

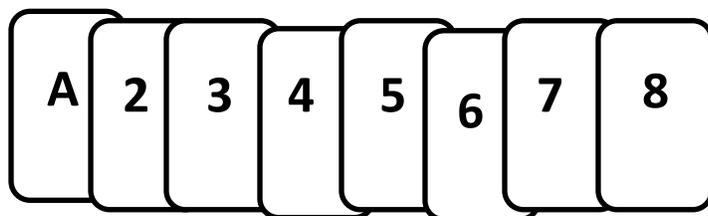
Jack E. McCoy - TheRealMagicJack

## Color Mind

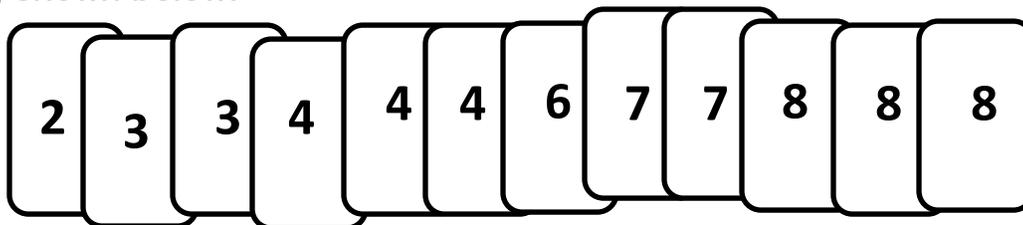
This trick evolved from an early one ('Stick Trick') in an effort to convert the principle from a piece of wood to a packet of cards. The idea came to me when I was a young lad and have no historical knowledge of it beyond that.

First the secret:

For teaching purposes I've removed the ace through 8 (suits irrelevant) from an imaginary deck of cards and arranged them in order and face up onto the paper:



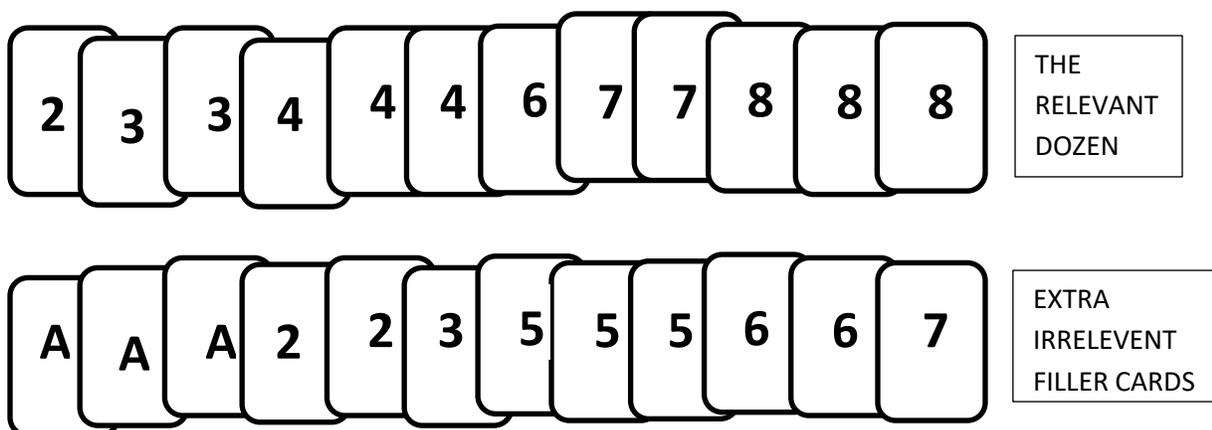
For a second packet, I've also removed twelve other cards of particular values, shown below:



Now, in comparing both packets, notice that: In the 12 card packet, there are no aces or fives but in the 8 card packet, there is one ace and one 5 and they are in the 1<sup>st</sup> and 5<sup>th</sup> positions of the packet. Next notice that inside the 12 card packet there's one 2 and one 6 and in the 8 card packet the 2 and 6 are in the 2<sup>nd</sup> and 6<sup>th</sup> positions. Continuing, in the twelve cards there's two 3s and two 7s, in the eight cards they're in the 3<sup>rd</sup> and 7<sup>th</sup> positions. Lastly in the twelve cards there's three 4s and 8s and in the eight cards they're in the 4<sup>th</sup> and 8<sup>th</sup> positions.

