckham, Justin Timberlake, Gordon Ramsay

Optional: If you want to have a couple of “red herrings” in your deck during the introduction, you can take two more cards from the remaining 50 cards in the regular section of your double decker and write the name of a celebrity on the back of each. Mel Gibson might be a good “throw-away” selection for one of these “red herrings” since he isn’t much of a popular celebrity lately. The purpose of these 2 “red herring” cards is that during the initial introduction of the celebrity deck, you would show both sides of these cards to demonstrate that each celebrity has their own card and how you intend to make your prediction.

Write your name on the back of the remaining cards in the regular section of the deck and mix these up so they are in no particular order. These will be at the bottom of the face-down deck. You may as well write your name on the back of the Joker and place this card face down on top of the regular section. You will use this card to divide the regular section from the force section.

Take the 54 cards in the force card section and mix them up. Place these face down on top of the Joker and the regular section. If you chose to prepare a couple of “red herring” cards, these can be placed face down on top of the deck.

Presentation:

When ready to perform, introduce the deck by first casually spreading it face up (without spreading past your Joker to avoid flashing any of the force cards). If you mixed the force cards (boy/girl/boy/girl), you will have some forgiveness if you accidentally go beyond your Joker by one or two cards.

Show the audience that you have taken a deck of cards and written some of the most popular celebrities on the back, and if you have created the “red herring” cards, you can show these as an example of how each celebrity is represented by a card (and vice-versa). After showing these two cards, you can casually fan the cards face down through the force-card section of the deck, naming a few celebrities as you go... but stop spreading at your card (the Joker) to avoid showing any duplicates of your name. It’s recommended that you stop just prior to your card, but most people wouldn’t necessarily notice it as long as you don’t

point it out. Regardless of where you stop, don't openly show them that your name is in the deck because you want it to be a surprise at the end.

Choose your first spectator as someone you believe would be romantically interested in one of your male celebrities and then openly write your prediction (i.e. the name of the force card with all the male names) and place this on the table in front of spectator #1 so everyone can see (or allow spectator #1 to hold this prediction). Then ask this spectator to name a celebrity that they would like to have a romantic evening with. Holding the deck face down, spread through the cards and remove the named celebrity from the deck and set it face down on the table next to your prediction.

Then choose your second spectator as someone you believe would be romantically interested in one of your female celebrities and then openly write your prediction (i.e. the name of the force card with all the female names) and place this on the table in front of spectator #2 so everyone can see (or allow spectator #2 to hold this prediction). Then ask this spectator to name a celebrity that they would like to have a romantic evening with. Holding the deck face down, spread through the cards and remove the named celebrity from the deck and set it face down on the table next to the 2nd prediction.

Then make it seem like a curious afterthought that although we all have our personal opinions on who we would like to spend a romantic evening with, there are perhaps certain celebrities that everyone would love to hang out with because they seem so exciting and fun. You propose that whichever card the audience selects, THAT celebrity will be the "ultimate celebrity". So, after reminding the audience that two cards have already been selected (i.e. your predictions... or 4 cards have already been selected if you use the "red herring" cards), have them name any other card in the deck. Since you want to make the audience feel like they had a part in selecting this card, you could have multiple members of the audience help create this card (using the example process listed earlier in the effect).

Once this card has been identified, simply spread through the deck face-up and remove this card from the regular section of the deck. Place this card face up onto the table.

To prove that your predictions for spectator #1 and #2 were correct, one at a time you can have each of them turn over their celebrity cards to see that they match your predictions. Let them enjoy their reactions to this impossibility before you turn attention to the "ultimate celebrity" card.

If you want to build up the suspense just a bit more (while subtly showing the deck again), you can spread through the deck face-down stating that none of these celebrities have a fraction of the charisma that our "ultimate celebrity" has (stopping before the Joker card is seen), then flip the deck over and start spreading through the deck face-up stating that the audience could have named (or created) any of the remaining cards (stopping before the Joker card), but I think we can all agree that whoever is on the back of this card (pointing to the remaining card on the table) is indeed the "ultimate celebrity" and we would all love to enjoy an evening with this individual.

Put the audience out of their misery by asking someone to turn over this final card to reveal that YOU are the "ultimate celebrity"!! This must be your audience's lucky night!!!

The nearly perfect force deck

Separate the first standard deck and shuffle it. Place it back on top of the two-way force deck. Now you are able to show a well shuffled deck. When you turn the deck face down and spread through the first 26 cards you can force the first card onto spectator A and if you spread further you can force the second card onto spectator B. To help yourself, turn the deck face down. With a small pencil dot in the upper left and lower right corner of the first card in the second force block and again on the first card of the shuffled deck you will easily detect how far you will be able to spread the cards.

