

It's a Topsy-Turvy World, Jane

Andrew Musgrave

ANDREW LIVES IN NEWFOUNDLAND, Canada, where he is a student. He has performed professionally in Vancouver, as well as South Korea. Andrew has a few published pieces out there. Look them up. Lots of good thinking. Andrew's small addition to Paul Curry's "Out of This World" plot has taken this from a long performance and shortened it considerably, all while adding a delightful presentational angle that only comes from actually performing for real-world people.

Effect: Twelve cards are freely dealt from a shuffled deck and then magically divided by color (à la "Out of This World"), per a very entertaining "elimination game" between the magician and the spectator.

Needed: A deck of cards.

Method: Begin by giving the deck a few riffle shuffles, or better yet, invite your spectator to do it for you. Once the cards have been thoroughly mixed, turn them face up to show their shuffled condition (photo 1). Square the face-up cards into your left hand.



Turn the deck over so that it is face down, but do it in the following manner. Grasp the outer end of the deck between the thumb and first finger of your right hand, thumb on top (photo 2). Drag the deck forward, away



from your body. Once it is just about ready to clear the left first finger, lift it and turn it end over end so that the pinched end of the face-down deck is now pointed directly at you (photo 3). This technique for turning the deck over



is straight out of "Topsy-Turvy Cards" from *Royal Road to Card Magic* by Hugard and Braue (1948).

Raise the deck to eye level so that your spectator cannot see the faces of the cards. State that you are going to, "remove a mix of black and red cards," but in reality you remove the first 12 red cards that you come to before tabling them face down. This will create a large bank of black cards at the rear of the face-up deck.

Mentally mull over the idea of removing a few more cards while keeping the faces of the cards toward you as you spread them from hand-to-hand. As you close the spread and begin to lower your hands to their original position, secure a pinky break above approximately 10 black cards on the bottom of the face-up deck (photo 4).



While holding the deck in dealing position, keep the left first finger slightly higher than the cards below the break. Repeat the action of turning over the deck as described earlier, dragging the deck (minus the 10 black cards below the break) forward (photo 5). When the deck is about to



clear the left first finger, lift it by its front end and turn it inward toward you so that it lands flush on top of the face-up black cards (photo 6).

Here's the situation. Right now, there are 12 face-down cards on the table that your spectator believes to be "a mix of black and reds" which in reality are all red. There are also approximately 10 face-up black cards on the bottom of the face-down deck in your hand.

Invite your spectator to give the 12 cards a face-down



mix without exposing any of their faces. Explain that this is an "elimination game" and that you would like them to "choose either red or black." It's time for Magician's Choice. If they choose "red" explain that their task is to try and choose the six cards that they feel are red. Once done, they are to square their six red cards (keeping them face down) and place their hand over them. Remind them that they have "eliminated the black cards" as you extend the deck toward the spectator. Ask that they replace the six "black" cards face down onto the deck. They have their chosen "reds" and have given you the eliminated "blacks."

If they choose "black," state that since this is an "elimination game" they are to eliminate the six cards that they think are black. Once done, ask them to place each of the eliminated, face-down, "black" cards on top of the deck in your hand and then to square the remaining red cards on the table before covering them with their hand. Either way, they have six "red" cards (really red) under their hand and have apparently eliminated six "black" cards (also really red) and placed them on top of the deck.

Ask, "How do you feel about your selections?" as you bring attention to the cards on the table, continuing, "If you did this correctly, those cards should be the red ones." As their attention is focused on what you are saying, simply roll your left hand over so that it is palm down and point with the left first finger toward their cards (photo 7). This action turns over the deck, bringing the reversed face-down black cards to the top of the deck, with the remainder of the face-up cards below them.



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Ask them to take a look at their cards. As they remove their hand and turn their cards over, extend your left fingertips completely below the deck (photo 8). Release pressure with your left thumb as you turn your entire left hand over. This will allow the deck to remain in its inverted state (face-down cards on top of the face-up deck) on your left fingers (photo 9). If this quick one-handed turnover is difficult for you to perform, simply place the inverted deck directly into your right hand. Done casually, this will go completely unnoticed because you've misdirected your spectator like a champ.

After they turn over their tabled cards and reveal all six to be red, slowly deal the top six cards face up off the top of the deck to show that you have the blacks (photo 10). Congratulate your helper for successfully doing their part in this "elimination game," gather up the cards, and clean up the mess on your own time.

This is a commercial way to perform an "Out of This World" type effect. The small number of cards used, as



well as the "elimination" gambit, make this a pleasure to perform. For those wondering what is up with this trick's title and who is this "Jane" that he speaks of, Andrew informs us that it is a line of dialog from the 1998 movie *The Naked Gun*. And now you know. •