

# Mentalarium

## **Effect:**

Four cards are handed to a spectator to examine. Each card has 16 symbols, 8 on each side. The same 16 symbols are repeated on all four cards but arranged differently. A blank card is also given to him. It is explained that when the eye locks onto an image, all those around it are also subliminally captured. By other symbols changing around it from card to card will cause those subliminal images to blur together and the only image in focus throughout is the single chosen symbol that remained unchanged. This locks the image into an easier accessible location for a mentalist to perceive. The magician explains that he will turn away and the spectator is to mentally choose any symbol on either side of any card. After he's done so he is told to place that card onto the table, the side with his symbol on the bottom. He is then to pick up another card, find his symbol and place it on top of the other, once again with the side that has his symbol on the bottom. He is to repeat this with the last two cards. Once he's done he is to place the blank card on top so when the magician turns back around he can't see any symbols.

The process is done, afterward the magician turning back to face the spectator. The magician removes a card from the case. It has an 'eye' on each side. The card is poked in between each of the four cards. During this the magician says "*Bottom, top, bottom, top, bottom, top, bottom, and top.*" The magician holds the eye card in front of his face. He stares into the eye and says "*Top*", looks at the other side and says "*bottom*". He now looks into the spectator's eyes and correctly reveals the spectator's chosen symbol.

100 % accurate every time!

No fishing or pumping!

Completely free choice!

Easy to do!

## **History:**

There's a very old magic trick that I first got in a box of cereal in the 1960's and I'm willing to bet you're familiar with it and maybe had it at one time. It's been around forever and I haven't been able to find any reference towards any single person to credit. The trick is the one that has 5 or 6 cards with random numbers on each. The spectator mentally chooses a number and gives you all the cards that have their number on it. Secretly you add the numbers at the upper left corner together on those particular cards and the total is equal to the number the spectator is thinking of. You now reveal it in your magical kind of way. It's pure binary that's at work there and is at work in this trick. In fact this trick is that in wolf's clothing. A few years ago I got a flashback of that old number trick I had as a young lad and having an increase of magic knowledge and education, I decided to redesign that trick and process and make the secret invisible and give the illusion a natural organic appearance and flow. This trick, 'Mentalarium', was the result. In these cases I don't mind bragging by saying this trick can stand up to any in this category. It's also easy to do and remember how to do because the secret is the same as that old classic but instead of numbers, we'll be using symbols. In 'Mentalarium' there are only 4 cards with symbols,

every card has every symbol on it, no cards are eliminated, the spectator uses a cover card to hide all symbols from your view and a cool looking ‘eye’ card is used to gather its identity.

**Process:**

There are 16 different symbols drawn on the cards.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
○	+	△	□	☆	≡	◁	∞	#	×		↓	⚡	⤿	⌘	◇

Each of the 16 symbols has a numeral value from 1 to 16 (shown above each symbol in the illustration). When the spectator has placed the 4 cards onto the table in a stack and with his chosen symbol on their bottom sides, **all the magician has to do is look at the top left symbol on each card and notice if it's a circle, plus sign, square, or infinity. Those four symbols have the values of 1, 2, 4, and 8 and play a double role as not only selections but binary variables as well.** If any of those four symbols are in that upper left position on the top side of the four cards their binary value is added together. Their total reveals exactly which symbol the spectator has chosen. **There is one exception, if the final total, after peeking at all the cards, equals 1, the spectator chose symbol 2 (plus sign) and if the total equals 2 the spectator chose sign #1 (circle), in other words those two totals switch with their symbols in the final total but only in those two ending scenarios. If the spectator mentally chooses the circle or plus sign this exception will be used, otherwise the circle equals 1 and the plus sign totals 2 in all other cases and calculations. Rarely does the spectator choose one of those two shapes so that additional rule is usually not used. So simply, if the final total is 1, think ‘2’, and if it's 2, think ‘1’. The reason for this switcheroo in those two cases might be obvious but it's that, if the spectator was to choose either of those two symbols, it would end up on the bottom when the card is tabled by the spectator. Therefore the secret process couldn't work as with all the others.**

How does the magician peek at the four cards' tops? He does this when he pokes the ‘eye’ card in between each of them, his thumb slightly lifting those above so the card can be inserted. During this time it's pretty easy to get a quick glimpse of the top left symbol on the cards top sides, it doesn't even have to be much of a peek as just a piece of the symbol can clue you to if it's one of those four symbols because: The circle is the only symbol with a curved left side, the plus sign is the only symbol that has one horizontal line in its middle, the square is the only symbol that has a vertical line on the left, and the infinity symbol is the only one that has the skinny shape to it. The others are irrelevant. Never does the magician look at the bottom sides of any cards which adds significantly to the overall effect. Done right it appears you never were able to see anything except the eye card.

