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Topias

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Topias (Places)

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What if you could simply deal cards into two piles, pick one up and drop it onto the other a few times, and in the end know exactly where a selection is? What if the cards were fully shuffled beforehand? What if you could do this very easily with no extra moves or sleight of hand or prearrangement? What if you could move any card from any starting position and into any desired ending position, once again simply by dealing into two piles and picking one up and dropping onto the other a few times? If you can add 1, 2, 4, and 8 together, you can do all this!

A lady deals and spells her name and finds her selection at the last card dealt.

The selection is found at a significant date, using the packet as a calendar.

A couple attempts to find each other's selections by marital intuition then an impossible coincidence occurs.

A spectator picks an image on a card with numerous characters drawn on both sides and travels through four cards in this manner, in the end you know exactly what image was chosen.

Cards are eliminated throughout the deals and the remaining cards added together tell the location of the selection.

The entire deck of 52 cards are used to demonstrate an amazing feat of memory, or so it appears to the spectator, when actually very little memory is needed at all.

These are just a few of the tricks you'll be learning.

A Brief History:

Back in the late 80's I learned a card trick from a Phil Goldstein manuscript (Out of Sorts – *Thequal*, pg. 5). In the manuscript, he mentioned the trick utilizing a binary sorting process which caused a certain thing to happen. I became interested in how the binary process is at work and mapped it fully, way beyond what that trick exposed. From that mapping, I've discovered several other uses for the binary principle. I put them all together in a manuscript called 'Pieces of 8' and can humbly say am proud of all my discoveries and creations.

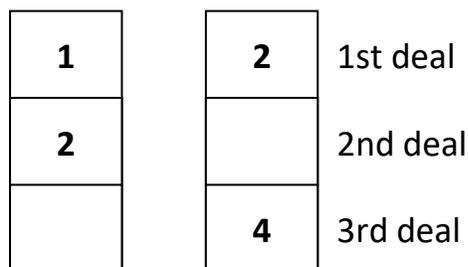
The tricks you're about to learn involve the binary mapping in its rawest form and the simplest of procedures. You will find these tricks to be fun, easy, and maybe come up

with your own uses for the principle. I'd love to hear your thoughts so please share with me if you have an idea.

8topia

This is a somewhat minimalistic approach to the next 3 tricks. I could go smaller but it would be pointless.

1. Have 8 cards mixed and one selected within them.
2. Holding face up, deal back and forth into two piles, starting on the left. Flip each packet face down and ask the spectator to remember which packet the selection is in. Pick up the packet on the right, drop onto the left and pick all up. Turn face up again.
3. Repeat step 2. two more times.
4. Once done, ask which side the selection was in after the 1st, the 2nd and 3rd dealings.
5. Referring to the illustration below (also called a 'binary key'), secretly add all the shown values together that had the selection in their spot during the deals. The total tells you how far from the face of the packet the selection is. Simply turn the packet towards you, spread, count from the face, and remove the selection.



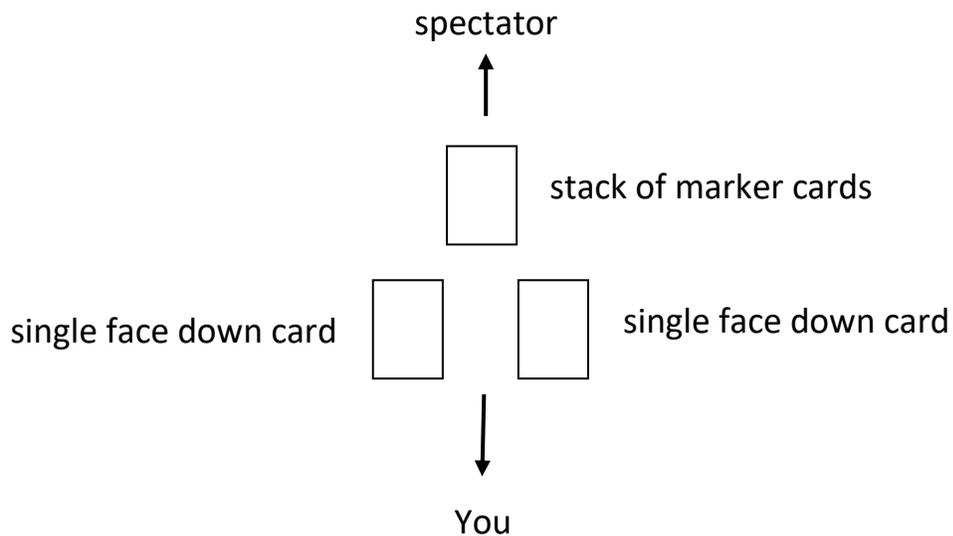
I hope you understand the illustration. Simply, after the first deal, if the selection is in the left pile think '1', if in the right pile think '2'. After the second deal, if in the left pile add '2' to the total so far, if in the right pile add nothing. After the third deal, if in the left pile add nothing to the total so far, if in the right pile add '4'. The final sum tells you the position of the selection from the face of the packet.

Note: All my illustrations in this booklet are displayed in a similar fashion.

Sixtentopia

Let's expand the previous trick to 16 cards and a fully shuffled deck.

- Deal the top ten cards face down into a pile on the table. Tell the spectator those cards will serve as marker cards.
- Spread off the top 16 cards of the deck and hand them to the spectator. Place the remaining deck portion aside as it's not used.
- Ask the spectator to mix the 16 cards, note and remember the bottom card. If more people are watching ask him/her to show it around so they can be involved as well. Look away during this time as to dispel any thought of your glimpsing the selection. Tell him/her to remix the packet which loses the selection into an unknown position. When the spectator is finished, take the packet from her.
- Tell her to remove the top 2 cards off the stack of 10 cards that's on the table and place them side by side and towards you, as you point to a spot on the table just towards yourself of the stack as you talk.



- Tell her that you will deal the 16 cards face up, back and forth into two piles and she is to notice which pile her selection goes into during the dealing, but not to let you know when she sees it. Tell her that once you're finished you will turn your back and she is to mark which pile has her selection by turning face up the marker card is in front of it. Tell her that afterwards she is to take the top two cards from the marker stack and place them face down on top of the single cards that's in front of them, to hide which one is now face up. Explain to her that if she was to simply cover the one face up card

you would know which pile has her selection so she is to place a card on top of the face down card as well to keep both piles even and where you can't see which one has a face up card. Make sure she understands. Nothing has happened yet, you're just explaining the procedure that's coming up.

7. Now the trick commences. Holding the sixteen cards face up, deal them back and forth into two piles, directly in front (towards you) of the two single marker cards, starting on the left. During this time, remind her to watch for her card and remember which pile it goes into. Deal quickly and pretend to stare intensely at the cards. Make it seem you're memorizing the cards though you're really not, the binary principle eliminates any need for that.

Once the entire packet is dealt, turn away and tell her to turn face up whichever single card is in front of the pile that contains her selection. She will turn face up either the left or right marker card. Now tell her to cover those two cards with 2 more cards from the marker stack. If she wonders why they're called 'marker' cards, it's because they are **marking** which side her selection goes into each time, so she can't cheat nor has to remember which piles at the end, for convenience.