So, if a spectator was to mentally choose a value then tell you how many of it are in the 12 cards, you'd know within two positions in the 8 card packet what value he/she's is thinking of. It will be either the first card beyond their stated number or 4 cards further down from that.

Of course this wouldn't be impressive in the least since the spectator would probably realize there are different amounts of certain values in the 12 cards which clued you to the selection. To counter that, suppose we were to add 12 more cards and they consisted of more of those eight values to make a total of 3 cards for each value (three aces, three 2s, three 3s, three 4s, etc.) in a now 24 card packet.



With the 24 cards you can show there are 3 cards of each value, so that possible aforementioned logical assumption on the spectators' part has now been eliminated and there's really no other explanation they'd be able to come up with, so a magical sensation of mystery is created.

The 24 cards (3 each of 8 different values) could be fully shuffled, and with some type of identifier on the 12 relevant key cards which secretly tells you if that card that's currently being looked at by the spectator is one of them, the spectator could mix the entire packet beforehand which is a strong convincer in any card trick and will leave them even more perplexed. I use a corner cutter that slightly further rounds the corners of the 12 key cards. This way I can use blank backed cards to discourage any thoughts of marked backs.

That's the fundamental secret. Now let's dive head first into it and some variations I've come up with which uses the principle. I'll teach you how to quickly stack the packet beforehand and in performance, versions that don't use any markings, also versions for lay people and for fellow magicians.

I'm about to explain the trick as if we had color cards in hand, but with the possibility that you don't have 32 blank cards and 8 colored markers handy to make the props in the colors version, to learn the process simply take out eight 4-of-a-kinds from a regular deck of cards which I imagine you have plenty of. This trick can be presented as a card trick from a borrowed deck if desired as you'll see.

I named this trick 'Color Mind' because I use a set of color cards and feel it provides for a more intriguing presentation. I purchased a deck of double blank cards and eight permanent markers of various colors. This trick needs 32 cards (8 colors drawn on the faces of four cards each). I then colored a spiral in their centers and wrote the color on the same two corners where normal playing cards pips usually reside. My colors are red, orange, yellow, green, blue, brown, purple, and black. These colors are mainly the prime color spectrum of refracted light except I replaced indigo with brown (indigo is too close to purple and the spectator could get confused) and added black to make eight colors total.

I will now teach you how to easily stack the packet beforehand if you'd prefer a faster presentation.

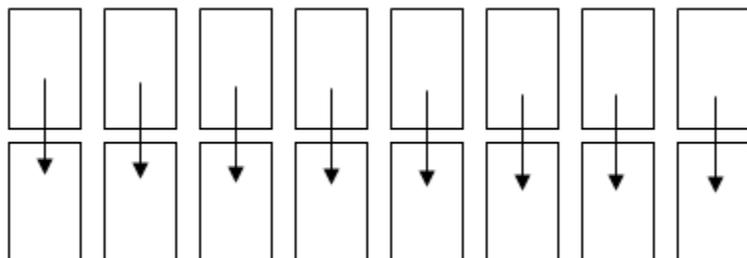
### **Stacking the packet beforehand: Method 1**

The cards are all face down.

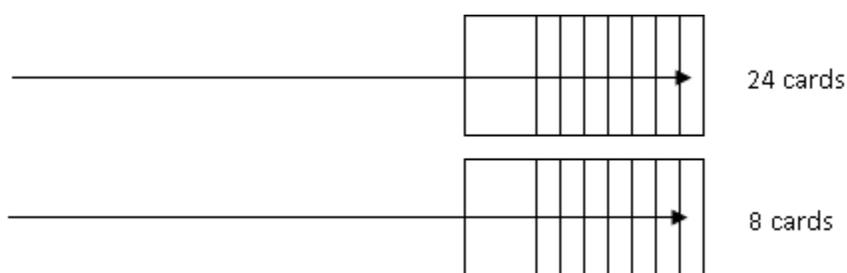
1. Arrange the eight 4-of-a-kinds in a row on the table. In performance, the spectator would first switch places with the stacks while your back is turned, so the row arrangement isn't known by you or them.