These are easy to remember as a circle is **one** line, a plus sign has **two** lines, a square has **four** lines, and the infinity sign looks like a **sideways ‘8’**.

$$○ = 1 \quad + = 2 \quad □ = 4 \quad ∞ = 8$$

The 16 symbols and their values are:

The symbols and their values are very simple to memorize as they're built around a mnemonic principle:

Circle – 1 ring / line

Plus sign – 2 lines

Triangle – 3 lines

Square – 4 lines

Star – 5 lines

Swirly lines – like the ocean and getting sea **sick**. **Sick and 6 sound similar**.

Moon – 7<sup>th</sup> Heaven

Infinity – looks like a sideways **8**.

Tic Tac Toe – 9 spaces

X – roman numeral for 10

Two sideways lines – looks like a sideways 11.

Straight and curved lines – looks like a clock's pendulum and path (a clock face has **12** numbers).

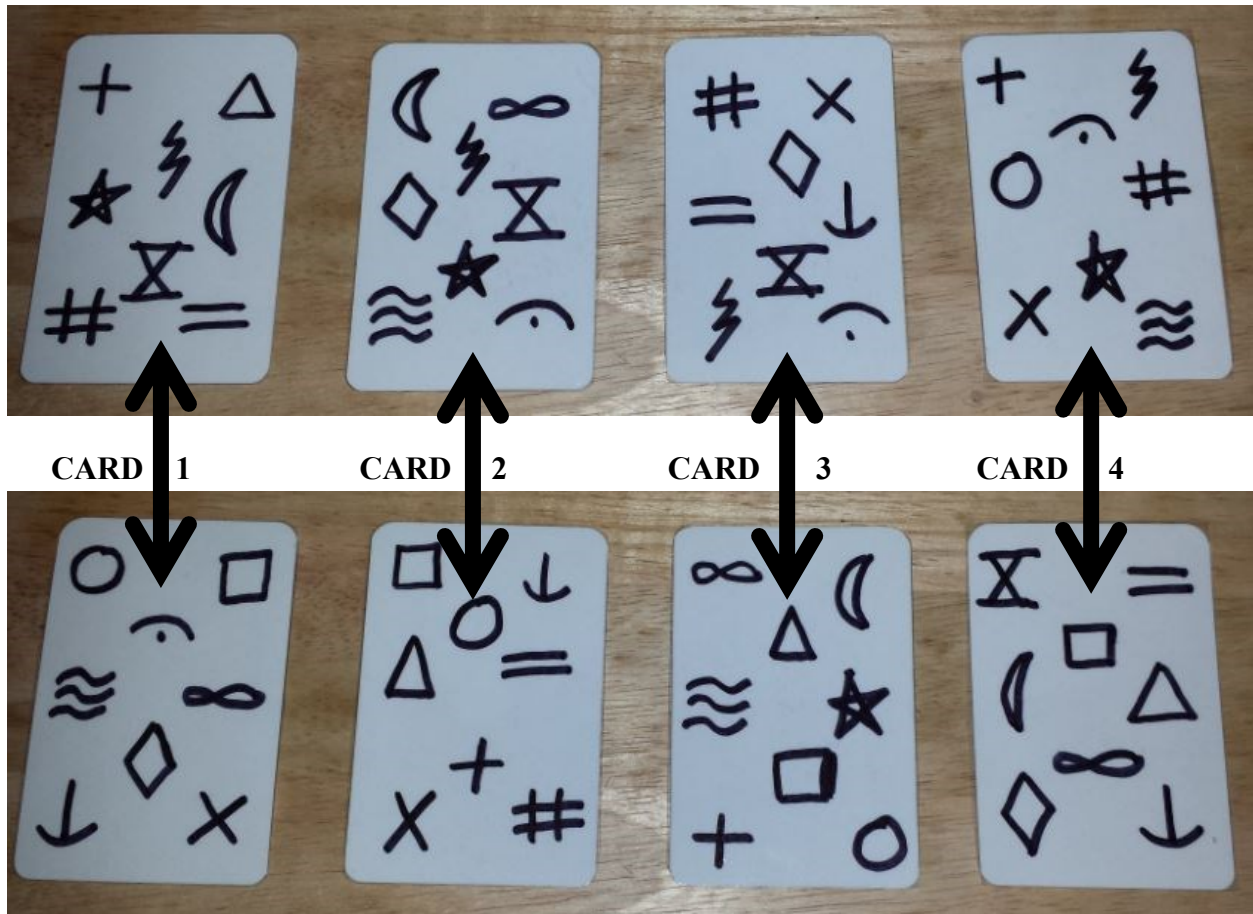
Lightning bolt – unlucky (**13**) getting struck

Curved line with dot below it (eye) – I have to constantly watch my **four teens**.