The perfect force deck

Separate the first standard deck and shuffle it. Treat the backs of the standard deck with roughing fluid. Then treat the faces of the force deck. Interweave the cards so that the force cards will be placed behind the shuffled cards of the standard deck. With this setup you will be able to show ALL faces of the deck, even spread the deck fairly on the table. When turning it face down you can force the two cards onto a spectator.

Tricks with a Double-Decker incl. a force deck

This deck contains one complete poker deck, followed by a one-way force deck.

Get it right

by Gordon Wardle

The effect: The magician writes two predictions and places them in front of spectator A and B. He takes out a deck of cards with written names or numbers on the back of each card. He spreads the deck face up and lets spectator A pick a card that he has to place in front of him. Then he spreads the deck facedown and spreads it facedown and lets spectator B pick a card. When the predictions are turned over they do not match the chosen cards. When he turns over the two cards and exchanges the two predictions everything matches perfectly.

Preparation:

Separate the separate the regular deck from the force deck. On the backs of all force cards write numbers from 1-52 or any names. On the backs of the regular deck write always the same number or name. Let's assume that you will use names like it is done in the popular Phil Plus effect. The force name could be for instance Lucy, this name should not show up on the backs of the force deck. Shuffle both decks, then place them together in a way that you can spread the indifferent cards from the face side and the indifferent names from the face down deck.

Presentation:

Look at spectator A and write a prediction and place it face down in front of him (it says the force card value) then look at spectator B and write another prediction and place it face down in front of him (it says the force name of the other half, eg. Lucy).

Fan the faces of the cards (don't spread further than the first 52 cards) and get spectator A to pick any card and remove the card placing it face up in front of spectator A, next to his prediction.

Turn the pack over and fan the names (again, not more than 52 cards) and get spectator B to pick a name then place that card name up in front of spectator B next to his prediction.

When you turn over the two predictions it is obvious that you got both predictions wrong. Try to claim you got close because, say, Anna has 4 letters and Lucy has 4 letters or the 4H is red and their card is red. As an afterthought exchange the two predictions and place them next to the two cards. When you now turn over the two selections it will be a perfect match. They see that the predictions had really worked - admittedly for the wrong person but that does not seem to matter. Mouths open, stunned silence!

Remarks: If A chooses 4H then it is the usual double whammy.

Miracle Prediction

by Gary Jones

Effect: The Magician makes two predictions i.e 2C and QH, these are written down on a business card and placed face down.

The spectator now names any two cards, when the magician turns over the prediction it's seen that both predictions are wrong. A pack of cards which has been on view at all times is now shown, the faces are normal but on the backs have playing cards written on them. From the face up deck the magician removes one of the named cards, the other is removed from the face down cards. When the cards are turned over they perfectly match the prediction.

Preparation: On the backs of the all the same cards write 52 different cards, on the backs of the all different cards write the name of the force card.

Presentation: Well, the handling is pretty much the same as "Get it right", just that you only use one spectator for the effect and that the cards are not shown upfront. This is a nice idea writing playing card names on the backs of the cards.

The nearly perfect force deck

Separate the first standard deck and shuffle it. Place it back on top of the force deck. Now you are able to show a well shuffled deck. When you turn the deck facedown and spread the cards (first half of course) you can easily force the necessary card onto the spectator.

The perfect force deck

Separate the first standard deck and shuffle it. Treat the backs of the standard deck with roughing fluid. Then treat the faces of the force deck. Interweave the cards so that the force cards will be placed behind the shuffled cards of the standard deck. With this setup you will be able to show ALL faces of the deck, even spread the deck fairly on the table. When turning it face down you can force the necessary card onto a spectator.

Tricks with a Double-Decker with two different back colors

This deck contains one complete poker deck with red backs and one complete poker deck with blue backs.

Boldwave

by Bill Palmer

The effect: The magician announces that he will force a card onto a spectator, but mentally. He lets him name any card. From the faceup deck he removes the named card and places it face up on the table. Spreading the deck from the back he shows that the spectator had seemingly a free choice. Turning over the selected card he proves that in fact the spectator picked the only card showing another back color.

Preparation: Actually, there is no real preparation. If you got a blue card case with your Double-Decker make sure that the blue cards are on top of the face down deck. Vice versa if you have a red card case. I like to perform this trick with a deck in new deck order, the reason will be explained later on.

Presentation: Remove the deck from the card case and spread the cards towards the spectator to let him pick a card. Just in the moment he wants to take a card you stop him and announce that you want to force a card on him. Again spread the cards and as soon as he tries to pick a card stop him again and say that you will force this card on him mentally. These two spreadings establish casually the color of your deck.

Now let him think of any card and name it afterwards. Turn the deck face up to find his card. As the cards are in new deck order you will find his card quickly. Remember which suit is at third and fourth position in the deck. When one of these two suits is named estimate how far this card would be and push the appropriate block of cards over to get close to his selection. With this little trick you easily avoid showing too many cards while spreading through the deck.