2. Slide the top card of each stack towards you.



3. Collect both rows into two groups by picking up the leftmost card(s) of both rows, dropping onto the next within their rows, and continuing this all the way to the right ends. Set the 8 card stack aside and pick up the packet of 24



4. Hold the 24 cards face down and ready to deal into piles. Deal the top 5 cards, one at a time, onto the table in a stack

5. Moving to the right of that 5 card stack, deal 4 cards, one at a time, creating another group.

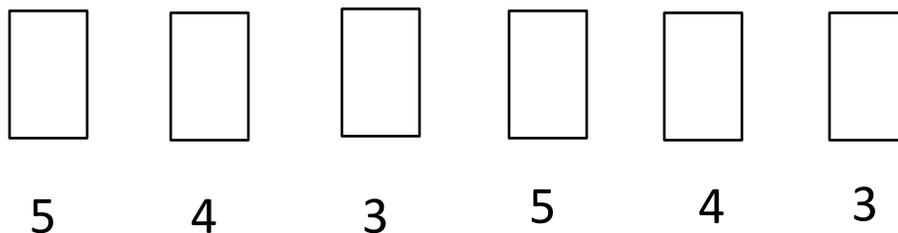
6. Moving further rightward, deal 3 cards into a stack.

7. Moving rightward, deal 5 cards into a stack.

8. Moving rightward, deal 4 cards into a stack.

9. Moving rightward, deal 3 cards into a stack.

You will now have this situation:



10. Gather the piles, starting on the left, picking it up and dropping it onto the next, picking up all those and dropping onto the next, etc.

11. Pick up the now combined stack and deal the top 12 cards into a pile.

12. To the right of that deal 6 cards into a pile.

13. Drop the remaining cards in your hand onto the left pile (12 cards) pick up all those and drop them onto the last pile (6 cards).

The packet is now set up. The stacking involved an easily remembered sequence:

5 – 4 – 3 – 5 – 4 – 3, gather then 12 – 6, drop remainder onto the 12, then all onto the 6 cards.

-or-

### **Method 2 for stacking the packet beforehand or during performance:**

After step 3. (pg.4), instead of dealing into piles, you're simply going to overhand shuffle the packet, each time peeling certain numbers of cards then throwing the balance on top.

14. Peel 5 cards, toss the balance on top.

15. Peel 4 cards, toss the balance on top.

16. Peel 3 cards, toss the balance on top.

17. Peel 5 cards, toss the balance on top.
18. Peel 4 cards, toss the balance on top.
19. Peel 3 cards, toss the balance on top.
20. Peel 12 cards, toss the balance on top.
21. Peel 6 cards, toss the balance on top.

The packet is now set up. Notice it's exactly the same as **Method 1** except overhand shuffles are used instead of tabled deals. This is handy if a table isn't available or practical for use.

If you turn the 8 card packet face up and spread it, and look at the top 12 cards of the big packet, you'll see they are related as I had earlier explained on pg. 1. In performance, once you know how many times they see their color in those twelve cards, you can simply pick up the 8 card packet and cut cards from top to bottom equal to that number which will bring a possible selection to the top. Now simply remove the 5<sup>th</sup> card down and place it on top. Now both possible selections are on top. Double turnover. You've a 50/50 chance it's their color. If it isn't, double turnover, remove the top card, ask what color they chose and turn over to show the magical transformation.

I haven't mentioned this but, as the top 12 cards provide you the information to gain control of the two possible selections from the top of the 8 cards, the bottom 12 provide the same principle if you were to count from the face or bottom of the 8 card packet! As you may be realizing, this principle provides numerous possibilities.

## Tricks

**Color Mind #1** – for the average lay spectator.

Hard work or complicated methodology isn't necessary for most. Set the packet up beforehand with **Method 2** (explained on pg. 5), slide the eight cards into a pocket of a wallet. Divide the 24 card packet exactly in half,

mix the top 12 by themselves then the bottom 12 by themselves. The reason for this is after the initial setting up, the colors will be next to each other in the groups so shuffling takes care of that. Place the original top 12 back on top and slide the 24 cards into the other pocket of the wallet. You're ready to go.

Presentation:

A. Remove the wallet, open it and remove the 8 cards. Spread it to show the faces and ask her to think of one of the colors. Close the spread and set it face down onto the table. Remove the 24 card packet from the wallet, turn it face up and spread, showing the different colors and explaining that each color has the same number of cards (three reds, three blues, etc..). In showing this you'll spread through the entire packet and most colors will be present in various areas. This provides a great convincer of randomness as you are having to spread around to find all three of whatever color you're mentioning.

