

A Card Trick for Alice

“Great variation / presentation Jack!” - Peter Duffie

This is a variation of Howard Adams' 'Make the Cards Match' from his 1984 booklet 'OICUFESP'. The initial dealing and combining sequence you'll be learning gets credited to J. Russel Duck (aka. Rusduck, 1909 -1959), a police chief in Pennsylvania & avid magic contributor (he published 'The Cardiste', an 11-issue magic magazine printed in 1957 & 1958).

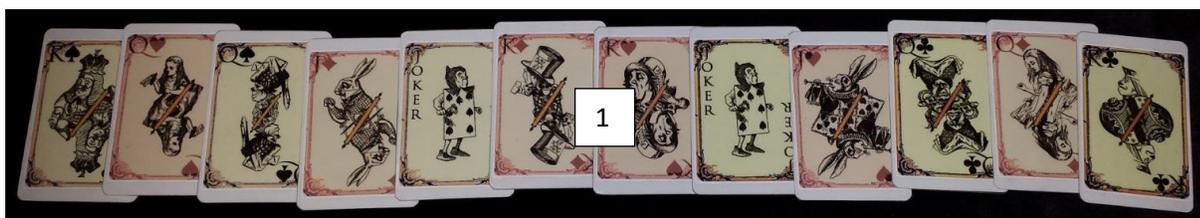
I feel a card trick should have a story or theme behind it, otherwise it's just another card trick and the 'Through the Looking Glass / Alice in Wonderland' theme is a great match. It's a mysterious and bizarre story that most are familiar with and is almost guaranteed to create an air of strangeness and curiosity in their minds almost immediately. The final display of this trick looks nice as well, especially on a round table.

Effect: From a small wallet 12 cards are removed. Only their backs are visible. It is dealt back and forth into two piles. The spectator picks up either pile and drops it onto the other. The combined packet is picked up and once again dealt into two piles. Once again, the spectator is asked to pick up one and drop it onto the other. The packet is dealt into two piles again. The spectator is asked if she'd like to stop here or combine the packets and deal again. This can be done however many times she chooses. Once she's satisfied with the mixing, 2 piles are dealt and both ribbon-spread lengthwise (their ends are visible instead of the sides). Two small figurines, one Alice and the other the MadHatter, are shown. They are placed on the 2 cards at one of the ends, chosen by the spectator (free choice). The magician explains that the word 'ALICE' will be spelled and for each letter a figurine is moved along its row to the next card. The spectator is asked each time which marker they'd like to move for each letter, all completely free choices. When the word is fully spelled the two cards that the markers end on are removed and placed together to the side. The figurines are placed once again at one of the ends (decided by the spectator) of the rows and the word 'MADHATTER' is spelled, the Alice and the MadHatter figurines moving along the rows per each letter, all totally free choices by the spectator. The two cards the markers end at, after the spelling, are removed and placed together beside the first pair. The markers are returned to an end and the word 'CAN' is spelled, the ending cards placed aside together, then the word 'DO', and 'MAGIC'. In the end the final two remaining cards are turned over. They're a perfect match! To further the spectator(s) amazement the 5 other pairs are turned over and all are perfect matches!

The Props: A 'Through the Looking Glass' / 'Alice in Wonderland' theme adds a nice appearance to the trick. I've provided all the necessary cards at the end of this explanation. Print the pages, cut out the images, stick glue them to blank playing cards, then laminate

them. Please don't make sets for anybody else or reason, but for yourself feel free. They will last forever. You'll also need to decide on some sort of markers. Though tough to come about, miniature figurines of Alice and the MadHatter are the ultimate choice for this routine. Anything can be used of course as markers, dice, coins, etc. but the atmosphere and mystery is enhanced if something based on the 'Alice' tale is used. The 5 words that are spelled are ALICE – MADHATTER – CAN - DO -MAGIC and having a miniature Alice and MadHatter to move along the cards is the perfect match.

Method: Until you can build your own 'Alice' themed packet, simply remove the red or black Aces through sixes from a deck of cards. Arrange them in palindromic order (also called a mirrored or reflective stack) ABCDEFFEDCBA (ill. 1)



Performance:

- A. Hold the packet face down and deal it, one card at a time, back and forth into two piles (ill. 2)



- B. Ask a spectator to pick up either pile and drop it onto the other (ill. 3)



- C. Pick up the packet and deal it into two piles again. Give the spectator the option of either picking up a packet or dropping it onto the other, or stopping at that point with the two stacks dealt. The packet can be combined and dealt as many times as the spectator chooses yet the palindromic order remains unchanged (called the Rusduck stay stack principle).

- D. When the spectator is satisfied with the mixings and decides to stop, reach down and ribbon spread **lengthwise** the piles (ill. 4). Depending on the design of your cards, remember this is for the audience so make sure things are presented from their direction. My cards have Alice on the back and I spread the stacks towards them so to create a nice display of multi-Alices.