Remove the named card and place it face up on the table. Again turn the deck facedown and spread the cards casually. Ask him if he felt any influence while selecting his card and point out that he had a free choice. But that is how a good force should work, that he would not feel anything. Turn over the card on the table to show that he selected the only red card in the deck.

Tricks with a Double-Decker containing two complete decks

This deck contains two complete poker decks with red or blue backs.

A Magical Kiss

by Paul Craven

The effect: The magician promises to give a present to the female spectator. Taking out a deck he shows that he has written all kinds of presents onto the backs of a well shuffled deck of cards. The deal: whatever card she chooses, he promises to give to her whatever is written on the back of her chosen card. But if she is not happy with the present, she can also give it back to the magician. The chosen card is taken out of the deck showing “a magical kiss” – if she does not want to get a kiss she is allowed to kiss the magician. A charming routine that has given the greatest reactions to Paul that you can imagine if played well.

Preparation: This effect can be setup actually with every red Double Decker as the faces of the second deck will never be seen. Shuffle the first deck so that it looks randomly mixed up when showing the faces. On all the backs of the first deck write “A magical kiss”, on the backs of the second write all nice presents you can think of, get creative. Here are a few suggestions: a ring, a necklace, a bunch of roses, perfume, ear rings, a dinner, only 10 \$, going to the movies, opera visit, romantic CD, a day-off, wellness weekend, meeting George Clooney. You get the idea, write down presents that would fit you and your presentation.

Presentation: Search for a nice girl / lady where you would like to succeed ;-). Take out the deck, explain the rules of the little game while showing the deck from the faces and backs. Let her name any card and take it out while spreading through the deck face up. The rest you have to find out by yourself, but be nice to get your kiss...

Destiny Calling

by Christian Schenk

The effect: The magician wants to show that a couple in love can be as far apart as possible, can try to make decisions that seem to be as opposite as possible, but their destiny will bring them always together again. For that he lets her name any card, her partner should name a card that is as far away as possible. The magician removes the two named cards, and spreads the rest of the deck face down on the table. Pointing out the two seemingly free choices, he asks both if they believe in destiny and if yes, if it depends on choices or chances. Turning over the two cards they both show a different handwriting, that – when placed next to each other – result in the romantic saying: “It is choice not chance – that determines your destiny”.

Preparation: You can decide if you want to keep this effect as slick as the above effect Boldwave or if you want to go the long way and have the perfect deck setup. The difference between both version: roughing fluid. Separate the two decks. If you want to perform the easy version without roughing the cards, go ahead and place one deck aside until the second one is prepared, from the other deck separate the red cards from the black cards.

The idea is the following: when the second spectator has to choose a card that should be as far away as possible from the first chosen card, he will automatically change the suit color. If the first card is for instance the 4 of Hearts, the second one will be a Spades or Clubs. It does not matter which cards are selected, as long as one will be a black card and the other one a red card.

Write on the backs of all black cards the quote of Jean Nidetch "It is choice – not chance" and on the backs of all red cards the information "that determines your destiny". At the end I will give you other ideas what to write on the cards, depending on your presentation style. Just make sure that whatever is written on the back of a card does not make sense or looks complete without the other card.

Put the red and black cards back together and shuffle, finally place the unprepared deck on the back of the first deck and you are ready to go. With this preparation you can easily show a full deck with regular backs but take out the written cards from the face while searching for the spectator's selection.

If you want to be able to spread the whole deck, you have to rough the backs of the written deck and the faces of the prepared deck. Put the cards together with their matching mates, eg. the 3 of Clubs with the 3 of Spades. With this setup you will never be caught and it is much easier to do a reset after the effect.

Presentation: Find a couple where you can be sure that they still are in love. ;-) Let her choose the first card and take it out of the deck. Place it face up on the table so that the card stays in full view for the spectator the whole time. Then let him choose a card that should be as far away as possible (will be of the opposite suit color). Take it out of the deck and place both cards next to each other.

Depending on your preparation of the deck spread the cards so that only regular backs are seen while pointing out that both had a free choice. Then turn over the two selections to show that their choice was not free at all and even depended onto each other.

Additional ideas:

Here are some ideas that you can use for splitting up the two informations.

- Use the left and right outline of a heart. As soon as you bring both cards together they will build the complete shape of a heart.
- Use a heart on one card and an arrow on the other card.
- Use the quote of Joyce Brothers: *The best proof | of love is trust.*
- Use the quote of Willa Carter: *Where there is great love, | there are always miracles.*
- Use the quote of Albert Camus: *Life is the sum | of all your choices.*
- Use the idea of talking about destiny as explained in the routine, but just write *choice* on the black cards and *chance* on the red cards.