B. Overhand shuffle, keeping the top and bottom dozen separated from one another. An easy method of this is to use a great Laurie Ireland move by first peeling off small clumps then single peeling through the middle area then chunk peeling again. Repeat the shuffle one more time. The two groups of 12 have been somewhat mixed themselves but were kept separate from one another. That's all that matters.

C. Spread off the top twelve cards and hand them to her. Place the remaining twelve onto the table. When doing this say *"Here, take a few and mix them please so none of us knows the colors' positions."*

D. Turn away and ask her to look at each card and say "Yes" if it's her chosen color or say "No" if it isn't. Count how many times she says "Yes". Once she's gone through the 12 cards you have all the information you need to find her color but to take some heat off the 12 cards say *"Hmmm, I think I see what color you're thinking of but am not completely satisfied, so please pick up some more cards from the table, mix them and look through them like you did earlier."* Once she's gone through them or if she said "Yes" three time, say *"O.K. I'm pretty sure I see it."*

E. Turn around, pick up the 8 card packet and cut cards off the top to the bottom equal to the number of times she said “Yes” in the first 12 cards. During this look at the backs and pretend to be somehow gazing through the backs. Once done, spread and remove the 5<sup>th</sup> card from the top and place it on top. Say, *“Ah yes, I believe this is it!”* Double turnover the top two cards as one to show a color. If it is her color, you’re done, success. If it’s not her card, say *“Shoot, I thought I had it!”* as you double turnover back face down. Remove the top card and say *“Here, I’ll use the \_\_\_\_\_ (whatever the wrong color is) to find your color since after all I am a magician.”* Poke it slightly into various areas of the front of the packet, spin it or whatever. Remove it, ask what color she was thinking of then turnover to show it has magically transformed into her color!

### **Color Mind #2** – for the perspicacious spectator

This is my favorite version. It involves a beautiful and deceptive mixing process/principle of the brilliant Simon Aronson (‘Shufflebored’, in ‘Bound to Please’ – pg. 145) to apparently random mix the 12 key cards with the 12 others into a face up/face down pile which the spectator will feel had complete free choices and control over yet the key cards will always end facing one way, the extras facing the other.

F. Perform Card Mind #1 through step B.

G. Spread off the top 12 cards with the right hand, taking them and placing them onto the table. The left hand places its portion onto the table as well and to the left of the first. Grasp the right portion with both hands and give it a couple of tabled riffle shuffles within itself. Do the same with the left portion. **Note:** You can allow the spectator to do the shuffles providing you’re sure they can table riffle shuffle and without inadvertently flipping cards over during the process. Ask her to cut any amount off the right portion (your right) and place them inward (towards herself) of that portion. Have her do the same with the left pile. Tell her to turn both cut off portions face up. Reach down, pick up both face up portions and switch their places with one another. Now table shuffle the face up portion on the right with the

face down portion on the right. Shuffle the left side's face up and face down portions together. Flip the entire right packet over and table shuffle it into the left portion. Say *"Now we've got a mess of face up and face down cards, all determined by you. I'm going to try to inner connect minds with you and sense the colors as you see them. The face down cards will help provide an occasional backdrop and separation point between the visions. Remember, you chose the cards that are now face up and down so there's no way I can know any color's position inside it."* Thanks to Simon's brilliant move the face up cards are the key cards, the face down cards aren't. This is a very deceptive illusion of a random mixing of face up and face down cards (though very little actually really happens).

H. Turn away. If the top card is face up tell her to give the packet a straight cut so you can't possibly know what the top card is now. Tell her to look down at the top card. If it's face down or not her color she is to say "No". If it is she is to say "Yes". Once she's responded, tell her to set it aside and repeat with the next card. Go through all 24 cards, remembering how many times she says "Yes". If she's said it less than three, tell her to turn the discard pile over and repeat the process. Ignore when she says "Yes", just pretend to care. All you needed to know is how many were face up in the first side.

Do step E. of Color Mind #1 (pg. 8)

**Color Mind #3** – for the fellow magician or perceptive spectator.

Using the overhand shuffling method for setting the packet up (Stacking the packet beforehand or during performance: Method 2, pg.4) also creates an honest looking display of the cards being randomly mixed.

The only negative thing with this version is you can't be looking away and will also be handling the packet but since there's no peeks involved you can be honest and fair when going through the motions.