8. Once she's finished, turn back around, pick up the face up packet of eight on the left and drop it on top of the other. Pick up the sixteen cards. Tell her that you will repeat the process again and she is to mark whichever pile her selection goes into by turning face up one of the new face down 'marker' cards (those on top of the first two marker cards). Afterward she is to once again cover them with cards from the marker packet (now 6 cards) so once again you can't know which side had her selection after the second deal. So, for a second time, keeping the sixteen cards face up and without disturbing their order, deal them back and forth, starting on the left, into two piles. Turn your back, allow her to turn the appropriate 'marker' card face up and then cover each side with a face down card from the marker stack.

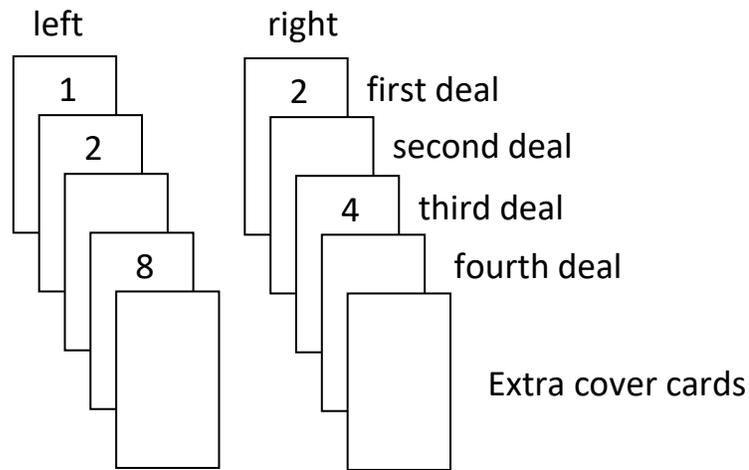
9. Turn around, pick up the eight-card packet on the left and drop it onto the right and then pick up the sixteen cards. The spectator should now understand what's going on, so you probably won't need to be so descriptive from now on.

10. Perform the process **two** more times. In other words, you deal, she marks, she covers, you turn back around and put the left packet onto the right, then pick the 16 cards up, then repeat one last time.

The principle requires a total of four (4) dealings and reassemblings and you always must deal left side first and reassemble left onto right for the principle to work.

11. The situation is now: The process has been done 4 times. You're now holding the sixteen-card packet face up, on the table are two piles of five cards. The top cards are face down but below them will be four face up cards in various positions. The top cards are simply a final cover, for effect, and serve that purpose only. You just need to know which piles had the selection through the four deals. With your empty hand, reach down and ribbon spread both five card packets towards yourself.

Like the trick '8topia' refer to the illustrated binary key below, adding the number values together that have a face up card in their position. The total will tell you how far down from the **top** of the face down packet (or from the **back** if facing you) the selection is.



Notice that the key is the same as '8topia' except with one more dealing process and the value of '8' added.

The total tells you how far from the back of the sixteen card packet the selection is. If the packet was face down, it would tell you how far the selection is from the top. But since the packet is face up, it's how far from the back. Say something to the effect of, *"Hmmm, so your card was in this pile, then this pile, then this pile,..."* talking in accordance to whichever side has the first face up card, then the next, and so on. Think out loud saying, *"O.K., hmmm, what card went over here, then here, then here, then here."* You want it to look like you're thinking about the 16 cards and all the deals and which cards went where, like a memory stunt. Spread all the way through the packet then back to the front, counting from the back according to the total and remove the selection. Say, *"If I remember right, this card did just that."* Allow her to verify that

it's her selection. Act all smart and sexy, then go on to something or someone else if she's not turned on by your macho magic self.

More: Only the five numbered locations are of importance and should be easy for you to memorize. The first deal (values 1 & 2) should be a no-brainer. Notice how the 2,4, and 8 zigzag through the last three deals? Just say to yourself “*One-two-two-four-eight*” a few times and remember the zigzag which simply has the ‘4’ jumping to the right side and you’ll easily implant the key into your brain. All other positions are irrelevant. Simply notice which cards in those five key positions the spectator turned face up. You’ll also notice that you have tons of time to calculate this since you’re pretending to be remembering cards and you can stall it out however long you need. Memorization stunts don’t have to be fast to be impressive. I’ve had magicians believe it was done by memorization and look at me like I’m some sort of Harry Lorayne type, if they only knew.

Oh, you may be wondering why I structured this trick to be counted from the back of the packet in this version. Yes, it was done on purpose and because I’m terrible at hiding the fact that I’m counting through the packet for a position instead of looking for a certain card. By counting from the back, it forces me to spread through the whole packet first then back forward which gives it a more natural appearance without me having to remember to act like I’m remembering a card instead of counting to a location. Now that it’s been said, I’ll tell you that you can do any of these tricks either way by simply mirroring the keys. You still must deal left to right and pick up left onto right, but think of the binary values of the key going the opposite directions and it will tell you the selection’s final position from the other end of the packet! So, adjust it to your personal preferences.

Thirtytwotopia

This is a full deck version which uses all 52 cards (jokers excluded) and the selection is one of 32 possibilities. It’s the most impressive of the three but takes some time to do, so pick a time when a sharp minded spectator is lounging around and looking quite bored. This is the biggest trick in the manuscript.

Effect:

A. A full deck of 52 cards (jokers removed) is shuffled. Four stacks of 5 cards each is placed onto the table in a horizontal row. The spectator remixes the remaining 32 cards, memorizes one and reshuffles, ensuring his selection is lost somewhere inside. Like ‘Sixtentopia’, the top card of the packets of 5 is removed and placed just forward

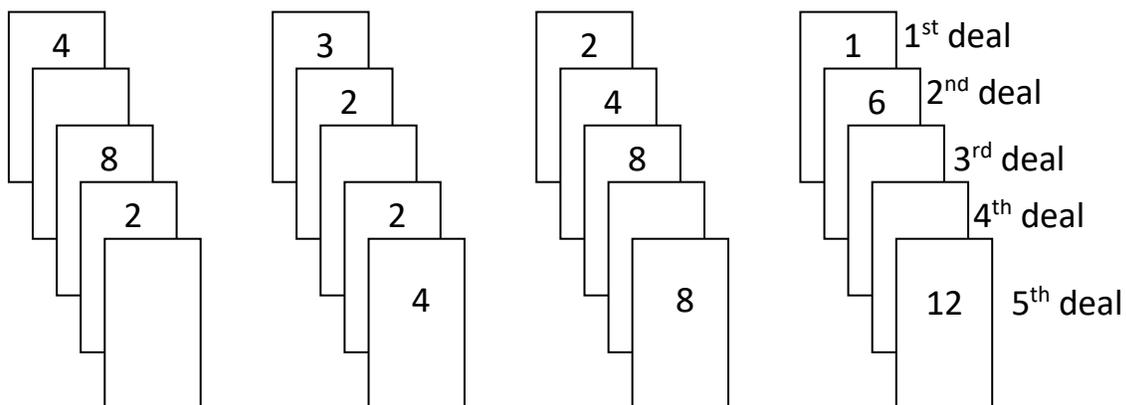
of the stacks from which they came. The 32-card packet is held face up and dealt from left to right into 4 piles. During this time, the spectator watches and notices which pile his selection ended up in. The magician turns away. The spectator turns face up the single card that's in front of the pile that his selection went into. He now removes the top card of each packet of now 4 cards and places them on top of the previous single cards, to hide which one of those four is now face up. The magician turns back around and collects the 32 cards by picking up the stack on the left, dropping it onto the next packet to its immediate right, picking up that combined pile and dropping it onto the next packet to the right, picking up all those cards and dropping them onto the remaining stack of eight cards. All 32 cards are now picked up.