Half and Half Traveller

by George Schindler

The effect: After the deck is shuffled, the magician separates the pack into two halves. Spectator on the left removes one card from his pile and remembers it. He or she replaces it back into his pile.

Spectator on the right does the same with his pile. The magician makes a magical gesture to magically pass the cards from one pile to the other. He then proceeds to pick up the cards on the left and looks through them face up before removing one card facedown. The card remains on the table. He does the same with the second pile.

The spectators are now asked to name their cards. When revealed (turned face up) it is seen that not only each of the spectator's cards have been found but also have travelled from one pile to the other.

Presentation:

The Double Deckers are marked cards. When you do an overhand shuffle only shuffle until the center of the deck to keep the two decks separated. Use the Joker to separate the two halves, estimate the center and search for the card without a marking (Joker), cut there and separate the two piles. Before the cards are placed back into each pile you spot the marks on each of the selected cards. Since each deck half is a complete deck it is easy to find the card from the face up pile and remove the opposite selection to put in front of each pack. Surprise.

Triple Selection Transportation

by Michael Tenenbaum

The effect: A spectator selects three cards and the performer selects three cards. The spectator and the performer both have the cards they selected in front of them, face down. With a snap of the fingers, the cards switch places. The cards selected by the spectator are now in front of the performer and the cards selected by the performer are in front of the spectator.

Preparation:

The first deck is on the bottom of the pack. It is in random order and may be shuffled. The second deck is the top half of the pack. It is set up in CHaSeD order, each suit Ace to King.

Performance:

You may shuffle the first deck (by shuffling the deck faceup and putting the shuffled part back onto the deck) and briefly fan faces and backs at the start of the performance, explaining that it's a well mixed regular deck. Explain that you and the spectator will each be selecting three cards. (You will have the spectator select from the bottom of the deck, while you will select from the top.)

This is how to perform the selecting procedure:

Holding the deck in your left hand face down, in dealing position, riffle from the top down with your left thumb. Invite the spectator to instruct you to stop. Try to time it so that by the time you're finished explaining this, you already have riffled past the second deck. (Therefore their selection will be from the randomized first deck.) Stop when they indicate, and cut the cards at this point. Set aside all cards from the top of the cut onto the table, or if you are doing close up or walk-around, complete the cut, but hold the position with a break so you can return cards that have been cut to the bottom back to the top.

At this point do a double lift and name the card which is presented face up. Suppose it's the 5 of clubs, you say "you picked the 5 of clubs." Turn the double back over (face down) and deal the top card to the spectator. (The double that was face up remains on the deck. Look at the marked card as you deal it to the spectator and you know what card they actually have. Say it's the 10 of diamonds.) Now return the portion of cards from above the cut back to the top of the deck (everything is now as with the starting set up except that the spectator has the 10 of diamonds in front of them face down, and they think it's the 5 of clubs.)

Now, you are going to select the 5 of clubs from the top half of the pack (The second deck). Since the second deck is in CHaSeD order, you should easily be able to estimate the card's location. Fan the cards face down in this general area, and locate the card by the mark. Be careful not to make it obvious that you're reading the marks. Now you look at the card but do not show it to the spectator. Just casually look at it (it's the 5 of clubs) and say "I picked the 10 of diamonds".

Repeat the selecting procedure two more times. Each time, in order to ensure that the spectator is selecting from the bottom stack, casually time your prompting patter with your thumb riffle.

Once you have completed this, the situation should be that both you and the spectator have three cards each in front of you. Now inform the spectator that you will cause each set of cards to switch places. Snap your fingers and then reveal all the cards face up, and it appears that they all did indeed switch places.

Reset:

Resetting simply involves returning the three selected cards from the second deck to their ordered locations (the cards in front of you), the cards of the spectator can easily be put back randomly into the shuffled part of the deck.

Menetekel Ultra

Just imagine what you can do with twice as many cards as normal. Sort the cards that every single card is followed by the same duplicate. If you want to have them in a shuffled

condition first separate the two decks, shuffle the first one and then place the duplicate mates of the second deck behind each card. If you rough the cards first, you can spread the deck and let it look like a regular one. Overhand shuffles are possible. If you don't rough the cards then you can riffle through the cards and let the spectator see the faces. As the riffling should take the same time span than the riffling of a regular deck, the spectator will see twice as many cards but will not realize that.

If you let the spectator cut the deck to find his selection the marking of the backs will become very helpful. First you will know his selection without the need of turning the card over, but second and more important, you can immediately see the value of the card underneath. This information will let you know if his duplicate card is on top or bottom of the deck. (If it is not on top of the deck the spectator cut in between a card pair and separated them, leaving the duplicate on the bottom of the deck.)

You can palm of the duplicate card and let it appear at an impossible location for example. Come up with ideas for the Menetekel Ultra, please let me know about it.