**Effect:** A group of 32 cards are shown. It consists of 8 different colors, each repeated 4 times (4 greens, 4 blues, 4 reds, etc.). The backs are

blank. The 8 color groups are placed face down in a row onto the table. The magician turns away and the spectator are instructed to switch the places of random groups. Turning back around, the magician now explains how neither he nor the spectator knows the color order of the row. This is a true statement.

The top card is removed from each packet, gathered and placed aside. The rest of the cards are gathered and thoroughly shuffled by the magician and the spectator. The spectator really shuffles the entire packet to his heart's content. Once completed the packet is placed onto the table. He is now asked to mentally choose one of the colors, just think it to himself. The magician explains that he will now show the cards, one-at-a-time and the spectator is to say "No" if his color isn't on the face and "Yes" if it is. Once the packet is exhausted, facts are reiterated: The whole packet was fully shuffled by the spectator, the starting color order of the colors were unknown, there are 3 cards of each color so the spectator would have said "Yes" three times no matter what color he chose, and the 8 card packet previously set aside is in a totally random unknown color order. Even though this is all true and without any peeks or any suspicious moves throughout the entire trick the magician picks up the 8 card packet and makes good on revealing the selection in magical fashion.

### **Preparation:**

You will need 32 double blank cards. The cards don't have to be blank backed but I do recommend it as it will keep the spectator from assuming a marking of sorts was simply read when he/she said "Yes" during the trick. Always remember that in magic performance, if the spectator conceives a solution how the trick was done, whether true or not, the magic is gone and it becomes just a dumb trick in their mind.

Get 8 permanent markers of assorted colors and color the faces of the blank cards, four cards per color. You can color them however you like but there must be one rule that must be followed, the marking must be orientation free meaning it looks similar if the card is one direction or rotated 180 degrees. I simply drew a colored circle in the center and wrote the

color in small lettering on each upper left corner (similar to how regular playing cards are marked). Now, with a pair of scissors, nail clippers or special tool trim just one corner of each card slightly (illustration 1). Make sure to trim the same corner on each card.

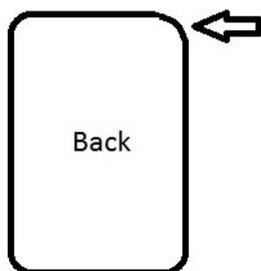


Illustration 1

Now, gather each color group of four together and stack all 8 packets together. Make sure the trimmed corners are all in the same orientation throughout the entire packet.

### Performance:

1. Holding the packet face down in left hand dealing grip, spread over the top four cards. With the right hand, take all four and stud deal them as a group face up onto the table. Mention whatever color is on the faces. In a similar fashion, repeat with the next four cards and dealing them to the right of the first group. Repeat this process with the entire packet, making a row of 8 face up color groups. Now revolve each group face down (illustration 2).



Illustration 2

Turn away and instruct the spectator to switch places of the groups. Turn back around and mention how there's no way you can possibly know what colors are where. Another purpose of this is to disorient his perspective as well. Slide the top card off each pile and towards you (illustration 3).

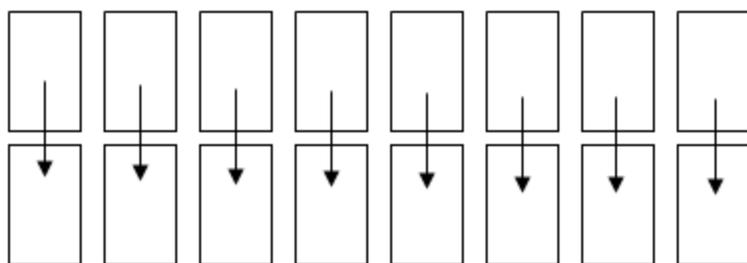


Illustration 3

Gather the 8 cards together either from left to right or right to left. Do the same with the packets of three, making sure both are collected the same direction (illustration 4).

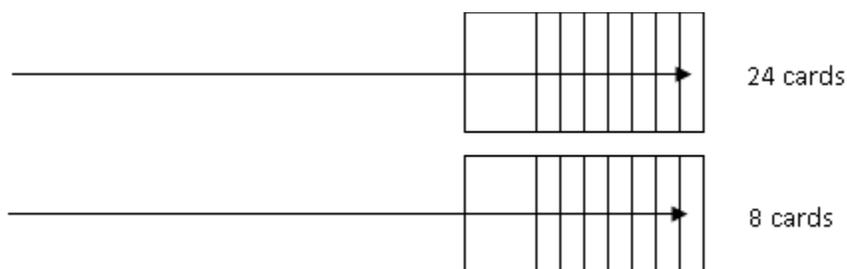


Illustration 4

Set the 8 card packet aside. It will be your revelation packet. Pick up the 24 card packet and hold in preparation for an overhand shuffle.