B. The process is repeated, the cards dealt into 4 piles, the spectator watching which pile ends up with his selection, the magician turning away, the spectator turning the new top face down card of the pile in front of that pile face up and then covering the four groups with a face down card from the now packets of 3. The magician turns back around and gathers the 32 cards from left to right.

C. The process (step B.) is repeated 3 more times except on the last procedure there won't be a card for the spectator to cover the four groups so nothing is done there.

D. The magician spreads the four packets of 5 cards towards himself, noticing which pile had the selection after each deal, picks up the 32 cards, looks through them, then removes the selection!

Method: As previously explained, the method is very similar to the trick 'Sixtentopia', except instead of dealing with 16 cards, this uses 32. Instead of dealing into two piles, the cards are dealt into four piles. Like the previous effect, the cards are always dealt from left to right and collected from left to right. And once you determine the final sum of the key positions that's occupied by a face up card, the count is from the **face** of the 32-card packet. The binary key to the face up/face down packets are illustrated below:



Whichever key value positions (as shown above) has a face up card, mentally add that value. The total will tell you how far down from the face of the 32-card packet the selection is.

This trick requires a bit more memorization of the key positions and takes longer to perform, but the fact that it uses a full deck of 52 cards gives it validity and is more impressive in appearance. You could also simply divide them in half and do 'Sixtentopia' to two spectators.

Computopia

This 98% self-working trick is basically 'Sixtentopia' but with different strengths.

Effect: A) A deck is shuffled. The spectator says "Stop" at a random place while the magician riffles down the edge, and from that spot 8 cards are dealt into two piles on the table. The top card of each pile is now removed and placed just in front of the packet from which they came.

B) 16 cards are now removed from the deck and handed to the spectator. The rest of the deck is set aside. The spectator now mixes the 16 cards, looks at and remembers the bottom one as his selection, then remixes to lose the selection somewhere inside. The magician takes the packet and holds it face up.

C) Holding the 16-card packet face up, the magician deals them back and forth into two piles, each going in front of a single face down card. During this the spectator is asked to watch and notice which pile his selection goes into. He is now instructed to remove the single face down card that's in front of the pile with his selection and eliminate it by putting it on top of the deck. The remaining single card is set aside. The top two cards of the now stacks of three are removed and placed just in front of the packets from which they came (just like the first time). The 16 cards are reassembled by picking up the face up stack on the left, dropping them onto right, then picking all up.

D) The process is repeated, the 16 cards dealt into two piles, afterward the spectator eliminating the single card that's in front of the pile that has his selection and the remaining card retained and placed aside on top of the previous one. Once again, the 16 cards are gathered.

E) The entire process is repeated two more times. After the 16 cards are reassembled the fourth time, they are placed face down onto the table. The four single cards that were in front of the piles that didn't have the selection during the four deals, are turned face up and their pip totals added, any face card ignored. Aces count as '1'. The face down 16-card packet is counted down equal to the sum. The card at that location is the selection!

Method: Arrange the following cards, from the top down: X 8 4 X X 2 2 A (each 'X' represents a face card). Place the stack on top of the deck.

Performance:

1. Shuffle the deck, keeping the top stack undisturbed. Cut the stack to the center, retaining a break above it. Rifle force to the break, cutting the deck there which brings the stack to the top again. Of course, the spectator should think the spot was randomly chosen by himself.

2. Deal the top 8 cards back and forth into two piles, starting on the left. Once done, remove the top card off each dealt packet and place them on the table, towards you and just in front of their respective packets from which they came.

3. Remove 16 cards from the deck and hand them to the spectator. Place the remaining deck portion squared onto the table. Have the spectator mix the 16 cards and select one using whatever method preferred or the one earlier explained in step **B** (my personal preference). Once finished, take the cards from him and hold them face up.

4. Do as earlier described in steps **C, D, &E**. The sum of the four retained cards will be equal to the selection's position from the top of the face down 16 card packet. Remember to ignore the Jacks, Queens, and Kings. Also remember that Aces count as one (1).

Remember: Start on the left when dealing the 8-card stack into two piles. Always keep the 16-card packet face up, always start on the left when dealing back and forth into two piles, and always reassemble the packet by picking up the left, drop it onto the right, then pick all up. Keep the packet face up and don't disturb the cards' order. After four deals and reassembles, the trick will always come to a happy magical conclusion! POWER TO THE NERDS!!!!

More: You could combine 'Sixtentopia' and 'Computopia' as an extended trick by:

1. When removing the 16 cards for 'Sixtentopia', make sure there is an ace, two 2's, a four, an eight, and 3 face cards among them. At the finale' when you're looking through the cards for the spectator's selection, pretend to be unsure and during that time remove cards one at a time, looking at each, thinking, then placing it to the back of the packet. Start with the spectator's selection and place it to the back of the spread, then the ace, the two, the other two, a face card, another face card, the four, the eight, then a face card (in other words the selection then the stack for 'Computopia'). Finally, act confident and remove the spectator's selection and show it for magical success. Afterward, flip the 15 cards face down and drop them on top of the deck. Put the selection in the middle somewhere. You now have the necessary stack on top of the deck to perform 'Computopia'. If I do both tricks together, when 'Sixtentopia' is over, I say *"That trick really wasn't as hard as I was making it look. Actually, the deck found your card for me. Here, I'll show you."*, after which I then perform 'Computopia'.

Sprytetopia

"He never saw the cards (faces)!" – a quote from a spectator

"I don't know how the hell you did that?" – another quote from a spectator

"Where did my card go?" – a quote from a cute, giggling, freaked out spectator

Effect: 8 cards are handed to a spectator for mixing. They are now asked to mentally choose one card. The cards are dealt face down back and forth into 2 piles. The magician drops a joker on top of a pile which he then picks up and spreads, faces towards the spectator. The spectator is asked if their card is among them. That spread is closed and dropped on top of the tabled portion, the joker is taken off the top and the entire process is repeated, 2 more times. After those 3 attempts at guessing the magician stares at the joker, which is then discarded. Now each card is turned face up, one at a time. Every time a card is dealt the magician looks at it and says, *"No, that's not it."* Once all the cards have been turned face up the spectator(s) realize the selection isn't there at all! The magician looks up and say's *"I bet you're wondering where your ___ of ___ went."*, naming the selection!

Method: Remove a joker and drop it face up on the table. Hand the spectator 8 cards for mixing, afterward instructing them to look them over and mentally choose one. If it's a group of people a nice procedure is to ribbon spread the 8 cards on the table and look away. Nominate a person to remove any card from the spread, remember it and show it around to the others. Once the card is implanted in their brain(s) instruct

him/her to put the card back anywhere in the spread then close everything up. The goal is for them to know there's no way you can know which card they chose or where it is in the packet.