- E. Ask the spectator to choose either end of the rows (doesn't matter) and place the markers on the cards at the end of both rows (important: both markers must always begin on the same end of both rows.) (ill. 5)



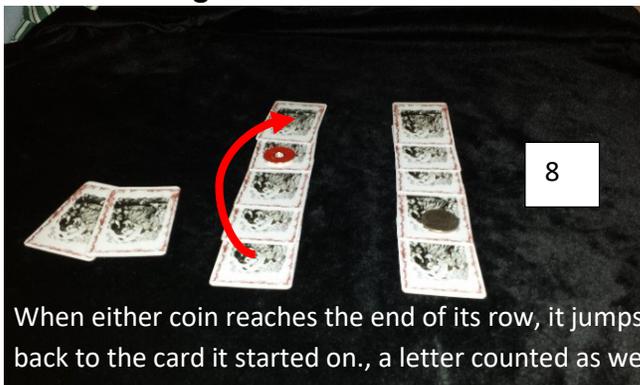
- F. Now move down the rows, 1 card at a time, spelling 'Alice (A-L-I-C-E)'. Each time allow the spectator to choose which marker to move for each letter. In this example the coins have ended on these two cards (ill. 6) but in actual performances the ending positions will vary. **Note:** they will however always end equal distances from the opposite ends of the two rows (palindromic ending positions). If they're not you've done something wrong.



- G. With both hands slide both cards, with coins still on top, out from the spread and together, away from the rows (ill. 7). Remove both coins from the pair and give the spectator free choice of which end of the rows to begin again. In this example, we'll pretend they chose the far end.



- H. Repeat the process of spelling, this time with the word Madhatter (M-A-D-H-A-T-T-E-R). **Important: During this one spelling you'll always run a marker off the end of its row since the word MadHatter has more letters than there are card steps remaining. When this happens move the marker back to the starting position, also counting that move as a letter in the spelling of the word (ill. 8).**



In the above example the red marker moved more than 4 spaces so it is moved back to the starting position and the move counted as one letter. Remember, as a self-check throughout this trick, both markers ending positions, after the word is completed, will always be equal distances from opposite ends of the rows. If they're not, you've done something wrong and can come up with some reason for an additional move or two. Remove the two cards that the markers are on after 'Madhatter' has been spelled and place the pair close to the first, remove the coins and place on either end of the slowly diminishing rows, again allowing the spectator to choose which end (ill. 9)



- I. Spell the word 'can' (C-A-N), one move per letter and just like before, remove the pair of cards the markers ended on and place alongside the other pairs. Remove the coins and ask the spectator to choose either end to begin on (ill. 10)



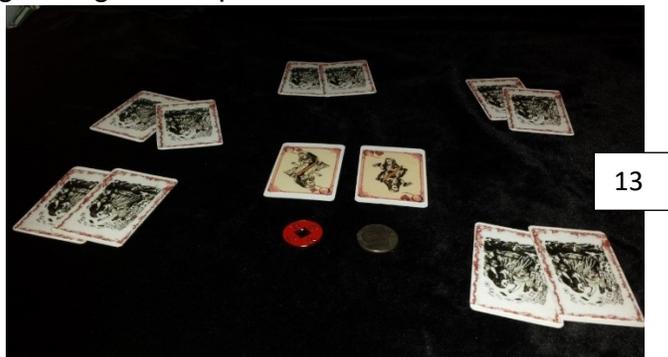
- J. Spell 'do' (D-O), remove the cards the coins end on and place away from the remaining cards of the rows. Remove the markers and allow free choice of which end to begin on what's now become two rows of 2 cards each. (ill. 11)



- K. Spell 'magic' (M-A-G-I-C), one position per letter, remove the ending cards and place to the side. Remove the markers and place on top of the final two cards. Get those two cards aligned with one another in preparation for the final reveal (ill. 12).



- L. Mention to the spectator(s) the words put together read 'Alice, Madhatter Can Do Magic' and turn over the middle pair of cards to show they match (ill. 13). This always gets a great surprise



- M. Turn over all the other pairs to show a very amazed spectator they somehow managed to match every single pair of cards (ill. 14)









Constructing your set will take an hour or so, but once done will last a lifetime. Materials: card stock (easier if blank), printer, good quality printer paper, self-adhesive laminate, stick glue, a pair of scissors. Print these last 3 pages in high quality, then cut all 24 cards out (that's what takes the most time). Use stick glue to attach the images to the cards (a card value on 1 side, Alice w/ swirling cards on the other side), then laminate both sides. Make sure the cutouts are a little shorter in length and width than the card stock so the laminate will have some surface area on the card to attach to.

Get a plastic wallet (about a dollar at magic sites) and a couple of markers to represent Alice and the MadHatter.