2. Peel 5 cards, throw the balance on top.

Peel 4 cards, throw the balance on top.

Peel 3 cards, throw the balance on top.

Peel 5 cards, throw the balance on top.

Peel 4 cards, throw the balance on top.

Peel 3 cards, throw the balance on top.

Peel 12 cards, throw the balance on top.

Peel 6 cards, throw the balance on top.

It is an easy sequence to remember, 5-4-3-5-4-3-12-6. During this time talk about how you're practicing mind connectivity. The shuffles may seem like a lot but actually they're very little. Most of them are quite small and move

quickly. With a little practice you'll get used to talking while shuffling and can make it look like a fair random mixing.

Once the overhand shuffles are complete the packet is set up for the trick but let's include some real honest shuffles which make this trick impossible seeming which is where the beveled corners come into play. In step 3. you're going to find out how many cards that has his mentally chosen color are in the top 12 of the packet. The trimmed edges are going to allow you to shuffle those top 12 into the lower 12 yet keep each portion discernible from the other so you'll know each time when you're handling a card that's from the top half. So here we go.

3. Hold the packet in face down dealing grip. Spread over 12 cards as quickly as possible. During that time note the orientation of the trimmed corner. With the right hand remove them, rotate them counter clockwise 90° and place onto the table. At the same time the left hand heads towards the table, rotating its cards clockwise 90° in the process. Both halves remain face down throughout. It isn't a move parse but a natural motion that hands normally do during this type of action. What has been accomplished is you've secretly oriented the beveled edges to opposite sides of the right and left packets. Follow the orientation of the beveled edge of the right packet (the original top portion). You'll need to know this. Riffle shuffle both halves together. Now those cards that were in the left half bevel will be on one side, those that were in the right half will be on the opposite side (like a stripper deck would do). Have the spectator table riffle shuffle them as well. He can do this as much as he likes. Make absolutely sure he doesn't inadvertently spin any cards around during his mixings. A standard table riffle shuffle or even a normal overhand shuffle won't disturb it. Mention to him how the pile has been thoroughly shuffled by him so no prearrangement could have been possible. This is a true statement so push that fact into his brain. Take this opportunity to also remind him of the 8 card packet's random and unknown order as well.

Rotate the 24 card packet's narrow ends towards you and the spectator, during this watch where the earlier noted trimmed edge ends up. This is very important for what's about to proceed.

Tell him you are going to start removing cards off the top of the 24 card packet and show him the faces. Each time he is to look at the color on it and say either “No” if it’s not his mentally chosen color or “Yes” if it is. Start going through packet, removing the top card each time, showing him its face and place it onto the table, creating a pile to the right. Always keep each card’s face away from you and make sure he sees there’s no way you could be peeking or anything.

**The Secret is this:** During this process count and remember how many times he says “Yes” on a card whose trimmed corner is on the noted side (how many cards with his color were in the top half at the end of step 2.) I simply look down, pick up the top card and note if the trimmed edge is on the correct end. I then hold it up and get a response. Continue this until he’s confirmed seeing his color three times. Once he has you can stop and remind him there’s only three cards with his color to it’s pointless to continue. Let’s suppose he confirmed seeing his color **2 times** when you held up a card that was in the top 12 after step 2. It’s also very important that he know you’re not somehow peeking at the faces so keep the cards low and look away as much as possible.

4. Pick up the 8 card packet and transfer card(s) off the top to the bottom equal to your remembered number. For example, in this case we would have transferred 2 cards since we’re pretending he said “Yes” two time in the twelve cards that were originally in the top half after the overhand shuffles.

Believe it or not, the selected color is now on the packet’s top or 5 cards down from the top. It will always be once you’ve transferred cards off the top to the bottom equal to his particular “Yes” responses. Spread and remove the 5<sup>th</sup> card from the top. Place it on top of the packet. Double turnover to show a color. If it’s the selection, take you bow. If not, double turnover, remove the top card and ask what color he chose. Once he answers, make a magical gesture and turn over the card to show it has magically turned into the selected color. Either ending gives a great effect.