1. Without mixing the packet tell the spectator to pick up the packet of 8 cards, hold them face down and then deal them, one card at a time, back and forth, into 2 piles of (4 cards in each). Pick up the joker and drop it face up on top of either pile. Pick that pile up, revolve it face towards the spectators (the joker will be on the backside looking at you). Spread the packet and ask if the you guessed correctly, that group of 4 has their selection in it. Remember their response, "Yes" their card is inside that group or "No", it isn't. Close the spread, revolve it back face down and drop those 5 cards on the top of the other 4 cards that's already on the table. Remove the joker off the top and place it face up on the table as you react to the either hit or miss. Each time if you pick the wrong packet act disappointed at the joker, like passing the blame or something. At least I do and it works, kind of a comedy approach I suppose.
2. Repeat step 1. a second time.
3. Repeat step 1. a third time.

Remember: all deals are done with the cards face down and must be of an alternating method for the principle to work. Also, no rearranging / mixing of the packet in between the deals. Make sure the spectator picks up the stack and immediately starts dealing without adjusting anything.

Yes	No	
1	2	1st deal
2	0	2nd deal
0	4	3rd deal

4. Referring to the chart to the left add the values of the 3 deals (steps. 1, 2, 3) in accordance to the 3 answers the spectator gave. **Note: An easy mnemonic for remembering this is think to yourself 'December 2004 and visualize '12-20-04'. The 1st number of each pair represents 'Yes'**

answers, the rightmost 'No'. The sum of those 3 deals tells you how far down inside the packet the selection now is.

5. Pick up the whole stack of 8 and keeping them face down, drop them on top of the face up joker then pick all the cards up. Talk to the spectator(s) in a sense of excitement or disgust, depending on your success rate throughout the 3 dealings and guesses. You haven't once looked at the cards, and if you guessed wrong once or twice can use it to your advantage in creating the impression you have no idea what cards they've selected. It's true, you don't know **what** card they chose, you do know however **which** card they chose. It's at the location

determined by the chart, from the top of the face down stack. Continue with the following procedure:



6. Grasp the packet in right hand biddle grip and the left thumb goes onto the top card.



7. The left thumb peels the top card off the packet and into its palm as you say *"It could be card # 1,"*



8. Continue peeling cards, counting each one out loud like in step 7. When you reach the card (selection) at the number you got from the calculation, peel it off but catch a pinky break below it (as pictured) before it falls flush.



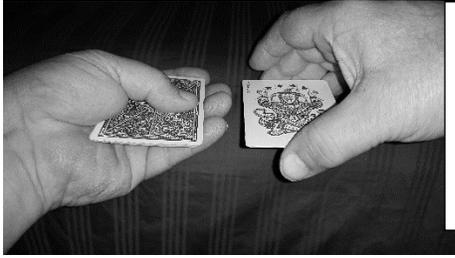
9. The right-hand returns so the left thumb can lower to peel the next card off. The card above the pinky break (the selection) moves flush below the joker.



10. The left hand moves leftward, peeling the top card off the right packet, at the same time the card (selection), is stolen underneath the joker, now gripped by the right fingers. Make sure it's flush before peeling.



11. Continue peeling until you reach the joker. The selection is secretly beneath it so make sure the cards are squared as one.



12. Hold the packet slightly away from the joker as you say, “..or card # 8.” Remember, you were supposed to be counting out loud each card as you peeled them? The reason for doing that is to implant into their heads that all 8 cards are in the left hand.



13. Point your right index at the packet as you say, “It’s one of them.”. Your right hand rotates naturally in the process and the selection will be looking straight at you. You can look straight at it also since it and the packet are both in the same line of sight.

14. Holding the pair look down towards it and pretend to be attempting some sort of mental communication with it, then snap your fingers. Place the face up joker w/ face down secret card on top of the deck. The selection has been secretly unloaded onto the deck. Turn the joker face down and leave it on the deck. Turn your attention to the packet and, with the right hand turn the top card face up, look at it and say, “The ___ of ___ (naming the card showing), *I don’t think so.*” Revolve that card face down and drop it onto the deck. Make sure the spectators can tell that it’s a single card. When I do this trick, I hold the card a little above the deck and clumsily flip it downward onto it. Continue with the next card, then the next, etc., all the way through the last card. In other words when you get to the final card, don’t slow down or anything, burn through it as quickly as you did with the other cards.

15. Look at the spectators with your arms crossed as you pretend to be thinking about those cards. The spectators will be reacting because their card was gone! You’ll have to play it diverse ways at this point since it’s best to work off the spectator’s reactions. Sometimes I’ll act surprised at their surprised reactions and let them tell me it wasn’t there which I then respond with something along the line of “*Ah, no wonder I couldn’t see your _____ of _____!*”, naming their selection. This further amaze them.

Topias - Part 2

Placemetopia

The binary key can also be used to move any card from anywhere in a packet to any desired position, all in the process of simply dealing the packet into two piles, picking up one and dropping it onto the other, doing this a few times (depending on how many cards are used).

In the past tricks, the binary values calculated the ending position of the selection. Well those binary values can also be used to send a card into a particular ending position which the following tricks will involve. I've discovered that, in the spectator's mind it just seems impossible to where it's not even a thought. How can a card be moved from any of 16 positions to any of 16 positions in only four dealings and reassemblings? Little do they know it can and very easily, simple complexity.

In the previous tricks, the dealing and reassembling involved a set process structure. You always dealt left to right and reassembled left onto right. In 'Placemetopia' and the tricks that follow you can deal either direction but pick up and reassemble a certain way, depending on the binary values needed.

Method: The following example involves four sets of dealing a packet of 16 back and forth into two piles. It's actually very kin to 'Sixtentopia' with the binary key mirrored.

REASSEMBLE WITH
SELECTION ON:

TOP	BOTTOM	
2	1	1 st Deal
0	2	2 nd Deal
4	0	3 rd Deal
0	8	4 th Deal

Let's suppose you want a card to end in the 7th position. The binary values that total seven would be the '1' in the first deal, the '2' in the second deal, and the '4' in the third deal. The fourth deal would be the '0' value. If you wanted the card to end in the 10th position, the values would be the '2' in the first deal (remember you must always use one of the values in the first deal) and the '8' in the fourth deal. The second and third deals would be the '0' values. If the ending position is to be the 14th, the first deal would be the '2', the '0' in the second deal, the '4' in the third deal, the '8' in the fourth deal. Notice the '2' value is in the first deal and not the second.

I hope you realize the binary values referred to are simply those whose values added together total the desired number. So, for example, '12' is $8 + 4$, '3' is $2 + 1$, '11' is $8 + 2 + 1$, etc. If the binary value of '2' is used only once, you use it in the first deal and not the second. If you need both 2's, you'd use the first and second deals. In beating a dead horse, you **must** always use a binary value in the first deal so that '2' is always used instead of the '2' in the second deal if only one value of '2' is needed.

Unlike the other 'topia' tricks, this alternate use requires you to know where the selection is with the cards face down. You couldn't do this trick with the cards face up as it would greatly diminish any effect using this method for obvious reasons.

Method: For learning purposes, get 16 cards and hold all face down. Turn one card face up and shuffle it anywhere inside the packet. Now choose any number between 1 and 16. You can even choose 1 or 16 if you wish. Determine the binary values that total your chosen number. Remember the 1 or 2 in the first deal must be used.