Hourglass – in the shape I see an 'X' and a 'V', together makes the roman numeral of **15**.

Diamond – I was **16** years old when I got a job and bought my girlfriend a diamond ring.

As goofy as some of the mnemonics sound they allow me to easily remember the shapes and their numeral values. Some are from a personal perspective and some are used more generally by the mentalism community. It's always best to adjust the mnemonics to a personal level whenever one feels it's going to be difficult to remember with that in the description. Anything can be used as a mnemonic tool, regardless of how absurd. Try many thoughts about the shape until one jumps out at you and you know you'll always be able to remember the pairing using that thought.



Above are the sides of the four cards and the symbols' placements. I'd like to add that the rawness of simple drawn shapes on blank cards by hand gives it an organic feeling to it, like it's not a marketed trick or something mass produced which believe it or not can sometimes work against the illusion of fair, honest magic..

### Performance :

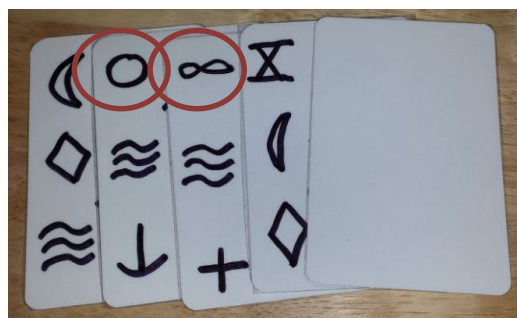
1. Hand the four symbol cards and blank card to the spectator. Tell him to examine them and place the blank card to the side as it's not used until later.
2. Turn away and tell him to pick any card and choose any symbol on either of its two sides. Once he's confirmed having one in mind, tell him to place that card onto the table and with his symbol hidden on the bottom side (the side with his symbol is face down). Tell him to now take another card, look for his symbol, stare at it for a moment then place it on top of the 1<sup>st</sup> card, once again with the side with his symbol face down. Tell him to repeat this process with the last two cards. Once finished tell him to place the blank card on top of all. Turn back around when he's finished.
3. Show the 'eye' card and take it with the left hand. Make sure the cards are oriented correctly (rotated correctly from your perspective). With the right hand, approach the tabled stack from above, thumb on the left side, other fingers on right side and index curled on top. With the right thumb raise the left side slightly and poke the 'eye' card below the stack. Let go with the right hand and wiggle the

'eye' card around with the left hand. Grasp the stack again with the right hand and remove the 'eye' card with the left hand. Now raise all the cards above the bottom card slightly so you can poke the 'eye' card into the slot. During this peek at the symbol that's on the top left side (from your perspective) and if it's a circle, plus sign, square, or infinity symbol. If it is, remember the binary value associated with it. If it's not one of those four symbols ignore it. Continue this process with the remaining 3 cards (poking the card into the slot, wiggling it around, removing it and moving upwards place it into all the gaps between the four cards. Once done you would have seen each symbol on the cards' top left and added the binary values of the circle, plus sign(s), square, and infinity if any of them are in that position on the top side of each card. Looking at the key on page two (or if memorized) you now know what symbol the spectator has secretly chosen. Reveal however you like.