**Color Mind for Two:** I'd mentioned earlier that once the 24 card packet has been stacked, as the top 12 cards are used as a key to finding possible selections by counting from the top of the 8 card packet, the bottom 12 cards can be used in the exact same principle by counting from the face of the 8 card packet. This can be used as a variation that allows two spectators to think of a color and gives a great excuse for keeping both portions separate.

So, once the 24 cards are stacked, spread off and hand the top 12 cards to the spectator on the right, the bottom 12 to the spectator on the left. Have them each shuffle their portions. Look away and starting with one person have them look at their cards one at a time, saying "No" each time it's not their color and "Yes" each time it is. Now do the same with the other spectator. Remember how many times each said "Yes". If the combined total of "Yes" answers equals 3, celebrate. That means either they're thinking of the same color (big amazement ahead) or each are thinking of one of the two colors you'll remove and display.

So pick up the 8 card packet, turn the faces towards you, spread it and silently count from the back equal to how many times the spectator on the right said "Yes". Up jog the next card inward, count 4 beyond that up jogged card and up jog that card. During this time act like you're trying to perceive both spectators colors.

- A. If the combine total of "Yes" responses equaled 3, you're done. Strip out both cards and place them on the back. Turn the packet face down. Double turnover the top two cards and mention the color showing. If it's the person on the right's color, success. Now ask if it's the other person's chosen color as well. If they say "Yes", say something about how all three minds were inner connected or whatever patter you can come up with to enhance this strange coincidence. They both thought of the same color and you found it!
- B. If the responses didn't equal 3, Start with the spectator on the right, silently count from the back of the 8 cards equal to his number of

“Yes” responses, up jog the next card inward, count four past that and up jog that card. Now thinking about the left spectator’s number of “Yes” responses, count from the face equal to that number and up jog the next card further in, count four beyond and up jog that card. There will be four cards up jogged now. Strip out the four and place them onto the back. Turn the packet face down. Look at the spectator on the right, spread down and remove the 3<sup>rd</sup> card from the top. Place it on top of the packet. That person’s selected color is now one of the two top cards, the other spectator’s chosen color is 3<sup>rd</sup> or 4<sup>th</sup> down. Double turnover the top two cards face up. Ask if it’s the right spectator’s color. If it is, tadaaaa! Double turnover and place both onto the bottom of the packet. If it’s not his chosen color, double turnover again, remove the top card and place it face down in front of them. Spread and close the packet, catching a break below the 3<sup>rd</sup> card down. Grasp the three cards above the break in right hand biddle grip and move rightward, at the same time the left thumb lowers onto the top card and retains it in position as the right hand strips out the two below it as one. Place the right hand double on top. What you have done is slip cut away that waste card and now the other spectator’s two possible selections are on top. They only saw you handling two cards so nothing is suspicious. When doing the slip cut, look at the double card and say *“Well, let’s try yours. I sense it’s this color.”* Double turnover to show a color. If it their selected color, great. Mention how one out of two isn’t too bad, good thing you’re a magician. Snap you fingers and turn over the face down card in front of the right spectator so show it magically turned into their color. If the shown color isn’t the left spectator’s thought of color, double turnover, remove the top card and place it in front of them. Snap you fingers over both tabled cards and turn them over to show they both turned into the secretly chosen colors!

Did I cover all the outs? I’m not sure but you should get the jest of it.

**Color Mind Preset Memory:** This takes advantage of the corner nicked card principle. Take the time to memorize a certain arrangement of the 8 colors. Arrange their four of a kind groups on

the table from left to right in memorized order. Just like earlier explained, remove the top card off each group and collect them from left to right. Do the same with the groups of 3. Now overhand shuffle in the stacking sequence to set the packet up. Spread off the top 12 cards and rotate them around where the cut corner is on the opposite end. Now mix all together without rotating any. You can now keep that packet in a wallet or whatever and use it for various tricks or impromptu Color Mind variations. The 8 card packet can be mixed even since the color key sequence of the 24 cards is in a memorized order.

I hope you have as much fun with this principle as I have. All the best and magically,

Jack McCoy / TheRealMagicJack

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12-12-12

A stylized, handwritten signature in black ink. The signature is highly cursive and fluid, starting with a large, sweeping loop on the left side that curves upwards and then downwards. The letters are interconnected, and the overall shape is elongated and dynamic.