Here's the rule: Holding the cards face down, deal back and forth into two piles. You'll end with two piles of 8 cards each and during that time saw the face up card go into one of them. You will now reassemble the two packets and that which has the selection either going on top or below the other, depending on the value needed.

Here's a breakdown of the 4 deals and reassembles to help explain this, refer to the key on page 16 as well if needed.

After the 1st deal: If your chosen number involves the number 1, reassemble with the packet that has the face up card going on the **bottom**. If the number involves the number 2, reassemble with the packet that has the face up card going on **top**.

After the 2nd deal: If the chosen number involves the other number 2, reassemble with the packet that has the face up card going on the **bottom**. If the chosen number involves zero (0), reassemble with the packet that has the face up card going on the **top**.

After the 3rd deal: If the chosen number involves the number 4, reassemble with the packet that has the face up card going on **top**. If the chosen number involves zero, reassemble with the packet that has the selection going on the **bottom**.

After the 4th deal: If the chosen number involves the number 8, reassemble with the packet that has the face up card going on the **bottom**. If the chosen number involves zero, reassemble with the packet that has the selection going on **top**.

If you now count down the reassemble packet, you'll find that the face up card is at your chosen number!

Note: You may want to print or draw the diagram key on page 16 that shows the dealings, values, and top or bottom replacements until you get it memorized

Spelltopia

Note: Knowledge of the process explained in 'Placemetopia' is required since I'm not in the mood to repeat what's already been explained just moments ago. This trick is simply one use for it. .

1. It's normal when greeting someone to say your name and likewise they usually respond the same. If you're unsure of their spelling it's easy to confirm at this moment as there's many ways to address it. Mention a friend, real or fake, that has the same name and make up a spelling for it. Ask if theirs is the same or not. Say something about the differences or say something historic you may know about the name. Whatever, just be sure you know exactly how it's spelled before proceeding with the trick. Remove 16 cards from the deck, placing the rest aside as they're not used. Hand the cards to the spectator for a thorough shuffle. While they're shuffling, mentally calculate the binary number values that total the number of letters in their name, as explained in 'Placemetopia'. Tell them to look at the cards and mentally choose one as their selection, then continue the mixing.

2. Take the cards back and deal them face down into two piles. Pretend to concentrate and pick up either stack. Hold it up, faces towards the spectator and slightly spread it so the eight values can be seen. Ask if their selection is amongst them. Regardless of their response, close the spread and lean your head down slightly towards them, pretending to be magically gaining knowledge of the cards without seeing them. What you're really doing is simply gaining knowledge of which pile has the selection. If they say their card is in those you're holding, there you go. If they say it's not, it must be in the pile on the table. No rocket science here.

During this time and the next 3 deals and replacements, simply reassemble the two piles where their selection follows the binary path as explained in 'Placemetopia' which in the end will put their selection in the position equal to the last letter when spelling their name from the top of the packet. Tell them you're having trouble seeing it so on these times all you must do is snap your fingers and their card will move to a special position. Place the packet onto the table if it's not already there and fairly count down

from the top, one card per letter in their name. Show the selection is at the ending spot of the spelling.

Markedtopia

Let's delve into the aspect of marked cards and what can be possible with the 'Placemetopia' process. Using cards whose backs are marked eliminates the need for the spectator to provide any information during the routine and creates a stronger effect. Here's some thoughts and tips.

Variation A: Spread the 16-card packet and have one touched. Out jog it slightly, at the same time reading the marking. Hold the spread up for the spectator to note his touched card, lower back down, push the card flush and hand the packet to him for shuffling. Look away as much as possible during that time. Now deal the cards back and forth into two piles. Note which pile the selection goes into. **Tip: When you deal the cards into the two stacks, only watch one of them. It's a lot easier than looking back and forth trying to catch the selection while dealing. If you saw it or not tells you which pile it's in.** Once the piles are complete hold your hands above them, pretending to catch magical waves of information. Reassemble the two packets and repeat 3 more times as described in 'Placemetopia' and bring the selection to the bottom (16th position, the assemblies would be top, bottom, top, bottom). Snap your fingers and hand him the packet and tell him to do an Australian deal with the packet face down (first card to the table, second underneath the packet, next card to the table, next underneath, etc.) until one card is left in his hand. Have him turn the single card over to conclude. Even though you know its identity, don't say it.

Variation B: Get 16 blank faced cards and make a set of fortune cards. Make one of them something different than the others and mark it's back somehow where you can keep track of it. The card could be bad luck, good luck, left blank, etc. I'll leave it up to you what theme to do. Have the spectator deal the packet into two piles. Look at the top cards of both stacks and notice if the special card is there. If not, tell the spectator to turn up either top card. When they do, do some sort of fortune telling with it. Assemble the two packets in accordance to that explained in 'Placemetopia' this time and the next 3 times to put the special card at the last letter of their name if counting from the top, or the bottom of the pile for the Australian deal. If, during the deals, you notice the odd card ending on top, have them turn either pile over and make a fortune statement with the bottom card instead. It's easy to dodge the 'odd' card during the process.

Variation C: Mark the back of the joker, and start with it 2nd from the bottom of the 16-card packet. Spread face down and have a card removed. Keep the bottom few cards in a chunk during this so the spectator doesn't pick the joker. Close the spread, catching a pinky break below the top card. Take the selection back, place it on top, and double-undercut to the break. The selection is 2nd from the bottom, the joker 4th from the bottom. Spread off the top 4 cards and place both halves onto the table. Allow the spectator to straight-cut both packets, pick up either, then drop it on top of the other. Pick the combined packet up and remind them their selection now being in an unknown location. This isn't true since the selection is 2 away from the marked joker, in the same group of 4 (the top 4 or the bottom 4). Though it could be simply removed and shown, for a mentalism routine. However, I prefer to take it further and continue with the following: You will reverse faro, strip out the out-jogged cards and recombine the two stacks, a total of 4 times. During the 4 times, restack the portions where the one with the joker goes on the top – bottom – top – top. This is easy due to the marking. Hint: when reverse-faroing, just watch the out-jogged cards, looking for the marked joker. If you see it, it's in the out-jogged cards, if you don't then it's with the in-jogged portion. After the four reverse-faros and assemblies, the joker will be 3 down and the selection on top. Triple-turnover to show the joker. Act as if it's a mistake, that you didn't intend on the joker being in the cards. Triple turnover, remove the top card and place it face down onto the table, as you say you'll get rid of the joker. Turn the top card face up, slightly spreading the 2nd card down. Square up, catching a pinky break below the top two cards. With the right hand, thumb above and fingers below, remove the double from the deck. Once they're away, with the left hand turn its entire packet face up and place on top. During this time say, *"Any of these cards can be yours, and I have no idea which one."* Complete-cut the packet, which centers the face down card, in continuance of your mentioning any card possibly being the selection. Snap your fingers, then ribbon or hand spread the cards. A face down card will be in the middle. The audience will believe it to be the selection. Turn it over to reveal it's the joker! Act as surprised as the spectators, like you meant for it to be the selection. Say, *"If the joker is now here, what card is this?"*, pointing to the single face down tabled card. Turn it over to conclude. This variation gets great reactions and is one of my favorites.