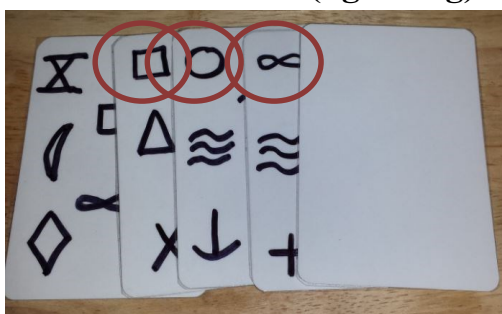
**1 + 2 = 3 (triangle)**



**1 + 8 = 9 (tic tac toe)**



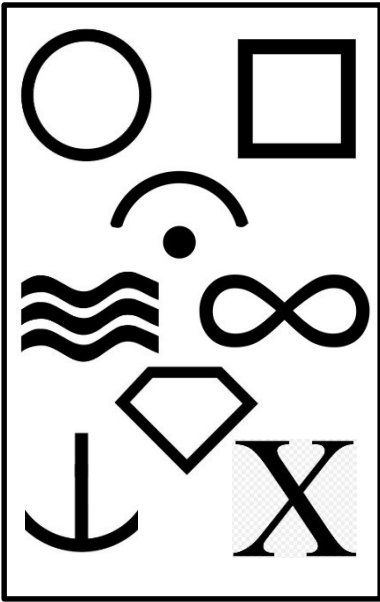
**4 + 1 + 8 = 13 (lightning)**



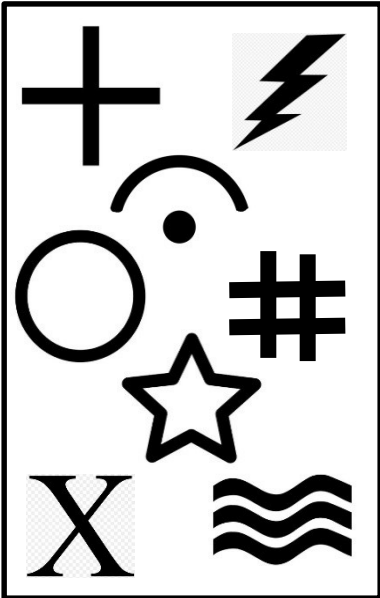
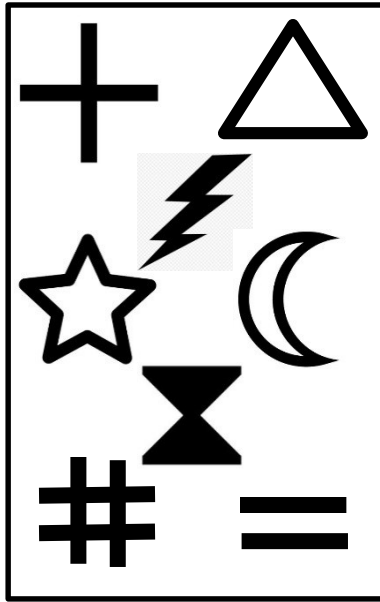
Normally you wouldn't spread the cards like these examples show. I did it for clarity of the process for explanation reasons.

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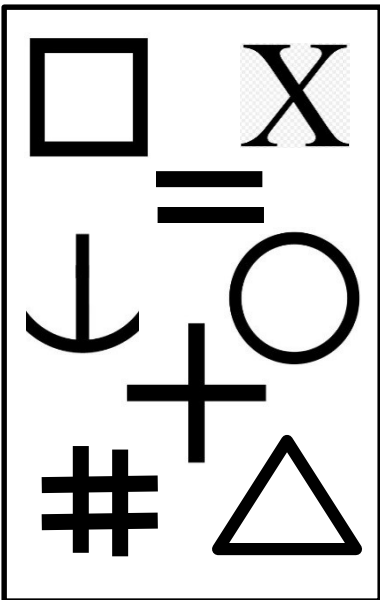
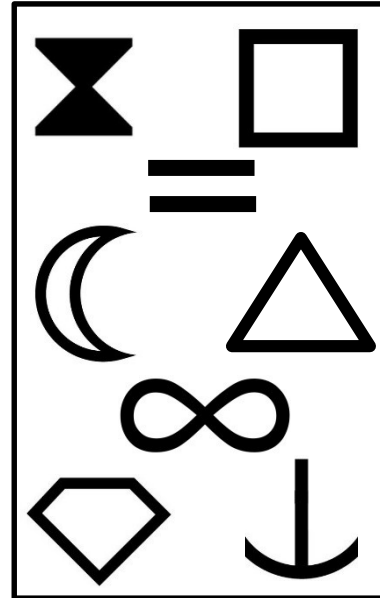
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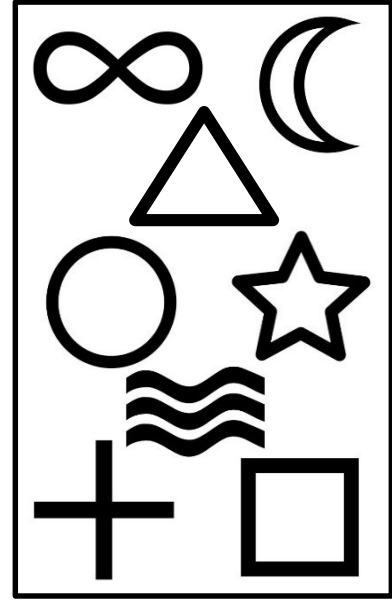
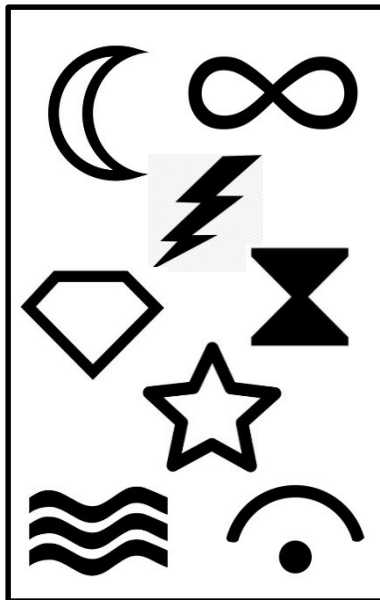
1  
↔



2  
↔



3  
↔



↕ 4