Calendartopia

The spectator tells you a month, day, and year of a significant time to them personally (birthdate, marriage, vacation, etc.) throughout the four deals of 16 cards onto the table and reassemblings. Each time you point back and forth at the two piles, in the end picking up the final pointed at pile and dropping it onto the other. At the end, you

explain *“What a coincidence, that date is significant to me as well.”* The top card is turned over, it’s the selection! This is a beautiful trick if practiced where it requires little thought to do smoothly. Remember, the packet begins fully shuffled by the spectator yet their important date magically transports their selection to the top, gorgeous! This trick plays very well on female spectators.

Method: As earlier explained, the four binary values for the selection to end on top is 1,0,0,0 (respective to the four deals). The selection needs to be marked by your favorite method where you know which pile it’s in each time without asking as you don’t want the spectator to feel she influenced you in any way throughout the trick. The easiest way is to mark a card and force it. The card can be returned anywhere and the packet shuffled to add fairness to the choice. After the first dealing, ask the month. Consider January being ‘1’, February ‘2’, March ‘3’, etc. If it’s an odd numbered month, start the count with the pile opposite the selection’s. If it’s an even number, point to the selection’s pile to begin the count. Now start the counting (pointing back-and-forth), starting the count with that first pointed pile and move the hand back and forth from pile to pile until the spectator’s month is reached. Pick up the stack your point ended on and drop it onto the other. The pile with the selection will / should end up on the bottom. Deal again then ask for the day of the month. If it’s an odd number, start the count on the pile with the selection, if it’s an even number, start the count with the pile opposite the selection’s. Once again pick up the final pointed at pile and drop it onto the other. The pile with the selection will / should end up on top. Deal one last time and ask if it’s in the 1900’s or 2000’s. If it’s the 1900’s point to the pile without the selection. If it’s in the 2000’s mention how you’re in no mood to count to two thousand so you’ll just use the ‘2’. Start by pointing at the pile with the selection. Pick up the ending pile and drop it onto the other. The pile with the selection will end up on the bottom. Deal the packet into two piles one last time and ask the year. If it’s a low number, go with that number. If it’s a high number (in the late 1900’s) mentally add the two digits together to arrive at a single total. Once you have the total tell the spectator that to simplify things you’ll count each number separately. If the mentally totaled number is odd start the count by pointing at the pile with the selection. If it’s an even number start the count with the pile opposite to the selection. Pick up the ending pointed at pile and drop it onto the other. The selection is now on top!

More on Placemetopia:

After the 4th dealing onto the table, the two cards which one is the selection will be the same distance down the packets. In other words, if you were to decide to make the

selection end up in the 5 position after the four dealings and reassemblings, after the 4th dealing the selection has to be 5th from the top of either packet so when you reassemble them according to the principle, it will be in that position. Keeping that in mind, you could change the routine somewhat and create a different ending.

1. Let's go with that position (5th position). Thinking about the principle, the binary calculation for '5' would be 1 + 4. This means that during the first 3 dealings and reassemblings, the packet with the selection would go on the bottom, top, and top. Now after the 4th dealing, the selection is now 5th down in either the left or right packets.

2. Once you've dealt the cards into the two piles the fourth time, rifle shuffle both halves together. The first 6 cards must be shuffled perfectly.

3. Pick up the packet and spread showing all cards face down and close, secretly catching a pinky break below the 8th card from the top. Complete cut the packet at the break. The selection is now either on top or 2nd from the top of the packet. Obtain a break below the top two cards. The right hand now turns palm up and the index goes into the break, the thumb on top. Both cards are removed as one and the left hand revolves palm down which rotates the packet face up. The left thumb riffles up the corner to about midway and opens a gap there. The right-hand double is inserted, face down, into the gap and pushed in about halfway. The right hand lets go and the left-hand turns palm towards you. The right hand taps the up jogged card(s) flush with the packet, at the same time you note the face card of the double and remember it. Revolve the left hand back palm up, the packet now face down.

4. Ask the spectator what card they chose.

A. If they name the card you glimpsed, spread down the face down packet to the first face up card, success! Clump push off and spread the bottom cards giving the illusion that it's the only reversed card in the packet.

B. If they name another card, turn the packet face up and spread down to the first face down card. With the right hand, remove all the cards above it and the left hand rotates palm down and thumbs that card onto the table which will end up face up and success again! Keep the left-hand palm down and the right hand now places all its removed cards face up on the bottom. Spread off all the face down cards, revolve them face up and replace onto the packet. What you have done is secretly righted that extra reversed card (non-selection) that was in the packet.

You may be wondering why not use the values of 1 or 8 which would bring the possible selections to either the tops or bottoms during the 4th deal. The reason is that the spectator may become suspicious as they would notice their selection being on top or bottom. Choosing a position inside the packet makes it more obscure and normal looking. But whatever, pick a position from 1 to 8 that's right for you and go with it.

Even More: My latest experiments with this has really been the most rewarding (yes, amazing a spectator with a card trick is rewarding to me, no comment) and pretty much the simplest of variations. I simply remove 16 cards and while the spectator is mixing them I ask them to say a number from 1 to 16. I have them deal the cards into the piles, place a hand over each and try to gain a mental connection to their card by trying to figure out which pile has their card. I have them pick up the chosen pile and see if they were right. Through the four dealings and replacements I simply have them reassembled so their card ends up at their spoken number by subtle directing. On the first dealing they can even mix each packet which adds to the mystery. I just adjust my patter according to whether they pick up the right or wrong packets during the attempts. They hardly ever guess right every time and in the end, I remind them of the number they spoke before the trick even started and have them count down to it and find their selection there. I act amazed at their premonition and they always are as well. I won't go into detail with the patter and will leave that up to you. It shouldn't be too hard for you to subtly guide them along the way. If they pick up the wrong packet and the one with their selection needs to go on top, I tell them to put the one they're holding down and pick up the other, turn its face towards himself and gaze at his selection to implant a stronger connection, afterward turning the packet face down and drop on top of the other. In this presentation either their selection's packet must go on top or bottom and they'll pick up either it or the other packet. Just think up patter which secretly instructs them so the ending position is as required. You have a 50/50 chance every time they'll pick up the right packet that needs to go on top when reassembled so simply have them drop it on top of the other packet when they're done looking through it. Most of the time they'll pick up the right packet at least once.

Romancetopia

Here's an amazing coincidence that requires almost no thought whatsoever to accomplish and ideal for any romantic couple that's all googly-eyed with each other.

1. Take out your deck and as quickly as possible remove 32 cards. Put the rest inside the case and set aside. Mention to them that using the entire deck is cumbersome so you'll use about ½ of it instead. Hand the 32 cards to the gentleman to mix them and

deal back and forth into two piles, afterward giving the lady a free choice of either pile for herself

2. Tell the couple to each look through their cards (16 cards each) and mentally select one, not to say what it is but to just to remember it.

3. Tell both to deal their cards face down into two piles just like the gentleman did the first time. When completed ask the lady to point to one of the gentleman's piles. Reach down and pick that packet of 8 up and fan it where he can see the faces. Ask him if she guessed correctly. Reassemble his two piles by dropping the one you're holding on **top** of the other. Now ask him point at one of her piles. Pick up the chosen pile and do a nice little hand fan of the packet towards her and ask if he guessed right. Comment on the result (both guessed correctly, both missed, one did and the other didn't) using this time to reassemble her two packets where the one with her selection goes on **bottom**. The only rule to remember is the packets are always reassembled with the two that has the selections going opposite when reassembled with the two non-selection piles. In other words, during the assemblies if the group of 8 with his selection ends up on top, hers must end up on the bottom. Or if his ends up on bottom, hers must end up on top. After mirroring the reassembles four times, one selection will be the same distance from the top of its pile as the other is from the bottom of its own.

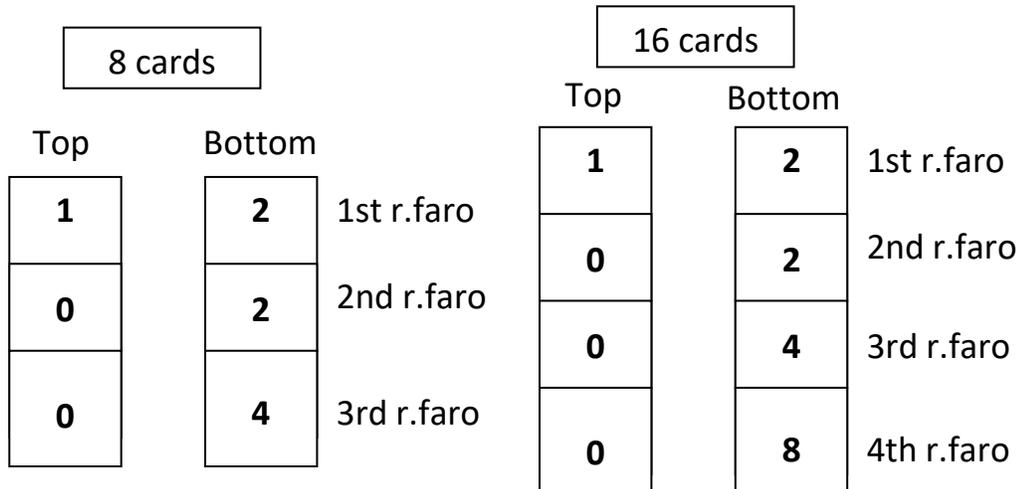
4. Ask the lady to choose one pile to be turned face up, either his or her own. Turn over the chosen pile. Now tell them both to remove cards off the top, one-at-a-time and in unison and slowly. Whichever has the face up pile, tell that person to stop when they reach their selection. Have the other turn over the top face down card on their stack. It will be their selection, magical unity!

The Reverse Faro for Placemetopia Tricks

The reverse faro is a handy way of mixing (or unmixing, whichever way you look at it) a packet of cards when a table isn't available. In these modern times, there are numerous media/video sites where you can learn the reverse faro, but briefly it's simply out jogging every other card (the 1st, 3rd, 5th, etc... or the 2nd, 4th, 6th, etc...), stripping out the out jogged cards and placing them on top or bottom.

The binary key is different when doing a reverse faro because their order isn't reversed when divided out, unlike dealing to the table. They are:

Reverse faro, strip out and reassemble with the packet with selection going on:



A visual: Think of being on a body of water. You see two sets of numbers in the water, one being 1-0-0-0, and the other 2-2-4-8. The 1-0-0-0 are light and floating on top, the 2-2-4-8 much heavier numbers and sunk to the bottom. This imagery clues you in to not only the number order of both sets, but whether the stack with the selection goes on the top (float) or bottom (sank).

In both processes, to find the selection, count from the **top**.

Mentatopia

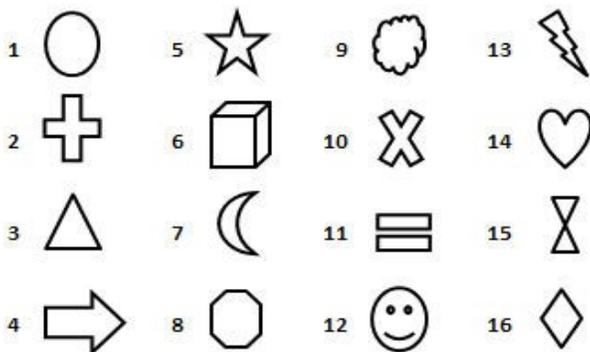
Effect: The magician hands 5 cards to the spectator. One is solid white on both sides, the other four have various shapes, symbols, and images on each of their sides. The magician speaks, *“I’d like to try a little test with you if it would be alright. I’d like to test my cognitive skills by doing a little neurovision experiment with you. No, it’s not painful as all you’ll be doing is looking at images, specifically on these cards. You can set the white card aside, it won’t be used until the end.”* The spectator is asked to examine the four other cards. *“Look at those cards. They have different shapes and images on each of their sides. Each card has the same shapes and images as the others but they’re mixed differently from card to card. I drew them on my computer and colored everything to make the cards prettier, aren’t they lovely? You can be honest. Well I did color each object differently from the others to make them easier to spot so I guess there’s a small purpose as well. Oh well, back to the experiment. What happens is, when you choose one of the shapes, your vision locks in on it but retains those around it as well, subconsciously. If you were to look at the same shape again but those around it changed, it blurs those neuroimages on each other and the chosen shape stands out. After going through these four cards, I hope the image of whatever shape*

you chose is so magnified in your mind that I'm able to perceive it, mentally. All the others should be indiscernible. Let's give it a go."

Effect: The magician turns away and the spectator is told to choose any of the cards, look it over on both sides and decide on an object. Once she's decided on one, she is asked to stare at it for a moment, turn the card over so her object is on the bottom and set it onto the table. One at a time, she looks at the remaining three cards, finds her object, stares at it then turns the card over where her object is on the bottom and drops it on top of the previous ones. In the end, all four cards are in a stack, each with the selected object on their bottom side. She is now asked to place the solid white card on top of the stack. You turn back around and explain how there's no way you can know what object she selected as you can't see the cards, even if you could her shape is on the bottom side, plus you had your back to her the entire time. To make things even more impossible, you fairly slide the entire stack into your wallet and put it away. "The only way I could know what shape you've picked would be to get it from your mind, agreed?" She will agree as everything's been on the up-and-up and should be obvious to her that you had no way of seeing the cards. You now gaze into her beautiful eyes, smile and tell her exactly what shape she chose!

The Secret: If you've read this booklet, you may be thinking "*Sixtentopia dressed differently*" and you'd be correct. The secret is in the colors of the cards. When I slide the cards into my wallet, it's natural for them to slightly spread where I can see what colors are uppermost. It's just the smallest spread and only takes but a fraction of a moment for me to do. The four colors tell me what object has been selected.

Preparation: I will describe the cards and how to make them. The objects can of course be anything, as well as card size. I chose basic geometric shapes and simple objects for my cards which are displayed below.



The numbers next to the objects are what's important when making the cards. As earlier mentioned, any objects can be used for various themes. Simply replace mine with those you desire, animals, cars, etc., 1-item-per-number.

<i>Side 1</i>	<i>Side 2</i>	Side 1	Side 2	<i>Side 1</i>	<i>Side 2</i>	Side 1	Side 2
RED	ORANGE	BROWN	ORANGE	BROWN	GREEN	BROWN	PURPLE
2-4-6- 8-10- 12-14- 16	1-3-5-7-9- 11-13-15	15-11-7- 3-16-12- 8-4	13-9-5-1- 14-10-6-2	7-8-16- 15-6-14- 5-13	4-12-3- 11-2- 10-1-9	9-10-11- 12-13- 14-15- 16	1-2-3-4- 5-6-7-8
Card 1		Card 2		Card 3		Card 4	

The diagrams above describe the cards. There are 4 cards total, each side colored and the symbols drawn according to the above chart. Looking at the number and symbol matrix shown on page 26, I've drawn 16 objects and gave each a number value. The chart explains each side of the four cards, what color to make that side and what objects to place on that side as well, matching number to its symbol. The symbols can be drawn and colored however you like. Use slight variations of brown so those 3 aren't colored identically, in case more than 1 are uppermost, which could draw suspicion.

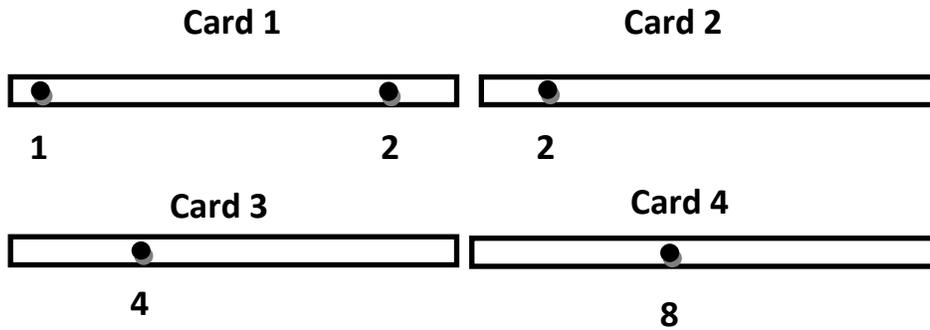
The cards' colors represent a binary value:

Red = 1, Orange = 2, Green = 4, Purple = 8, Brown = 0

I chose those colors for a reason. If you're familiar with primary colors and their order, as seen in rainbows or prism light refraction, the order is RED-ORANGE-YELLOW-GREEN-BLUE-INDIGO-VIOLET, or the mnemonic ROY G. BIV. Notice that red's in the 1st place, orange is in the 2nd position, green is in the 4th position, and even though violet (almost purple) is actually in the 7th position, I think of it as being the last color as is the value of '8' in this trick so I easily remember purple as representing the number '8'. This helps me to remember the colors and their binary values for future reference. Brown isn't a primary color so I think of it as nil, a value of '0'.

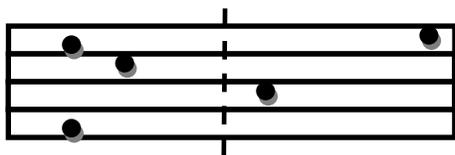
More: You can use whatever means you want to discern the cards sides that are uppermost. I use colors but there are other ways. One way it to leave the cards white and color the objects that are close to an edge in accordance to the binary process.

Another is to mark the edges of the cards with a tiny dot like this:



The dots are different distances from the left edge, determined by their binary values, 1 being the closest, 8 the furthest, none going past midpoint.

The cards' edges have been exaggerated for clarity. Once the spectator is finished, you can look at the left half of the cards' edges and use the dots to determine which object was chosen and now is on the bottom of all 4 cards.



Looking at the diagram on the left, there are 3 dots that are on the left part on the stack's edge, and whose binary values calculate out as, $2 + 4 + 2 = 6$, which means the spectator chose the cube.

Endtopia

I will end this manuscript with probably the most practical trick of the lot. It's also quite simple. It's distantly related to Pit Hartling's 'The Core'.

Effect: The jokers are removed and the 52 cards are shuffled. A card is selected and lost inside a deck. The deck is reverse-faroed and the magician eliminates either all the out-jogged or in-jogged cards. This is repeated over and over until one card remains, the selection.

Method: You must know where the card is from the top (how many down). Once you know it's numbered position, calculate the binary equivalent of that number. Now, as you do the reverse faros, use the binary sorting key map on the next page to eliminate either the out-jogged cards or in-jogged cards, according to the binary values. Here's the key: Each time, do an 'in' faro (the 2nd, 4th, 6th, 8th, etc. cards out-jogged).

in	out	
2	1	1 st r-faro
2	0	2 nd r-faro
4	0	3 rd r-faro
8	0	4 th r-faro
16	0	5 th r-faro
32	0	6 th r-faro

Example: Suppose the selection is 15 cards down. The binary equivalent of 15 is $1 + 2 + 4 + 8 + 0 + 0$, so during the 6 reverse-faro's you would eliminate the out, in, in, in, out, out, (jogged) cards, in that order, during the 6 processes. The 1st couple of reverse-faros take some time, but the deck whittles down quickly and soon things move fast.

Alternately, on the times the 'in' cards are to be eliminated, simply do the initial reverse-faro by out-jog the 1st, 3rd, 5th, etc. instead of the 2nd, 4th, 6th, etc. That way the eliminated cards will always be the portion you out-jogged and will look consistent with each other. Just think, *"If 'in', out-jog the top card and every-other card after it. If 'out', out-jog the 2nd card and every-other card after it."*

Here's a very fair-seeming cut sequence I came up with, for this trick, that allows you to not only know how far down the selection is in the deck but keeps it in the upper portion so calculating the binary value is simpler.

1. Remove the 2 jokers and drop them onto the table, face up. Have a card selected, returned and secretly control it to the top by your favorite means.
2. Start dealing the cards off the top of the deck into a pile, silently counting them as you do. Tell a spectator to say "Stop". When they say it, remember how many cards were dealt. That memorized number is how far down the selection will be in a moment, but not yet. Ask the spectator to pick up one of the jokers and drop it face up onto the dealt pile on the table. Continue dealing cards on top of that joker and ask them to say "Stop" once more. When they do, stop the dealing and tell them to place the other joker face up at that spot. Deal some more, then to save time act bored and drop the remainder on top. Pick up the reassembled deck.
3. Spread to the first face up joker and cut all the cards above it to the bottom. Remind the spectator of their free choice of this location. Remove the joker and set it aside. Spread to the other joker, once again cutting all the cards above it to the bottom. Likewise mention the spectator chose this place for cutting as well. Remove the joker and set it aside.

The fairness is that all is above board, the spectator did truly choose two random places for the deck to be straight cut, what's not realized is the portion on top is the first dealt group and the selection is down inside the deck equal to your memorized number. This also usually keeps the selection in a higher part of the deck, it doesn't have to but most of the time your binary calculations will be easier. But once again, the selection can end up anywhere, so if the spectator is taking his time saying the first "Stop", let him, just scold him mentally and explain to him that some of the deck is needed for the 2nd joker.

Whether you are a lady, gentleman, or alien, thank you for your interest in my binary magic play. I've enjoyed thinking about this process and hope it inspires you. Please e-mail or text me with your thoughts and ideas, providing I'm still alive. If not I suppose only the aliens will be able to.

Best Wishes and Magically,

Jack E. McCoy

magicjack@charter.net

Facebook – [facebook.com/therealjackmccoy](https://www.facebook.com/therealjackmccoy)

A stylized, handwritten signature in black ink, appearing to be 'Jack E. McCoy'.